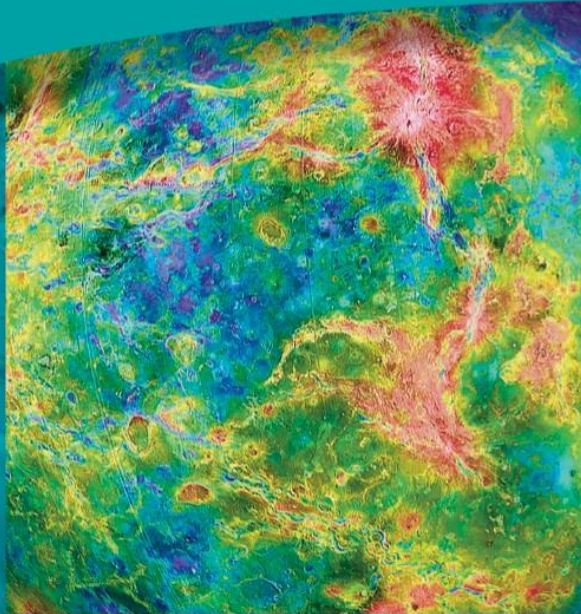
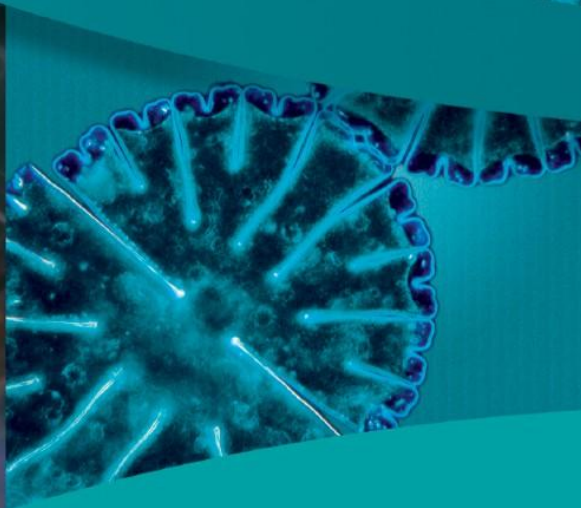


Frederica Bernkastel

DGAdmin v3.5

Complete Documentation



08.2017

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DGAdmin Introduction

Actual version: v3.5

DGAdmin is an administrative script for TeknoMW3 dedicated server.
Developed by F. Bernkastel.

DGAdmin was made to be a fast and lagless All-in-One plugin, collecting lots of features, previously possible only with separate scripts.
Due modular structure, each feature can be easily disabled to reduce CPU and RAM load.



Fun facts:

- DGAdmin originally based RGAAdmin v1.05, and being developed for 2 years.
- Yes, i'm developing it alone, without any support these 2 years.
- RGAAdmin had 4.5k lines of source code, whereas DGAdmin – over 10000!

Credits:

- F. Bernkastel
- Lambder and his team for coding the base script
- Musta for bugreports and testing
- SAT creators for HWID offsets and AntiKnife
- x86JMPSTREET (Ielz)
- HKClan for trying to give their help
- Smurf, who patched Tekno specially for DGAdmin :)

Comparsion to other scripts:

- **SinAdmin**
DGAdmin is open source! No f***n backdoors here! No "premium" things!
Much fewer bugs and crashes;
No delay at level start.
- **RGAAdmin**
More commands and features
- **SATm**
More commands and features, including iSnipe mode support.
Another groups system.

Feature Overview

- **ISNIPE** - Support of iSnipe game type:
 - **anti-plant**
 - **anti-hardscope**
 - **anti-knife**
 - **anti-close range throwing knife**
 - **anti-boltcancel**
 - **anti-falldamage**
- **Custom chat aliases, and clantags**
- **Custom team names/icons**
- **Auto balance**
- **DSR settings interface**
possibility to override script settings through DSR
- **anti-weaponhack**
detect class unlockers
- **Server Title**
Custom map & mode name in the servers browser.
- **Voting**
Let players vote to kick hackers
- **XLR Stats**
A players rating system
- **Advanced cdvar manager**
Force client dvars
- **LockServer**
Prevent any player from connecting the server. Useful for 1v1 and clanwars.
- **Timed messages**
- **Spree messages**
- **Unlimited ammo**
- **Alive players counter**

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\DGAdmin\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,msg,ft,hwid,apply,night,ga,report,suicide,yes,no,register,xlrstats,xlrtop,votekick,drunk,fx
moderator::login,warn,unwarn,kick,mode,map,setwafk,kick,tmpban,changeteam,lastreports,dsrnames,votecancel,@admins,@rules,@apply,@time,@xlrstats,@xlrtop:^0[^5Moderator^0]^7
family::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,setwafk,setteam,balance,clanvsall,clanvsallspectate,sunlight,alias,lastreports,fire,dsrnames,votecancel,@admins,@rules,@apply,@time,@xlrstats,@xlrtop:^0[^3F^0]^7
elder:password:-*unsafe*,*all*:^0[^4Elder^0]^7
developer:password:*all*:^0[^6neko neko ^1=^ ^-=^0]^5
owner:password:*all*:^0[^10^2w^3n^4e^5r^0]^3
admin::scream,whois,changeteam,yell,gametype,mode,login,map,status,unban,unban-id,kick,tmpban,ban,warn,unwarn,getwarns,res,setwafk,setteam,balance,clanvsall,clanvsallspectate,login,lastreports,dsrnames,votecancel,@admins,@rules,@apply,@time,@xlrstats,@xlrtop:^0[^1Admin^0]^7
leader:password:*all*:^0[^1L^2e^3a^4d^5e^7r^0]^2
trial::login,warn,unwarn,kick:^0[^5Trial^0]^7
member::login,warn,unwarn,kick,mode,map,setwafk,kick,tmpban,lastreports,dsrnames,votecancel,@admins,@rules,@apply,@time,@xlrstats,@xlrtop:^0[^5Member^0]^7
friend::login,warn,unwarn,kick,mode,map,setwafk,kick,tmpban,map,mode,tmpban,lastreports,dsrnames,votecancel,@admins,@rules,@apply,@time,@xlrstats,@xlrtop:^0[^6Friend^0]^7
vip::ban,kick,tmpban,warn,unwarn,map,balance,mode,whois,status,login,setwafk,changeteam,scream,fakesay,myalias,fire,dsrnames,votecancel,@admins,@rules,@apply,@time,@xlrstats,@xlrtop:^0[^3V.I.P.^0]^7
founder:password:*all*:^0[^1F^2o^3u^4n^5d^6e^8r^0]^6
donator::kick,warn,tmpban,unwarn,mute,unmute,login,balance,setwafk,changeteam,myalias,lastreports,fire,votecancel,@admins,@rules,@apply,@time,@xlrstats,@xlrtop:^0[^2Donator^0]^7
coleader:password:-*abusive*,-*unsafe*,*all*:^0[^3CoLeader^0]^7
banned::drunk,help:^0[^1BANNED^0]^5
```

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 chat prefix "[Scrub]".

Group «banned» or «sucker» is hardcoded. You can use it to block all the commands for player.

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 the abusive commands:
 - freeze, unfreeze, weapon, moab,
 - kill, sunlight, rotatescreen, fakesay,
 - rek, rektroll, nootnoot, daytime,
 - kd, setfx, hell, fire,
 - 3rdperson, teleport, fly, jump,
 - speed, gravity, ac130, playfxontag,
 - letmehardscope, scream, unlimitedammo,fc,
 - foreach, frfc
- (since v3.3n13) “-*unsafe*” should be used before “*all*”. Disable all unsafe commands, that may crash the server or client:
 - sdvar, server, svpassword, fc,
 - foreach, frfc, lockserver

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.

vip::-*abusive*,-*unsafe*,-setgroup,*all*:^0[^3CoLeader^0]^7

Will give the players assigned to “vip” group the permissions to do everything except all abusive, unsafe and “setgroup” commands; Group will not be required to login.

players.txt

The second file we want to care about is the “**players.txt**” which can be found in “scripts\DGAdmin\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 HWID as well. 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\DGAdmin\Groups\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 has the 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, information, communication, broadcast, administrative and fun (abusive) commands.

Total count of commands: **119 ± 7**.

Enough for any cases, don't you think?

Notation

First, let's describe the notation used in commands definitions. It's a bit complicated.

Generally, command syntax is:

`!command arguments`

Or `!@command arguments` for broadcast commands

- `<placeholder>` - placeholder for required argument
- `[placeholder]` - placeholder for optional argument
- `<<string>>` - "<string>" literally
- `*filter*` - set of players
- `<<placeholder> | string>` - placeholder in a placeholder OR "string" literally
- `<<player> | *filter*>` - placeholder for a player name OR set of players
- `<<placeholder1> | <placeholder2>>` - placeholder1 OR placeholder2
- `<string1 | string2>` - string1 OR string2 literally
- `[-f]` - optional flag
- `<-abc>` - required flags

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

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`.

filter placeholder

Instead of applying command for a single player, you can apply it for a Set of players.

Available selectors:

- ***all*** = all of the players
- ***allies*** = allies of the command issuer
- ***enemies*** = enemies of the command issuer
- ***team1*** = axis
- ***team2*** = allies
- ***spectators***
- ***alive***
- ***me*** = command issuer
- ***name:*** - specify directly part of player's name or clantag

Supported conjunction, disjunction and complement of selectors:

selector1&selector2 = conjunction of selector1 and selector2

selector1|selector2 = disjunction of selector1 and selector2

-selector = complement of the selector in U

Conjunction and disjunction have same priority, i.e string is parsed from left to right.

examples:

!kill *all&-me* - kill everyone except me

!kill *all&-name:bern* - kill everyone except bern

!kill *enemies* - kill all your enemies

!foreach *enemies* fc <p> cdvar -d r_skipPvs 1 - (๖๓๓)

!foreach *team1|team2* changeteam <player> - swap teams

!foreach *-name:bern|-name:lambder&-spectators* setafk <p> - lambder will loose in 1v1

General Commands

!version

Displays the current version of DGAdmin.

!credits

Displays the credits of DGAdmin.

!time

Displays the current server time.

!afk

Sets the sender's team to spectator.

!cdvar <<-ifds> <dvar> <value> | <-r> [dvar] [value]>

Set client dvar for issuer.

Flags:

- i, --int:** interpret value as integer
- f, --float:** interpret value as float
- d, --direct:** interpret value type automatically. Its possible to set complex numbers, vectors, strings etc. (separate vector parts by spaces)
- s, --save:** Save dvar permanently. (wont be lost after player reconnect)
"direct" interpreter will be used.
- r, --reset:** Reset saved dvars

All the possible syntaxes:

```
!cdvar -i <dvar> <value>
```

```
!cdvar -f <dvar> <value>
```

```
!cdvar -d <dvar> <value>
```

```
!cdvar -s <dvar> <value> - Save dvar
```

```
!cdvar -r - Reset all the saved dvars
```

```
!cdvar -r <dvar> - Reset a specific dvar
```

```
!cdvar -r <dvar> <value> - Reset a specific dvar, and apply new value instantly
```

example:

```
!cdvar --save cg_chatHeight 0
```

!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 / Vote yes

!no

Abort command execution / Vote no

!ft <filmtweak>

Applies various filmtweaks.

!ft 11 *is fps unlocker*(since v1.05n6)

!fx <on/off>

Remove all fog and smoke

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

!dsrnames

Displays the available modes

!admins

Displays the current online admins

!help [command]

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

Or show a command syntax.

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 | *filter*> <message>

Sends a message on HUD to the specific player or to set of players.

!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.

!clantag [tag]

Set custom clan tag for a player. Max length is 7 characters. Leave tag field to reset it.

Broadcast Commands

These commands can be used with broadcast modifier “!**@**” (redirect output to the public chat):

!@**admins**

!@**rules**

!@**apply**

!@**time**

!@**xlstats [player]**

!@**xlrtop [amount]**

Administration Commands

!status [*filter*]

Gives a list of players currently on the server. It also supports an optional players 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.

It is not needed to **!savegroups**. Groups will be saved automatically.

(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 readed 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.

!tmpbantime <minutes> <player> [reason]

Temporarily bans given player for given minutes with a configurable reason.

!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.

!cleartmpbanlist

Instantly unban all the tmpbanned players.

!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 | *filter*>

Freezes the given player or set of players.

!unfreeze <player | *filter*>

Unfreezes the given player or set of players.

!mute <player>

Mutes the given player.

!unmute <player>

Unmutes the given player.

!kill <player | *filter*>

Kills the given player instantly.

!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.

Example:

```
!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.

!votekick <player> [reason]

Start a voting to kick player.

Voting will be passed, if

$$\langle positive\ votes \rangle - \langle negative\ votes \rangle \geq Threshold$$

Default threshold is **2** – at least, 2 players should vote. Voting time is **20 seconds**, but you can change it in settings.

Voting will be cancelled, if player or issuer leave the game.

!votecancel

Abort the voting

!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 *filter* <command>

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

Example:

```
!foreach *-me* fc <player> rage
```

Will make everybody get kicked but the sender.

```
!foreach *all* ban <player>
```

Will ban everybody currently on the server, including yourself.

```
!foreach *all* fc <player> foreach *all* fc <player> foreach *all* fc <player> foreach *all* 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

(since v3.5) nested foreach is restricted.

!frfc *filter* <command>

A shortening of

!foreach *filter* fc <player> <command>

!lockserver [reason]

Prevent any player from connecting the server. Useful for 1v1 and clanwars.

Players, connected at the moment of command execution, will be added to whitelist.

Fun commands

(abusive 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 *nootnooting* is enabled, all of the victim's chat messages will be replaced with "noot noot"

!moab <<player> | *filter*>

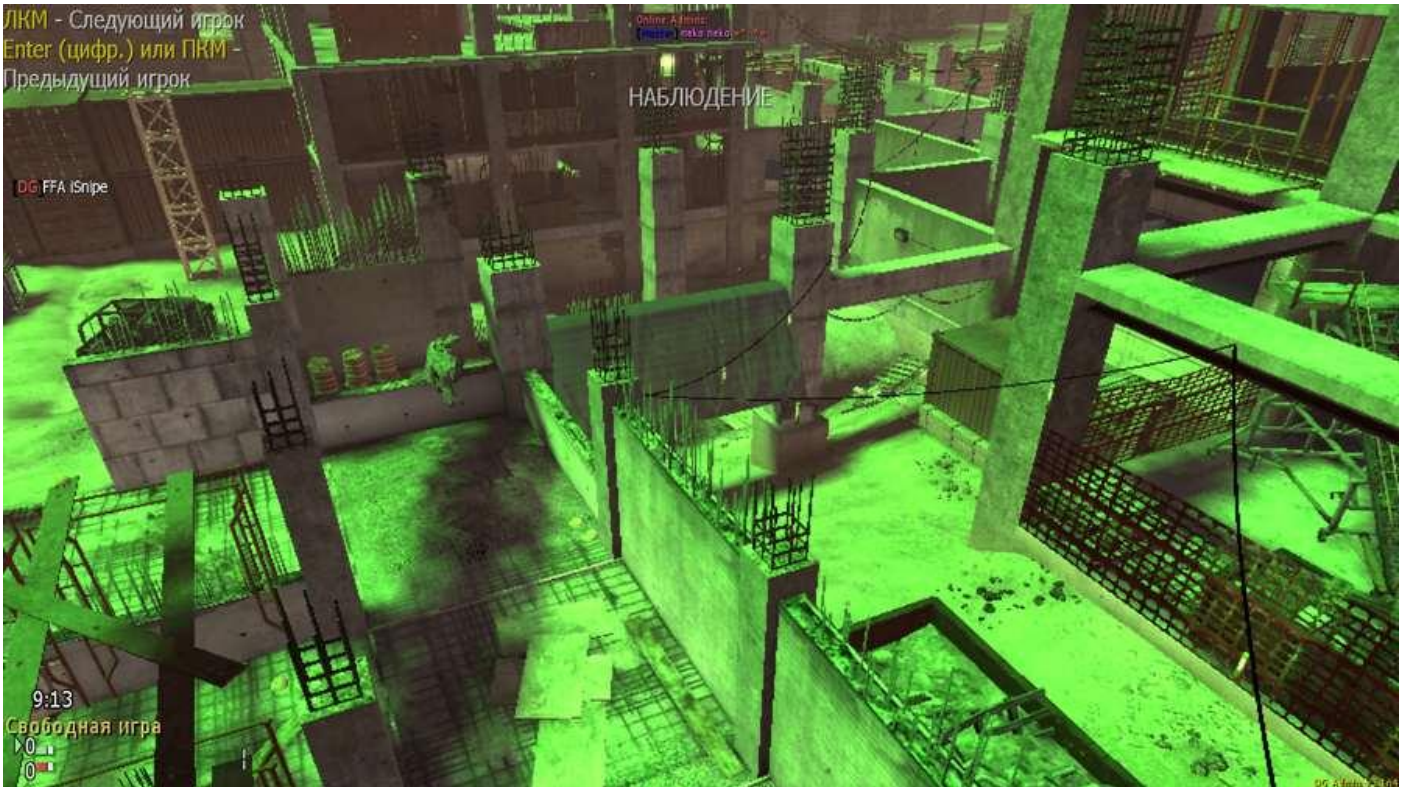
Give a working M.O.A.B. to player.

You have to load optional "DGAdmin.nuke.dll" asset.

If you dont need this command, disable it in settings, and remove the .dll

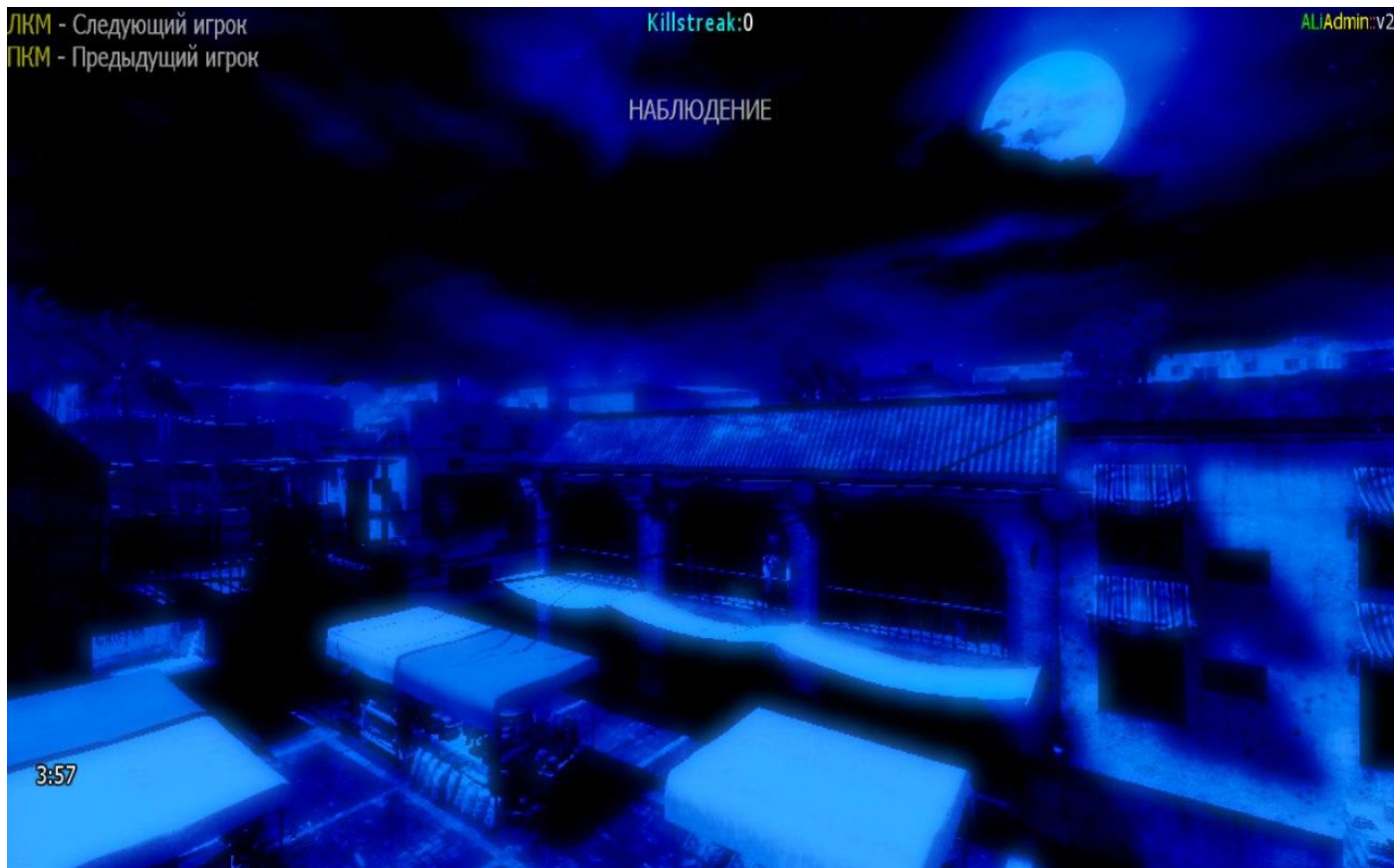
!sunlight <float RED> <float GREEN> <float BLUE>

Set sun light color multiplier, negative values are allowed. 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://github.com/FredericaBernkastel/codmw3-server-DGAdmin-plugin/blob/master/doc/samples/MW3%20FX%20list.txt>

!playfxontag <fx> [tag = j_head]

Like !setfx, but linked to the player body. Only few of effects can be linked.

List of player tags can be found here:

<https://github.com/FredericaBernkastel/codmw3-server-DGAdmin-plugin/blob/master/doc/samples/player%20tag%20list.txt>

!fire

Player emit beautiful fire sparks.

!ac130 <player | *filter*> [-p]

Hand-held AC130 gun.

—p flag makes it permanent, until round end.

Example:

```
!ac130 *all* -p
!ac130 bernkastel
```

!3rdperson

Toggle forced 3rd person view.

!teleport <player1 | *filter*> <player2>

Teleport player1 or set of players 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. But 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.

!rotatescreen <player | *filter*> <degree>



!drunk

Like "!shellshock" from MW2.

!weapon <player | *filter*> <raw weapon string> [-t]

Give weapon to player / set of players.

Optional flag **-t** to take other weapons.

Example:

```
!weapon *all* iw5_196a1_mp_thermal_heartbeat_silencer03_cam011 -t
```

!unlimitedammo <on/off>

Toggle unlimited ammo feature.

UNSAFE COMMANDS

(NOT ENABLED BY DEFAULT)

!server <command>

Sends given command to the server console.

!swpassword [password]

[UNSAFE]

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

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

Features

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: **Anti-plant**, **Anti-hardscope**, **Anti-CRTK**, **Anti-BoltCancel**, **Anti-falldamage** and **Anti-Knife**.

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.

Dynamic Properties

setting: settings_dynamic_properties

Since v3.5, its possible to override any DGAdmin setting through DSR.

Possible syntaxes:

```
//#DGAdmin settings <setting> = <value>
```

Where **<setting>** Is any setting from **settings.txt**

```
//#DGAdmin rules "<rules>"
```

Override **Commands/rules.txt**. Newlines separated by **\n**

```
//#DGAdmin cdvar <dvar name> = <value>
```

Add / Override dvars from **Utils/cdvars.txt**

```
//#DGAdmin servertitle map = <map title>
```

Map title in the server list. Supported **<map>** placeholder. Max length is **28** characters.

```
//#DGAdmin servertitle mode = <mode title>
```

Mode title in the server list. Max length is **15** characters.

Examples:

```
//#DGAdmin settings settings_unlimited_ammo = true
//#DGAdmin settings settings_teamnames_allies=^1BAKA
//#DGAdmin settings settings_teamnames_axis=^6NEKO
//#DGAdmin settings settings_teamicons_allies=cardicon_moon
//#DGAdmin settings settings_teamicons_axis=cardicon_kitten
//#DGAdmin rules "Rule 1\nRule 2\nRule 3"
//#DGAdmin cdvar r_filmTweakInvert = 1
//#DGAdmin cdvar r_filmUseTweaks = 1
//#DGAdmin cdvar r_filmTweakEnable = 1
//#DGAdmin servertitle map = ^1<map>
//#DGAdmin servertitle mode = ^3iSnipe: ^1SND
```

Example usecase:

You wish to use same server as iSnipe and Reg Guns.

First, enable the feature:

settings_dynamic_properties=true

and disable iSnipe mode

settings_isnipe=false

Now, open your **players2/isnipe.dsr**, and add following line to beginning of the file:

```
//#DGAdmin settings settings_isnipe = true
```

So, iSnipe mode will be enabled only for isnipe DSR, and disabled for any other.

WARNING:

- DO NOT USE **admin/** FOLDER FOR YOUR DSRs. DELETE IT, AND USE **players2/** INSTEAD. Else, dynamic properties will be unable to start.

Dynamic Properties --> Antiweaponhack

setting: settings_antiweaponhack

Antiweaponhack here acts like a class unlocker detector. It will read all the restricted weapons from the current DSR. If usage of restricted weapon detected, hacker will be banned instantly.

Please note, you have to configure your DSR properly.

I.e. for iSnipe mode, you have to restrict all the weapons except **l118a** and **stinger**.

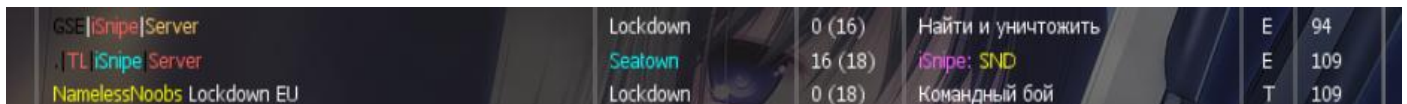
```
gameOpt commonOption.weaponRestricted.iw5_acr "1"  
gameOpt commonOption.weaponRestricted.iw5_ak47 "1"  
gameOpt commonOption.weaponRestricted.iw5_as50 "1"  
//...
```

```
gameOpt commonOption.weaponRestricted.iw5_l96a1 "0"  
gameOpt commonOption.weaponRestricted.stinger "0"
```

Dynamic Properties --> Server Title

setting: settings_servertitle

Since v3.5, its possible to achieve custom map & mode names in the servers browser.



Configuration guidelines have been described previously.

```
//#DGAdmin servertitle map = ^1<map>  
//#DGAdmin servertitle mode = ^3iSnipe: ^1SND
```

Unlimited ammo

Unlimited ammo feature can be enabled in several ways:

- command: `!unlimitedammo <on/off>`
- setting: `settings_unlimited_ammo`
- DSR: `//#DGAdmin settings settings_unlimited_ammo = true`

Timed Messages

Messages are stored in `Utils/announcer.txt`, one message per line.

Setting is `settings_timed_messages`

Interval can be changed using `settings_timed_messages_interval`

Config files/Banlists and others

settings.txt

settings_isnipe=true

enables isnipe mode

settings_isnipe_antiplant=true

enables anti-plant

settings_isnipe_antihardscope=true

enables anti-hardscope

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

automatically disables knife on start

settings_isnipe_antifalldamage=true

disables fall damage

settings_enable_xlrstats=true

since v3.3n10. Enables XLR Stats.

settings_teamnames_allies=^0[^1DG^0] ^7Clan

allies team name

Leave this setting empty to make it default.

settings_teamnames_axis=^3NOOBS

axis team name

Leave this setting empty to make it default.

settings_teamicons_allies=cardicon_weed

allies team icon

Leave this setting empty to make it default.

settings_teamicons_axis=cardicon_thebomb

axis team icon

Leave this setting empty to make it default.

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_disabled_commands=svpassword,server,debug

These commands will be disabled for everyone. Separate with commas.

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 hudlem in the bottom right of the screen

settings_adminshudlem=true

whether to show admins hudlem at the top of the screen

settings_enable_alive_counter=true

Enable HUD counter of alive allies / enemies.

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.

settings_dynamic_properties=true

Enable DSR settings feature.

settings_dynamic_properties_delay=400

Non-zero value of the dynamic properties initialization delay.

If you gets an error

Error loading dynamic_properties feature: DSR not exists! "players2/",

You may try to increase this value up to **1000**.

settings_antiweaponhack=true

Enable the **Dynamic Properties --> Antiweaponhack** feature.

settings_servertitle=true

Enable the **Dynamic Properties --> Server Title** feature.

commands_vote_time=20

Voting time.

commands_vote_threshold=2

Voting threshold.

settings_timed_messages=true

Enable the timed messages feature.

settings_timed_messages_interval=45

Timed messages interval in seconds.

settings_unlimited_ammo=false

Enable the unlimited ammo feature.

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

Message_CRTK_NotAllowed=^1CRTK not allowed!

Message for CRTK'ing players.

Message_BoltCancel_NotAllowed=^1Boltcancel not allowed!

Message for Boltcancel'ing players.

Spree_Headshot=^3<attacker> ^7killed ^3<victim> ^7by ^2 Headshot

Spree message: headshot.

Spree_Kills_5=Nice spree, ^2<attacker>! ^7got ^35 ^7kills in a row.

Spree message: 5x killstreak.

Spree_Kills_10=Nice spree, ^2<attacker>! ^7got ^310 ^7kills in a row!

Spree message: 10x killstreak.

Spree_Ended=^2<victim>'s ^7killing spree ended (^3<killstreak> ^7kills). He was killed by ^3<attacker>!

Spree message: killstreak ended.

Spree_Explosivekill=^3<victim> ^7has exploded!

Spree message: player blew up.

Spree_Trophykill=^1L^20^1L^9Z! ^3<attacker> ^7killed ^3<victim> ^7by ^2Trophy^1!

Spree message: player killed with trophy.

Spree_KnifeKill=^2<attacker> ^3humiliated ^5<victim>

Spree message: player killed with knife.

cmdlang.txt

This is where you can change default chat messages for commands.

"<i>identifier</i>" 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' xaddresses.

You can also use it to create an xaddress blacklist. You can put more or less than 12 characters and the script will check to see whether the players' xaddresses 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 foreach player. One dvar per line.

Format: `<dvar>=<value>`. Complex numbers and vectors are separated by space.

Complete list of dvars can be found here:

<https://github.com/FredericaBernkastel/codmw3-server-DGAdmin-plugin/blob/master/doc/samples/dvars.txt>

Contacts

Script developer:

Frederica Bernkastel

E-Mail: bernkastel.frederica@protonmail.com

Discord: Frederica Bernkastel#3247
<https://discord.gg/Hj96sDX>

Download latest version here:

<https://github.com/FredericaBernkastel/codmw3-server-DGAdmin-plugin>

