Matrix Wrench
Tweaking Matrix rooms to fit your community’s needs
Messages vs. State events

- Messages belong in the timeline
- State persists until it is replaced

Examples for state:
- room name
- topic
- memberships
- permissions
More examples of state

- Room version
- Room avatar
- History visibility
- Join rules
- Widgets
- Encryption settings
- Relationships of Spaces
- Display names of users
- Avatars of users
- Live location shares
- Tombstones (for room upgrades)
Event type and state key

- Combined, they replace a previous state of the same type and state key.
- The state key often is an empty string.

- A few event types:
  - m.room.name
  - m.room.topic
  - m.room.member (State key: Matrix user ID)
m.room.name

{
    "name": "FrOSCon Matrix"
}


m.room.member (state key: @jaller94:matrix.org)

{
  "avatar_url": "mxc://matrix.org/RevRhOuWjEzRakoREaSKgBzY",
  "displayname": "jaller94",
  "membership": "join"
}
Live presentation
Thanks for listening!

Tell me about your needs!

Matrix Wrench is here to become more useful.