Server Query (v2.4)

1. Description

This plugin will allow you to query a game server.

The Server Query plugin queries game servers and displays information about the server and players to IRC. You can also save servers with a name and use that name to make the query rather than have to remember IPs and PORTs.

2. Configuration

The configuration file for this plugin is **system/ServerQuery/ServerQueryConfig.xml**

2.1. queryPort

The port on the machine that the bot is running from that is used to make the queries from.

```
<!-- port for the plugin to use for querying -->
<queryPort>27778</queryPort>
```

2.2. commandFrags

The command showing the frags of each player in the server. 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

```
<commandFrags authLevel="none" output="channel">!f</commandFrags>
```

2.3. commandServerQuery

The command showing the server details. 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

```
<commandServerQuery authLevel="none" output="channel">!q</commandServerQuery>
```

2.4. commandServerQueryFrags

The command showing the server details and the frags of each player in the server. 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

```
<commandServerQueryFrags authLevel="none" output="channel">!qf</commandServerQueryFrags>
```

2.5. commandAddShortcut

The command to add a server shortcut. 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

```
<commandAddShortcut authLevel="none" output="channel">!sc</commandAddShortcut>
```

2.6. commandRemoveShortcut

The command to remove a server shortcut. 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

```
<commandRemoveShortcut authLevel="none" output="channel">!rsc</commandRemoveShortcut>
```

2.7. commandShowShortcuts

The command to show all shortcuts. You can set the authLevel to control who is allowed to access the command. The output is only for DCC.

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

```
<commandShowShortcuts authLevel="none">!ssc</commandShowShortcuts>
```

2.8. serverInfo

How the output for the server will appear. The colours and formatting are explained in the [Output Formatting](#) page.

- **$name** - the name of the server
- **$ip** - the ip of the server
- **$port** - port of the server
- **$game** - the name of the game
- **$map** - the current map
- **$players** - the current number of players
- **$maxplayers** - the maximum number of players for the server

```
    <serverInfo>$DARK_GREEN$name$NORMAL :: IP: $UNDERLINE$ip:$port$NORMAL :: $game :: $BLUE$map$NORMAL
:: Players: $players/$maxplayers</serverInfo>
```

2.9. server (default)

The default server(s) that can be queried without giving a shortcut name or ip/port.

*   **$name** - the name of the server
*   **$ip** - the ip of the server
*   **$port** - port of the server

```
<server name="seeker" ip="213.67.31.219" port="27015" />
```

2.10. shortcut

The list of servers that can be queried by name.

*   **$name** - the name of the server
*   **$ip** - the ip of the server
*   **$port** - port of the server

```
<shortcut name="ksrbf" ip="213.253.57.28" port="23000" />
<shortcut name="lk" ip="129.242.32.199" port="23000" />
```

3. Commands

3.1. Query for server information

Command: !q
Description: Without any parameters, this will run a query on the default server to return basic information about the server. The default server is specified in the config file. If given a server IP or qualified name, it will query that server with the default port of 27015. Specify a port if needed.
Auth Level: none
Where to give command: channel
Outputs to: channel
Example(s):

*   !q 213.253.57.28:23000
*   !q lk

3.2. Query for player frags

Command: !f
Description: Without any parameters, this will run a query on the default server to return player frag information. The default server is specified in the config file. If given a server IP or qualified name, it will query that server with the default port of 27015. Specify a port if needed.
Auth Level: none
Where to give command: channel
Outputs to: channel
Example(s):

*   !f 213.253.57.28:23000
*   !f lk

3.3. Query for server information and player frags

Command: !qf
Description: Without any parameters, this will run a query on the default server to return server and player frag information. The default server is specified in the config file. If given a server IP or qualified name, it will query that server with the default port of 27015. Specify a port if needed.
Auth Level: none
Where to give command: channel
Outputs to: channel
Example(s):

- !qf 213.253.57.28:23000
- !qf lk

3.4. Add a server shortcut

Command: !sc
Description: Adds a shortcut to a server. This makes it easier to query a server as it is then stored by a short name rather than full ip and port.
Auth Level: trusted
Where to give command: channel
Outputs to: notice
Example(s):

- !sc ksrbf 213.253.57.28:23000
- !sc lk 129.242.32.199:23000

3.5. Remove a server shortcut

Command: !rsc
Description: This removes a shortcut permanently from the list.
Auth Level: trusted
Where to give command: channel
Outputs to: notice
Example(s):

- !rsc ksrbf
- !rsc lk

3.6. Show all shortcuts

Command: !ssc
Description: Shows all of the shortcuts in the list using DCC Chat.
Auth Level: trusted
Where to give command: private message
Outputs to: DCC chat
Example(s):

- !ssc

4. Change History

v2.4	Added auth level and output levels to the commands (and config) by DeadEd
v2.3	Major feature enhancements by DeadEd

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v1.0	First Version by DeadEd