

# Automessages (1)

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This is how you configure the [automessages](#) plugin.

## 1 Short description

With this plugin, you can configure your own messages, which are sent to the chat in a specific interval. Furthermore messages can be shown at specific times/days.

## 2 Configurationoverview

JavaScript: configs/plugins/automessages.json

```
{
```

```
serverrunning:4GSManager<VERSION>^5,website:4www.GSManager.de",  
T_MAP^4<NEXT_GAMETYPE>^5)"
```

```
],
```

```
]
```

```
}
```

```
}
```

```
[ "0 0 * * *",
```

Alles anzeigen

## 3 Detailed configurationvariables

The configurationfile of the "[automessages](#)" function is located in the configs/plugins directory and is named banner.json. An explanation of the variables follows:

<u>Variable</u>	<u>Allowed Values</u>	<u>Description</u>
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enabled	truefalse	You can (de)active the plugin with this variable.
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interval	number	This variable defines the interval between two sent messages in seconds.
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logging	truefalse	This variable defines if the <a href="#">automessages</a> should be logged in the daemon.log
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messages	Text	This variable defines the messages, which should be send to the chat.
----------	------	-----------------------------------------------------------------------

cron	Array with arrays of two strings each	First entry of each array is a <a href="#">unix cron time string</a> , second is the message.
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You can use the following placeholders in your messages:

Platzhalter	Beschreibung
{{br}}	Will be replaced with a wordwrap.
<NEXTMAP>	Will be replaced with the next map.
<NEXTGT>	Will be replaced with the next gametype.
<VERSION>	Will be replaced with the current running GSManager
<TIME_DE>	Will be replaced with the time in german time format.
<TIME_EN>	Will be replaced with the time in english time format.
<DATE>	Will be replaced with the date in form date time month year (01 Oct 2014).
<MAP>	Will be replaced with the current running map.

Using color codes is possible.