DGAdmin Introduction

DGAdmin script based on RGAdmin, modified by F. Bernkastel.

RGAdmin was made to be a lightweight, simple, fast and lagless plugin, removing the useless bloat that comes with SinAdmin like aimbots and stuff that can be abused.

Also, improved player recognition is a part of this script, not only using GUID, ~~but using IP~~ and HWID as well.

Contrary to popular belief, this script is <u>NOT</u> based on Sin or any other script, but was made from scratch.

Fun facts:
- RGAdmin was programmed in 4 months every other day.
- RGAdmin has 4.5k lines.
- It was initially called LambAdmin, but was renamed due to RG scrub clan I was in at the time.
- At the beginning, it was supposed to be a group project, but moustache and pepper couldn't code to my expectations, so I didn't let them touch my code.

Credits:
- Lambder
- F. Bernkastel
- SAT creators for HWID offsets and AntiKnife
- x86JMPSTREET (lelz)
- All RG members for supporting me on the project
- Especially Moustache and Pepper
- Arnie for doing most of the guide

Groups System

You may ask yourself how can I give my mates the rights to issue commands and this will be explained here.

First of all you should know that all required files get automatically generated by the script if they don't exist,you shouldn't forget that there are always three files.First one is "groups.txt",second one "players.txt"and the third "immuneplayer.txt".The first one defines the available groups with their specific name,password and the commands they are allowed to use.The second file is to store the players linked with their specific groups and the last file "immuneplayers.txt" is to store the date of the players which are immune to any commands.

groups.txt

We will start with editing the "**groups.txt**" which can be found in `scripts\RGAdmin\Groups\groups.txt` when we open the file for the first time it will show us this:

```
default::pm,admins,guid,version,rules,afk,credits,hidebombicon,help,rage,maps,time,amsg,ft,hwid,apply,night,fillammo,report,suicide,yes,no,register,xlrstats,xlrtop
moderator:password:login,warn,unwarn,kick,mode,map,setafk,kick,tmpban,changeteam,lastreports:^0[^5Moderator^0]^7,
family:password:kickhacker,kill,mute,unmute,end,tmpbantime,cdvar,getplayerinfo,say,sayto,resetwarns,setgroup,scream,whois,changeteam,yell,gametype,mode,login,map,status,kick,tmpban,ban,warn,unwarn,getwarns,res,setafk,setteam,balance,clanvsall,clanvsallspectate,sunlight,alias,lastreports,fire:^0[^3F^0]^7
elder:password:-*unsafe*,*all*:^0[^4Elder^0]^7
developer:password:*all*:^0[^;D^0]^
owner:password:*all*:^0[^1O^2w^3n^4e^5r^0]^3
admin:password:scream,whois,changeteam,yell,gametype,mode,login,map,status,unban,unban-id,kick,tmpban,ban,warn,unwarn,getwarns,res,setafk,setteam,balance,clanvsall,clanvsallspectate,login,lastreports:^0[^1Admin^0]^7
leader:password:*all*:^0[^1L^2e^3a^4d^5e^7r^0]^2
trial:password:login,warn,unwarn,kick:^0[^5Trial^0]^7
member:password:login,warn,unwarn,kick,mode,map,setafk,kick,tmpban,lastreports:^0[^5Member^0]^7
friend:password:login,warn,unwarn,kick,mode,map,setafk,kick,tmpban,map,mode,tmpban,lastreports:^0[^6Friend^0]^7
vip:password:ban,kick,tmpban,warn,unwarn,map,balance,mode,whois,status,login,setafk,changeteam,scream,fakesay,myalias,fire:^0[^3V.I.P.^0]^7
founder:password:*all*:^0[^1F^2o^3u^4n^5d^6e^8r^0]^6
donator:password:kick,warn,tmpban,unwarn,mute,unmute,login,balance,setafk,changeteam,myalias,lastreports,fire:^0[^2Donator^0]^7
banned::-pm,-admins,-guid,-version,-rules,-afk,-credits,-hidebombicon,-help,-rage,-maps,-time,-amsg,-ft,-hwid,-apply,-night,-fillammo,-report,-yes,-no,-register,-xlrstats,-xlrtop:^0[^1BANNED]^7
coleader:password:-*abusive*,-*unsafe*,*all*:^0[^3CoLeader^0]^7
```

The system of it is pretty easy,
`<groups name>:<groups password>:<command>,<command>,<command>:<chat prefix >`
this would mean that,
`Lambder:ImScrub:scream,whois,yell,login:[Scrub]`
creates a group called "**Lambder**" with the password "ImScrub" and with the commands "**scream,whois,yell,login**"which gets the the chat prefix "**[Scrub]**".

BUT:

- DO NOT EDIT THE "default" GROUP UNLESS YOU WANT TO CHANGE THE AVAILABLE COMMANDS. ANYTHING ELSE WILL MOST PROBABLY CRASH YOUR SERVER.
-

Example:
`default::pm,status,hwid,ft -> Works`

`User::pm,status,hwid,ft ->` Won't work

- REMEMBER TO ADD LOGIN PERMISSION TO GROUPS THAT HAVE A PASSWORD SET TO THEM, OTHERWISE PLAYERS WILL NOT BE ABLE TO LOGIN.

- IF THE GROUP DOES NOT HAVE A PASSWORD SET, USERS WILL NOT BE REQUIRED TO LOGIN

- IF THE GROUP DOES NOT HAVE A PREFIX, USERS WITHIN THAT GROUP WILL NOT BE DISPLAYED IN !ADMINS

- DO NOT USE ":" INSIDE THE GROUP PREFIXES, GROUP WILL NOT BE ADDED
  (previous to v1.05n6)

- MAKE SURE YOU DO NOT HAVE ANY SPACES BEFORE OR AFTER THE SEPARATORS. RESPECT THE MODEL GIVEN TO YOU.

Advanced Configuration:

- "`*all*`" node gives all permissions
- "`-<perm>`" should be used before "`*all*`" in order to explicitly deny someone's permission.
- (since v3.3n13) "`-*abusive*`" should be used before "`*all*`". Easily disable all abusive commands:
    - `freeze,`   `unfreeze,`   `mute,`   `unmute,`
    - `kill,`   `sunlight,`   `rotatescreen,` `fakesay,`
    - `rek,`   `rektroll,`   `nootnoot,`   `daytime,`
    - `kd,`   `setfx,`   `hell,`   `fire,`
    - `3rdperson,`   `teleport,`   `fly,`   `jump,`
    - `speed,`   `gravity,`   `ac130,`   `setclantag,`
    - `letmehardscope`
- (since v3.3n13) "`-*unsafe*`" should be used before "`*all*`". Disable all unsafe commands. Unsafe commands – commands that may crash the server or client:
    - `sdvar,`   `server,`   `setclantag,` `fc,`
    - `foreach,`   `svpassword`

Example:
`leetgroup:leetpassword:-adminmsg,-kick,*all*:^0leetmate`
Will give the players assigned to leetgroup the permissions to do everything except kick and receive admin messages.

`coleader:copassword:-*abusive*,-*unsafe*,*all*:^0[^3CoLeader^0]^7`
Will give the players assigned to `coleader` the permissions to do everything except all abusive and unsafe commands.

players.txt

The second file we want to care about is the "**players.txt**" which can be found in
"`scripts\RGAdmin\Groups\players.txt`".
In this file all players which are getting added will be stored,in a simple system, RGAdmin is not referring to the GUID only but to the IP and HWID aswell. This means that an entry in that file will look like this:

`GUID,HWID:group`

It doesn't matter in what order GUID, HWID is stored in, it just matters that all two of them are in the line, splitted by commas and the name of the group stands behind the colon. NO SPACES. Any linear combination of them will work. You can also use only one of them, as long as it respects the rule above.

This means to manually add a player to the group *"**Lambder***"* which got created before we use this line:

`76561199527603798,FFFFFFFF-FFFFFFFF-FFFFFFFF:Lambder`

Will assign the user having the the GUID *"**76561199527603798***"* and the HWID *"**FFFFFFFF-FFFFFFFF-FFFFFFFF***"* to the group *"**Lambder***"*

More examples:

`76561199527603798:Lambder` **-> works**
`FFFFFFFF-FFFFFFFF-FFFFFFFF:Lambder` **-> works**
`FFFFFFFF-FFFFFFFF-FFFFFFFF,76561199527603798:Lambder` **-> works**

Don't forget to remember that only a user matching all the written IDs AT THE SAME TIME will be assigned the group. If someone keeps losing his permissions, take a look at !dbsearch.

BUT:

- DO NOT ADD MORE THAN 2 IDENTIFIERS TO A LINE, WILL ONLY USE THE LAST IDENTIFIER OF EACH TYPE.

- DO NOT ADD THE SAME USER TO 2 DIFFERENT GROUPS
  (FIRST MATCHING DETAILS WILL GIVE THE USER'S GROUP)

immuneplayers.txt

The last file we want to take care about is the *"immuneplayers.txt*" which can be found in *"scripts\RGAdminGroups\immuneplayers.txt"* that stores the IDs ,as mentioned above , of the immune players,so players which can't be kicked,warned or banned.It uses the same system as the players.txt use,the diffrence is you don't add any group after the ID or the IDs.

This means that a working entry in this file would look like this:

```
76561199527603798,FFFFFFFF-FFFFFFFF-FFFFFFFF
```

This means that the player which hasthe GUID "**76561199527603798**" and the HWID "**FFFFFFFF-FFFFFFFF-FFFFFFFF**" is immune to all commands which are getting issued on him.

More examples:

```
76561199527603798 -> works
FFFFFFFF-FFFFFFFF-FFFFFFFF -> works
FFFFFFFF-FFFFFFFF-FFFFFFFF,76561199527603798 -> works
```

Don't forget to remember that only a user matching all the written IDs AT THE SAME TIME will be immune.

BUT:

- DO NOT ADD MORE THAN 2 IDENTIFIERS TO A LINE, WILL ONLY USE THE LAST IDENTIFIER OF EACH TYPE.

Commands

Right now we want to take care about the available commands,their usage and their functions, the section will be splitted up in: General commands, administrative commands, communication commands, information commands and personal commands.

You can use `#<entitynumber>` wherever part of a player name can be used.
Example:
`!kick #1 scrub`

Will kick the player with entitynumber **1** with the message "**scrub**"
You can get entitynumbers using `!status` or `!getplayerinfo`.

Commands, marked with "[**UNSAFE**]" should be confirmed by "`!yes`", or aborted by "`!no`".

General Commands

`!version`
Displays the current version of RGAdmin.

`!credits`
Displays the credits of RGAdmin.

`!time`
Displays the current server time.

`!afk`
Sets the sender's team to spectator.

`!cdvar <type> <key> [value]`
Set client dvar for you. If value not set, default value will be return.
Type can be **_int, float, string_** or **_direct_**. Direct mode allows to put multiple values (separate by space). Ex:
`!cdvar direct cg_hudSayPosition 200 200`

`!sdvar <key> [value]`
Set server dvar. If value not specified, NULL value will be set. Multiple values separated by space.

`!rage`
Kicks you from the server with a suggestive message.

`!suicide`
Suicide.

`!yes`
Confirm command execution.

!no

Abort command execution.

Information Commands

!rules

Displays the rules of the server

(rules are displayed from the file "***Commands\rules.txt***")

!apply

Displays the clan apply information

(message displayed from the file "***Commands\apply.txt***")

If the file does not exist, command will not be available.

!hwid

Displays the HWID of the issuer

!guid

Displays the GUID of the issuer

!maps

Displays the pool of the available maps

!admins

Displays the current online admins

!help

Displays a list of commands the player can use at the time.

Communication Commands

`!pm <player> <message>`
Sends a private message to the specific player

`!amsg <message>`
Sends a private message to all online admins

`!scream <message>`
Sends a given message in 8 different colors.

`!yell <player> <message>`
Sends a message on HUD to the specific player or to all

`!say <message>`
Says the message publicly with the public message prefix.

`!sayto <player> <message>`
Says the message privately to the given player with the private message prefix.

`!alias <player> [alias]`
Set chat alias for a player. Leave alias field to reset it.

`!myalias [alias]`
Like **!alias**, but only for issuer.

Administration Commands

`!status [filter]`
Gives a list of players currently on the server. It also supports an optional name filter

`!login <password>`
Tries to login the player using the provided password.
(where user's group has a password)

`!kick <player> [reason]`
Kicks the given player with an optional reason.

`!clankick <player>`
Will remove the player's perms (set their group to default) then kick them with the message to remove clantag.

`!tmpban <player> [reason]`
Temporarily bans the given player with an optional reason.

`!ban <player> [reason]`
Permanently bans the player with an optional reason.
(uses custom banlist, this means all players will be banned by GUID and HWID)

`!map <part of map name>`
Instantly changes the map to the given one.

`!warn <player> [reason]`
Warns a player with an optional reason.

`!unwarn <player> [reason]`
Unwarns a player with an optional reason.

`!resetwarns <player> [reason]`
Sets the player's warncount to 0 with an optional reason.

`!getwarns <player>`
Displays the given player's amount of warnings.

`!addimmune <player>`
Makes the player immune to kick, ban and a few other commands that can cause harm.
(player gets added by hwid and guid!)

`!unimmune <player>`
Removes given player from the immune list.

`!setgroup <player> <group>`

Sets a player's group. Use "**default**" to ungroup someone.

It is not needed to remove someone from a group to add him to another.

(PLAYERS WILL BE ADDED BY HWID AND GUID)

!fixplayergroup <player>

Will search through the database in an OR fashion. Will fix players losing perms.

Players will be readded with the common ids between the saved ones and the current ones.

!savegroups

Generally not needed, is done automatically after an ingame change is done.

Saves the loaded *groups.txt*, *players.txt* and *immuneplayers.txt*.

!res

Fastrestarts the game.

!getplayerinfo <player>

Shows player's entityid, IP, GUID and HWID.

!balance

Instantly balances the teams.

!setafk <player>

Sets the player's team to spectator.

!setteam <player> <team>

Sets the player's team to the given one.

Choose between *axis*, *allies* and *spectator*.

!clanvsall <terms>

Puts all the players matching any of the given terms above into the same team and the others will be put in the other.

Will not search through spectators.

Example:

`!clanvsall lamb penis sinx`

Will put the players named **Lambder**, **SinxSux**, **penisforlifeman** and **lamb** into the same team, and the others will be put in the other.

!clanvsallspectate <terms>

Puts all the players matching any of the given terms above into the same team and the others will be put in the other.

Will search through spectators.

Example:

`!clanvsallspectate lamb penis sinx`

Will put the players named **Lambder**, **SinxSux**, **penisforlifeman** and **lamb** into the same team, and the others will be put in the other, even if they are spectating.

!mode <dsr>
Searches through **\admin** folder and **\players2** folder for the specified dsr then loads it onto the server instantly.

Example:
`!mode FFA_default`
Will change to default ffa gamemode.

!gametype <dsr> <part of map name>
Changes dsr and map at the same time, immediately.

!server <command>
Sends given command to the server console.

!tmpbantime <minutes> <player> [reason]
Temporarily bans given player for given minutes with a configurable reason.

!pban <player>
Permanently bans given player, using the default tekno ban system.
Players banned this way won't be able to be unbanned ingame.

!unban <player>
Unban single player by name.

!unban-id <banentry>
Deletes given banentry from banlist.
You can get banentries by doing **!lastbans** or **!searchbans**.

!lastbans [amount]
Displays the last given amount of ban entries. default: 4

!searchbans <part of player name/GUID/HWID>
Will display all banentries matching any of the given criteria.

!loadgroups
Instantly reload the group files.
Will logout everybody.

!changeteam <player>
Changes the player's team to the other one.
Will not work on spectators.

!whois <player>
Displays all known names of a player.
(identified by GUID)

!end

Ends the current game.

`!spy <on/off>`
Enables or disables the command spy for the sender.

`!freeze <player>`
Freezes the given player.

`!unfreeze <player>`
Unfreezes the given player.

`!mute <player>`
Mutes the given player.

`!unmute <player>`
Unmutes the given player.

`!kill <player>`
Kills the given player instantly.

`!ft <filmtweak>`
Applies various filmtweaks.
`!ft 11` *is fps unlocker* **(since v1.05n6)**

`!kickhacker <full player name>`
You don't need this.
Kicks the player with the full given name instantly.
Will search through all entities.

`!fakesay <player> <message>`
Say a message as another player.

`!silentban <player>`
Adds the given player to banlist, but doesn't kick him and prevents him from quitting the game.

`!rek <player>`
Does exactly what rektroll does, but also adds the player to the banlist without kicking them.

`!betterbalance <on/off>`
Turns betterbalance on or off.
While betterbalance is on, players will be instantly balanced when they die, if needed.

`!xban <player> [reason]`
Bans the given player by the first 12 hex digits in their XNADDRESS. Great for keeping unbanner scrubs away.
XBanlist is a separate banlist and players will only be able to be unbanned outside the game.

`!dbsearch <player>`

A great tool for checking why a player does not have his group assigned anymore.

Every ID of the player will be searched through the groups file and relevant entries will be shown. If the color is green, then it matches. If it is red, then it doesn't.

`!dbsearch lambder`

If there's a single entry with everything green but the IP, then that means that the user changed IP. (most probably has dynamic IP address.)

To fix this problem, find the line inside the groups file and simply remove the IP from this list of identifiers.

(since v3.1n4, script doesn't use IP at all)

`!report <message>`

Player can report hackers. Message will be sent to all admins, and saved to history.

`!lastreports [count]`

Admins can access to **!report** history. Count may be 1 – 8, default is 4.

Fun commands

!kd <player> <kills> <deaths>
Set custom kills/deaths score for player. (Affects only scoreboard, but doesn't actually changes it).

!rektroll <player>
Freezes the given player, takes all their weapons, spams "*YOU'RE REKT*" all over their screen and prevents them from quitting.
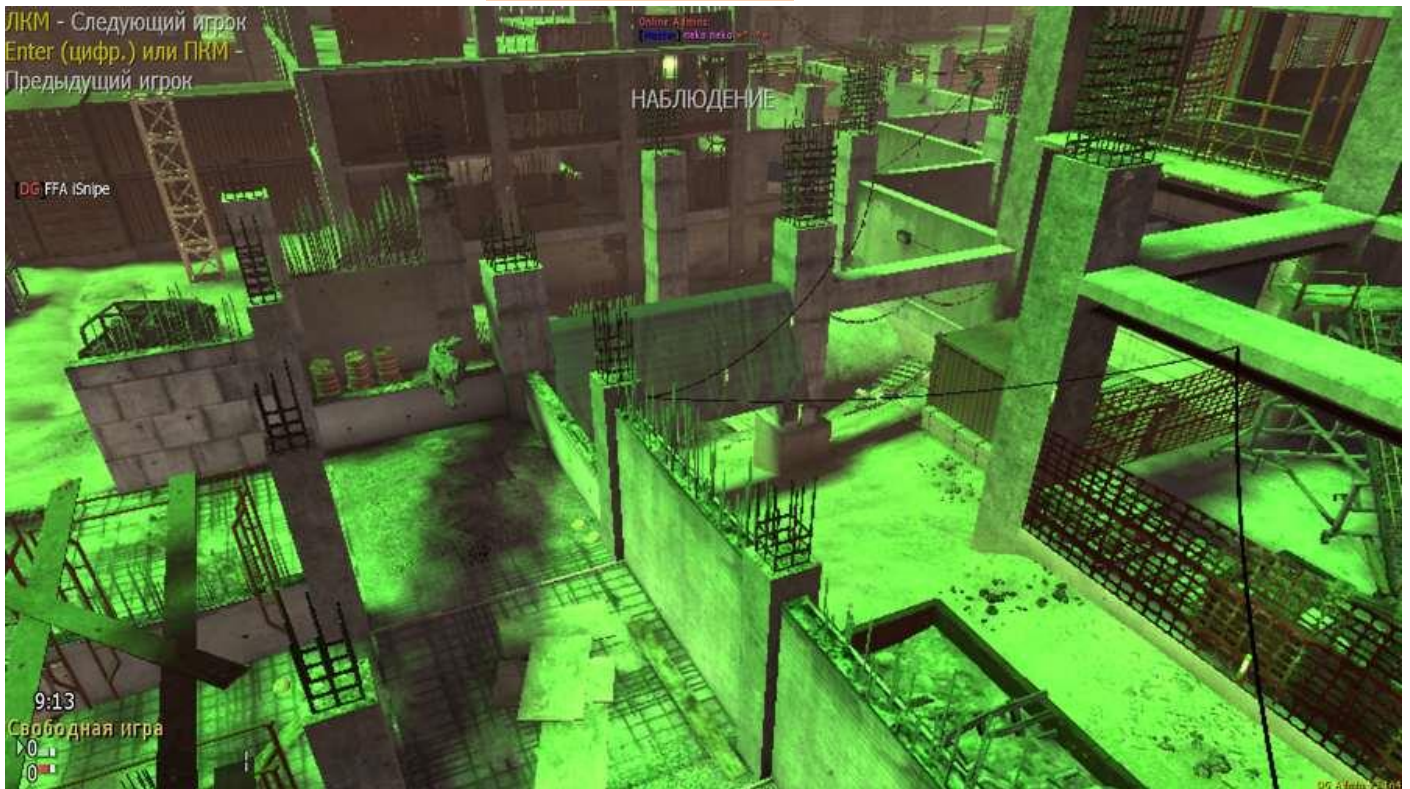
!nootnoot <player>
Toggles the player's *nootnoot* status.
If *nootnoot*ing is enabled, all of the victim's chat messages will be replaced with
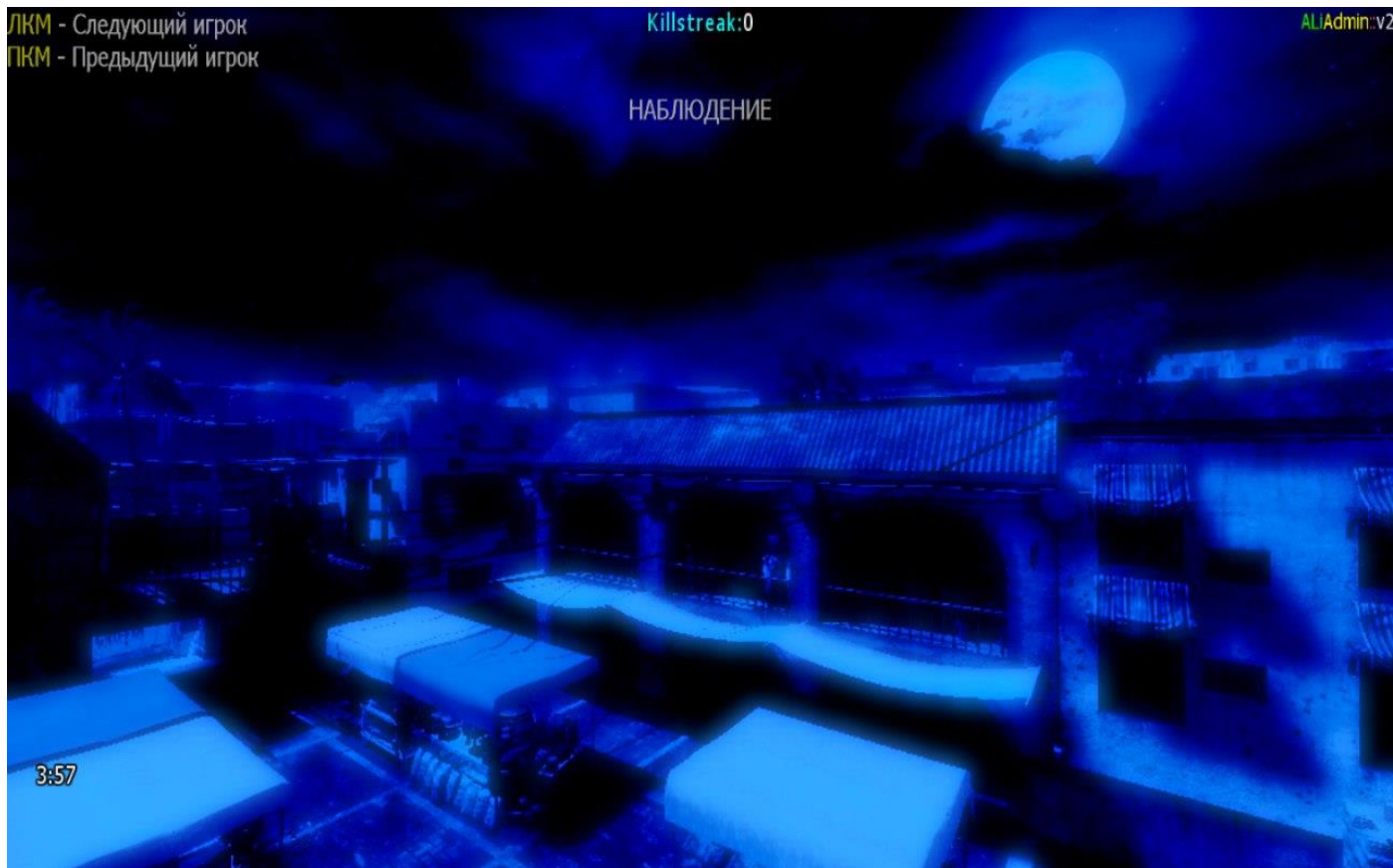"*noot noot*"

!sunlight <float RED> <float GREEN> <float BLUE>
Set sun light color multiplier. Default is "**!sunlight 1.0 1.0 1.0**"

!night <on|off>
Turn night mode for a player.

!daytime <day|night|morning|cloudy>
Force graphics mode for all players. If "**night"**, commands "**!fx**" and "**!night**" are blocked.

!setfx <fx> [spawn key]
Spawn custom FX at player origin. Triggered by key. If key not specified, default is "activate".
List of effects can be found here:
https://www.itsmods.com/forum/Thread-Tutorial-MW3-FX-List-V1.html

!fire
Player emit beatiful fire sparks.

!ac130 <all | <player>> [-p]
Hand-held AC130 gun.
–p flag makes it permanent, until round end.
Example:
```
!ac130 all -p
!ac130 bernkastel
```

!3rdperson
Forced 3rd person view.

!teleport <player1> <player2>
Teleport player1 to player2.

!fly <on|off> [bound key]
Invisible flying god mode. If key not specified, default is "F" (activate).
If command executed by spectator, he will be spawned. He can't kill, and can't be killed.

!jump <<height> | default>
Set jump height.

!speed <<speed> | default>
Set speed multiplier.

!gravity <<g> | default>
Set gravity force.

UNSAFE COMMANDS
(NOT ENABLED BY DEFAULT)

!fc <player> <command>

Forces the given player to execute the given command if the sender can execute it himself.

Example:

`!fc lamb balance`

If the sender can do !balance, then the chat will display that Lambder balanced the teams.

!foreach <includeself> <command>

Will execute given command replacing "**<player>**" with each of the players.

Example:

`!foreach false fc <player> rage`

Will make everybody get kicked but the sender.

`!foreach true ban <player>`

Will ban everybody currently on the server, including yourself.

`!foreach true fc <player> foreach true fc <player> foreach true fc <player> foreach true fc <player> fakesay bern lagg`

Crash the server :D

In this case, if server is full, fakesay command will be executed $18^4 = 104976 \; times$

!swpassword [password]

[UNSAFE]

Will set server password in "`players2\server.cfg`", then kill server.

Server should be run under daemon, i.e. "Alani's server manager" to be auto-restarted.

Config files/Banlists and others

ISNIPE MODE

ISnipe mode consists of players automatically getting max ammo and smaller bomb icons on spawn. Also, none of the following options will work if isnipe mode is false.

Features **antiplant**, **antihardscope, AntiNoScope, AntiCRTK, AntiBoltCancel** and **AntiKnife**.
Toghether with a few new commands:

`!ga`
Gives max ammo for the current weapon to the player.

`!hidebombicon`
Useless. Does that automatically.

`!knife <on/off>`
Enables or disables knifing.

`!letmehardscope <on/off>`
For tenko isnip scurbs.
Antihardscope must be enabled to get some use out of it.

XLR Stats

Since v3.3n10.
XLR Stats is a player statistics system. Be aware, it is not famous XLR plugin, and written from scratch as a DGAmin feature. It supports basic things: **kills**, **deaths**, **KD**, **headshots**, **throwing knife kills** and **accuracy**. You can enable it in settings.

```
xlr score = (kills / deaths) * accuracy * 100
```

Commands:

`!register`
Register to XLR Stats.

`!xlrstats [player]`
Your statistics.
Specify player, if you wanna know how good other players.

`!xlrtop [amount]`
XLR Top scores.
Amount should'nt be greather than 8, and smaller than 1.

Config files

settings.txt

settings_isnipe=true
enables isnipe mode

settings_isnipe_antiplant=true
enables anti-plant

settings_isnipe_antihardscope=true
enables anti-hardscope

settings_isnipe_antinoscope=true
since v3.3n10. Enables anti-nosnope.

settings_isnipe_anticrtk=true
since v3.3n10. Enables anti – close range throwing knife.

settings_isnipe_antiboltcancel=true
since v3.3n10. Enables anti-boltcancel.

settings_isnipe_antiknife=true
utomatically disables knife on start

settings_isnipe_antifalldamage=true
disables fall damage

settings_isnipe_antiweaponhack=true
reks weap hackers - not needed in 3.9
you can safely set it to false

settings_enable_xlrstats=true
since v3.3n10. Enables XLR Stats.

settings_teamnames_allies=^0[^1DG^0] ^7Clan
allies team name

settings_teamnames_axis=^3NOOBS
axis team name

settings_teamicons_allies=cardicon_weed
allies team icon

settings_teamicons_axis=cardicon_thebomb
axis team icon

settings_enable_connectmessage=false
whether to enable connect message

format_connectmessage=^3#^1<hour>:<min> ^3#^1<clientnumber> ^3#^1<rank> ^3#^1<player> ^7Connected.
Player connect message format

settings_enable_misccommands=false
enables unsafe commands

settings_maxwarns=3
Maximum amount of warns until automatic tmpban.

settings_groups_autosave=true
automatically saves groups after doing operations ingame.
DO NOT DISABLE UNLESS YOU KNOW WHAT YOU ARE DOING.

settings_enable_spy_onlogin=false
will automatically turn spy on when a player that is able to run the command logs in

settings_showversion=true
whether to show version hudelem in the bottom right of the screen

settings_adminshudelem=true
whether to show admins hudelem at the top of the screen

settings_unfreezeongameend=true
unfreeze players when game ends

settings_betterbalance_enable=true
enable betterbalance by default when server starts

settings_betterbalance_message=^3<player> ^2got teamchanged for balance.
betterbalance chat message

settings_enable_dlcmaps=false
since v1.05n18. Makes dlc maps available

settings_enable_chat_alias=true
since v3.1n4. Enable chat alias support.

settings_enable_spree_messages=true
since v3.2n5. Enable spree messages.

lang.txt

ChatPrefix=^0[^1DG^0]^7
chat prefix for public messages

ChatPrefixPM=^0[^5PM^0]^7
chat prefix for private messages

ChatPrefixSPY=^0[^6SPY^0]^7
chat prefix for command spy

ChatPrefixAdminMSG=^0[^3ADM^0]^3
chat prefix for admin messages

FormattedNameRank=<shortrank> <name>
name formatting for players in groups

FormattedNameRankless=<name>
name formatting for default players

Message_HardscopingNotAllowed=^1Hardscoping is not allowed!
message for hardscoping players

Message_PlantingNotAllowed=^1Planting not allowed!
message for planting players

cmdlang.txt

This is where you can change default chat messages for commands.
"*<identifier>*" are identifiers and will be replaced accordingly when command is run.
Pretty straight-forward.

Commands\banlist.txt

This is where all banned players are stored. (banned with !ban and !tmpbantime)
Each entry's format is:
`<Date>;<identifiers>;Name`

Example:
`9999 Dec 31 23:59;76561199732713689,f8197569-6d7a90df-1c8ac27c;Sarah`

Notice that there are SEMICOLONS (;) AND NOT COLONS (:) IN THE BANLIST!

Permanent bans have the year 9999 as the date, just like in the example.

Commands\commandaliases.txt

Format is:
"`<alias>=<command>`"

Example:
`k=kick`
Now players will be able to do "`!k lamb scrub`" instead of "`!kick lamb scrub`".

Utils\chatalias.txt

Format is:

"`<GUID>=<alias>`"

Example:

`76561199393274270=^6neko neko ^1=^_^=`

Now, in chat, player's name with GUID **76561199393274270** will be replaced with "**^6neko neko ^1=^_^=".**
Also affect **online admins HUDelem**, and "**!admins**" command.

Commands\xbans.txt

Contains on each line the first 12 characters of xbanned players' xnaddresses.
You can also use it to create an xnaddress blacklist. You can put more or less than 12 characters and the script will check to see whether the players' xnaddresses contain them in that order and kick them.

Utils\badclantags.txt

Add each bad clantag on each line (case sensitive).

Utils\badnames.txt

Add each bad name on each line (also case sensitive).

Utils\cdvars.txt

Here you can set default client dvars, applied for each player. One dvar per line.
Format: `<dvar>=<value>`. Multiple values are separated by space.
Complete list of dvars can be found here:
http://www.mpgh.net/forum/showthread.php?t=201009