

# AdminNotes

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## Public

This documentation is meant to serve users of the plugin.

## Purpose

This plugin is intended for writing notes on players, in order to help moderation and admin staff to keep track of their behaviors and to take better and appropriate decisions based on previous warnings.

## Why AdminNotes?

A player joins your server, he had a bad day today and your day was stressful as well, he say something the you might not like but...Hey hey hey! Put down that banhammer! Now there is AdminNotes to help you taking decisions and give a second chance to people that might deserve it.

With AdminNotes your staff will be able to write notes on players and share them with your staff, so that you will take actions, warning and bans based on previous behaviours.

## Commands

### Writing notes (/note write)

Just type

```
/note write <player_name>
```

to write a new note on player <player\_name>.

- **Permission**

```
note.command.write
```

### Searching through notes

#### By player target (/note seelast)

You can display the last notes pending on a player by typing

```
/note seelast <player_target> [#notes_number]
```

If you don't specify <#notes\_number>, all notes on player <player\_target> will be shown.

- **Permission**

```
note.command.seelast
```

#### By author (/note lastbyauthor)

Yeah cool but...how can i remember who wrote on who? Oh god, seems that there is now wa...just kidding, of course there is! You can both recall your notes or whatever note you know the author of. Just use command

```
/note lastbyauthor <author_name> [notes_number/target_player]  
[notes_number]
```

For example, if you want to know all notes that staffer Mario wrote, just type

```
/note lastbyauthor Mario
```

If you want to know last 3 notes that staffer Mario wrote, type

```
/note lastbyauthor Mario 3
```

If you want to know all notes that staffer Mario wrote on player Luigi, type

```
/note lastbyauthor Mario Luigi
```

If you want to know last 3 notes that staffer Mario wrote on player Luigi, just type

```
/note lastbyauthor Mario Luigi 3
```

- **Permission**

```
note.command.lastbyauthor
```

#### Gathering files from the server

### Addmail (/note addmail)

What if you don't have access to the servers files or you want to access notes on a certain player without messing up server files?

You can use command

```
/note addmail <mail>
```

- **Permission**

```
note.command.addmail
```

### Send notes files to mail (/note sendmenote)

to add your e-mail to the database and then just type

```
/note sendmenote <player_target>
```

to send the desired note file about player <player\_target> via mail.

For example, to send note file about player Luigi (sorry Luigi, you are always the bad guy here) just type

```
/note sendmenote Luigi
```

- **Permission**

```
note.command.sendmenote
```

### Create record files (/note record)

You can also create a file that gathers notes written by a certain staffer (so called "record file" or just "record") with command

```
/note record <author_name>
```

So for example to create a record file that contains all notes written by staffer Mario issue command

```
/note record Mario
```

- **Permission**

```
note.command.record
```

## Send record files to mail (/note sendmerekord)

and have it sent to your mail with command

```
/note sendmerekord <player_name>
```

So, for example, to have the record file containing notes written by staffer Mario, just type

```
/note sendmerekord Mario
```

- **Permission**

```
note.command.sendmerekord
```

See configuration section for further informations on how to configure your server mail account.

## Organizing files

Many old files you don't even need anymore?

## Flag old files as expired (/note flagexpired)

Just type

```
/note flagexpired
```

to mark old notes as expired and

- **Permission**

```
note.command.flagexpired
```

### Clean expired notes (/note clean)

```
/note clean
```

to delete all note files marked as expired (see configuration section for further informations on how files are considered to be expired).

- **Permission**

```
note.command.clean
```

### Delete a note file by name (/note delete)

If you want to delete a note file about player <player\_name>

```
/note delete <player_name>
```

If you want to delete the note file on player Luigi, just type

```
/note delete Luigi
```

Then type /note confirm to confirm or /note abort to abort the deletion.

- **Permission**

```
note.command.delete
```

### Help

Got lost? type

### Display help (/note help)

```
/note help [page_number]
```

If you don't insert [page\_number], the first help page will be shown. There are currently 2 pages of help.

And in case you misspell a command, don't worry! The plugin will suggest you the correct usage.

- **Permission**

```
note.command.help
```

## Configuration file

The configuration file is composed as such, values are filled just for example:

- **max\_note\_length\_chars:** 50 maximum number of characters allowed for a single note
- **note\_expiring\_time\_days:** 60 expiring date in days referred to note files. When issuing command /note flagexpired, notes older than this value will be marked as expired and ready to be deleted.
- **records\_expire\_time\_days:** 7 When issuing command /note flagexpired, record files (created with command /note record <author>) older than this value will be marked as expired and ready to be deleted.
- **mail\_account\_name:** 'youremail@gmail.com' this is your server mail account where mails will be sent from. Please note that currently only GMAIL accounts are supported. See below for further informations
- **mail\_account\_password:** '\*\*\*\*\*' the password associated to your server mail account
- **server\_smtp:** smtp.gmail.com:587 this is the server used to send e-mail. Forma is address:port. Default is gmail server.
- **notify\_player:** true if true, on join players will be notified when they have more than [notes\_per\_notify\_threshold] on them. if false, players will not be notified
- **notify\_staff:** true if true, staffers will be notified when players, with more than [notes\_per\_notify\_threshold] on them, join. If false, staffers will not be notified
- **notes\_per\_notify\_threshold:** 2 number of notes that can trigger notifications to players and/or staffers

## Reload config (/note reload)

If you change something in the configuration file, you can type

```
/note reload
```

to reload the config file without having the server to be restarted.

- **Permission**

```
note.command.reload
```

## Permissions

You can find here a the list of permissions for reference, listing all the permissions needed for running commands. Also possible macro-permissions are suggested for common use. Use your favorite permission manager plugin to manage them.

```
note.command.*:
  description: Player can use all /note sub-commands
  children:
    note.command.write: true
    note.command.seelast: true
    note.command.record: true
    note.command.lastbyauthor: true
    note.command.clean: true
```

```
    note.command.addmail: true
    note.command.sendmedevilnotes: true
    note.command.displaymail: true
    note.command.flagexpired: true
    note.command.reload: true
    note.command.delete: true
    note.command.notify: true
    note.command.confirm: true
    note.command.abort: true
    note.command.update: true
    note.command.flagasnotexpired: true
    note.command.help: true
    note.command.sendmenote: true
    note.command.sendmerecord: true
note.helpercommands.*:
    description: Commands suggested for helpers
    children:
        note.command.write: true
        note.command.seelast: true
        note.command.lastbyauthor: true
        note.command.notify: true
        note.command.help: true
note.modcommand.*:
    description: Commands suggested for moderators
    children:
        note.command.confirm: true
        note.command.abort: true
        note.command.addmail: true
        note.command.displaymail: true
        note.command.sendmenote: true
        note.command.sendmerecord: true
note.command.write:
    description: Player can use /note write
    default: op
note.command.seelast:
    description: Player can use /note seelast
    default: op
note.command.record:
    description: Player can use /note record
    default: op
note.command.lastbyauthor:
    description: Player can use /note lastbyauthor
    default: op
note.command.clean:
    description: Player can use /note clean
    default: op
note.command.addmail:
    description: Player can use /note addmail
    default: op
note.command.sendmenote:
```

```
    description: Player can use /note sendnote
    default: op
note.command.displaymail:
    description: Player can use /note sendnote
    default: op
note.command.flagexpired:
    description: Player can use /note flagexpired
    default: op
note.command.reload:
    descriprion: Player can use /note reload
    default: op
note.command.delete:
    description: Player can use /note delete
    default: op
note.command.notify:
    description: Player is notified when a player with more than
[notes_per_notify_threshold] notes, join
    default: op
note.command.flagasnotexpired:
    description: Player can use /note flagasnotexpired
    default: op
note.command.confirm:
    description: Player can use /note confirm
    default: op
note.command.abort:
    description: Player can use /note abort
    default: op
note.command.update:
    description: Currently not implemented
    default: op
note.command.help:
    description: Player can use /note help
    default: op
```

## Email send service

The plugin has been tested with gmail service (SSL) and correctly works.

To make it work, just create a new account in gmail, then enable access to less secure apps (i don't use gmail authentication token for semplicity reasons, but mails are still encrypted through ssl) here <https://myaccount.google.com/lesssecureapps>

The default server for GMAIL is smtp.gmail.com:587

It should in theory work with any smtp server, but i suggest gmail because it is easy to use, free, and supports large amounts of mail per day.

## Contacts

Please contact me on my website <http://www.mapleconsulting.eu> , or on [info@mapleconsulting.eu](mailto:info@mapleconsulting.eu) (specify the minecraft plugin you are contacting me for in the mail subject) or on my discord account BB-2010#2077.