

# pyTSon

## API Documentation

November 1, 2016

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# 1 Module plugin

## 1.1 Class ts3plugin

object  **plugin.ts3plugin**

### 1.1.1 Methods

**\_\_init\_\_**(*self*)

*x.\_\_init\_\_*(...) initializes *x*; see `help(type(x))` for signature

Overrides: `object.__init__`

**stop**(*self*)

**configure**(*self*, *qParentWidget*)

**Parameters**

*qParentWidget*: (*type*=)

**infoData**(*self*, *schid*, *id*, *atype*)

**Parameters**

*schid*: (*type*=)

*id*: (*type*=)

*atype*: (*type*=)

**processCommand**(*self*, *schid*, *command*)

**Parameters**

*schid*: (*type*=)

*command*: (*type*=)

**onServerErrorEvent**(*self*, *schid*, *errorMessage*, *error*, *returnCode*, *extraMessage*)

**Parameters**

*schid*: (*type*=)

*errorMessage*: (*type*=)

*error*: (*type*=)

*returnCode*: (*type*=)

*extraMessage*: (*type*=)

**onTextMessageEvent**(*self, schid, targetMode, toID, fromID, fromName, fromUniqueIdentifier, message, ffIgnored*)

**Parameters**

schid: (type=)  
 targetMode: (type=)  
 toID: (type=)  
 fromID: (type=)  
 fromName: (type=)  
 fromUniqueIdentifier: (type=)  
 message: (type=)  
 ffIgnored: (type=)

**onClientPokeEvent**(*self, schid, fromClientID, pokerName, pokerUniqueIdentity, message, ffIgnored*)

**Parameters**

schid: (type=)  
 fromClientID: (type=)  
 pokerName: (type=)  
 pokerUniqueIdentity: (type=)  
 message: (type=)  
 ffIgnored: (type=)

**onServerPermissionErrorEvent**(*self, schid, errorMessage, error, returnCode, failedPermissionID*)

**Parameters**

schid: (type=)  
 errorMessage: (type=)  
 error: (type=)  
 returnCode: (type=)  
 failedPermissionID: (type=)

**onUserLoggingMessageEvent**(*self, logMessage, logLevel, logChannel, logID, logTime, completeLogString*)

**Parameters**

logMessage: (type=)  
 logLevel: (type=)  
 logChannel: (type=)  
 logID: (type=)  
 logTime: (type=)  
 completeLogString: (type=)

**onEditPlaybackVoiceDataEvent**(*self, schid, clientID, samples, channels*)

**Parameters**

*schid:* (type=)  
*samples:* (type=)  
*channels:* (type=)

**Return Value**

(type=tuple(bool, list(int)))

**onEditPostProcessVoiceDataEvent**(*schid, clientID, samples, channels, channelSpeakerArray, channelFillMask*)

**Parameters**

*schid:* (type=)  
*clientID:* (type=)  
*samples:* (type=)  
*channels:* (type=)  
*channelSpeakerArray:* (type=)  
*channelFillMask:* (type=)

**Return Value**

(type=tuple(bool, list(int), int))

**onEditMixedPlaybackVoiceDataEvent**(*schid, samples, channels, channelSpeakerArray, channelFillMask*)

**Parameters**

*schid:* (type=)  
*samples:* (type=)  
*channels:* (type=)  
*channelSpeakerArray:* (type=)  
*channelFillMask:* (type=)

**Return Value**

(type=tuple(bool, list(int), int))

**onEditCapturedVoiceDataEvent**(*schid, samples, channels, edited*)

**Parameters**

*schid:* (type=)  
*samples:* (type=)  
*channels:* (type=)  
*edited:* (type=)

**Return Value**

(type=tuple(bool, list(int), int))

---

**onCustom3dRolloffCalculationClientEvent**(*schid, clientID, distance, volume*)
 

---

**Parameters**

*schid:*        (*type=*)  
*clientID:*   (*type=*)  
*distance:*   (*type=*)  
*volume:*      (*type=*)

**Return Value**

(*type=float*)

---



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**onCustom3dRolloffCalculationWaveEvent**(*schid, waveHandle, distance, volume*)
 

---

**Parameters**

*schid:*           (*type=*)  
*waveHandle:*   (*type=*)  
*distance:*      (*type=*)  
*volume:*        (*type=*)

**Return Value**

(*type=float*)

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**onServerStopEvent**(*self, serverConnectionHandlerID, shutdownMessage*)
 

---

**Parameters**

*serverConnectionHandlerID:* (*type=*)  
*shutdownMessage:*           (*type=*)

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**onClientDBIDfromUIDEvent**(*self, serverConnectionHandlerID, uniqueClientIdentifier, clientDatabaseID*)
 

---

**Parameters**

*serverConnectionHandlerID:* (*type=*)  
*uniqueClientIdentifier:*     (*type=*)  
*clientDatabaseID:*           (*type=*)

---

**onBanListEvent**(*self, serverConnectionHandlerID, banid, ip, name, uid, creationTime, durationTime, invokerName, invokercldbid, invokeruid, reason, numberOfEnforcements, lastNickName*)

**Parameters**

serverConnectionHandlerID: (type=)  
 banid: (type=)  
 ip: (type=)  
 name: (type=)  
 uid: (type=)  
 creationTime: (type=)  
 durationTime: (type=)  
 invokerName: (type=)  
 invokercldbid: (type=)  
 invokeruid: (type=)  
 reason: (type=)  
 numberOfEnforcements: (type=)  
 lastNickName: (type=)

**currentServerConnectionChanged**(*self, serverConnectionHandlerID*)

**Parameters**

serverConnectionHandlerID: id of the new serverconnectionhandler  
 (type=long)

**onServerConnectionInfoEvent**(*self, serverConnectionHandlerID*)

**Parameters**

serverConnectionHandlerID: (type=)

**onPlaybackShutdownCompleteEvent**(*self, serverConnectionHandlerID*)

**Parameters**

serverConnectionHandlerID: (type=)

**onDelChannelEvent**(*self, serverConnectionHandlerID, channelID, invokerID, invokerName, invokerUniqueIdentifier*)

**Parameters**

serverConnectionHandlerID: (type=)  
 channelID: (type=)  
 invokerID: (type=)  
 invokerName: (type=)  
 invokerUniqueIdentifier: (type=)

**onServerGroupListEvent**(*self*, *serverConnectionHandlerID*, *serverGroupID*, *name*, *atype*, *iconID*, *saveDB*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*serverGroupID*: (type=)  
*name*: (type=)  
*atype*: (type=)  
*iconID*: (type=)  
*saveDB*: (type=)

**onClientChatClosedEvent**(*self*, *serverConnectionHandlerID*, *clientID*, *clientUniqueIdentity*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientID*: (type=)  
*clientUniqueIdentity*: (type=)

**onClientNeededPermissionsEvent**(*self*, *serverConnectionHandlerID*, *permissionID*, *permissionValue*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*permissionID*: (type=)  
*permissionValue*: (type=)

**onServerGroupClientDeletedEvent**(*self*, *serverConnectionHandlerID*, *clientID*, *clientName*, *clientUniqueIdentity*, *serverGroupID*, *invokerClientID*, *invokerName*, *invokerUniqueIdentity*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientID*: (type=)  
*clientName*: (type=)  
*clientUniqueIdentity*: (type=)  
*serverGroupID*: (type=)  
*invokerClientID*: (type=)  
*invokerName*: (type=)  
*invokerUniqueIdentity*: (type=)

**onClientSelfVariableUpdateEvent**(*self*, *serverConnectionHandlerID*, *flag*, *oldValue*, *newValue*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*flag*: (type=)  
*oldValue*: (type=)  
*newValue*: (type=)

**onClientMoveSubscriptionEvent**(*self*, *serverConnectionHandlerID*, *clientID*, *oldChannelID*, *newChannelID*, *visibility*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientID*: (type=)  
*oldChannelID*: (type=)  
*newChannelID*: (type=)  
*visibility*: (type=)

**onPermissionListGroupEndIDEvent**(*self*, *serverConnectionHandlerID*, *groupEndID*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*groupEndID*: (type=)

**onChannelGroupPermListFinishedEvent**(*self*, *serverConnectionHandlerID*, *channelGroupID*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelGroupID*: (type=)

**onChannelSubscribeFinishedEvent**(*self*, *serverConnectionHandlerID*)

**Parameters**

*serverConnectionHandlerID*: (type=)



**onServerTemporaryPasswordListEvent**(*self*, *serverConnectionHandlerID*, *clientNickname*, *uniqueClientIdentifier*, *description*, *password*, *timestampStart*, *timestampEnd*, *targetChannelID*, *targetChannelPW*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientNickname*: (type=)  
*uniqueClientIdentifier*: (type=)  
*description*: (type=)  
*password*: (type=)  
*timestampStart*: (type=)  
*timestampEnd*: (type=)  
*targetChannelID*: (type=)  
*targetChannelPW*: (type=)

**onClientNeededPermissionsFinishedEvent**(*self*, *serverConnectionHandlerID*)

**Parameters**

*serverConnectionHandlerID*: (type=)

**onServerGroupClientAddedEvent**(*self*, *serverConnectionHandlerID*, *clientID*, *clientName*, *clientUniqueIdentity*, *serverGroupID*, *invokerClientID*, *invokerName*, *invokerUniqueIdentity*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientID*: (type=)  
*clientName*: (type=)  
*clientUniqueIdentity*: (type=)  
*serverGroupID*: (type=)  
*invokerClientID*: (type=)  
*invokerName*: (type=)  
*invokerUniqueIdentity*: (type=)

**onClientIDsEvent**(*self*, *serverConnectionHandlerID*, *uniqueClientIdentifier*, *clientID*, *clientName*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*uniqueClientIdentifier*: (type=)  
*clientID*: (type=)  
*clientName*: (type=)

**onClientMoveMovedEvent**(*self*, *serverConnectionHandlerID*, *clientID*, *oldChannelID*, *newChannelID*, *visibility*, *moverID*, *moverName*, *moverUniqueIdentifier*, *moveMessage*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientID*: (type=)  
*oldChannelID*: (type=)  
*newChannelID*: (type=)  
*visibility*: (type=)  
*moverID*: (type=)  
*moverName*: (type=)  
*moverUniqueIdentifier*: (type=)  
*moveMessage*: (type=)

**onChannelGroupPermListEvent**(*self*, *serverConnectionHandlerID*, *channelGroupID*, *permissionID*, *permissionValue*, *permissionNegated*, *permissionSkip*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelGroupID*: (type=)  
*permissionID*: (type=)  
*permissionValue*: (type=)  
*permissionNegated*: (type=)  
*permissionSkip*: (type=)

**onUpdateChannelEvent**(*self*, *serverConnectionHandlerID*, *channelID*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelID*: (type=)

**onClientBanFromServerEvent**(*self*, *serverConnectionHandlerID*, *clientID*, *oldChannelID*, *newChannelID*, *visibility*, *kickerID*, *kickerName*, *kickerUniqueIdentifier*, *time*, *kickMessage*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientID*: (type=)  
*oldChannelID*: (type=)  
*newChannelID*: (type=)  
*visibility*: (type=)  
*kickerID*: (type=)  
*kickerName*: (type=)  
*kickerUniqueIdentifier*: (type=)  
*time*: (type=)  
*kickMessage*: (type=)

**onUpdateClientEvent**(*self*, *serverConnectionHandlerID*, *clientID*, *invokerID*, *invokerName*, *invokerUniqueIdentifier*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientID*: (type=)  
*invokerID*: (type=)  
*invokerName*: (type=)  
*invokerUniqueIdentifier*: (type=)

**onConnectionInfoEvent**(*self*, *serverConnectionHandlerID*, *clientID*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientID*: (type=)

**onChannelPermListFinishedEvent**(*self*, *serverConnectionHandlerID*, *channelID*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelID*: (type=)

**onAvatarUpdated**(*self*, *serverConnectionHandlerID*, *clientID*, *avatarPath*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientID*: (type=)  
*avatarPath*: (type=)

**onClientKickFromChannelEvent**(*self*, *serverConnectionHandlerID*, *clientID*, *oldChannelID*, *newChannelID*, *visibility*, *kickerID*, *kickerName*, *kickerUniqueIdentifier*, *kickMessage*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientID*: (type=)  
*oldChannelID*: (type=)  
*newChannelID*: (type=)  
*visibility*: (type=)  
*kickerID*: (type=)  
*kickerName*: (type=)  
*kickerUniqueIdentifier*: (type=)  
*kickMessage*: (type=)

**onHotkeyRecordedEvent**(*self*, *keyword*, *key*)

**Parameters**

*keyword*: (type=)  
*key*: (type=)

**onFileListFinishedEvent**(*self*, *serverConnectionHandlerID*, *channelID*, *path*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelID*: (type=)  
*path*: (type=)

**onMessageGetEvent**(*self*, *serverConnectionHandlerID*, *messageID*, *fromClientUniqueIdentity*, *subject*, *message*, *timestamp*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*messageID*: (type=)  
*fromClientUniqueIdentity*: (type=)  
*subject*: (type=)  
*message*: (type=)  
*timestamp*: (type=)

**onChannelClientPermListEvent**(*self*, *serverConnectionHandlerID*, *channelID*, *clientDatabaseID*, *permissionID*, *permissionValue*, *permissionNegated*, *permissionSkip*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelID*: (type=)  
*clientDatabaseID*: (type=)  
*permissionID*: (type=)  
*permissionValue*: (type=)  
*permissionNegated*: (type=)  
*permissionSkip*: (type=)

**onConnectStatusChangeEvent**(*self*, *serverConnectionHandlerID*, *newStatus*, *errorNumber*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*newStatus*: (type=)  
*errorNumber*: (type=)

**onNewChannelEvent**(*self*, *serverConnectionHandlerID*, *channelID*, *channelParentID*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelID*: (type=)  
*channelParentID*: (type=)

**onUpdateChannelEditedEvent**(*self*, *serverConnectionHandlerID*, *channelID*, *invokerID*, *invokerName*, *invokerUniqueIdentifier*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelID*: (type=)  
*invokerID*: (type=)  
*invokerName*: (type=)  
*invokerUniqueIdentifier*: (type=)

**onChannelUnsubscribeFinishedEvent**(*self*, *serverConnectionHandlerID*)

**Parameters**

*serverConnectionHandlerID*: (type=)

**onClientKickFromServerEvent**(*self*, *serverConnectionHandlerID*, *clientID*, *oldChannelID*, *newChannelID*, *visibility*, *kickerID*, *kickerName*, *kickerUniqueIdentifier*, *kickMessage*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientID*: (type=)  
*oldChannelID*: (type=)  
*newChannelID*: (type=)  
*visibility*: (type=)  
*kickerID*: (type=)  
*kickerName*: (type=)  
*kickerUniqueIdentifier*: (type=)  
*kickMessage*: (type=)

**onChannelGroupListFinishedEvent**(*self*, *serverConnectionHandlerID*)

**Parameters**

*serverConnectionHandlerID*: (type=)

**onChannelClientPermListFinishedEvent**(*self*, *serverConnectionHandlerID*, *channelID*, *clientDatabaseID*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelID*: (type=)  
*clientDatabaseID*: (type=)

**onClientDisplayNameChanged**(*self*, *serverConnectionHandlerID*, *clientID*, *displayName*, *uniqueClientIdentifier*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientID*: (type=)  
*displayName*: (type=)  
*uniqueClientIdentifier*: (type=)

**onClientServerQueryLoginPasswordEvent**(*self*, *serverConnectionHandlerID*, *loginPassword*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*loginPassword*: (type=)

**onClientNamefromDBIDEvent**(*self*, *serverConnectionHandlerID*, *uniqueClientIdentifier*, *clientDatabaseID*, *clientNickName*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*uniqueClientIdentifier*: (type=)  
*clientDatabaseID*: (type=)  
*clientNickName*: (type=)

**onClientChatComposingEvent**(*self*, *serverConnectionHandlerID*, *clientID*, *clientUniqueIdentity*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientID*: (type=)  
*clientUniqueIdentity*: (type=)

**onPluginCommandEvent**(*self*, *serverConnectionHandlerID*, *pluginName*, *pluginCommand*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*pluginName*: (type=)  
*pluginCommand*: (type=)

**onChannelPermListEvent**(*self*, *serverConnectionHandlerID*, *channelID*, *permissionID*, *permissionValue*, *permissionNegated*, *permissionSkip*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelID*: (type=)  
*permissionID*: (type=)  
*permissionValue*: (type=)  
*permissionNegated*: (type=)  
*permissionSkip*: (type=)

**onClientMoveTimeoutEvent**(*self*, *serverConnectionHandlerID*, *clientID*, *oldChannelID*, *newChannelID*, *visibility*, *timeoutMessage*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientID*: (type=)  
*oldChannelID*: (type=)  
*newChannelID*: (type=)  
*visibility*: (type=)  
*timeoutMessage*: (type=)

**onChannelMoveEvent**(*self*, *serverConnectionHandlerID*, *channelID*, *newChannelParentID*, *invokerID*, *invokerName*, *invokerUniqueIdentifier*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelID*: (type=)  
*newChannelParentID*: (type=)  
*invokerID*: (type=)  
*invokerName*: (type=)  
*invokerUniqueIdentifier*: (type=)

**onClientPermListFinishedEvent**(*self*, *serverConnectionHandlerID*, *clientDatabaseID*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientDatabaseID*: (type=)

**onServerGroupPermListEvent**(*self*, *serverConnectionHandlerID*, *serverGroupID*, *permissionID*, *permissionValue*, *permissionNegated*, *permissionSkip*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*serverGroupID*: (type=)  
*permissionID*: (type=)  
*permissionValue*: (type=)  
*permissionNegated*: (type=)  
*permissionSkip*: (type=)

**onServerGroupListFinishedEvent**(*self*, *serverConnectionHandlerID*)

**Parameters**

*serverConnectionHandlerID*: (type=)



**onPermissionOverviewEvent**(*self*, *serverConnectionHandlerID*, *clientDatabaseID*, *channelID*, *overviewType*, *overviewID1*, *overviewID2*, *permissionID*, *permissionValue*, *permissionNegated*, *permissionSkip*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientDatabaseID*: (type=)  
*channelID*: (type=)  
*overviewType*: (type=)  
*overviewID1*: (type=)  
*overviewID2*: (type=)  
*permissionID*: (type=)  
*permissionValue*: (type=)  
*permissionNegated*: (type=)  
*permissionSkip*: (type=)

**onChannelPasswordChangedEvent**(*self*, *serverConnectionHandlerID*, *channelID*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelID*: (type=)

**onClientMoveEvent**(*self*, *serverConnectionHandlerID*, *clientID*, *oldChannelID*, *newChannelID*, *visibility*, *moveMessage*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientID*: (type=)  
*oldChannelID*: (type=)  
*newChannelID*: (type=)  
*visibility*: (type=)  
*moveMessage*: (type=)

**onPermissionListEvent**(*self*, *serverConnectionHandlerID*, *permissionID*, *permissionName*, *permissionDescription*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*permissionID*: (type=)  
*permissionName*: (type=)  
*permissionDescription*: (type=)

**onPermissionListFinishedEvent**(*self*, *serverConnectionHandlerID*)

**Parameters**

*serverConnectionHandlerID*: (type=)

**onClientIDsFinishedEvent**(*self*, *serverConnectionHandlerID*)

**Parameters**

*serverConnectionHandlerID*: (type=)

**onClientNamefromUIDEvent**(*self*, *serverConnectionHandlerID*, *uniqueClientIdentifier*, *clientDatabaseID*, *clientNickName*)

**Parameters**

*serverConnectionHandlerID*: (type=)

*uniqueClientIdentifier*: (type=)

*clientDatabaseID*: (type=)

*clientNickName*: (type=)

**onServerEditedEvent**(*self*, *serverConnectionHandlerID*, *editorID*, *editorName*, *editorUniqueIdentifier*)

**Parameters**

*serverConnectionHandlerID*: (type=)

*editorID*: (type=)

*editorName*: (type=)

*editorUniqueIdentifier*: (type=)

**onChannelUnsubscribeEvent**(*self*, *serverConnectionHandlerID*, *channelID*)

**Parameters**

*serverConnectionHandlerID*: (type=)

*channelID*: (type=)

**onTalkStatusChangeEvent**(*self*, *serverConnectionHandlerID*, *status*, *isReceivedWhisper*, *clientID*)

**Parameters**

*serverConnectionHandlerID*: (type=)

*status*: (type=)

*isReceivedWhisper*: (type=)

*clientID*: (type=)

**onHotkeyEvent**(*self*, *keyword*)

**Parameters**

*keyword*: (type=)

**onFileInfoEvent**(*self, serverConnectionHandlerID, channelID, name, size, datetime*)

**Parameters**

serverConnectionHandlerID: (type=)  
channelID: (type=)  
name: (type=)  
size: (type=)  
datetime: (type=)

**onNewChannelCreatedEvent**(*self, serverConnectionHandlerID, channelID, channelParentID, invokerID, invokerName, invokerUniqueIdentifier*)

**Parameters**

serverConnectionHandlerID: (type=)  
channelID: (type=)  
channelParentID: (type=)  
invokerID: (type=)  
invokerName: (type=)  
invokerUniqueIdentifier: (type=)

**onClientChannelGroupChangedEvent**(*self, serverConnectionHandlerID, channelGroupID, channelID, clientID, invokerClientID, invokerName, invokerUniqueIdentity*)

**Parameters**

serverConnectionHandlerID: (type=)  
channelGroupID: (type=)  
channelID: (type=)  
clientID: (type=)  
invokerClientID: (type=)  
invokerName: (type=)  
invokerUniqueIdentity: (type=)

**onMenuItemEvent**(*self, serverConnectionHandlerID, atype, menuItemID, selectedItemID*)

**Parameters**

serverConnectionHandlerID: (type=)  
atype: (type=)  
menuItemID: (type=)  
selectedItemID: (type=)

**onServerGroupPermListFinishedEvent**(*self*, *serverConnectionHandlerID*, *serverGroupID*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*serverGroupID*: (type=)

**onClientPermListEvent**(*self*, *serverConnectionHandlerID*, *clientDatabaseID*, *permissionID*, *permissionValue*, *permissionNegated*, *permissionSkip*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*clientDatabaseID*: (type=)  
*permissionID*: (type=)  
*permissionValue*: (type=)  
*permissionNegated*: (type=)  
*permissionSkip*: (type=)

**onMessageListEvent**(*self*, *serverConnectionHandlerID*, *messageID*, *fromClientUniqueIdentity*, *subject*, *timestamp*, *flagRead*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*messageID*: (type=)  
*fromClientUniqueIdentity*: (type=)  
*subject*: (type=)  
*timestamp*: (type=)  
*flagRead*: (type=)

**onSoundDeviceListChangedEvent**(*self*, *modeID*, *playOrCap*)

**Parameters**

*modeID*: (type=)  
*playOrCap*: (type=)

**onServerLogFinishedEvent**(*self*, *serverConnectionHandlerID*, *lastPos*, *fileSize*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*lastPos*: (type=)  
*fileSize*: (type=)

**onServerGroupByClientIDEvent**(*self*, *serverConnectionHandlerID*, *name*, *serverGroupList*, *clientDatabaseID*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*name*: (type=)  
*serverGroupList*: (type=)  
*clientDatabaseID*: (type=)

**onFileTransferStatusEvent**(*self*, *transferID*, *status*, *statusMessage*, *remoteFileSize*, *serverConnectionHandlerID*)

**Parameters**

*transferID*: (type=)  
*status*: (type=)  
*statusMessage*: (type=)  
*remoteFileSize*: (type=)  
*serverConnectionHandlerID*: (type=)

**onFileListEvent**(*self*, *serverConnectionHandlerID*, *channelID*, *path*, *name*, *size*, *datetime*, *atype*, *incompletesize*, *returnCode*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelID*: (type=)  
*path*: (type=)  
*name*: (type=)  
*size*: (type=)  
*datetime*: (type=)  
*atype*: (type=)  
*incompletesize*: (type=)  
*returnCode*: (type=)

**onIncomingClientQueryEvent**(*self*, *serverConnectionHandlerID*, *commandText*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*commandText*: (type=)

**onServerLogEvent**(*self*, *serverConnectionHandlerID*, *logMsg*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*logMsg*: (type=)

**onComplainListEvent**(*self*, *serverConnectionHandlerID*, *targetClientDatabaseID*, *targetClientNickName*, *fromClientDatabaseID*, *fromClientNickName*, *complainReason*, *timestamp*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*targetClientDatabaseID*: (type=)  
*targetClientNickName*: (type=)  
*fromClientDatabaseID*: (type=)  
*fromClientNickName*: (type=)  
*complainReason*: (type=)  
*timestamp*: (type=)

**onServerUpdatedEvent**(*self*, *serverConnectionHandlerID*)

**Parameters**

*serverConnectionHandlerID*: (type=)

**onChannelGroupListEvent**(*self*, *serverConnectionHandlerID*, *channelGroupID*, *name*, *atype*, *iconID*, *saveDB*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelGroupID*: (type=)  
*name*: (type=)  
*atype*: (type=)  
*iconID*: (type=)  
*saveDB*: (type=)

**onChannelSubscribeEvent**(*self*, *serverConnectionHandlerID*, *channelID*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelID*: (type=)

**onChannelDescriptionUpdateEvent**(*self*, *serverConnectionHandlerID*, *channelID*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*channelID*: (type=)

**onServerGroupClientListEvent**(*self*, *serverConnectionHandlerID*, *serverGroupID*, *clientDatabaseID*, *clientNameIdentifier*, *clientUniqueID*)

**Parameters**

*serverConnectionHandlerID*: (type=)  
*serverGroupID*: (type=)  
*clientDatabaseID*: (type=)  
*clientNameIdentifier*: (type=)  
*clientUniqueID*: (type=)

**onPermissionOverviewFinishedEvent**(*self*, *serverConnectionHandlerID*)

**Parameters**

*serverConnectionHandlerID*: (type=)

**Inherited from object**

*\_\_delattr\_\_*(), *\_\_format\_\_*(), *\_\_getattr\_\_*(), *\_\_hash\_\_*(), *\_\_new\_\_*(), *\_\_reduce\_\_*(), *\_\_reduce\_ex\_\_*(), *\_\_repr\_\_*(), *\_\_setattr\_\_*(), *\_\_sizeof\_\_*(), *\_\_str\_\_*(), *\_\_subclasshook\_\_*()

**1.1.2 Properties**

Name	Description
<i>Inherited from object</i>	
<i>__class__</i>	

**1.1.3 Class Variables**

Name	Description
<i>__metaclass__</i>	<b>Value:</b> PluginMount
<i>requestAutoload</i>	<b>Value:</b> False
<i>name</i>	<b>Value:</b> "__ts3plugin__"
<i>version</i>	<b>Value:</b> "1.0"
<i>apiVersion</i>	<b>Value:</b> 20
<i>author</i>	<b>Value:</b> "Thomas \ "PLuS\ " Pathmann"
<i>description</i>	<b>Value:</b> "This is the baseclass for all ts3 python plugins"
<i>offersConfigure</i>	<b>Value:</b> False
<i>commandKeyword</i>	<b>Value:</b> "py"
<i>infoTitle</i>	<b>Value:</b> "pyTSon"
<i>menuItems</i>	<b>Value:</b> [(ts3defines.PLUGIN_MENU_TYPE_CLIENT, 0, "text", "icon.pn...]
<i>hotkeys</i>	<b>Value:</b> [("keyword", "description")]

## 2 Module ts3module

### 2.1 Class ts3

#### 2.1.1 Methods

##### **getPluginID()**

Returns pyTson's plugin id

##### **Return Value**

the plugin id

(*type=string*)

##### **getProfileList(profile)**

Returns a list of existing profiles and the default profile's index in list.

##### **Parameters**

**profile:** the profile type, see ts3defines.PluginGuiProfile

(*type=int*)

##### **Return Value**

a tuple, containing the errorcode, the default profile's index and the profile list

(*type=tuple (int, int, [string])*)

##### **getPreProcessorInfoValueFloat(serverConnectionHandlerID, ident)**

Queries a sound preprocessor flag and returns it as float.

##### **Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection

(*type=int*)

**ident:** the flag to be queried

(*type=string*)

##### **Return Value**

A tuple, containing the errorcode and the value of the queried flag

(*type=tuple (int, float)*)



**requestFileList**(*serverConnectionHandlerID*, *channelID*, *channelPW*, *path*, *returnCode*)

Requests the filelist of a channel. The events onFileListEvent and onFileListFinishedEvent will be triggered.

#### Parameters

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelID:</b>	the ID of the channel ( <i>type=int</i> )
<b>channelPW:</b>	the password of the channel, pass an empty string if the channel is not password protected ( <i>type=string</i> )
<b>path:</b>	the path of the directory to be listed, pass '/' for the root path ( <i>type=string</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

#### Return Value

the errorcode  
(*type=int*)

**getChannelOfClient**(*serverConnectionHandlerID*, *clientID*)

Returns the channel of a client.

#### Parameters

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>clientID:</b>	the ID of the client ( <i>type=int</i> )

#### Return Value

a tuple, containing the errorcode and the channel  
(*type=tuple (int, int)*)

**requestRenameFile**(*serverConnectionHandlerID, fromChannelID, channelPW, toChannelID, toChannelPW, oldFile, newFile, returnCode*)

Renames a file or moves it to another channel.

#### Parameters

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>fromChannelID:</b>	the ID of the channel, the file is currently placed in ( <i>type=int</i> )
<b>channelPW:</b>	the password of the channel, the file is currently placed in, pass an empty string if channel is not password protected ( <i>type=string</i> )
<b>toChannelID:</b>	//FIXME: pass 0, if not moving, just renaming? ( <i>type=int</i> )
<b>toChannelPW:</b>	the password of the channel, to which the file should move to, pass an empty string if channel is not password protected or //FIXME: pass empty string if not moving ( <i>type=string</i> )
<b>oldFile:</b>	the complete path to the file ( <i>type=string</i> )
<b>newFile:</b>	the complete path to the new filename ( <i>type=string</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

#### Return Value

the errorcode  
(*type=int*)

**getTransferFileName**(*transferID*)

Returns the filename of a filetransfer.

**Parameters**

**transferID:** the ID of the filetransfer  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the filename  
(*type=tuple (int, string)*)

**acquireCustomPlaybackData**(*deviceName, samples*)

Retrieves playback data from the clientlib

**Parameters**

**deviceName:** the name of the playback device previously registered  
with registerCustomDevice  
(*type=string*)

**samples:** specifies how long the resultbuffer should be, which is  
passed to the clientlib  
(*type=int*)

**Return Value**

the errorcode  
(*type=int*)

**requestChannelGroupDel**(*serverConnectionHandlerID*, *channelGroupID*, *force*, *returnCode*)

Deletes a channelgroup.

#### Parameters

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelGroupID:** the ID of the channelgroup  
(*type=int*)

**force:** if set to 1 (or True), even if there are users assigned to this channelgroup, it will be deleted //FIXME: right?  
(*type=int or bool*)

**returnCode:** returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional.  
(*type=string*)

#### Return Value

the errorcode  
(*type=int*)

**setPreProcessorConfigValue**(*serverConnectionHandlerID*, *ident*, *value*)

Sets a sound preprocessor flag.

#### Parameters

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**ident:** the flag to be set  
(*type=string*)

**value:** the value to set the flag to  
(*type=string*)

#### Return Value

the errorcode  
(*type=int*)

**getHotkeyFromKeyword**(*keywords, hotkeys, arrayLen, hotkeyBufSize*)

**Parameters**

**keywords:** (type=)  
**hotkeys:** (type=)  
**arrayLen:** (type=)  
**hotkeyBufSize:** (type=)

**getServerVersion**(*serverConnectionHandlerID*)

Returns the server version.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
 (type=int)

**Return Value**

the server version  
 (type=int)

**getConfigPath**(*maxLen=256*)

Returns the ts3 config path.

**Parameters**

**maxLen:** length of the buffer, passed to the clientlib to store the path to, default value is 256  
 (type=int)

**Return Value**

the config path  
 (type=string)

**getCurrentPlaybackMode**(*serverConnectionHandlerID*)

Queries the current playback mode on a serverconnection.

**Parameters**

**serverConnectionHandlerID:** ID of the serverconnection  
 (type=int)

**Return Value**

A tuple, containing the errorcode and the current playback mode  
 (type=tuple (int, string))

**requestMessageAdd**(*serverConnectionHandlerID*, *toClientUID*, *subject*, *message*, *returnCode*)

---

Sends an offline message to another user.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>toClientUID:</b>	the UID of the user ( <i>type=string</i> )
<b>subject:</b>	the subject of the message ( <i>type=string</i> )
<b>message:</b>	the message ( <i>type=string</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**banclientdbid**(*serverConnectionHandlerID*, *clientDBID*, *timeInSeconds*, *banReason*, *returnCode*)

Bans a user defined by his database ID.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientDBID:** the database ID of the user  
(*type=int*)

**timeInSeconds:** the time, the client should be banned for, pass 0 to add a permanent ban  
(*type=int*)

**banReason:** the reason for the ban  
(*type=string*)

**returnCode:** returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**getClientID**(*serverConnectionHandlerID*)

Returns the own client ID on a given serverconnection.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the client ID  
(*type=tuple (int, int)*)

**printMessageToCurrentTab**(*message*)

Prints a message to the currently visible tab.

**Parameters**

**message:** the message to send  
(*type=string*)

**getBookmarkList**()

Returns the list of bookmarks.

**Return Value**

a tuple, containing the errorcode and a list of tuples (name, isFolder, uid, childs)  
(*type=tuple (int, [tuple (string, int or bool, string or None, [childs])])*)

**closePlaybackDevice**(*serverConnectionHandlerID*)

Closes a playback device on a serverconnection.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**Return Value**

the errorcode  
(*type=int*)



**playWaveFileHandle**(*serverConnectionHandlerID*, *path*, *loop*)

Plays a wavefile sound on a serverconnection and returns a handle to it.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection on which the sound will be played on  
(*type=int*)

**path:** the path to the wavefile on the system  
(*type=string*)

**loop:** if set to 1 (or True), the sound will loop  
(*type=int or bool*)

**Return Value**

A tuple, containing the errorcode and the handle, with which the sound can be paused and unpaused  
(*type=tuple (int, int)*)

**getDefaultCaptureDevice**(*modeID*)

Queries the default capture device.

**Parameters**

**modeID:** Defines the capture mode to use  
(*type=string*)

**Return Value**

A tuple, containing the errorcode and the default capture device as tuple (devicename, deviceid)  
(*type=tuple (int, (string, string))*)

**requestServerGroupDelPerm**(*serverConnectionHandlerID*, *serverGroupID*, *continueOnError*, *permissionIDArray*, *returnCode*)

Deletes a list of permissions from a servergroup.

#### Parameters

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>serverGroupID:</b>	the ID of the servergroup ( <i>type=int</i> )
<b>continueOnError:</b>	if set to 1 (or True), if an error with a permission occurs, the other permissions will even though be handled ( <i>type=int or bool</i> )
<b>permissionIDArray:</b>	list of permission IDs ( <i>type=list [int]</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

#### Return Value

the errorcode  
(*type=int*)

---

**flushClientSelfUpdates**(*serverConnectionHandlerID*, *returnCode*)

Flushes the changes made by the setClientSelfVariable-functions to the server.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection

(*type=int*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.

(*type=string*)

**Return Value**

the errorcode

(*type=int*)

---

**getTransferStatus**(*transferID*)

Returns the status of a filetransfer, whether if it is initialising, active or finished see ts3defines.FileTransferState

**Parameters**

**transferID:** the ID of the filetransfer

(*type=int*)

**Return Value**

a tuple, containing the errorcode and the status

(*type=tuple (int, int)*)

---

**getClientVariableAsUInt64**(*serverConnectionHandlerID*, *clientID*, *flag*)

Returns the value of a given flag of a client as unsigned long long int value.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientID:** the ID of the client  
(*type=int*)

**flag:** the flag to return  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the value of the flag  
(*type=tuple (int, int)*)

---

**requestPermissionList**(*serverConnectionHandlerID*, *returnCode*)

Requests the list of permissions available on the server. The events `onPermissionListEvent` and `onPermissionListFinishedEvent` will be triggered.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**returnCode:** returnCode passed to `onServerErrorEvent` or `onServerPermissionErrorEvent`. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**requestUnmuteClients**(*serverConnectionHandlerID*, *clientIDArray*,  
*returnCode*)

---

Unmutes a list of clients.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>clientIDArray:</b>	a list of client IDs ( <i>type=list [int]</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**requestClientSetWhisperList**(*serverConnectionHandlerID*, *clientID*, *targetChannelIDArray*, *targetClientIDArray*, *returnCode*)

Modifies the whisper list of a client.

#### Parameters

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>clientID:</b>	the ID of the client whose whisperlist is modified. If set to 0, the own whisper list is modified ( <i>type=int</i> )
<b>targetChannelIDArray:</b>	a list of channel IDs the client will whisper to ( <i>type=list [int]</i> )
<b>targetClientIDArray:</b>	a list of client IDs the client will whisper to ( <i>type=list [int]</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

#### Return Value

the errorcode  
(*type=int*)

---

**openCaptureDevice**(*serverConnectionHandlerID*, *modeID*, *captureDevice*)

Opens a playback device on a serverconnection.

**Parameters**

**serverConnectionHandlerID:** ID of the serverconnection on which  
the capture device should be  
initialized on

(*type=int*)

**modeID:** the playback mode to use

(*type=string*)

**captureDevice:** the id of the capture device

(*type=string*)

**Return Value**

the errorcode

(*type=int*)

---

**cleanUpConnectionInfo**(*serverConnectionHandlerID*, *clientID*)

//FIXME:

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection

(*type=int*)

**clientID:** the ID of the client

(*type=int*)

**Return Value**

the errorcode

(*type=int*)

---

**getServerVariableAsInt**(*serverConnectionHandlerID*, *flag*)

Returns a server variable as int value.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**flag:** the flag to return  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the value of the flag  
(*type=tuple (int, int)*)

---

**closeWaveFileHandle**(*serverConnectionHandlerID*, *waveHandle*)

Closes a wavefile sound handle previously returned by playWaveFileHandle.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverConnection the  
sound was played on  
(*type=int*)

**waveHandle:** the handle returned by  
playWaveFileHandle  
(*type=int*)

**Return Value**

the errorcode  
(*type=int*)



**clientChatComposing**(*serverConnectionHandlerID*, *clientID*, *returnCode*)

Sends the client chat composing command to a client the own client is currently chatting with.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>clientID:</b>	the ID of the client, the own client is chatting with ( <i>type=int</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**createBookmark**(*bookmarkuuid, serverLabel, serverAddress, serverPassword, nickname, channel, channelPassword, captureProfile, playbackProfile, hotkeyProfile, soundProfile, uniqueUserId, oneTimeKey, phoneticName*)

Creates a new bookmark.

#### Parameters

<b>bookmarkuuid:</b>	//FIXME: parent? ( <i>type=string</i> )
<b>serverLabel:</b>	the label of the connection ( <i>type=string</i> )
<b>serverAddress:</b>	host or ip address ( <i>type=string</i> )
<b>serverPassword:</b>	password to the server, pass an empty string if the server is not password protected ( <i>type=string</i> )
<b>nickname:</b>	the user's nickname ( <i>type=string</i> )
<b>channel:</b>	complete path to the channel to connect to ( <i>type=string</i> )
<b>channelPassword:</b>	password to the channel, pass an empty string if the channel is not password protected ( <i>type=string</i> )
<b>captureProfile:</b>	the name of the capture profile to use ( <i>type=string</i> )
<b>playbackProfile:</b>	the name of the playback profile to use ( <i>type=string</i> )
<b>hotkeyProfile:</b>	the name of the hotkey profile to use ( <i>type=string</i> )
<b>soundProfile:</b>	the name of the sound profile to use ( <i>type=string</i> )
<b>uniqueUserId:</b>	identity to use ( <i>type=string</i> )
<b>oneTimeKey:</b>	privilege key to use on connect ( <i>type=string</i> )
<b>phoneticName:</b>	phonetic nickname ( <i>type=string</i> )

#### Return Value

the errorcode  
(*type=int*)

**requestClientSetIsTalker**(*serverConnectionHandlerID*, *clientID*, *isTalker*, *returnCode*)

Grants or revokes the talker flag of a client.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>clientID:</b>	the ID of the client ( <i>type=int</i> )
<b>isTalker:</b>	if set to 1 (or True) grants talker flag, if 0 (or False) revokes talker flag ( <i>type=int or bool</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**systemset3DListenerAttributes**(*serverConnectionHandlerID*, *position*, *forward*, *up*)

Sets the position, velocity and orientation of the own client in 3D space

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**position:** A tuple defining the 3D position,  
pass None to ignore  
(*type=tuple (float, float, float)*)

**forward:** A tuple defining the forward  
orientation of the listener. The  
vector must be of unit length and  
perpendicular to the up vector. Pass  
None to ignore.  
(*type=tuple (float, float, float)*)

**up:** A tuple defining the upward  
orientation of the listener. The  
vector must be of unit length and  
perpendicular to the forward vector.  
Pass None to ignore.  
(*type=tuple (float, float, float)*)

**Return Value**

the errorcode  
(*type=int*)

**getChannelList**(*serverConnectionHandlerID*)

Returns all channels on the server.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and a list of channel IDs  
(*type=tuple (int, [int])*)

**requestServerVariables(*serverConnectionHandlerID*)**

Requests all server variables of a serverconnection. The event `onServerUpdatedEvent` will be triggered.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**Return Value**

the errorcode  
(*type=int*)

**getCaptureModeList()**

Queries all available capture modes.

**Return Value**

A tuple, containing the errorcode and the list of capture modes  
(*type=tuple (int, [string])*)

**requestServerTemporaryPasswordList(*serverConnectionHandlerID*, *returnCode*)**

Requests a list of existing temporary passwords. The event `onServerTemporaryPasswordListEvent` will be triggered.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**returnCode:** returnCode passed to `onServerErrorEvent` or `onServerPermissionErrorEvent`. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

---

**requestMessageDel**(*serverConnectionHandlerID*, *messageID*, *returnCode*)

---

Deletes an offline message.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
*(type=int)*

**messageID:** the ID of the message  
*(type=int)*

**returnCode:** returnCode passed to  
 onServerErrorEvent or  
 onServerPermissionErrorEvent.  
 Optional.  
*(type=string)*

**Return Value**

the errorcode  
*(type=int)*

---

**getEncodeConfigValue**(*serverConnectionHandlerID*, *ident*)

---

Queries a speex encoder option.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
*(type=int)*

**ident:** the encoder option to be queried  
*(type=string)*

**Return Value**

A tuple, containing the errorcode and the flag's value  
*(type=tuple (int, string))*

**getClientDisplayName**(*serverConnectionHandlerID*, *clientID*,  
*maxLen*=128)

Returns the client display name receiving from the client's contacts settings.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientID:** the ID of the client  
(*type=int*)

**maxLen:** length of the buffer, passed to the  
clientlib to store the path to, default  
value is 128  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the display name  
(*type=tuple (int, string)*)

**unregisterCustomDevice**(*deviceID*)

Unregisters a custom device, previously registered with registerCustomDevice.

**Parameters**

**deviceID:** the ID of the device, used in registerCustomDevice  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**urlsToBB**(*text*, *maxLen*=256)

Converts an url to the BB-code representation.

**Parameters**

**text:** the url

(*type=string*)

**maxLen:** length of the buffer, passed to the clientlib to store the path to, default value is 256

(*type=int*)

**Return Value**

the BB-code representation

(*type=string*)

**requestChannelDescription**(*serverConnectionHandlerID*, *channelID*, *returnCode*)

Requests the channel description of a channel. Afterwards, `getChannelVariableAsString` can return it.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection

(*type=int*)

**channelID:** the ID of the channel

(*type=int*)

**returnCode:** returnCode passed to `onServerErrorEvent` or `onServerPermissionErrorEvent`. Optional.

(*type=string*)

**Return Value**

the errorcode

(*type=int*)



**stopConnection**(*serverConnectionHandlerID*, *quitMessage*)

Stops the connection of a serverconnection.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**quitMessage:** a message displayed when leaving  
the server encoded in UTF-8  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**requestClientKickFromServer**(*serverConnectionHandlerID*, *clientID*,  
*kickReason*, *returnCode*)

Kicks a client from the server.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientID:** the ID of the client to kick  
(*type=int*)

**kickReason:** the reason for the kick  
(*type=string*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

(*type=*)

---

**requestServerGroupDelClient**(*serverConnectionHandlerID*,  
*serverGroupID*, *clientDatabaseID*, *returnCode*)

---

Deletes a user defined by his database ID from a servergroup.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**serverGroupID:** the ID of the servergroup  
(*type=int*)

**clientDatabaseID:** the database ID of the user  
(*type=int*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

---



---

**getTransferFilePath**(*transferID*)

---

Returns the filepath of a filetransfer.

**Parameters**

**transferID:** the ID of the filetransfer  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the filepath  
(*type=tuple (int, string)*)

---

**requestServerGroupDel**(*serverConnectionHandlerID*, *serverGroupID*, *force*, *returnCode*)

Deletes a servergroup.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**serverGroupID:** the ID of the servergroup  
(*type=int*)

**force:** if set to 1 (or True), even if there are users assigned to this servergroup, it will be deleted //FIXME: right?  
(*type=int or bool*)

**returnCode:** returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional.  
(*type=string*)

**Return Value**

(*type=*)

**getChannelClientList**(*serverConnectionHandlerID*, *channelID*)

Returns all clients in a specified channel.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelID:** the ID of the channel  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and a list of client IDs or None if the call failed  
(*type=tuple (int, [int]) or tuple(int, None)*)

<b>getConnectionVariableAsDouble</b> ( <i>serverConnectionHandlerID</i> , <i>clientID</i> , <i>flag</i> )	
Returns a client's connection variable as python floating point variable.	
<b>Parameters</b>	
<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>clientID:</b>	the ID of the client ( <i>type=int</i> )
<b>Return Value</b>	
a tuple, containing the errorcode and the value of the flag ( <i>type=tuple (int, double)</i> )	

<b>requestMuteClients</b> ( <i>serverConnectionHandlerID</i> , <i>clientIDArray</i> , <i>returnCode</i> )	
Mutes a list of clients.	
<b>Parameters</b>	
<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>clientIDArray:</b>	a list of client IDs ( <i>type=list [int]</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )
<b>Return Value</b>	
the errorcode ( <i>type=int</i> )	

**getCurrentTransferSpeed**(*transferID*)

Returns the current transfer speed of a filetransfer.

**Parameters**

**transferID:** the ID of the filetransfer  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the speed  
(*type=tuple (int, float)*)

**requestSendClientQueryCommand**(*serverConnectionHandlerID*,  
*command*, *returnCode*)

//FIXME:

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**command:** the command to send  
(*type=string*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**getPlaybackConfigValueAsFloat**(*serverConnectionHandlerID*, *ident*)

Queries a playback option.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
*(type=int)*

**ident:** the playback option to be queried  
*(type=string)*

**Return Value**

A tuple, containing the errorcode and the flag's value  
*(type=tuple (int, float))*

**getClientSelfVariableAsString**(*serverConnectionHandlerID*, *flag*)

Returns the value of a given flag of the own client as string.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
*(type=int)*

**flag:** the flag to return  
*(type=int)*

**Return Value**

a tuple, containing the errorcode and the value of the queried flag  
*(type=tuple (int, string))*

**getDefaultPlaybackDevice**(*modeID*)

Queries the default playback device.

**Parameters**

**modeID:** Defines the playback mode to use  
*(type=string)*

**Return Value**

A tuple, containing the errorcode and the default playback device as tuple (devicename, deviceid)  
*(type=tuple (int, (string, string)))*

**closeCaptureDevice**(*serverConnectionHandlerID*)

Closes a capture device on a serverconnection.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**Return Value**

the errorcode  
(*type=int*)

**isTransferSender**(*transferID*)

//FIXME:

**Parameters**

**transferID:** the ID of the filetransfer  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and //FIXME:  
(*type=tuple (int, int or bool)*)

**clientChatClosed**(*serverConnectionHandlerID*, *clientUniqueIdentifier*, *clientID*, *returnCode*)

Sends the client chat closed command to a client the own client is currently chatting with.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientUniqueIdentifier:** the uid of the own chatting client  
(*type=string*)

**clientID:** the ID of the client, the own client is chatting with  
(*type=int*)

**returnCode:** returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**guiConnectBookmark**(*connectTab*, *bookmarkuid*)

Connects to a server from a bookmark and displays it as tab in the client.

**Parameters**

**connectTab:** defines, which tab will be used, see ts3defines.PluginConnectTab  
(*type=int*)

**bookmarkuid:** UID of the bookmark  
(*type=string*)

**Return Value**

a tuple, containing the errorcode and the ID of the created serverconnection handler  
(*type=tuple (int, int)*)



**setPlaybackConfigValue**(*serverConnectionHandlerID*, *ident*, *value*)

Sets a playback option.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**ident:** the playback option to reset  
(*type=string*)

**value:** the value to set  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**requestFile**(*serverConnectionHandlerID*, *channelID*, *channelPW*, *file*, *overwrite*, *resume*, *destinationDirectory*, *returnCode*)

Starts a filedownload from the server.

#### Parameters

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelID:</b>	the ID of the channel in which the file is placed in ( <i>type=int</i> )
<b>channelPW:</b>	the password of the channel, pass an empty string if the channel is not password protected ( <i>type=string</i> )
<b>file:</b>	the complete path to the file in the channel ( <i>type=string</i> )
<b>overwrite:</b>	if set to 1 (or True) and a file with that name already exists will be overwritten ( <i>type=int or bool</i> )
<b>resume:</b>	if set to 1 (or True), a previously started filetransfer can be resumed ( <i>type=int or bool</i> )
<b>destinationDirectory:</b>	the path to the directory, where the downloaded fill will be placed in ( <i>type=string</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

#### Return Value

a tuple, containing the errorcode and the ID of the filetransfer  
(*type=tuple (int, int)*)

**serverPropertyStringToFlag**(*serverPropertyString*)

//FIXME:

**Parameters****serverPropertyString:** (*type=*)**Return Value**a tuple, containing the errorcode and  
(*type=tuple (int, int)*)**requestClientDelPerm**(*serverConnectionHandlerID*, *clientDatabaseID*,  
*permissionIDArray*, *returnCode*)

Deletes a list of permissions from a user.

**Parameters****serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)**clientDatabaseID:** the database ID of the user  
(*type=int*)**permissionIDArray:** a list of permission IDs  
(*type=list [int]*)**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)**Return Value**the errorcode  
(*type=int*)**initiateGracefulPlaybackShutdown**(*serverConnectionHandlerID*)

Graceful shutdown the playback device on a serverconnection.

**Parameters****serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)**Return Value**the errorcode  
(*type=int*)

**requestChannelPermList**(*serverConnectionHandlerID*, *channelID*,  
*returnCode*)

Requests the list of permissions assigned to a channel. The events `onChannelPermListEvent` and `onChannelPermListFinishedEvent` will be triggered.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection

(*type=int*)

**channelID:** the ID of the channel

(*type=int*)

**returnCode:** returnCode passed to  
`onServerErrorEvent` or  
`onServerPermissionErrorEvent`.  
Optional.

(*type=string*)

**Return Value**

the errorcode

(*type=int*)

```
requestChannelMove(serverConnectionHandlerID, channelID,  
newChannelParentID, newChannelOrder, returnCode)
```

Moves a channel to a new parent channel.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelID:</b>	the ID of the channel to move ( <i>type=int</i> )
<b>newChannelParentID:</b>	the ID of the new parent channel ( <i>type=int</i> )
<b>newChannelOrder:</b>	Channel order defining where the channel should be sorted under the new parent. Pass 0 to sort the channel right after the parent ( <i>type=int</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**requestServerGroupAdd**(*serverConnectionHandlerID*, *groupName*, *groupType*, *returnCode*)

Adds a servergroup.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>groupName:</b>	the name of the group to create ( <i>type=string</i> )
<b>groupType:</b>	type of the servergroup, see ts3defines.GroupType ( <i>type=int</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**requestMessageList**(*serverConnectionHandlerID*, *returnCode*)

Requests the list of offline messages. The event onMessageListEvent will be triggered. //FIXME: onMessageListFinishedEvent fehlt?

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**getClientList**(*serverConnectionHandlerID*)

Returns all clients in view on the server.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the list of client IDs  
(*type=tuple (int, [int])*)

**requestComplainAdd**(*serverConnectionHandlerID*, *targetClientDatabaseID*, *complainReason*, *returnCode*)

Adds a complain to a user defined by his database ID.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**targetClientDatabaseID:** the database ID of the user  
(*type=int*)

**complainReason:** the reason for the complain  
(*type=string*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**requestCreateDirectory**(*serverConnectionHandlerID*, *channelID*, *channelPW*, *directoryPath*, *returnCode*)

Creates a directory in a channel.

#### Parameters

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelID:</b>	the ID of the channel ( <i>type=int</i> )
<b>channelPW:</b>	the password of the channel, pass an empty string if channel is not password protected ( <i>type=string</i> )
<b>directoryPath:</b>	the complete path of the to be created directory ( <i>type=string</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

#### Return Value

(*type=*)

**getChannelVariableAsUInt64**(*serverConnectionHandlerID*, *channelID*, *flag*)

Returns a channel variable as unsigned long long int value.

#### Parameters

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelID:</b>	the ID of the channel ( <i>type=int</i> )
<b>flag:</b>	the flag to return ( <i>type=int</i> )

#### Return Value

a tuple, containing the errorcode and the value of the flag  
(*type=tuple (int, int)*)



**requestIsTalker**(*serverConnectionHandlerID*, *isTalkerRequest*,  
*isTalkerRequestMessage*, *returnCode*)

Requests talk power or revokes the talk power request.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>isTalkerRequest:</b>	if set to 1 (or True) requests talk power, if 0 (or False) revokes the talk power request ( <i>type=int or bool</i> )
<b>isTalkerRequestMessage:</b>	the message of the request ( <i>type=string</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**requestComplainList**(*serverConnectionHandlerID*, *targetClientDatabaseID*, *returnCode*)

Requests the list of complains to a user. The event `onComplainListEvent` will be triggered. //FIXME: `ts3plugin.onComplainListFinishedEvent` is missing?

#### Parameters

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**targetClientDatabaseID:** the database ID of the user  
(*type=int*)

**returnCode:** returnCode passed to `onServerErrorEvent` or `onServerPermissionErrorEvent`. Optional.  
(*type=string*)

#### Return Value

the errorcode  
(*type=int*)

**getChannelConnectInfo**(*serverConnectionHandlerID*, *channelID*, *maxLen*)

Returns the channel connect info (path and password) of a channel.

#### Parameters

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelID:** the ID of the channel  
(*type=int*)

**maxLen:** length of the buffer, passed to the clientlib to store the path to, default value is 256  
(*type=int*)

#### Return Value

a tuple, containing the errorcode, the path and the password of a channel  
(*type=tuple (int, string, string)*)

---

**requestClientVariables**(*serverConnectionHandlerID*, *clientID*, *returnCode*)

Requests latest data for a given client. The event `onUpdateClientEvent` will be triggered.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientID:** the ID of the client  
(*type=int*)

**returnCode:** returnCode passed to  
`onServerErrorEvent` or  
`onServerPermissionErrorEvent`.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**requestChannelClientAddPerm**(*serverConnectionHandlerID*, *channelID*, *clientDatabaseID*, *permissionIDArray*, *permissionValueArray*, *returnCode*)

Adds a list of permissions on a channel to a user.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelID:</b>	the ID of the channel ( <i>type=int</i> )
<b>clientDatabaseID:</b>	the database ID of the user ( <i>type=int</i> )
<b>permissionIDArray:</b>	a list of permission IDs ( <i>type=list [int]</i> )
<b>permissionValueArray:</b>	list of permission values, in order of the permissions in permissionIDArray ( <i>type=list [int]</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**requestChannelSubscribe**(*serverConnectionHandlerID*, *channelIDArray*, *returnCode*)

Subscribes to a list of channels to get notifications of the clients in them.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection

(*type=int*)

**channelIDArray:** a list of channel IDs

(*type=list [int]*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.

(*type=string*)

**Return Value**

the errorcode

(*type=int*)

**getAppPath**(*maxLen=256*)

Returns the ts3 application path.

**Parameters**

**maxLen:** length of the buffer, passed to the clientlib to store the  
path to, default value is 256

(*type=int*)

**Return Value**

the application path

(*type=string*)

**requestClientIDs**(*serverConnectionHandlerID*, *clientUniqueIdentifier*, *returnCode*)

Requests the client IDs for a given UID. Will trigger the event onClientIDsEvent.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientUniqueIdentifier:** the UID of the client  
(*type=string*)

**returnCode:** returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**requestChannelSubscribeAll**(*serverConnectionHandlerID*, *returnCode*)

Subscribes to all channels on the server.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**returnCode:** returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

---

**channelPropertyStringToFlag**(*channelPropertyString*)

//FIXME:

**Parameters****channelPropertyString:** (*type=string*)**Return Value**

a tuple, containing the errorcode and  
(*type=tuple (int, int)*)

---

**getServerVariableAsUInt64**(*serverConnectionHandlerID, flag*)

Returns a server variable as unsigned long long int value.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**flag:** the flag to return  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the value of the flag  
(*type=tuple (int, int)*)

**banclient**(*serverConnectionHandlerID*, *clientID*, *timeInSeconds*, *banReason*, *returnCode*)

#### Parameters

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientID:** the ID of the client  
(*type=int*)

**timeInSeconds:** the time, the client should be banned for, pass 0 to add a permanent ban  
(*type=int*)

**banReason:** the reason for the ban  
(*type=string*)

**returnCode:** returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional.  
(*type=string*)

#### Return Value

the errorcode  
(*type=int*)

**getClientVariableAsInt**(*serverConnectionHandlerID*, *clientID*, *flag*)

Returns the value of a given flag of a client as int value.

#### Parameters

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientID:** the ID of the client  
(*type=int*)

**flag:** the flag to return  
(*type=int*)

#### Return Value

a tuple, containing the errorcode and the value of the flag  
(*type=tuple (int, int)*)



**setClientVolumeModifier**(*serverConnectionHandlerID, clientID, value*)

Sets the volume modifier of a client.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientID:** the client's ID  
(*type=int*)

**value:** the value to set  
(*type=float*)

**Return Value**

the errorcode  
(*type=int*)

**getClientVariableAsString**(*serverConnectionHandlerID, clientID, flag*)

Returns the value of a given flag of a client as string value.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientID:** the ID of the client  
(*type=int*)

**flag:** the flag to return  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the value of the flag  
(*type=tuple (int, string)*)

**startConnection**(*serverConnectionHandlerID*, *identity*, *ip*, *port*, *nickname*, *defaultChannelArray*, *defaultChannelPassword*, *serverPassword*)

Starts a connection to the given server.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>identity:</b>	the client's identity ( <i>type=string</i> )
<b>ip:</b>	hostname or ip of the server ( <i>type=string</i> )
<b>port:</b>	port of the server ( <i>type=int</i> )
<b>nickname:</b>	the client's nickname ( <i>type=string</i> )
<b>defaultChannelArray:</b>	list of strings defining the path to a channel on the server, pass empty list to join in server's default channel ( <i>type=list [string]</i> )
<b>defaultChannelPassword:</b>	password of the default channel, pass an empty string if not using defaultChannelArray or channel is not password protected ( <i>type=string</i> )
<b>serverPassword:</b>	password of the server, pass an empty string if the server is not password protected ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**getCurrentCaptureDeviceName**(*serverConnectionHandlerID*)

Queries the current playback device's name on a serverconnection.

**Parameters**

**serverConnectionHandlerID:** ID of the serverconnection  
(*type=int*)

**Return Value**

A tuple, containing the errorcode, the capture device's name and the status, if it's default  
(*type=tuple (int, string, int)*)

**requestSetClientChannelGroup**(*serverConnectionHandlerID, channelGroupIDArray, channelIDArray, clientDatabaseIDArray, returnCode*)

Adds a list of users to a list of channelgroups.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelGroupIDArray:** a list of channelgroup IDs  
(*type=list [int]*)

**channelIDArray:** a list of channel IDs  
(*type=list [int]*)

**clientDatabaseIDArray:** a list of client database IDs  
(*type=list [int]*)

**returnCode:** returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**verifyChannelPassword**(*serverConnectionHandlerID*, *channelID*, *channelPassword*, *returnCode*)

Verifies the password to a channel. //FIXME: serverErrorEvent oder errorcode?

#### Parameters

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelID:** the ID of the channel  
(*type=int*)

**channelPassword:** the password to be verified  
(*type=string*)

**returnCode:** returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional.  
(*type=string*)

#### Return Value

the errorcode  
(*type=int*)

**getChannelIDFromChannelNames**(*serverConnectionHandlerID*, *channelNameArray*)

Returns the ID of a channel defined by its name.

#### Parameters

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelNameArray:** list of strings, defining the position of the channel (['grandparent', 'parent', 'channel'])  
(*type=list [string]*)

#### Return Value

a tuple, containing the errorcode and the ID of the channel  
(*type=tuple (int, int)*)

---

**requestChannelGroupPermList**(*serverConnectionHandlerID*,  
*channelGroupID*, *returnCode*)

Requests the list of permissions assigned to a channelgroup. The events onChannelGroupPermListEvent and onChannelGroupPermListFinishedEvent will be triggered.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelGroupID:** the ID of the channelGroupID  
(*type=int*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

---

**stopVoiceRecording**(*serverConnectionHandlerID*)

Stops voice recording on a serverconnection

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**Return Value**

the errorcode  
(*type=int*)

---

**getAvatar**(*serverConnectionHandlerID*, *clientID*, *maxLen*=256)

Returns the path on the system to the avatar image file of a client.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>clientID:</b>	the ID of the client ( <i>type=int</i> )
<b>maxLen:</b>	length of the buffer, passed to the clientlib to store the path to, default value is 256 ( <i>type=int</i> )

**Return Value**

a tuple, containing the errorcode and the path to the avatar  
(*type=tuple (int, string)*)

---

**isReceivingWhisper**(*serverConnectionHandlerID*, *clientID*)

Returns the status of a client whether he accepts whispering to him.  
//FIXME: depending on my and his permissions?

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>clientID:</b>	the ID of the client ( <i>type=int</i> )

**Return Value**

a tuple, containing the errorcode and the status  
(*type=tuple (int, int or bool)*)

**requestChannelDelPerm**(*serverConnectionHandlerID*, *channelID*,  
*permissionIDArray*, *returnCode*)

Deletes a list of permissions from a channel.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelID:</b>	the ID of the channel ( <i>type=int</i> )
<b>permissionIDArray:</b>	a list of permission IDs ( <i>type=list [int]</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**requestServerTemporaryPasswordAdd**(*serverConnectionHandlerID*,  
*password*, *description*, *duration*, *targetChannelID*, *targetChannelPW*,  
*returnCode*)

Adds a temporary password to the server.

#### Parameters

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>password:</b>	the temporary password ( <i>type=string</i> )
<b>description:</b>	the description of the temporary password ( <i>type=string</i> )
<b>duration:</b>	the duration in seconds ( <i>type=int</i> )
<b>targetChannelID:</b>	the ID of the channel to which the accessing clients will join by default ( <i>type=int</i> )
<b>targetChannelPW:</b>	the password of the targetChannel, pass an empty string, if the channel is not password protected ( <i>type=string</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

#### Return Value

the errorcode  
(*type=int*)



---

**requestServerGroupsByClientID**(*serverConnectionHandlerID*,  
*clientDatabaseID*, *returnCode*)

---

Requests all servergroups of a user defined by his database ID. The event `onServerGroupByClientIDEvent` will be triggered. //FIXME: `ts3plugin_onServerGroupByClientIDFinishedEvent` is missing?

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientDatabaseID:** the database ID of the user  
(*type=int*)

**returnCode:** returnCode passed to `onServerErrorEvent` or `onServerPermissionErrorEvent`. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

---

**getClientSelfVariableAsInt**(*serverConnectionHandlerID*, *flag*)

---

Returns the value of a given flag of the own client as int value.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**flag:** the flag to return  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the value of the queried flag  
(*type=tuple (int, int)*)

---

**getServerVariableAsString**(*serverConnectionHandlerID*, *flag*)

Returns a server variable as string value.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**flag:** the flag to return  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the value of the flag  
(*type=tuple (int, string)*)

---

**getAverageTransferSpeed**(*transferID*)

Returns the average transfer speed of a filetransfer.

**Parameters**

**transferID:** the ID of the filetransfer  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the speed  
(*type=tuple (int, float)*)

**requestMessageUpdateFlag**(*serverConnectionHandlerID*, *messageID*, *flag*, *returnCode*)

---

//FIXME: wdh?

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**messageID:** the ID of the message  
(*type=int*)

**flag:** (*type=*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**setClientSelfVariableAsString**(*serverConnectionHandlerID*, *flag*, *value*)

---

Sets a variable of the own client to a new string value.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**flag:** the flag to set  
(*type=int*)

**value:** the new value  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**getConnectionVariableAsUInt64**(*serverConnectionHandlerID*, *clientID*, *flag*)

Returns a client's connection variable as unsigned long long int variable.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientID:** the ID of the client  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the value of the flag  
(*type=tuple (int, int)*)

```
registerCustomDevice(deviceID, deviceDisplayName, capFrequency,  
capChannels, playFrequency, playChannels)
```

Registers a custom device, announcing the device ID and name to the Client Lib.

**Parameters**

<b>deviceID:</b>	ID string of the custom device, under which the device can be later accessed ( <i>type=string</i> )
<b>deviceDisplayName:</b>	Displayed name of the custom device. Freely choose a name which identifies your device ( <i>type=string</i> )
<b>capFrequency:</b>	Frequency of the capture device ( <i>type=int</i> )
<b>capChannels:</b>	Number of channels of the capture device. This value depends on if the used codec is a mono or stereo CodecEncryptionMode ( <i>type=int</i> )
<b>playFrequency:</b>	Frequency of the playback deviceDisplayName ( <i>type=int</i> )
<b>playChannels:</b>	Number of channels of the playback device ( <i>type=int</i> )

**Return Value**

the errorcode  
(*type=int*)

**verifyServerPassword**(*serverConnectionHandlerID*, *serverPassword*, *returnCode*)

Verifies the password to a server. //FIXME: serverErrorEvent oder errorcode?

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**serverPassword:** the password to be verified  
(*type=string*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**getParentChannelOfChannel**(*serverConnectionHandlerID*, *channelID*)

Returns the parent channel of another channel.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelID:** the ID of the channel  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the ID of the parent channel  
(*type=tuple (int, int)*)

---

**setClientSelfVariableAsInt**(*serverConnectionHandlerID, flag, value*)

Sets a variable of the own client to a new int value.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**flag:** the flag to set  
(*type=int*)

**value:** the new value  
(*type=int*)

**Return Value**

the errorcode  
(*type=int*)

---

**requestChannelGroupList**(*serverConnectionHandlerID, returnCode*)

Requests the list of channelgroups. The events onChannelGroupListEvent and onChannelGroupListEvent will be triggered.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

---

**flushChannelUpdates**(*serverConnectionHandlerID*, *channelID*, *returnCode*)

Flushes the changes made by the setChannelVariable-functions to the server.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelID:** the ID of the channelID  
(*type=int*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

---

**getCurrentServerConnectionHandlerID**()

Returns the current serverconnection handler.

**Return Value**

the ID of the current serverconnection handler  
(*type=int*)

---

**processCustomCaptureData**(*deviceName*, *buffer*)

Sends captured data from a custom device to the client libg

**Parameters**

**deviceName:** the name of the device capturing the data, previously  
registered with registerCustomDevice  
(*type=string*)

**buffer:** a list containing the buffered data  
(*type=list [int]*)

**Return Value**

the errorcode  
(*type=int*)



**getResourcesPath**(*maxLen=256*)

Returns the ts3 resources path.

**Parameters**

**maxLen:** length of the buffer, passed to the clientlib to store the path to, default value is 256  
(*type=int*)

**Return Value**

the resources path  
(*type=string*)

**requestComplainDelAll**(*serverConnectionHandlerID, targetClientDatabaseID, returnCode*)

Deletes all complains to a user.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**targetClientDatabaseID:** the database ID of the user  
(*type=int*)

**returnCode:** returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**requestChannelAddPerm**(*serverConnectionHandlerID*, *channelID*,  
*permissionIDArray*, *permissionValueArray*, *returnCode*)

Adds a list of permissions to a channel.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelID:</b>	the ID of the channel ( <i>type=int</i> )
<b>permissionIDArray:</b>	a list of permission IDs ( <i>type=list [int]</i> )
<b>permissionValueArray:</b>	list of permission values, in order of the permissions in permissionIDArray ( <i>type=list [int]</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**haltTransfer**(*serverConnectionHandlerID*, *transferID*, *deleteUnfinishedFile*, *returnCode*)

Halts a currently running filetransfer.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>transferID:</b>	the ID of the filetransfer ( <i>type=int</i> )
<b>deleteUnfinishedFile:</b>	if set to 1 (or True) and the file is not yet finished, it will be deleted; to prevent, pass 0 (or False) ( <i>type=int or bool</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

(*type=*)

---

**requestServerGroupPermList**(*serverConnectionHandlerID*,  
*serverGroupID*, *returnCode*)

---

Requests the list of permissions assigned to a servergroup. The events `onServerGroupPermListEvent` and `onServerGroupPermListFinishedEvent` will be triggered.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**serverGroupID:** the ID of the servergroup  
(*type=int*)

**returnCode:** returnCode passed to `onServerErrorEvent` or `onServerPermissionErrorEvent`. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

---

**logMessage**(*logMessage*, *severity*, *channel*, *logID*)

---

Logs a string.

**Parameters**

**logMessage:** Text which should be logged  
(*type=string*)

**severity:** The level of the message, warning or error. Defined by the class `LogLevel`  
(*type=int*)

**channel:** Custom text to categorize the message channel  
(*type=string*)

**logID:** ID of the serverconnection to identify the current server connection when using multiple connections, 0 if unused  
(*type=int*)

**Return Value**

The errorcode  
(*type=int*)

**getChannelVariableAsString**(*serverConnectionHandlerID*, *channelID*, *flag*)

Returns a channel variable as string value.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelID:** the ID of the channel  
(*type=int*)

**flag:** the flag to return  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the value of the flag  
(*type=tuple (int, int)*)

**requestChannelGroupAdd**(*serverConnectionHandlerID*, *groupName*, *groupType*, *returnCode*)

Adds a channelgroup.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**groupName:** the name of the channelgroup to create  
(*type=string*)

**groupType:** type of the channelgroup, see `ts3defines.GroupType`  
(*type=int*)

**returnCode:** returnCode passed to `onServerErrorEvent` or `onServerPermissionErrorEvent`. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

---

**getChannelVariableAsInt**(*serverConnectionHandlerID*, *channelID*, *flag*)

Returns a channel variable as int value.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelID:** the ID of the channel  
(*type=int*)

**flag:** the flag to return  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the value of the flag  
(*type=tuple (int, int)*)

---

**requestClientKickFromChannel**(*serverConnectionHandlerID*, *clientID*, *kickReason*, *returnCode*)

Kicks a client from its current channel to the default one.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientID:** the ID of the client to kick  
(*type=int*)

**kickReason:** the reason for the kick  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**setChannelVariableAsInt**(*serverConnectionHandlerID*, *channelID*, *flag*, *value*)

---

Sets a channel variable to a new int value.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelID:</b>	the ID of the channel, pass 0 to set a new channel's variables ( <i>type=int</i> )
<b>flag:</b>	the flag to set ( <i>type=int</i> )
<b>value:</b>	the new value ( <i>type=int</i> )

**Return Value**

the errorcode  
(*type=int*)

**guiConnect**(*connectTab, serverLabel, serverAddress, serverPassword, nickname, channel, channelPassword, captureProfile, playbackProfile, hotkeyProfile, userIdentity, oneTimeKey, phoneticName*)

Connects to a server and displays it as tab in the client.

#### Parameters

<b>connectTab:</b>	defines, which tab will be used, see ts3defines.PluginConnectTab ( <i>type=int</i> )
<b>serverLabel:</b>	the label of the connection ( <i>type=string</i> )
<b>serverAddress:</b>	host or ip address ( <i>type=string</i> )
<b>serverPassword:</b>	password to the server, pass an empty string if the server is not password protected ( <i>type=string</i> )
<b>nickname:</b>	the user's nickname ( <i>type=string</i> )
<b>channel:</b>	complete path to the channel to connect to ( <i>type=string</i> )
<b>channelPassword:</b>	password to the channel, pass an empty string if the channel is not password protected ( <i>type=string</i> )
<b>captureProfile:</b>	the name of the capture profile to use ( <i>type=string</i> )
<b>playbackProfile:</b>	the name of the playback profile to use ( <i>type=string</i> )
<b>hotkeyProfile:</b>	the name of the hotkey profile to use ( <i>type=string</i> )
<b>userIdentity:</b>	identity to use ( <i>type=string</i> )
<b>oneTimeKey:</b>	privilege key to use on connect ( <i>type=string</i> )
<b>phoneticName:</b>	phonetic nickname ( <i>type=string</i> )

#### Return Value

a tuple, containing the errorcode and the ID of the created  
serverconnection handler  
(*type=tuple (int, int)*)



**bandelall**(*serverConnectionHandlerID*, *returnCode*)

Deletes all bans on a server.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**bandel**(*serverConnectionHandlerID*, *banID*, *returnCode*)

Deletes a ban.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**banID:** the ID of the ban  
(*type=int*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**requestClientPoke**(*serverConnectionHandlerID*, *clientID*, *message*, *returnCode*)

Pokes a client with a given message.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>clientID:</b>	the ID of the client ( <i>type=int</i> )
<b>message:</b>	the message ( <i>type=string</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**getPreProcessorInfoValue**(*serverConnectionHandlerID*, *ident*)

Querie a sound preprocessor flag and returns it as string.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>ident:</b>	the flag to be queried ( <i>type=string</i> )

**Return Value**

A tuple, containing the errorcode and the value of the queried flag  
(*type=tuple (int, string)*)

**requestConnectionInfo**(*serverConnectionHandlerID*, *clientID*, *returnCode*)

Requests the connection info of a client. The event `onConnectionInfoEvent` will be triggered.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection

(*type=int*)

**clientID:** the ID of the client

(*type=int*)

**returnCode:** returnCode passed to `onServerErrorEvent` or `onServerPermissionErrorEvent`. Optional.

(*type=string*)

**Return Value**

the errorcode

(*type=int*)

**getPlaybackModeList**()

Queries all available playback modes.

**Return Value**

A tuple, containing the errorcode and the list of modes

(*type=tuple (int, [string])*)

**showHotkeySetup**()

---

**requestMessageGet**(*serverConnectionHandlerID*, *messageID*, *returnCode*)

---

Requests an offline message defined by its ID. The event `onMessageGetEvent` will be triggered.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**messageID:** the ID of the message  
(*type=int*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

---

**getCaptureDeviceList**(*modeID*)

---

Queries all available capture devices.

**Parameters**

**modeID:** Defines the capture mode to use.  
(*type=string*)

**Return Value**

A tuple, containing the errorcode and the list of capture devices as  
tuple (devicename, deviceid)  
(*type=tuple (int, [(string, string)])*)

**requestChannelDelete**(*serverConnectionHandlerID*, *channelID*, *force*, *returnCode*)

---

Deletes a channel.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelID:** the ID of the channel to delete  
(*type=int*)

**force:** if set to 1 (or True), the channel will be deleted even when it is not empty  
(*type=int or bool*)

**returnCode:** returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**getDirectories**(*path*, *maxLen=256*)

---

//FIXME: wääh?

**Parameters**

**path:** (*type=*)

**maxLen:** length of the buffer, passed to the clientlib to store the path to, default value is 256  
(*type=int*)

**Return Value**

the resulting path  
(*type=string*)

**sendFile**(*serverConnectionHandlerID*, *channelID*, *channelPW*, *file*, *overwrite*, *resume*, *sourceDirectory*, *returnCode*)

Starts a fileupload to the server.

#### Parameters

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelID:</b>	the ID of the channel in which the file will be placed in ( <i>type=int</i> )
<b>channelPW:</b>	the password of the channel, pass an empty string if the channel is not password protected ( <i>type=string</i> )
<b>file:</b>	the complete path to the file in the channel ( <i>type=string</i> )
<b>overwrite:</b>	if set to 1 (or True) and a file with that name already exists will be overwritten ( <i>type=int or bool</i> )
<b>resume:</b>	if set to 1 (or True), a previously started filetransfer can be resumed ( <i>type=int or bool</i> )
<b>sourceDirectory:</b>	the directory on the system, where the original file is placed in ( <i>type=string</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

#### Return Value

a tuple, containing the errorcode and the ID of the filetransfer  
(*type=tuple (int, int)*)

**getTransferFileSizeDone**(*transferID*)

Returns the already downloaded size (in Bytes) of a filetransfer.

**Parameters**

**transferID:** the ID of the filetransfer  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the size  
(*type=tuple (int, int)*)

**sendPluginCommand**(*serverConnectionHandlerID*, *command*, *targetMode*, *targetIDs*, *returnCode*)

Sends a plugin command to other users.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**command:** the command string  
(*type=string*)

**targetMode:** specifies, to whom the command will be send, see  
ts3defines.PluginTargetMode  
(*type=int*)

**targetIDs:** a list of client IDs, only needed if  
targetMode ==  
ts3defines.PluginTargetMode.PluginCommandTarget\_CLIENT  
(*type=list [int]*)

**getErrorMessage**(*errorCode*)

Queries a printable error string for a specific error code.

**Parameters**

**errorCode:** The error code returned from all Client Lib functions  
(*type=int*)

**Return Value**

A tuple, containing the errorcode and the resulting string  
(*type=tuple (int, string)*)

---

**requestPermissionOverview**(*serverConnectionHandlerID*, *clientDBID*, *channelID*, *returnCode*)

---

Requests the permission overview of a user in a channel. The events `onPermissionOverviewEvent` and `onPermissionOverviewFinishedEvent` will be triggered.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>clientDBID:</b>	the database ID of the user ( <i>type=int</i> )
<b>channelID:</b>	the ID of the channel ( <i>type=int</i> )
<b>returnCode:</b>	returnCode passed to <code>onServerErrorEvent</code> or <code>onServerPermissionErrorEvent</code> . Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)



**requestClientPermList**(*serverConnectionHandlerID*, *clientDatabaseID*, *returnCode*)

Requests the list of permissions assigned to a user. The events

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientDatabaseID:** the database ID of the user  
(*type=int*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**requestChannelUnsubscribe**(*serverConnectionHandlerID*, *channelIDArray*, *returnCode*)

Unsubscribes from a list channels.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelIDArray:** a list of channel IDs  
(*type=list [int]*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**setChannelVariableAsUInt64**(*serverConnectionHandlerID*, *channelID*, *flag*, *value*)

Sets a channel variable to a new unsigned long long int value.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelID:** the ID of the channel, pass 0 to set a new channel's variables  
(*type=int*)

**flag:** the flag to set  
(*type=int*)

**value:** the new value  
(*type=int*)

**Return Value**

the errorcode  
(*type=int*)

**requestChannelClientPermList**(*serverConnectionHandlerID*, *channelID*, *clientDatabaseID*, *returnCode*)

Requests the list of permissions of a user in a channel.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelID:** the ID of the channel  
(*type=int*)

**clientDatabaseID:** the database ID of the user  
(*type=int*)

**returnCode:** returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**systemset3DSettings**(*serverConnectionHandlerID*, *distanceFactor*, *rolloffScale*)

Adjust 3D sound system settings.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**distanceFactor:** relative distance factor. Default is 1.0 = 1 meter  
(*type=float*)

**rolloffScale:** Scaling factor for 3D sound rolloff. Defines how fast sound volume will attenuate. As higher the value, as faster the sound is toned with increasing distance.  
(*type=float*)

**Return Value**

the errorcode  
(*type=int*)

**requestClientDBIDfromUID**(*serverConnectionHandlerID*, *clientUniqueIdentifier*, *returnCode*)

Requests the database ID of a client defined by the UID. The event `onClientDBIDfromUIDEvent` will be triggered.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientUniqueIdentifier:** the UID of the client  
(*type=string*)

**returnCode:** returnCode passed to `onServerErrorEvent` or `onServerPermissionErrorEvent`. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**requestSendPrivateTextMsg**(*serverConnectionHandlerID*, *message*,  
*targetClientID*, *returnCode*)

Sends a private text message to a client.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>message:</b>	the message to send ( <i>type=string</i> )
<b>targetClientID:</b>	the ID of the client to send the message to ( <i>type=int</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**requestChannelGroupAddPerm**(*serverConnectionHandlerID*,  
*channelGroupID*, *continueonerror*, *permissionIDArray*, *permissionValueArray*,  
*returnCode*)

Adds a list of permissions to a channelgroup.

#### Parameters

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelGroupID:</b>	the ID of the channelgroup ( <i>type=int</i> )
<b>continueonerror:</b>	if set to True, if an error with a permission occurs, the other permissions will even though be handled ( <i>type=bool</i> )
<b>permissionIDArray:</b>	a list of permission IDs ( <i>type=list [int]</i> )
<b>permissionValueArray:</b>	list of permission values, in order of the permissions in permissionIDArray ( <i>type=list [int]</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

#### Return Value

the errorcode  
(*type=int*)

---

**requestChannelUnsubscribeAll**(*serverConnectionHandlerID*, *returnCode*)

Unsubscribes from all channels on the server.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection

(*type=int*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.

(*type=string*)

**Return Value**

the errorcode

(*type=int*)

---

**getPluginPath**(*maxLen=256*)

Returns the ts3 plugin path.

**Parameters**

**maxLen:** length of the buffer, passed to the clientlib to store the  
path to, default value is 256

(*type=int*)

**Return Value**

the plugin path

(*type=string*)

**requestInfoUpdate**(*serverConnectionHandlerID*, *itemType*, *itemID*)

Requests to update the info data.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>itemType:</b>	specifies, which info data update is requested, see ts3defines.PluginItemType ( <i>type=int</i> )
<b>itemID:</b>	the ID of the item //FIXME: implement! ( <i>type=int</i> )

**Return Value**

the errorcode  
(*type=int*)

**printMessage**(*serverConnectionHandlerID*, *message*, *messageTarget*)

Prints a message to a specific client chat tab.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>message:</b>	the message to print ( <i>type=string</i> )
<b>messageTarget:</b>	the target to send the message, see ts3defines.PluginMessageTarget ( <i>type=int</i> )

---

**privilegeKeyUse**(*serverConnectionHandlerID*, *tokenKey*, *returnCode*)

---

Uses a privilege key as the current client of the serverconnection.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
*(type=int)*

**tokenKey:** the token  
*(type=string)*

**returnCode:** returnCode passed to  
 onServerErrorEvent or  
 onServerPermissionErrorEvent.  
 Optional.  
*(type=string)*

**Return Value**

the errorcode  
*(type=int)*

---

**getCurrentCaptureMode**(*serverConnectionHandlerID*)

---

Queries the current capture mode on a serverconnection.

**Parameters**

**serverConnectionHandlerID:** ID of the serverconnection  
*(type=int)*

**Return Value**

A tuple, containing the errorcode and the current capture mode  
*(type=tuple (int, string))*



**requestSendServerTextMsg**(*serverConnectionHandlerID*, *message*, *returnCode*)

Sends a text message to all clients on the server.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**message:** the message to send  
(*type=string*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**spawnNewServerConnectionHandler**(*port*)

Creates a new server connection handler and receive its ID.

**Parameters**

**port:** Port the client should bind on. Specify zero to let the  
operating system chose any free port  
(*type=int*)

**Return Value**

A tuple, containig the errorcode and the resulting ID  
(*type=tuple (int, int)*)

---

**pauseWaveFileHandle**(*serverConnectionHandlerID*, *waveHandle*, *pause*)

Pauses a wavefile sound previously started with playWaveFileHandle.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverConnection the sound is played on  
(*type=int*)

**waveHandle:** the handle returned by playWaveFileHandle  
(*type=int*)

**pause:** if set to 1 (or True), the sound will pause, 0 (or False) will unpause the sound  
(*type=int or bool*)

**Return Value**

the errorcode  
(*type=int*)

---

**getTransferFileSize**(*transferID*)

Returns the total filesize (in Bytes) of a filetransfer.

**Parameters**

**transferID:** the ID of the filetransfer  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the filesize  
(*type=tuple (int, int)*)

**channelset3DAttributes**(*serverConnectionHandlerID*, *clientID*, *position*)

Adjusts a clients position and velocity in 3D space.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>clientID:</b>	the ID of the client to adjust ( <i>type=int</i> )
<b>position:</b>	a tuple defining the position of the clientID ( <i>type=tuple (float, float, float)</i> )

**Return Value**

the errorcode  
(*type=int*)

**requestClientMove**(*serverConnectionHandlerID*, *clientID*, *newChannelID*, *password*, *returnCode*)

Moves a client to a different channel.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>clientID:</b>	the ID of the client to be moved ( <i>type=int</i> )
<b>newChannelID:</b>	the ID of the channel moving the client to ( <i>type=int</i> )
<b>password:</b>	password of the channel, leave empty if channel is not password protected ( <i>type=string</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**requestChannelGroupDelPerm**(*serverConnectionHandlerID*,  
*channelGroupID*, *continueOnError*, *permissionIDArray*, *returnCode*)

Deletes a list of permissions from a channelgroup.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelGroupID:</b>	the ID of the channelgroup ( <i>type=int</i> )
<b>continueOnError:</b>	if set to 1 (or True), if an error with a permission occurs, the other permissions will even though be handled ( <i>type=int or bool</i> )
<b>permissionIDArray:</b>	a list of permission IDs ( <i>type=list [int]</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**setChannelVariableAsString**(*serverConnectionHandlerID*, *channelID*, *flag*, *value*)

Sets a channel variable to a new string value.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelID:</b>	the ID of the channel, pass 0 to set a new channel's variables ( <i>type=int</i> )
<b>flag:</b>	the flag to set ( <i>type=int</i> )
<b>value:</b>	the new value ( <i>type=int</i> )

**Return Value**

the errorcode  
(*type=int*)

**getConnectionStatus**(*serverConnectionHandlerID*)

Returns the current connection status of a serverconnection.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
-----------------------------------	---

**Return Value**

a tuple, containing the errorcode and the connection status  
(*type=tuple (int, int)*)

**requestClientNamefromDBID**(*serverConnectionHandlerID*,  
*clientDatabaseID*, *returnCode*)

Requests the name of a client defined by the database ID. The event `onClientNamefromDBIDEvent` will be triggered.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>clientDatabaseID:</b>	the database ID of the client ( <i>type=int</i> )
<b>returnCode:</b>	returnCode passed to <code>onServerErrorEvent</code> or <code>onServerPermissionErrorEvent</code> . Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

---

**requestComplainDel**(*serverConnectionHandlerID*, *targetClientDatabaseID*, *fromClientDatabaseID*, *returnCode*)

---

Deletes a complain to a user by a different user.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**targetClientDatabaseID:** the database ID of the complained user  
(*type=int*)

**fromClientDatabaseID:** the database ID of the complaining user  
(*type=int*)

**returnCode:** returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

---

**getClientLibVersion**()

---

Returns the clientlib's version as string.

**Return Value**

A tuple, containing the errorcode and the result  
(*type=tuple (int, string)*)

---

**clientPropertyStringToFlag**(*clientPropertyString*)

---

//FIXME:

**Parameters**

**clientPropertyString:** (*type=string*)

**Return Value**

a tuple, containing the errorcode and  
(*type=tuple (int, int)*)



**setPluginMenuEnabled**(*menuID*, *enabled*)

Enables or disables a menuitem. The menuID must be the global id, not the local id plugin developers set in menuItems. Retrieve it with PluginHost.globalMenuID.

**Parameters**

**menuID:** global id of the menuitem  
*(type=int)*

**enabled:** set to True to enable it, False otherwise  
*(type=bool)*

**requestClientEditDescription**(*serverConnectionHandlerID*, *clientID*, *clientDescription*, *returnCode*)

Sets the description of a client.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
*(type=int)*

**clientID:** the ID of the client  
*(type=int)*

**clientDescription:** the description to set  
*(type=string)*

**returnCode:** returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional.  
*(type=string)*

**Return Value**

the errorcode  
*(type=int)*

**destroyServerConnectionHandler**(*serverConnectionHandlerID*)

Destroys a server connection handler.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**Return Value**

The errorcode  
(*type=int*)

**requestServerGroupAddClient**(*serverConnectionHandlerID*,  
*serverGroupID*, *clientDatabaseID*, *returnCode*)

Adds a user defined by his database ID to a servergroup.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**serverGroupID:** the ID of the servergroup  
(*type=int*)

**clientDatabaseID:** the database ID of the user  
(*type=int*)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**getDefaultPlayBackMode**()

Queries the default playback mode.

**Return Value**

A tuple, containing the errorcode and the default playback mode  
(*type=tuple (int, string)*)

**activateCaptureDevice**(*serverConnectionHandlerID*)

Activates the capture device on a serverconnection.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**Return Value**

the errorcode  
(*type=int*)

**getConnectionVariableAsString**(*serverConnectionHandlerID*, *clientID*, *flag*)

Returns a client's connection variable as string variable.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientID:** the ID of the client  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the value of the flag  
(*type=tuple (int, string)*)

**openPlaybackDevice**(*serverConnectionHandlerID*, *modeID*, *playbackDevice*)

Opens a playback device on a serverconnection.

**Parameters**

**serverConnectionHandlerID:** ID of the serverconnection on which  
the playback device should be  
initialized on  
(*type=int*)

**modeID:** the playback mode to use  
(*type=string*)

**playbackDevice:** the id of the playback device  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**requestHotkeyInputDialog**(*keyword*, *isDown*, *qParentWindow*)

**Parameters**

**keyword:** (type=)

**isDown:** (type=)

**qParentWindow:** (type=)

**requestServerTemporaryPasswordDel**(*serverConnectionHandlerID*, *password*, *returnCode*)

Deletes an existing temporary password.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(type=int)

**password:** the password to delete  
(type=string)

**returnCode:** returnCode passed to  
onServerErrorEvent or  
onServerPermissionErrorEvent.  
Optional.  
(type=string)

**Return Value**

(type=)

**getClientNeededPermission**(*serverConnectionHandlerID*, *permissionName*)

//FIXME: wääh?

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(type=int)

**permissionName:** name of the permission  
(type=string)

**Return Value**

a tuple, containing the errorcode and  
(type=tuple (int, int))

**requestServerGroupAddPerm**(*serverConnectionHandlerID*,  
*serverGroupID*, *continueonerror*, *permissionIDArray*, *permissionValueArray*,  
*permissionNegatedArray*, *permissionSkipArray*, *returnCode*)

Adds a list of permissions to a servergroup.

#### Parameters

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>serverGroupID:</b>	the ID of the servergroup ( <i>type=int</i> )
<b>continueonerror:</b>	if set to 1 (or True), if an error with a permission occurs, the other permissions will even though be handled ( <i>type=int or bool</i> )
<b>permissionIDArray:</b>	list of permission IDs ( <i>type=list [int]</i> )
<b>permissionValueArray:</b>	list of permission values, in order of the permissions in permissionIDArray ( <i>type=list [int]</i> )
<b>permissionNegatedArray:</b>	list of permission negated values, in order of the permissions in permissionIDArray ( <i>type=list [int]</i> )
<b>permissionSkipArray:</b>	list of permission skip values, in order of the permissions in permissionIDArray ( <i>type=list [int]</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

#### Return Value

the errorcode  
(*type=int*)

**startVoiceRecording**(*serverConnectionHandlerID*)

Starts voice recording on a serverconnection.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**Return Value**

the errorcode  
(*type=int*)

**requestServerGroupList**(*serverConnectionHandlerID*, *returnCode*)

Requests the list of servergroups. The events `onServerGroupListEvent` and `onServerGroupListFinishedEvent` will be triggered.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**returnCode:** returnCode passed to  
`onServerErrorEvent` or  
`onServerPermissionErrorEvent`.  
Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**requestFileInfo**(*serverConnectionHandlerID*, *channelID*, *channelPW*, *file*, *returnCode*)

Requests the info to a file in a channel. The event onFileInfoEvent will be triggered.

#### Parameters

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelID:</b>	the ID of the channel ( <i>type=int</i> )
<b>channelPW:</b>	the password of the channel, pass an empty string if the channel is not password protected ( <i>type=string</i> )
<b>file:</b>	the complete path to the file ( <i>type=string</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

#### Return Value

the errorcode  
(*type=int*)

**getPermissionIDByName**(*serverConnectionHandlerID*, *permissionName*)

Returns the ID of a permission defined by its name.

#### Parameters

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>permissionName:</b>	name of the permission ( <i>type=string</i> )

#### Return Value

a tuple, containing the errorcode and the ID of the permission  
(*type=tuple (int, int)*)

**isWhispering**(*serverConnectionHandlerID*, *clientID*)

Returns the status of a client whether he is currently whispering. //FIXME: only to me?

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the status  
(*type=tuple (int, int or bool)*)

**requestClientAddPerm**(*serverConnectionHandlerID*, *clientDatabaseID*, *permissionIDArray*, *permissionValueArray*, *permissionSkipArray*, *returnCode*)

Adds a list of permissions to a user.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**clientDatabaseID:** the database ID of the user  
(*type=int*)

**permissionIDArray:** a list of permission IDs  
(*type=list [int]*)

**permissionValueArray:** list of permission values, in order of the permissions in permissionIDArray  
(*type=list [int]*)

**permissionSkipArray:** list of permission skip values, in order of the permissions in permissionIDArray  
(*type=list [int]*)

**Return Value**

the errorcode  
(*type=int*)



**requestDeleteFile**(*serverConnectionHandlerID*, *channelID*, *channelPW*, *files*, *returnCode*)

Deletes a list of files in a channel.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelID:</b>	the ID of the channel ( <i>type=int</i> )
<b>channelPW:</b>	the password of the channel, pass an empty string if channel is not password protected ( <i>type=string</i> )
<b>files:</b>	a list of complete pathes of the file to delete ( <i>type=list [string]</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

---

**requestSendChannelTextMsg**(*serverConnectionHandlerID*, *message*, *targetChannelID*, *returnCode*)

---

Sends a text message to all clients in a channel.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>message:</b>	the message to send ( <i>type=string</i> )
<b>targetChannelID:</b>	the ID of the channel ( <i>type=int</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

---

**getServerConnectionHandlerList**()

---

Returns a list of serverconnection handlers.

**Return Value**

a tuple, containing the errorcode and the list of serverconnection  
handler IDs  
(*type=tuple (int, [int])*)

---

**set3DWaveAttributes**(*serverConnectionHandlerID, waveHandle, position*)

---

Positions a wave file that was opened previously with playWaveFileHandle in 3D space.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**waveHandle:** handle of the played wavefile sound  
returned by playWaveFileHandle  
(*type=int*)

**position:** A tuple defining the 3D position of  
the sound  
(*type=tuple (float, float, float)*)

**Return Value**

the errorcod  
(*type=int*)

---

**getCurrentPlaybackDeviceName**(*serverConnectionHandlerID*)

---

Queries the current playback device's name on a serverconnection.

**Parameters**

**serverConnectionHandlerID:** ID of the serverconnection  
(*type=int*)

**Return Value**

A tuple, containing the errorcode, the playback device's name and  
the status, if it's default  
(*type=tuple (int, string, int)*)

---

**getTransferRunTime**(*transferID*)

---

Returns the runtime of a filetransfer.

**Parameters**

**transferID:** the ID of the filetransfer  
(*type=int*)

**Return Value**

a tuple, containing the errorcode and the runtime //FIXME:  
seconds? milliseconds?  
(*type=tuple (int, int)*)

**getPlaybackDeviceList**(*modeID*)

Queries all available playback devices.

**Parameters**

**modeID:** Defines the playback mode to use.  
(*type=string*)

**Return Value**

A tuple, containing the errorcode and the list of playback devices as tuple (devicename, deviceid)  
(*type=tuple (int, [(string, string)])*)

**playWaveFile**(*serverConnectionHandlerID*, *path*)

Plays a wavefile sound on a serverconnection.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**path:** the path to the wavefile on the system  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**banadd**(*serverConnectionHandlerID*, *ipRegExp*, *nameRegexp*, *uniqueIdentity*, *timeInSeconds*, *banReason*, *returnCode*)

Adds a new ban.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>ipRegExp:</b>	regular expression to match IPs, pass an empty string to ignore IPs ( <i>type=string</i> )
<b>nameRegexp:</b>	regular expression to match client nicknames, pass an empty string to ignore nicknames ( <i>type=string</i> )
<b>uniqueIdentity:</b>	client UID to ban, pass an empty string to ignore UIDs ( <i>type=string</i> )
<b>timeInSeconds:</b>	the time, the client should be banned for, pass 0 to add a permanent ban ( <i>type=int</i> )
<b>banReason:</b>	the reason for the ban ( <i>type=string</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

---

**requestBanList**(*serverConnectionHandlerID*, *returnCode*)

---

Requests the banlist on a server. The event onBanListEvent will be triggered.  
 //FIXME: ts3plugin\_onBanListFinishedEvent is missing?

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
*(type=int)*

**returnCode:** returnCode passed to  
 onServerErrorEvent or  
 onServerPermissionErrorEvent.  
 Optional.  
*(type=string)*

**Return Value**

the errorcode  
*(type=int)*

---

**getServerConnectInfo**(*serverConnectionHandlerID*, *maxLen=256*)

---

Returns the connect info (host, port and password) of a serverconnection.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
*(type=int)*

**maxLen:** length of the buffer, passed to the  
 clientlib to store the path to, default  
 value is 256  
*(type=int)*

**Return Value**

a tuple, containing the errorcode, the host, the port and the  
 password of the serverconnection  
*(type=tuple (int, string, int, string))*

**requestClientNamefromUID**(*serverConnectionHandlerID*,  
*clientUniqueIdentifier*, *returnCode*)

Requests the name of a client defined by the UID. The event `onClientNamefromUIDEvent` will be triggered.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>clientUniqueIdentifier:</b>	the UID of the client ( <i>type=string</i> )
<b>returnCode:</b>	returnCode passed to <code>onServerErrorEvent</code> or <code>onServerPermissionErrorEvent</code> . Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

**requestChannelClientDelPerm**(*serverConnectionHandlerID*, *channelID*, *clientDatabaseID*, *permissionIDArray*, *returnCode*)

Deletes a list of permissions of a user in a channel.

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>channelID:</b>	the ID of the channel ( <i>type=int</i> )
<b>clientDatabaseID:</b>	the database ID of the user ( <i>type=int</i> )
<b>permissionIDArray:</b>	a list of permission IDs ( <i>type=list [int]</i> )
<b>returnCode:</b>	returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)



**flushChannelCreation**(*serverConnectionHandlerID*, *channelParentID*, *returnCode*)

Flushes the channel creation made by the setChannelVariable-functions to the server.

**Parameters**

**serverConnectionHandlerID:** the ID of the serverconnection  
(*type=int*)

**channelParentID:** the ID of the parent channel of the new channel  
(*type=int*)

**returnCode:** returnCode passed to onServerErrorEvent or onServerPermissionErrorEvent. Optional.  
(*type=string*)

**Return Value**

the errorcode  
(*type=int*)

**createReturnCode**(*maxLen=128*)

Creates a returnCode which can be passed to the other functions and will be passed to the event onServerErrorEvent.

**Parameters**

**maxLen:** length of the buffer, passed to the clientlib to store the path to, default value is 256  
(*type=int*)

**Return Value**

the created returnCode  
(*type=string*)

---

**requestServerGroupClientList**(*serverConnectionHandlerID*,  
*serverGroupID*, *withNames*, *returnCode*)

---

Requests the list of clients assigned to a servergroup. The event `onServerGroupClientListEvent` will be triggered. //FIXME: `ts3plugin_onServerGroupClientListFinishedEvent` is missing?

**Parameters**

<b>serverConnectionHandlerID:</b>	the ID of the serverconnection ( <i>type=int</i> )
<b>serverGroupID:</b>	the ID of the servergroup ( <i>type=int</i> )
<b>withNames:</b>	if set to 1 (or True), the event will contain <code>clientNameIdentifier</code> of the user instead of an empty string //FIXME: right? ( <i>type=int or bool</i> )
<b>returnCode:</b>	<code>returnCode</code> passed to <code>onServerErrorEvent</code> or <code>onServerPermissionErrorEvent</code> . Optional. ( <i>type=string</i> )

**Return Value**

the errorcode  
(*type=int*)

---

**getClientLibVersionNumber**()

---

Returns the clientlib's version number

**Return Value**

A tuple, containing the errorcode and the result  
(*type=tuple (int, int)*)

---

**getDefaultCaptureMode**()

---

Queries the default capture mode.

**Return Value**

A tuple, containing the errorcode and the default capture mode  
(*type=tuple (int, string)*)

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