

Placeholders

What is a Placeholder?

A place holder is a name, wrapped in curly braces {name}, which you place in commands, feeds and all sorts of places. When things run, like feeds and commands, we replace the placeholders with data that is available.

Some placeholders are only available in certain contexts, like a PvE feed has different placeholders available to Emote Binds.

You can apply some basic mathematics in placeholders, such as:

```
entity.spawn rhib {PlayerPositionX - 10},{PlayerPositionY},{PlayerPositionZ}
```

This will spawn a rhib 10 meters west of the players current position.

- Subtraction

+ Addition

/ Divide

* Multiplication

The mathematics is available on all placeholders that are a whole or decimal number.

Placeholders List, available everywhere:

| Placeholders | Description | Example |
|-------------------------|--|------------------------------|
| {ServerInfoHostname} | Server name, as it appears in GPORTAL | VereTech Gaming Test US 2x |
| {ServerInfoMaxPlayers} | Max players allowed on your gameserver | 100 |
| {ServerInfoPlayers} | Current number of players on your gameserver | 66 |
| {ServerInfoQueued} | Current number of players queued to join your gameserver | 2 |
| {ServerInfoJoining} | Current number of players loading into your gameserver | 10 |
| {ServerInfoEntityCount} | Number of entities on your gameserver | 120,000 |
| {ServerInfoGameTime} | Current time in-game | 6:00pm |
| {ServerInfoUptime} | How long your gameserverhas been up without a restart/wipe | 18 Hours, 40 minutes |
| {ServerInfoMap} | The type of map your gameserver is currently running | Procedural Map |

| | | |
|-----------------------------|--|-----------------|
| {ServerInfoFramerate} | The last captured FPS of your gameserver | 60 |
| {ServerInfoMemory} | Current RAM usage? | 2 |
| {ServerInfoCollections} | Number of Memory garbage collections since restarted | 1600 |
| {ServerInfoNetworkIn} | N/A | 0 |
| {ServerInfoNetworkOut} | N/A | 0 |
| {ServerInfoRestarting} | N/A | False |
| {ServerInfoSaveCreatedTime} | When the server last map wiped | 6 days, 5 hours |

PvP Placeholders List

The below is a list of placeholders that are available to be used in PvP Feed Types.

| Placeholders | Description | Example |
|---------------------------|---|--------------|
| {KillerPlayerName} | GamerTag or Discord Name of the killer. | private_wire |
| {KillerClanTag} | Will Display the killers Clan Tag | [VT1] |
| {KillerClanColour} | Will insert the killers clan tag colour into feed text. | 65435 |
| {KillerClanTagWithColour} | Will display the killers clan tag in its clan colour. | [VT1] |
| {KillerPvEKills} | How many times the killer has killed a scientist. | 24 |
| {KillerPvEDeaths} | How many times the victim has died to a scientist. | 5 |
| {KillerPvEKD} | Killer's scientist K/D. | 4.8 |
| {KillerPvPKills} | How many times the killer has killed a player. | 24 |
| {KillerPvPDeaths} | How many times the killer has died to a player. | 5 |
| {KillerPvPKD} | Killer's K/D. | 4.8 |

| | | |
|---------------------------|--|--------------|
| {KillerGameConsole} | The killer's console type. | Playstation |
| {KillerWallet} | How much is in the killer's wallet. | 100 |
| {KillerBank} | How much is in the killer's bank. | 566 |
| {KillerWalletBank} | How much is in the killers wallet and bank combined. | 666 |
| {VictimPlayerName} | GamerTag or Discord Name of the victim. | private_wire |
| {VictimClanTag} | Will display the victims clan tag. | [KHA] |
| {VictimClanColour} | Will insert the victims clan tag colour into feed text. | 22657 |
| {VictimClanTagWithColour} | Will display the victims clan tag with colour | [KHA] |
| {VictimPvEKills} | How many times the victim has killed a scientist. | 5 |
| {VictimPvEDeaths} | How many times the victim has died to a scientist. | 24 |
| {VictimPvEKD} | Victim's scientist K/D. | 4.8 |
| {VictimPvPKills} | How many times the victim has killed a player. | 24 |
| {VictimPvPDeaths} | How many times the victim has died to a player. | 5 |
| {VictimPvPKD} | Victim's K/D. | 4.8 |
| {VictimGameConsole} | The victim's console type. | Xbox |
| {VictimWallet} | How much is in the victim's wallet. | 544 |
| {VictimBank} | How much is in the victim's bank. | 88 |
| {VictimWalletBank} | Will show how much is in the victims wallet and bank combined. | 725 |
| {Currency} | The Unit of Measurement for the currency. | Scrap |

PvE Placeholders List

The below is a list of placeholders that are available to be used in PvE Feed Types.

| Placeholders | Description | Example |
|---------------------|--|--------------|
| {PlayerName} | Displays Players Name | private_wire |
| {ClanTag} | Displays clan tag | [VT1] |
| {ClanColour} | Inserts the clan colour into text | 65435 |
| {ClanTagWithColour} | Displays the clan tag in colour | [VT1] |
| {GameConsole} | PlayStation or Xbox | Playstation |
| {PvEKills} | How many times they have killed a scientist. | 24 |
| {PvEDeaths} | How many times they have died to a scientist | 5 |
| {PvEKD} | Scientist K/D | 4.8 |
| {PvPKills} | How many times they have killed a player. | 24 |
| {PvPDeaths} | How many times they have died to a player | 5 |
| {PvPKD} | Player K/D | 4.8 |
| {Reward} | The reward amount | 200 |
| {Stolen} | The amount stolen | 24 |
| {Wallet} | How much is in the players Wallet | 0 |

| | | |
|--------------|--|-------|
| {Bank} | How much is in the players Bank | 1005 |
| {WalletBank} | Will display a total count of the players wallet and bank. | 12254 |
| {Currency} | The Unit of Measurement for the currency | Scrap |

Placeholders available in Emote Binds

| Placeholders | Description | Example |
|-------------------------|---|--------------|
| {PlayerName} | The players name | private_wire |
| {GameConsole} | The Game Console the players is on | Xbox |
| {PlayerPositionX} | The players current position X vector (left to right) | -100 |
| {PlayerPositionY} | The players current position Y vector (top to bottom) | 66 |
| {PlayerPositionZ} | The players current position Z vector (ground to sky) | 200 |
| {"Name of Zone"X} | The Specified monuments centre position X vector | 1023 |
| {"Name of Zone"Y} | The Specified monuments centre position Y vector | 54 |
| {"Name of Zone"Z} | The Specified monuments centre position Z vector | 345 |
| {"Name of Zone"RandomX} | A random X vector for the specified monument. | 125 |
| {"Name of Zone"RandomY} | A random Y vector for the specified monument. | 432 |
| {"Name of Zone"RandomZ} | A random Z vector for the specified monument. | -120 |

| | | |
|------------------------------|--|-----|
| {"Name of Zone"RandomOuterX} | A Random X vector within 15m of the specified monuments outer edge | 123 |
| {"Name of Zone"RandomOuterY} | A Random Y vector within 15m of the specified monuments outer edge | 453 |
| {"Name of Zone"RandomOuterZ} | A Random Z vector within 15m of the specified monuments outer edge | 325 |
| {"Name of Zone"RandomInnerX} | A Random X vector within 15m of the specified monuments centre | 425 |
| {"Name of Zone"RandomInnerY} | A Random Y vector within 15m of the specified monuments centre | 234 |
| {"Name of Zone"RandomInnerZ} | A Random Z vector within 15m of the specified monuments centre | 324 |

Placeholders available in Emote Binds cooldown message

| Placeholders | Description | Example |
|---------------|--|---------------------|
| {PlayerName} | The players name | private_wire |
| {GameConsole} | The Game Console the players is on | Xbox |
| {Cooldown} | The time left to wait before player can use bind again | 1 minute, 6 seconds |

Placeholders available in Fortify's Enter & Leave messages, for Teams:

| Placeholders | Description | Example |
|----------------|--|--------------------------------------|
| {FortName} | A sequential number, uniquely identifying the fort in a team | 1 |
| {FortPosition} | The position of a fort | (11,4,77) |
| {FortColour} | The html colour of the fort | #000000 |
| {FortId} | A Guid of the fort, it uniquely identifies the fort in the database. | 488219dc-049f-458f-a032-05eccede223f |
| {FortSize} | The current size of the fort | 10 |
| {PlayerName} | The team leader's player name | private_wire |

| | | |
|---------------|---|----------------------------------|
| {GameConsole} | The team leaders game console | Xbox |
| {TeamMembers} | A comma separated list of all members in the team | private_wire, xPercivil, KDunnHD |
| {Currency} | The discord economy currency | Scrap |

Placeholders available in Fortify's Enter & Leave messages, for Clans:

| Placeholders | Description | Example |
|---------------------|--|--------------------------------------|
| {FortName} | The name of the fort entered when the clan created the fort | Hom |
| {FortPosition} | The position of a fort | (11,4,77) |
| {FortColour} | The html colour of the fort | #000000 |
| {FortId} | A Guid of the fort, it uniquely identifies the fort in the database. | 488219dc-049f-458f-a032-05eccede223f |
| {FortSize} | The current size of the fort | 10 |
| {PlayerName} | The clan's founder's player name | private_wire |
| {GameConsole} | The clan's founder's game console | Xbox |
| {TeamMembers} | A comma separated list of all members in the team | private_wire, xPercivil, KDunnHD |
| {Currency} | The discord economy currency | Scrap |
| {ClanTag} | The clans tag | VT1 |
| {ClanColour} | The clans designated colour in html | #000000 |
| {ClanTagWithColour} | The clans tag, formatted with their designated colour | <color=#000000>[VT1]</color> |

Placeholders available in Economy Command Group Products

| Placeholders | Description | Example |
|-------------------|---|---------|
| {PlayerPositionX} | The players current position X vector (left to right) | -1100 |
| {PlayerPositionY} | The players current position Y vector (top to bottom) | 60 |
| {PlayerPositionZ} | The players current position Z vector (ground to sky) | 6 |

| | | |
|------------------------------|--|--------------|
| {PlayerName} | The players name | private_wire |
| {GameConsole} | The Game Console the players is on | Xbox |
| {Currency} | The discord economy currency | Scrap |
| {Wallet} | How much is in the players wallet | 0 |
| {Bank} | How much is in the players bank | 500 |
| {"Name of Zone"X} | The Specified monuments centre position X vector | 1023 |
| {"Name of Zone"Y} | The Specified monuments centre position Y vector | 54 |
| {"Name of Zone"Z} | The Specified monuments centre position Z vector | 345 |
| {"Name of Zone"RandomX} | A random X vector for the specified monument. | 125 |
| {"Name of Zone"RandomY} | A random Y vector for the specified monument. | 432 |
| {"Name of Zone"RandomZ} | A random Z vector for the specified monument. | -120 |
| {"Name of Zone"RandomOuterX} | A Random X vector within 15m of the specified monuments outer edge | 123 |
| {"Name of Zone"RandomOuterY} | A Random Y vector within 15m of the specified monuments outer edge | 453 |
| {"Name of Zone"RandomOuterZ} | A Random Z vector within 15m of the specified monuments outer edge | 325 |
| {"Name of Zone"RandomInnerX} | A Random X vector within 15m of the specified monuments centre | 425 |
| {"Name of Zone"RandomInnerY} | A Random Y vector within 15m of the specified monuments centre | 234 |
| {"Name of Zone"RandomInnerZ} | A Random Z vector within 15m of the specified monuments centre | 324 |

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