Русский | English

Rules of the Evertech Sandbox Mods catalog

1. Rules for texts

1.1. Each modification should have: name, author, description, preview image.
1.2. Swear words are prohibited.
1.3. Use only the English language.
1.4. Don't use tags other than <b>, <i>, <size> and <color>.
1.5. Don't put links to external resources.

2. Rules for images

2.1. Resolution preview icons of items should be not bigger than 100x100 pixels.
2.2. File size of the preview icon of a mod should be less than 40 kB.
2.3. Swear words are prohibited.
2.4. Don't put links to external resources.

3. Rules of modification's structure

3.1. Archive should contain files of modification without intermediate folders, so info.json is in the root (for mods and compiled maps).
3.2. For maps it is highly recommended to send the source project rather than compiled variant (because I will compile it for every platform and recompile when the version of unity will be upgraded)
3.3. Don't use the ENTER key to make a newline in a string in info.json. Use \n .
Wrong:

```
{"simpleblocks" : [
                  {
                           "uuid" : "cb21d1da-ab93-4c13-8379-aeac9703ab6a",
                           "name" : "Piston Lever",
                           "description" : "Piston Lever Block. Place the
Piston Body block wherever you want, then place the Suspension (Spring) on it,
place the Piston Lever block on the top of everything and finally, set the
Stiffness value to 1 (VERY IMPORTANT). You can set up the speed and distance
values, using Text Sign, placed on the Piston Body block. After adjusting the
Piston you can remove the Text Sign and the parameters will still be saved along
with the map.

Default Speed 1 Block per Second
Default Distance 2 Blocks

WARNING Piston may be laggy on the maximum Speed and Distance values."}
```

Right:

```
{"simpleblocks" : [
                  {
                           "uuid" : "cb21d1da-ab93-4c13-8379-aeac9703ab6a",
                           "name" : "Piston Lever",
                           "description" : "Piston Lever Block. Place the
Piston Body block wherever you want, then place the Suspension (Spring) on it,
place the Piston Lever block on the top of everything and finally, set the
Stiffness value to 1 (VERY IMPORTANT). You can set up the speed and distance
values, using Text Sign, placed on the Piston Body block. After adjusting the
Piston you can remove the Text Sign and the parameters will still be saved along
with the map.\n\nDefault Speed 1 Block per Second\nDefault Distance 2
Blocks\n\nWARNING Piston may be laggy on the maximum Speed and Distance
values."}
```

3.4. info.json - required file.
3.5. Modification should be a .zip file. Other extensions are not supported.

4. Rules of the platform (upload.irontubegames.com)

4.1. Don't use tags in the "Comment" text field.
4.2. Administration of the resource has the right to:
 4.2.1. Decline or accept requests on their will.
 4.2.2. To decline without explanation.
 4.2.3. To refer to an item of these rules instead of a detailed explanation and vice versa.
 4.2.4. To edit a mod before publishing, change description/name. Compress images.
4.3. Don't use "Comment" for questions.
4.4. Don't use "Comment" for ads of any kind.
4.5. Don't break or hack the site, if you have found an error, bug or vulnerability please tell us using the form or inform the site developer directly.

5. Tips and errors explanations, which you can receive while sending a request.

Tips:
 Don't overuse capital letters (Caps lock) in description/name/author.
 Use tags to highlight important information but don't overuse them.
 It is recommended to picture the items in their icons instead of something else. But it's up to you...
 Don't send more than 1 request for one mod. If your request is declined - try to fix a mistake and only then send the request again.
 Don't use the "Comment" field for anything other than important notes related to your modification.

Errors explanations:
 "cannot find info.json" - means that we couldn't find the main file. Most likely it is because the archive contains a folder in the root instead of mod files.
 "cannot parse json, probably wrong structure" - means the structure of your info.json file is wrong. Check the content of this file with the rule 3.3. If everything seems right, but the file cannot be uploaded - reach us (Contact).
 "cannot transfer files" - server side error. Also might happen because of a bad internet connection.
 "Wrong JSON! Expected Map JSON, got Mod JSON" - happens if you send the source project of a map with not correct info.json in it. The reason - property "simpleblocks".
 "empty json" - означает, что файл info.json пуст.
 "cannot send sql request" - server side error. Reach us as soon as possible if it happens to you.

These rules might be updated at any time, so we suggest you check this document from time to time. New changes will be highlighted in a different color.

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