Playernote concept notesheet

COMMAND'S
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> .Input, /playernote help

Brings up a message saying all commands with examples of how they would be typed

(.plgn.msg,> Ignore items in following brackets (<~>) while inputting commands.)

(.plgn-msg,> /playernote <Cj_falcon> <-~+> <did something>)
_____
>.input, /playernote <playername> <r-~+> <note>

　　Documents into a individual file for each player a note of behaviour in two files, right and wrong.

(C.input, /playernote Cj_falcon + stopped an argument)

(C.input, /playernote Cj_falcon - induced an argument)

　　> setting high importance notes

　　　When setting a note with the
　　importance mark it will put it at
　　the top of the players note list
　　to be seen easier.

(C.input,
/playernote <Cj> <-~+> <note> <!>

　　(.opt.C.Input, < ! > marks the
　　note with a high importance.
_____
>.Input, /getplayernote <name> <-~+>

　　Opens a list of rights or wrongs done by a player.

(C.input, /getplayernote Cj_falcon +

(C.input, /getplayernote Cj_falcon -
_____
>.input, /checkplayernote <name> <time>

　　This will check whether a player has more rights than wrongs and vice versa. <time> variable will tell the pluggin how far back to check the players notes. Variables include minum one week and max 3 months with <#w> <#m> and <#m:#w>

(C.input, /checkplayernote Cj_falcon 2weeks

(C.input, /checkplayernote Cj_falcon 3months

(C.input, /checkplayernote Cj_falcon 1month:2weeks
_____
Command list

(C.input, /playernote help

(C.input, /playernote <playername> <-~+> <note>

  (C.input2, /playernote <playername>
    <-~+> <note> <!>

(C.input, /getplayernote <name>
<-~+>

(C.input, /checkplayernote <name> <time>

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ARGUMENT'S

.Where, <-~+> =wrong~right
.Where, <#> = <1,2,3>
.Where, /playernote ~ ~ ~ <!> = high importance
_____
VARIABLE'S

.Var, <time> = <#w>,<#m>,<#m:#w>
.Var, <-~+> = /playernote ~ - ~
            /playernote ~ + ~
            (This sets the category
             of note.)

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PLUGGIN OUTPUT MESSAGES

Marked with a plgn.msg.
    Continuations of message are
    marked with ~ ~ ~

    Relations to a command follow up
    are marked with *

    Varient messages are marked
    with ?~?

(.Input,> /playernote help <playernote~getplayernote~

checkplayernote>

*(.plgn.msg,> Ignore items in following brackets (<~>) while inputting commands.) ~ ~ ~

~ ~ ~(.plgn.msg,> replace <#> with Variables <1, 2, 3>.) ~ ~ ~

~ ~ ~ (.plgn.msg,> note the following symbols as important to command inputs <:> .) ~ ~ ~

~ ~ ~ (.plgn-msg,>
? /playernote <Cj> <-~+> <note>)?

? /getplayernote <Cj> <-~+>)?

? /checkplayernote <Cj> <time>)?

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COMMAND ABREVIATION'S

/playernote help
      /pnote help

/playernote
      /pnote

/getplayernote
      /getpnote

/checkplayernote
      /checkpnote

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