



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:

<https://www.roblox.com/library/15664722306/Shy-Admin-V2>

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:

```
--Shy Admin V2
--THANK YOU FOR USING SHY ADMIN!
--Shy Admin V2 Setup

local Settings = {--Settings
    Ranking = {--Ranks
        Owners = {--Owners
            "theweter"
        };
        Admins = {--Admins
        }
    };
    Interface = {--Interface
        Call = "?";
        DoButton = true;
        DoChatButton = false;
        UIVersion = "Default"
    };
    DatastoreSetup = {--Datastore Setup; CHANGING THESE WILL RESET ALL DATA
        Datastore = "ShyAdminV2_1";--Datastore name
        Key = "m0zKLWKpAr";
    };
}

return Settings
```



Page 2: Setup (Continued)

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

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

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:
- 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:

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

```
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;

```
1  local Plugin = {VERSION = 4}--DO NOT CHANGE VERSION NUMBER!
2
3
4
5  Plugin.Info = {
6      Name = "Plugin"; --What'd go after the call symbol. For example, "Wave" would be run as, "?wave" in the chat.
7      Context = "Command";
8      Listed = false;
9  }
10
11 function Plugin:Initialize(SystemModule, Icons)
12     --What would happen when the Plugin is initially called by the system:
13 end
14
15 function Plugin:Activate(Player, SystemModule, Icons, Arguments)
16     --What would happen when the Plugin is activated by a command function.
17
18     local Owner = SystemModule:CheckIfPlayerIsOwner(Player) --Returns true if player is owner
19     local Admin = SystemModule:CheckIfPlayerIsAdmin(Player) --Returns true if player is admin or owner
20
21     if Owner then
22         SystemModule:Notify(Player, "Plugin", Icons.Default, "Add custom commands by duplicating, then editing the script inside the Plugins conf
23     end
24 end
25
26
27 return Plugin
```

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 initially 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.Default, "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.



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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.**
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- **The modified version must follow these same terms.**