

Forum:[Hack Forums](#)

Thread: [\[Userscripts\] Reputation Notifier \(BETA\)](#)

Pillows - August 27, 2014, 9:41 pm

For Firefox get [GreaseMonkey](#).

For Chrome get [TamperMonkey](#).

For other browsers: Get [Chrome](#).

Probably a bad way to start off my userscript portfolio but this was the first idea that came to mind. Basically what this does, is whenever you get a reputation change, positive or negative, you will get an alert within a 30 minute time frame. I was thinking of what sort of time frame would work best, but I'm pretty sure 30 minutes will cut it for this. If you think it should be lower, explain why in a post.

Notes:

When installing this userscript make sure you change the UID in the "uid" variable. If you don't do this, then it will bug up the userscript.

Download:

<https://raw.githubusercontent.com/pillows/HF-Userscripts/master/RepNotifier.min.js>

I am pretty sure there are bugs in this, so if there are leave a comment or a Github issue.

Credits:

[Snorlax](#) - The one that first got me interested in making userscripts :) And I copied a bit of his thread because I got lazy :P

And yeah I am taking requests for HF userscripts. If it's a good idea and not too complicated then I will make the userscript for it.

Have fun!

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Changelog:

8/28/2014 - I've changed the repeat period in the script.

Programming - August 27, 2014, 9:43 pm

I might as well use this. Nice release! :) ?

w8 there's no download link.

Pillows - August 27, 2014, 9:44 pm

(Aug 27, 2014 09:43 PM)Programming Wrote: [\[CITE\]](#) I might as well use this. Nice release! :) ?

w8 there's no download link.

You're too fast. I put the download link there after I made the thread because I knew there was something I forgot :P

? **PROFIT ?** - August 27, 2014, 9:45 pm

pretty nice!

i'm gonna use it, sounds cool.

VRUMM - August 27, 2014, 9:48 pm

how about making a video of the userscript in motion?

What if someone changes an +3 to a +2? or to a neutral?

Ninetales. - August 27, 2014, 9:48 pm

I would like to see how it notifies you as well.

Dr. Manhattan - August 27, 2014, 9:50 pm

Great job man, I'm always happy to see members take action :-) keep up the good work buddy!

TRH4CK - August 27, 2014, 9:51 pm

(Aug 27, 2014 09:48 PM)Sh1eld Wrote: [\[CITE\]](#) how about making a video of the userscript in motion?

What if someone changes an +3 to a +2? or to a neutral?

I think that it will notify, as it saves the rep on client side after checking.

Pillows - August 27, 2014, 9:52 pm

(Aug 27, 2014 09:48 PM)Sh1eld Wrote: [\[CITE\]](#) how about making a video of the userscript in motion?

What if someone changes an +3 to a +2? or to a neutral?

The user script will say how much the rep has changed. With the exception of a neutral. I guess in the morning I'll make a test pop-up and take a screenshot of that. I can't do it now since I'm on mobile.

(Aug 27, 2014 09:48 PM)Ninetales. Wrote: [\[CITE\]](#) I would like to see how it notifies you as well.

It notifies you through a JavaScript alert.

Programming - August 27, 2014, 9:53 pm

I made a quick edit to display something on the page and not a JavaScript alert. PM me if you want this!

eightz - August 27, 2014, 9:53 pm

Just did it, and it's compatible with Enhancement Suite! :)

Just wondering, can someone give me some +rep to see how exactly it works? I'm joking, don't. Please, don't.

Pillows - August 27, 2014, 9:56 pm

(Aug 27, 2014 09:53 PM)Programming Wrote: [\[CITE\]](#) I made a quick edit to display something on the page and not a JavaScript alert. PM me if you want this!

Make a pull request and I'll look through it in the morning.

[HTTPS://github.com/pillows/HF-Userscripts](https://github.com/pillows/HF-Userscripts)

Xerotic - August 27, 2014, 10:05 pm

Name userscript files with this format: *.user.js so that it installs automatically.

Also, have it grab the UID automatically. This should work (didn't test, but it should work).

Code var uid = \$('#panel').find('a[href*="uid="]').first().attr('href').split('uid=')[1];

Also your script checks the reputation page every time you load a new page... and THEN if you sit on one page without refreshing for 30 minutes it checks again.

What you should do is set the time that was last checked in a stored variable like you did with the rep number.

Code `GM_setValue("last_checked", Date.now());`(Note that timestamp is in milliseconds)

Then just verify the time against last_checked and run your "run" function if it has been more than 1800000 milliseconds.

If you need any more advice or have questions feel free to ask.

EDIT: Updated the first code block.

Pillows - August 27, 2014, 10:18 pm

^ Xerotic I'll do the code edits for that tomorrow.

The main thing I want to know now is does it function properly?

edwardj7337 - August 27, 2014, 10:21 pm

Haha, you kids actually care so much about reputation that you want to know when you get a change in your rep? How sad.

Let me guess, you just think its cool.. ? Is that your defense?

I bet you guys worry about your reputation in your "real life" when you aren't on HF.. ?

Xerotic - August 27, 2014, 10:21 pm

(Aug 27, 2014 10:18 PM)Pillows Wrote: [\[CITE\]](#) ^ Xerotic I'll do the code edits for that tomorrow.

The main thing I want to know now is does it function properly?

Currently yours checks for a reputation update every single page load regardless of when the last check was.

Pillows - August 27, 2014, 10:29 pm

(Aug 27, 2014 10:21 PM)Xerotic Wrote: [\[CITE\]](#) Currently yours checks for a reputation update every single page load regardless of when the last check was.

Ahh okay now that's a really bad bug.

+Haze - September 20, 2014, 4:55 pm

Instead of making the interval 30 minutes. Why not allowed the user to control it? They can choose at what intervals.

SIM-1676753 - September 20, 2014, 5:01 pm

(Sep 20, 2014 04:55 PM)+Haze Wrote: [\[CITE\]](#) Instead of making the interval 30 minutes. Why not allowed the user to control it? They can choose at what intervals.

The user can always modify the userscript to do what they want to do.

+Haze - September 20, 2014, 5:02 pm

(Sep 20, 2014 05:01 PM)Mr. Trvp Wrote: [\[CITE\]](#) The user can always modify the userscript to do what they want to do.

Yeah but I mean a panel to allow them to do so, not everyone can understand code so it make the

program user friendly. Ease of use.

SIM-1676753 - September 20, 2014, 5:22 pm

(Sep 20, 2014 05:02 PM)+Haze Wrote: [\[CITE\]](#) Yeah but I mean a panel to allow them to do so, not everyone can understand code so it make the program user friendly. Ease of use.
It's simple math. You can put this in the before the "run" method is called.

Variable x being the minutes you, the user, want to sleep.

```
Code var sleepTime = x * 60 * 1000;
```

Pillows - September 20, 2014, 5:39 pm

^ So you're the one that forked my projects :)

SIM-1676753 - September 20, 2014, 5:43 pm

(Sep 20, 2014 05:39 PM)Pillows Wrote: [\[CITE\]](#) ^ So you're the one that forked my projects :)
Yep. Just some simple edits. Hope you don't mind. ?

Pillows - September 20, 2014, 5:53 pm

(Sep 20, 2014 05:43 PM)Mr. Trvp Wrote: [\[CITE\]](#) Yep. Just some simple edits. Hope you don't mind. ?
I don't mind as long as people don't just simply leech my work that's all. You're free to make pull requests as well.

Velosity - September 20, 2014, 5:54 pm

Pretty good Ill check it out :D
Thanks for this.

SIM-1676753 - September 20, 2014, 5:55 pm

(Sep 20, 2014 05:53 PM)Pillows Wrote: [\[CITE\]](#) I don't mind as long as people don't just simply leech my work that's all. You're free to make pull requests as well.
I'll most likely never use your class, and I'm the same with my code. ;)

?nxy - September 21, 2014, 4:32 pm

Pretty neat, good work. I won't be using it though.

Pillows - September 22, 2014, 7:23 pm

(Sep 22, 2014 11:58 AM)xadamxk Wrote: [\[CITE\]](#) You should add a screenshot to the OP with the notification, please :3

Sir Pillows is earning him a spot on the Userscript Compilation!

Also, wouldn't it be possible for the script to snag the UID from this page
<https://hackforums.net/member.php?action=profile>

And save it for reference?

I always keep thinking to myself to add a screenshot. But honestly it's nothing but an alert box so I didn't think that it would be necessary. I'm running out of ideas for userscripts tho. :(

+Cloud - September 22, 2014, 9:30 pm

i think the time frame would be shorter because you would probably notice the rep within that 30 mins while posting.

He B TeMy - October 10, 2014, 3:07 am

The link reports as not found, can you re-upload?

I find this script interesting, thanks.

+mK - *October 10, 2014, 5:49 am*

(Oct 10, 2014 03:07 AM)HeBTemy Wrote: [\[CITE\]](#) The link reports as not found, can you re-upload?

I find this script interesting, thanks.

<https://github.com/pillows/HF-Userscripts/raw/master/RepNotifier.user.js>

Enjoy.

Edit: Just installed it. Time to go help someone so I can hopefully see if this thing works. L

Misery - *October 12, 2014, 5:24 am*

Might install this, could be nice to be notified whenever somebody adds some reputation.

Thanks for making this ?

Rote - *October 12, 2014, 5:40 pm*

Thanks for creating this dude, just installed it.

I would suggest putting this link

<https://github.com/pillows/HF-Userscripts/raw/master/RepNotifier.user.js>

on the download.

:)

?Galaxy - *October 12, 2014, 8:59 pm*

I'll try this out to see how it works ?