About the script

DonationSystemCredit by H3xCat allows the server owners to have automated donation services in their servers.

config.php syntax

The config.php file have php syntax and you must follow their syntax while modifying the file. The file mostly consist of some variables/constants and multi-dimensional arrays.

When writing inside array, each value inside array(including inner arrays such as 'execute' array in the packages) must be separated by comma.

I also recommend using Notepad++ and use spacing as I do in examples below, it will be easier to track where the arrays start and end.

Setup: Web Server

1. Extract all files and folders from "web" folder to public folder in your website (example.com/donate/).
2. Edit resources/config.php
   2.1. **Database:**
      If you don't know what to put, then neither do I, please contact your webhost admin for that info .

DB_HOST	MySQL Server IP Address.
DB_USERNAME	MySQL Server Username.
DB_PASSWORD	MySQL Server Password.
DB_DATABASE	MySQL Server Database.

   2.2. **PayPal:**

PAYPAL_SANDBOX	MySQL Server IP Address.
PAYPAL_ID	Your email that you use to log in to you paypal account.
PAYPAL_ID_SANDBOX	Put your seller sandbox paypal id(email). It is used to test the system without spending real money. To create sandbox accounts you have to go here. You must create two accounts, one is seller another is buyer. The email doesn't have to match your current paypal. Use seller email in PAYPAL_ID_SANDBOX.
PAYPAL_DONATION_PURPOSE	This is shown on paypal page when someone is donating.

   2.3. **Credit:**

CURRENCY	Currency of your donations. You can view currency codes here..
CREDIT_PRICE	The price of 1 credit in real currency. Since credits are integers any decimals values will be floored ($1.99 = 1 CR , $2.00 = 2 CR).

   2.4. **Steam API:**

STEAM_API	Go here to generate your Steam API Key(use domain name where the donation system is located such as "example.com").

   2.5. **Donation System URL:**

DONATE_URL	Write address to the donation system ("http://example.com/donate/"). Don't forget to include http:// and don't include file name such as index.php, it must be folder. If you use SSL protocol, use https://.

2.6. **Servers:**

SERVERS_SHOW	Display "Servers" section in the store. Recommended to disable if you only own one server.

```php
$SERVERS = array(
    "darkrp" => array(
        'name' => "DarkRP Server",
        'display' => true,
        'icon' => 'icons/gmod.png',
        'packages' => array(1,2,3)
    ),
    "ttt" => array(
        'name' => "TTT Server",
        'display' => true,
        'icon' => 'icons/gmod.png',
        'packages' => array(4,5,6)
    ),
    "global" => array(
        'name' => "Global Packages",
        'display' => true,
        'icon' => 'icons/gmod.png',
        'packages' => array(7,8,9)
    )
);
```

This is "Servers" category configuration. You can specify the name of the category and what packages you want to display in the category.

Inside category arrays you'll find 4 values:

name	The name of the category.
display	Set it to false if you want to hide the category.
icon	The icon for the category.
packages	What packages should be displayed in the category.

2.7. **Packages:**
In the default config file there is already 9 packages created for darkrp and ttt servers, feel free to replace or modify if needed.

Each package id must be unique and numbers only. If you wish to add new package you can duplicate the first package and then change the Package id.

Inside array you should find five values:

title	This title is shown when you're in Packages section. You can also apply html tags if you want.
buytitle	This title is shown to user in the history.
description	This is where you write your package description. I recommend using html tags when writing descriptions.
price	Package price. Number only, no currency symbols. Must be whole numbers.
execute	This is probably most important part of donation system. This is where you specify what and when you want to execute certain commands when someone donates. Each of the array is separate command that is going to be executed on your server(s). **Execute Command Structure:** {table below}

serverid	The server you want to execute the command on. **The serverid must be unique to one server.**
delay	The amount of seconds you want to delay the command. You can use 86400*30 to delay for 30 days.
online	Some commands require to be executed while player is on server. Set it to "true" to execute command only when player is online. If set to "false", then it will execute no matter if player is online or not.
cmd_name	The name of command, refer to the "Execute Commandst".
cmd_args	The arguments of the command, refer to the "Execute Commands".
cancel_id	Used by "cancel" command, refer to the "Execute Commands".

3. After editing config.php, edit tos.html to add your own Terms of Service.

Setup: Game Server

1. Extract donation_system_credit.lua to "garrysmod/lua/autorun/server/" folder.

2. Open donation_system_credit.lua and fill following values:

Database:

DB_HOST	MySQL Server IP Address.
DB_USERNAME	MySQL Server User Name.
DB_PASSWORD	MySQL Server Password.
DB_DATABASE	MySQL Server Database.
SERVER_ID	Unique serverid, each server has to have their own uniqueid. For example "ttt1", "ttt2", and etc..

Chat Commands

CHAT_CMD_ENABLE	Set it to true if you want to enable chat commands.
CHAT_CMD_COMMANDS	Specify chat commands you'd like to use.
CHAT_CMD_URL	What page should it open, usually it's the same as DONATE_URL in config.php

3. This Donation System requires MySQLOO v8 module to be installed on the server. To install it you have to extract gmsv_mysqloo_win32.dll/gmsv_mysqloo_linux.dll(you can add both if you want) to "garrysmod/lua/bin/" folder(create folder if folder doesn't exist). You also need to extract libmysql.dll/libmysql.so.18 to directory where sever executable is located (often called srcds.exe). Some game hosting services would rename executable or hide it from you, if that's your case then you would need to contact them and get assistance installing libmysql file.

Execute Commands

Commands

Command	Description	Arguments (Type, Description)		Online	Offline
darkrp_money	Gives user certain amount of darkrp money	number (whole)	The amount you want to give to the player.	**true**	**false**
pointshop_points	Gives user certain amount of pointshop points	number (whole)	The amount you want to give to the player.	**true**	**false**
pointshop2_points	Gives user certain amount of pointshop2 points	number (whole)	The amount you want to give to the player.	**true**	**false**
pointshop2_points_premium	Gives user certain amount of pointshop2 premium points	number (whole)	The amount you want to give to the player.	**true**	**false**
print	Prints message to the buyer. You can set colours of text by adding array(r,g,b) to the array. You are also able to add multiple of them to have multiple colors in one text.	Can be repeated multiple times.		**true**	**false**
		array(number, number, number)	Color of the text.		
		string	The text.		

broadcast	Prints message to everyone in server, you can set colours of text by adding array(r,g,b) to the array. You are also able to add multiple of them to have multiple colors in one text.	Can be repeated multiple times.		true	true
		array(number, number, number)	Color of the text.		
		string	The text.		
broadcast_omit	Prints message to everyone in server except the buyer, you can set colours of text by adding array(r,g,b) to the array. You are also able to add multiple of them to have multiple colors in one text.	Can be repeated multiple times.		true	true
		array(number, number, number)	RGB color of the text.		
		string	The text.		
lua	Runs lua in server, use PLAYER(Entity) or STEAMID(String) to apply to buyer.	string	The lua code.	true	true
sv_cmd	Runs console command in server	string	Console command.	true	true
cl_cmd	Runs console command for buyer	string	Console command.	true	false
cancel	Cancels past orders(with delays) from executing. This is most likely to be used with ranks. For example player bought VIP rank on your server for a month, after 3 weeks he bought an Admin rank, before expiring his VIP rank, and he receives his Admin rank. But after 1 week his rank is removed because of the VIP purchase(that was ordered 4 weeks ago). To prevent past orders from executing we run this command to cancel past orders.	string	The cancel id.	true	true
		boolean (optional)	If true, it will cancel commands that is in current order. If false, it will cancel commands of previous orders. Default is "false".		
gforum_smf_usergroup	Updates smf group trough gForum, you have to use group id	number (whole)	The group id you want to add player to.	true	true

Variables

Variable	Type	Applies to	Description	Online	Offline
%name%	text	print, broadcast, broadcast_omit, sv_cmd, cl_cmd, sql, sql_ext	Buyer name(steam name).	true	true
%gamename%	text	print, broadcast, broadcast_omit, sv_cmd, cl_cmd, sql, sql_ext	Buyer in game name (for example in DarkRP gamemode where you can change your name).	true	false
%name_esc%	text	sql, sql_ext	SQL escaped name.	true	true
%gamename_esc%	text	sql, sql_ext	SQL escaped ingame name.	true	false
%steamid%	text	print, broadcast, broadcast_omit, sv_cmd, cl_cmd, sql, sql_ext	Buyer SteamID.	true	true
%steamid64%	text	print, broadcast, broadcast_omit, sv_cmd, cl_cmd, sql, sql_ext	Buyer CommunityID.	true	true
%uniqueid%	text	print, broadcast, broadcast_omit, sv_cmd, cl_cmd, sql, sql_ext	Buyer UniqueID.	true	true
%userid%	text	print, broadcast, broadcast_omit, sv_cmd, cl_cmd, sql, sql_ext	Buyer UserID.	true	false

%transactionid%	text	print, broadcast, broadcast_omit, sv_cmd, cl_cmd, sql, sql_ext	The credit transaction id.	**true**	**true**
%commandid%	text	print, broadcast, broadcast_omit, sv_cmd, cl_cmd, sql, sql_ext	Current command id.	**true**	**true**
%packageid%	text	print, broadcast, broadcast_omit, sv_cmd, cl_cmd, sql, sql_ext	Package id.	**true**	**true**
PLAYER	entity	lua	User player entity.	**true**	**false**
STEAMID	string	lua	User steamid.	**true**	**true**
CMDDATA	table	lua	Command data, same structure as in the database.	**true**	**true**