

# Parrot - External User Manual (Rough Draft)

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May 5, 2016

## Contents

<b>1</b>	<b>Introduction</b>	<b>1</b>
<b>2</b>	<b>Basic Usage</b>	<b>1</b>
<b>3</b>	<b>Advanced Usage</b>	<b>2</b>
3.1	Private Chat . . . . .	2
3.2	Options . . . . .	2
3.3	Variables . . . . .	3
<b>4</b>	<b>Reasons Why it may not Work</b>	<b>3</b>

## 1 Introduction

Welcome to the external user manual for the Minecraft mod **Parrot**. This manual is for anyone, not just those who have the mod installed. The information in this manual can be used by anyone who is in the same server/lobby as someone who has Parrot installed. Those who have Parrot mod installed should refer to the Internal User Manual.

## 2 Basic Usage

When a user indicates that they have the Parrot mod installed, they may indicate a token key you can use. For example, the user may state that their key is `s/`, which means that anyone in the same server/lobby as them can

type something like `s/ this is a test` and the user of the Parrot mod will immediately send to the chat: `this is a test`.

## 3 Advanced Usage

While the previous section gave the most basic possible usage of the mod, the following subsections will explain some advanced techniques that can be used.

### 3.1 Private Chat

If the user of the Parrot mod can see the command, then the user will perform the given command. Thus, messages sent in private messages that use the token key will still perform as they would in the public chat. For example, if the token key was `s/`, then anyone could type: `/tell <username> s/ <message>`.

### 3.2 Options

Options are special inputs which are given following the token key, but are *not* repeated by the user of the Parrot mod. Instead, a setting is made. All options are given by using a hyphen ('-'). The following options are available at the writing of this manual:

- `mute` - Makes it so that the user of the mod is unable to speak in the public chat. The user may only send private messages and cannot unmute themselves nor change any settings in the Parrot mod.
- `freeze` - Makes it so that the user is unable to use any menus or interfaces in the game, rendering them unable to leave the server/lobby they are in.
- `maf` - Enables both the mute and the freeze options at the same time.
- `unmute` - Reverses the mute option.
- `unfreeze` - Reverses the freeze option.
- `unmaf` - Reverses the maf option.

Each of these options must be placed by themselves in order to work. For example, to use the `mute` option, if the given token key was `s/`, then typing `s/ -mute` would perform the option. Note that typing `s/ -mute abc` would *not* work because the option must be placed by itself unless other arguments are required (no option yet available for the Parrot mod includes parameters, however). Also, `s/ freeze` would *not* work because the hyphen ('-') is always needed!

### 3.3 Variables

Variables are indicators that are substituted for particular values. Variables always start with a dollar sign ('\$'). The available variables are:

- `$x` - Substitutes the X-coordinate of the Parrot mod user.
- `$y` - Substitutes the Y-coordinate of the Parrot mod user.
- `$z` - Substitutes the Z-coordinate of the Parrot mod user.

For example, if the user of the Parrot mod has the token `s/ set` for their key, then typing `s/ I am at $x, $z!` would cause the user to say the given message, but with their numerical X and Z coordinate values in place of `$x` and `$z`.

## 4 Reasons Why it may not Work

There are a number of cases in which the Parrot mod user may not repeat the given chat. Here are some common ones:

- The text contains a banned word. Some words are banned from being sent through the user. The user may also ban some words.
- The text contains an IP/URL. IP/URLs are prevented from being sent through the user.
- The user has received too many requests in a short period of time. A cool-down is enacted whenever a certain number of Parrot requests are sent in a certain amount of time. While cooling down, no other requests may be sent. The cool-down may vary, but by default it is 3

seconds. This is to prevent the user of the Parrot mod from accidentally spamming the chat and getting kicked from the server.

- The user has blacklisted you. The user may blacklist certain players from using the mod.
- The user has left the lobby.