**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...

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

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 System\config.hpp**