New issue

IDEA: LobbyChat #20

⊘ Closed · **bensimms1** opened this issue on Sep 29 · 11 comments

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Labels   enhancement

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bensimms1 commented on Sep 29 · edited ▾

Gamemode

Lobby

Function

In the lobby, make it so that if 2 people have this bookmark, they can talk to each other by using blookets lobby server.

It only works in the lobby, and once the game starts, the chat won't work anymore.

If the message you send echoes back to you, then a connection has been established.

Here's a demo I made(feel free to improve):

```
javascript:function reactHandler(){return
Object.values(document.querySelector('body div[class*="camelCase"]'))
[1].children[0]._owner}var j=0;function sendMessage(e)
{reactHandler().stateNode.props.liveGameController.setVal({id:reactHandler().state
Node.props.client.hostId,path:"c/"+reactHandler().stateNode.props.client.name,val:
{b:reactHandler().stateNode.props.client.blook,i:j,msg:e}}),j++}const
c=document.createElement("div");c.className="chat-
box",document.body.appendChild(c);const
h=document.createElement("div");h.className="chat-
header",h.textContent="Chat",c.appendChild(h);const
b=document.createElement("div");b.className="chat-body",c.appendChild(b);const
i=document.createElement("input");function a(e){const
t=document.createElement("div");t.textContent=e,b.appendChild(t)}i.type="text",i.c
lassName="chat-input",i.placeholder="Type a
message...",c.appendChild(i),c.style.position="fixed",c.style.bottom="20px",c.styl
e.right="20px",c.style.width="300px",c.style.backgroundColor="#fff",c.style.border
="1px solid #ccc",c.style.boxShadow="0px 0px 10px rgba(0, 0, 0,
0.2)",h.addEventListener("click",(()=>
{b.classList.toggle("open")})),i.addEventListener("keydown",(function(e)
{13===e.keyCode&&(sendMessage(e.srcElement.value),e.srcElement.value="")}));var
da=reactHandler().stateNode.props.liveGameController._liveApp.database()._delegate
._repoInternal.server_.onDataUpdate_;function handleChat(e,t){t.msg&&
(console.log(t.msg),a(e.split("/")[2]+":
"+t.msg))}reactHandler().stateNode.props.liveGameController._liveApp.database()._d
elegate._repoInternal.server_.onDataUpdate_=function(e,t,a,n)
{console.log(e,t,a,n),handleChat(e,t),da(e,t,a,n)};
```

It works by setting the blook to also include a "msg" tag. Instead of just setting {b:"Dog"} it would do {b:"Dog",msg:"hello",i:1}

The i is used to make sure it actually sends the message to the server, since it won't send a message if the same message is sent twice.

FaQ

I have read the FaQ and my suggestion has not already been asked for or isn't possible

bensimms1 added the `enhancement` label on Sep 29

bensimms1 changed the title ~~LobbyChat~~ IDEA: LobbyChat on Sep 29

05Konz commented on Sep 29

I already know of this and have a good concept in mind, the only issue is that it gives Blooket an easy way to tell if you're cheating and auto kick you from the game.

ASTHEBEST commented on Oct 4

> I already know of this and have a good concept in mind, the only issue is that it gives Blooket an easy way to tell if you're cheating and auto kick you from the game.

Please add it.

👍 3

ASTHEBEST commented on Oct 4

> I already know of this and have a good concept in mind, the only issue is that it gives Blooket an easy way to tell if you're cheating and auto kick you from the game.

Also if you add it make it stay during the game.

👍 3

XOTIC commented on Oct 7

Sounds like a cool idea, though konz is right. There would have to be a way to figure out how to send a message another way through normal means and idk how that would work. Blooket bans a lot quicker now when it detects smth like that

😊

05Konz added the `idea archived` label last month

Shploop commented last month

@05Konz could you add a new section like: "Unsafe Hacks" and put the system in there?

😊 👍 4

Githubman6996 commented last month

@Shploop good idea

😊 👍 4

Githubman6996 commented 2 days ago

> @05Konz could you add a new section like: "Unsafe Hacks" and put the system in there?
>
> @05Konz

😊

05Konz removed the `idea archived` label 2 days ago

Qwwhuhdeyudgh commented yesterday

some people will still go to "unsafe hacks" 'cause they don't know what it means, so if you do add "unsafe hacks", add a warning that you can get your blooket account teminated, and if it's possible, make it so it looks like you don't have a blooket account so blooket can't trace you and ban you

05Konz commented yesterday

im not adding an unsafe hacks section, but i will add a chat system eventually within the next ten years

05Konz closed this as completed yesterday

jonahd123 commented yesterday

> im not adding an unsafe hacks section, but i will add a chat system eventually within the next ten years

10 years blooket will die

Qwwhuhdeyudgh commented yesterday

true

Assignees

No one assigned

Labels

enhancement

Projects

None yet

Milestone

No milestone

Development

No branches or pull requests

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9 participants

and others