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1. CONTACT INFORMATION

1.1. CUSTOMER

| | |
|-----------------|-----------------------|
| Name: | Adam Harper |
| Email: | harpereaves@gmail.com |
| Country: | / |
| Server: | / |

Plugin Code: 15022014_AUTISMCHAT

Use this ID when you report a bug using our 'Update Request' form.

1.2. DEVELOPER

| | |
|-----------------|---|
| Name: | Maxim Van de Wynckel |
| Email: | maxim@mvdw-software.be |
| Country: | BE |
| Site: | http://www.mvdw-software.be/ |

2. GIVEN PLUGIN INFORMATION

The information listed below is the information that was given upon request.

2.1. PLUGIN NAME

AutismChat

2.2. PLUGIN CATEGORY

Chat Formatting plugin

2.3. DESCRIPTION

Brief: gives players the ability to indicate (and control) their chat and pvp with other players and changes the colour of their names on a per-player basis. For Bukkit1.7.2

You can set the colour of your name as it will appear in chat, tablist and overhead tag. you can display a different colour to each player. Any player you haven't set a colour for sees your default/global colour which you can also change.

In addition to per-player colours, your name can also be followed by a pvp indicator which is also per player, and also has a default/global setting (either on or off) which you can change.

There is also an indicator for whether you are listening in on global chat, but this one isn't player-specific. It should appear between the name and the pvp indicator.

you control these features with slash commands.

pvp rules:

you can't hurt someone unless you both have pvp enabled for each other.

For context: this plugin is meant to make servers less overwhelming for people with Autism

Spectrum Disorders. It is inspired by the Interaction Badge system at Autescape: <http://www.autescape.org/experience/autisticneeds>

2.4. COMMANDS AND PERMISSIONS

if <player> is specified, then it changes how your name appears to <player> (you have a persistent database of player specific settings), otherwise it changes your global setting.

/red [<player>] player(s) cannot /tell, /w or /msg you. If you /tell, /w or /msg a player, then "/white <player>" is activated. If you enter a message in global chat then "/white" is activated.

/white [<player>] player(s) can /tell, /w or msg you

/green [<player>] player(s) can /tell, /w or msg you, and is/are invited to do so. (mechanically there is no difference between green and white.)

/pvp on|off [<player>] allows pvp between you and <player> but only if <player> also allows pvp with you.

/special list returns a list of all the player-specific settings that you have applied to others.

/special clear [<player>|all] removes your settings for that <player>. Or all player specific settings if "all" is used.

/loginreset <colour> sets the colour that you reset to when you login (must be one of red, white, green)

/loginreset on|off enables/disables the reset of your global colour when you login

/globalchat on you receive messages sent in global chat.

/globalchat off you don't receive messages sent in global chat. Still displays messages sent directly to you (unless "red" prevents them).

/g [<message>] If no message then channel switches to global chat. Activates "/globalchat on".

/tell <player> [<message>] when no message specified, channel switches to a /tell conversation with that player. same for /w and /msg

ADMIN COMMANDS:

/autismchat reload reloads the configuration.

2.5. PERMISSIONS

autismchat.admin allows admin commands (default: op)

autismchat.pvp allows /pvp (default: default)

autismchat.globalchat allows /globalchat on|off (default: default)

2.6. LOOK AND FEEL

I'm not very good at thinking about this kind of thing. Can I leave it up to you for now?
Do not use these bright colours: Dark Blue, Green, Aqua and Red.

2.7. CONFIGURATION

colour players start with when they first log in. (default is white)

welcome message when first logging in.

messages in response to each player command.

colours configured with colour codes. (defaults: red= &4(dark red); green=&2(dark green))

control and display of pvp can be disabled.

configurable pvp indicator (default: dark purple "PVP")

configurable "listening in on global chat" indicator (default: dark aqua "GC"). the indicator can also be disabled here.

option to disable the change in name appearance for chat, for TABlist, or overhead name tag.

option to disable the change in name colour for chat, for TABlist, or overhead name tag.

option to disable the pvp indicator for chat, for TABlist, or overhead name tag.

option to disable the global chat indicator for chat, for TABlist, or overhead name tag.

2.8. NEGOTIATED PRICE

95 Euros

3. PLUGIN DOCUMENTATION

3.1. FEATURES

- Customizable welcome message
- Player specific tablists
- Player specific tagnames
- Status Colors
- Pvp indicators and blocker
- Global chat toggle
- Chat formatting
- Private messaging
- Reply to private messages
- Persistent storage

3.2. REQUIREMENTS

- TagAPI
- ProtocolLib

3.3. PERMISSIONS

| Permission | Description | Default |
|--------------------------------|------------------------------------|-------------|
| autismchat.status.white | Allow settings status to white | True |
| autismchat.status.green | Allow setting status to green | True |
| autismchat.status.red | Allow setting status to red | True |
| autismchat.toggle.chat | Toggle global chat | True |
| autismchat.toggle.reset | Toggle reset upon relog | True |
| autismchat.toggle.pvp | Toggle PVP | True |
| autismchat.message | Send and reply to private messages | True |
| autismchat.admin.reload | Reload the plugin configuration | OP |

3.4. COMMANDS

| Command | Description |
|--|---|
| /white [<player>] | Set the status to white |
| /green [<player>] | Set the status to green |
| /red [<player>] | Set the status to red |
| /special list | List specific settings |
| /special clear [all [<player>]] | Clear specific settings |
| /pvp (<on off>) [<player> (<on off>)] | Toggle PVP |
| /msg <player> Message | Send a private message |
| /r Message | Reply to a previous private message |
| /loginreset <color> | Reset settings upon relog (keeps this settings) |
| /gc | Toggle global chat |
| /autismchat ? ? | Show help |
| /autismchat reload | Reload the plugin |

3.5. COMMAND ALIASES

/special - /specifics

/globalchat - /global , /g , /gc

/tell - /msg , /pm, /w

/reply - /r

3.6. SCREENSHOTS



Autismchat Help screen (/ac)



List player specific settings



Messages to players that deny you is not possible

3.7. CONFIGURATION

3.7.1. DEFAULT CONFIGURATION

```
# ----- #
# AutismChat v1.1      #
# by Maximvdw         #
# mvdw-software.be    #
# ----- #

# Status colors (USE NAMES)
# Available names:
#   BLACK('0', 0x00),
#   DARK_BLUE('1', 0x1),
#   DARK_GREEN('2', 0x2),
#   DARK_AQUA('3', 0x3),
#   DARK_RED('4', 0x4),
#   DARK_PURPLE('5', 0x5),
#   GOLD('6', 0x6),
#   GRAY('7', 0x7),
#   DARK_GRAY('8', 0x8),
#   BLUE('9', 0x9),
#   GREEN('a', 0xA),
#   AQUA('b', 0xB),
#   RED('c', 0xC),
#   LIGHT_PURPLE('d', 0xD),
#   YELLOW('e', 0xE),
#   WHITE('f', 0xF),
#   MAGIC('k', 0x10, true),
#   BOLD('l', 0x11, true),
#   STRIKETHROUGH('m', 0x12, true),
#   UNDERLINE('n', 0x13, true),
#   ITALIC('o', 0x14, true),
#   RESET('r', 0x15);
white: WHITE
red: RED
green: DARK_GREEN
```

```
# Default Status (Use the status name defined above)
default: WHITE

# Welcome messages (MOTD)
motd:
- 'Welcome &2{PLAYER}&f!'
- 'This is line 2 (you can add more lines)'
# Set this to true to only enable the motd on first join
firstJoin: true

# Chat formatting: %pvp% pvp indicator %name% name , %message% message
chatformat: '<%name%> %message%'
# chatformat: '%6[MyServer] %name%&f: %message%'
```

Disable color, pvp indicator or global chat indicator in the "Chat, Tagname or tabname"

```
format-chat:
disable-color: false
disable-pvp: false
format-tag:
disable-color: false
disable-pvp: false
disable-global: false
format-tab:
disable-color: false
disable-pvp: false
disable-global: false
```

messages:

```
prefixBad: "&6[&9AutismChat&6] &c"
prefixGood: "&6[&9AutismChat&6] &8"
errNoPerm: "&cYou do not have permission!"
statusSet: "&8Status {COLOR}{STATUS}&8 set for player &7{TARGET}&8."
statusSetGlobal: "&8Status {COLOR}{STATUS} &8 set as global status."
notValidPlayer: "&7{TARGET}&8 is not a valid player!"
settingsReset: "Your status will be {COLOR}{STATUS}&8 when you relog."
globalChatOff: "Global chat has been turned &coff&8."
globalChatOn: "Global chat has been turned &aon&8."
globalPvpOn: "&8Now globally &aallowing&8 pvp!"
globalPvpOff: "&8Now globally &cdenying&8 pvp!"
allowPvpPlayer: "Now &aallowing&8 pvp with &7{TARGET}"
denyPvpPlayer: "Now &cdenying&8 pvp with &7{TARGET}"
loginResetKeep: "Settings will be kept upon relog!"
loginResetReset: "Settings will be reset upon relog!"
noSuchColor: "The color status '&4{COLOR}&c' does not exist!"
noAccepting: "{RECEIVER} is not accepting any messages!"
invalidArgs: "&cInvalid arguments: "
privateMessageLocked: "Private messaging to &7{TARGET}&8 locked."
privateMessageUnlocked: "Private messaging to &7{TARGET}&8 unlocked."
privateMessageWhite: "&8Warning: Now allowing messages from and to &7{TARGET}"
replyNoMessages: "You have not received any private message!"
clearedAllPlayers: "Cleared all settings for all players!"
clearedPlayer: "&8Cleared all settings for player &7{TARGET}"
playerSpecifics: "&8Player-specific settings you have made:"
```

Debug mode

```
debug: false
```

4. SOURCE CODE

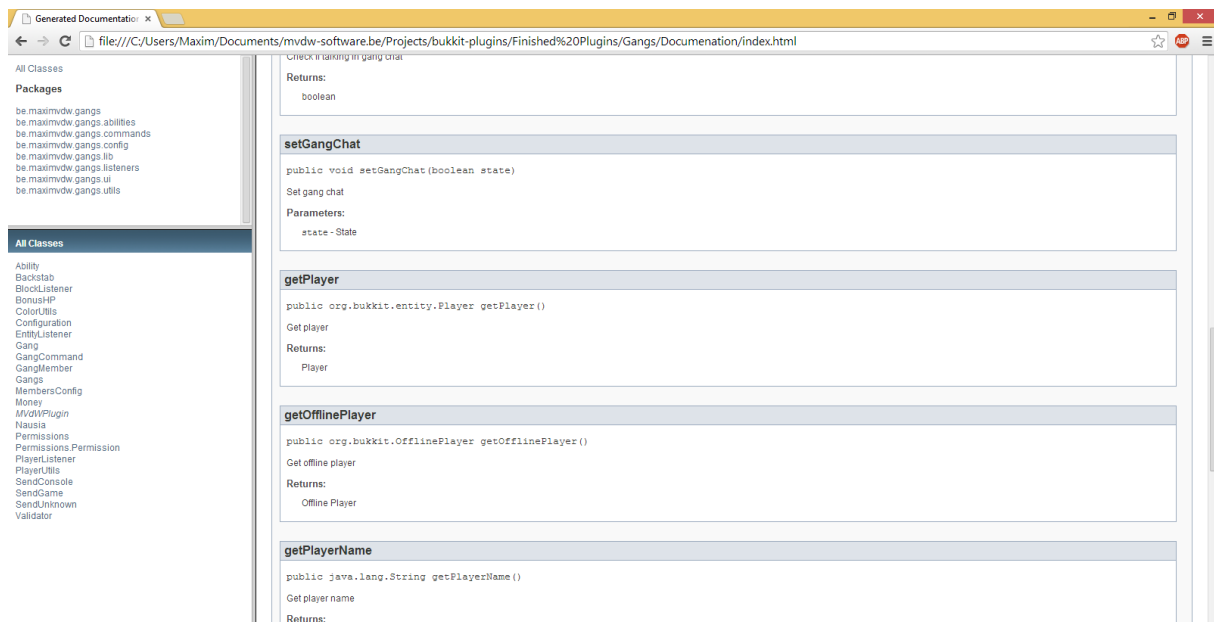
- 1) You have received a folder "AutismChat" inside the zip.
- 2) This is the workspace made in Eclipse
- 3) To import in eclipse copy this folder to %user%/workspace/ (eclipse workspace)

- 4) Go to File < New... < Java Project
- 5) Enter "AutismChat" as the name, if you click finished the project will be included

The "src" folder contains the source of the .java files.

5. API DOCUMENTATION

Once you have purchased the plugin you will get a ZIP file containing plugin information and source. Inside the ZIP file you should find a folder named "Documentation" containing HTML Files. This is a generated Javadoc of the API we made for the AutismChat plugin.



The HTML pages provide a well documentation API that can be used if you , or someone else wants to hook into the 'AutismChat' plugin.

6. LICENSE

You receive all rights to the plugin once the payment is completed. This means you can do whatever you want with it (sell it, release it, ...).

Updates will only be made if there is a bug or if something breaks. There is a warranty for two years. If there are any bugs you can mail us or fill in the 'Update Request' form on our site:

<http://www.mvdw-software.be/bukkit-plugins/plugin-updating/>

If you request a new feature, this will require a small payment (In most cases not much, unless it is a whole new plugin).