

## **Shy Admin V2 Documentation**

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## Page 1: Setup

Getting started when using Shy Admin V2 may be confusing to those who have never used it before. No worries, there's a whole explanation right here!

## 1. Getting the loader module:

To find the loader module, visit this page: <a href="https://www.roblox.com/library/15664722306/Shy-Admin-V2">https://www.roblox.com/library/15664722306/Shy-Admin-V2</a> Get the model, then insert it into your workspace.

### 2. Configuring the loader:

Open the folder, then open the Settings module. Your screen should look like this:



### Page 2: Setup (Continued)

```
Ranking = {--Ranks
   Owners = {--Owners
        "theweter"
   };
   Admins = {--Admins
   }
};

Interface = {--Interface
   Call = "?";
   DoButton = true;
   DoChatButton = false;
   UIVersion = "Defualt"
};

DatastoreSetup = {--Datastore Setup; CHANGING THESE WILL RESET ALL DATA
   Datastore = "ShyAdminV2_1";--Datastore name
   Key = "mOzKLWKpAr";
};
```

These are the settings that you can configure, and an explanation of what they do;

### Ranking > Owners;

These are the users who will have owner level permissions for Shy Admin V2. By default, me, the creator, has the owner admin rank. To add or replace users, set where it says "theweter" to your Roblox username. An example of multiple users having owner admin would look like:

```
Owners = {--Owners
    "Player1", "Player2", "Player3"
}:
```

### Ranking > Admins

These are the users who will have admin level permissions for Shy Admin V2. By default, no one has the owner admin rank. Setting this is the same as setting the owners. An example of multiple users having the admin rank would look like:

```
Admins = {--Admins
    "Player1", "Player2", "Player3"
}
```



## Page 3: Setup (Continued)

### • Interface > Call

This is the symbol that you would have to put before running a command through chat. For example, "?example value." If you wanted to use an exclamation point (!) as the call then you would simply replace "?" with "!"

#### Interface > DoButton

This is a value that decides whether the GUI's toggle button should be displayed to the user. Shy Admin supports Topbar Plus and has its own topbar system in case it isn't present.

- Interface > DoChatButton
- This is a value that decides whether the GUI's chat toggle button should be displayed to the user. Shy Admin supports Topbar Plus and has its own topbar system in case it isn't present.
- Interface > UIVersion

This decides what version of the UI should be used. Similar to themes, when you set this to your preferred option, the UI appears differently than before. Here are a list of options you can use.

1. Default / Modern

The default UI

2. Original

The original UI designed for Shy Admin V2.0

3. Classic

A reprogrammed version of Shy Admin V1.0's UI

4. Legacy

A reprogrammed version of Shy Admin V0.2's UI

5. Legacy2

A reprogrammed version of Shy Admin V0.1's UI

6. ThewetersAdmin

A reprogrammed version of Theweter's Admin V1.0's UI

7. ThewetersAdmin2

A reprogrammed version of Theweter's Admin V2.0's UI

8. WafflesAdmin

A reprogrammed version of Waffle's Admin's UI



## Page 4: Setup (Continued)

#### 9. ColdAdminV4

A reprogrammed version of Cold Admin V4.0's UI

### 10. ColdAdminV2

A reprogrammed version of Cold Admin V2.0's UI

### • DatastoreSetup > Datastore

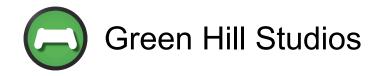
What name Shy Admin V2 uses for its datastores. You shouldn't really change this unless you want to reset all Shy Admin V2 data.

DatastoreSetup > Key

The key Shy Admin V2 uses for its datastores. It is recommended you change this to something unique. Changing this will reset all Shy Admin V2 data.

### 3. Completed

Now that you've finished setting up Shy Admin V2, you can now use it in your game!



### Page 5: Plugins

Say, you want unique commands in your game. But how would you do that? Shy Admin V2 has you covered. With plugins, you can add your own commands and functions to Shy Admin V2!

Here's how a plugin works;

```
local Plugin = {VERSION = 4}--DO NOT CHANGE VERSION NUMBER!

**Plugin.Info = {
    Name = "Plugin"; --What'd go after the call symbol. For example, "Wave" would be run as, "?wave" in the chat. Context = "Command"; Listed = false;
}

**Inection Plugin:Initialize(SystemModule, Icons) --What would happen when the Plugin is initally called by the system: end

**Inection Plugin:Activate(Player, SystemModule, Icons, Arguments) --What would happen when the Plugin is activated by a command function.

**Inection Plugin:Activate(Player, SystemModule, Icons, Arguments) --What would happen when the Plugin is activated by a command function.

**Inection Plugin:Activate(Player, SystemModule; Icons, Arguments) --What would happen when the Plugin is activated by a command function.

**Inection Plugin:Activate(Player, Plugin --Returns true if player is owner local Admin = SystemModule:CheckIfPlayerIsOwner(Player) --Returns true if player is admin or owner local Admin = SystemModule:Notify(Player, "Plugin", Icons.Defualt, "Add custom commands by duplicating, then editing the script inside the Plugins confeed return Plugin

**Plugin**

**Inection**

*
```

The Shy Admin V2 loader includes one plugin module for you. This is what it should contain by default.

### 1. Info

```
Plugin.Info = {
   Name = "Plugin"; --What'd go after the call symbol. For example, "Wave" would be run as, "?wave" in the chat.
   Context = "Command";
   Listed = false;
}
```

- Name is what would be called (name the plugin that too)
- Context is what would be described
- Listed is if it should be shown in the command list

### 2. Initial Code

```
function Plugin:Initialize(SystemModule, Icons)
--What would happen when the Plugin is initally called by the system:
end
```

The system automatically fires this function when loading a plugin.



## Page 6: Plugins (continued)

## 3. Running Code

```
function Plugin:Activate(Player, SystemModule, Icons, Arguments)
    --What would happen when the Plugin is activated by a command function.

local Owner = SystemModule:CheckIfPlayerIsOwner(Player) --Returns true if player is owner
local Admin = SystemModule:CheckIfPlayerIsAdmin(Player) --Returns true if player is admin or owner

if Owner then
    SystemModule:Notify(Player, "Plugin", Icons.Defualt, "Add custom commands by duplicating, then
end
```

end

If the system matches the properties of the plugin with the command then this function will be run.



# Page 7: Modifying and redistributing.

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- No original artwork or image that was owned or created by Green Hill Studios and @theweter can be used.
- Proper credit to Green Hill Studios must be given.
- The modified version must follow these same terms.