AutoGM  
Developed by: Vetrebond

AutoGM was developed so server admins could keep a copy of FFXI running, and receive an audible alert when “GM” appears in chat. The add-on will alert the user with a .wav file, place a marker where the text was read from, and log the message to be read at a later time. Each of these functions can be enabled or disabled at will. The .wav files can be replaced by any user so long as they maintain the same names (1.wav through 5.wav).

Commands:

//autogm help A quick reference to the commands and their sub-functions.

//autogm alert Displays the status of alerts. (on/off)

//autogm alerton Turns alerts on. (on by default)

//autogm alertoff Turns alerts off.

//autogm alert# Sets the alert to one of the pre-installed alerts

//autogm log Displays the status of logging. (on/off)

//autogm logon Turns logging on. (on by default)

//autogm logoff Turns logging off.

//autogm showlog Shows all of the messages logged.

//autogm clearlog Clears the log.

Alert types:

(You can use your own custom alerts by changing the files in the alerts folder with your own (1-5).wav file.)

1.wav – Beep 2.wav – Boing 3.wav – Hammer 4.wav – Klaxon 5.wav – Toot