

ZVxScripts User Manual

October 17, 2013

Part I

Installing the Scripts

The *install.sh* shell script might be useful. If you do not have bash, the script can be installed manually like this:

1. Copy the js_modules folder to the server.
2. Copy the scripts.js file to the server.
3. Copy the COPYING file to the server, and rename it ZVXSCRIPTS_COPYING
4. Create a directory/folder, called *js_databases* .

Part II

Permission Configuration

WARNING: The auth changing commands in the players menu *do not always work*. Use */setauth* instead.

You will probably want to set your administrator account to be in the ServerOperator group. This is a group created by default by the scripts when no groups exist. Type the following into the server console:

```
/usermod "your username goes here" -group=ServerOperator -add
```

To add Owners, type:

```
/setauth "username" -level=3
```

Which is an easy way to add users to the Owner group.

Keep in mind that the default configuration for the owner group does not have a lot of permissions! If you want to give members of the Owner group all permissions, type:

```
/groupmod -group=Owner -addperms=SERVEROP
```

You can add more groups with the *create* option:

```
/groupmod -create -group=MiniMod -addperms=MUTE,KICK
```

Part III

Using the scripts

1 Command parser style

You can select between the *simple* or *optargs* command parser. The default and the one used in the examples is *optargs*. Some users may find *simple* easier. To change the parser mode for your account, register, then type:

```
/userconf commandParser = "simple"
```

OR

```
/userconf commandParser = "optargs"
```

userconf is an example of a parser neutral command, as it implements it's own parser, the above will always work.

Here are some comparisons:

optargs:

```
/ban "noob with spaces" 212.23.276.0/24 -time="4 hours" -reason=spamming
```

simple:

```
/ban noob with spaces*212.23.276.0/24:time=4 hours:reason=spamming
```

2 /commands

Use `"/commands"` or `"/commands -all"` to get a list of commands. It has fairly complete information and always lists *every* command that's relevant, but is rather brief. You may use `/commands -examples` as well, or `-examples -all` etc.

3 /help

Try `/help <command>` for more information about it.

4 /modprobe

`/modprobe` will help you manage LSMs (loadable script modules.) By default, it will list loaded modules. If you include modules as arguments, it will list information about that module.

`/modprobe` has a few options as well:

load Loads modules

reload Loads modules, if they were already loaded then unloads them first.

unload Removes modules

5 /ioctl

`/ioctl` provides you with a critical command to manage the script databases in a simple and straightforward manner. By default it lists the databases open. You also have a few options to apply to open databases:

all Changes the selected databases to include all databases, not just the ones you listed manually.

commit Commits all database changes to file.

sync Synchronizes all databases to file. Basically the same as commit except this writes the *whole* database, not just changes. Will merge all commits into the database.

backup Makes a copy of the entire database and writes it to a file.

purge Delete database.

Note that databases automatically commit data every once in a while and synchronize at open and close, by default.

6 /eval

Used by nearly every script admin. This allows you run arbitrary code on the server.

7 Security Commands

7.1 /ban

Ban player names, ip addresses, subnets, or regular expressions from the server.

7.1.1 Options

reason Specify a reason for the ban.

time Specify a duration for the ban.

silent Might not show a message.

ip For all listed usernames, ban their IP address also.

7.2 /mute

Mute player names, ip addresses, subnets, or regular expressions in the server.

7.2.1 Options

reason Specify a reason for the mute.

time Specify a duration for the mute.

silent Might not show a message.

ip For all listed usernames, ban their IP address also.

7.3 /info

Most users can use info in the default configuration, as long as they are registered. But it provides extra information to moderators, such as the users IP address. Just type /info <username>.