<https://forums.alliedmods.net/showthread.php?t=227904>

**Latest Update :** 12 January, 2014 ( Click [HERE](http://forums.alliedmods.net/showpost.php?p=2234491&postcount=75) to see update process of version 2.0 )  
  
Changes :

1. Fixed : Another Bug with Voteban Menu fixed.
2. Changed BAN Command Syntax for Compatibility with Other Plugins. Changed Parameter Order. See Commands Section.
3. Now shows the Name of the Server where the Player is Banned in Console

Modules :

* Regex

Features :

* STEAMID Bans
* IP + RANGE Bans
* NAME Bans
* Ban Query
* Heuristic Mode
* Support for Multiple Bans [ Player(s) with Same IP/STEAMID ]
* Full Command Support for Console/RCON Banning
* Advanced Time Management
* Variable Flags for Immunity
* Ban, Unban, Voteban Menus Integrated
* Automatically Deletes Fake Ban Entries
* Thorough Synchronization with BanList file
* Supports WildCard in Commands
* SQL Support ( Coming Soon )

Console/RCON/Admin Commands :

1. **amx\_ban <nick, #userid, authid, ip> <minutes> [reason] <bantype>**
   * **<nick, #userid, authid, ip>** --> This defined the Information of Target, available with Banner. Note - This doesn't define Ban Type. It is only to locate the Player(s). For Range Ban, Use **X.X.X.0** or **X.X.0.0** or **X.0.0.0** where **0** denotes the entire Range of 255 IPs'.
   * **<minutes>** --> This defines Duration of Ban. This can take both Integral and Decimal Values. Values Greater than 8-digit Integral Part is automatically forced to Permanent Ban ( **0** or **0.0** )
   * **[reason]** (optional) --> This defines the Reason for which Banning is done. Default : (<null>).
   * **<bantype>** (optional) [ Note - Needs "Reason" Parameter to be Filled ]--> This defines the BanType. Only 4 BanTypes are Possible : **STEAMID** , **IP** , **NAME** , **AUTO**. Other than these, any other INPUT will result in an Error. Default : ("**AUTO**").
     + **STEAMID** - As name suggests, this bans by SteamID
     + **IP** - As name suggests, this bans by IP Address
     + **NAME** - As name suggests, this bans by NAME. ( Case Sensitive ) Note - If a player named "asd123 a s d" is Banned, even player named "asd123 a s d Bazzinga!!" is Banned. Useful for banning multiple players at the same time.
     + **AUTO** - Either SteamID or IP Address will be Banned based on Offline ( LAN where by Default SteamID = "**VALVE\_ID\_LAN**". So, BAN by DHCP IP is the only mode ) and Online ( Internet ) Server
2. **amx\_addban <nick, authid, ip> <minutes> [reason] <bantype>** ( Similar to "amx\_ban" but also Supports Offline Bans and IP Range Bans )
   * **Advantage** - You can use Range Ban OR Provided a sitation where, You are about to Leave the Server, a Player you wanted to ban has just left the Server, and you have the Required Information of him ( You can also use "amx\_last" command to get his Information ). Note - Here BanType directly Corresponds to Target Information unlike "amx\_ban".
   * **Disadvantage** - The Mechanism may become lengthy when you type in the information of a player who's already connected to the Server. This Command is very SENSITIVE and only for EMERGENCY USE.
3. **amx\_unban <nick, authid, ip> <bantype>**
   * This is used to Unban Player
4. **amx\_queryban <nick, authid, ip> <bantype>**
   * This will search the banlist for any similar entry. if bantype is mentioned, then it will search in corresponding bantypes only else it will search anywhere in the list and show the results.
   * Related Commands ( "amx\_queryban" should be executed atleast once after which Console must print INFO about these Commands. ) :
     + **amx\_querynext** - To go to Next Page of Search.
     + **amx\_queryback** - To Return to Previous Page of Search.
5. **amx\_banlist <start from entry no.>**
   * Shows the List of Banned Players with a max. of 5 at a Time. Default Parameter = '0'. Any other number would show the corresponding ban entry and the next 4 entires following it in order.
6. **amx\_reloadbans** ( Only Console/RCON Command i.e. NOT FOR ADMINS )
   * Reloads all Bans from BANLIST file
7. **amx\_resetbans** ( Only Console/RCON Command i.e. NOT FOR ADMINS )
   * Deletes all Bans from BANLIST file

Player Commands :

* **/voteban** - Shows a Menu for Voteban provided CVAR "ub\_vote\_enable" is set to "1"

CVARs :

1. **ub\_contact ""**
   * Contact info to be displayed to the banned player in case he wants to get unbanned and wants to file a request ( Default - "N/A" i.e. won't be displayed )
2. **ub\_flags ""**
   * Players with these Flags are Immuned ( can't be banned ). For Multiple Flags, Write them like "abdfgt". ( Default - "a" )
   * Go to [Access Levels](http://wiki.amxmodx.org/Adding_Admins_(AMX_Mod_X)#Access_Levels) for Information on Flags.
3. **ub\_checkinterval ""**
   * This will check for unban after specified amount of time. Takes value in seconds. Any value less than 1.0 will disable the function. This is optional because an alternative has already been added which will check for unban while a player connects. This should be used just to remain updated with the bans. ( Default - "60.0" )
4. **ub\_vote\_enable ""**
   * Toggles Voteban Menu ( Default - "1" i.e. Enabled )
5. **ub\_vote\_ratio ""**
   * Percentage Ratio Votes of Connected Players required to Ban a Player ( Default - "0.40" i.e. 40% of total connected players )
6. **ub\_vote\_delay ""**
   * Time in Seconds after which the Player will be able to Voteban again ( Default - "5.0" )
7. **ub\_vote\_time ""**
   * Duration in Minutes for which the Vote-Banned Player will be Banned ( Default - "60.0" )
8. **ub\_vote\_min ""**
   * Minimum Players required for Voteban to function ( Default - "5" )

Installation Instructions :

1. Put "[**UltimateBans.amxx**](http://www.amxmodx.org/plcompiler_vb.cgi?file_id=129431)" and Replace "[**menufront.amxx**](http://www.amxmodx.org/plcompiler_vb.cgi?file_id=127006)" and "[**adminvote.amxx**](http://www.amxmodx.org/plcompiler_vb.cgi?file_id=127861)" in **[ amxmodx/plugins/ ].**
2. Put "[**menufront.txt**](http://forums.alliedmods.net/attachment.php?attachmentid=127012&d=1382473254)" in **[ amxmodx/data/lang/ ].**
3. Write "**UltimateBans.amxx**" at the **TOP** of **[ amxmodx/configs/plugins.ini ]** (above all plugins including default plugins of amxmodx).

Other Files : (Automatically Generated)

1. "**addons\amxmodx\data\UB\_Banlist.txt**" - BANLIST file (loaded at change of map/ start of server / restart of server - can be loaded manually by "ub\_reloadbans" command from server console only. format : "<bantype>" "<target\_authid>" "<target\_ip>" "<target\_name>" "<bantime>" "<unbantime>" "<banner\_id>" "<banner\_ip>" "<banner\_name>" "
2. "**addons\amxmodx\logs\UB\_Logs.txt**" - LOG file to log every ban/unban/addban data of each player

Screenshots :  
  
[IMG]http://s2.\*\*\*\*\*\*\*\*\*\*\*\*/qao7x66o9/amxmodmenu.jpg[/IMG] [IMG]http://s2.\*\*\*\*\*\*\*\*\*\*\*\*/ivyw4sksp/banmenu.jpg[/IMG] [IMG]http://s2.\*\*\*\*\*\*\*\*\*\*\*\*/kdkcgcpjd/unbanmenu.jpg[/IMG] [IMG]http://s2.\*\*\*\*\*\*\*\*\*\*\*\*/uz47scvux/votebanmenu.jpg[/IMG]  
  
Credits :

* **claudiuhks** ( for native information and syntax support )
* **Drekes** ( for menu support )
* **Noor Sarao** ( for Banner/Logo of Ultimate Bans )