Black Diamond

Introduction: Hi, Myself Albert here if you want to know more about me you can refer to my portfolio: [Link], So I have seen many bots in the markets and server having about 6 to 10 bot for the uses some for security some for fun and some for music why not make a open source bot which can do everything I know it would be a heavy task to take but Yesh we dream it we do it in this document you the whole code base file still and what and heavy is the code it connected is given here and it you want to make any changes or update something let me know or Dm in on discord or insta so we can make it better Lets not make this into very huge after this will be our index and then the whole document have fun and let me know if you like it be sure to star the repo so it don’t vanish out !!

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Teach Stack

This Discord bot is built using a **custom JavaScript (JS)** framework—because JS is like a magic toolbox full of gadgets (**libraries**) that make my life easier. It’s **scalable**, meaning I can keep adding cool features (without breaking everything… hopefully). Plus, with a huge **community**, there’s always a new trick to keep the bot **up-to-date** and running smoothly. While **Python** is easy to read, JavaScript is a beast when it comes to handling **big tasks**—and since **discord.js** loves it, they’re a perfect duo. Basically, JavaScript is my trusty sidekick, helping this bot do everything but clean my room!

File Structure

This document outlines the complete file structure for the **Black Diamond Bot**, explaining the purpose and functionality of each major directory and file.

**Project Structure**

Black-Diamond/

│

├── src/ # Source code

│ ├── main.js # Main entry point

│ │

│ ├── Command/ # Command handlers

│ │ ├── commandHandler.js # Main command handling system

│ │ ├── AdminCommands.js # Admin commands (kick, ban, etc.)

│ │ ├── channelCommands.js # Channel management (slowmode, lock)

│ │ ├── messageModCommands.js # Message moderation (purge, softban)

│ │ ├── voiceModCommands.js # Voice moderation (deafen)

│ │ ├── communicationCommands.js # Communication (announce, dm)

│ │ ├── roleCommands.js # Role management

│ │ ├── roleCommands2.js # Additional role commands

│ │ └── warningManager.js # Warning system

│ │

│ ├── Security/ # Security systems

│ │ ├── syshandling.js # Security system handler

│ │ ├── Logging.js # Logging system

│ │ ├── Verfication.js # Verification system

│ │ ├── Antilinks.js # Anti-link system

│ │ └── Antiraid.js # Anti-raid system

│ │

│ ├── Startup/ # Startup and setup systems

│ │ ├── Setup.js # Bot setup system

│ │ ├── Welcom.js # Welcome message system

│ │ └── Goodbye.js # Goodbye message system

│ │

│ ├── Utils/ # Utility systems

│ │ ├── Function.js # General utility functions

│ │ ├── Currency.js # Economy system

│ │ ├── shop.js # Shop system

│ │ └── Games.js # Games system

│ │

│ ├── Invitetracker/ # Invite tracking system

│ │ ├── Invite.js # Invite commands and tracking

│ │ └── invitehanddling.js # Invite event handling

│ │

│ └── Music/ # Music system (empty/to be implemented)

│ ├── musicsys.js # Music system (placeholder)

│ └── Sound.js # Sound management (placeholder)

│

├── data/ # Data storage

│ ├── currency.json # Economy data

│ ├── games.json # Games data

│ ├── shop.json # Shop items data

│ └── verification.json # Verification data

│

├── config/ # Server configurations

│ └── [server\_id].json # Config files for each server

│

├── logs/ # Log files

│ ├── logs.txt # General logs

│ └── activity.log # Activity logs

│

├── warnings/ # Warning logs storage

│

├── App/ # Application extras

│ └── AI/ # AI-related functionality

│

├── node\_modules/ # Dependencies

│

├── .env # Environment variables (bot token)

├── package.json # Project dependencies

├── package-lock.json # Dependency lock file

├── commands.txt # Command documentation

├── Readme.md # Project readme

└── Mit.md # License file

**Directory & File Descriptions**

**1. src/ (Source Code)**

Contains all the main code for the bot, organized into various subdirectories for different functionalities.

**a. main.js**

The core entry point of the bot. It initializes the bot and sets up event listeners and command handling.

**b. Command/**

Handles all the bot's command logic, divided by feature category:

* **commandHandler.js**: Centralized system for parsing and executing commands.
* **AdminCommands.js**: Administrative commands (e.g., kick, ban, mute).
* **channelCommands.js**: Channel management (e.g., slowmode, lock).
* **messageModCommands.js**: Message moderation (e.g., purge, softban).
* **voiceModCommands.js**: Voice channel moderation (e.g., deafen).
* **communicationCommands.js**: Communication commands (e.g., announcements, direct messages).
* **roleCommands.js & roleCommands2.js**: Role management (e.g., add/remove roles).
* **warningManager.js**: Manages user warnings (e.g., issue warnings, track warnings).

**c. Security/**

Manages bot security features:

* **syshandling.js**: Coordinates all security features.
* **Logging.js**: Logs server events.
* **Verfication.js**: Handles member verification.
* **Antilinks.js**: Blocks unauthorized links.
* **Antiraid.js**: Anti-raid protection against mass joins.

**d. Startup/**

Handles the bot's initial setup and member welcome/goodbye messages:

* **Setup.js**: Guides initial bot setup.
* **Welcom.js**: Sends welcome messages.
* **Goodbye.js**: Sends farewell messages.

**e. Utils/**

Contains utility functions and systems:

* **Function.js**: General utility functions.
* **Currency.js**: Economy system handling in-bot currency ("Bizz").
* **shop.js**: Manages the shop system.
* **Games.js**: Handles mini-games and entertainment.

**f. Invitetracker/**

Manages invite-related functionality:

* **Invite.js**: Tracks invite statistics and commands.
* **invitehanddling.js**: Handles invite-related events.

**g. Music/**

Placeholder for future music-related features.

**2. data/ (Persistent Storage)**

Stores JSON files used to save information:

* **currency.json**: User balances for the economy system.
* **games.json**: Game-related statistics and data.
* **shop.json**: Available shop items.
* **verification.json**: Verification settings and logs.

**3. config/ (Server Configuration)**

Contains per-server configuration settings, with each server having its own JSON file named by server ID.

**4. logs/ (Logging)**

Stores logs generated during the bot's operation:

* **logs.txt**: General log of bot activity.
* **activity.log**: Logs user and command activity.

**5. warnings/**

Stores user warning data for moderation purposes.

**6. App/**

Contains extra functionalities such as AI-related features.

**Environment & Metadata**

* **.env**: Stores sensitive environment variables (e.g., bot token).
* **package.json**: Defines project dependencies and metadata.
* **Readme.md**: Documentation for getting started and using the bot.
* **Mit.md**: The project's MIT license.

*Developed by* [*west\_05x*](https://github.com/west_05x)

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Features

| **Category** | **Feature** | **Description** | **File Location** |
| --- | --- | --- | --- |
| **General Commands** | Admin Commands | Includes kick, ban, and message clearing. | src/Commands/adminonly.js |
|  | Fun Commands | Interactive and entertainment-based commands. | src/Commands/command.js |
|  | Game Commands | Play games like Tic-Tac-Toe. | src/Commands/Games.js, src/Util/tictakto.js |
|  | Music Commands | Play, pause, and manage music. | src/Commands/musiccommand.js |
|  | Soundboard | Fun sound effects for the server. | src/Music/soundboard.js |
| **Music System** | Music Playback | Handles playing and managing music. | src/Music/handling.js |
|  | Music Utilities | Helper functions for music management. | src/Music/function2.js |
| **Security** | Anti-Link Protection | Detects and removes unauthorized links. | src/Security/Antilink.js |
|  | Anti-Raid System | Prevents mass-joins and protects the server. | src/Security/Antiraid.js |
|  | Anti-Spam System | Blocks message flooding and spam detection. | src/Security/Antispam.js |
|  | Bad Words Filter | Filters offensive words from chat. | src/Security/badwords.js |
|  | User Verification | Ensures users are verified before accessing. | src/Security/verification.js |
| **Utility** | Currency System | Virtual currency system for users. | src/Util/currency.js |
|  | Virtual Pet | Users can adopt and interact with a virtual pet. | src/Util/pet.js |
| **Testing** | Security Tests | Test modules for security features. | src/Test/badwordssys.js, src/Test/Radingringsys.js |
| **Core System** | Main Bot Controller | Entry point to manage and run the bot. | src/main.js |

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Command and its usage

Welcome to the official documentation for **Black Diamond Bot**. This document outlines all available commands, their usage, and additional information to help you effectively manage your server using Black Diamond.

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   * [Admin Commands](https://chatgpt.com/c/67e28b59-d544-800f-80d0-281c81993b95#admin-commands)
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4. [Invite Tracking](https://chatgpt.com/c/67e28b59-d544-800f-80d0-281c81993b95#invite-tracking)
5. [Utility](https://chatgpt.com/c/67e28b59-d544-800f-80d0-281c81993b95#utility)
6. [Notes](https://chatgpt.com/c/67e28b59-d544-800f-80d0-281c81993b95#notes)

**Moderation Commands**

**Admin Commands**

* /kick <user> [reason]
  + Kicks a user from the server.
* /ban <user> [reason] [days]
  + Bans a user from the server and optionally deletes their messages.
* /unban <user>
  + Unbans a user from the server.
* /mute <user> [duration] [reason]
  + Mutes a user, preventing them from sending messages.
* /unmute <user>
  + Unmutes a previously muted user.
* /warn <user> [reason]
  + Warns a user and logs the warning.
* /unwarn <user> [warning\_id]
  + Removes a warning from a user.

**Voice Moderation**

* /deafen <user> [reason]
  + Server deafens a user in voice channels.
* /undeafen <user>
  + Removes server deafen from a user.

**Message Moderation**

* /softban <user> [days] [reason]
  + Bans and immediately unbans a user to delete their messages.
* /purge <amount> [user]
  + Deletes a specified number of messages, optionally from a specific user.

**Channel Management**

* /slowmode <duration>
  + Sets slowmode in the current channel.
* /lock [channel]
  + Locks a channel, preventing users from sending messages.
* /unlock [channel]
  + Unlocks a previously locked channel.

**Role Management**

* /addrole <user> <role>
  + Adds a role to a user.
* /removerole <user> <role>
  + Removes a role from a user.
* /createrole <name> [color] [mentionable] [hoisted]
  + Creates a new role.
* /deleterole <role>
  + Deletes a role.
* /roleall <role>
  + Adds a role to all members in the server.
* /revokeroleall <role>
  + Removes a role from all members in the server.

**Communication**

* /announce <message>
  + Sends an announcement embed in the current channel.
* /pingrole <role> <message>
  + Pings a role with a message and then removes the ping.
* /dm <user> <message>
  + Sends a direct message to a user through the bot.

**Economy System**

* /bizz balance [user]
  + Shows your or another user's balance.
* /bizz daily
  + Collects your daily reward.
* /bizz work
  + Work to earn Bizz.
* /bizz transfer <user> <amount>
  + Transfers Bizz to another user.
* /bizz leaderboard
  + Shows the top 10 richest users.

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**Admin Economy Commands**

* /admin-bizz add <user> <amount>
  + (Admin) Adds Bizz to a user's balance.
* /admin-bizz remove <user> <amount>
  + (Admin) Removes Bizz from a user's balance.
* /admin-bizz set <user> <amount>
  + (Admin) Sets a user's balance to a specific amount.

**Shop Commands**

* /shop view
  + View all available items in the shop.
* /shop buy <item>
  + Buy an item from the shop.
* /shop inventory [user]
  + View your or another user's inventory.

**Admin Shop Commands**

* /admin-shop add <name> <price> <description>
  + (Admin) Adds an item to the shop.
* /admin-shop remove <item>
  + (Admin) Removes an item from the shop.
* /admin-shop edit <item> <price|description> <value>
  + (Admin) Edits an item in the shop.

**Other Economy Commands**

* /setup-economy
  + Sets up the economy system for the server.
* /colors
  + View and purchase role colors.
* /coinflip <amount>
  + Bet your Bizz on a coin flip.

**Setup Commands**

* /setup
  + Interactive setup for bot features.
* /captchaverify
  + Sets up the verification system.

**Invite Tracking**

* /invites leaderboard
  + Shows the top inviters in the server.
* /invitecheck <user>
  + (Admin) Shows who invited a specific user.

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**Utility**

* /help
  + Shows the help menu with all commands.
* /reactionrole
  + Sets up reaction roles.

**Notes**

1. Commands marked with **(Admin)** require administrator permissions to use.
2. Some commands have subcommands; use them like /command subcommand.
3. Parameters in <angle brackets> are required, while [square brackets] are optional.
4. The economy system uses **"Bizz"** as its currency.
5. For more detailed help on a specific command, use /help [command].

*Developed by* [*west\_05x*](https://github.com/west_05x)

DEV BLOG: Hey, So as you already knew my name Let me continue why I got the need to make the bot first discord is a place where people hangout and server having 10 to 15 bot for small task one for verification and one for music why not get all this in one like without paying anything, and I don’t whether I have mentioned I am from India and dyno being a very famous bot but having a pay wall so why not having all those without any subsection like everyone can use also I am playing to add feature to it the whole year so my project started 20 – 03 – 2025 And I am going to complete this project at the same date next year so I have going to make it big there is a saying slow and steady wins the race

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