
VectorBot Documentation

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TagnumElite

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CHAPTER 1

Bot Documentation

Here I will explain how the bot starts up and more

Note: The document can change immensely as I program more features!

Warning: I don't write many docs therefor some of the items may be explained wrong or badly.

I don't have anything to say for now. Installation Guides are on the repositories wiki!

CHAPTER 2

COGs Documentation

The following is the documentation on how the cogs work!

Note: I will have an example.py cog that won't be imported but will be explaining all of the things I repeat in all the other cogs so that I can stop them from over filling the Documentation

2.1 Database

2.2 Feeds

2.3 Image Manipulation

2.4 Miscellaneous

2.5 Profile

2.6 Steams

2.7 Support

2.8 Utilities

2.9 Music

2.10 Twitch

CHAPTER 3

Utils Documentation

3.1 Checks

3.2 Databases

3.3 Draw

3.4 Email Manager

3.5 Parser

3.6 Steam Manager

CHAPTER 4

Frequently Asked Questions

This is a list of Frequently Asked Questions regarding the VectorBot and its cogs and utils.

Questions

- *General*
 - *MultiServer Splash Support*
- *Database*
 - *Ask a question!*
- *Parser Util*
 - *Why does some of the Server[Members/Roles/Channels] have blank perms or confs*

4.1 General

General questions!

4.1.1 MultiServer Splash Support

This is will not be programmed in because of many things.

I will name some:

- **High Storage**
 - A user will have a banner per server
- **High CPU/Memory Usage**
 - Each time a user is updated he will get a new splash

I have more, I won't and will not script MultiServer Splash Support. If you want me to do it as an example then I will. Even then it will not be enabled even in dev mode!

4.2 Database

Questions regarding database logging will answerd here!

4.2.1 Ask a question!

I have no questions right now.

4.3 Parser Util

Questions regarding `cogs.utils.parser.Parser`

4.3.1 Why does some of the Server[Members/Roles/Channels] have blank perms or confs

That is to do with config and permission handleing for each server separately.

5.1 Colour

```
class test.Colour(r: int, g: int, b: int)
```

5.2 Role

```
class test.Role(name: str, color: test.Colour, position: int)  
    Make shift Role Class
```

5.3 Game

```
class test.Game(name: str)  
    Make shift Game Class
```

5.4 Server

```
class test.Server
```

5.5 Member

```
class test.Member(name: str, id: str, avatar_url: str, roles, status: str, game: test.Game)
```


CHAPTER 6

Indices and tables

- `genindex`
- `modindex`
- `search`

t

test, [8](#)

C

Colour (class in test), [9](#)

G

Game (class in test), [9](#)

M

Member (class in test), [9](#)

R

Role (class in test), [9](#)

S

Server (class in test), [9](#)

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