
SDonate Documentation

Release 1.0

Webmaster

December 16, 2016

1	Getting Your SDonate API Key	3
2	Installation - One-Click Free Hosting	5
3	Installation - Using your own web server	7
3.1	Requirements	7
3.2	1. Extracting SDonate	7
3.3	2. Setting the admin	7
3.4	3. Setting your API keys	8
3.5	4. Setting up the MySQL database	8
3.6	5. Setting the main currency of your store	8
3.7	6. Setting up Google reCAPTCHA (OPTIONAL)	9
3.8	7. Creating the folder on your web host	9
3.9	8. Log into your store and check that the directory has been detected properly	9
4	Installation - Garry's Mod Addon	11
4.1	1. Extracting the addon	11
4.2	2. Configuring the addon	11
4.3	3. Upload to your server	11
5	Installation - Minecraft Plugin	13
5.1	1. Extracting the plugin	13
5.2	2. Upload to your server and configure	13
5.3	3. Restart your server	13
6	Installation - Rust Oxide Plugin	15
6.1	1. Extracting the plugin	15
6.2	2. Upload to your server and configure	15
6.3	3. Restart your server	15
7	Installation - SourceMod Plugin	17
7.1	1. Extracting the plugin	17
7.2	2. Upload to your server and configure	17
7.3	3. Reload The Plugin	18
8	Updating SDonate Web Store	19
9	Updating Garry's Mod Addon	21

10	Updating Minecraft Plugin	23
11	Accessing the Admin Dashboard	25
11.1	Statistics	25
11.2	General Settings	25
11.3	Package Manager	26
11.4	Users	26
11.5	Theme Editor	26
11.6	Email Settings	26
11.7	Terms of Service	27
11.8	Logs	27
12	Payment Methods Setup	29
12.1	Setting Up PayPal	29
12.2	Setting Up StarPass	31
13	Adding a Server	37
14	Adding a Package	39
15	About Commands/Actions	41
15.1	Command Variables	41
15.2	Creating User Choices	41
16	Actions - Garry's Mod	43
16.1	Console Command	43
16.2	Custom LUA	43
16.3	Add To Group	43
16.4	DarkRP Add Money	43
16.5	DarkRP Custom Job	44
16.6	Pointshop 1 Points	44
16.7	Pointshop 2 Standard Points	44
16.8	Pointshop 2 Premium Points	44
16.9	Send Chat Message to Buyer	44
16.10	Send Chat Message to All Players	45
16.11	CombineControl Donation	45
17	Actions - Minecraft	47
17.1	Console Command	47
18	Actions - Rust	49
18.1	Custom Command	49
18.2	Give Item	49
18.3	Give Blueprint	49
19	Actions - Other Games	51
19.1	Important Notes	51
19.2	RCON Console Command	51
19.3	Custom Command (REQUIRES SOURCEMOD PLUGIN)	51
20	Special Actions	53
20.1	Important Notes	53
20.2	MySQL Query	53
21	Common Errors	55
21.1	My package doesn't show up in my store even though it's enabled!	55

21.2	PayPal Error 10002 - Security header is not valid	55
21.3	I've enabled Maintenance mode and now I can't disable it!	55

SDonate is an easy to use automated donation store system for Garry's Mod, Minecraft, Rust, Ark: Survival Evolved and other Source engine games. Here you will find documentation on installing and configuring SDonate.

Contents:

Getting Your SDonate API Key

Before you can install SDonate, you will need to get your SDonate API key. To do this, head over to <https://sdonate.com> and sign in using your Steam account. Once you've signed in, click on "Account" at the top right, then see the section titled "SDonate API Key". Click on "Get API Key" to get your API Key, if you have purchased SDonate it will generate your API Key. You will need to use this key later while installing SDonate.

Warning: It may take a few minutes for SDonate to register your purchase from ScriptFodder. If it says that it your purchase was not found try again in a few minutes.

Installation - One-Click Free Hosting

Warning: Before following the instructions here make sure you have completed the instructions in [Getting Your SDonate API Key](#).

SDonate comes with free hosting and setup on our servers so you don't need your own web host. To use this, simply log in using Steam at <https://sdonate.com> then go to the account page, then scroll down to the "Web Store" section. You must enter the domain name you want into the "Domain" field. The URL to your store will be <https://sdonate.com/stores/<yourdomain>>, so if I enter my domain as "myamazingdomain", the URL to my store will be <https://sdonate.com/stores/myamazingdomain>. You must then choose the main currency of your store, people will still be able to pay using their own currencies, but it will be converted to your main currency in your PayPal account, and the prices on your store will be displayed in the main currency. Once you've done this, click the "Activate Web Store" button to create your store. If all goes well, it will come up with a link that you will need to go to to activate your store. Once activated, you can go back to the account page to see the URL to your store.

Note: If you get a blank page or Error 500 when you go to your store, go to <https://sdonate.com/stores/<yourdomain>installation.php> to complete installation. For my example I would need to go to <https://sdonate.com/stores/myamazingdomain/install.php>

That's your web store set up! If you are using SDonate with Minecraft or Garry's Mod servers go to "Installation - Garry's Mod Server" or "Installation - Minecraft Server" to get instructions for installing the SDonate plugin. Otherwise, you can move on to the "Configuration" section.

Installation - Using your own web server

Warning: Before following the instructions here make sure you have completed the instructions in [Getting Your SDonate API Key](#).

SDonate comes with all of the files necessary for you to set up a store on your own web server. Follow the instructions below carefully to avoid any errors.

3.1 Requirements

Before installing SDonate, you should check that your web server has the following requirements for SDonate to work.

- PHP \geq 5.5
- MySQL
- PDO

SDonate also requires access to some functions that some hosts may block. To check these functions work, download <https://sdonate.com/downloads/compatibilitychecker.zip> then unzip it into the root folder of your web host (usually called “public_html” or “public”), then go to <http://<yourdomain.tld>/compatibilitychecker.php> (for example, if your domain is “myamazingdomain.com”, go to <http://myamazingdomain.com/compatibilitychecker.php>). If everything is alright, it will say your host is compatible, otherwise you will need to contact your host to fix any issues or find a new host.

3.2 1. Extracting SDonate

The first thing you will need to do after do after downloading SDonate is extract the zip. It’s best to extract it into a folder on your desktop for easy access.

3.3 2. Setting the admin

After you’ve extracted SDonate, go into the “web” folder and open the file called “install.php” using a text editor. Notepad will work but a better text editor such as Notepad++ is preferable as it makes things easier to see. Once you’ve opened it, you will see three lines starting with `$adminsteamid`, `$adminusername` and `$adminpassword`. You will need to decide whether you want the first admin (you) to log in using a username and password or using Steam login. If you want to log in using Steam, edit the line starting with `$adminsteamid` and put your Steam ID in between the quotation marks. For example, my Steam ID is 76561198134262586, so I would change it to:

```
$adminsteamid = '76561198134262586';
```

If you want to use a username and password to log in as admin, make sure that \$admingsteamid is empty, so it looks like:

```
$adminsteamid = '';
```

Then edit \$adminusername and \$adminpassword with the username and password you want. For example, if my username is “adminuser” and my password is “mypassword1”, I would change it to:

```
$adminusername = 'adminuser';  
$adminpassword = 'mypassword1';
```

Note: SDonate requires \$adminsteamid to be in SteamID64 format and NOT SteamID32. A SteamID64 looks like ‘76561198134262586’ while a SteamID32 looks like ‘STEAM_0:0:86998429’.

3.4 3. Setting your API keys

In the extracted SDonate folder, open the “web” folder again then open “config.php”. You will see a line starting with \$sdonateapi, inside the quotation marks next to this copy your SDonate API key you generated earlier. You will also need your Steam API key. To get your Steam API key head over to <https://steamcommunity.com/dev/apikey>. If you have not already filled in this form, do so now to get your Steam API Key. Now, in “config.php”, in the quotation marks next to \$steamapi copy your Steam API key and save your changes.

3.5 4. Setting up the MySQL database

Using a database manager like phpMyAdmin or your host’s own database management system, you will need to create a database for SDonate as well as a user that has full access to that database, the instructions for this vary by system so they are not covered here, but it should be simple enough. In “config.php”, you will see four lines starting with \$dbhost, \$dbname, \$dbusername“ and \$dbpassword. \$dbhost is the ip of your MySQL server. Unless your MySQL server is on a different IP to your website, you should leave this as ‘localhost’. In the quotation marks next to \$dbname enter the name of the database you created, this should include any prefixes also. Next to \$dbusername and \$dbpassword enter your database user’s username and password, then save your changes.

3.6 5. Setting the main currency of your store

In “config.php”, next to \$currencycode you will need to enter the currency code of the main currency you want your store to use. Users will be able to pay using their own currencies, but this is the currency that all of your prices will be displayed in. Below is a list of valid currency codes. You only need to enter the three letter code.

- **AUD** - Australian Dollar
- **CAD** - Canadian Dollar
- **DKK** - Danish Krone
- **EUR** - Euro
- **GBP** - British Pound Sterling

- **MXN** - Mexican Peso
- **NOK** - Norwegian Krone
- **NZD** - New Zealand Dollar
- **PLN** - Polish Zloty
- **NOK** - Norwegian Krone
- **RUB** - Russian Ruble
- **SEK** - Swedish Krone
- **USD** - United States Dollar

Warning: StarPass is only available as a payment method if you select “EUR” as the main currency.

3.7 6. Setting up Google reCAPTCHA (OPTIONAL)

Google reCAPTCHA is a captcha system which prevents brute-force log in attempts. If you wish to only allow people to log in through Steam you can skip this step as it will have no benefit. If you wish to allow people to log in using a username and password, you should complete this to make your site more secure. To set it up go to <https://www.google.com/recaptcha/admin> and sign in using a Google account, or register if you don't have one. Where it says “Register a new site”, enter anything you want under “Label” and enter your domain name under “Domains” and click register. On the next page, under “Keys” you will be given a Site Key and a Secret Key. Enter the Site Key next to `$recaptchasitekey` in “config.php” and the Secret Key next to `$recaptchasecretkey`.

3.8 7. Creating the folder on your web host

On your web host, in the public folder (usually called “public”, “public_html” or sometimes just “www”), create a folder for SDonate to go in. Now, using FTP or your web host's build-in file browser upload everything from INSIDE the “web” folder into the folder you just created. When this is done, navigate to <http://<yourdomain.tld>/<yourfolder>/install.php> to complete installation, so if your domain is “myamazingdomain.com” and the folder you created is called “donate”, you'd go to <http://myamazingdomain.com/donate/install.php>. If all is well it will just say “Installation complete!”, and if not, it will tell you what is wrong.

3.9 8. Log into your store and check that the directory has been detected properly

Now, log into your store using the admin account you selected then click on “Admin” at the top right. Now click on “Info” and it will tell you the URL that SDonate has detected it has been installed in. If this is incorrect, you will need to type the correct URL next to `$dir` in config.php. It is important that this is correct for PayPal payments to work.

You have now installed SDonate on your web server! You should look at the section on setting up payment information to accept payments.

Installation - Garry's Mod Addon

Before using SDonate with a Garry's Mod server you must install the SDonate Garry's Mod addon on your server.

4.1 1. Extracting the addon

If you haven't already, download SDonate from ScriptFodder then extract the "sdonate-gmod-plugin" folder somewhere on your PC, preferably on your desktop for easy access.

4.2 2. Configuring the addon

Go into the extracted "sdonate-gmod-plugin" folder, then open the "lua" folder. Open the file called "sdonate_config.lua" using your text editor. In the quotation marks next to `SDonateURL` enter the URL of your pluginapi.php file. If you installed SDonate using the free included one-click hosting and setup, go to <https://sdonate.com> and go to your account page, you will see the URL next to "Plugin API URL". If you installed SDonate's website on your own web server, the url is <http://<yourdomain.tld>/<yourfolder>/pluginapi.php>, so if my domain was "myamazingdomain.com" and the folder SDonate was installed in is called "donate", the URL would be <http://myamazingdomain.com/donate/pluginapi.php>. Now, in the quotation marks next to `SDonateAPIKey` enter your SDonate API key you generated earlier, and next to `SDonateServerIP` enter your Garry's Mod server's IP and next to `SDonateServerPort`. The default chat command to open your donation store website is `"!donate"`, but if you want to change this to something else change `SDonateCommand`.

Note: If your server IP is something like 142.34.63.124:27015 the IP is the part **before** the `:` and the port is the part **after** the `:`. So in this case `SDonateServerIP` would be "142.34.63.124" and `SDonateServerPort` would be "27015".

4.3 3. Upload to your server

Save all your changes to "sdonate_config.lua", then upload the "sdonate-gmod-plugin" folder to your Garry's Mod server's addon folder, then restart your Garry's Mod server.

Note: After you've finished installing the addon to your Garry's Mod server you will still need to follow the instructions in [Adding a Server](#).

Installation - Minecraft Plugin

Before using SDonate with a Minecraft server you must install the SDonate Minecraft plugin on your server.

5.1 1. Extracting the plugin

If you haven't already, download SDonate from ScriptFodder then open the "sdonate-minecraft-plugin" folder and extract "SDonate Plugin.jar" somewhere on your PC, preferably on your desktop for easy access.

5.2 2. Upload to your server and configure

Upload "SDonate Plugin.jar" into your Minecraft server's plugin directory then restart your server. You will probably get a lot of errors, don't worry, this is normal. In your Minecraft plugin directory there should be a folder called "SDonate_Plugin". Open this folder, and inside there is a file called "config.yml". Edit this file, making the following changes:

- Next to `URL` write the URL to your `pluginapi.php` file. If you installed SDonate using the free included one-click hosting and setup, go to <https://sdonate.com> and go to your account page, you will see the URL next to "Plugin API URL". If you installed SDonate's website on your own web server, the url is `http://<yourdomain.tld>/<yourfolder>/pluginapi.php`, so if my domain was "myamazingdomain.com" and the folder SDonate was installed in is called "donate", the URL would be <http://myamazingdomain.com/donate/pluginapi.php>.
- Next to `Plugin API Key` write your SDonate API you generated earlier. You can get it from your account page at <https://sdonate.com>.
- Next to `IP` write the IP of your Minecraft server. This must be in numeric form i.e. "123.53.24.63" and **NOT** a domain like "play.myamazingserver.com".
- Next to `Port` write the port your Minecraft server is running on. By default this is 25565.

Note: If your server IP is something like 142.34.63.124:25565 the IP is the part **before** the `:` and the port is the part **after** the `:`. So in this case `IP` would be "142.34.63.124" and `Port` would be "25565".

5.3 3. Restart your server

Save all your changes to "config.yml", then restart your Minecraft server.

Note: After you've finished installing the plugin to your Minecraft server you will still need to follow the instructions in [Adding a Server](#).

Installation - Rust Oxide Plugin

Before using SDonate with a Rust server you must install the SDonate Oxide plugin on your server.

6.1 1. Extracting the plugin

If you haven't already, download SDonate from ScriptFodder then open the "sdonate-rust-plugin" folder and extract "SDonate.cs" somewhere on your PC, preferably on your desktop for easy access.

6.2 2. Upload to your server and configure

Upload "SDonate.cs" into the "oxide/plugins" directory then restart your server. Now, in the "oxide" folder there should also be a folder called "config", and inside the "config" folder is a file called "SDonate.json". Open this file and make the following changes:

- Next to `PluginAPIUrl` write the URL to your `pluginapi.php` file. If you installed SDonate using the free included one-click hosting and setup, go to <https://sdonate.com> and go to your account page, you will see the URL next to "Plugin API URL". If you installed SDonate's website on your own web server, the url is `http://<yourdomain.tld>/<yourfolder>/pluginapi.php`, so if my domain was "myamazingdomain.com" and the folder SDonate was installed in is called "donate", the URL would be <http://myamazingdomain.com/donate/pluginapi.php>.
- Next to `SDonateAPIKey` write your SDonate API you generated earlier. You can get it from your account page at <https://sdonate.com>.
- Next to `ServerIP` write the IP of your Rust server. This must be in numeric form i.e. "123.53.24.63" and **NOT** a domain like "play.myamazingserver.com".
- Next to `ServerPort` write the port your Rust server is running on. By default this is 28015.

Note: If your server IP is something like 142.34.63.124:28015 the IP is the part **before** the `:` and the port is the part **after** the `:`. So in this case `IP` would be "142.34.63.124" and `Port` would be "28015".

6.3 3. Restart your server

Save all your changes to "SDonate.json", then restart your Rust server.

Note: After you've finished installing the plugin to your Rust server you will still need to follow the instructions in [Adding a Server](#).

Installation - Sourcemod Plugin

Note: Sourcemod is only used for CS:GO, TF2 and L4D2. Installing the Sourcemod plugin is optional, however without it you will be unable to use expiration commands.

7.1 1. Extracting the plugin

If you haven't already, download SDonate from ScriptFodder then extract the "sdonate-sourcemod-plugin" folder somewhere on your PC, preferably on your desktop for easy access.

7.2 2. Upload to your server and configure

Upload everything INSIDE the "sdonate-sourcemod-plugin" folder into "/addons/sourcemod" on your server. Now, restart your server and go to "cfg/sourcemod", in here should be a file called "sdonate.cfg", open it and edit the settings as follows:

- Next to `sdonate_apikey` write your SDonate API you generated earlier. You can get it from your account page at <https://sdonate.com>.
- Next to `sdonate_serverip` write the IP of your server. This must be in numeric form i.e. "123.53.24.63" and **NOT** a domain like "play.myamazingserver.com".
- Next to `sdonate_serverport` write the port your server is running on. By default this is 27015.
- Next to `sdonate_url` write the URL to your `pluginapi.php` file. If you installed SDonate using the free included one-click hosting and setup, go to <https://sdonate.com> and go to your account page, you will see the URL next to "Plugin API URL". If you installed SDonate's website on your own web server, the url is `http://<yourdomain.tld>/<yourfolder>/pluginapi.php`, so if my domain was "myamazingdomain.com" and the folder SDonate was installed in is called "donate", the URL would be `http://myamazingdomain.com/donate/pluginapi.php`.

Note: If your server IP is something like 142.34.63.124:28015 the IP is the part **before** the `:` and the port is the part **after** the `:`. So in this case IP would be "142.34.63.124" and Port would be "28015".

7.3 3. Reload The Plugin

Save all your changes to “sdonate.cfg”, then either use the command “sm plugins reload sdonate” in your SERVER console, or just restart the server.

Note: After you’ve finished installing the plugin to your Rust server you will still need to follow the instructions in [Adding a Server](#).

Updating SDonate Web Store

If you are using the one-click setup and hosting, you don't need to worry about updating your website, it will be done automatically for you. If you are using your own web server, follow the instructions below to update.

1. Download the newest version from Scriptfodder, then extract it somewhere on your PC.
2. In the extracted folder, go into the "web" folder and delete "config.php" and the "img" folder.
3. Upload everything from inside the new "web" folder to the folder you installed SDonate in on your web host. Overwrite all files.

You are now on the latest version.

Updating Garry's Mod Addon

To update the SDonate Garry's Mod addon, follow the instructions below to update.

1. Download the newest version from Scriptfodder, then extract it somewhere on your PC.
2. In the extracted folder, go into the "sdonate-gmod-plugin" folder, then into "lua" and delete "sdonate_config.lua".
3. Upload the new "sdonate-gmod-plugin" folder to your Garry's Mod server's addon folder. Overwrite any files already there.

You are now on the latest version.

Updating Minecraft Plugin

To update the SDonate Minecraft plugin, simply upload the “SDonate Plugin.jar” from the latest version of SDonate to your Minecraft server’s plugin folder, overwriting the old one.

Accessing the Admin Dashboard

To access your SDonate store's admin dashboard, sign in to the store, then, if you are admin at the top right there is a button that says "Admin", click this.

At the side you will see various buttons which lead to different sections of the dashboard. For more information on what each of these sections are for see below:

11.1 Statistics

The statistics section is where you can see all of the stats on purchases your users have made. It shows a graph of purchases as well as a list of purchases below. Click on the "eye" icon next to a purchase to see more information.

11.2 General Settings

"General Settings" contains settings which change how the store operate. An explanation of all the settings is below:

- **Maintenance Mode** - When you enable maintenance mode, users are unable to access the site to make purchases but the admin dashboard is still accessible.

Note: If you've enabled maintenance mode and can't find your way back to the admin dashboard, just go to <http://yourdomain.com/folder/login.php>, or if you are using the one-click hosting and setup this will be at <https://sdonate.com/stores/<yourdomain>/login.php>. When you have logged in, go to <http://yourdomain.com/folder/dashboard.php> (<https://sdonate.com/stores/<yourdomain>/login.php> if using free SDonate hosting).

- **Login Mode** - This changes whether users are allowed to use username and password or Steam login, or whether they must log in using Steam only.
- **Payment Mode** - If set to default, users can purchase packages directly and pay as they are purchasing the package. If set to "Credit Only", users must purchase credit before using it to buy a package. The purpose of this is explained in [Setting Up PayPal](#).
- **PayPal Enabled** - Enables/disables PayPal payments.
- **PayPal Email** - The purpose of this is explained in [Setting Up PayPal](#).
- **PayPal Sandbox** - Enables/disables PayPal sandbox mode. When sandbox mode is enabled no money will actually be used so it's useful for testing, make sure it's disabled before going live though.

- **Credits Enabled** - If this is enabled users can purchase credits to purchase packages with. If “Payment Mode” is set to “Credit Only” this cannot be disabled.
- **Store Name** - Sets the name of the store that will appear on the store and on PayPal.
- **Store Logo** - Upload an image to use as the store’s icon at the top right or select “Text” to simply use the store name as the logo.
- **Home Page Text** - Set the text that shows up on the homepage of your site.

Note: The following settings will only appear if your main currency is set to EUR/Euros.

- **StarPass Enabled** - Enables/disables StarPass payments.
- **StarPass Access Page URL/StarPass Monetization Component URL/StarPass Protection Code** - The purpose of these is explained in [Setting Up StarPass](#).

11.3 Package Manager

The package manager is where you add/edit servers and packages. For more information on adding a server see [Adding a Server](#) and for adding a package see [Adding a Package](#).

11.4 Users

The “Users” section is where you can manage your users and view their purchases. To promote/demote a user to/from admin, change their “Usertype” and it will be automatically applied. Click on the “eye” icon to see more information about the user and a list of their purchases.

Warning: Users who are admin have full access to the SDonate admin dashboard, only give admin powers to people you have absolute trust in.

11.5 Theme Editor

The theme editor is where you can edit the style of SDonate. Colours are entered as hex colour codes, which you can get at <http://www.colorpicker.com/>.

11.6 Email Settings

“Email Settings” contains settings related to sending confirmation emails to your buyers. Instructions to enable sending emails to buyers are as follows:

1. You will need an email address to send emails from. You can use one from a provider such as GMail or Outlook, or you can use your own SMTP/mail server. Enter this email address in “Sending Email Address” and the password for this email account in “Sending Email Password”.
2. Enter the SMTP server, port and encryption protocol in the relevant boxes. Below are some SMTP details for major email providers:

Email Provider	SMTP Server	Port	Protocol
GMail	smtp.gmail.com	465	SSL
Outlook/Live/Hotmail	smtp-mail.outlook.com	587	TLS
Yahoo	smtp.mail.yahoo.com	465	SSL

3. In “Purchase Complete Email Subject” “Purchase Complete Email Subject” enter the subject and body text respectively to appear in purchase confirmation emails. You can use variables to replace text with information about the purchase, the valid variables are:

- {{VAR=Username}} - The purchaser’s username
- {{VAR=Package}} - The name of the package they purchased
- {{VAR=Store Name}} - Your store’s name

4. Hit “Submit” to save.

Note: If you’ve set “Store Logo” to an image in “General Settings”, it will use this logo in the emails sent, otherwise it will use the default SDonate logo.

11.7 Terms of Service

The Terms of Service are displayed to the user as they are purchasing and they must agree to them. For this reason it is recommended that you cover your refund policy in your Terms of Service.

11.8 Logs

This is where error events related to payment and RCON commands are stored. This should give you a better idea of what is going wrong, see [Common Errors](#) for help on fixing common errors.

Payment Methods Setup

Before users can make any purchases you will need to configure your payment methods. To configure SDonate you will need to log in to your web store using the admin account. When logged in, you can click on “Admin” at the top right to access the admin dashboard.

12.1 Setting Up PayPal

SDonate’s method of dealing with PayPal payments has changed so you no longer need any API details. Existing users will need to follow these instructions to ensure their store doesn’t stop working.

12.1.1 How to Set Up PayPal for SDonate

1. Sign into your PayPal account at <https://paypal.com>.
2. Open [this link](#) to go to the PayPal IPN settings
3. Click on the “Choose IPN Settings” button
4. Under “Notification URL” enter the URL of your store’s “paypalipn.php” file. If you are using SDonate’s free webstore, you can find this URL on the SDonate account page, next to “PayPal IPN URL”. If you are using your own web server, enter the URL of your store and add “/paypalipn.php” at the end. So, if the URL of your store is “<http://myamazingsite.com/donate/>”, enter “<http://myamazingsite.com/donate/paypalipn.php>” here.
5. Make sure “Receive IPN messages (Enabled)” is selected then click “Save”.
6. Click on [this link](#) to go to the PayPal blocked payments settings page. Make sure your settings look like this:

Payment Receiving Preferences [Back to My Profile](#)

Allow payments sent to me in a currency I do not hold:

- Yes, accept and convert them to British Pounds. [Additional charges apply](#)
- No, refuse the payments
- Ask me to decide whether to accept or refuse each individual payment

Block accidental payments:
You may prevent accidental payments by blocking duplicate invoice IDs

- Yes, block multiple payments per invoice ID
- No, allow multiple payments per invoice ID

Block Payments from users who:

- Initiate payments from the Pay Anyone subtab of the Send Money tab
(If ticked, you may enter an Alternative Payment URL for your buyers.)

Alternate Payment URL: [?](#)
(optional)

Block the following payments:

- Pay with eCheque or German bank transfer for all website payments except eBay. **NOTE:** You may not block eCheque payments on eBay.

Block payments from Student account users under 18 years old:

- Yes
- No, allow payments from all Student account users

7. Go to <https://sdonate.com> and sign in, then go to “Account”, then click on “Change PayPal Email Address”.
8. Enter the email address of your PayPal account here (make sure you’re entering the PRIMARY address of your PayPal account, meaning if you have more than one email address on your PayPal account, use the primary one) and click “Submit”.

12.1.2 Test PayPal/How to Set Up PayPal Sandbox (Optional but Recommended)

If you want to test PayPal payments without using real money, you will need to set up “PayPal Sandbox”.

1. You will need to create two sandbox accounts, a buyer and a seller, go to <https://developer.paypal.com/> and log in using your normal PayPal account.
2. Click on [this link](#) to go to the sandbox account page.
3. Click on the “Create Account” button, then follow the settings guide below:
 - **Country** - Select the country that uses the SAME CURRENCY your store uses, so for example, if your store uses GBP, make sure “United Kingdom” is selected.
 - **Account Type** - Select “Personal (Buyer Account)”
 - **Email Address** - Enter email address you want, this doesn’t need to be verified however it must be unique, you can’t use the same email twice.
 - **Password** - Enter a password for the new account
4. Leave the rest of the settings as default, then click “Create Account”. You’ve just made a test buyer account.
5. Create another account using the same settings as before, but this time set “Account Type” to “Business (Merchant Account)”. This is your sandbox seller account.
6. Go to <https://sandbox.paypal.com> and log in using your SELLER sandbox account you just created then click [here](#) to go to the IPN settings for your sandbox account.
7. Click “Edit Settings”, then under “Notification URL” enter the URL of your store’s “paypalipn.php” file. If you are using SDonate’s free webstore, you can find this URL on the SDonate account page, next to “PayPal IPN URL”. If you are using your own web server, enter the URL of your store and add “/paypalipn.php” at the end. So, if the URL of your store is “<http://myamazingsite.com/donate/>”, enter “<http://myamazingsite.com/donate/paypalipn.php>” here.
8. Make sure “Receive IPN messages (Enabled)” is selected then click “Save”.

9. To Enable sandbox testing mode on your store, first go to <https://sdonate.com> and sign in, then go to “Account”, then click on “Change PayPal Email Address”. Enter the email address of your sandbox SELLER account and click “Submit”. Now go to your store’s admin dashboard then to “General Settings”. Change “PayPal Sandbox” to “Enabled” and submit.
10. To disable sandbox mode and enable real purchases go back to <https://sdonate.com> and change your PayPal email back to your real one, then go to your store’s admin dashboard and change “PayPal Sandbox” back to “Disabled”.

Warning: Make sure you disable sandbox mode after you are done testing, otherwise people will be unable to purchase.

12.2 Setting Up StarPass

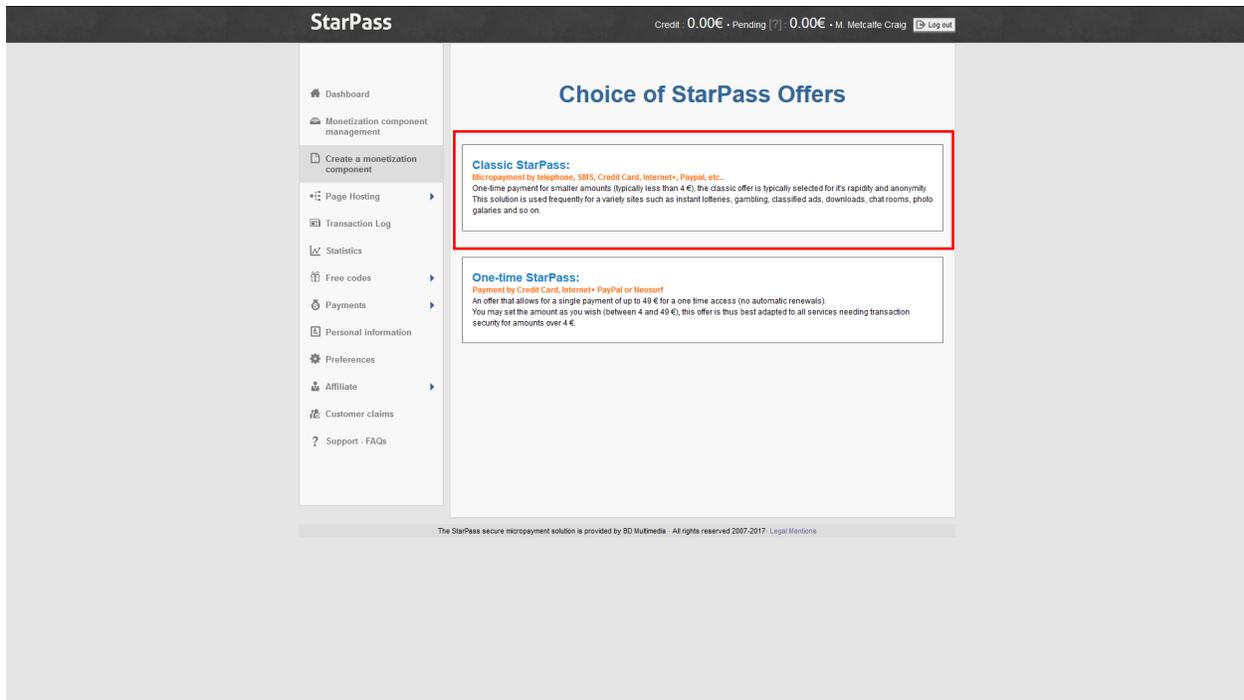
Note: StarPass will only be available if your store’s main currency is EUR/Euro. Currently, users can only use StarPass by using it to add €3 credit at a time, this is due to limitations with StarPass’ API.

If you haven’t already, create an account at <http://starpass.fr> and sign into it. Now, at the left hand side click on “Create a Monetization Component” or “Créer un document”.

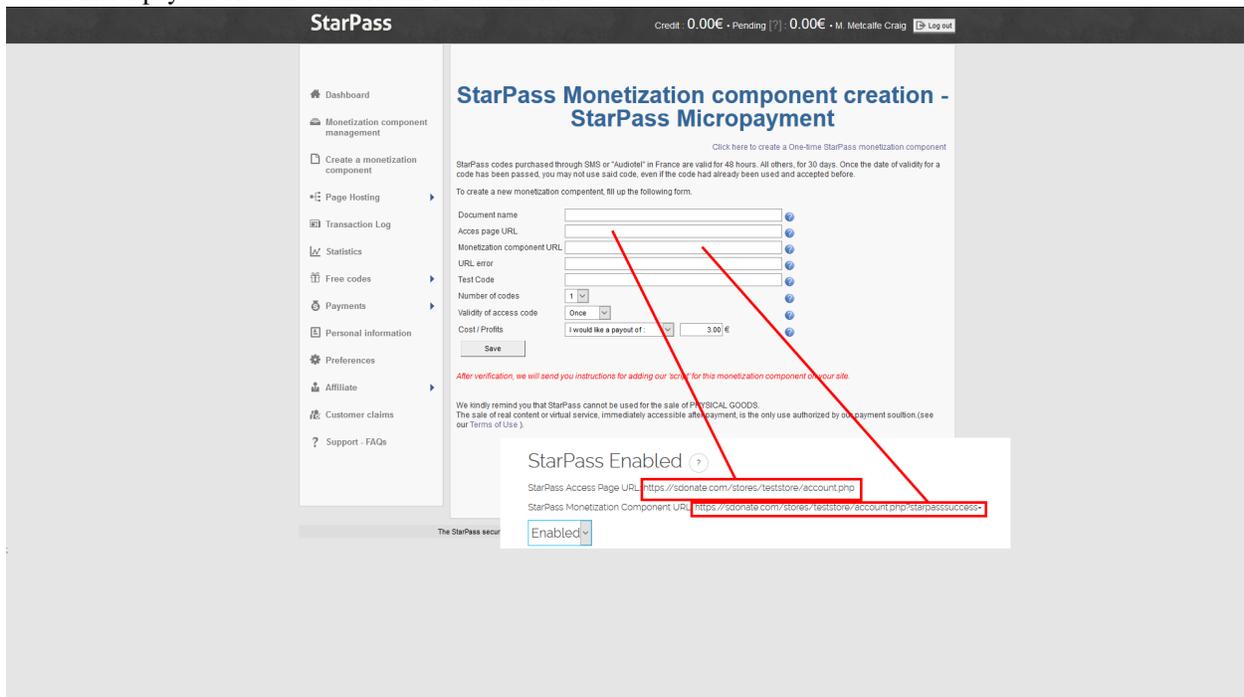
The screenshot shows the StarPass admin dashboard. The top navigation bar includes 'Home > Dashboard', 'Credit: 0.00€ - Pending (?) : 0.00€ - M. Metcalfe Craig', and a 'Log out' button. The left sidebar menu is expanded, with 'Create a monetization component' highlighted in a red box. The main content area is divided into several sections:

- YOUR REVENUE EVOLUTION:** Total de la période : 0 EUR. A line chart shows revenue over time with a tooltip that says 'Here! Create your own pages with StarPass'.
- CURRENT MONTH (01/04/2016 - 08/04/2016):** € 0. **LAST 24 HOURS:** € 0.
- LAST 30 DAYS (08/03/2016 - 07/04/2016):** 0 %. **€ 0**. A '+ REQUEST A PAYOUT' button is visible.
- DISTRIBUTION PER PRODUCT:** No data for this period. Organize your monetization components for a better analysis of your business! A '+ CREATE A NEW MONETIZATION COMPONENT' button is present.
- CLAIMS REQUIRING AN ACTION:** No data available in table. A 'See all claims >' link is shown.
- YOUR LAST PAYOUTS:** A table with columns: Date, Amount, Type, Send date, Reception, Status. The table is empty with the message 'No elements to display'.

Now click on “StarPass CLASSIC”.



Enter anything you want in “Document Name”/Nom du Document. Now go to your donation store, go to the admin dashboard and click on “General Settings”. Scroll down and you will see “StarPass Access Page URL” and “StarPass Monetization Component URL”. Copy these values into the corresponding fields on StarPass as shown in the picture below. Enter anything you want in “Test Code”/“Code de test”, set “Number of codes”/“Nombre de codes” to 1, and “Validity of Access Code”/“Validité du code d’accès” to once/1 fois. For “Cost/Profits” or “Coût / Gain” set it to “I would like a payout of”/“Je souhaite un reversement de” €3.00.



Now copy the settings in the pictures below:

<p>Customer claims</p> <p>Support - FAQs</p>	<table border="1"> <tr> <td>Australia</td> <td>Premium SMS: Plus (client cost 6.60AUD) - You will receive 1.70€</td> </tr> <tr> <td>Austria</td> <td>Premium Rate Calling: Plus (client cost 2.84€) - You will receive 1.70€</td> </tr> <tr> <td>Belgium</td> <td>Premium SMS: Gold B (client cost 4.00€) - You will receive 1.55€</td> </tr> <tr> <td></td> <td>Premium Rate Calling: Plus B (client cost 3.50€) - You will receive 1.60€</td> </tr> <tr> <td>Brazil</td> <td>Premium SMS: No price point selected: Brazil</td> </tr> <tr> <td>Bulgaria</td> <td>Premium SMS: No price point selected: Bulgaria</td> </tr> <tr> <td>Canada</td> <td>Premium Rate Calling: Silver (client cost 5.00CAD) - You will receive 1.55€</td> </tr> <tr> <td></td> <td>Mobile Call: Silver Mobile (client cost 5.00CAD) - You will receive 1.25€</td> </tr> <tr> <td></td> <td>Direct mobile Canada: Plus 5.99 (client cost 5.99CAD) - You will receive 1.75€</td> </tr> <tr> <td>Croatia</td> <td>Premium SMS: SILVER B (client cost 24.40HRK) - You will receive 1.05€</td> </tr> <tr> <td>Denmark</td> <td>Premium SMS: Plus A (client cost 50.00DKK) - You will receive 2.00€</td> </tr> <tr> <td>Estonia</td> <td>Premium SMS: No price point selected: Estonia</td> </tr> <tr> <td>Finland</td> <td>Premium SMS: Plus A (client cost 4.00€) - You will receive 1.91€</td> </tr> <tr> <td>France</td> <td>Premium SMS: Plus A (client cost 4.50€) - You will receive 2.00€</td> </tr> <tr> <td></td> <td>Premium Rate Calling: Double Appel (client cost 3.99€) - You will receive 1.69€</td> </tr> <tr> <td></td> <td>Internet-: Plus B (client cost 3.50€) - You will receive 1.79€</td> </tr> <tr> <td></td> <td>Internet- Mobile: Plus A (client cost 3.99€) - You will receive 1.95€</td> </tr> <tr> <td>France DOM</td> <td>Premium Rate Calling: Triple Appel (client cost 3.69€) - You will receive 2.70€</td> </tr> </table>	Australia	Premium SMS: Plus (client cost 6.60AUD) - You will receive 1.70€	Austria	Premium Rate Calling: Plus (client cost 2.84€) - You will receive 1.70€	Belgium	Premium SMS: Gold B (client cost 4.00€) - You will receive 1.55€		Premium Rate Calling: Plus B (client cost 3.50€) - You will receive 1.60€	Brazil	Premium SMS: No price point selected: Brazil	Bulgaria	Premium SMS: No price point selected: Bulgaria	Canada	Premium Rate Calling: Silver (client cost 5.00CAD) - You will receive 1.55€		Mobile Call: Silver Mobile (client cost 5.00CAD) - You will receive 1.25€		Direct mobile Canada: Plus 5.99 (client cost 5.99CAD) - You will receive 1.75€	Croatia	Premium SMS: SILVER B (client cost 24.40HRK) - You will receive 1.05€	Denmark	Premium SMS: Plus A (client cost 50.00DKK) - You will receive 2.00€	Estonia	Premium SMS: No price point selected: Estonia	Finland	Premium SMS: Plus A (client cost 4.00€) - You will receive 1.91€	France	Premium SMS: Plus A (client cost 4.50€) - You will receive 2.00€		Premium Rate Calling: Double Appel (client cost 3.99€) - You will receive 1.69€		Internet-: Plus B (client cost 3.50€) - You will receive 1.79€		Internet- Mobile: Plus A (client cost 3.99€) - You will receive 1.95€	France DOM	Premium Rate Calling: Triple Appel (client cost 3.69€) - You will receive 2.70€	
Australia	Premium SMS: Plus (client cost 6.60AUD) - You will receive 1.70€																																					
Austria	Premium Rate Calling: Plus (client cost 2.84€) - You will receive 1.70€																																					
Belgium	Premium SMS: Gold B (client cost 4.00€) - You will receive 1.55€																																					
	Premium Rate Calling: Plus B (client cost 3.50€) - You will receive 1.60€																																					
Brazil	Premium SMS: No price point selected: Brazil																																					
Bulgaria	Premium SMS: No price point selected: Bulgaria																																					
Canada	Premium Rate Calling: Silver (client cost 5.00CAD) - You will receive 1.55€																																					
	Mobile Call: Silver Mobile (client cost 5.00CAD) - You will receive 1.25€																																					
	Direct mobile Canada: Plus 5.99 (client cost 5.99CAD) - You will receive 1.75€																																					
Croatia	Premium SMS: SILVER B (client cost 24.40HRK) - You will receive 1.05€																																					
Denmark	Premium SMS: Plus A (client cost 50.00DKK) - You will receive 2.00€																																					
Estonia	Premium SMS: No price point selected: Estonia																																					
Finland	Premium SMS: Plus A (client cost 4.00€) - You will receive 1.91€																																					
France	Premium SMS: Plus A (client cost 4.50€) - You will receive 2.00€																																					
	Premium Rate Calling: Double Appel (client cost 3.99€) - You will receive 1.69€																																					
	Internet-: Plus B (client cost 3.50€) - You will receive 1.79€																																					
	Internet- Mobile: Plus A (client cost 3.99€) - You will receive 1.95€																																					
France DOM	Premium Rate Calling: Triple Appel (client cost 3.69€) - You will receive 2.70€																																					
	<table border="1"> <tr> <td>France DOM</td> <td>Premium Rate Calling: Triple Appel (client cost 3.69€) - You will receive 2.70€</td> </tr> <tr> <td>French Polynesia</td> <td>Premium Rate Calling: No price point selected: French Polynesia</td> </tr> <tr> <td>Germany</td> <td>Premium SMS: Gold (client cost 3.99€) - You will receive 1.45€</td> </tr> <tr> <td></td> <td>Premium Rate Calling: Gold (client cost 2.57€) - You will receive 1.40€</td> </tr> <tr> <td></td> <td>Sofort Bank Debit: Gold B (client cost 2.50€) - You will receive 1.64€</td> </tr> <tr> <td>Greece</td> <td>Premium SMS: Silver (client cost 3.62€) - You will receive 0.90€</td> </tr> <tr> <td>Hungary</td> <td>Premium SMS: No price point selected: Hungary</td> </tr> <tr> <td>Indonesia</td> <td>Premium SMS: No price point selected: Indonesia</td> </tr> <tr> <td>Ireland</td> <td>Premium SMS: SILVER B (client cost 3.00€) - You will receive 1.25€</td> </tr> <tr> <td>Italy</td> <td>Premium Rate Calling: Gold (client cost 3.25€) - You will receive 1.30€</td> </tr> <tr> <td>Latvia</td> <td>Premium SMS: Silver B (client cost 3.08LVL) - You will receive 1.20€</td> </tr> <tr> <td>Luxembourg</td> <td>Premium SMS: Silver (client cost 3.00€) - You will receive 0.80€</td> </tr> <tr> <td></td> <td>Premium Rate Calling: No price point selected: Luxembourg</td> </tr> <tr> <td>Malaysia</td> <td>Premium SMS: Gold (client cost 20.00MYR) - You will receive 1.55€</td> </tr> <tr> <td>Mexico</td> <td>Premium SMS: No price point selected: Mexico</td> </tr> <tr> <td>Montenegro</td> <td>Premium SMS: No price point selected: Montenegro</td> </tr> <tr> <td>Morocco</td> <td></td> </tr> </table>	France DOM	Premium Rate Calling: Triple Appel (client cost 3.69€) - You will receive 2.70€	French Polynesia	Premium Rate Calling: No price point selected: French Polynesia	Germany	Premium SMS: Gold (client cost 3.99€) - You will receive 1.45€		Premium Rate Calling: Gold (client cost 2.57€) - You will receive 1.40€		Sofort Bank Debit: Gold B (client cost 2.50€) - You will receive 1.64€	Greece	Premium SMS: Silver (client cost 3.62€) - You will receive 0.90€	Hungary	Premium SMS: No price point selected: Hungary	Indonesia	Premium SMS: No price point selected: Indonesia	Ireland	Premium SMS: SILVER B (client cost 3.00€) - You will receive 1.25€	Italy	Premium Rate Calling: Gold (client cost 3.25€) - You will receive 1.30€	Latvia	Premium SMS: Silver B (client cost 3.08LVL) - You will receive 1.20€	Luxembourg	Premium SMS: Silver (client cost 3.00€) - You will receive 0.80€		Premium Rate Calling: No price point selected: Luxembourg	Malaysia	Premium SMS: Gold (client cost 20.00MYR) - You will receive 1.55€	Mexico	Premium SMS: No price point selected: Mexico	Montenegro	Premium SMS: No price point selected: Montenegro	Morocco				
France DOM	Premium Rate Calling: Triple Appel (client cost 3.69€) - You will receive 2.70€																																					
French Polynesia	Premium Rate Calling: No price point selected: French Polynesia																																					
Germany	Premium SMS: Gold (client cost 3.99€) - You will receive 1.45€																																					
	Premium Rate Calling: Gold (client cost 2.57€) - You will receive 1.40€																																					
	Sofort Bank Debit: Gold B (client cost 2.50€) - You will receive 1.64€																																					
Greece	Premium SMS: Silver (client cost 3.62€) - You will receive 0.90€																																					
Hungary	Premium SMS: No price point selected: Hungary																																					
Indonesia	Premium SMS: No price point selected: Indonesia																																					
Ireland	Premium SMS: SILVER B (client cost 3.00€) - You will receive 1.25€																																					
Italy	Premium Rate Calling: Gold (client cost 3.25€) - You will receive 1.30€																																					
Latvia	Premium SMS: Silver B (client cost 3.08LVL) - You will receive 1.20€																																					
Luxembourg	Premium SMS: Silver (client cost 3.00€) - You will receive 0.80€																																					
	Premium Rate Calling: No price point selected: Luxembourg																																					
Malaysia	Premium SMS: Gold (client cost 20.00MYR) - You will receive 1.55€																																					
Mexico	Premium SMS: No price point selected: Mexico																																					
Montenegro	Premium SMS: No price point selected: Montenegro																																					
Morocco																																						

	Premium SMS:	No price point selected: Morocco
	Premium SMS:	Gold (client cost 3.00€) - You will receive 1.31€
	Premium Rate Calling:	No price point selected: Netherlands
	Premium SMS:	No price point selected: Nigeria
	Premium SMS:	Gold A (client cost 30.00NOK) - You will receive 1.31€
	Premium SMS:	BRONZE B (client cost 4.00€) - You will receive 1.25€
	Premium SMS:	No price point selected: Romania
	Premium SMS:	Plus (client cost 200.00RUB) - You will receive 1.23€
	Premium SMS:	Bronze B (client cost 3.20€) - You will receive 0.61€
	Premium SMS:	No price point selected: South Africa
	Premium SMS:	Gold A (client cost 3.40€) - You will receive 1.16€
	Premium SMS:	Silver (client cost 30.00SEK) - You will receive 1.10€
	Premium SMS:	Gold (client cost 6.00CHF) - You will receive 1.20€
	Premium Rate Calling:	Super A (client cost 5.00CHF) - You will receive 2.20€
	Premium SMS:	No price point selected: Thailand
	Premium SMS:	Gold (client cost 3.00€) - You will receive 1.54€
	Premium SMS:	No price point selected: South Africa
	Premium SMS:	Gold A (client cost 3.40€) - You will receive 1.16€
	Premium SMS:	Silver (client cost 30.00SEK) - You will receive 1.10€
	Premium SMS:	Gold (client cost 6.00CHF) - You will receive 1.20€
	Premium Rate Calling:	Super A (client cost 5.00CHF) - You will receive 2.20€
	Premium SMS:	No price point selected: Thailand
	Premium SMS:	Gold (client cost 3.00€) - You will receive 1.54€
	Premium SMS:	No price point selected: Vietnam
Global solutions		
Credit Card:	Plus client cost 3€ - You will receive 1.90€	
PayPal:	Plus A client cost 3€ - You will receive 1.90€	
Neosurf:	Gold B client cost 3€ - You will receive 1.83€	
<input type="button" value="Save"/>		
<small>After verification, we will send you instructions for adding our script for this monetization component on your site.</small>		
<small>We kindly remind you that StarPass cannot be used for the sale of PHYSICAL GOODS. The sale of real content or virtual service, immediately accessible after payment, is the only use authorized by our payment solution (see our terms of use.).</small>		
<small>The StarPass secure micropayment solution is provided by BD Multimedia - All rights reserved 2007-2017. Legal Mentions</small>		

Once you have saved these settings, copy the code from “Protection Script Installation”/”Installation du script de protection”, go to your web store’s admin dashboard, then “General Settings” and enter it under “StarPass Protection Code”, make sure StarPass is enabled then submit your settings.

Adding a Server

Note: If you are adding a Minecraft or Garry's Mod make sure you have followed the instructions to install the relevant addon. If you're adding a CS:GO, TF2 or L4D2 server and want to use expiring commands you will need to install the Sourcemod plugin also.

To add a server, open the SDonate admin dashboard, then go to the "Package Manager", then click the "Add Server" button. Select the game your server is for, then change the following settings:

- **Name** - Enter the name of your server. This will be the name that shows up in your store.
- **Image** - You can optionally upload an image for this server's icon. If you leave this blank the default game image will be used.
- **IP Address** - Enter the IP address of your server. This is the part before the ":", the port is the part after. Do not include the port.
- **Port** - Enter the port of your server.
- **RCON Password (Not required for Garry's Mod, Minecraft servers or servers where the Sourcemod plugin is installed)** - Enter the RCON password for your server.
- **Enabled** - Check this to enable the server in your store. If this is not checked the server will not show up in your store.

Adding a Package

To add a package, open the SDonate admin dashboard, then go to the “Package Manager”, then click the “Add Package” button. Select the game your server is for, then change the following settings:

- **Title** - Enter the title to give your package.
- **Description** - Enter a description for your package.
- **Image** - You can optionally upload an image for this package’s icon. If you leave this blank the default game image will be used.
- **Pay What You Want** - If this is enabled the user will be able to choose how much they want to pay. The price they enter must be equal to or higher than the “Price” setting.
- **Price** - Enter the price of this package. If “Pay What You Want” is enabled, this will be the minimum price they must pay.
- **Max Purchases** - This is the maximum number of times a user can purchase a package. Set this to 0 to allow infinite purchases.
- **Commands** - This is where you choose the actions to be ran when a user purchases this package. When adding a command, you can choose what servers this command will be run on. Note that this command will run once for *every* server ticked. You may have to enter parameters for this package also. For each paramater, you can tick “User Chooses” to allow users to enter their own parameters. More info on commands can be found in `commands/commands`.
- **Duration** - Enter how long this package should last in days. Set to 0 to never expire.

About Commands/Actions

15.1 Command Variables

You can use the following variables in command parameters to replace it with the user's own info. Valid variables are as follows:

- `{{VAR=STEAMID}}` - The user's 64-bit Steam ID i.e. 76561197960287930
- `{{VAR=STEAMID32}}` - The user's 32-bit Steam ID i.e. STEAM_0:0:111010
- `{{VAR=STEAMID3}}` - The user's SteamID3 i.e. U:1:222020
- `{{VAR=STEAMUSERNAME}}` - The user's Steam username (NOTE: This should not be used to assign packages, since more than one user can have the same Steam username, this should only be used for things like sending a personalised message such as "Thanks for purchasing, `{{VAR=STEAMUSERNAME}}`")
- `{{VAR=Minecraft_Username}}` - The user's Minecraft username.

15.2 Creating User Choices

If you have ticked "User Chooses", you can create choices for the parameter. If you do not create any choices, the buyer will be able to enter anything they want, but if you create at least 1 choice they will have to choose between the options you define. When creating a choice, you have to enter a name, value and price. The name is what is displayed to the buyer when choosing, the value is the actual parameter value and the price is the amount added to the package price if this choice is chosen. For example, if creating a choice for the "DarkRP Add Money" command, if you enter the name as "Ten Thousand Dollars", value "10000" and price "0", this will add nothing to the base package price and will add \$10000 to their DarkRP money if this option is chosen.

For more info on the actions available for various games see:

- [Actions - Garry's Mod](#)
- [Actions - Minecraft](#)
- [Actions - Rust](#)
- [Actions - Other Games](#)
- [Special Actions](#)

Actions - Garry's Mod

16.1 Console Command

Run a console command on the player.

Parameters:

- Command - The console command to run.
- Package Expiry Command - The command to run when the package expires or when the package is revoked.

16.2 Custom LUA

Run a custom LUA command.

Parameters:

- LUA - The LUA code to run.
- Package Expiry LUA - The LUA code to run when the package expires or when the package is revoked.

16.3 Add To Group

Add the user to the specified group using either ULX, FAdmin, Evolve, Assmod or ServerGuard. Make sure to choose the right one for the admin mod your server is using.

Parameters:

- Rank - The rank to give the user. Note that for Assmod this must be the rank number and for all other mods it must be the rank name.

16.4 DarkRP Add Money

Give the user the specified amount of money in DarkRP.

Parameters:

- Money - The amount of money to give the user.

16.5 DarkRP Custom Job

Create a custom job in DarkRP.

Parameters:

- Job Name - The name of the job.
- Models - The file paths of the models available for this job separated by commas. Example - /path/to/model/model1.mdl,/path/to/model/model2.mdl,/path/to/model/model3.mdl If you want to offer the user a choice of models enter the path to each one in a separate choice.
- Description - The job description.
- Weapons - The weapons this job spawns with separated by commas. Example - weapon_ak472, weapon_keypadchecker, lockpick If you want to offer the user a choice of weapons enter each one in a separate choice.
- Salary - This job's salary.
- Has License - Whether this job has a weapon license. Enter 0 for no and 1 for yes.

16.6 Pointshop 1 Points

Give the user the specified amount points in Pointshop 1.

Parameters:

- Points - The amount of points to give the user.

16.7 Pointshop 2 Standard Points

Give the user the specified amount of standard points in Pointshop 2.

Parameters:

- Points - The amount of standard points to give the user.

16.8 Pointshop 2 Premium Points

Give the user the specified amount of premium points in Pointshop 2.

Parameters:

- Points - The amount of points to give the user.

16.9 Send Chat Message to Buyer

Put a message in the chatbox of the buyer.

Parameters:

- Message - The message to display in the user's chatbox.
- Expiration Message - The message to display in the user's chatbox when the package expires or is revoked.

16.10 Send Chat Message to All Players

Put a message in the chatbox of all players on the server.

Parameters:

- Message - The message to display in all players chatboxes.
- Expiration Message - The message to display in all players chatboxes when the package expires or is revoked.

16.11 CombineControl Donation

Add a donation perk to the CombineControl donations database.

Parameters:

- DB Host - The hostname the MySQL server is running on
- DB Name - The name of the database
- DB Username/DB Password - The username and password of the user used to access the database
- Character ID - Set this to “User Chooses” to let them enter their own character ID, or enter -1 to use Prop Limit Increase, Ragdoll Limit Increase, Scoreboard Title or Scoreboard Title Color donation types.
- Donation Type - The type of donation perk. Valid donation types are as follows (only enter the number):
 - 1 - Credits
 - 2 - Strength Stat
 - 3 - Speed Stat
 - 4 - Toughness Stat
 - 5 - Agility Stat
 - 6 - Perception Stat
 - 7 - Aim Stat
 - 8 - All Stats (global stat boost)
 - 9 - Custom Model

The following donation types only work if Character ID is set to -1:

- 1 - Prop Limit Increase
 - 2 - Ragdoll Limit Increase
 - 3 - Scoreboard Title
 - 4 - Scoreboard Title Color (in the form “r g b” 0-255)
- Donation Data - Enter the relevant data for the donation type chosen. For example, if you’d chosen “Credits” as the donation type, and enter “500” in the donation data, the person will receive 500 credits.

Actions - Minecraft

17.1 Console Command

Run a console command on the player.

Parameters:

- Command - The console command to run.
- Package Expiry Command - The command to run when the package expires or when the package is revoked.

Actions - Rust

18.1 Custom Command

Run a console command on the server.

Parameters:

- Execution Time - Choose whether the command will run as soon as the purchase is complete or when the user next joins the server, for most commands you should choose “On Join” to make sure the commands runs properly.
- Command - The console command to run.
- Expiration Command - The command to run when the package expires or when the package is revoked.

18.2 Give Item

Give the purchaser X amount of a certain item.

Parameters:

- Item Shortname - The shortname of the item to give the user. You can find a list of these at <http://docs.oxidemod.org/rust/#item-list>.
- Amount - The amount to give.

18.3 Give Blueprint

Give the user a blueprint for a certain item.

Parameters:

- Item Shortname - The shortname of the item for the blueprint. You can find a list of these at <http://docs.oxidemod.org/rust/#item-list>.

Actions - Other Games

19.1 Important Notes

RCON commands are ran as soon as the buyer purchases the package, for this reason it is recommended that you DO NOT use commands that require the user to be connected to the server, as they will not work if the user is not connected to the game server when they are making a purchase. Test commands using the “Test Server” button to see which commands work. Use “Custom Command” instead of “RCON Console Command” if the Sourcemod plugin is installed.

19.2 RCON Console Command

Run a console command on the player via RCON.

Parameters:

- Command - the command to run

19.3 Custom Command (REQUIRES SOURCEMOD PLUGIN)

Run a console command on the server.

Parameters:

- Execution Time - Choose whether the command will run as soon as the purchase is complete or when the user next joins the server, for most commands you should choose “On Join” to make sure the commands runs properly.
- Command - The console command to run.
- Expiration Command - The command to run when the package expires or when the package is revoked.

Special Actions

20.1 Important Notes

RCON commands are ran as soon as the buyer purchases the package, for this reason it is recommended that you DO NOT use commands that require the user to be connected to the server, as they will not work if the user is not connected to the game server when they are making a purchase. Test commands using the “Test Server” button to see which commands work. Use “Custom Command” instead of “RCON Console Command” if the Sourcemod plugin is installed.

20.2 MySQL Query

Warning: Only use this if you absolutely know what you are doing, incorrect usage of this command can have very bad side effects. If you need help with this create a support ticket on [ScriptFodder](<https://scriptfodder.com/scripts/view/2168>).

Perform a query on a MySQL database.

Parameters:

- DB Host - The hostname the MySQL server is running on
- DB Name - The name of the database
- DB Username/DB Password - The username and password of the user used to access the database
- DB Query - The query - you can use prepared values by replacing values to prepare with a ?
- DB Prepared Values - The values to be prepared, seperated by a |NEWVAL|

Common Errors

21.1 My package doesn't show up in my store even though it's enabled!

Make sure your package has at least one command added, then make sure that command has your server enabled. A package won't show up for a server if it has no commands enabled for that server.

21.2 PayPal Error 10002 - Security header is not valid

Your PayPal API credentials are incorrect, follow the instructions in [Setting Up PayPal](#) again.

21.3 I've enabled Maintenance mode and now I can't disable it!

Go to <http://yourdomain.com/folder/login.php>, or if you are using the one-click hosting and setup this will be at <https://sdonate.com/stores/<yourdomain>/login.php>. When you have logged in, go to <http://yourdomain.com/folder/dashboard.php> (<https://sdonate.com/stores/<yourdomain>/login.php> if using free SDonate hosting).