Server Admin Shouter (v1.0)

1. Description

The plugin monitors predefined servers for trigger names and / or minus scores.

The plugin gives any server admin the ability to monitor his / her servers, and be notified when a trigger name is used on the servers (eg Adminneeded), or a player reaches a minus score (eg -10). The bot then informs the admin either by PM or by printing it into a channel the server name and the IP (all of which, can be configured to suit an admin needs). Admins also have the ability to tell the bot when they are On or Off Duty. This means an admin can decide when he / she wants to receive the bot's PMs.

2. Configuration

The configuration file for this plugin is **system/ServerAdminShouter/ServerAdminShouterConfig.xml**

2.1. nick

This is where you define what names will be considered Admins, these will be shouted at automatically. You may also put a channel name in here, if you wish the bot to inform a channel and not admins via PMs. This works independently of the !OnDuty / !OffDuty commands, you do not need to put admin names in this section for those commands to work. Each name needs to be on a seperate line.

```
<nick>adminname1</nick>
<nick>adminname2</nick>
```

2.2. server

This is where you define what servers the bot will scan. The server name will be the name displayed in the PMs or the channel output. The Query Port must be the GameSpy port. You can find this out by asking your server hosts. Each server needs to be on a seperate line

```
<server name="Server Name" ip="Server IP" queryPort="Server GameSpy Query Port"/>
<server name="Server Name2" ip="Server IP" queryPort="Server GameSpy Query Port"/>
```

2.3. checkTimer

This is where you define how often the bot will scan the server (in seconds).

```
<checkTimer>Time In Seconds</checkTimer>
```

2.4. name

This is where you define what names the bot will scan for (eg adminneeded).

```
<name>Name To Scan For</name>
```

2.5. lowScore

This is where you define at what minus score the admins will be notified (eg -10).

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

```
<lowScore>Minus Score</lowScore>
```

2.6. message

This is where you define what the bot will PM / shout to a channel (eg Minus score detected on).

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

```
<message>Message</message>
```

3. Commands

3.1. Admin on duty

Command: !OnDuty
Description: This tell the bot you are on duty
Auth Level: ADMIN, MASTER, TRUSTED
Where to give command: channel
Outputs to: channel
Example(s):

- !OffDuty

3.2. Admin off duty

Command: !OffDuty
Description: This tell the bot you are off duty
Auth Level: ADMIN, MASTER, TRUSTED
Where to give command: channel
Outputs to: channel
Example(s):

- !OnDuty

4. Change History

| v1.0 | First Version by [DeadEd] |