



Manual

Version 1.1

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Overview

Zweizeichen's MOTD provides several features for your minecraft server. The first one you will notice, is whenever a player joins the game he will be greeted and shown other online players.

To bring up the online players list type:

`/who`

To bring up the MOTD again type

`/motd`

To bring up the rules type

`/rules`

Votes

The plugin is generally designed for servers where an admin is not online all the time. Therefore I have implemented the following two commands:

`/vtime`

vtime is a time vote system. Everyone can start a vote to change the time. You can vote for `dawn`, `day`, `evening` and `night`.

To vote for a time change just use the argument `yes`.

If not at least half of the online players voted yes within 60 seconds, the vote expires.

`/rtp`

rtp creates a teleport request to another player. The other player has to type in `/rtp yes` to teleport the player. There can only be one request to one player at a time.

Utility

`/ip`

ip shows the ip of the player typing the command.

The Configuration File

Basic Stuff

You can find the motd.yml in `./plugins/motd/`. It is created after the first startup with all features enabled. Use true or false to enable or disable the different commands.

In the MOTD itself `<playername>` is the playername and `<who>` is the who list. `<numplayers>` is the number of players online at the moment and `<maxplayers>` represents the maximum amount of players.

Colors

You can use the following colors for your MOTD:

<code><black></code>	<code><darkgray></code>
<code><darkblue></code>	<code><blue></code>
<code><darkgreen></code>	<code><green></code>
<code><darkaqua></code>	<code><aqua></code>
<code><darkred></code>	<code><red></code>
<code><darkpurple></code>	<code><lightpurple></code>
<code><gold></code>	<code><yellow></code>
<code><gray></code>	<code><white></code>

Misc

Use `<n>` for a new line. Please note that colors will not work across two lines. You can also use `<ue>` `<oe>` and `<ae>` for the umlauts ü, ö and ä.

Example

motd.yml

```
motd: '<yellow>Hello <green><playername>!<n>Online players (<numplayers>/  
<maxplayers>): <blue><who>'
```

ingame result

Hello zweizeichen!

Online players (1/20): zweizeichen

Permissions Support

Enable Permissions Support

To enable Permissions support in motd, change the config value `,permissions_enabled'` to `,true'` and reload the plugin or restart your server. If you have set up group prefixes / suffixes, the names in `<who>` will now be displayed in their respective color and format.

Note that you have to have Permissions running on your server correctly in order to use the features described in this part of the manual.

Permissions Nodes

Commands

motd.ip.use
motd.who.use
motd.rtp.yes
motd.rtp.request
motd.vtime.use
motd.rules.use
motd.motd.use

Note that motd.rtp.request includes motd.rtp.yes

Special Stuff

motd.reload
motd.edit

motd.reload

You can use the motd.reload node to give the user the ability to reload the plugin by using the command `,/motd reload'`.

motd.edit

motd.edit is used like motd reload - but it's way more powerful. With `./motd edit [...]` You can edit the motd.yml directly.

Example

By using the command `./motd edit motd_enabled true` you can enable the MOTD. This also works for strings like `./motd edit rules <green>Important rule here`.

Note that you lose all comments and all formatting in the motd.yml when you use this command. This problem is caused by bukkit and I do not know if they are going to fix this. Also you are limited to quite short strings if you want to set the MOTD, rules or the who message, because Minecraft only supports short chat messages.

After you have set a config value, motd automatically saves the new motd.yml and reloads itself, so your changes take effect instantly.

iChat

You can let Permissions, iChat and Motd work together, to enable your players to easily determine the group of others on your server. What we want to have are differently colored groups with prefixes in the chat but not in the who list of Motd.

First we have to configure the groups in Permissions properly. Each group has to have a prefix which only consists of a color-code like '&c'. Then you need to setup iChat:

```
message-format: '+prefix[+group] &f +name +suffix: +message'
```

Now you just have to enable permissions in Motd and you will receive an output similar to this:



```
[United-Minecraft] Willkommen auf unseren Server!  
Online players (10/32)  
Playerlist: KriegerdesLichts, Mariusus, mindestens, Dabears  
98, pfannkuchen99, Noursh, G0D34T3R, Frezzer99, Nimatra,  
zweizeichen  
[+] "zweizeichen" nimmt am spiel teil!  
[LichtWelt] [Spieler] Frezzer99: ih du auch hir?
```

Advanced Stuff and Troubleshooting

The log says that my config version is wrong!

Delete your current config and let the plugin rebuild it automatically. Then reconfigure your installation by editing the config as usual.

Every time someone destroys a block my log shows weird error messages!

There is something wrong with your Permissions installation or configuration.

The plugin creates two folders!

Make sure you are using the 1.0 version of motd!

I want to have a new feature in motd!

Great! If you have any suggestions, you can post them [here](#)*.

My problem is not listed here!

Please post a *detailed* description of the bug [here](#)* - it would help if you also post your server log.

* <http://forums.bukkit.org/threads/admn-gen-tp-info-motd-v0-5-3-greeting-teleport-request-vote-time-ip-and-wholist-612-617.8359/>

Default Config (Version 3)

MOTD related stuff. See manual for further instructions on editing the config.

```
motd: '<yellow>Hello <green><playername>!<n>Online players  
(<numplayers>/<maxplayers>): <blue><who>'  
motd_enabled: true
```

Who - It is formatted just like the MOTD.

```
who: '<green>Online (<numplayers>/<maxplayers>):<who>'  
who_alone: '<green>You are the only one on the server.'  
who_enabled: true
```

Rules - They are formatted just like the MOTD.

```
rules: 'Rules for <green>My Server<n><n><aqua>1. Do not grief!  
<n><aqua>2. Do not grief!<n><aqua>3. Do not grief!'  
rules_enabled: false
```

Commands

```
motd_command_enabled: true  
rtp_enabled: true  
vtime_enabled: true  
who_enabled: true  
ip_enabled: true
```

Third party plugins

```
permissions_enabled: false
```

Do not change please

```
config_version: 3
```

Have fun and good luck,

zweizeichen