Reports (1)

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Allows to report players. The reports can be saved (logfile, database) or admins can be notified directly (via E-Mail, TS3).

1 Short description

Allows to report players. The reports can be saved (logfile, database) or admins can be notified directly (via E-Mail, TS3).

```
!report NICK MESSAGE
!report Anton He is a cheater
```

== Configurationoverview =

JavaScript: onfig/plugins/reports.json

```
{
```

```
mailmessage": "The player <FROM> just reported <TARGET> with the following message <MESSAGE>",
```

```
            "ts3pokemessage": "GSManager: '<FROM>' reported '<TARGET>': <MESSAGE>",

            "ts3textmessage": "GSManager: '<FROM>' reported '<TARGET>': <MESSAGE>",
    }
}
```

Alles anzeigen

2 Detailed configurationvariables

Variable	Allowed Values	Description
`enabled`	`truefalse`	You can (de)active the plugin with this variable.
`database`	`truefalse`	You can save reports to the database by using this variable.
`decaytime`	Amount	The time in seconds after a player can send another report.
`logfile`	`truefalse`	You can save reports to the logfile by using this variable.
`mail`	`truefalse`	You can receive E-Mails by using this variable.

mailmessage	String	The message of the E-Mail. Allowed placeholders are <FROM>, <TARGET> and <MESSAGE>.
mailrecipients	String-Array	The receiver of the E-Mail.
mailsubject	String	The subject of the E-Mail.
ts3poke	truefalse	You will be poked in TS by using this variable.
ts3pokemessage	String	The message of the poke. Allowed placeholders are <FROM>, <TARGET> and <MESSAGE>.
ts3pokeuids	String-Array	All UID's of the admins, which should receive the poke.
ts3text	truefalse	You will receive a PM in TS by using this variable.
ts3textmessage	String	The message of the PM. Allowed placeholders are <FROM>, <TARGET> and <MESSAGE>.
ts3textuids	String-Array	All UID's of the admins, which should receive the PM.

3 Zusätzliche Konfigurationsinstruktionen

If you want to use the TS3 function, you need to create a connection between TS3-Server and GSManager. You may visit the specific documentation.
You can find the UID's in TS: Settings => Identities. Select the profile on the left side to copy the Unique ID.

4 Configurationoverview

This is an example to see how to add multiple receivers:

JavaScript: config/plugins/reports.json

```
{
mailmessage": "The player <FROM> just reported <TARGET> with the following message <MESSAGE>",
            "ts3pokemessage": "GSManager: '<FROM>' reported '<TARGET>': <MESSAGE>",
            "ts3textmessage": "GSManager: '<FROM>' reported '<TARGET>': <MESSAGE>",
    }
}
```

Alles anzeigen