Architecture V2 7/22/13

funnybot

* gatekeeper - Controls all threads and data-passes
* watcher - watches threads created by gatekeeper for keep-alive signal, terminates any threads that hang too long
* core - contains core network functionality
  + network - opens and handles port interaction
  + listener - listens for incoming data and hands it off to gatekeeper
  + sender - sends data from gatekeeper to server
  + funnydata - object for storing passed data
  + funnydict - contains built-in funnybot variables
  + funnybot - contains global functions for joining/leaving/quitting
  + funnylog - stores various logs such as error, general or room logs
* modules - contains modules that parse ALL data (Note: modules have a standard weight of 10, lower weights go first, negative weights only run on request of another module or function. A module has the option to mark data as ‘processed’ which will cause the data NOT to move on to the next module, otherwise it will proceed to the next module until all modules have seen the data) (weight,marks as processed)
  + pong - module responsible for sending pong response to server (0,true)
  + regex - module responsible for performing regex operations (10,false)
  + linkinfo - module responsible for following links and providing info (10, false)
  + autoop - module responsible for automatically op-ing people in rooms (10,false)
  + autojoin - module responsible for automatically (re)joining rooms (10,false)
  + autovar - automatically tries to convert unknown keywords to user vars (-1,true)
  + keyword - runs function associated with keyword, passes keyword to autovar if unknown keyword. (2,true)
  + ignore - ignores certain users (1,true)
  + permissions - grants users permission to use specific functions (-1,false)
* functions - contains modules that respond to a keyword (ex. if ?? is the marker then ??time would run a function that has registered time as a keyword)
  + time - registers the ‘time’ keyword, responds with the current server time
  + var - stores/gets/deletes user variables
  + setkey - changes the default marker for that room (or globally)
  + help - interactive help that explains modules/functions/syntax. Every module/function should add to the global help dictionary information about how they function.
  + permissions - grants/denies permissions to users
  + reload - reloads modules/functions/settings/dictionaries/variables. Also loads new/added modules/functions
  + joke - tells a joke from the joke dictionary
* settings - contains custom settings for funnybot
  + network - network-connection related settings
  + common - general settings such as the current keyword(s) and how much of a scrollback to save and if it should log.
  + modules
    - autojoin - provides a list of rooms to automatically join
    - autoop - provides a list of users to auto-op globally
    - regex - enable/disable globally
    - ignore - global ignore list
    - permissions - stores global user permissions
    - joke - stores global funnybot jokes
  + room
    - roomname - settings specific to a room, such as disable specific modules or autoop certain people
      * modules - room-specific module settings, overrides global
        + autoop - list of users to auto-op in a specific room
        + regex - enabled/disabled in a specific room
        + ignore - room-specific ignore list
        + permissions - stores room-specific user permissions
        + joke - stores room-specific “inside” jokes
  + userdict - stores user-provided variable data
* logs
  + error - contains files with error logs
  + general - contains files with general notifications
  + room - contains room-specific logs
    - roomname - contains logs for a specific room