

TribeSlotCooldown Plugin

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DBHandler	??
Commands::SlotCooldown_t		
Time struct	??

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3.1 File List

Here is a list of all files with brief descriptions:

Commands/ Commands.cpp	
Implementation of all Commands	??
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Implementation of all Commands	??
DBHandler/ DBHandler.cpp	
Interface to the database	??
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Interface to the database	??
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Implementation of the player slots cooldown logic	??
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Implementation of the player slots cooldown logic	??

Chapter 4

Namespace Documentation

4.1 Commands Namespace Reference

Classes

- struct [SlotCooldown_t](#)
time struct

Functions

- void [InitCommands](#) (void)
Initialisation of commands.
- void [RemoveComands](#) (void)
Remove of commands.

4.1.1 Function Documentation

4.1.1.1 InitCommands()

```
void Commands::InitCommands (
    void )
```

Initialisation of commands.

This function initializes all commands

Returns

void

4.1.1.2 RemoveComands()

```
void Commands::RemoveComands (
    void )
```

Remove of commands.

This function removes all commands

Returns

void

4.2 SlotCooldown Namespace Reference

Functions

- void [InitSlotCooldown](#) (void)
Initialisation of the Slot Cooldown.
- void [NormalizeSlots](#) (std::vector< int > *slots, long double ServerRunTime)
Normalize slot cooldowns.
- void [SetTribeSlotToCooldown](#) (int Tribeld)
Sets tribe slot to cooldown.
- bool [SuppressPlayerJoinTribe](#) (int Tribeld, int PlayersInTribe)
Checks if it is possible to join a tribe.
- bool [SuppressTribeMerge](#) (int TribeldNewTribe, int TribeldOldTribe, int NumPlayersInNewTribe, int NumPlayersInOldTribe)
Checks if it is possible to merge a tribe.

Variables

- FString [SuppressPlayerJoinTribeMessage](#)
Message for the player if tribe join is not possible.
- FString [SuppressMergeTribeMessage](#)
Message for the player if tribe merge is not possible.
- FString [CommandDisplaySlotsMessage](#)
Message for the player with the total of tribe player slots with cooldown.
- FString [CommandDisplaySlotsMessageSlotCooldown](#)
Message for the player with the left time for a slots cooldown.
- FString [CommandPrefix](#)
Prefix for chat commands.
- FString [CommandDisplaySlots](#)
String for chat command display slots with cooldown.
- float [MessageDisplaySize](#)
Size of player notifications.
- float [MessageDisplayTime](#)
Display time for player notifications.
- float [SlotCooldown](#)
Cooldown time for slots in seconds.
- std::unique_ptr< [DBHandler](#) > [database](#)
Interface database.