

CLEAN CHAT

Active Chat Filtering

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Clean Chat

Clean chat is a simple way for server owners to stop players from using and spamming offensive language in chat. Put a stop once and for all to trolls and racists who come on your server just to chat spam.

This guide describes how to install, configure and customize every setting of the **Clean Chat** addon including detailed descriptions on each and every setting and Developer documentation for adding logging for custom punishments.

Installation

Simply drag and drop the **cleanchat** folder into your server's addon file, restart the server and you're ready to go!

Configuration

I created **Clean Chat** to be 100% configurable and extremely easy to do so. All configuration options can be access through a single file **lua /sh_cleachatconfig.lua**. I will also include an in-depth description of each setting bellow.

Admin Settings

The first section of the configuration file contains the Admin Settings for Clean Chat, including defining what admin groups can access the system.

Admin Settings	Descriptions
CChat.ImmuneCensorGroups	Groups that are listed here will be immune to Censoring
CChat.ImmuneWarnGroups	Groups that are listed here will not be warned but still censored
CChat.ImmuneSteamID	Allows you to add Both Warning and Censoring Immunity to specific steamid's

General Settings

The Second section of the configuration file contains the General Settings for Clean Chat.

General Settings	Descriptions
CChat.Settings.ChatPrefix	Prefix that is show in chat before clean chat messages.
CChat.Settings.ChatPrefixColor	Color that the Chat Message Prefix is.
CChat.Settings.ChatColor	Color that the actual chat message will be
CChat.Settings.ShowWarningOnCensor	Should the player be show a warning the first time they are censored?
CChat.Settings.ListChatCommand	Command that is typed in chat to display the list of blacklisted words. Set to "" to disable.
CChat.Settings.ListWarnCommand	Command to list how many warnings a player has. Set to "" to disable.
CChat.Settings.OnlyDots	If set to true then all words on the filter list will be changed to **
CChat.Settings.NotifyOnOutDatedVersion	Notify the server admins when the script is out of date.
CChat.Settings.EnablePunishment	Should players be warned when censored for specific words?
CChat.Settings.AnnouncePunishments	Announce to the whole server in chat when a player is punished.
CChat.Settings.AdminSystem	What Administration system should be used to handle player punishments? Currently Supports: ULX, FAdmin, ServerGuard.
CChat.Settings.MaxWarnings	At what point should the player be banned for blacklisted words. Kick = CChat.Settings.MaxWarnings - 1

CChat.Settings.WarnMessage	Message shown to player when they have been warned.
CChat.Settings.NotificationMessage	Message shown to the player telling him/her how many warnings are left until punishment.
CChat.Settings.KickReason	Reason shown to players when they get kicked after being warned to much
CChat.Settings.BanReason	Reason shown to players when they get banned after being warned to much
CChat.Settings.BanTime	How long (in minutes) should the player be banned for?
CChat.Settings.WarningExpire	How long until the players warn count goes down
CChat.Settings.SendUsageInfo	Send public information about the server, so that I can see who is using the script. This will only send the following info: IP/Port, Server Name and Script owner.
CChat.Settings.DebugMode	Enable printing of debug messages

Filter Settings

The Third and final section of the configuration file contains the Filter Settings for **Clean Chat**.

Filter Settings	Descriptions
CChat.Settings.CensorTypes	This setting is only using in DarkRP. It's used to define what chat is censored. By default clean chat will not censor local chat. Allowing players to select exactly what chat is filtered.

Filter Functions	Descriptions
CChat.AddWord	<p>This function is used to register what words are filtered/blacklisted.</p> <p>First Argument is the word that is to be filtered.</p> <p>Second Argument is the word that will replace the first argument</p> <p>Third Argument is optional and if set to true players will receive warnings for using that word.</p>

Developer API

Clean chat has a few hooks that will allow developers to hook into it from other addons.

Hook	Arguments	Returns
CChat_ShouldCensor	<p>This is a server side Hook First Argument is the player about to be filtered.</p> <p>Second Argument is the word that they are about to be filtered for.</p>	True to stop the player from being censored.
CChat_ShouldWarn	<p>This is a server side Hook First Argument is the player about to be warned.</p>	True to stop the player from being warned.
CChat_PlayerWarned	<p>This is a server side Hook Called after the player has received a warning.</p> <p>First Argument is the player that has been warned.</p> <p>Second Argument is the number of warnings.</p>	True to stop the default warning process from being ran.