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Pauly Documentation

Welcome, to the Pauly documentation. Hope that this will solve any headaches.

# Permissions

|  |  |
| --- | --- |
| 1 | Allows Access to Pauly Backend. For Admin use only. (As in pauly backend everything can be access and changed even if permissions are not granted.) |
| 2 | Disallows Access to Pauly. (Granted by default) Note: Better to disable account (firebase -> accounts) then to do this. |
| 3 | Allows access to admin panel (Without any other permissions) |
| 4 | Allows changing Header Message |
| 5 | Allows Adding dates to schedule |
| 6 | Allows Creating Commissions |
| 7 | Allows Creating Cards |
| 8 | Allows Seeing All Cards |
| 9 | Allows Editing Class Cards |
| 10 | Allows Editing Permissions |
| 11 | Allows Creating Test/ Assignment Events |
| 12 | Access to President |
| 13 | Access to Calendar |
| 14 | Access to Election |
| 15 | Access to Sports |
| 16 | Access to Cards |
| 17 | Access to Resources |
| 18 | Access to Commissions |
| 19 | Access to Class |
| 20 | Allows adding classes |

Levels

Permission 19 Classes

“ClassMode”

|  |  |
| --- | --- |
| 0 | Class by Class Stored in “ClassPerms” |
| 1 | Absolute |

“Class Mode” = 0, Class by class

Class Perms Array of strings of classes with access. If section isn’t zero “<Grade>-<ClassName>-<Section>-<Year>”. If section is zero “<Grade>-<ClassName>-0”.

Permission 15 Sports

“SportsMode”

|  |  |
| --- | --- |
| 0 | Sport by Sport Stored in “SportPerms” |
| 1 | Absolute |

“SportMode” array of string “<Sport Name>-<Sport year>-<Sport Team(ex. varsity)>”

Cards

Cards are the standard way in which input can be inputted into Pauly.

Cards have three arrays that are ordered.

Name Array: (“Contains the name of media”)

Value Array: (“Contains the value(aka id) of the media (used to access it)”)

Type Array: (“Contains the type of the media”)

Supported Types

|  |  |
| --- | --- |
| Paulys Built In functions | Paul |
| Youtube embeded | YT |
| PDF | pdf |

Commissions

|  |  |
| --- | --- |
| 1 | Presedent |
| 2 | Location |
| 3 | Image |
| 4 | Image – Locaion |
| 5 | QR Code |