

PUG (v1.3)

1. Description

Organise a game for 2 teams by allowing signing up for a game and random team selection.

2. Configuration

The configuration file for this plugin is **system/Pug/PugConfig.xml**

2.1. commandPug

The command starts off a new PUG. You can set the `authLevel` to control who is allowed to access the command. The `output` is used to define where the output from the command will go.

- **authLevel** - ANY, ADMIN, MASTER, TRUSTED, NONE
- **output** - CHANNEL, PM, NOTICE

```
<commandPug authLevel="none" output="channel">!pug</commandPug>
```

2.2. commandAdd

The command adds a user to any open PUG. You can set the `authLevel` to control who is allowed to access the command. The `output` is used to define where the output from the command will go.

- **authLevel** - ANY, ADMIN, MASTER, TRUSTED, NONE
- **output** - CHANNEL, PM, NOTICE

```
<commandAdd authLevel="none" output="notice">!join</commandAdd>
```

2.3. commandRemove

The command removed an already signed up player from the PUG. You can set the `authLevel` to control who is allowed to access the command. The `output` is used to define where the output from the command will go.

- **authLevel** - ANY, ADMIN, MASTER, TRUSTED, NONE
- **output** - CHANNEL, PM, NOTICE

```
<commandRemove authLevel="none" output="notice">!remove</commandRemove>
```

2.4. commandList

The command lists the players signed up for the PUG. You can set the `authLevel` to control who is allowed to access the command. The `output` is used to define where the output from the command will go.

- **authLevel** - ANY, ADMIN, MASTER, TRUSTED, NONE

- **output** - CHANNEL, PM, NOTICE

```
<commandList authLevel="none" output="channel">!list</commandList>
```

2.5. commandReset

The command resets any open PUG. You can set the `authLevel` to control who is allowed to access the command. The output is used to define where the output from the command will go.

- **authLevel** - ANY, ADMIN, MASTER, TRUSTED, NONE
- **output** - CHANNEL, PM, NOTICE

```
<commandReset authLevel="admin" output="channel">!bla</commandReset>
```

2.6. channel

The channel where the pugs will be run.

```
<channel>#myclanchan</channel>
```

2.7. defaultMaxPlayers

How many players are wanted for the PUG if none are specified.

```
<defaultMaxPlayers>12</defaultMaxPlayers>
```

2.8. team1/name

The text name to be used for team 1

```
<team1>
  <name>CT</name>
</team1>
```

2.9. team2/name

The text name to be used for team 2

```
<team2>
  <name>T</name>
</team2>
```

3. Commands

3.1. !pug

Command: !pug [number of players]

Description: This will start a new pug with the number of players set in defaultMaxPlayers, unless given with the command

Auth Level: none

Where to give command: channel

Outputs to: channel

Example(s):

- !pug
- !pug 8

3.2. !join

Command: !join

Description: adds the user typing this to the pug

Auth Level: none

Where to give command: channel

Outputs to: notice

Example(s):

- !join

3.3. !remove

Command: !remove

Description: Removes a signed up player from the pug

Auth Level: none

Where to give command: channel

Outputs to: notice

Example(s):

- !remove

3.4. !list

Command: !list

Description: Shows all players signed up for the pug

Auth Level: none

Where to give command: channel

Outputs to: channel

Example(s):

- !list

3.5. !reset

Command: !reset

Description: Resets the pug. This clears any users signed up.

Auth Level: admin

Where to give command: channel

Outputs to: channel

Example(s):

- !reset

4. Change History

v1.3	By DeadEd
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