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.