/\*jshint esversion: 6 \*/

const commando = require('discord.js-commando');

const app = require('../../app.js');

const config = require('../../config.json');

const Discord = require('discord.js');

class DMallCommand extends commando.Command {

constructor(client){

super(client, {

name: `dmonline`,

group: 'dms',

memberName: 'dmonline',

description: 'Sends message provided to all members of the guild with status .',

examples: [ `${config.prefix}dmall Hey everyone! This might reach more people than a mass ping...` ]

});

}

async run(message){

let dmGuild = message.guild;

let role = message.mentions.roles.first();

let msg = "";

let OnlineMembers = [];

let interest;

const adminPermissions = new Permissions('ADMINISTRATOR');

let botusr = dmGuild.members.find(o => o.id == this.client.user.id)

if (!botusr.hasPermission(adminPermissions)) {

console.log(`WARNING: Bot is not properly configured with administrative permissions.`);

}

// First we use fetchMembers to make sure all members are cached

let memberarray = dmGuild.members.array();

let membercount = memberarray.length;

let botcount = 0;

for (var i = 0; i < membercount; i++) {

let member = memberarray[i];

if (member.user.bot) {

botcount++;

continue

}

if (member.presence.status == 'online') {

OnlineMembers.push(member);

}

}

message.reply('you now have \*ten minutes\* to send the message that you would like to massDM here.')

// Await !vote messages

const filter = m => message.author.id === m.author.id;

// Errors: ['time'] treats ending because of the time limit as an error

message.channel.awaitMessages(filter, { max: 1, time: 60000, errors: ['time'] })

.then(collected => msg = collected.content)

.catch(message.reply('you did not enter any input!'));

message.reply('you now have \*ten minutes\* to send the message that you would like to massDM here.').then(() => {

const filter = m => message.author.id === m.author.id;

message.channel.awaitMessages(filter, { time: 600000, max: 1, errors: ['time'] })

.then(messages => {

msg = messages.content;

})

.catch(() => {

message.reply('you did not enter any input!');

});

});

message.author.send(`You are selecting \*${OnlineMembers.length}\* members, and excluding \*${botcount}\* bots.`);

const collector = new Discord.MessageCollector(message.channel, m => m.author.id === message.author.id, { time: 60000, max: 1, maxMatches: 1 });

collector.on('collect', message2 => {

msg = message2.content;

})

let wait = 0

while (msg = "") {

wait++;

setTimeout(function(){

continue

}, 2000);

}

message.reply(`type \*"Y"\* to begin sending the following message to \*\*${OnlineMembers.length} members\*\*, and \*"N"\* to forget it.\n\n${msg} \n #random`).then(() => {

const filter = m => message.author.id === m.author.id;

message.channel.awaitMessages(filter, { time: 600000, maxMatches: 1, errors: ['time'] })

.then(messages => {

interest = messages.first().content;

})

.catch(() => {

message.reply('you did not enter any input!');

});

});

if (messages.first().content != "N") {

if(!msg || msg.length <= 1) {

const embed = new Discord.RichEmbed()

.addField(":x: Failed to send", "Message not specified")

.addField(":eyes: Listen up!", "Uh Oh!");

message.channel.send({ embed: embed });

return;

}

let memberarray = OnlineMembers;

let membercount = memberarray.length;

let botcount = 0;

let successcount = 0;

console.log(`Responding to ${message.author.username} : Sending message to all ${membercount} members of ${dmGuild.name}.`)

for (var i = 0; i < membercount; i++) {

let member = memberarray[i];

if (member.user.bot) {

console.log(`Skipping bot with name ${member.user.username}`)

botcount++;

continue

}

let timeout = Math.floor((Math.random() \* (config.wait - 0.01)) \* 1000) + 10;

await sleep(timeout);

if(i == (membercount-1)) {

console.log(`Waited ${timeout}ms.\t\\/\tDMing ${member.user.username}`);

} else {

console.log(`Waited ${timeout}ms.\t|${i + 1}|\tDMing ${member.user.username}`);

}

try {

member.send(`${msg} \n #${timeout}`);

successcount++;

} catch (error) {

console.log(`Failed to send DM! ` + error)

}

}

console.log(`Sent ${successcount} ${(successcount != 1 ? `messages` : `message`)} successfully, ` +

`${botcount} ${(botcount != 1 ? `bots were` : `bot was`)} skipped.`);

}

}

}

function sleep(ms) {

return new Promise(resolve => setTimeout(resolve, ms));

}

module.exports = DMallCommand;