**Warnings**

Someone has just logged off with $0 and $0 in bank-

Last paid to: Firstname\_Lastname.

In that case, spectate the player. And if you are 100% percent sure, you can /sban that person for Moneyfarming, if not, wait for a another warning and if it come up again, you may /sban him.

**For the next example I will use SARP’s Teamspeak IP address.**

Possible server advertisement-

[Advertiser’s name] IP/Address: /b Come to this server! 67.222.138.10:10021

If this warning didn’t show any IP you usually shouldn’t pay it any attention, but if it did, and you’re sure it’s not related to SARP, then you should ban the advertiser immediately for SA. You can also verify the IP address by adding it to your SAMP favorites if needed. Just to double check.

Someone potentially attempted to Crack Shoot (CS).

You shouldn’t pay this warning any attention unless it showed up many times in such a few seconds or so. If it did, then you should spectate the guy. And if he was doing it, you may whisper to him telling him to stop, and if he didn’t comply, you may /skick him.

Someone is potentially teleport matrunning.

You should spectate this person ASAP, and if you confirmed that he is TP matrunning, you may /sban the immediately for TP Matrunning. Desync’d players maybe possibly send this type of warnings, specially after server restarts. So do not blind-ban the player.

Speed-hacks.

Don’t pay any attention to that unless the speed reached the limit (190+ mph). If it did, spectate the player and confirm it, then /sban him.

**Reports**

Someone is being reported for HH:

What you do here is /ch the person who is health hacking, and redo it again as soon as you get the result. Because sometimes the health hacks reports you get; are just caused by bugs, but if you did it twice as I’ve said above, it’ll tell you. Or fix the bug at least.

They also could be toggling, so if you ban someone for HHing, make sure you take some evidence ( Fraps for instance ). So if they post a ban appeal, you have an evidence that you can provide.

Someone is being reported for DM/KOS/RK (basically, all what involves the attempt to kill someone):

You spectate the guy and check him out, and if you confirmed it and there was another public admin online, just ask him to prison/jail him over the admin chat.

If there wasn’t any other public admin online, you /setworld the rule-breaker’s virtual world. And if he /fixvw, you /setint instead.

Someone being reported for other type of hacks:

Which involves the following:-

1. Car spawning (the massive that bugs the server or the normal one).
2. Vehicle Hacks (Including Vehicle Health Hacks).
3. Warping (vehicle warping for example).
4. Airbrake.
5. Speed-hacks.
6. Teleport hacks.
7. Parkour mod.

If you got a report about someone doing any of the above, you spectate the player and make sure and confirm it, and only when you do, you /sban immediately.

Just a tip for the 2nd type of hacks I mentioned (Vehicle Health Hacks). If someone got reported for that, you should /dl and then spectate the player to see if the vehicle health is taking any damage or not.

**The Commands**

1. /skick:

You’ll only use this command when someone is alt tabbing in prison or use it to kick bug-exploiters when there are no public admins online.

2. /sban:

Mainly, you will only use this command against hackers as a silent admin.

3. /goto:

A command that you will rarely use, but you may use it to /goto int1 for example to do some admin work there when there are no other public admins online.

4. /listguns:

Self-explained command. Sometimes (if you see it coming) admins might mistakenly kill someone, so if you could list his guns before he dies, would be a good use for this.

5. /spec:

You watch players and confirm reports mostly with this command.

The command might get bugged sometimes when someone enters and interior or TPs somewhere. So, you’re going to type in the command again if that happens.

6. /setint: 7. /setworld:

Mostly used against DMer’s and whatnot.

8. /nmute: Mute a player from /n. Do not use the command if you don’t have the helper status as it would reveal you.

9. (/a)dmin: Speak over the admin chat.

10. /warnings: Lists the last five warnings that have been printed out to you by the server.

11. /lastad: Prints out the name of the player who made the last advertisement (/ad).

12. /ch: Check Hacks. Mostly used against health hackers or alt-tabbers. Or bugged people to un-bug them.

13. /admute: To ban a player from using /ad.

14. /mute: To mute a player from all chats, except /report.

15. /suspicious: Enlists currently online suspicious players.

And lastly, the commands /fly, /up, and /dn. (But you may not use them unless it’s really needed).