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TODO:

Links?

Definitive List (no order):

- Commands
- Permissions
- Features
 - o Proxy
 - o Real-Time Localization
 - o Discord
 - o Database Options
 - o Advanced Visual Control (AVC)

Note: maybe talk about this being in seamless mode?

Introduction

TicketManager (TM) strives to be the best support-ticket management system in Minecraft. However, its extensive customizability and feature-set can feel intimidating. This document serves to alleviate these fears by providing detailed information on plugin setup, usage, and customization.

This document's target audience is more advanced users who require a detailed understanding of TicketManager. It uses technical language to concisely explain concepts and is thus not recommended for children. If you desire immediate operation with a step-by-step setup and simpler language, refer to the quick start guide.

Setup Overview

TicketManager setup varies in complexity, as illustrated by **Figure 1**. Two editions of the plugin exist:

- **Standard Edition (SE):** Contains the plugin itself and handles all computations. Users must have ≥ 1 SE.
- **Proxy Bridge Edition (PBE):** Connects SEs into a TM network via a proxy platform. PBEs only pass messages around and enable proxy-related behaviour.

General setup for both TicketManager PBE and SE follow the same pattern:

1. **Version Verification:** All editions have varying compatibilities. Refer to Compatibility Information for more information.
2. **Installation:** Follow standard plugin installation procedures for the selected platform.
3. **Config Modification:** Config files are automatically generated at runtime if no file is found. Modify as needed, especially if intending to utilize proxy mode.

SE users should next configure permissions. By default, operators may execute any command. See Permissions for more information. TM PBE does not contain any permissions.

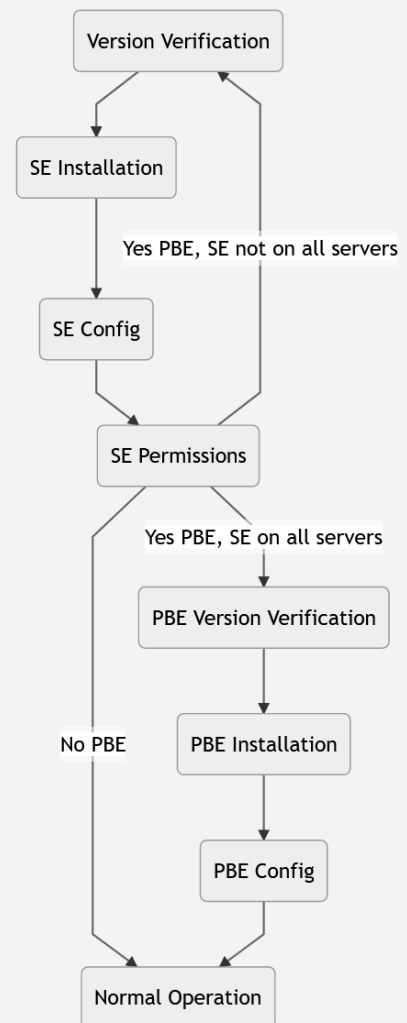


Figure 1: TM setup flow chart

Compatibility Information

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