

# PVP and PVE Trackers

One of the core features of BattleTracker is its robust tracking system for PVP and PVE statistics. BattleTracker tracks a variety of statistics including kills, deaths, killstreaks, and more. These statistics are saved in MySQL or SQLite, allowing them to be shared across Minecraft servers, or accessed by web applications.

## Configuration

By default, BattleTracker has support for both PVP and PVE tracking. These configurations can be found in the **plugins/BattleTracker/trackers/pvp.yml** and **plugins/BattleTracker/trackers/pve.yml** YML files respectively.

## Recaps

By default, each tracker supports recaps, which recaps information about when a player took damage. This also includes information such as a player's inventory or armor at the time of the recap.

Options:

- **enabled** (default: true) - Whether recaps are enabled.
- **display-content** (default: armor) - What is displayed when a recap is viewed.
  - **all**: Shows a player's full inventory and armor at the time of their death
  - **armor**: Shows a player's armor at the time of their death
  - **recap**: Only includes the damage recap of a player, excluding armor and inventory
- **hover-recap** (default: true) - Whether a small recap should be shown when a death message is hovered over

## Tracked Statistics

Which statistics are tracked by a tracker. The options available are **pvp**, **pve** and **world**. By default, BattleTracker splits this into two trackers, with **PVP** tracking exclusively PVP data, and **PVE** tracking both PVE and world data.

## Calculator

Which calculator is used to rank players in leaderboards. By default, this is **elo**. As of BattleTracker 4.0.0, only **elo** is supported.

## Killstreaks

Whether the killstreak feature is enabled. A killstreak occurs when a player kills a certain number of players in a row without dying.

Options:

- **enabled** (default: true in pvp.yml; false in pve.yml) - Whether killstreaks are enabled.
- **minimum-kills** (default: 5) - The minimum number of kills before it is announced in chat that a player is on a killstreak
- **killstreak-message-interval** (default: 5) - The interval in which killstreak messages are broadcasted. With the default value of 5, a killstreak message will only be broadcasted for a multiple of 5 kills (i.e. 5, 10, 15, 20, etc.)
- **audience** (default: global) - The audience that the killstreak message will be broadcasted to
  - **global:** All players on the server
  - **world:** Only players in the same world
  - **local:** Only the player and the target
  - **arena:** Only players in the same arena (requires [BattleArena](#))
- **messages** - The messages that will be sent when a player is on a killstreak. Allows for configuring custom killstreak messages once a certain milestone is hit (i.e. at 20 kills, sending an "unstoppable killstreak" message)

## Rampage

Whether the rampage feature is enabled. A rampage occurs when a player kills a certain number of players in a short amount of time.

Options:

- **enabled** (default: true in pvp.yml; false in pve.yml) - Whether rampages are enabled.
- **rampage-time** (default: 10) - The maximum duration between kills in order for a player to be marked as being on a rampage
- **audience** (default: global) - The audience that the rampage message will be broadcasted to
  - **global:** All players on the server
  - **world:** Only players in the same world
  - **local:** Only the player and the target
  - **arena:** Only players in the same arena (requires [BattleArena](#))
- **messages** - The messages that will be sent when a player is on a rampage. Allows for configuring custom rampage messages once a certain milestone is hit (i.e. at a rampage of 5, sending an "unstoppable rampage" message)

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Revision #2

Created 25 August 2024 18:02:39 by Redned

Updated 25 August 2024 18:18:50 by Redned