

# Leveling

The leveling module is the largest and most extensive module for Play with countless combinations. The very first step is to enable the leveling module by saying "module leveling".

- [Setup](#)
- [Setup - Premium](#)
- [Tuning](#)
- [Staff](#)
- [Public](#)
- [XP Boosting](#)

# Setup

Welcome to Gaius Play, here we'll be going over the setup of the leveling module so you can engage your community!

## Initial Start

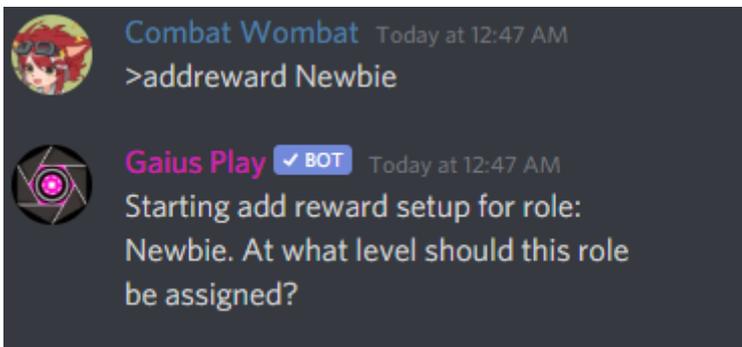
1. Invite the bot ([Official Site](#))
2. Make sure Gaius Play has Manage Roles
3. Make sure Gaius Play role is higher than the ones you want to be assigned via leveling
4. Know your prefix! If you ever forget **!checkprefix**
5. Enable the leveling module by doing **>module leveling**

<https://docs.google.com/spreadsheets/d/1pjp0JRkl1gDvFnmgnD9pU6YU9Ut2ZRdn2Pauq-R8vR0>

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## Rewards

Setting up reward roles is optional for those of you who just want the points!



Adding rewards is interactive, as seen here, and only takes a few seconds to add each reward in a straightforward fashion.

You can even set up custom level-up messages for all your reward roles to give them a more personal feel!

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## Commands

## Addrward

Add rewards to be given in the reward system. You can either add rewards through a single input or go through a setup that will ask for each property. You can provide 'none' or 'global' for the previous.

Command	Description	Example
>addrward rolename/@mention/ID	Begins the process of adding the provided role as a reward role	>addrward 12345678901234567 >addrward @Newbie
>addrward <i>role level % previous % roles %% response</i>	Adds the provided role as a reward role at Level 10 with a specified previous role and a given response.	>addrward Rolename 10 % none %% Congrats you got the first role!

## Editreward

Edit a reward tied to the leveling system. Each part is edited individually by its property, and you may also set whether this role is a default reward.

Command	Description	Example
>editreward <i>role level #</i>	Edits a reward's required level	>editreward @Role level 10
>editreward <i>role message new message</i>	Edits a reward's achievement message	>editreward @Role message New Message Here
>editreward <i>role default off/role</i>	Edits a reward's default status when users choose more than one role in the tree leveling	>editreward @Role default @Role
>editreward <i>role global</i>	Edits a reward's global status	>editreward @Role global (NOTE: When using this for a role with a previous role, all previous roles will be removed from the global role)
>editreward <i>role previous roles%list</i>	Edits a reward's previous role(s)	>editreward @role previous @NewRole%@OtherRole

## Delreward

Delete a reward role from the system. No further modifications to your system will be done, and any gaps must be filled by your usage of the 'editreward' command.

Command	Description	Example
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<code>&gt;delreward <i>role/id</i></code>	Deletes a role from the rewards list	<code>&gt;delreward @Role</code>
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## Listrewards

List all the rewards for your reward system. If you have too many rewards, a page system will be generated to look through. You may also get specifics about a single reward by providing a role.

Command	Description	Example
<code>&gt;listrewards [<i>role</i>]</code>	Lists the server's reward list <b>OR</b> gets the specifics about a reward role	<code>&gt;listrewards @Role</code> <code>&gt;listrewards</code>

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## Examples

- **>addreward Level1** - Respond with the required level to start the leveling system and answer the questions.
- **>addreward Level2** - Respond with the required level and answer the questions.
- **>addreward Level3** - Respond with the required level and answer the questions.

You can have up to 6 reward roles for free. Unlimited for Premium.

Now you have the basics! Essentially you're creating a chain of roles people will level through. Once they have enough XP for Level2, they'll gain that role and start earning towards the Level3 role and so on!

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## Leveling Settings

Now that you have your reward roles setup, it's time to configure how easy or difficult it is to level up on your server.



STANDARD

## SETTINGS

As seen here, you have a number of available options to make your level system truly customized for your community.

These are the standard settings available to all servers.

[See here for the Premium server version.](#)

## Leveling Module Settings

Command	Description	Example
>configure <b>current</b>	Displays current leveling configurations	>configure current
>configure <b>showlevels</b> [#StartingFrom]	Displays amount of XP needed for each level	>configure showlevels 20

>configure <b>explain</b> <i>property</i>	Displays a help message for a specified property below	>configure explain <i>equation</i>
>configure <b>equation</b> 1, 2, 3, OR 4	Sets the equation for leveling (Learn more <a href="#">below</a> )	>configure equation 1
>configure <b>modifier</b> #	After level 1, every levels cost will be multiplied by this number	>configure modifier 80
>configure <b>base</b> #	Level 1 will cost a specified XP amount	>configure base 15
>configure <b>random</b>	Toggles the action for one of the achieved reward roles to be randomly assigned if the user does not select one of the reward choices in the tree leveling	>configure random
>configure <b>texttime</b> #	Users will earn XP every # minutes for talking in Text Channels	>configure texttime 5
>configure <b>textamount</b> #	Sets how much XP is gained based on activity in text channels	>configure textamount 1
>configure <b>voicetime</b> #	Users will earn XP every # minutes for talking in Voice Channels	>configure voicetime 5
>configure <b>voiceamount</b> #	Sets how much XP is gained based on activity in voice channels	>configure voiceamount 1
>configure <b>autoremove</b> on/off	When users receive a new reward role, should they keep the previous role(s)?	>configure autoremove on
>configure <b>vcrequirement</b> #	Sets the number of required human users to be in a Voice Channel in order to gain XP	>configure vcrequirement 2

## Level Up Messages

When utilizing the messages for the response setting and reward role messages you can use variables to make it more personal.

### Setup

Command	Description	Example
>configure <b>channel</b> #channel	Sets which channel level-up messages go	>configure channel #bot-channel

>configure <b>message</b> Message is typed next.	Sets a message to be sent when a user levels up	>configure message Congrats, %user. You've reached Level %level!
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## Variables

Variable	Description
>configure <b>message</b> %user has reached %level!	Sets the default response for level-ups This can be customized per reward role when adding or editing a reward role.
%user	Username
%tag	User mention
%level	New level number
%guild	Guild name
%role	New reward role received

## Equations

These change how your settings work. We don't recommend changing this unless you feel you need to!

Equation	Description
>configure <b>equation 1</b>	A variable equation that uses the base and modifier amounts to change how fast the scaling happens per level
>configure <b>equation 2</b>	A basic bell curve equation that steadily gets harder and harder to achieve levels <a href="#">Also known as the Mee6 equation</a>
>configure <b>equation 3</b>	A basic linear equation that adds the modifier to the previous level's value

>configure <b>equation 4</b>	A single term plus constant quadratic equation that linearly increases in difficulty after each level  <a href="#">Graph</a>
>configure <b>equation 5</b>	Equation 5 is a 2 term no constant quadratic equation that has the difference in levels linearly dependent on the modifier.
>configure <b>equation 6</b>	Equation 6 is a conglomeration of equations that has a sharp increase in xp requirements which falls off to a constant 1500 in later levels

# FAQ

## Q. Will kicking Play reset the bot?

- No, kicking/banning Gaius Play will never reset your settings or [prefix](#).

## Q. Why aren't my commands aren't working? Is the bot offline?

- This could be for a number of reasons. Here are a list of solutions (beginning with some of the most common solutions):

1. Say `!checkprefix` in your server. If Gaius has permission to speak in and see the channel, it will always respond with the current prefix.
  1. If there is no response, try to @Gaius...this will pop up taggable users in a list, along as their online status icon on the lower-left of the user avatar. In the unlikely event that it is a gray icon, then Gaius is offline in your server and should be back online within a few minutes.
  2. If Gaius is online, make sure Gaius has permission to speak in the channel ([Server Settings > Roles and/or Edit Channel > Permissions](#)).
  3. If Gaius is not listed when you try to @gaius, then it likely does not have permission to see the channel, which is either because it does not have a role to see the channel(s), or it cannot see the channel in your channel settings.
2. If Gaius responds with its current prefix, check your enabled [modules](#) with the `module list`

command. Most commands are tied with a module, which means if, for example, the leveling module is not enabled, then `level up`, `award`, and `setboost` will also be disabled.

3. If this does not solve your issue, the next step is to contact [support](#).

## Q. How do I see all the commands?

- The [help command](#) is man's best friend (not dogs).

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# Video

**Not yet available**

If you have or find a video on Gaius specifically for what is covered in this wiki page, you can send the info to Fairy ? ?#0001 via DM (You must be in the [support server](#) in order to make contact).

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# Points of Interest

[Leveling Configuration](#)  
[Leveling/Command Tuning](#)  
[Leveling Commands \(Staff\)](#)  
[Level Boosting](#)

[\(Top of Page\)](#)

Gaius Play is the leveling bot offering many variables and factors in its immersive leveling system, such as customizable level/xp boosting, various equations, and unique options, to help engage your community's text and/or voice activity and enable users to show off their rank with flare.

The purpose of this documentation is to provide an in-depth, comprehensive informational guidance on every module, feature, and command for Gaius Play and provide detailed examples and explanations to foster greater understanding of everything Gaius.

Gaius Play is split into modules, in which a set of relevant commands are grouped into, and these docs will provide a rundown of each module and their associated commands in a top-down approach.

Leveling can be linear and straightforward or complex like a [tree \(Premium version required\)](#).

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# Setup - Premium

Welcome to Gaius Play, here we'll be going over the setup of the leveling module so you can engage your community!

## Initial Start - Premium

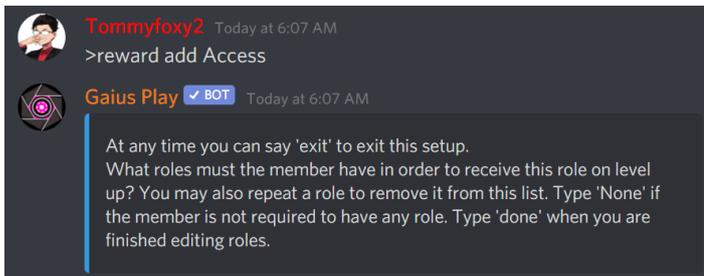
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4. Know your prefix! If you ever forget **!checkprefix**
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## Rewards

Setting up reward roles is optional for those of you who just want the points!



Adding rewards is interactive, as seen here, and only takes a few seconds to add each reward in a straightforward fashion.

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## Commands

## Addrward

Add rewards to be given in the reward system. You can either add rewards through a single input or go through a setup that will ask for each property. You can provide 'none' or 'global' for the previous.

Command	Description	Example
<code>&gt;addrward rolename/@mention/ID</code>	Begins the process of adding the provided role as a reward role	<code>&gt;addrward 12345678901234567&gt;addrward @Newbie</code>
<code>&gt;addrward role level % previous % roles %% response</code>	Adds the provided role as a reward role at Level 10 with a specified previous role and a given response.	<code>&gt;addrward Rolename 10 % none %% Congrats you got the first role!</code>

## Editreward

Edit a reward tied to the leveling system. Each part is edited individually by its property, and you may also set whether this role is a default reward.

Command	Description	Example
<code>&gt;editreward role level #</code>	Edits a reward's required level	<code>&gt;editreward @Role level 10</code>
<code>&gt;editreward role message new message</code>	Edits a reward's achievement message	<code>&gt;editreward @Role message New Message Here</code>
<code>&gt;editreward role default off/role</code>	Edits a reward's default status when users choose more than one role in the tree leveling	<code>&gt;editreward @Role default @Role</code>
<code>&gt;editreward role global</code>	Edits a reward's global status	<code>&gt;editreward @Role global</code> (NOTE: When using this for a role with a previous role, all previous roles will be removed from the global role)
<code>&gt;editreward role previous roles%list</code>	Edits a reward's previous role(s)	<code>&gt;editreward @role previous @NewRole%@OtherRole</code>

## Delreward

Delete a reward role from the system. No further modifications to your system will be done, and any gaps must be filled by your usage of the 'editreward' command.

Command	Description	Example
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>delreward <i>role/id</i>	Deletes a role from the rewards list	>delreward @Role
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## Listrewards

List all the rewards for your reward system. If you have too many rewards, a page system will be generated to look through. You may also get specifics about a single reward by providing a role.

Command	Description	Example
>listrewards [ <i>role</i> ]	Lists the server's reward list <b>OR</b> gets the specifics about a reward role	>listrewards @Role>listrewards role

## Examples

- **>addreward Level1** - Respond with the required level to start the leveling system and answer the questions.
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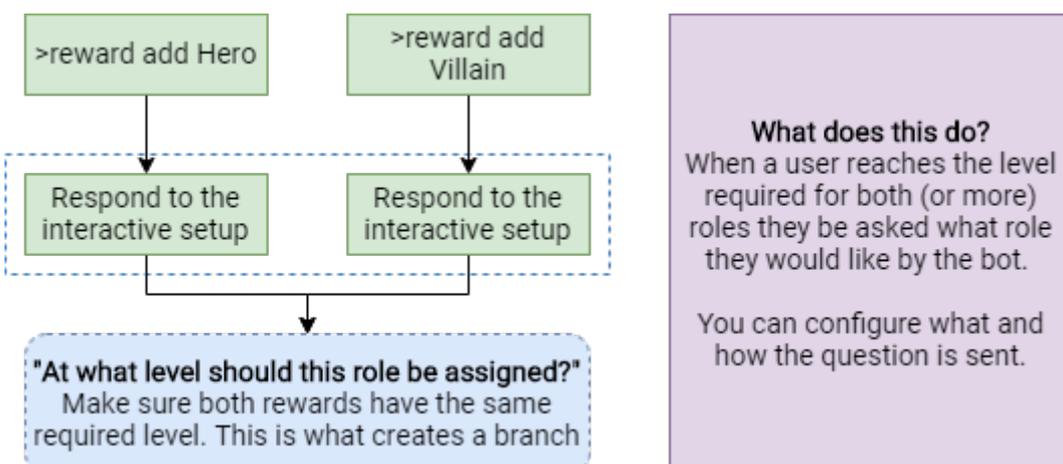
You can have up to 6 reward roles for free. Unlimited for Premium.

Now you have the basics! Essentially you're creating a chain of roles people will level through. Once they have enough XP for Level2, they'll gain that role and start earning towards the Level3 role and so on!

## Tree Leveling (Premium)

In order to create a branch, all you need to do is set the required level and role to be the same as another role(s).

You can create branches anywhere and even create MMORPG style systems.





[ > ] Play ✓ BOT Today at 7:31 AM

@dogpower

Congratulations you have leveled up to level 8. You have 8 choices to rank up with. **class 1a**, or **league of villains**, or **class 1f**, or **academy**, or **scout**, or **quirkless**, or **sergeant**, or **shiketsu high** Please reply with the role you wish to rank up with.

## Leveling Settings

Now that you have your reward roles setup, it's time to configure how easy or difficult it is to level up on your server.

**ALL GUILDS WILL NOW BE USING >CONFIGURE INSTEAD OF >LEVELSET**



All Tommy Today at 6:11 AM

>levelset



[ > ] Play ✓ BOT Today at 6:11 AM



Tommyfoxy2#0001

### Current Level System Settings

**Texttime:** 5 minutes

**Voicetime:** 14 minutes

**Base:** 15

**Modifier:** 80

**Amount:** 1

**Channel:** #robot-depot

**Question:** #robot-depot

**Ping:** true

**Auto-Remove:** false

**Equation:** 1

**Random Role Assignment:** Off

**Response:** You leveled up to %level on My Hero Academia.

**Questionmsg:** Congratulations you have leveled up to level %level. You have %count choices to rank up with. %choices Please reply with the role you wish to rank up with.

To get the list of rewards type >reward list.



My Hero Academia Official

### STANDARD SETTINGS

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## Leveling Module Settings

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>configure <b>explain</b> <i>property</i>	Displays a help message for a specified property below	>configure explain <i>equation</i>
>configure <b>equation</b> 1, 2, OR 3	Sets the equation for leveling (Learn more <a href="#">below</a> )	>configure equation 1
>configure <b>modifier</b> #	After level 1, every levels cost will be multiplied by this number	>configure modifier 80
>configure <b>base</b> #	Level 1 will cost a specified XP amount	>configure base 15
>configure <b>random</b>	Toggles the action for one of the achieved reward roles to be randomly assigned if the user does not select one of the reward choices in the tree leveling	>configure random
>configure <b>texttime</b> #	Users will earn XP every # minutes for talking in Text Channels	>configure texttime 5
>configure <b>textamount</b> #	Sets how much XP is gained based on activity in text channels	>configure textamount 1
>configure <b>voicetime</b> #	Users will earn XP every # minutes for talking in Voice Channels	>configure voicetime 5
>configure <b>voiceamount</b> #	Sets how much XP is gained based on activity in voice channels	>configure voiceamount 1
>configure <b>autoremove</b> on/off	When users receive a new reward role, should they keep the previous role(s)?	>configure autoremove on
>configure <b>vcrequirement</b> #	Sets the number of required human users to be in a Voice Channel in order to gain XP	>configure vcrequirement 2

## Level Up Messages

When utilizing the messages for the response setting and reward role messages you can use variables to make it more personal.

### Setup

Command	Description	Example
>configure <b>channel</b> #channel	Sets which channel level-up messages go	>configure channel #bot-channel
>configure <b>message</b> Message is typed next.	Sets a message to be sent when a user levels up	>configure message Congrats, %user. You've reached Level %level!

### Variables

Variable	Description
>configure <b>message</b> %user has reached %level!	Sets the default response for level-ups This can be customized per reward role when adding or editing a reward role.
%user	Username
%tag	User mention
%level	New level number
%guild	Guild name
%role	New reward role received

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## Question Messages (Premium)

When utilizing the messages for the response setting and reward role messages you can use variables to make it more personal.

## Setup

Command	Description	Example
<code>&gt;configure questionmessage</code> Question?	Sets a default level-up message (Learn more <a href="#">below</a> )	<code>&gt;configure questionmessage</code> Congratulations you have leveled up to level %level. You have 8 choices to rank up with. %choices Please reply with the role you wish to rank up with.
<code>&gt;configure questionchannel</code> #channel	Sets which channel the question messages go when a user should decide to choose one of the currently available roles	<code>&gt;configure questionchannel #bot-channel</code>

## Variables

Variable	Description
<code>%user</code>	Username
<code>%tag</code>	User mention
<code>%level</code>	New level number
<code>%guild</code>	Guild name
<code>%role</code>	New reward role received
<code>%count</code>	Amount of reward role choices available at that level
<code>%choices</code>	Lists of choices the user can choose from

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## Equations

These change how your settings work. We don't recommend changing this unless you feel you need to!

Equation	Description
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>configure <b>equation 1</b>	A variable equation that uses the base and modifier amounts to change how fast the scaling happens per level
>configure <b>equation 2</b>	A basic bell curve equation that steadily gets harder and harder to achieve levels <a href="#">Also known as the Mee6 equation</a>
>configure <b>equation 3</b>	A basic linear equation that adds the modifier to the previous level's value
>configure <b>equation 4</b>	A single term plus constant quadratic equation that linearly increases in difficulty after each level  <a href="#">Graph</a>

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## Importing Mee6 Data (Premium)

If you're transitioning from Mee6, you can use the **>import** command to import data from Mee6. This will also switch your equation to #2, which is the Mee6 leveling equation.

# Tuning

## Leveling Tuning

### Ignore

Set a channel, member, or role to be ignored by the leveling system for xp gain. You can specify whether you wish to ignore text xp, voice xp, or all xp. If nothing is specified, then all xp will be ignored. You can use 'list' to get a list of current ignores.

Command	Description	Example
<code>&gt;ignore [/text/all] role/channel/member</code>	Ignores XP gain for text, VC, or both for a role, channel, or user	<code>&gt;ignore text @BillyBob#0000 &gt;ignore vc @IgnoreRole &gt;ignore all #bot-channel</code>
<code>&gt;ignore list</code>	Lists the current ignores in the server	<code>&gt;ignore list</code>

### Recog

Remove an experience `ignore` from a member, channel, or role. You can also list all ignores with 'list'.

Command	Description	Example
<code>&gt;recog role/channel/member</code>	Unignores XP gain for a role, channel, or user	<code>&gt;recog @BillyBob#0000 &gt;recog @IgnoreRole &gt;recog #bot-channel</code>

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## Command Tuning

### Restrict

Restrict usage of a command or module to a member, role, or channel, which overrides original command permissions.

Command	Description	Example
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>restrict <i>command member/ID</i>	Restricts usage to a user	>restrict level @User
>restrict <i>command role/ID</i>	Restricts usage to a role	>restrict level @Role
>restrict <i>command channel/ID</i>	Restricts usage to a channel	>restrict level #channel

## Allow

Allow usage of a command or module to member, role, channel, or entire server, which overrides original command permissions.

Command	Description	Example
>allow <i>command member/ID</i>	Allows usage to a user	>allow level @User
>allow <i>command role/ID</i>	Allows usage to a role	>allow level @Role
>allow <i>command channel/ID</i>	Allows usage to a channel	>allow level #channel
>allow <i>command guild</i>	Allows usage to the entire server	>allow level guild

## Block

Block usage of a command or module to a member, role, or in a specific channel, overriding original command permissions.

Command	Description	Example
>block <i>command member/ID</i>	Blocks usage from a user	>block level @User
>block <i>command role/ID</i>	Blocks usage from a role	>block level @Role
>block <i>command channel/ID</i>	Blocks usage from a channel	>block level #channel
>block <i>command guild</i>	Blocks usage from the entire server	>block level guild

# Free

Free a command of all, or specific, permission overrides. You can either leave the type blank, or provide a channel, role, member, or 'guild' to specify which overrides to remove.

Command	Description	Example
>free <i>command</i> [type]	Frees all permissions tuning for the command	>free level
>free <i>command</i> User/ID	Frees permissions tuning of that type for the command	>free level @BillyBob#0000
>free <i>command</i> role/ID	Frees permissions tuning of that type for the command	>free level @NotActuallyIgnoreRole
>free <i>command</i> channel/ID	Frees permissions tuning of that type for the command	>free level #not-actually-bot-channel
>free <i>command</i> guild	Frees permissions tuning for the command in the entire server	>free level guild

# Staff

A useful overview of what your staff can use.

## Commands

### Award

Gives or sets a member or role text/voice xp or amount of levels. You can set a members xp with 'set'.

Command	Description	Example
<code>&gt;award member/role #xp [text/voice]</code>	Awards a member or role a certain amount of text or voice xp	<code>&gt;award @MemeMan 10 text</code>
<code>&gt;award member/role level #level [text/voice]</code>	Awards a member or role a certain amount of levels	<code>&gt;award @TheChad level 5 voice</code>
<code>&gt;award member/role set #xp [text/voice]</code>	Sets a member or role to a certain text or voice xp	<code>&gt;award @CoolCats set 500 text</code>
<code>&gt;award member/role set level #level [text/voice]</code>	Sets a member or role to a certain level	<code>&gt;award @NPC set level 5</code>

### Reclaim

Removes a certain amount (or all) of a member's (text or voice) xp. Providing 'left' removes all xp from members no longer in the server.

Command	Description	Example
<code>&gt;reclaim all/#xp amount [text/voice] member</code>	Resets the users XP, optionally reward roles too	<code>&gt;reclaim all voice @SmolPanda</code>
<code>&gt;reclaim left</code>	Removes level data for users not in the server anymore	<code>&gt;reclaim left</code>

### Testperm

Tests a specific member's permissions for a specified module or command.

Command	Description	Example
<code>&gt;testperm <i>command/module member</i></code>	Tests a specified user's perms for a command or module	<code>&gt;testperm level @JohnDoe</code>

## Testvc

Begins the debug process for a specific user for vc xp gain. Notifications will be sent in the channel the command was used in. Useful checking if a user is gaining xp or how much xp is being gained.

Command	Description	Example
<code>&gt;testvc [<i>member</i>]</code>	Begins the debug process for a specific user for vc xp gain.	<code>&gt;testperm @JingleJangle</code>

## Level Up Note

For premium owners using the Tree Leveling, users can do `>level up` to redo their choices.

# Public

A useful overview of what your community can use.

Notes for VC xp:

- 1) 2 or more users
- 2) Bots do not count
- 4) XP is only awarded for VC after disconnecting
- 5) The bot must be able to view/connect to the channel

## Commands

### Leaderboard

Checks the server's full leaderboard, the voice xp leaderboard, or the text xp leaderboard. You can also check where you or someone else is in the leaderboard.

Command	Description	Example
>leaderboard [ <i>text/voice</i> ]	Displays the server leaderboard	>leaderboard
>leaderboard #	Displays the server leaderboard up to #	>leaderboard 35
>leaderboard me	Displays the leaderboard around you	>leaderboard me
>leaderboard [ <i>text/voice</i> ] [ <i>member</i> ]	Displays the leaderboard around a specified member	>leaderboard voice @SadCat

### Level

Checks your or someone else's current level and amount of xp and upcoming rewards. You can also use `level up` if you are missing rewards.

Command	Description	Example
>level	Displays your current profile	>level

>level @mention/UserID	Displays the user's profile	>level @BigChungus
>level up	Triggers the manual update of your reward role(s) and data	>level up

## Restart

Restarts your roles or xp in the server. Providing 'roles' removes *all* your reward roles, and providing 'xp' removes *all* your experience **AND** roles. Admins can also provide 'server' to restart the entire server's roles or xp and roles.

Command	Description	Example
>restart <i>xp/roles</i>	Restarts one's own roles or roles <b>AND</b> xp	>restart xp
>restart server <i>xp/roles</i>	Restarts the entire server's roles or roles <b>AND</b> xp <b>NOTE:</b> This requires Play to recognize you as an admin	>restart server roles

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## Level Up Tips

If a user leaves and rejoins, this command will restore their roles so long as their level data is saved until you clear the system of users no longer in the server.

If you're using a Gaius+ authorized server utilizing Tree Leveling you can remove peoples reward roles, when they do `>level up` they will be able to redo their choices.

# XP Boosting

A straightforward walkthrough for setting up customized XP boosting for your server's activity needs.

## Commands

### Setboost

Sets a boost for channels, members, roles, or the entire server. A start date **MUST** be specified. You can specify the duration, the expiration, or if the boost repeats.

The boost amount is added to the total XP (e.g. a boost amount of .8 will result in 1.8 xp).

Command	Description	Example
>setboost channel amount cumulative/minimum flags	Sets a channel for XP boosting for an additional specified amount of XP with various customizable flags	>setboost #Channel 1 minimum %start 1m 1h 2w
>setboost role amount cumulative/minimum flags	Sets a channel for XP boosting for an additional specified amount of XP with various customizable flags	>setboost @Role .5 cumulative %start 12:00 pm tzEST 12/05 %expire 1w 2m 3h
>setboost member amount cumulative/minimum flags	Sets a channel for XP boosting for an additional specified amount of XP with various customizable flags	>setboost @Member 1.6 minimum %start 1w 2d 3h 4m %expire 15:00 %tzEST 7/09/2021 %repeats 1w
>setboost guild amount cumulative/minimum flags	Sets a channel for XP boosting for an additional specified amount of XP with various customizable flags	>setboost guild 2 cumulative %start 10:00 am tzEST 01/07/2021 %duration 3h

### Delboost

Deletes a registered boost. This **REQUIRES** a channel, role, or user mention/ID or 'guild' input.

Command	Description	Example
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>delboost <i>channelName/ID</i> >delboost <i>RoleName/ID</i> >delboost <i>userName/ID</i>	Deletes the registered boost from the specified channel, role, or user	>delboost #anime-night
>delboost <b>guild</b>	Deletes the registered boost from the server	>delboost guild

## Flags

You use w/d/h/m format for all flags. For 'starts' and 'expires' you may use time and date in the format hh:mm tzTimezone dd/mm OR dd/mm/yyyy

Flag	Description
%start	The date, time, or time until the boost starts
%expire	The date, time, or time until the boost expires
%duration	The period of time until the boost expires from start time
%repeats	The time until the boost repeats after expiring

## Listboosts

Lists current and future boosts. Provides all the details, such as start time, end time, duration, and repetition.

Command	Description	Example
>listboosts	Lists current and future boosts	>listboosts

## Definitions

A reference to help with deciding how to customize XP boosts.

Term	Definition
Cumulative	The boost amount "stacks" or adds itself by its own amount (e.g. 0.8 > 1.6 > 2.4 > 3.2 > ...)

Minimum	The absolute minimum amount that participants receive during boost durations
w/d/h/m format	week(s)/day(s)/hour(s)/minute(s)
hh:mm tzTimezone dd/mm	Specific time in a certain <a href="#">timezone</a> on a specified day/month
dd/mm/yyyy	day/month/year