Configuring Player Online Feeds

Creating the Online Feed Channel

Now that the PvP and PvE and Events feeds are ready to go we can go ahead and create our final channel in our discord for the online player feeds -
To create the channel please use the "**+**" symbol again in your channel list and name the channel whatever you would like it to be called, for the purpose of this documentation, we are going to call it **#Online-Players-Feeds**

Setting the Channel Permissions

Once the channel is set we need to apply some permissions to it, here are what we recommend, again, it is entirely your choice, but we like to try and keep the channel clean.

@everyone
View Channel
Add Reactions
Read Message History

Add your custom bot Role also and don't edit any permissions, the role permissions will override anything it needs.

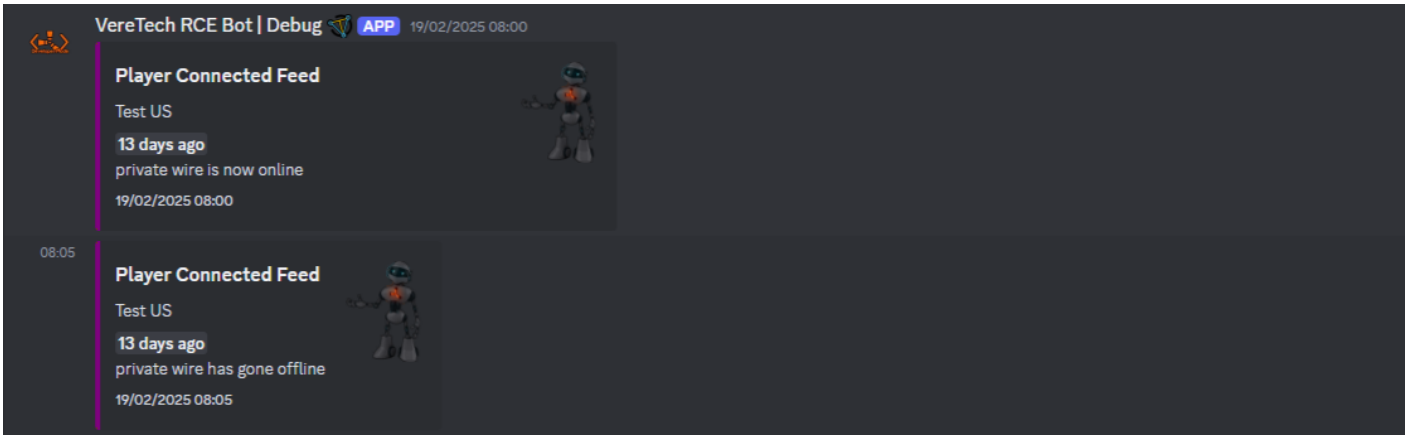
Entering the Command

From here we can click save and head into the channel where we need to launch the following command; **/feeds config online**
Below is an image where you will see the options, lets go through them,



- gameserver - Please select your GameServer from the drop down provided
- in-game - Yes or No, would you like the Online Player feeds to print in-game
- in-discord - Yes or No, would you like the Online Player feeds to print in-Discord (They will print in the channel that you launched the command, hopefully you've done it in the #Online-Player-Feeds channel.

Once you have selected your parameters, hit enter and you will be shown a success message to tell you that the page has been registered and will start to print online player feeds as embeds.



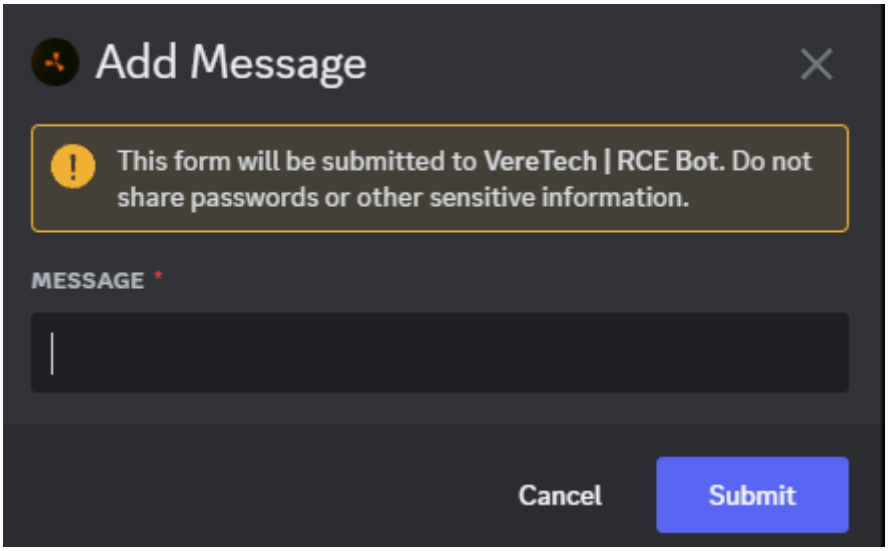
Customizing the Feed

The feeds are fully customizable by using the command **/feeds game add** for in-game custom feeds or **/feeds discord add** for custom Discord feeds. Both methods are pretty similar in terms of setup. Below is the response you can expect when launching these commands;



You will need to select your GameServer which you wish to edit and then the "type".

The type holds quite an extensive list which exceeds the 25 limit on the drop down menu, so to find the Event options we need to type the word "Event" into the "type" box, we will then see the 4 options for Events, once we click one and send the command we will be greeted with the image shown below;



With the release of the Online Player Feeds, we do see the introduction of 2 new Placeholders, as shown below;

{PlayerCurrentOnlineTime}	Shows the time the player has actively spent on the server in their latest single session.	WW:DD / DD:HH / HH:MM Limited to 2 units of measurements, once hours has been exceeded, minutes will no longer show.
{PlayerServerOnlineTime}	Shows the time the player has actively spent on the server in their history of playing the server.	MM:DD / WW:DD / DD:HH / HH:MM Limited to 2 units of measurements, once hours has been exceeded, minutes will no longer show.

All of the Placeholders for PvE are also available for use within this feed type - Please click here to head over to the table for that information.

Revision #3
Created 3 March 2025 20:59:11 by dashiiboii
Updated 3 March 2025 21:21:55 by dashiiboii