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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