# Configuration instructions

|  |  |
| --- | --- |
| File Name | Description |
| config.json5 | The main configuration file, which can modify most settings of the program  Only the part of Steam need to be filled in |
| steam\_account\_info.json5 | Used to fill in Steam account related information  All the configuration must be filled in |

config.json5(example)

|  |
| --- |
| // After filling it in as true, the program will stop running directly after an error occurs.  "no\_pause": false,  //The following is about part of BUFF function  //BUFF function is still being developed,which can’t be used for now    // BUFF automatic shipping plug-in configuration  "buff\_auto\_accept\_offer": {  // Whether to enable the BUFF automatic shipping quotation function  "enable": true,  // The new quote checking interval (polling interval), in seconds  "interval": 300,  // Whether to enable sale protection  "sell\_protection": false,  // Sale protection price, if the lowest price of other sellers is lower than it, there will be no sale protection  "protection\_price": 30,  // Sale Price Protection Ratio  "protection\_price\_percentage": 0.9,  // Sale notification configuration  "sell\_notification": {  // Sale notification configuration  "title": "Sold{game}successfully: {item\_name} \* {sold\_count}",  // Sale notice content  "body": "![good\_icon]({good\_icon})\nGame: {game}\naccessory: {item\_name}\nSelling unit price: {buff\_price} RMB\nSteam price: {steam\_price} USD\nSteam\_price: {steam\_price\_cny} RMB\n![buyer\_avatar]({buyer\_avatar})\nBuyer: {buyer\_name}\nOrder Time: {order\_time}"  },  // Protection Notification  "protection\_notification": {  // Sale Protection Notice Title  "title": "{game}accessory: {item\_name} The quotation was not automatically accepted, and the price was too different from the lowest price in the market.",  // Sale protection notice content  "body": "Please go to BUFF to confirm the quotation yourself!"  },  // Item Mismatch Notification Configuration  "item\_mismatch\_notification": {  // Item Mismatch Notification Title  "title": "BUFF sold accessory does not match Steam offer accessory",  // Item Mismatch Notification Announcement  "body": "Please go to BUFF to confirm the quotation yourself!(Offer: {offer\_id})"  },  // BUFF auto on sale plug-in configuration  "buff\_auto\_on\_sale": {  // Whether to enable BUFF to auto list all inventory at the lowest price  "enable": false,  // Each time the inventory is checked, the BUFF inventory is forced to be refreshed.  "force\_refresh": true,  // Blacklist time, in hour, int format, empty means the blacklist is not enabled  "blacklist\_time": [],  // The whitelist time is hour, in int format.  "whitelist\_time": [],  // Random listing probability, an integer, 1~100, 100 means 100% listing, 1 means 1% listing, 0 means no listing  "random\_chance": 100,  // Product listing description  "description": "",  // Check inventory interval  "interval": 1800  },    //The following is about the part of Steam function    // Steam auto accept offer configuration  "steam\_auto\_accept\_offer": {  //No need to spend any offers for items in your Steam inventory  // Whether to enable automatic acceptance of Steam gift offers  "enable": false,  // The interval between each check of the quote list (polling interval), in seconds  "interval": 300  //The following is about the part of developer mode  //The function has not been accomplished yet,for reference only    // Whether to enable developer mode  "development\_mode": false |

steam\_account\_info.json5(example)

|  |
| --- |
| //Enter the following parameters to allow the software to automatically log in Steam  //To verify identity,Steam token parameter is in need  //[SteamDesktopAuthenticator](https://github.com/Jessecar96/SteamDesktopAuthenticator) is recommended to use for getting parameter    // Steam token parameter (for authentication)  "shared\_secret": "",  // Steam token parameter (for authentication)  "identity\_secret": "",  // Steam Username  "steam\_username": "",  // Steam password  "steam\_password": "" |