

# SPIGOTGUI REMASTERED: THE OFFICIAL INSTRUCTION MANUAL FOR SPIGOTGUI 1.0

## TABLE OF CONTENTS

The Console .....	3
Using the Console .....	3
The IP .....	3
Starting, Stopping, and Restarting .....	3
Starting .....	3
Stopping .....	3
Restarting .....	3
Exit Timer .....	4
Players.....	5
Managing a Player .....	5
Server Settings .....	6
Ram .....	6
Custom Arguments and Switches .....	6
Server File .....	6
Files.....	7
File Explorer .....	7
File Editor .....	7
Module List .....	8
Remote Admin .....	9
Hosting a Server .....	9
Creating a User .....	9
Deleting and Managing Users .....	9
Using Remote Admin .....	9
The Console .....	10
Staff Chat .....	10
Server Settings .....	10
Module List .....	10
Mail .....	10
About/Help .....	11
Modules.....	12
Offical/Approved Modules .....	12
ChatCommands.....	13

Bukkit Compatibility .....	14
Installing.....	14
Using Bukkit Compatibilty .....	14

## THE CONSOLE

The console is the most important and powerful page on SpigotGUI. I will explain each part of the console in this section.

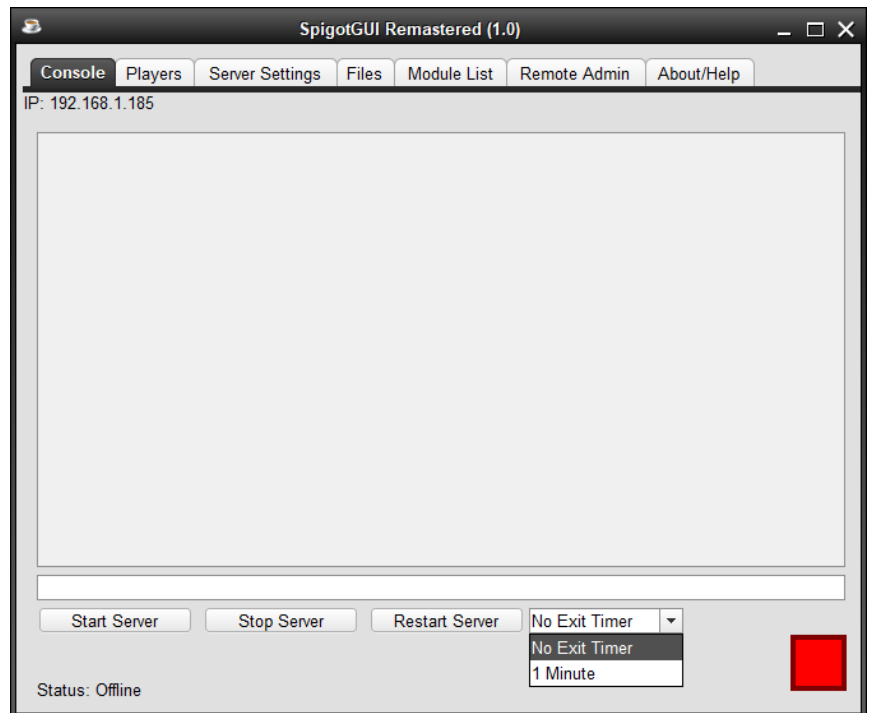
### USING THE CONSOLE

The large gray box in the middle of the screen is the server's output which you can read.

The long white box below the server's output is the server's input<sup>1</sup>. Type the command you want to send and when your done typing it you press ENTER to send it. The box will also clear.

### THE IP

You can find your IP Address at the top-left.



## STARTING, STOPPING, AND RESTARTING

You can find all of these buttons below the command input.

1. Start Server
2. Stop Server
3. Restart Server
4. Exit Timer (Not a button)

---

### STARTING

When you press “Start Server”, if you haven’t selected the jar file (See “[Server Settings](#)”), it’ll default to server.jar. When the server starts the light (red box) at the bottom-right will turn green and the status text at the bottom-left will turn to “Online”.

---

### STOPPING

When you press “Stop Server”. When the server stops the light (green box) at the bottom-right will turn red again and the status text at the bottom-left will turn to “Offline” again as well.

---

### RESTARTING

When you press “Restart Server”. It’ll stop the server and then it’ll start again.

---

<sup>1</sup> The command output

---

## EXIT TIMER

At the right of the restart server button, there will be the exit timer. You can choose the following:

1. No Exit Timer
2. 1 Minute

When you stop or restart the server. There'll be a timer and warning for all the players.

The players page for managing and looking at players.

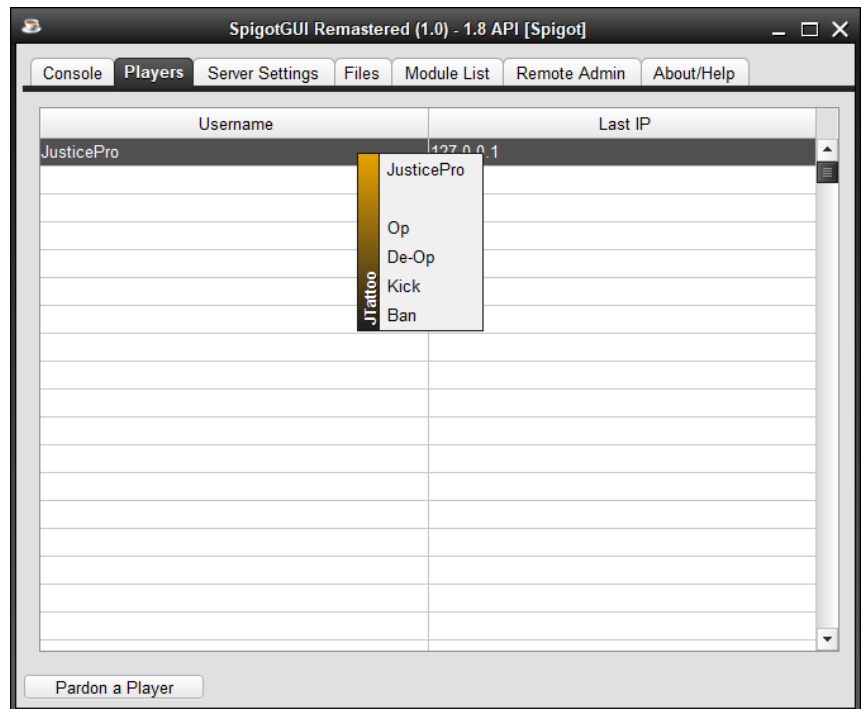
You can see the IP of the user next to the username.

## MANAGING A PLAYER

When you select a user and right-click the popup menu will appear. You'll have the following:

1. Op
2. De-Op
3. Kick
4. Ban

They do what you'd assume they do. There is also "Pardon a Player" at the bottom-left. If you click it, the program will ask you for a username. Then it'll pardon that player.



## SERVER SETTINGS

The Server Settings page is for the settings for the server. We'll explain what each bit of this page is.

### RAM

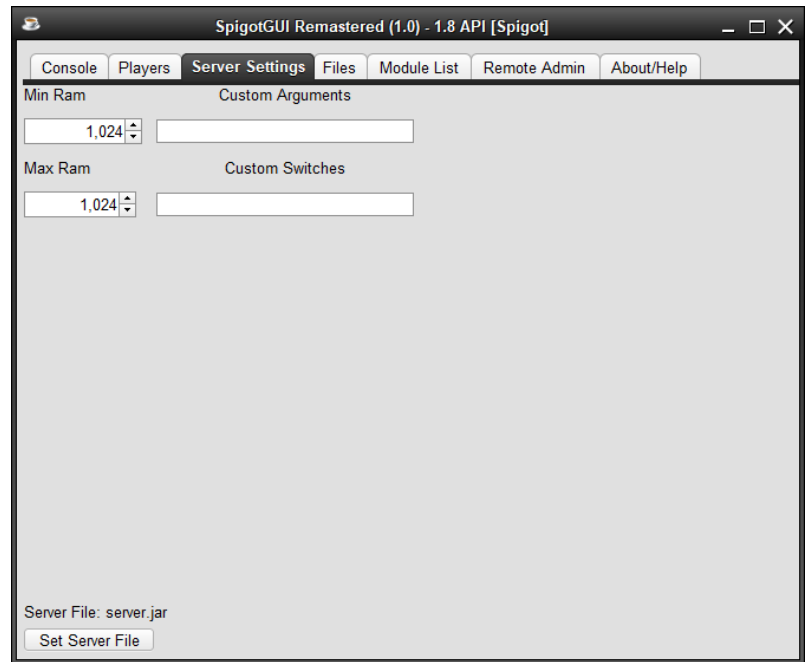
The ram is how much speed the server. The ram is in megabytes. 1024 megabytes equals 1 gigabyte. For more information about RAM, check [this](#) out!

### CUSTOM ARGUMENTS AND SWITCHES

The Custom Arguments and Switches are custom text that'll be in the java command.

### SERVER FILE

The server file is default to "server.jar". The server file is jar file that will run when the server is started.



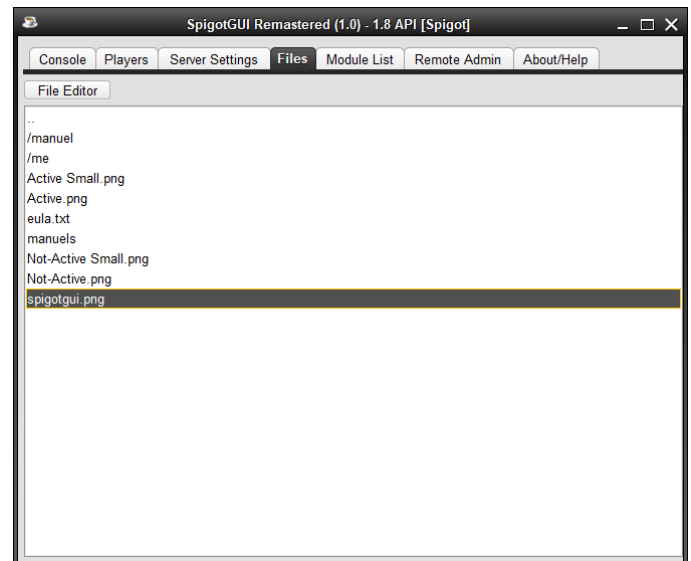
## FILE EXPLORER

The File Explorer, (see the image on the right) is a built-in file explorer. How to use:

1. Double-Click files to open file with the file editor.
2. Double-Click folders (The items that start with slashes) to go into the folder.
3. Double-Click the double dots at the very top to go up a folder.

## FILE EDITOR

The File Editor, (see the image on the right) is a built-in file editor. They work how a normal file editor work.

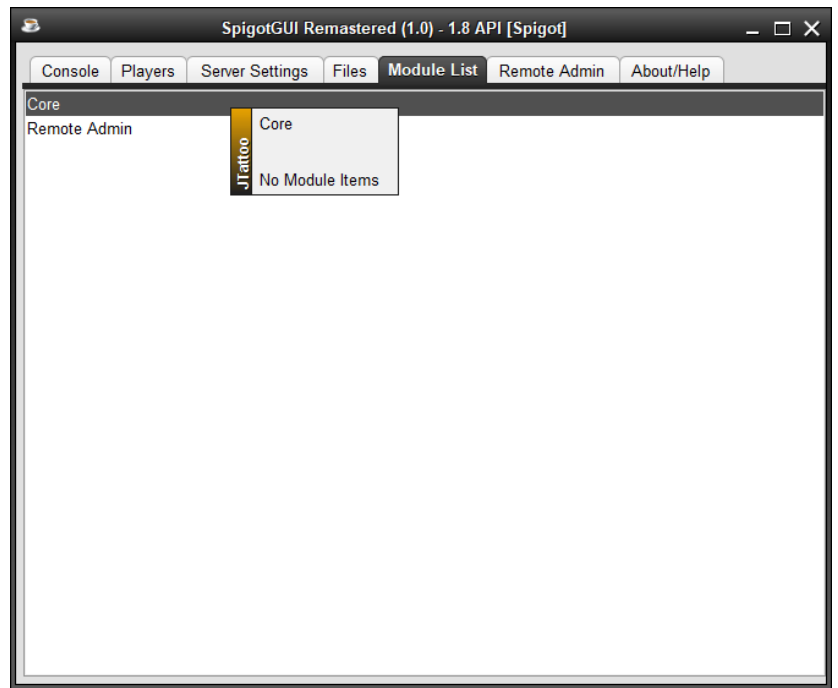


## MODULE LIST

The module list is the list of modules installed. (See [“Modules”](#)).

You can select a module and right click to see menu items. If there are no menu items it'll display, “No Module Items”.

You can see a demonstration on the right.





## REMOTE ADMIN

Remote Admin is a tool built-in SpigotGUI that allows users to access and manage the server remotely.

On the Remote Admin page, they'll be two buttons:

1. Connect to Server
2. Host Server

## HOSTING A SERVER

When you click "Host Server", you'll get the menu on the right. To start the remote admin server, just click "Start Server". You can also stop it by clicking "Stop Server". To confirm that they worked, there is a status text at the top-left.

## CREATING A USER

To create a user, simply type the requested Username and Password into the fields on the right then click "Add User".

## DELETING AND MANAGING USERS

If you select an account and right-click, you'll get two options:

1. Delete User
2. Manage User

When you click "Manage User", it'll open up a window for managing the user.

On the left of the user management window, you can modify the Permissions. On the right of the window, you can modify the password.

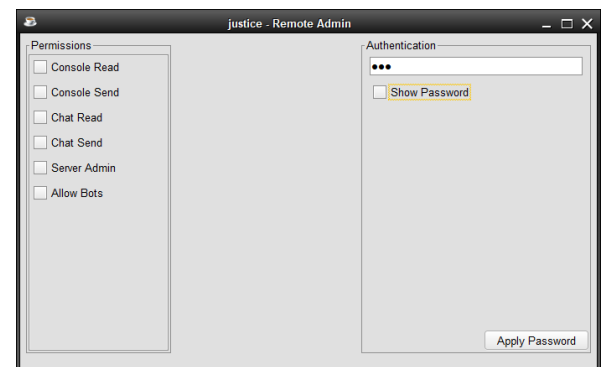
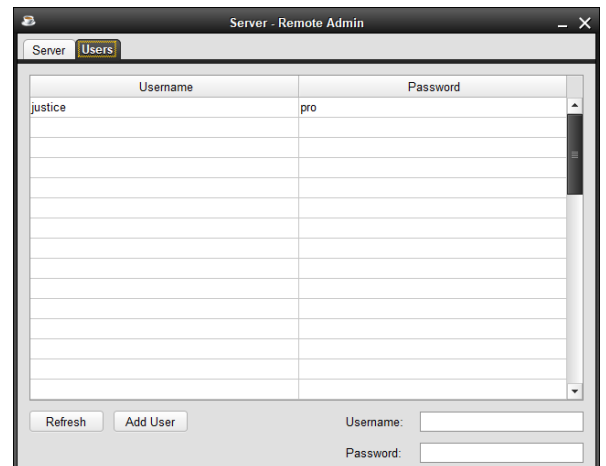
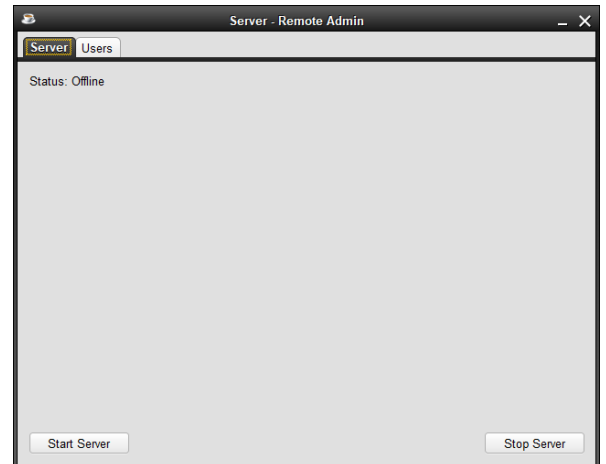
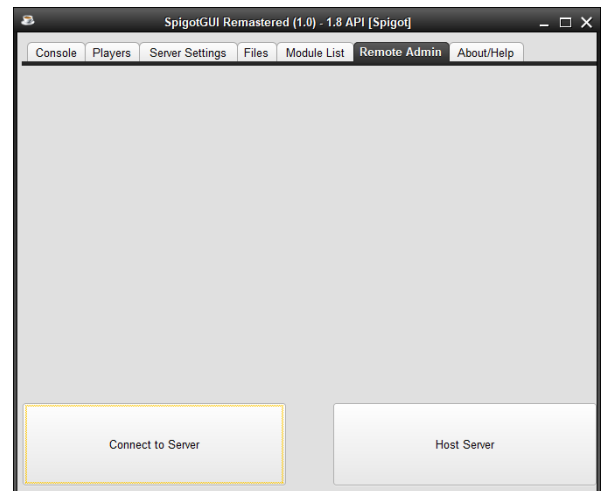
## USING REMOTE ADMIN

When you click "Connect to Server", it'll ask you for the IP of the server. If you are hosting the server, you can do the following:

1. Leave it blank
2. Choose "localhost"
3. Choose "127.0.0.1"

Once you've connected, you must login to your account (See "[Creating a User](#)" and "[Deleting and Managing Users](#)").

Once you login into your account, there'll be a text box telling you the installed modules and where to find them.



---

## THE CONSOLE

The first page is the Console. It works almost the exact same way the server console works (See “[Console](#)”) but without Starting and Stopping the server.

---

## STAFF CHAT

The staff chat is one of the ways of communication with Remote Admin. The large gray box is the chat and the long white box is to send a message.

---

## SERVER SETTINGS

Works the same way that the normal Server Settings works (See “[Server Settings](#)”). This page also contains, “Start Server” and “Stop Server”.

---

## MODULE LIST

Works the same way that the normal Module List works (See “[Module List](#)”).

---

## MAIL

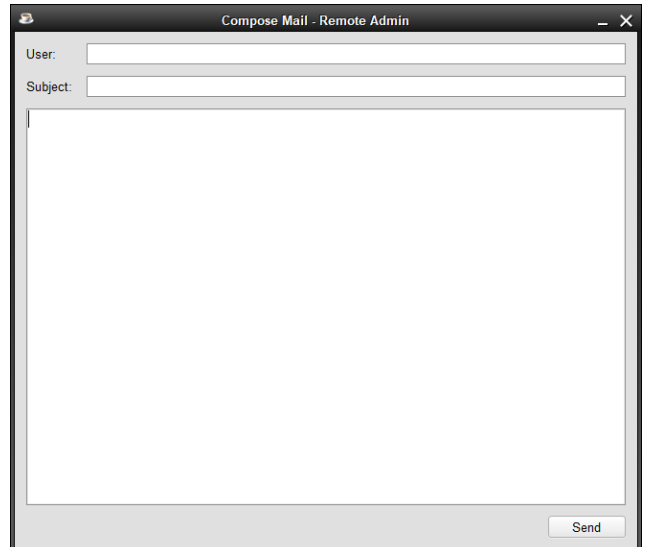
The mail system is another way of communication with Remote Admin.

You send mail with “Compose Mail”. It’ll bring up the window which you can see on the right. You’ll see these inputs:

1. User
2. Subject
3. Body

If the user is incorrect, you’ll get mail telling you.

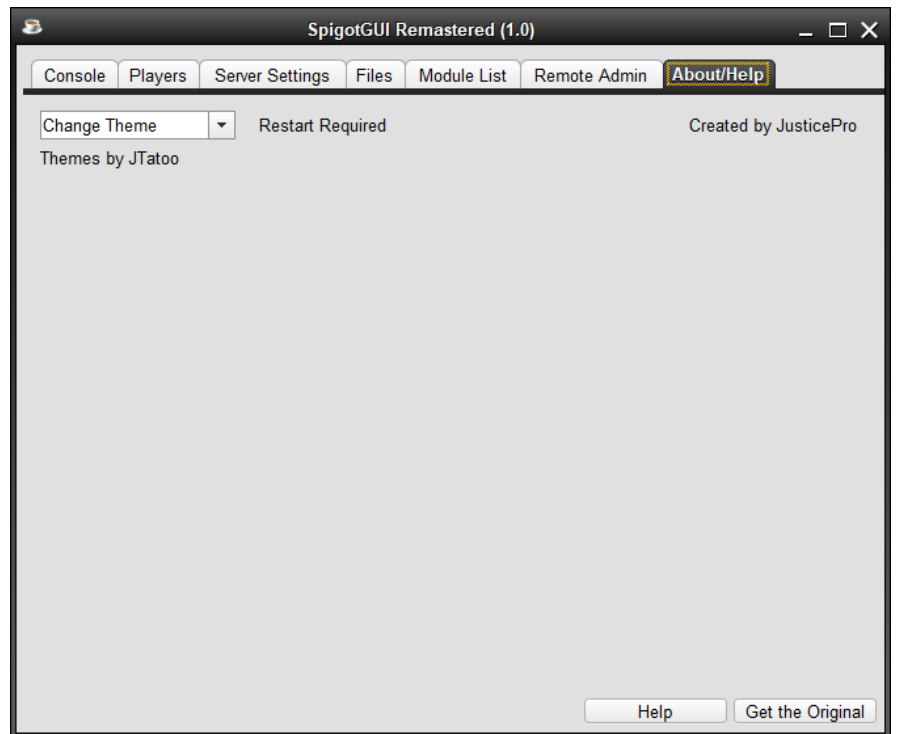
To read mail, you select the mail you want to read and click “Read Mail” at the top.



## ABOUT/HELP

The about/help page is a page where you can get help and information. The page has these:

1. Theme Settings (Restart will be required)
2. Credits
3. Access to Instruction Manual
4. Link to the original SpigotGUI



## MODULES

Modules are pretty much mods for SpigotGUI. Module can modify the server, *to the extent that SpigotGUI can offer*.

## OFFICAL/APPROVED MODULES

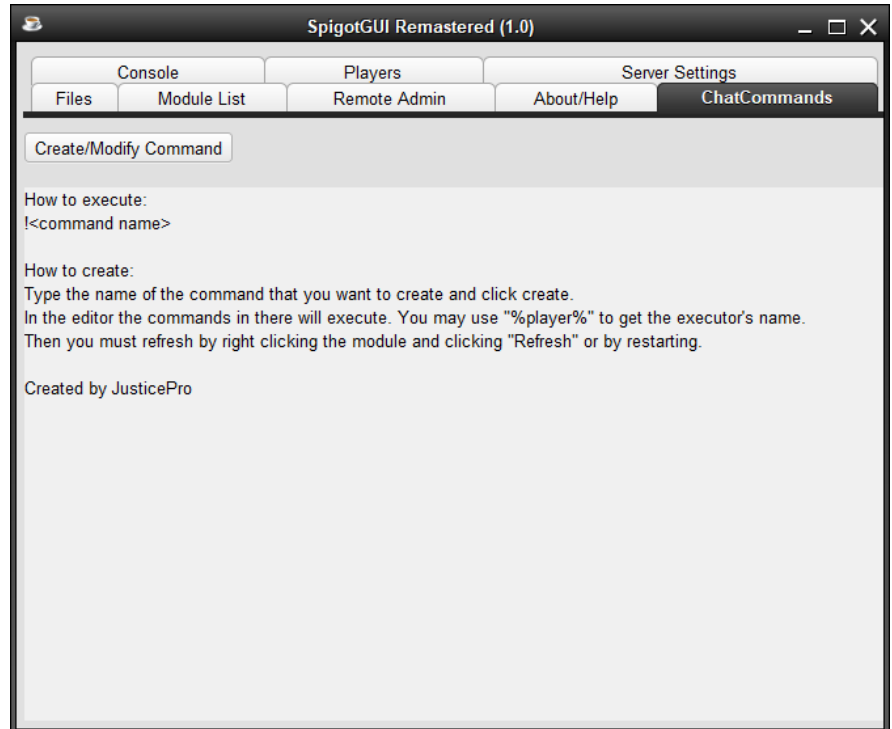
The next pages are some official or/and approved modules and how to use them.

ChatCommands is an official and approved module that added commands that you can execute in chat. Example: “!help”. The official tutorial is on the right.

To create a command, go to the “ChatCommands” page and click “Create/Modify Command” and type your command name. You can also do this in Remote Admin (See “[Remote Admin](#)”).

Once you create or modify the command, a editor will popup which you can type the commands that’ll be executed. And all “%player%” will be replaced with the name of the executor.

ChatCommands isn’t the most powerful, but gets the job done easily.



Bukkit Compatibility is an official and approved module that adds higher control over plugins straight from the GUI.

## INSTALLING

When installing the module, you also have to place the module into the plugins folder.

## USING BUKKIT COMPATIBILTY

When your server is done initiating, you have to click “Refresh” on the BukkitCompat page.

Then when you want to Enable/Disable a plugin, select the plugin want to and click either Enable or Disable.

You can also go to Bukkit and Spigot’s plugin websites with the buttons at the bottom-right.

