

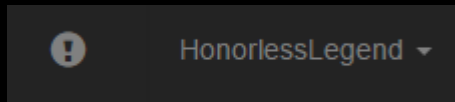


Change Log 17th April 2016

Welcome to the changelog for version 1.2.0

In this document you will find all the updates that have been done to the website.

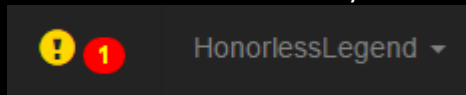
Alerts



A new icon has been added to the Nav bar which will show alert counts.

Clicking this icon will take you through to all the alerts that are currently active plus 20 recently closed alerts.

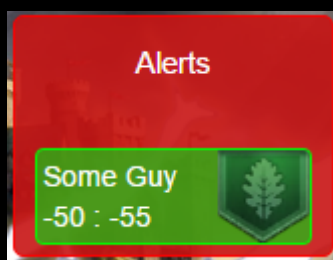
When a new alert is added by a member it will show as follows



You can see the 3 newest alerts on the home page on the banner.



Hovering over this icon will display up to 3 alerts.



Alerts are colour coded with the flag for each kingdom to make it easy to see where the attack happened. These are ordered newest to oldest. Clicking on the "Alert" heading or the alerts themselves will take you straight to the Alert page. (Shown next)





The Alerts Page

Alerts						
Create Alert						
Attacker	Kingdom	Coordinates	Time Stamp	Retaliated	CompletedBy	Actions
Some Guy	Dark	-121 : 96	17/04/2016 22:38:13	<input type="checkbox"/>		Mark Completed
Some Guy	Ice	21 : -56	17/04/2016 22:37:57	<input type="checkbox"/>		Mark Completed
Some Guy	High	-50 : -55	17/04/2016 21:45:54	<input type="checkbox"/>		Mark Completed
Test	High	34 : 43	17/04/2016 21:33:01	<input checked="" type="checkbox"/>	HonorlessLegend	Re-Open

This page allows you to see all the alerts that are currently active. Once you have made appropriate attacks on the attacker in the location specified you can click the “Mark Completed” button.

This page will show ALL alerts that require retaliation and 20 of the most recently completed.

If you accidentally mark an item as completed you will be presented with a “Re-Open” command. If you Re-open an alert it will ping everyone saying it is a new one to look at. Only the user that has closed an alert has the power to re-open it.

Creating an alert

There are 2 ways to create an alert.

Creating using the Alerts Page

The website includes a page to “Create” a new alert. You can get to this by going to the “Alerts” page and finding it under the “Alerts” title.

Alerts	
Create Alert	
Attacker	Kingdom

Once you click the “Create Alert” button you will be given a very simple form to complete.



Create Alert

Attacker

Kingdom

X

Y

Create

[Back to List](#)

Add the attackers name, select the kingdom in which the attack took place and then specify the Coordinates of the attacker's base.

Clicking the "Create" button will generate the alert which updates the Alert counter for all active users.

Creating an alert using the Chat Box

By default all members that have access to the Chat Box can use commands to create and alert.

It is fairly simple to raise an alert.

If you get stuck you can always type `/Alert` into the chat box to see help.

After typing `/Alert` you will see:

```
17-Apr-16 23:53 - System: You have specified incorrect parameters.  
17-Apr-16 23:53 - System: Please use: /Alert {Kingdom [High|Ice|Dark]} {Attacker} {Coordinates[0:0]} e.g.  
17-Apr-16 23:53 - System: /Alert Ice HonorlessLegend -32:24
```

Once you get this right you will see the following:

```
17-Apr-16 23:54 - System: Alert has been raised. IceStormMountains - Test - 0:0
```



Sounds

The website has 2 new sounds which are used at different points.

If someone sends a chat box message you will now hear a “Ping” sound. (Go on, make sure you turn your sound to an appropriate level and then send a message (Try the “/test” command))

The second sound that you are most likely to hear is a deep explosion sound. This will only play when a new alert has been generated.