

WelcomePanel 3.0.5 (beta)

This is the first public release for version 3.x.x, calling it beta since I added multiple features and bug or two may occur.

UPPER PART OF CONFIG FILE HAS BEEN CHANGED, PLEASE BACK UP YOUR OLD ONE AND REMOVE IT BEFORE INSTALLING NEW VERSION. All tab settings can be copy pasted back from the old one.

What's new?

More customizable elements

I rewrote nearly whole plugin from scratch to allow complete customization of every piece of UI. Now you can access settings of each element inside data folder or ingame with editor.

Permission system

Now you can lock certain tabs behind permission. -> config

Custom chat commands

Customizable chat commands for each tab -> config

“Once per wipe”

Option to show welcome panel after player connected only once each wipe.

Page System

For those who have too much text I added pagination. Pages can be created in data folder. To generate PageData.json file you can use chat command **/wp_populate pages** . This command will create couple pages for you which can be edited and disabled in PageData.json

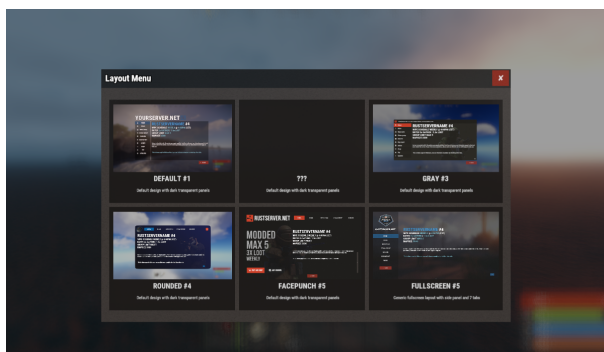
```
"Tab1": {
  "page2": [
    "Tab1 Page 2",
    "Tab1 Page 2",
    "Tab1 Page 2",
    "Tab1 Page 2"
  ],
  "page3": [],
  "page4": [],
  "page5": []
},|
```

If you wish to have only one extra page, just leave empty square brackets exactly as you can see on the screenshot.

Layout Templates (command `/wp_templates`)

I created a couple of templates which you can choose from. Upon choosing the template, plugin will rewrite your `cuiData` and titles in the config file (text lines will stay).

I'm not a designer by any means, please don't expect these templates to be just plug and play, each one requires a bit of customization outside of just text lines. Use them as reference of what is possible, I would love to see people making their own.



Layout Ingame Editor

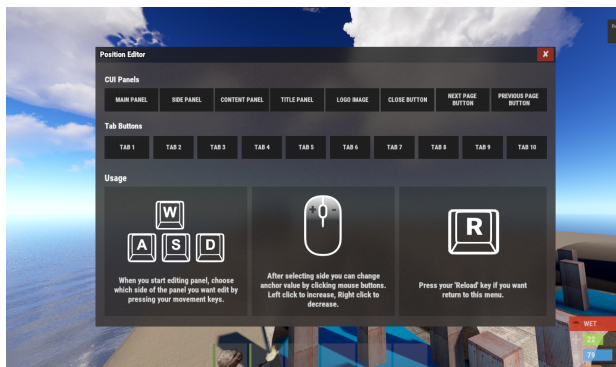
As the title states, basically just edit your ui ingame. No need to go in data file.

Commands

(chat) `/wp_edit` - open ui editor.

(console) `wp_movevalue` - change how much panel moves with every click. (0.01 default)

(console) `wp_color` - change the color of panel you currently editing.



Text Data Tags

You can use specific tags inside text lines or title to show certain data.

{maxplayers} - show how many slots you have open

{online} - number of players online

{sleeping} - number of sleeping players

{joining} - show how many players are currently joining

{queued} - number of players sitting in que

{worldsize} - map size

{hostname} - name of your server

{wipecountdown} - show countdown from <https://codefling.com/plugins/wipe-countdown>

{economics} - show player's balance

{rp} - show player's RP points

{pvp/pve} - show if your server is pve or pvp (server setting, not pve plugin)

Image Library

(quoted from VoteMap plugin since same goes for WelcomePanel)

I strongly suggest you install this plugin. Not only it will significantly speed up image loading in game but it will also preserve image quality for users with low gfx settings. If file size is above allowed limit of ImgLibrary, you will get console error and image won't be cached into server. In this case, image will be loaded directly from url.

When you change template with new images I suggest you reload both ImageLibrary and WelcomePanel so new images get downloaded .

I think that's it for this one, any issues or suggestions feel to message me on my discord !David#1337