

Commands for the friend-chat plugin and their output

See the last page for additional notes

Normal commands

```
/msg _jannik bluuuuub
[you->_jannik]: bluuuuub

receiver:
[_jannik->you]: bluuuuub

/r yeeee
[you->_janina]: yeeee
[_janina->you]: yeeee

/nick steve
your nickname is now steve

/unnick
your nickname is now _jannik again

/friends
-- friend list (date/desc) --
_jannik
steve
alex

/friendrequest alex
sent friendrequest to alex
you've got a friendrequest from _jannik: [accept / decline]

/friendaccept _jannik
you and _jannik are now friends

/frienddecline _jannik
you and _jannik are not friends

/friendremove steve
you and steve aren't friends anymore

/friendrequests
-- you've got friend requests from --
_janina [accept / decline]
steve [accept / decline]
alex [accept / decline]

/friendrequests
-- you have no active friendrequests :/ --

/block bob
player bob is now blocked

/unblock bob
player bob is no longer blocked

/blocklist
-- blocked players --
bob

/friendchat _janina
you've entered a chat with _janina
hello
[you->_janina]: hello

/nofriendchat
going back to default chat
```

Guild commands

```
/guildcreate testing blub
created new guild "testing"

/guildinvite testing _janina
sent an guild invitation to _janina
you've got an invitation to the guild testing: [accept / decline]

/guildaccept testing
you're now a member of testing

/guilddecline testing
you're not a member of testing

/guildleave testing
you've left the guild testing

/guildremove testing alex
you've removed alex from the guild testing

/guildmodify

/guildtransfer testing _janina
you've transfered guild ownership of testing to _janina

/guildmembers
-- testing members --
_janina (you)
_jannik (owner)
steve

/guildlist
-- your guilds --
testing (owner)
foo
bar

/guildprimary testing
testing is now your primary guild

/guildchat
you've entered testing's chat
hello
[_jannik->#testing]: hello

/noguildchat
going back to default chat
welcome
[_jannik#]: welcome
```

Team commands

```
/teamcreate red team
id: '123e4567-e89b-12d3-a456-426614174000', name: 'red team'

/teamjoin 123e4567-e89b-12d3-a456-426614174000 alex
team-join player: alex, team: 123e4567-e89b-12d3-a456-426614174000

/teamleave 123e4567-e89b-12d3-a456-426614174000 alex
team-leave player: alex, team: 123e4567-e89b-12d3-a456-426614174000
```

Other notes

The color of the person's name is determined by their rank. Shown here were 2 ranks: **preferred** and **moderator**.

All ranks:

- normal/default
- **preferred**
- **moderator**
- **owner**

Everytime someones nickname / display name is shown the color of their rank is used.

Guilds always use **this** color for their names. Any time a guild name is listed somewhere this color is used except when listing multiple guilds at once. Then the color may vary depending on the command.

Teams are generally colored using **this** color. This may change slightly in the future. It may be that the displayed color can be changed individually for teams. This would reduce irritation when i.e. a team called "red team" has an aqua colored name.

Generally any clickable actions in chat are indicated by **bold** text. In addition to that the color reflects the connotation the action has (**good** / **bad**).

When chatting the messages will appear *italic and in a light gray* color whenever the message is private. This only includes private messages but not guild messages. Messages sent to a team will generally not appear in a special color. When using team chat the default chat is replaced with the team chat, unlike how guild chat and friend chat work which add another chat to the default one. Messages are always being sent to the top-most chat on the stack (the height of the *chat stack* is basically limited to 3 (default chat -> guild chat -> friend chat; to use 3 you need to be in a guild chat and use /msg to message someone instead of /friendchat as this would replace the guild chat)).

The brackets around the name and the additional information are ment to signify:

- who sent the message and
- where it was sent

When sending messages to friends the name appears after the arrow ("->") without any prefix. When sending a message to a guild the guild name also appears after the arrow but is prefixed with a "#". This is ment to signify that the message was sent to some kind of "chat room". This clearly differentiates private chats and "chat room" (they are technically the same thing but can be seen as pretty different from a users perspective). Additionally the actual name of the sender is also used instead of "you" when sending messages to any chat other than a friend chat. The string "you" is colored appropriately according to the senders rank.

```
[you->_janina]: hello _janina
[_jannik->#testing]: hello everyone
```

When sending a message to the default chat a similar syntax to guilds is used. Just that the "name" of the default chat is not spelled out and the arrow ("->") is omitted. **This** color is used for the default chat. Creating different "default chats" for i.e. different dimensions is an idea worth considering in the future.

```
[_jannik#]: hello everyone
```