SHOUT Vote

User Guide

Table of Contents

Shout Vote

Shout Vote is a brand new Garry's Mod addon which makes map voting fun, easy and good looking plus at the same time takes only a few seconds for server owners to install and configure. It fully integrates with Gametracker too meaning no map icon downloads and 1000's of map icons ready to go.

ShoutPower is unique to this addon and adds another fun dimension to map voting too by allowing players to shout louder (using their microphone) to give their map the edge in voting. But of course if you just want standard map voting, it can be disabled with just one config.

This guide describes how to install, configure and customize every setting of the ShoutVote addon including detailed descriptions on each and every setting and Developer documentation for creating custom gamemode support.

Installation

To install ShoutVote all you need to do is unzip the download (click Download on the ShoutVote page after purchasing to get the zip file). Then, if you use FastDL or a Workshop pack for your server add the materials/resource folders to your FastDL/pack. (Resources are added automatically)

Configuration

To make ShoutVote even easier to configure, all the addons settings can be managed in one file; sh_shoutconfig.lua In here you can manage the theme (colors,images etc), core settings, UI settings, shout power settings, RTV, vote music & sounds, map nomination, and user group power.

Customizing Theme

The first section of the shoutconfig file allows you to customize the colors and images used to theme the map voting screen and RTV bar.

Theme Setting	Details
SHOUT.Theme.WindowColor	Vote screen background color
SHOUT.Theme.ControlColor	Vote screen vote bar color
SHOUT.Theme.RTVBarColor	RTV Bar color
SHOUT.Theme.SelectedMat	Material for map selected overlay
SHOUT.Theme.WinnerMat	Material for winning map overlay
SHOUT.Theme.TimerCircleMat	Material for timer countdown
SHOUT.Theme.TimerCircleColor	Color of the timer circle (blue by default)
SHOUT.Theme.RTVPrefixColor	Color of prefix for RTV chat messages
SHOUT.Theme.RTVTextColor	Color of text for RTV chat messages
SHOUT.Theme.VotingStaticColors	List of colors separated by comma which will be used first for vote bars on the map vote screen. If more maps than colors are in the vote, the colors will be assigned randomly.

Customizing Map Vote Settings

The second section of the shoutconfig file allows you to control the map vote settings.

Map Vote Setting	Details
SHOUT.Settings.MapPrefixes	Used to select maps for the vote. Will be overridden if AutoSetPrefixes is enabled. You can also specify a specific list of maps instead of prefixes.
SHOUT.Settings.AutoSetPrefixes	If AutoSetPrefixes = true then Shout Vote will try to set the map prefixes automatically based on the gamemode. **Set this to false if you want to use your own prefixes with the MapPrefixes config.**
SHOUT.Settings.VoteTime	Length of time in seconds a map vote will last.
SHOUT.Settings.MapsInVote	Maximum number of maps to be shown in the map vote

SHOUT.Settings.IntermissionTime	Length of time in seconds between the map vote results and the map being changed/extended.
SHOUT.Settings.MapRoundsCooldown	Number of maps played before a previous map is eligible for a vote again.
SHOUT.Settings.MapLastPlayedCooldown	Time in minutes before a previous map is eligible for a vote again.
SHOUT.Settings.EnableExtendMapOption	Enable the option for users to vote for a map extension.
SHOUT.Settings.PlayersCanChangeVote	Allows players to change their vote after they have already selected a map. This option is disabled by default.
SHOUT.Settings.FreezePlayersDuringVoting	Players will not be able to move during a map vote when this is set to true.
SHOUT.Settings.ULXIntegration	Enable the ULX shout vote plugins. !shoutvote and !stopshout Admins can also use the console command Shout_Stop to cancel a map vote.

Customizing Shout Power Settings

The third section of the shoutconfig file allows you to control the ShoutPower settings.

Shout Power Setting	Details
SHOUT.Settings.DisableShoutPower	Disable shout power. (Map voting will act like a normal map vote)
SHOUT.Settings.AutoActivateMic	Automatically activate the microphone when a map vote begins.
SHOUT.Settings.ShoutPower	The fraction of a selection vote that shout power will affect a vote by. (A lower number gives higher shout power)
SHOUT.Settings.IntermissionTime	Length of time in seconds between the map vote results and the map being changed/extended.
SHOUT.UserGroupPower["vipgroupname"] = 4	Add a line for each ULX group you want to specify different shout power for in the config file.

UI Settings and Text Strings

The fourth section of the shoutconfig file allows you to control UI variables and text strings shown on the map vote screen.

Shout Power Setting	Details
SHOUT.Settings.ShowPercentages	Show % amounts on voting bar?
SHOUT.Settings.ShowAvatars	Show player avatars on voting bar?

SHOUT.Settings.ShowCloseButton	Show close button on voting screen?
SHOUT.Settings.MakeSelectionText	Text used in first voting stage. (Tell players to pick a map)
SHOUT.Settings.ShoutForVictoryText	Text used after player has selected map.
SHOUT.Settings.WaitForVictoryText	Text used after player has selected map and ShoutPower is disabled.
SHOUT.Settings.WinningMapText	Text used when the results are in.
SHOUT.Settings.ExtendedMapText	Text used when the result is a map extension. (Only appears when EnableExtendMapOption is enabled.)
SHOUT.Settings.ResultTiedText	Text used when the result is tied.
SHOUT.Settings.NominateText	Text used on the map nomination menu.

Sound & Vote Music Settings

The fifth section of the shoutconfig file allows you to control sounds & vote music. You can specify a URL to play a sound from the web, clients will stream these sounds and won't need to download them when joining your server. Otherwise specify the sound path to play a local sound file.

Sound Setting	Details
SHOUT.Settings.EnableSounds	Set to false if you want to disable all the sounds. If you want to disable a specific sound you can comment out its config line.
SHOUT.Settings.MapSelectionSound	Sound played when a user selects a map to vote on.
SHOUT.Settings.RandomFlashSound	Sound played when the random flash animation is played. (Occurs when the map result is tied.)
SHOUT.Settings.RTVSound	Sound played when a new player rocks the vote.
SHOUT.Settings.VoteMusic	A list of music files to be played during the map voting. The music file to be played will be selected randomly from the list.
SHOUT.Settings.VoteMusicVolume	Volume of vote music (must be between 0 lowest and 1 highest)

Rock the Vote Settings

The sixth section of the shoutconfig file allows you to control the Rock the Vote settings.

Sound Setting	Details
SHOUT.Settings.EnableRTV	Enable the RTV system?
SHOUT.Settings.RTVChatCommands	Chat commands players can use to Rock the Vote
SHOUT.Settings.ShowRTVRibbonOnScoreboard	Show the RTV ribbon when the player is viewing the scoreboard?

SHOUT.Settings.RTVWaitTime	Cooldown time after a new map is started before players can rock the vote.
SHOUT.Settings.RTVPercent	% of players needed to RTV before a map vote is triggered.
SHOUT.Settings.EnableChatNotifications	Updates players on RTV progress using chat messages when enabled
SHOUT.Settings.EnableRTVRibbon	Enable/Disable the RTV ribbon
SHOUT.Settings.RTVRibbonUpdateShowTime	Time in seconds the RTV ribbon is shown for when someone new votes.
SHOUT.Settings.ShowRTVRibbonUpdatesToEverybody	Show the RTV ribbon update to all players or just to the player who rocked the vote?

Map Nomination Settings

The final section of the shoutconfig file allows you to control the map nomination settings.

Sound Setting	Details
SHOUT.Settings.EnableNominate	Enable the Map Nomination system?
SHOUT.Settings.NominateChatCommands	Chat commands players can use to open the map nomination menu. Users can also specify the map name directly in the chat command e.g. "/nominate ttt_67thway_v3"
SHOUT.Settings.MaximumNominatedMaps	Number of map vote slots that can be nominated. When EnableExtendMapOption is enabled the last nomination may be suppressed if the number of nominate slots is the same as the number of maps in the vote.

Gametracker Icons

ShoutVote integrates with Gametracker to show icons for your maps, this means there is already 1000's of map icons available. If you want to add an icon for a new map, it's as easy as uploading it on the Gametracker website. You can click the "Upload Image" button from your servers GT page, or if you want to browse the current icons and upload new ones go here:

http://www.gametracker.com/account/manage/map_upload.php?GMID=3892

Developer API

ShoutVote makes it easy for developers to add support for new gamemodes with just a few lines of code. The addon automatically loads the support file for the current gamemode from shoutvote/lua/gamemodes. If it can't find a file for the current gamemode it will try finding one for the

base gamemode such as in Prop Hunt where fretta is the base gamemode and controls the round and time limits.

Take a look at the files for already supported gamemodes if you need help adding Shout Vote to your gamemode. Below the key functions and hooks are described that you may want to use in order to add Shout Vote capabilities.

Functions	Use
SHOUT.StartNewVote(maps)	Call this function to begin a new shout vote. Optionally include a table of maps to be voted on. (This will cause the map extension setting to be ignored) Otherwise the addon will find maps based on the configuration settings.
SHOUT. EndVote (cancel)	Optionally you can call this function to end the map vote early. Usually shout vote will call this function after the map vote timer has expired. Call with a true argument to cancel the current map vote altogether.

Hooks	Use
ShoutVote_MapExtended	This hook will be called when the vote result is to extend the current map. This is only possible when the EnableExtendMapOption is enabled. Return true to signify that the map extension has been handled. Generally you will want to reset the round limit, time limit and restart the round. (See the examples if you need help)
ShoutVote_VoteRocked	This hook is called as soon as the RTV has reached the needed %. Return true to signify that the RTV has been handled. If you want the vote to begin immediately return false. Generally you will want to change the round limit or time limit to the current round/time; so that the vote is triggered at the end of the current round and gameplay is not interrupted.