

### 1. Installing the mod:

Unzip files in following directories:

- AccessPlus.u -> ..\kf2server\KFGame\BrewedPC\
- KFAccessPlus.ini -> ..\kf2server\KFGame\Config\

Use ServerExtVer/AccessPlus.u version instead if you run ServerExt.u in your server!

### 2. Setting up the mod:

KFAccessPlus.ini has following settings:

**AccessDataPath=../..** -> It is the local directory it should write admin data/ban data files to (you can set multiple servers run from same computer use same files).

**bLogGlobalPW=true** -> Whatever if server should print to server log current super admin password (in case you lose it).

To run this mod, Change server startup batch to include in URL:

**?AccessControl=AccessPlus.AccessPlus**

MAKE SURE WEBADMIN IS ENABLED:

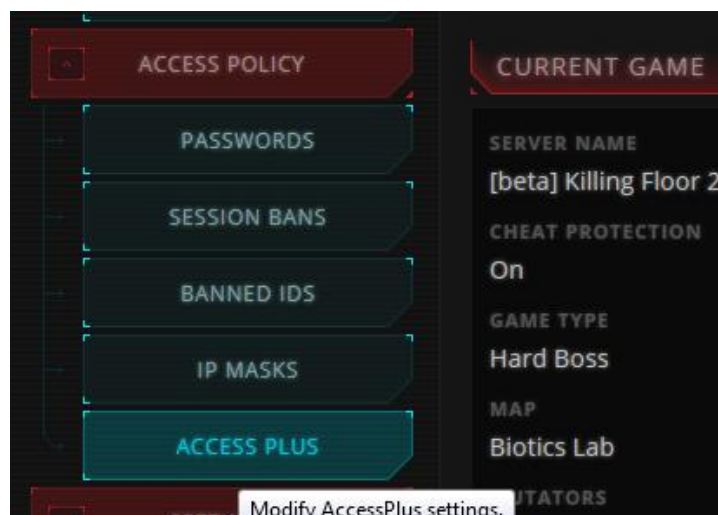
Edit KFWeb.ini, and change **bEnabled=true**

### 3. Setting up the mod in WebAdmin:

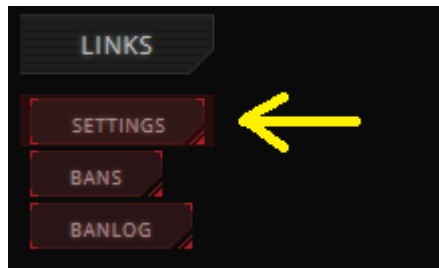
By default, you can login to webadmin with user/pass: **Admin/Admin**

- You can either login with super admin account, or with an admin account, when you login as super admin to webadmin you must always enter user name as "Admin".

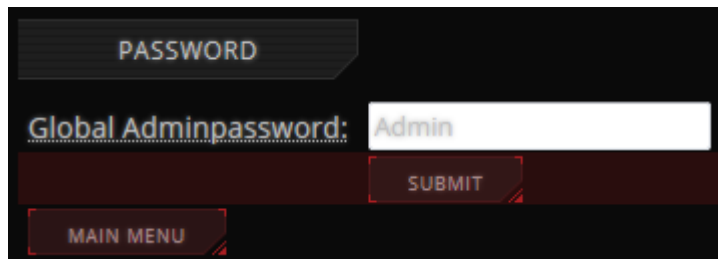
In the webadmin you'll find a new button (if this button does not appear, you did not follow the steps above correctly):



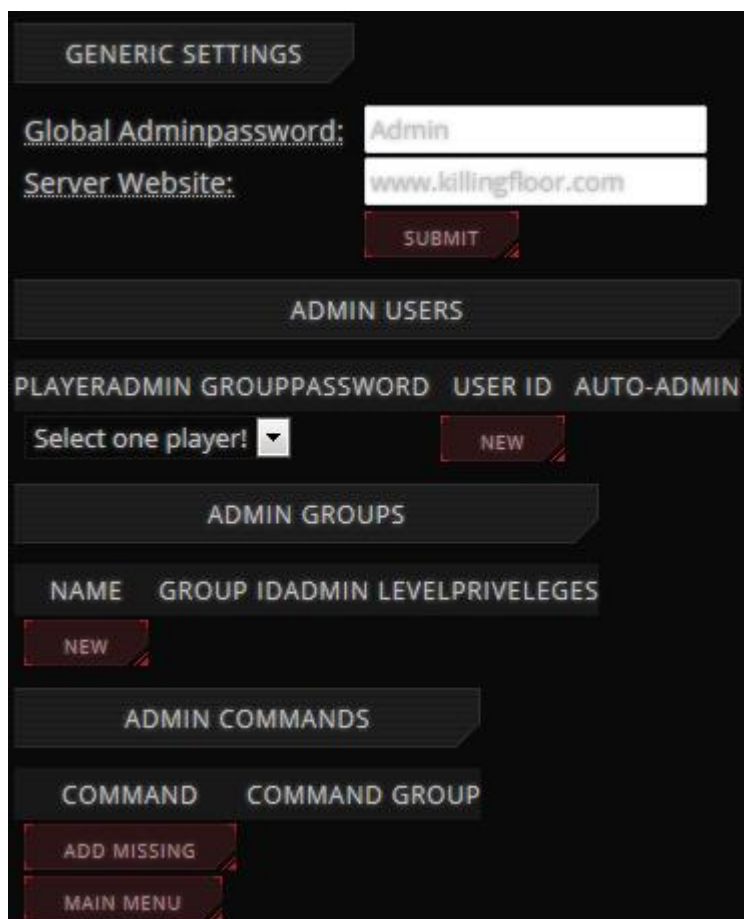
First thing you should do is to change the default “Global admin password” or “Super admin password”, this is a password only YOU as server host should know (or some other high rank admins):



In the settings menu you are prompted to enter current super admin password, which is by default “Admin”:



That'll bring up following page:



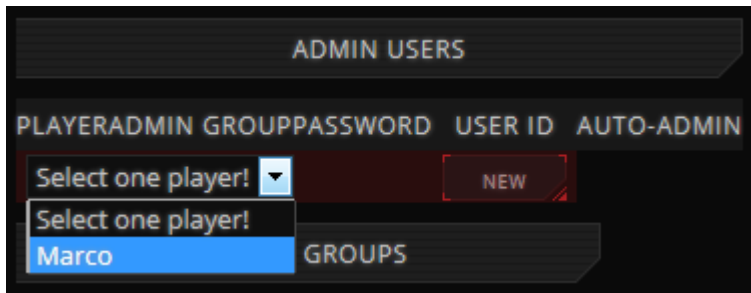
Starting from top:

Generic settings:

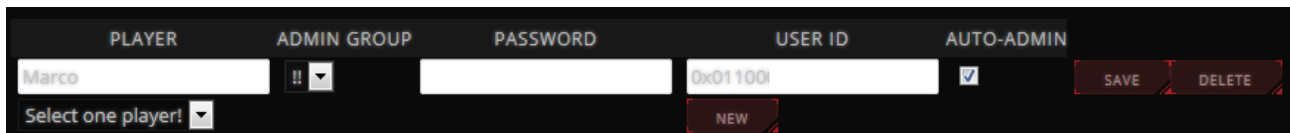
- Global Adminpassword: You can change current super admin password here, which you should do!
- Server Website: You can change the server website reference (same one as found in Welcome Screen page, but not broken).

### Admin Users:

- Here you can add/remove admin users, by connecting to the server yourself you can find your own name in the drop-down box:



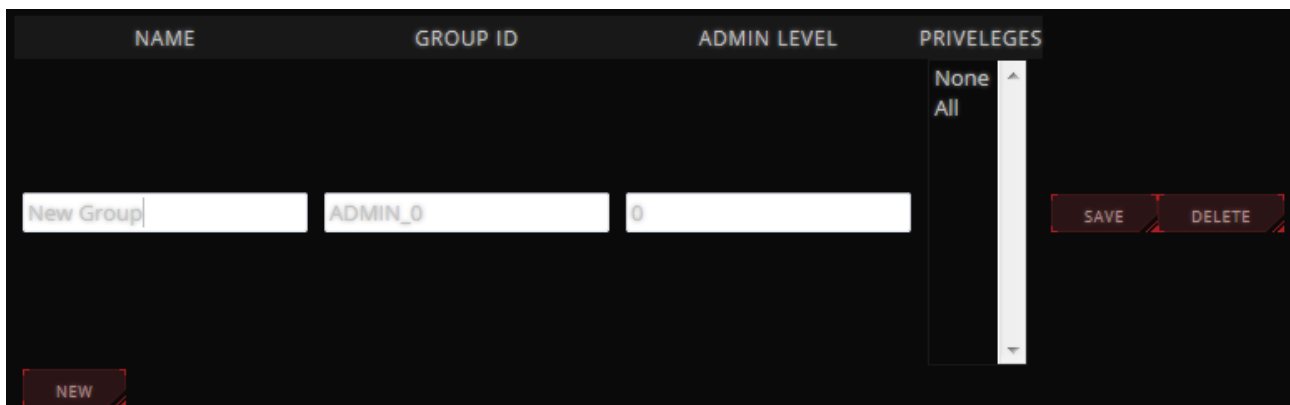
- After you create a new admin account for yourself or someone else you will see this:



- Here you can change the account settings;
  - o Player = Player name, should be in simple UNICODE characters to easily identify the admin (also used to login to webadmin).
  - o Admin Group = See below.
  - o Password = Personal adminpassword for that admin (not required for anything else but to login onto webadmin or in-game from a different steam account).
  - o User ID = Unique SteamID for the admin (for server to recognize admin users in-game).
  - o Auto-Admin = Whatever if server should make this user automatically login as admin when they enter the game.

### Admin Groups:

- Here you can create admin groups and specify what privileges they have. Press [New] or [Edit] to create/edit a new group:

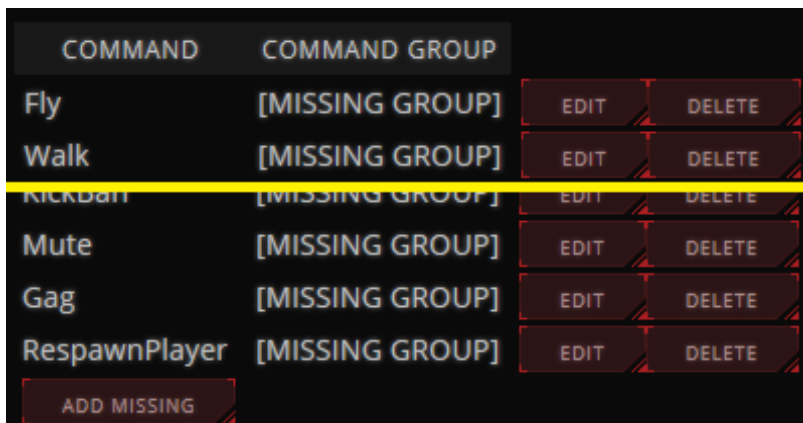


- Here you can set:
  - o Name = Name of the group shown to the public in server (i.e: Administrator/Moderator/Trusted member).
  - o GroupID = ID name of the group, simple name from above (i.e: Admin/Mod/TMember/VIP).
  - o Admin Level = Level of admin access, mostly for cosmetics only (on ServerExt), but what it does effect is:
    - 0 = Admin
    - 1 = Moderator
    - 2 = Trusted member (no webadmin access)
    - 3+ = VIP (no webadmin access, nor any admin commands access)

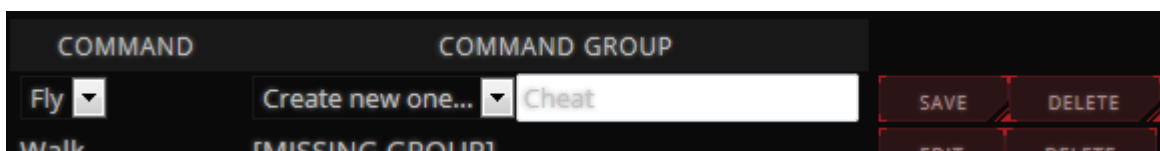
- Priveleges = What command groups this admin is allowed to use (see more below).

Admin commands:

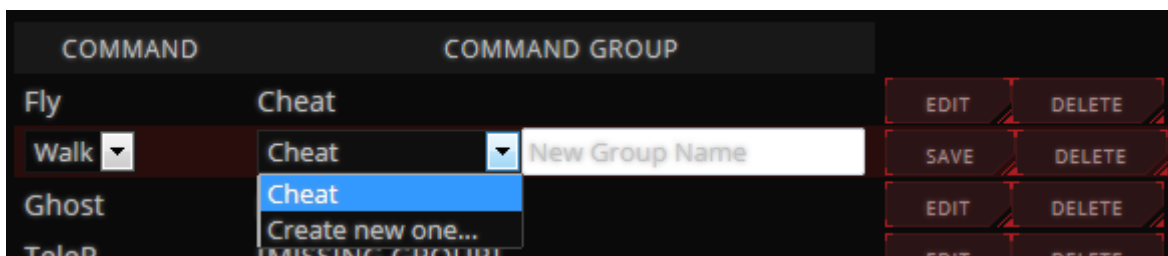
- Start by pressing [Add Missing]:



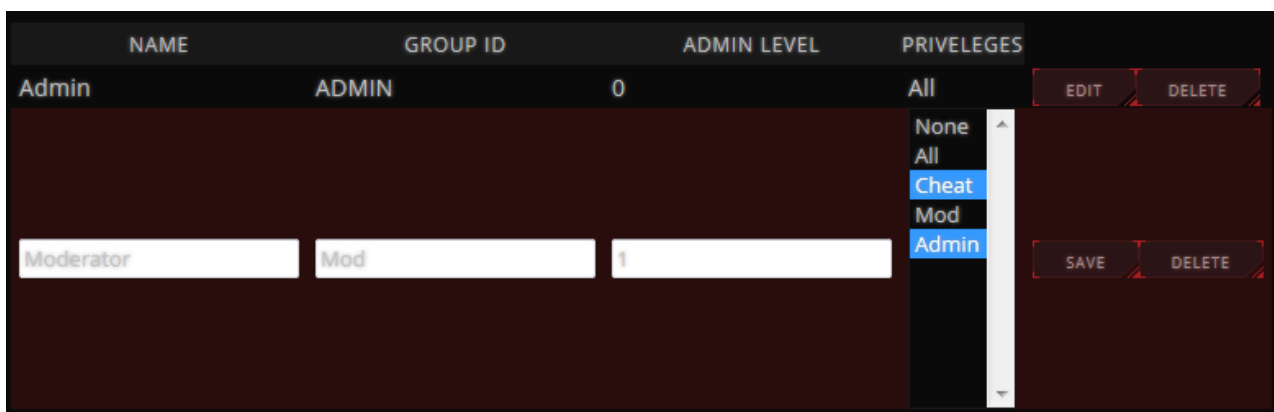
- What that did is added all admin commands missing from the list, here you can specify admin command groups by pressing Edit by each one of the command:



- By default there are no pre-existing commands to choose from the drop-down list, so you should start by creating a new command group (i.e: Cheat).
- Then as you add more you can select from the drop-down list commands from before:



- BEWARE, at the current version there is no way to delete old command groups, do not create many extra ones that you don't need!
- After you have setup all command groups you can go back to edit the admin group (TIP: You can hold down Ctrl + mouse click to select multiple privileges):



- Then you can go edit admin accounts:

PLAYER	ADMIN GROUP	PASSWORD	USER ID	AUTO-ADMIN	
Marco	!!		0x0110	<input checked="" type="checkbox"/>	SAVE DELETE
Select one player!	!! ADMIN MOD		NEW		

Now if we look into bans page:

BAN LIST						
BANID	ADMIN	NAME	ID	IP	REASON	EXPIRES
0x0000000000000000						
NEW BAN						
MAIN MENU						

Here you can add/edit/remove bans (ALL ACTIONS DONE HERE WILL BE LOGGED).

Let's say you add a new ban from here:

BANID	ADMIN	NAME	ID	IP	REASON	EXPIRES	NOTES
8	Admin (WEB)	Player	0x0123456789000000	0.0.0.0	No reason given	0	
							SAVE DELETE

Settings here found are:

- BanID = Unique ban ID for this specific ban (it'll start from 0 and count up), this number will be shown for the client when they try to enter the server so that they can go on server forums and refer to their own ban.
- Admin = Admin that originally added this ban (will be appended with "(WEB)" if it was added in webadmin).
- Name = Name of the banned player, only visible in webadmin.
- ID = SteamID of the banned player.
- IP = Client IP of the banned player (NOTE: if a player with same IP but with different ID tries to connect to server, it'll automatically insert a new ban for that player as-well).
- Reason = Reason shown for the client on login when they try to join the server (something simple can be used, i.e: "Aimbotting"/"Spamming").
- Expires = Time in hours before the ban expires (use -1 to stay there forever).
- Notes = Notes shown only to the admins browsing webadmin, nothing public.

Banlog:

LOG
*[2016/1/24 14:43] Admin (WEB): Add NEW ban #8 0x0123456789000000
MAIN MENU

Simply shows a log of all banning actions done on the server (can't be cleared).

### In-Game admin commands:

To login as admin in-game, use AdminLogin:

- AdminLogin <anything> = Login with your matching SteamID with your admin account.
- AdminLogin <password> = Login to any admin account with matching password.
- AdminLogin silent </password> = Silently login as admin on server with or without your SteamID. This means server will not broadcast any message to public that you logged in as admin.

Rest of commands: always prefix all these commands with “Admin” in front (i.e: “Admin Help”)! NOTICE: When entering player ID, if you use “All” it’ll execute the command on ALL players (i.e: Admin TeleP All).

- Help = Shows a list of all admin commands you can execute.
- Help <command name> = Shows more information about an admin command.
- SetAdminPassword <new password> = Change your own admin account you are logged into password.
- SetAutoAdmin <true/false> = Set whatever you should auto-login as admin when you join the server.
- GetID = Print in console a list of all players and their ID’s.
- Fly = Makes you fly.
- Ghost = Makes you fly in noclip mode.
- TeleP <ID> = Teleport a player by ID.
- GotoP <ID> Teleport yourself to a player by ID.
- ReturnTel = Teleport yourself back to your original position after you used GotoP.
- Teleport = Teleport yourself at the position you are aiming at.
- KillAll <Class name> = Kill all actors of specified type (i.e: KillAll Projectile).
- KillPawns = Kill all AI zombies.
- Loaded = Give yourself all ammo + weapons.
- AllWeapons = Give yourself all weapons.
- AllWeaponsID <ID> = Give all weapons to specified player.
- AllAmmo = Give yourself max ammo.
- AllAmmoID <ID> = Give all ammo to desired player by ID.
- Summon <class> <properties> = Spawn an actor with specific set of properties, you can separate properties with / char (i.e: Admin Summon KFPawn\_ZedClotAlpha Team=0/Health=5000/DamageScaling=8).
- SummonRadii <class> <count> <properties> = Spawn a load of actors in a circle around you (i.e: admin summonradii KFPawn\_ZedClot 8 Team=0).
- Set <class> <property> <value> = Change properties of actors (i.e: Admin Set KFPawn\_Monster Health 1).
- Get <class> <property> = Get default property values of objects.
- ListActors <class> <radii> = Show a list of actors nearby or anywhere to you (i.e: Admin ListActors KFPawn\_Monster).
- Kill <ID> = Instantly kill a player by ID.
- PlaySoundFX <sound name> = Play a sound effect at your location (use editor to lookup the sample names).
- RespawnPlayer <ID> = Force a player respawn in front of you.
- KickBan <ID> <Duration> <Reason> = Kick-ban a player by ID. Duration is defined in hours. Reason is the reason shown for the banned player when they try to re-login to server.
- Mute <ID> = Mute a player from using text chat.
- UnMute <ID> = Unmute a player from using text chat.
- Gag <ID> = Mute a player from using microphone.
- UnGag <ID> = Unmute a player microphone.