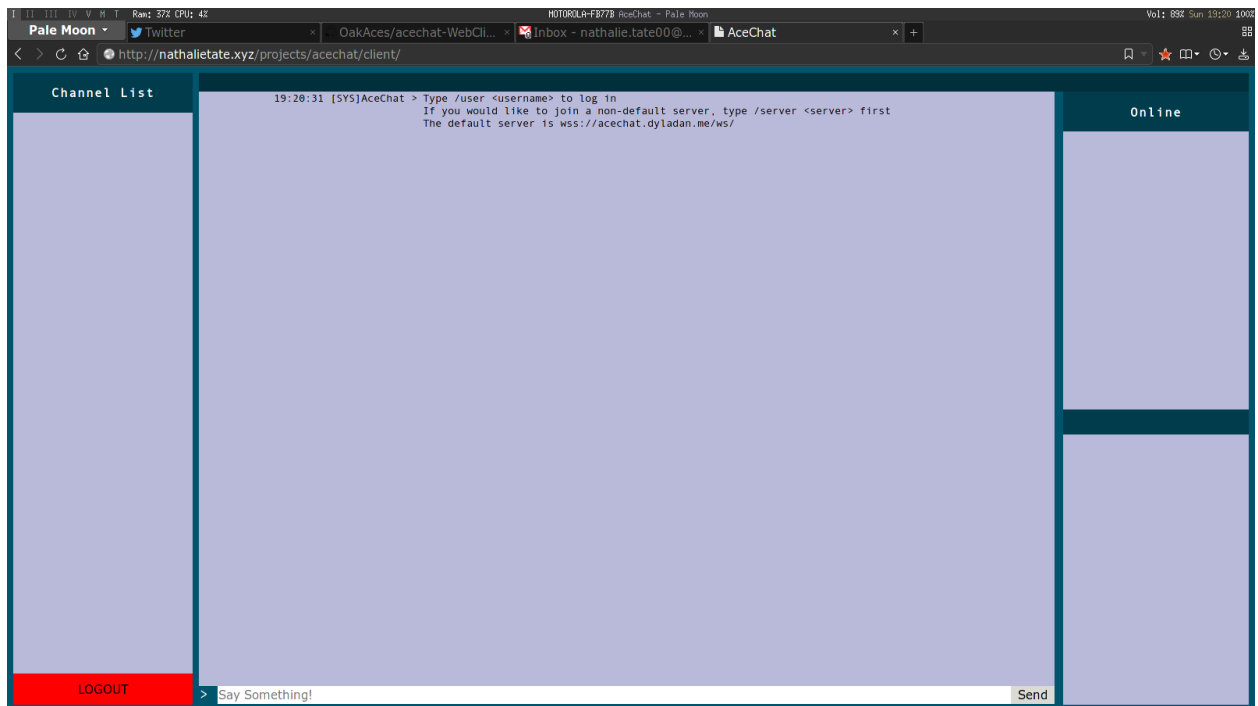
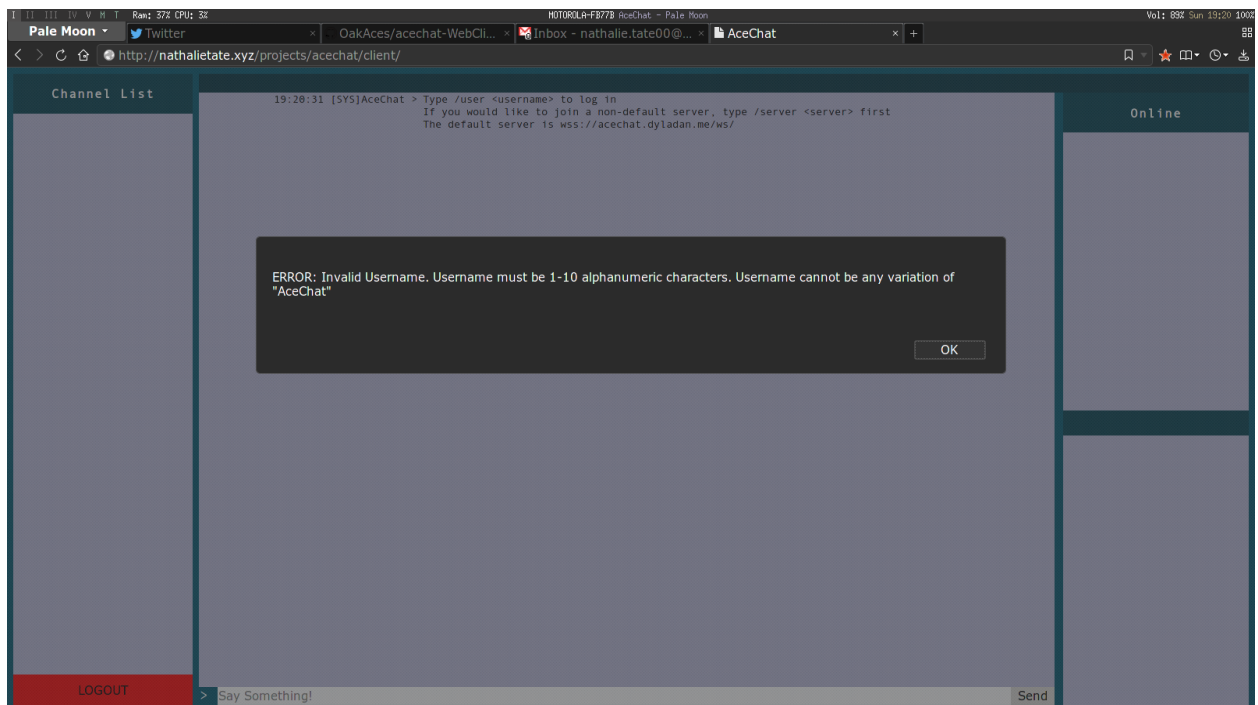


acechat-WebClient

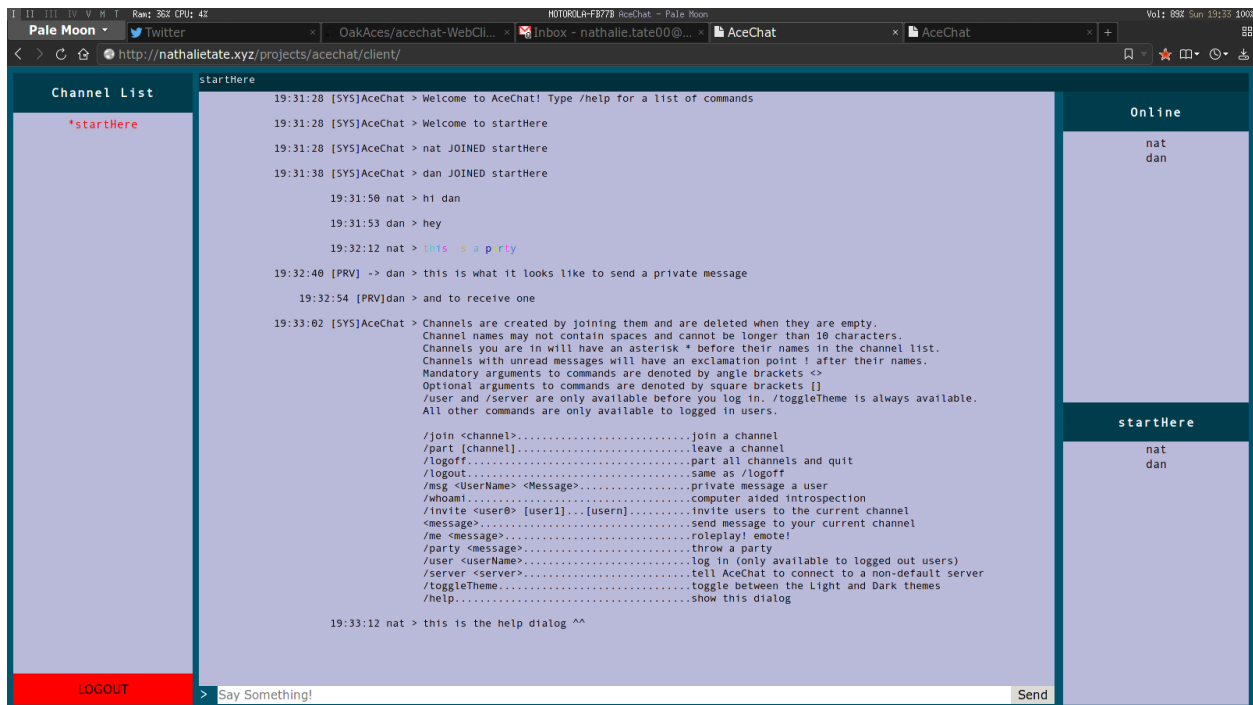
Web client for the AceChat chat server



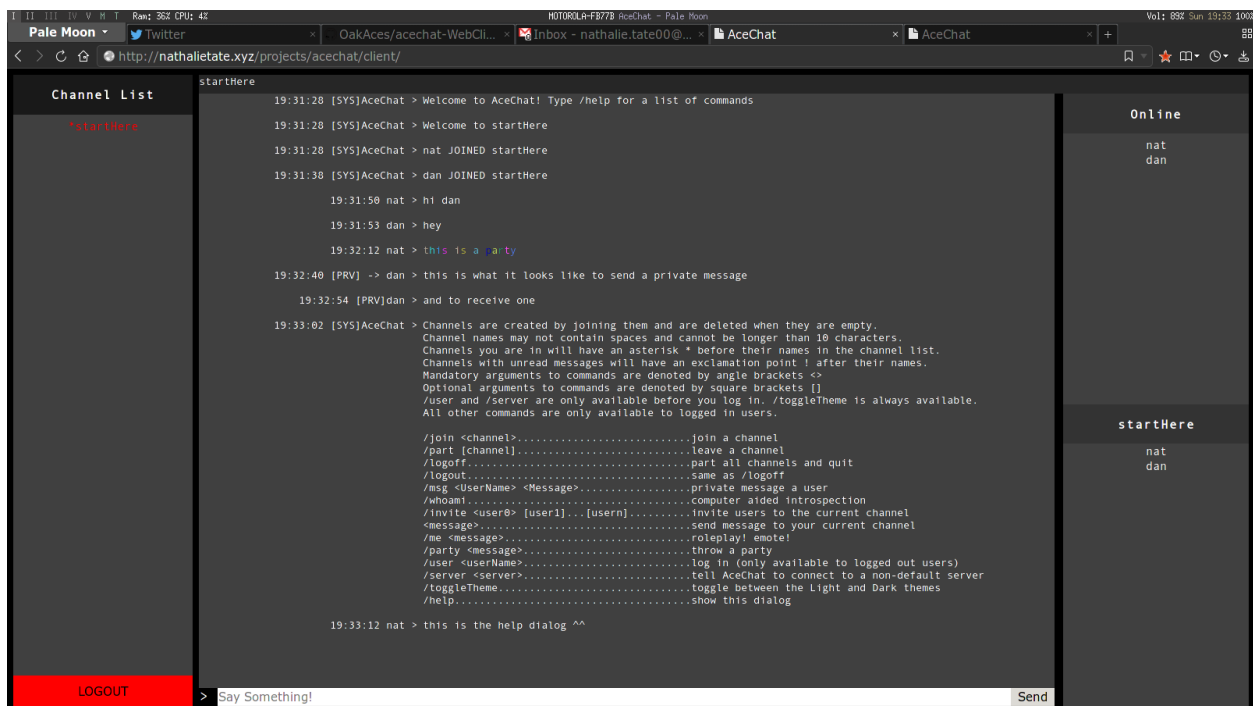
Screenshot of login dialog. There used to be a separate login page, but it has since been streamlined into one page



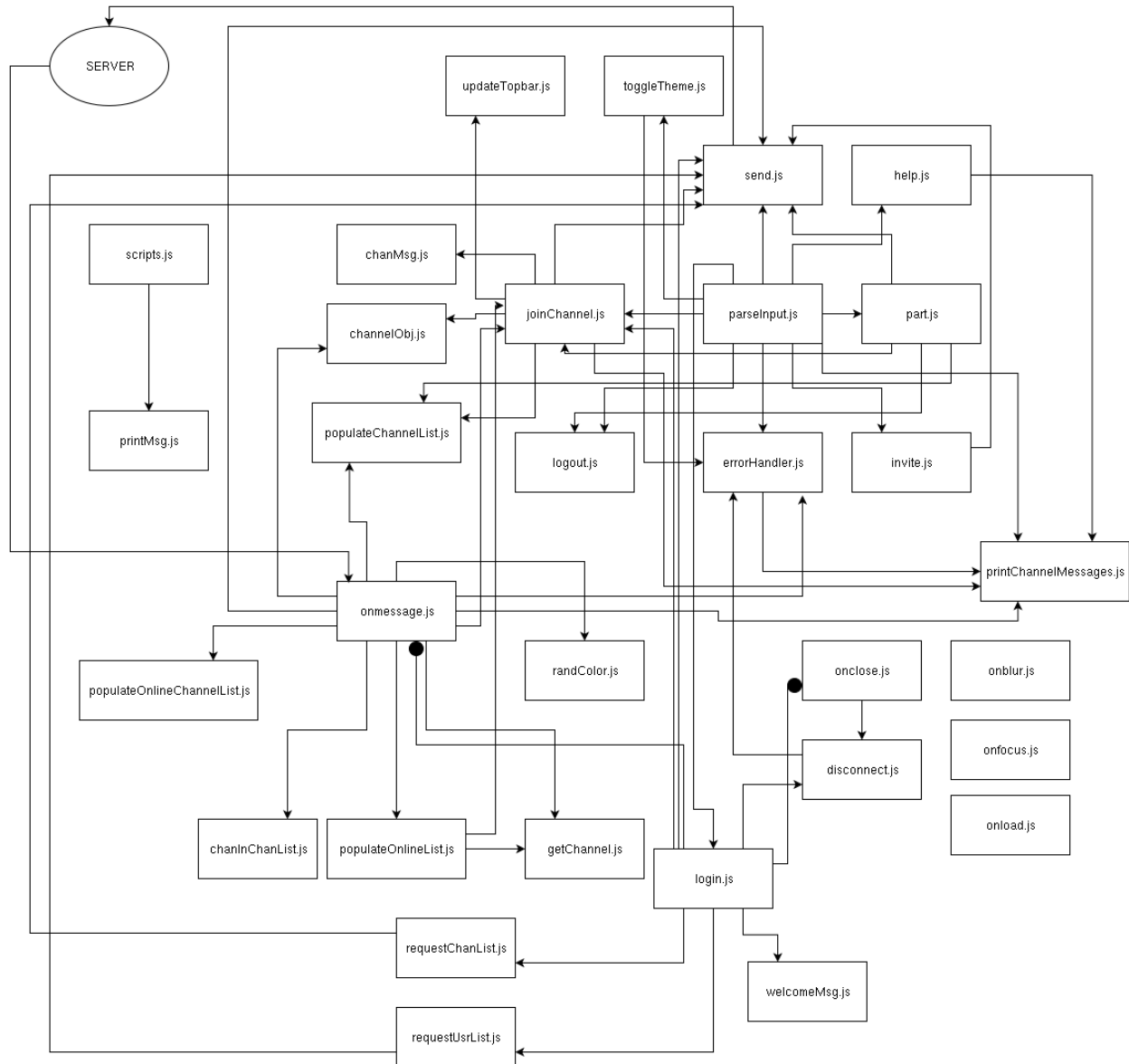
Users are not prompted with the rules for a valid user name unless they enter an invalid name



Screenshot of web UI



Users can access the original Dark theme by typing `/toggleTheme`



Where A has a function call to B



And C dynamically loads D



Flowchart of the program structure.

User Commands

Command	Explanation
/join <channel>	Join a channel

Command	Explanation
/part [channel]	Part a channel
/logoff	Part all channels and quit
/logout	See /logoff
/msg <usrName> <message>	Send a Private Message
/whoami	Who are you?
/invite <user0> [user1]...[usern]	Invite user(s) to the current channel
<message>	Send a message
/me <message>	Roleplay
/party <message>	Throw a party
/toggleTheme	Toggle between the Light and Dark themes
/user <userName>	Set your userName (must be logged out)
/server <server>	Set the server address (must be logged out)
/help	Ask for help

Client-to-Client Protocol

For an explanation of the client-to-client protocol, please see docs/clientToClientProtocol.md or docs/clientToClientProtocol.pdf