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

const ytdl = require('ytdl-core');

const { YTSearcher } = require('ytsearcher');

const searcher = new YTSearcher({

key: AIzaSyBxOeoYrS0uvRnfg\_bFMXZG8NiX6qLqpLQ,

revealed: true

});

const client = new Discord.Client();

const queue = new Map();

client.once('ready', () => {

console.log('Bot is online!');

});

client.once('reconnecting', () => {

console.log('Reconnecting!');

});

client.once('disconnect', () => {

console.log('Disconnect!');

});

client.on('message', async message => {

if (message.author.bot) return;

if (!message.content.startsWith('!play')) return;

const voiceChannel = message.member.voice.channel;

if (!voiceChannel) return message.channel.send('Geçerli bir ses kanalına bağlanamıyorum, lütfen kontrol edin.');

const permissions = voiceChannel.permissionsFor(message.client.user);

if (!permissions.has('CONNECT') || !permissions.has('SPEAK')) {

return message.channel.send('Bu kanala bağlanma ve şarkı çalma iznim yok.');

}

const songInfo = await searcher.search(message.content.slice(6));

const song = {

title: songInfo.title,

url: songInfo.url

};

if (!queue.get(message.guild.id)) {

const queueConstruct = {

textChannel: message.channel,

voiceChannel: voiceChannel,

connection: null,

songs: [],

volume: 5,

playing: true

};

queue.set(message.guild.id, queueConstruct);

queueConstruct.songs.push(song);

try {

var connection = await voiceChannel.join();

queueConstruct.connection = connection;

play(message.guild, queueConstruct.songs[0]);

} catch (err) {

console.log(err);

queue.delete(message.guild.id);

return message.channel.send(err);

}

} else {

queue.get(message.guild.id).songs.push(song);

return message.channel.send(`${song.title} sıraya eklendi.`);

}

});

function play(guild, song) {

const serverQueue = queue.get(guild.id);

if (!song) {

serverQueue.voiceChannel.leave();

queue.delete(guild.id);

return;

}

const dispatcher = serverQueue.connection.play(ytdl(song.url))

.on('finish', () => {

serverQueue.songs.shift();

play(guild, serverQueue.songs[0]);

})

.on('error', error => console.error(error));

dispatcher.setVolumeLogarithmic(serverQueue.volume / 5);

serverQueue.textChannel.send(`Çalınan: \*\*${song.title}\*\*`);

}

client.login(' MTA4ODUzMTU5MTQ3NjgwOTgwOQ.GV68bO.-bLCbGDuZLBovlbKXn8VrXrKMipUlSc3Ol9TXY ');