User Guide (v1.7)

1. Configuration

MatchEd configuration is done through a properties file named **MatchEd.properties**.

1.1. Language File

The language file to use for messages (must be available).

```
LanguageFile = language_UK
```

1.2. Encoding

The encoding used to send and receive lines from the IRC server.

```
Encoding = ISO-8859-1
```

1.3. IRC Server

The IRC server for the bot to connect to.

```
IRCServer = irc.quakenet.org
```

1.4. Bot Name

The name for the bot to use when it connects to the IRC server.

```
BotName = MatchEd
```

1.5. Alternative Bot Name

A backup name to use in case the first name is already in use.

```
BotNameAlternative = MatchEd2
```

1.6. Channel

The channel that you want the bot to join

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```
Channel = #deaded
```

1.7. Message Delay

How long to pause (in milliseconds) before sending a message to the IRC server. This helps prevent flooding. If you find the bot floods often, then increase this value.

```
MessageDelay = 2000
```

1.8. Rejoin on kick

Attempt to rejoin channels when kicked. Values are **true** or **false**.

```
RejoinOnKick = true
```

1.9. Admin Password

The password for the ADMIN of the bot to use.

```
AdminPassword = admin
```

1.10. Rcon Auth Password

The password for a person to use to auth with the bot so that the user is allowed to issue rcon commands through the bot. This is not the rcon password for the server.

```
RconAuthPassword = rconed
```

1.11. Network Service Bot

If you want to get your bot to auth with a network service bot such as Q or NickServ, then you must create an account for it yourself and then use those details here. This is the name of the service bot.

```
ServerAuthBot = Q@CServe.quakenet.org
```

1.12. Network Service Bot Message

This is the actual message to send to the configured ServerAuthBot

```
ServerAuthMessage = AUTH nick pass
```

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1.13. Visible Bot Version

This enables you to change the information that the bot responds to with a whois and finger.

```
MatchBotVersion = MatchEd 1.7 www.deaded.com
```

1.14. Incoming Port

The port (on the machine that the bot is running on) that is used to receive the logs sent from the game server.

```
InPort = 27777
```

1.15. Query Port

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

```
QueryPort = 27778
```

1.16. Default Public Chat Visibility

If the public chat messages should be shown or not. Values are **true** or **false**.

```
SayOn = true
```

1.17. Default Team Chat Visibility

If the team chat messages should be shown or not. Values are **true** or **false**.

```
TeamSayOn = true
```

1.18. Default Server Message Visibility

If the server messages should be shown or not. Values are **true** or **false**.

```
ServerSayOn = true
```

1.19. Show Chats Only

If the bot shows only chat events. Values are **true** or **false**. This is useful as an admin feature so that chat activity only is

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shown to IRC rather than all of the connects and disconnects, kills, rounds wins etc.

```
ChatOnly = false
```

1.20. Automatically Start Reporting

When the bot starts, this says whether it should use the values from the config and try to start the reporting (and for which game type) when it connects. Values are **OFF, CS, AHL, FA, DMC, NS, FLF**

```
AutoStart = CS
```

1.21. Game Server IP

The IP of the game server. This will be used when requesting logs and also for server queries.

```
GameServerIP = 999.999.999.999
```

1.22. Game Server Port

The port of the game server. This will be used when making queries.

```
GameServerPort = 27015
```

1.23. Rcon Password

The rcon password for the game server. This is needed for the auto setup feature.

```
RconPassword = fubar
```

1.24. Commands

This section is for the commands for the bot to use - set these as you wish.

1.25. Game Outputs

This section is for the outputs from the

2. Commands

2.1. Auth / logon to the bot

Command: auth
Description: To auth, you need the AdminPassword set in the config file, and to use the name of the bot as it is when it is on

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IRC. This will mean that you are authed with the bot for as long as you are both in the same channel. If either you or the bot quits the channel, you will have to auth again. Authing with the bot like this will automatically perform rcon_auth for you.
Auth Level: none
Where to give command: private message
Outputs to: notice
Example(s):

- /msg BotName auth AdminPassword
- auth AdminPassword

2.2. Rcon Auth / Rcon logon to the bot

Command: rcon_auth
Description: To rcon_auth, you need the RconAuthPassword set in the config file, and to use the name of the bot as it is when it is on IRC. This will mean that you are authed with the bot for as long as you are both in the same channel. If either you or the bot quits the channel, you will have to auth again. Authing with the bot like this will automatically perform rcon_auth for you.
Auth Level: none
Where to give command: private message
Outputs to: notice
Example(s):

- /msg BotName rcon_auth RconAuthPassword
- auth RconAuthPassword

2.3. Send an Rcon Command

Command: rcon <command>
Description: To rcon issue an rcon command as you normally would from a console, and to use the name of the bot as it is when it is on IRC.
Auth Level: rcon
Where to give command: private message
Outputs to: notice
Example(s):

- /msg BotName rcon_password the_rcon_password
- /msg BotName rcon server say testing

2.4. Change the nick

Command: nick
Description: This will change the nick of the bot. Note that you can set a name for it to have by default in the config file
Auth Level: admin
Where to give command: private message
Outputs to: nick is changed
Example(s):

- /msg BotName nick newnick
- nick newnick

2.5. Stop / kill the bot

Command: die
Description: This tells the bot to quit and exit the JVM process
Auth Level: admin
Where to give command: private message

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Outputs to: bot quits IRC
Example(s):

- /msg BotName die
- die

2.6. Help

Command: !help
Description: This will show the commands for using the bot.
Auth Level: none
Where to give command: channel
Outputs to: notice
Example(s):

- !help

2.7. Stop

Command: !stop
Description: Stops the broadcasting to the irc channel. It continues to monitor the game and process the logs as long as they are being sent, but just doesn't report to IRC. You can restart by using the !start(Game Mod) command to restart the broadcast to irc.
Auth Level: rcon
Where to give command: channel
Outputs to: notice
Example(s):

- !stop

2.8. Start CS Reporting

Command: !startcs
Description: Starts listening to the configured InPort and parses the log files for CS. This requires that the server has logging on and the logaddress is set to the IP of the machine running the bot and the port that was configured for the bot to listen to.
Auth Level: rcon
Where to give command: channel
Outputs to: notice, then channel as it reports
Example(s):

- !startcs

2.9. Start AHL Reporting

Command: !startahl
Description: Starts listening to the configured InPort and parses the log files for AHL. This requires that the server has logging on and the logaddress is set to the IP of the machine running the bot and the port that was configured for the bot to listen to.
Auth Level: rcon
Where to give command: channel
Outputs to: notice, then channel as it reports
Example(s):

- !startahl

2.10. Start FA Reporting

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Command: !startfa
Description: Starts listening to the configured InPort and parses the log files for FA. This requires that the server has logging on and the logaddress is set to the IP of the machine running the bot and the port that was configured for the bot to listen to.
Auth Level: rcon
Where to give command: channel
Outputs to: notice, then channel as it reports
Example(s):

- !startfa

2.11. Start DMC Reporting

Command: !startdmc
Description: Starts listening to the configured InPort and parses the log files for DMC. This requires that the server has logging on and the logaddress is set to the IP of the machine running the bot and the port that was configured for the bot to listen to.
Auth Level: rcon
Where to give command: channel
Outputs to: notice, then channel as it reports
Example(s):

- !startdmc

2.12. Start NS Reporting

Command: !startns
Description: Starts listening to the configured InPort and parses the log files for NS. This requires that the server has logging on and the logaddress is set to the IP of the machine running the bot and the port that was configured for the bot to listen to.
Auth Level: rcon
Where to give command: channel
Outputs to: notice, then channel as it reports
Example(s):

- !startns

2.13. Start FLF Reporting

Command: !startflf
Description: Starts listening to the configured InPort and parses the log files for FLF. This requires that the server has logging on and the logaddress is set to the IP of the machine running the bot and the port that was configured for the bot to listen to.
Auth Level: rcon
Where to give command: channel
Outputs to: notice, then channel as it reports
Example(s):

- !startflf

2.14. Start TFC Reporting

Command: !starttfc
Description: Starts listening to the configured InPort and parses the log files for TFC. This requires that the server has logging on and the logaddress is set to the IP of the machine running the bot and the port that was configured for the bot to listen to.
Auth Level: rcon
Where to give command: channel
Outputs to: notice, then channel as it reports

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Example(s):

- !starttfc

2.15. Query Game Server Frags

Command: !f [server[:port]]
Description: Without any parameters, this will run a query on the server to return player name and their frags. The server is specified in the config file in GameServerIP and GameServerPort. 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

2.16. Turn On Public Chat Messages

Command: !sayon
Description: Turns on the display of public say messages. This does not show team_say or server say messages.
Auth Level: rcon
Where to give command: channel
Outputs to: notice
Example(s):

- !sayon

2.17. Turn Off Public Chat Messages

Command: !sayoff
Description: Turns off the display of all say messages. Doing this turns off team say and public say message display.
Auth Level: rcon
Where to give command: channel
Outputs to: notice
Example(s):

- !sayoff

2.18. Turn On Team Chat Messages

Command: !teamsayon
Description: Turns on the display of team say messages. Doing this will automatically show public say messages as well.
Auth Level: rcon
Where to give command: channel
Outputs to: notice
Example(s):

- !teamsayon

2.19. Turn Off Team Chat Messages

Command: !teamsayoff
Description: Turns off the display of team say messages. Doing this will leave public say on, but turn server say off.
Auth Level: rcon
Where to give command: channel
Outputs to: notice

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Example(s):

- !teamsayoff

2.20. Turn On Server Chat Messages

Command: !serversayon
Description: Turns on the display of server say messages. Doing this will automatically show team and public say messages as well.
Auth Level: rcon
Where to give command: channel
Outputs to: notice
Example(s):

- !serversayon

2.21. Turn Off Server Chat Messages

Command: !serversayoff
Description: Turns off the display of server say messages. Doing this will leave team say and public say messages on.
Auth Level: rcon
Where to give command: channel
Outputs to: notice
Example(s):

- !serversayoff

2.22. Reload Game Output Config

Command: !reload
Description: Lets you change any of the properties in any of the [(HL MOD) Output] sections and reload them dynamically, so you can change the output without having to restart the bot.
Auth Level: admin
Where to give command: channel
Outputs to: notice
Example(s):

- !reload

2.23. Query Game Server Info

Command: !q [server[:port]]
Description: Without any parameters, this will run a query on the server to return basic information about the server. The server is specified in the config file in GameServerIP and GameServerPort. 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

2.24. Query Game Server and Frag Info

Command: !qf [server[:port]]
Description: Does the same as !q and !f together.
Auth Level: none

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Where to give command: channel
Outputs to: channel
Example(s):

- !qf

2.25. Set Server for Reporting

Command: !setserver
Description: Sets the server to use for the reporting (will override the server set in the config).
Auth Level: rcon
Where to give command: channel
Outputs to: channel
Example(s):

- !setserver

2.26. Set Chat Only Reporting

Command: !chatonly
Description: Only shows the chat messages from the server - useful for admins
Auth Level: rcon
Where to give command: channel
Outputs to: channel
Example(s):

- !chatonly

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