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 NOT 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,ga,rules,afk,credits,hidebombicon,help,rage,maps,time,amsg,ft,hwid*

*member:memberpassword:scream,receiveamsg,whois,changeteam,yell,gametype,mode,login,map,status,kick,tmpban,ban,warn,unwarn,getwarns,res,setafk,setteam,balance,clanvsall,clanvsallspectate:^0[^1M^0]^7*

*family:familypassword:kickhacker,kill,mute,unmute,end,tmpbantime,cdvar,getplayerinfo,say,sayto,resetwarns,setgroup,scream,receiveamsg,whois,changeteam,yell,gametype,mode,login,map,status,kick,tmpban,ban,warn,unwarn,getwarns,res,setafk,setteam,balance,clanvsall,clanvsallspectate:^0[^3F^0]^7*

*elder:elderpassword:\*ALL\*:^0[^4E^0]^7*

*developer:developerpassword:\*ALL\*:^0[^;D^0]^;*

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.

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.

## 

## 

## 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:

*IP,GUID,HWID:group*

It doesn’t matter in what order IP, GUID, HWID is stored in, it just matters that all three 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 two of them or only one, 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:

*127.0.0.1,76561199527603798,FFFFFFFFF-FFFFFFFF-FFFFFFFF:Lambder*

Will assign the user having the IP *“127.0.0.1”*, the GUID *“76561199527603798”* and the HWID *“FFFFFFFFF-FFFFFFFF-FFFFFFFF”* to the group *“Lambder”*

**More examples:**

*127.0.0.1:Lambder* -> works

*76561199527603798:Lambder* -> works

*FFFFFFFFF-FFFFFFFF-FFFFFFFF:Lambder* -> works

*127.0.0.1,FFFFFFFFF-FFFFFFFF-FFFFFFFF:Lambder* -> works

*FFFFFFFFF-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 3 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:

*127.0.0.1,76561199527603798,FFFFFFFFF-FFFFFFFF-FFFFFFFF*

This means that the player which has the IP *127.0.0.1*,the GUID *76561199527603798* and the HWID *FFFFFFFFF-FFFFFFFF-FFFFFFFF* is immune to all commands which are getting issued on him.

**More examples:**

*127.0.0.1* -> works

*76561199527603798* -> works

*FFFFFFFFF-FFFFFFFF-FFFFFFFF* -> works

*FFFFFFFFF-FFFFFFFF-FFFFFFFF,76561199527603798* -> works

*76561199527603798,127.0.0.1* -> 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 3 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.

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 custom client dvar for you.  
Type can be *int*, *float*, *string or direct*. Direct mode allows to put multiple values (separate by comma). Ex: !cdvar direct cg\_hudSayPosition 200,200

**!rage**

Kicks you from the server with a suggestive message.

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 sender.

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.

**!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, HWID and IP)

**!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 IP, 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, IP 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 <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/IP/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.

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.

Fun commands

**!kd <player> <kills> <deaths>**

Set custom kills/deaths score for player. (Affects only scoreboard, but not 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>**

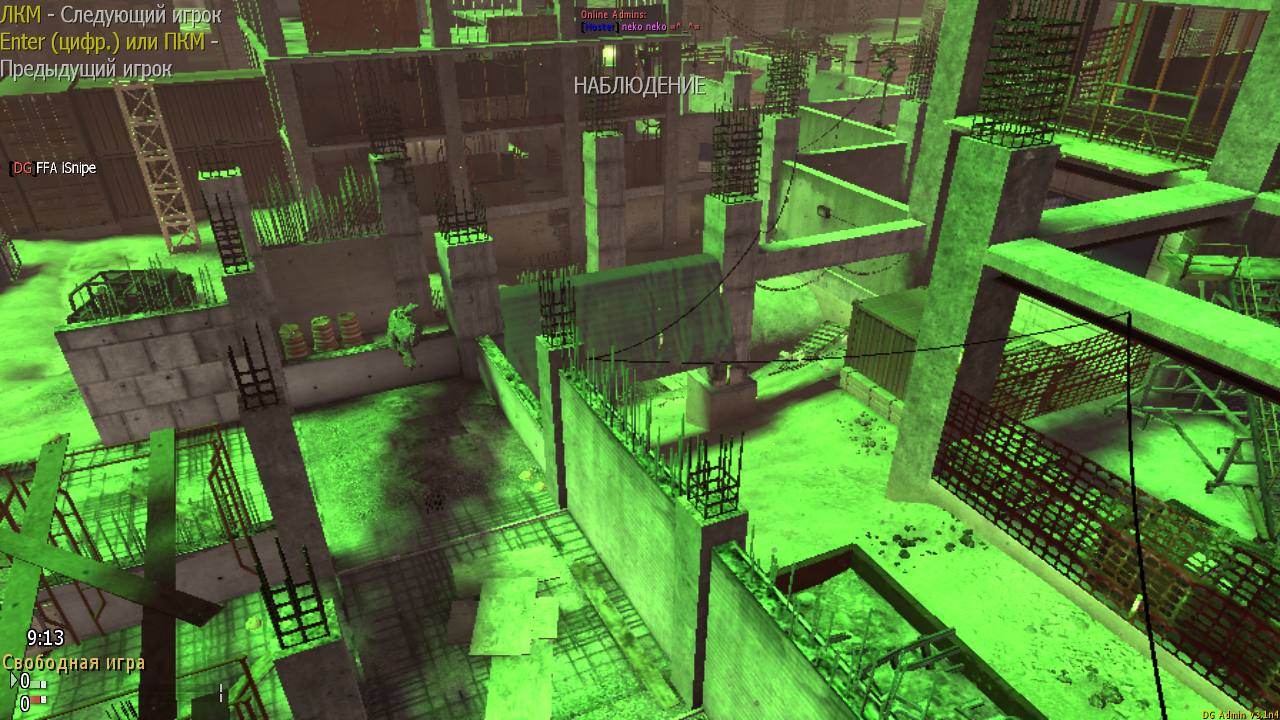
Toggles the player’s *nootnoot* status.

If *nootnoot*ing is enabled, all of the victim’s chat messages will be replaced with

“*noot noot*”

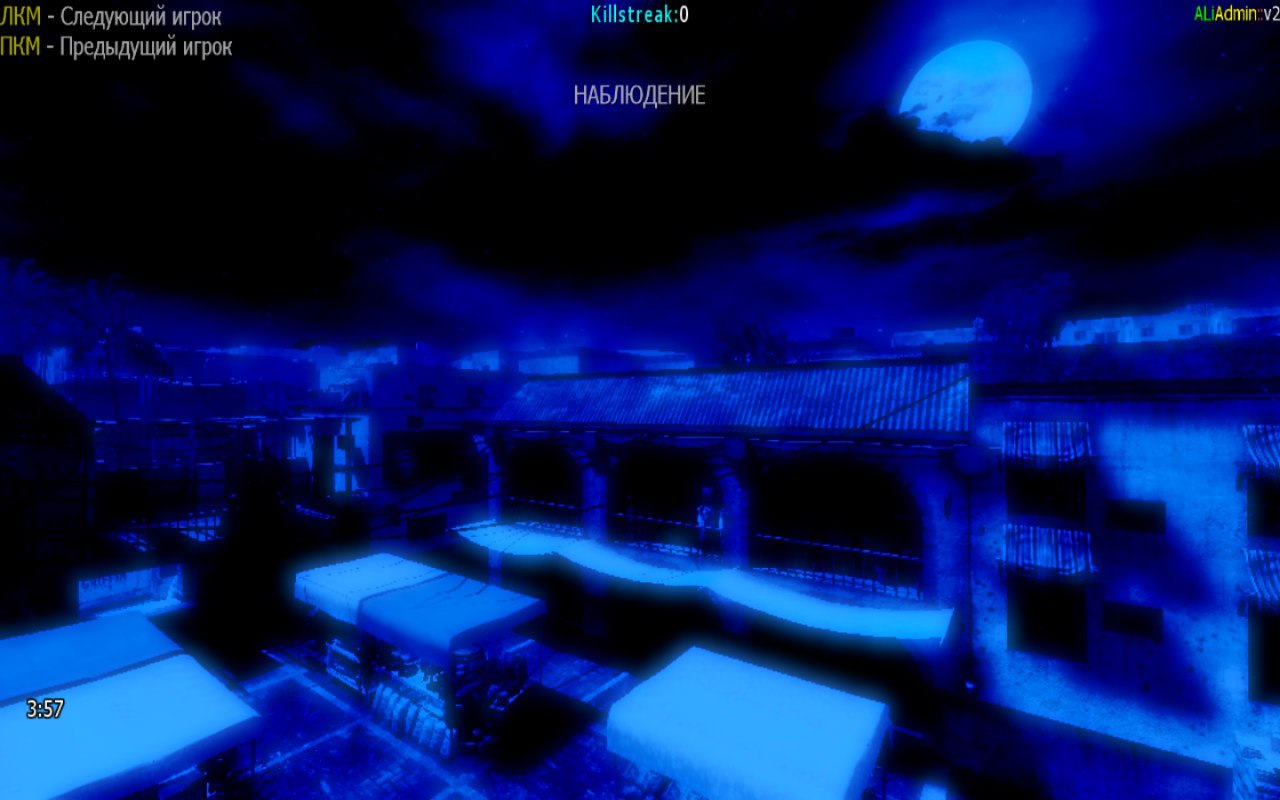
**!sunlight <float RED> <float GREEN> <float BLUE>**

Set sun light color multiplier. Default is “!sunlight 1 1 1”



**!night <on|off>**

Turn night mode for a player.



**!daytime <day|night|morning|cloudy>**

Force graphics mode for all players. At night, commands “!fx” and “!night” are blocked.

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.

**!clankick <player>**

Will remove the player’s perms (set their group to default) then kick them with the message to remove clantag.

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 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.

# 

# 

# Config files

# settings.txt

settings\_isnipe=true //enables isnipe mode

settings\_isnipe\_antiplant=true //enables antiplant

settings\_isnipe\_antihardscope=true //enables antihardscope

settings\_isnipe\_antiknife=true //automatically 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\_teamnames\_allies=^1RG ^2CLAN //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<player> ^7connected. //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 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

# lang.txt

ChatPrefix=^0[^1RG^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;76561199732713689,79.41.50.182,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*”.

# 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 foreach 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>