

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:



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

This documentation is not yet complete! Check back later to see if anything's new.