

Dispute System Installation

For the purposes of this guide, MISSION refers to the root of your mission file and SERVER refers to the root of your life_server file.

1. If you haven't already, install the DEVO base system
2. Copy the folder: **/Dispute System**
to: **MISSION/DEVO/**
3. Open the file **MISSION/DEVO/dialogs.hpp** and at the end of the file add the following line of code

```
#include "Dispute System\Functions\dialogHandler.hpp"
```

4. Open the file **MISSION/DEVO/functions.hpp** and at the end of the file add the following line of code

```
#include "Dispute System\Functions\functionHandler.hpp"
```

Continues Below...

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5. Execute the following SQL statement in your database

```
CREATE TABLE `disputes` (  
    `timestamp` TEXT NULL DEFAULT NULL,  
    `fromPID` TEXT NULL DEFAULT NULL,  
    `toPID` TEXT NULL DEFAULT NULL,  
    `fromName` TEXT NULL DEFAULT NULL,  
    `toName` TEXT NULL DEFAULT NULL,  
    `reason` TEXT NULL DEFAULT NULL  
)  
COLLATE='utf8mb4_general_ci'  
ENGINE=InnoDB;
```

6. Open the file **MISSION/DEVO/config.hpp** and at the end of the file add

```
#include "Dispute System\config.hpp"
```

7. Open the file **MISSION/DEVO/remoteExec.hpp** and at the end of the file add

```
#include "Dispute System\Functions\remoteExec.hpp"
```

More instructions below

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8. Open the file **MISSION/CfgRemoteExec.hpp** and underneath

```
class Commands {  
    mode = 1;  
    jip = 0;
```

Add the following line of code

```
F(hint, ANYONE)
```

Congratulations. The dispute system is now installed. See below for usage instructions.

To open the dispute menu, use this line of code

```
createDialog "dispute";
```

To open the dispute logs, use this line of code

```
createDialog "disputeLog";
```

To configure this script, edit the options in **DEVO\Dispute**

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System\config.hpp

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