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

```
{
```

```
erver is running GSManager <VERSION>^5, visit our website at www.GSManager.de",
T_MAP>4<NEXT_GAMETYPE>^5)"
                ],

                                                                        ["0     0     *     *     *",

                ]
        }
}
```

Alles anzeigen

3 Detailed configurationvariables

The configurationfile of the "[lexicon='automessages',''][/lexicon]" function is located in the configs/plugins directory and is named banner.json. An explanation of the variables follows:

Variable	Allowed Values	Description
enabled	truefalse	You can (de)active the plugin with this variable.
interval	number	This variable defines the interval between two sent messages in seconds.
logging	truefalse	This variable defines if the [lexicon='automessages',''][/lexicon] should be logged in the daemon.log
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 unix cron time string, second is the message.

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.