Configuring Commands

Timed commands use the Command Groups (CMDs) we created earlier and adds an automatic schedule to them using whats called a CRON timer. Lets go through setting a Timed Command up.

Prerequisites;

Creating a Command Group

Adding Commands to the Command Group

Please ensure you have the above configured before continuing - Clicking the blue text will direct you to the respective pages should you need it.

Adding/Updating a Timed Command

Adding and updating a timed command uses the same / command as we have already added the group earlier when we covered command groupd, to start the process of adding a timer, we need to use the command **/tc addupdate** which will allow us 4 options;

- Gameserver - Select the gameserver where you want the Timed Command to be triggered
- Nickname - Give the Timed command a nickname so you can identify it
- cron - We will need to obtain a CRON expression, we will cover this later
- command-group - Please select one of your earlier created command groups.

By choosing these 4 options we can successfully create a Timed Command, please see the image below for a snap shot;



Listing our Timed Commands

Whenever we need to check, edit, rearrange or remove a Timed Command, it can be hard to remember which command we need to obtain, using the command **/tc list** the bot will show us all current Timed Commands which we have installed.
Please see the image below for a snapshot;



Triggering a Timed Command

After we install a timed command, ideally we need to test it, however, because it is set on a timer we cannot test it until that time comes. (Can you imagine if this was really the case for a command that only triggers every 12hrs). This is why we introduced the Timed Command Trigger, it allows you to perform a "Test Run" on your Timed command so that you can be sure that it all works OK. To do this we simply need to use the command **/tc trigger**, this will give you the chance to select a command group to trigger for your testing. Once you select it, the command will run as if the allotted time has elapsed. Please see the image below for reference;



Deleting a Timed Command

Should you no longer need a timed command because either its now redundant or you simply don't want it, all you need to do is use the command **/tc delete** This will remove the timer from the command group and will leave the group stored in your bot until you choose to delete that also, So for clarity, it just removes the automation.



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