

Tle

xAdmin

User Guide

Table of Contents

Introduction.....	1
Installation.....	1
Configuration.....	2
Database.....	2
Addon Config.....	3
In-Game Settings.....	6
Localisation.....	7
xAdmin API.....	7
Default Commands.....	10
Support.....	12

xAdmin: Introduction

xAdmin is a powerful administrative system designed to add all the necessary commands and features of existing admin mods and much more, packaged neatly for ease of access to developers, staff and users alike.

This user guide details installation, configuration and customisation of all areas of the xAdmin addon, including documentation and descriptions regarding the simple API.

Installation

Installation of xAdmin is incredibly simple. All that you need to do is unzip the downloaded file from the xAdmin page after purchasing and add it to the /garrysmoD/addons directory of your server.

Upon restart, the addon will be functional on your server, however you will either need to upload the xAdmin content to your FastDL server or install the xAdmin Content Addon from Steam Workshop found on the gmodstore page.

If you have your own webserver, you can also upload the *discordrelay.php* file for use as a proxy for Discord logging, though this is not a requirement.

For the use of the integrated family sharing checks, you must also have a Steam Web API Key. You can obtain one here: <https://steamcommunity.com/dev/apikey>

Database Information

It is strongly recommended that you use an external MySQL database to store data from xAdmin. To set this up, simply navigate to *xadmin* in your *addons* folder and open the file *sv_xadminconfig.lua*.

There are only a few areas of this file which will require your attention.

Config option	Details
xAdmin.Config.UseMySQL	Whether or not to use MySQL. If false, xAdmin will use the internal SQL.
xAdmin.Config.DBINFO.host	The host IP of your MySQL database
xAdmin.Config.DBINFO.username	The username for your database – Ensure the user has the correct permissions
xAdmin.Config.DBINFO.pass	The password for the given user

xAdmin.Config.DBINFO.db	The name of the database you would like to use – Ensure the user has access to this database
xAdmin.Config.DBINFO.port	The database port – this is usually 3306
xAdmin.Config.UsersTableName	Table name for user information (you are unlikely to need to change this)
xAdmin.Config.GroupsTableName	Table name for group information (you are unlikely to need to change this)
xAdmin.Config.DoDiscordRelay	Whether or not to enable the Discord relay
xAdmin.Config.RelayURL	URL for Discord relay proxy. You do not need to change this; however, you should set this to the URL of 'discordrelay.php' on your webserver if you have set it up yourself.
xAdmin.Config.DiscordWebhook	The URL of the Discord webhook for the channel to relay to
xAdmin.Config.SteamAPIKey	The Steam Web API key to use for family sharing checks (See 'Installation' for information on how to obtain a key)

Addon Config

General settings can be configured in the file *sh_xadminconfig*. These settings allow you to configure various functions of xAdmin and apply a range of restrictions.

Config option	Details
xAdmin.Config.MenuBackground	The filepath for the default image for the menu background
xAdmin.Config.JailMaterial	Material to use for xAdmin jails
xAdmin.Config.DoPopupNotifications	Whether or not to display onscreen notification popups
xAdmin.Config.NotificationTime	How long notifications should last in seconds before fading out
xAdmin.Config.DoChatNotifications	Whether or not to display notifications in client chat/console
xAdmin.Config.DefaultGroup	The default group for new users - Make sure this exists before setting it
xAdmin.Config.Prefix	Prefix to use for xAdmin commands
xAdmin.Config.LogCommands	Whether or not to log all chat command usage – best used for development/testing purposes
xAdmin.Config.BanString	Message to display to a user when they are banned – Formatting fields: Admin, length, reason
xAdmin.Config.BanRejectString	Message to display to a user when they try to join whilst banned – Formatting fields: Admin, end time, reason
xAdmin.Config.AutoCheckSharing	Whether or not to automatically check for family sharing / ban evasion
xAdmin.Config.BanSharingEvade	Whether or not to automatically ban users caught

	bypassing a ban using family sharing
xAdmin.Config.BanSharingTime	Length (minutes) of ban for ban evasion (0 for permanent)
xAdmin.Config.BanSharingReason	Reason to ban users for using family sharin to ban evade
xAdmin.Config.BlockLogging	A table of commands to block logging for
xAdmin.Config.IgnorePower	A table of commands to ignore group power for – this means that users with the permission can target any other rank
xAdmin.Config.ClientConsoleLogs	Whether or not to relay all logging to client consoles
xAdmin.Config.AllowRCon	Whether or not to allow ingame RCon access through rcon command (NOT RECOMMENDED)
xAdmin.Config.Lang	The language to use – Make sure this is supported
xAdmin.Config.ChatCommand	The chat command for opening the menu
xAdmin.Config.SteamAPIKey	Steam API key used for family sharing checks
xAdmin.Config.UsingFastDL	Whether or not to automatically download xAdmin content. If false, users must subscribe to xAdmin workshop content
xAdmin.Config.DisableGroupsWarning	Set to true if you don't want to be notified about no users having xAdminAllPermissions permission

In-Game Settings / Configuration

For ease of access for all staff members, there are also areas of configuration to be done ingame. This includes user ranks, groups, rank titles, rank colours, rank power and rank permissions.

To make changes to ranks, open the xAdmin menu either by typing *xAdminToggleMenu* in you console or through your configured chat command and navigate to the 'Groups' tab. (You will first need to assign your own permission group through the server console by typing `xadmin_setgroup "YOUR_STEAMID" "Super Admin"` – ensure your SteamID and the group name are wrapped in quotes – If you have issues, you can also use your ingame name in place of YOUR_STEAMID). Here you can change group settings by selecting or creating a group on the left-hand side.

Edit the group name and colours as you wish, and simply check the relevant boxes for permissions you wish to assign. Groups with the permission "All Permissions" will not need anything else to be selected. Group permissions will be inherited by ranks with higher power.

Group power controls who the group can target. Aside from specifically configured commands, groups cannot target users in groups with higher power than them. Either drag and drop groups on the left to swap their power or manually edit it with the text box.

Localisation

The *sh_xadminconfig.lua* file also included all relevant localisation options to ensure that you can use xAdmin regardless of the language that your users speak.

To create a new language, simply copy the default language and replace the keys of “English” with your new language. You can then replace the values with your translation and the new language will be added.

Modify *xAdmin.Config.Lang* in order to change the language used. It should be the same as the key for your language table.

xAdmin API

xAdmin includes a simple API which can be used by developers for integration into their own addons or to add additional commands and modules onto the base xAdmin addon.

The main API functions can be found in the file *sh_xadminapi.lua*.

Function	Details
<code>xAdmin.RegisterPermission(permission, name, category)</code>	Registers a new permission with the identifier <i>permission</i> and display name <i>name</i> . Parameters: Permission (String) – Unique identifier for the permission

	<p>Name (String) – Display name for the permission</p> <p>Category (String) – Identifier for the permission's category</p>
<p>xAdmin.RegisterCommand(command, name, actionfunc, category, argumenttypes, syntaxstring, notarget)</p>	<p>Registers a new command with the identifier <i>command</i>.</p> <p>Parameters:</p> <p>Command (String) - Identifier for the command, must be unique</p> <p>Name (String) - Display name for the command</p> <p>ActionFunc (Function) - Function to execute when the command is run. Should return true if the execution is successful and take parameters of the user running the command, the target and the arguments supplied</p> <p>Category (String) – Identifier of the category for the command in the group permissions menu</p> <p>ArgumentTypes (Table) – A table containing all of the argument types for a command, used for the "Commands" tab in the menu</p> <p>SyntaxString (String) – String to show for "syntax" of the command in the commands listing</p>

	NoTarget (Boolean) – Set this to true if the command is not supposed to target a specific user
xAdmin.RegisterCategory(category, name)	Registers a new category with the identifier <i>category</i> . Parameters: Category (String) – Unique identifier for the category Name (String) – Display name for the category
xAdmin.RegisterGroup(name, color, power, permissions)	Registers a new group with the name / identifier <i>name</i> . This is rarely needed as groups can be created ingame. Parameters: Name (String) -The name / unique identifier for the group Color (Color) - The colour for the group to display Power (Integer) - The power of the group - groups can target groups with a lower power Permissions (Table) - A table of default permissions for the group
Player:xAdminHasPermission(permission)	Returns true if the user has the given permission. This will always return true if the user has <i>xAdminAllPermissions</i> Parameters: Permission (String) - The permission to check for

Player:xAdminGetTag()	Returns the player's group name
Player:xAdminGetColor()	Returns the colour of the player's group

Hook	Details
xAdminCommandRun	<p>Serverside</p> <p>Called when a command is successfully executed by a user</p> <p>Parameters:</p> <p>Player (Player) – The player running the command</p> <p>Target (Player) – The target – nil if the command is set not to have a target</p> <p>Command (String) – The identifier of the command run</p> <p>Arguments (Table) – A table with all arguments supplied</p>
xAdminUserGroupUpdated	<p>Serverside</p> <p>Called when a user's group is updated with the setgroup command</p> <p>Parameters:</p> <p>Player (Player) – The player whose group has been changed</p> <p>Group (String) – The new group of the player</p>

Default Commands

xAdmin includes a range of useful administrative commands by default. These can also be listed ingame by users with

permissions through the menu or using the *commands* command.

Commands which only require a target will target the calling player if no target is supplied.

Commands which require arguments can also be run through the xAdmin menu under the *Commands* tab.

It is recommended to use SteamIDs when targeting players. When typing a player name, if you press TAB, it will auto complete to the SteamID of the user (if multiple users have similar names, this may not always give you the SteamID you want)

Command	Description
setgroup	Sets the group of the target. Arguments: Target, new group
commands	Lists all commands which the user has access to. Arguments: None
noclip	Toggles noclip. Arguments: Target
god	Toggles godmode. Arguments: Target
cloak	Toggles cloak Arguments: Target
give	Gives weapons. Arguments: Target, weapon class
changelevel	Changes the map/gamemode Arguments: Map, gamemode (optional)
cleanup	Cleans up the map Arguments: None

clearsounds	Stops all sounds Arguments: None
cleardecals	Clears all decals Arguments: None
freezeprops	Freezes all props Arguments: None
rcon	(If enabled) runs a command on the server console Arguments: Command to run
ban	Bans a player. If length is 0, the ban is permanent. Arguments: Target, time (minutes), reason
unban	Unbans a player Arguments: SteamID
mute	Mutes chat for the player Arguments: Target, time (mins), reason
unmute	Unmutes chat for the player Arguments: Target
freeze	Freezes the player Arguments: Target, time (mins), reason
unfreeze	Unfreezes the player Arguments: Target
jail	Jails the user (freezes them if there are no jails created) Arguments: Target, time (mins), reason
unjail	Unjails the player Arguments: Target
kick	Kicks the player Arguments: Target, reason
pm	Sends a private message to the player Arguments: Target, message
sethealth	Sets the health of the player

	Arguments: Target, health
setarmor	Sets the armour of the player Arguments: Target, armour
setteam	Sets the player's job (DarkRP only) Arguments: Target, job
sharingcheck	Runs a family sharing check on the player and checks if they are evading a ban Arguments: Target
slay	Slays the player Arguments: Target, reason
strip	Strips the player of their weapons Arguments: Target, reason
tp	Teleports the player to the location of the caller's crosshair Arguments: Target
send	Sends one player to another (or brings them to the caller if no second player is given) Arguments: Target, other player
goto	Teleports to the user Arguments: Target
return	Returns the player to their last location Arguments: Target
gag	Mutes the player's voice Arguments: Target, time (minutes), reason
ungag	Unmutes the player's voice Arguments: Target
createjail	Creates a new jail the the target's position Arguments: Target
deletejail	Deletes the jail the target is looking at Arguments: Target

Support

Support will always be provided to users who have purchased the script as far as I am capable, provided that the user keeps to the terms of the license.

If you do not receive a response to your ticket immediately, it likely means that I am busy. I will usually respond to tickets as soon as I can, however please try to remember that I cannot spend all my time providing support. If you feel that support is unsatisfactory, or you have waited too long for a response on a ticket, I would strongly urge that you to contact me and we can discuss any issues that you have and hopefully find a solution to your concerns.

Please try to keep requests for support to support tickets, however I will also respond to messages over Discord (TheXnator#7954) if you would find that easier.