SilentRoom

A mod that tries to clean up your console output

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SilentRoom is simply for one purpose: Keeping your logs clean.

> **Disclaimer**
> This mod is not a coremod
> This mod is not perfect! Especially when running on non-forge-only (Sponge or similar) software this mod might not filter all messages. If you encounter such a flaw please **send a issue here** describing the software that generated this message and the system it's running on (e.g. *SilentRoom/Forge*).

The config

SilentRoom is configured using a YAML file which can be found in `./config/SilentRoom.yml`.

The config is structured as **a list of filters**. The filters themselves are a mapping of keys and individual value objects.

> You can reload your config with `/silentroom reload`

First, an example config:

```
# This is the SilentRoom config. Configuration instructions can be found at https://wiki.ender.io
- consoleonly
-
  filter: Client attempting to join with \d* mods
-
  filter: fallingdust
```

This config will only modify the console. It has 2 filters. The first one removes the mod list of the client connecting. The second one will remove any log entry with "fallingdust" in it.

> Keep in mind that YAML requires correct spacing: 2 spaces per inline.

Filter entries

filter (required):

A regex string that the log entry will be matched against. We recommend to use regexr.com to learn and test your filters.
If an occurence is found then the filter will apply. If no replacement string is given the log entry will be removed.

replacement:

the replacement string to replace all occurences in the filter string. This filter won't delete the message anymore.

mute / unmute:

Toggle commands to mute / unmute the output from that entry on. These commands don't have a value.

cooldown:

An integer specifying the amount of the next log entries that will be muted. While the cooldown applies the log entries will be rejected immediatly so potential filtered entries won't trigger the corresponding filter.

outputs:

A list of outputs where the filter will be applied. If the list is empty every output will be filtered.

Possible outputs:

- `fmllog` : The fml log file located in `./logs` e.g. `fml-server-latest.log`.
- `log` : The default server log `./logs/latest.log`.
- `console` : The live server console.

> If you only want to modify the console you can set `consoleOnly` on the top level next to the filters. That method is more efficient as it won't touch the log files and cleaner in case you want complete logs. This feature can't be reloaded!