

PHPAdmin© v3.8

Documentation and User Manual rev 3.8

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1. Disclaimer

PHPAdmin comes with no warranty and all the functionality contained within PHPAdmin is “as is”. The author reserves the right to distribute PHPAdmin in the versions and methods as he sees fit.

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Should you have any questions regarding support, features, or the disclaimer, please contact the author via email at phpadmin@checkyour6.net.

2. Introduction

PHPAdmin is both a HL1 and HL2 admin command provider that also maintains a server administrator's ban/gag list within a database. Server owners can delegate server privileges to their administrator by filling out simple forms on a web page and still have the power of database logging features on bans, gags, kicks, slap, slay and etc. The best part about PHPAdmin is that you can have any number of mixed configurations in your server farm.... this means you can have a CS server, a DOD server, a CS:Source and a HL2:DM server all on variation different windows and linux platforms with 1 single shared ban list. There are not too many admin tools that can provide this level of versatility.

So what exactly does PHPAdmin do?

HL1 and HL2 Command Administrator with a Configuration Website

PHPAdmin allows your go configure different user groups where each group as a custom access level for admin commands. This allows for the ultimate flexibility when maintaining control of your server. And the best part, you can do this entire configuration through an easy to use web interface. PHPAdmin offers commands such as ban, kick, gag (both text and on the mic), slap, slay, and much more.

Maintain a Unified Ban/Gag Lists Between Your HL1 and HL2 Servers

All PHPAdmin functions, such as banning a player, immediately get placed into the database and the best part about having a database containing all the bans is that there is a centralize way of keeping track of your banned list. Why is this important? By having 1 stored location for all your bans on all your servers (both HL1 and HL2), it makes it easy to use the same banned list on all the servers you manage. Additionally, adding new servers to utilize you database is extremely easy and it is updated with all the previous bans from your other servers on start up. When a ban is added to 1 server, all the servers will update their individual banned list on their next map rotation.

The First Ircbot Without the Use of RCON

This is the best edition to PHPAdmin hands down. The PHPAdmin IRCBot is a complete custom made IRC Client that interfaces directly with an IRC channel and relays commands to multiple HL1 and HL2 servers (CS, DOD, CZ, CS:Source, HL2:DM, etc) through the use of one bot. From IRC you can kick, gag and ban players on the server without having to enter the game. This is a lifesaver when you can't get into the server like when you are at work. You can also get a nextmap and curmap status from all the servers via IRC. Pretty neat! PHPAdmin's solution to the IRCBot is to tie in the user's server access in game with the user account in IRC. This way if a user in IRC only has kick and gag access on Server #1, he will only be able to kick and gag people from IRC. It also follows that the user can have different access levels on different servers... say kick, gag and ban access on Server #2. PHPAdmin's IRCBot brings this realization to life.

PHPAdmin and Reserved Slots

New since version 3, PHPAdmin has its own reserved slot manager that is fully steam compatible. The system works by reserving 1 slot as a "check slot" and when the server is full minus the "check slot" and a player with a reserved slot enters the server, the player with the highest ping will be kicked to make room for the reserved slot holder.

Support for Managing Your Ventrilo Server

A nice feature is your users that are entered into the database can also manage your ventrilo server userfiles. Adding/editing/modifying a user account will also change the account for the ventrilo server that user has access too!

Ok... Now What?

Install it and try it out! You won't be disappointed. I don't think I could live without it!

3. System Requirements

System Requirements

- Win32 / Linux Steam HalfLife1 or HalfLife2 Server

NOTE: If you are running linux, please be sure you have the standard C++ library libstdc++.so.6.

- For HL1 Servers, Metamod 1.18.X Installed (Recommended Metamod-P)

(download at <http://metamod-p.sourceforge.net/>)

- Local mySQL Server version 3.23.56 or higher (Recommended version 4.X)

(download at <http://www.mysql.com>)

NOTE: MySQL 5.X is currently not supported; however, I have tried using a MySQL 5 server on windows and it does appear to run fine.

- A Web host with PHP version 4.X (Recommended version 4.4.2)

(download at <http://www.php.net>)

NOTE: PHP 5.X is currently not supported; however, I have tried using PHP 5 server on IIS and it does appear to run fine.

4. Upgrading from Version 3.7.0.X to 3.8

Part I: Important Database Changes to Note

There is only a minor database change. It involves just correcting userlevel issues in the default config. Just a reminder, the default config is the config you copy in order to make your own custom config. Open the “upgrade37to38.php” file and modify the top of the file to include your phpadmin database settings and user account. Upload it to your website and execute the upgrade script. Afterwards, delete the script from your website.

IMPORTANT NOTE: In this update, there are extensive changes to the database in order handle future features in later updates. Due to this change, you will **lose** all information/entries in the following sections: word filters (filterreplace table), action log (logged table), reporting (report table), ip restriction (restrictedip table), clan restriction (restrictedtag table), and voting logs (votelog table).

Part II: Changes to Flagged IP, Flagged Clan Tag, and Chat Filter

There has been a significant amount of changes that have been made to the Flagged IP, Flagged Clan Tag, and Chat Filter system. The change was so big, that it was decided to erase all old entries as the records you had might produce unexpected behavior. In this change, the ip you search for, the clan tag you search for, and the chat you are trying to filter is now a **Perl Regular Expression**. If you do not, know what a Regular Expression is, please check out this link:

<http://www.google.com/search?hl=en&q=Perl+%22Regular+Expression%22>

Part III: Update the PHPAdmin Plugin

Save your phpadmin.ini configuration file (located in addons/phpadmin/) and your metamod plugins.ini file (located in addons/metamod/) so that you do not clear your server's setting. Now, move the addons folder found in the PHPAdmin package to the directory for the mod you plan on using it for (example C:\HLServer\cstrike\). It is very important you preserve the directory structure! The newest metamod 1.18 for windows is also included in this distribution package.

NOTE: `phpadmin_mm.dll / phpadmin_mm.so` must be placed at the bottom of the `metamod plugins.ini` file.

Part IV: `phpadmin.ini` Changes

In the `[Ircbot]` section, the `Server` property was renamed to `IP`. It turns out that there were too many people getting confused with the name `Server` even though it refers to the Server's IP address. Your `phpadmin.ini` should look something like this now (the new field is in bold):

```
[Mysql]
Username=user
Password=pass
IP=localhost
Database=phpadmin

[Ircbot]
Enabled=1
IP=localhost
Port=10000
Challenge=mychallenge
Key=mykey
```

Part V: Updating the Web Interface

Be sure to copy the settings from your current `index.php` file from your webserver. Copy them into the new `index.php` located in the `phpadmin` folder of the distribution, then FTP the `index.php` and `styles.css` files to your website.

Part VI: Verify Your Servers Config

There were a few changes to the default server config file in the "Server Config" section of the Web Interface. Verify the new server cvars listed below and if you are missing any, please copy them from below:

```
//phpadmin
phpadmin_vote 2
phpadmin_admin 4
phpadmin_reveal 8
phpadmin_kick 16
```


phpadmin_ban 16
phpadmin_gag 16
phpadmin_say 16
phpadmin_chat 16
phpadmin_lan 16
phpadmin_slay 32
phpadmin_slap 64
phpadmin_bitchslap 64
phpadmin_bury 128
phpadmin_character 256
phpadmin_switch 32768
phpadmin_tsay 1024
phpadmin_ssay 1024
phpadmin_psay 1024
phpadmin_csay 1024
phpadmin_map 2048
phpadmin_password 2048
phpadmin_restartround 2048
phpadmin_purchase 4096
phpadmin_reservedslot 8192
phpadmin_execclient 16384
phpadmin_owner 32768

//shield
phpadmin_shield 0

//voting info
phpadmin_num_mods 2
phpadmin_vote_percent 0.51

//temp gag/ban times
phpadmin_tempbantime 10080
phpadmin_ircbot_bangagtime 1440

// to enable the built in flood control
phpadmin_flood 1

//to enable centersay messages aka Advertisements
phpadmin_csayenable 1
phpadmin_csayrepeat 300

//league banned database (do not modify unless your league says so)
phpadmin_match 0
phpadmin_leaguehost localhost
phpadmin_leagueuser user
phpadmin_leaguepass pass

```
//Built-in AFK Checker
phpadmin_afkcheck 1
phpadmin_afkkick 3

//patb
phpadmin_teambalance 0
phpadmin_tbminplayers 4
phpadmin_tbscorediffer 3
phpadmin_tbwinstreak 3
phpadmin_tbreactscore 2
phpadmin_tbreactstreak 2

//Built-in Camper check
phpadmin_campercheck 1
phpadmin_camperdelta 125
phpadmin_camperdrain 3
```

Part VII: Updating Your IrcBot

Copy the new ircbot.exe (win32) or ircbot_i586 (Linux) to your ircbot directory or folder. Then open the config.ini for your Ircbot. In the [\[Mysql\]](#) and [\[ServerX\]](#) sections, all the properties called [Server](#) was renamed to [IP](#). It turns out there were a number of people who got confused with the name Server even though the value refers to the Server's IP address. Also the [Key](#) and [Challenge](#) values are now on a per server basis so that you can have a different key and challenge value for each server. The old section called [PHPAdminIRC](#) was renamed to [Irc](#) to make use of new libraries. Your config.ini should look like the following (the new field is in bold):

```
[Mysql]
User=mysqluser
Password=mysqlpass
Ip=localhost
Database=phpadmin

[Server1]
Name=Name1
Ip=localhost
Port=10000
Kick=16
Ban=16
Gag=16
```

```
Key=mykey  
Challenge=mychallenge
```

```
[Irc]  
Ip=Irc.US.GameSurge.Net  
Port=6667  
User=name_to_be_used_in_the_channel  
Account=irc_account  
Password=irc_account_pass  
Channel=#myircchannel  
AuthString=PRIVMSG authserv@services.gamesurge.net :auth $ACCT$  
$PASS$
```

Part VIII: Verify Your User Privileges and Changes to IRCAuth

With any update, it is always a good idea to verify your users' privileges and access levels. One change that was made is that the IRC Auth field when you Add/Edit an Admin account. It is no longer required that you have the /mode \$me +x so that you hide your host mask. With that change the IRCAuth field in the Add/Edit an admin account, you must now provide that users IRC login account. For example, the IRC account this user authorized to is in bold below:

```
PHPAdminBot is ~phpadminb@phpadminbot.user.gamesurge * www.checkyour6.net  
PHPAdminBot on @#cy6  
PHPAdminBot using *.GameSurge.net The GameSurge IRC Network  
PHPAdminBot is logged in as phpadminbot  
PHPAdminBot End of /WHOIS list.
```

Part IX: All Done!

You are all finished! If you are having any problems, feel free to contact support. You are all set to start your server back up.

5. Setting up the PHPAdminBot as a Clan Bot

This is a small guide to help you configure your PHPAdminBot as a clan bot. Starting in version 3.8, functionality was added so that you can create auto responses/actions to what people say in IRC. For example, if a user were to type “-website”, you could add a response for that trigger and have the bot say “Our website is located at: <http://www.mywebsite.com>” in the channel.

How to Add More Auto-Replies

- 1) Open the config.ini and locate the section [AutoReply]. An example auto-reply item is available. There are 3 parts to each auto-reply item: what you are searching for to activate the auto-reply (called Search), the action you want to take on the auto reply (called Reply), and what users levels are eligible to activate the auto-reply (called Level. Note: User levels only available for gamesurge networks, for all other network, everyone triggers an auto-reply).
- 2) The bot looks through the file for the 3 parts of the first auto-reply item. So the first group will be labeled: Search1, Reply1, and Level1. The second auto-reply item will be next and labeled: Search2, Reply2, and Level2. And so on. If any one of the three parts of an auto-reply item is missing, the bot will stop scanning and assume all auto-reply items have been entered.
- 3) The Search value is a Perl regular expression and you need to make a Perl regular expression pattern for what you searching for when a user says something. If you don't know how Perl Regular Expressions works, check out this link: <http://www.google.com/search?hl=en&q=Perl+%22Regular+Expression%22>
- 4) The Reply is what you want the bot to do, when a match is found with what a users says and the pattern you are looking for. For example, the you can program the bot to message the channel, private message the user who triggered the auto-reply, kick or ban a player. More info on how to build your Reply string in the next section.
- 5) The Level value is a mask for what users are able to trigger the auto-reply. This only works on gamesurge irc networks for now. The mask values are as follows: 4

for Ops, 2 for Voiced, and 1 Non-voiced/Non-Oped. So if you want the Reply to only be triggered for Voiced and Oped people, you value would be 6. If you want the Reply to only trigger for Voiced and Non-Voiced/Oped, then the value would be 3.

6) Once you have these three items, you have your first, Auto-Reply Item!

How to Build Your Reply String

The 3 main actions you can do in your Reply are: message the channel, message a user, kick a user, ban a user. The aliases or commands to invoke each of these is as follows:

To message the channel use: **[CHANNEL]: your message**

To private message a user use: **[MSG]: your message**

To “notice” a user use: **[NOTICE]: your message**

To kick a player: **[KICK]: reason for kick**

To ban a player: **[BAN]: reason for ban**

There are a number of keywords that can be used in the creation of your Reply String. These keywords will make substitution so that you can access values that might be needed in your reply action. Here is a list of keywords and the values they offer:

\$CHANNEL\$ will be replaced with the channel name

\$NAME\$ will be replaced with the person’s name that initiated the trigger

\$COLOR\$ is a keyword. Follow this with a number and you will get colored text.

\$BOT\$ will be replaced with the name of your PHPAdmin Ircbot name.

6. PHPAdmin Server Commands

This section contains a list of the server commands available to the admins on the server. Please note that to change the server status of each player to give them or deny them access to the various commands are done via the web interface.

Parameters in < > are required parameters.

Parameters in [] are optional parameters.

NOTE: When it states "serverid" as the parameter, SteamID and partial name matching are also acceptable. If the partial match is too ambiguous, then the server will inform you.

pa_help <index>

This displays the available commands a player can use.

pa_report <serverid> <reason>

This reports a player to an admin on the web interface for cheating or etc.

pa_reveal

Reveals people playing under an alias.

pa_vote_stop

This stops a vote that is currently pending/in use.

pa_vote_kick <serverid> <reason>

This starts a vote to kick a player.

pa_vote_gag <serverid> <reason>

This starts a vote to gag a player.

pa_vote_bitchslap <serverid> <reason>

This starts a vote to gag a player.

pa_vote_ban <serverid> <reason>

This starts a vote to ban a player.

pa_chat <message>

This allows people to private message people that have access to this privilege.

pa_kick <serverid> <reason>

This kicks a player from the server.

pa_ban <serverid> [time] <reason>

This bans a player from the server. If a time is not provided the default temporary ban time will be used.

pa_gag <serverid> [time] <reason>

This gags a player from the server. If a time is not provided the default temporary ban time will be used.

pa_lan

This reveals the lanners that are on the server. Useful to see if people are ghosting.

pa_slap <serverid>

This slaps a player.

pa_slay <serverid>

This slays a player.

pa_bitchslap <serverid>

This bitchslaps a player.

pa_bury <serverid>

This buries a player.

pa_unbury <serverid>

This unburies a player.

pa_char <serverid> <animal id>

This transforms a player into an animal in the database.

pa_xis <serverid>

This transforms a player into a special drunk with cool effect.

pa_switch <serverid>

This is a CS only command which switches players onto the other team.

pa_say <message>

This sends an admin message to everyone in the server.

pa_psay <message>

This sends a private messages a player in the server.

pa_ssay <message>

This sends an anonymous admin message to everyone in the server.

pa_tsay <message>

This sends a tsay message to everyone in the server.

pa_csay <message>

This sends a csay message to everyone in the server.

pa_map <map>

This allows a user to change the map.

pa_pass <password>

This locks and unlocks the server. To unlock the server, use "none" (without quotes) as the password.

pa_lo3 <league config>

This allows a user to do a lo3 (live on 3 restart) and also executes a league config. Currently only cal and ugs configs are supported.

pa_restartround <time>

This restarts the round in X seconds.

pa_execclient <serverid> <command>

This executes a command on a player.

pa_execall <command>

Similar to execclient, but instead it executes the command on all players.

pa_rcon <command>

This gives rcon access to the player. This is typically only given to server owners.

How to Give the Right Server Permissions

As you might have noticed, the server permissions values are located in the server.cfg file. The default values are as follows:

```
phpadmin_vote 2
phpadmin_admin 4
phpadmin_reveal 16
phpadmin_kick 16
phpadmin_ban 16
phpadmin_gag 16
phpadmin_say 16
phpadmin_chat 16
phpadmin_lan 16
phpadmin_slay 32
```


phpadmin_slap 64
phpadmin_bitchslap 64
phpadmin_bury 128
phpadmin_character 256
phpadmin_switch 512
phpadmin_tsay 1024
phpadmin_ssay 1024
phpadmin_psay 1024
phpadmin_csay 1024
phpadmin_map 2048
phpadmin_password 4096
phpadmin_restartround 4096
phpadmin_reservedslot 8192
phpadmin_execclient 16384
phpadmin_owner 32768

To give a player the correct Server Userlevel, you must add up the non-repeating permission values to obtain the correct Server Userlevel. Note the admin permission (level 2) should always been given to your admins. Please note that config or password files are not needed to give players access to the commands!

Examples:

Permissions: ban, gag, kick

Server Userlevel: 16 (because non-repeating values)

Permissions: admin, ban, slay, slap

Server Userlevel: 116 (because 4+16+32+64)

Permissions: Everything

Server Userlevel: 65534

(because 2+4+8+16+32+64+128+256+512+1024+2048+4096+8192+16384+32768)

7. PHPAdmin Web Interface Help

This section was created at the request of people whom we some how confused about exactly how the web interface works, what acceptable inputs are and what are not. Hopefully this guide will answer all your questions but should you have any more, please visit the help section in this manual to find places to get official help from the creator and/or support team members.

Ban Request Section

The only thing really worth noting is that starting with the release of Steam, it is required that when you make ban/unban request, you must use the player's FULL SteamID. Example, STEAM_0:X:XXXXXX where X can be any number.

Gag Request Section

The only thing really worth noting is that starting with the release of Steam, it is required that when you make gag/ungag request, you must use the player's FULL SteamID Example, STEAM_0:X:XXXXXX where X can be any number.

Logging Administration

The [View Kick Action Logs](#) section is self-explanatory.

The other two sections require some explanation. The [View Uncomp. Reports Log](#) is tied into a in-game server function, pa_report, which allows non-admins to report players whom are cheating or misbehaving. Once someone is submitted, the logging information appears in this section for admins to decide on what to do. Shall I ban him or not? The admin will then perform the action he sees fit and then he will clear the "Handled?" link next to his name. This removes him from the Uncompleted Report section and moves the log into the [View Comp. Reports Log](#) section which is nothing more than a way to look back at past reports.

Flagged IP/Tag Section

This section allows you to specify a **Perl regular expression** to match against a player's IP address or name. If there is a match, a player will be instantly banned. Regular expressions are being used starting with version 3.8.

The section called Add Reveal/Delete Reveal allows an admin to add player's SteamIDs and their corresponding well known name so that if that player decides to play in your server using an anonymous name, you will know exactly whom he is using the in server function called pa_reveal. It will print out a list of players playing under an alias so that you can know exactly whom is on your server at any given time.

Filter / Replacement Text

This section will filter keyword from player in-game text messages and also allow the ability to replace them. When adding or editing, the filter field entry must not be blank **Perl regular expression**, but the replacement text (i.e. if you don't want a replacement and just want a straight filter) must either be blank or have "NONE" to disable the replacement; otherwise, fill in the replacement text as you want. The only concern with replacement is to be absolutely sure not have any kind of repeating infinite loop.

Example of a BAD replacement:

Filter #1: Replace "poop" with "crap"

Filter #2: Replace "crap" with "dung"

Filter #3: Replace "dung" with "poop"

Example of a BAD replacement:

Filter #1: Replace "crap" with "crap"

Server Cfg

This section allows the LeadAdmin to create multiple configs for different occasions, modify any of the configs, delete them, and set the phpadmin.cfg to be currently used.

The default config can never be deleted and it is recommended that you copy the default and make your modifications on a new one.

“Llama” Characters

This section allows the user to create, edit and delete “llama” type characters. This will force a client to change his name to the character and also only be able to say predefined things. Default characters include Llama, Pikachu and a Drunk. When you add or edit a character, there are at most 3 things the character can say, BUT note that say1 (replacement saying #1 for the character can say **MUST** be present). If you only want to have 1 or 2 things for the character to say, either leave the others blank or use “NONE” in its place.

Add/Delete Admins and UserGroups

The only configurational information that should be explicitly stated is that when you create/edit an admin, make sure you are providing their COMPLETE SteamID (STEAM_0:X:XXXXX) and that you have the correct web interface and server rights. The levels for the server privileges are available in the previous section #6, and the web interface levels are available below:

- GagMenu 1
- BanMenu 1
- LogMenu 2
- RestrictManager 4
- Characters 8
- FilterReplace 16
- BanGagManager 32
- UserManager 64
- Config 128

Starting with version 3.7, Usergroups are also managed in the Admin/User Account modification section. User accounts are assigned a usergroup and that usergroup define the persons server and web access.

8. IRCBot Commands

Here is a list of all the commands for the PHPAdmin IRCBot... what they mean and how to use them. All commands are activated by a preceding minus sign.

-help

This sends a private message (pm) a list of commands offer by the bot.

-info

This displays information about the bot: The creator and official website.

-servers

This displays all the servers the bot is connected to. This command enables you to associate a server to a unique id. Example, "[Server List: ID: 1 \(Server1: 127.0.0.1\), ID: 2 \(Server2: 127.0.0.2\)](#)"

-curmap <serverid>

This displays the current map on that particular server.

-nextmap <serverid>

This displays the next map on that particular server.

-kick <serverid> <playerid>

Kicks a player off a particular server with a certain playerid. To get a list of players along with their ids, run the `-users` command.

-gag <serverid> <playerid>

Gags a player off a particular server with a certain playerid. To get a list of players along with their ids, run the `-users` command.

-ban <serverid> <playerid>

Bans a player off a particular server with a certain playerid. To get a list of players along with their ids, run the `-users` command.

-users <serverid>

This sends a pm to you with the list of players along with their player ids. Example:

[\[13:05:06\] <PHPAdminBot> Players: Quit Playin Games With my heart \(10021\), HLTV Proxy \(8110\), MONDOBAMBOO \(10042\), DeathDealer \(9979\), Lick my carrots & cake \(9988\), LPL \(10035\), Brokstone \(10047\), Weezer LVR \(10019\), duck {stoned} \(9858\), Player \(9932\), hsn \(10046\), aZnNation | Weed \(10017\)](#)

[13:05:06] <PHPAdminBot> Players Continued: , MoNeY ShOt (10011), noobiegirl (10037), Mr.mOON (10045), gloom (9954)

9. FAQs

Here are some answers to the Frequently Asked Questions:

- 1) I really don't understand or I am confused on how to set this up. Is there anyway I can get more help?

Start with the new install setup guide as it contains all the info you need to install PHPAdmin from scratch. If you are still having problems, a list of places you can get help is located in section 10.

- 2) I have a linux server running HL1 or HL2 (or both) and when I try to start the server, it seems to just crash for no reason. Why is this happening?

The two most likely reasons are: 1) your MySQL user account is not configured correctly on your MySQL server, or 2) you do not have the standard C++ library libstdc++.so.6 on your system.

*To see if your MySQL account is configured correctly, use the MySQL console on the system where you HL server resides on and try to log into your MySQL server with the setting you placed in your phpadmin.ini config file. **DO NOT USE PHPMYADMIN!! THAT IS A WEB INTERFACE THAT YOU HAVE ALREADY PREVIOUSLY SETUP!!** If you ask for additional help, we are going to require that you do this before proceeding with "advanced" forms of trouble shooting.*

To see if you are missing the libstdc++.so.6 on your system, enable logging on your HL server. You can do this by adding "+log on" on your command line or adding "log on" in your server.cfg. If you are missing the libstdc++.so.6, it will note it in the server log file. If you are missing libstdc++.so.6, ask your system administrator to download the file and create a symbolic link to it.

- 3) Is there anyway I can get the source code for any of the parts?

Unfortunately, no.

- 4) Is there anyway I can get you to add more functions to PHPAdmin?

Yes. One way you can get more functionality on PHPAdmin is by suggesting it for the next release of the program. You can do so by phpadmin@checkyour6.net or by visiting us in gamesurge.net @ #cy6.

5) Which flavor of mysql exe file should I install as a service for windows (mysqld, mysqld-nt, mysqld-max-nt)?

*They should all work; however, I have done the most amount of testing using mysqld-nt.exe (win32) and mysqld (linux). For windows, you can check to see which one you are running by going to **start -> administrative tools -> services**. Scroll down until you see the mysql service, then right click properties. It should say in the box labeled "Path to Executable". If you would like to switch your mysql exe to mysqld-nt, then just follow the windows instructions below. Note that you can switch the exe without having it affect your databases.*

1. *start -> run then type "**cmd**" (without quotes) to open a command line interface*
2. *"**cd c:\<mysql dir>\bin**" (without quotes) to enter the mysql/bin directory. Location may vary depending on the folder you installed mysql*
3. *"**net stop mysql**" (without quotes) to stop the current service*
4. *"**<name of your current exe> --remove**" (For example I am using mysql-max-nt.exe, so the command will look like "**mysql-max-nt --remove**")*
5. *"**mysqld-nt --install**" (without quotes) to install the recommended mysql service*
6. *"**net start mysql**" (without quotes) to start the service again*

10. Finding More Help

You have finished installing PHPAdmin. If you are still having problems with install, please read the Detailed Installation guide in the previous section (section TODO).

Further assistance can be obtained via:

Official PHPAdmin Website: <http://www.checkyour6.net>

IRC: gamesurge.net #cy6

Email: phpadmin@checkyour6.net

MySQL Specific Help

Official Website: <http://www.mysql.com>

PHP Specific Help

Official Website: <http://www.php.net>

Metamod Specific Help

Official Website: <http://www.metamod.org>

IRC Specific Help

Website(s): <http://www.mirc.com>

<http://www.gamesurge.net>

11. Changelog

Version 3.8

- [NEW] Minimal Database Activity. This should decrease CPU usage dramatically.
- [NEW] Banned IPs, Tags, Filter moved to use RegExp. This should decrease CPU usage compared to the algorithm currently used.
- [NEW] Move to memory and speed efficient common lib system developed here at Cy6.
- [NEW] Communication to IRCBot uses 256bit encryption.
- [NEW] Multiple steamids per user account. Fixes issue with people having split accounts CS and CS:S.
- [NEW] Ircbot auto response system based on regular expressions. This is so the IRCBot can double as a "channel/clan" bot.
- [NEW] Ircbot recognizes multiple steamids per irc auth.
- [CHANGE] Reduced CPU usage for the IRCBot and IRCBot related componets in the PHPAdmin plugin.
- [NEW] Gag (on text chat, mic chat) works in CS:S
- [NEW] Filtering works in CS:S
- [FIX] Csay and Tsay fixed for CS:S
- [FIX] Hud/chat messages fixed for CS:S
- [FIX] Voting system for CS:S fixed.
- [FIX] Fixes to PHPAdmin file execution error sometimes causing a loop.
- [NEW] Teambalancer for HL1
- [FIX] afkcheck for CS:S fixed
- [NEW] pa_xis changes a player into a drunk (this also forces a built in character for PHPAdmin)
- [NEW] being able to stay in spectator without getting kicked
- [FIX] pa_switch will work no matter what the current state of players is and pa_switch works without killing the player
- [FIX] pa_gag also chnages name on first gag (HL1 only)
- [NEW] port new code changes to linux

Version 3.7.1

- [NEW] Ported PHPAdmin to HL:Source (will function on CS:S and HL2:DM). The HL:Source servers will use the same database as the HL1 Servers and they will interoperate to share the same ban list.
- [NEW] Ported the PHPAdmin Ircbot to work with an mixing of HL1 and HL2 servers through the use of 1 PHPAdminBot
- [NEW] Officially ported PHPAdmin and the PHPAdmin Ircbot to Linux and now offering official support for Linux.
- [CHANGE] PHPAdmin now allows the ability to specify the database you would like to use. Now longer fixed to "phpadmin"
- [CHANGE] Improved performance for event handling.
- [CHANGE] Improved security measures for PHPAdmin Ircbot.

- [FIX] Ircbot timeout issue to servers it is connected to.
- [REMOVED] Removed install script support for creating mysql users. Please visit <http://www.mysql.com> for support with creating and modifying mysql user accounts.

Version 3.7.0

- [NEW] User accounts can now have different access levels on different servers. No longer a global access level on all servers.
- [NEW] Individual access levels removed. Moved to a group method of delegation.
- [NEW] Servers can have unique or shared configurations. No longer a global config for all servers.
- [NEW] Introduction of the PHPAdmin IRCBot to run commands remotely though IRC on multiple game servers without the use of an RCON password. IRC userlevels tied into server access levels.
- [NEW] Added support for managing Ventrilo accounts in the ventrilo_srv.usr. Tied into add/edit/delete PHPAdmin user accounts.
- [NEW] Added a voting system that allows players to vote to kick, slap, gag or ban other players.
- [NEW] Filter restrictions on chat now extended to player names.
- [NEW] Gagged players are now gagged on the mic.
- [NEW] Added public display of currently banned users on the web interface.
- [NEW] Able to restrict the shield from being purchased.
- [NEW] Changed boundary limitation so that unused slots are not checked. When the server isn't using all 32 players.
- [NEW] Improved multi-server support for uploading new maps and changing the mapcycle file.
- [CHANGE] Redesigned how PHPAdmin commands are intercepted. Now saves even more CPU power!
- [CHANGE] Redesigned checks to use the smallest possible amount of SQL queries.
- [CHANGE] Improved timer mechanism.
- [CHANGE] Improved determining nextmap in mapcycle. Using new algorithm.
- [FIX] Now able to use return carriages in csay advertisements.
- [FIX] Excessive use of pa_reveal known to crash the server. Moved to a better method.
- [FIX] Issue when player was gagged and llama-ified leading to constant name change.
- [FIX] Rare occurrence of getting hit by multiple SQL queries causing the server to lag out.
- [FIX] Other stuff I can't remember... =)

Version 3.6.X

- [NEW] Added built-in campercheck for all mods with customizable options.
- [NEW] Added built-in AFK check for all mods with customizable options.

- [NEW] Added league database bans. This enables leagues to ban players from their league and enforce it via PHPAdmin's databased ban list.
- [NEW] Multiple csay advertisement messages.
- [NEW] Accurate Nextmap and Timeleft features.
- [NEW] Added pa_char command to turn players into "llama" type characters. Default characters include: llama, a drunk, and pikachu. Admins are also able to add their own characters as well.
- [NEW] A word filter system for in game chat.
- [NEW] A word replacement system. (i.e. "This server sucks." -> "This server owns.")
- [NEW] Database PHPAdmin cvar settings.
- [NEW] Added support for private match servers.
- [CHANGE] Improved reserved slots system for heavy server connection attempts.
- [CHANGE] Re-wrote the timer management interface to decrease CPU usage and improve performance.
- [CHANGE] Re-coded the key sections to make PHPAdmin more memory efficient without sacrificing efficiency/CPU usage.
- [CHANGE] pa_switch parameters modified. pa_switch <serverid>
- [FIXED] pa_lan was not reporting lanners accurately.

Version 3.5.X

- [NEW] Added the remaining command set to PHPAdmin.
 - pa_chat <message>*
 - pa_lan*
 - pa_bury <serverid>*
 - pa_unbury <serverid>*
 - pa_switch <serverid> <team>*
 - pa_map <map>*
 - pa_lo3 <league config>*
 - pa_restartround <time>*
 - pa_execclient <serverid> <command>*
 - pa_execall <command>*
 - pa_rcon <command>*
- [CHANGE] Faster detection for players using a banned ip or banned tag.
- [CHANGE] Improved code reuse as well as minimizing the number of mysql connections used; resulting in a performance increase and utilization of less memory.
- [CHANGE] Addition of better mysql connection error checks and handlers to prevent server crashes caused from database timeouts.
- [FIXED] Problem with server not re-executing the server.cfg after certain rounds causing temporary bans to not be tracked accurately.
- [FIXED] Removed reference to "Cy6 admins" in the admin report feature. Was residue from using a merged project file.
- [FIXED] Access level to ban was using the phpadmin_gag's access level instead of its own.

- [FIXED] Banning due to tag restriction would sometimes leave residual information behind that might cause a subsequent player to occupy that slot to be banned.

Version 3.0.X

- [NEW] Fully Steam Compatible (HLDS 1.1.2.0).
- [NEW] PHPAdmin can run independent of Adminmod and Amxmod's scripts.
- [NEW] Contains its own server function set with the following commands. No config or password files are needed! Here are commands introduced in this release:
 - pa_help*
 - pa_reveal*
 - pa_slap* <serverid>
 - pa_slay* <serverid>
 - pa_bitchslap* <serverid>
 - pa_report* <serverid> <reason>
 - pa_kick* <serverid> <reason>
 - pa_ban* <serverid> [time] <reason>
 - pa_gag* <serverid> [time] <reason>
 - pa_say* <message>
 - pa_psay* <serverid> <message>
 - pa_ssay* <message>
 - pa_tsay* <message>
 - pa_csay* <message>
 - pa_pass* <message>
- [NEW] Able to change the levels that the server rights exist on by changing a simple cvar in the server.cfg.
- [NEW] Different web access levels are available so that different admins can have different web access/permissions.
- [NEW] Databased reveal command added. This allows admins to view players playing under an alias.
- [NEW] Built in flood control. This feature can be enabled or disabled.
- [NEW] Centersay Advertising message with customizable message and intervals.
- [NEW] Added reserved slot system based by ping.
- [CHANGED] PHPAdmin dll/so engine changes to provide more code reuse as well as performance increases.
- [CHANGED] Web interface was cleaned up and parts of the engine rewritten.
- [FIXED] Minor bug with banning a restricted ip address that is only a partial match.

Version 2.0.X

- [NEW] Ported over to linux. So linux HL servers can run PHPAdmin.
- [NEW] AmxMod support. Now PHPAdmin runs with either amxmod or adminmod.
- [NEW] Can change default temporary ban time. A different default ban time can now be set.

- [NEW] admin_gag. Gagged players are now stored in the database. Temporary and permanent gags are available. Similar to ban functionality.
- [NEW] admin_report. Non-admins can use this function to report assholes/cheaters when admins aren't available for later processing.
- [NEW] admin_kick. All players kicked from the server are placed into the database for review by the LeadAdmin later.
- [NEW] IP Restrictions. Users with matching IPs are denied connection to the server.
- [NEW] Tag Restrictions. Users wearing specific tags are denied connection to the server.
- [NEW] IP and Tag Restriction Web based. Adding/Removing restricted IPs and Tags are done via the website.
- [CHANGED] Login Functionality. Admins are now stored in the database for improved security. Addition/Deletion/Modification done via the website.
- [CHANGED] Backend code for PHPAdmin is now optimized.
- [FIXED] Link on the logging page. Next 20 log actions would forward back to the banned search page.

Version 1.0

- Initial release.

12. Known Issues

This is a list of known issues found before the release but aren't critical. They will be addressed in the next release. Workarounds are included if available.

- 1) If you have the teambalancer enabled, at the end of the round players are not able to kill each other (this is as designed), BUT you are able to kill players using your knife or grenades.

- 2) There is a conflict when the teambalancer is enabled and your server has amxmod/amxmodx installed with **fun_amxx.dll** plugin enabled. This is due to the fact that amxmod/amxmodx intercepts all calls to a particular function without thinking other plugin writers might be using it.

- 3) Gag does work on Source servers expect for name overriding to "Gagged (X)". There is an issue with overriding a player's name which leads to overflows due to limitations in the source engine. Hence it was decided to remove the name overriding for now.

- 4) Name filtering does not work on Source servers for the same reasons in #3.

13. PHPAdmin Team & Contributors

Interested to find out who the team is and its contributors?

PHPAdmin Team

David vonThenen

- Metamod Plugin Developer
- HL:Source Plugin Developer
- IRCBot Application
- PHP Web Developer
- PHPAdmin Manual

Tina Alinaghian

- PHP Web Developer

PHPAdmin Contributors

Wave Audio Creator

Bob (aka StinkyFinger)

Image Creation (Ircbot)

Paul (aka XiS)

Beta Testers

Paul (aka XiS)

David (aka Dasinister)

JP (aka Methos)

Jason (aka Dazed)

David (aka randomtask)

Eugene (aka Nutty)

Sam (aka Velocity)

James (aka BobtheDead)

Mike (aka EkiM)

Peter (aka Rev)

James (aka 1mpulse)

Andy (aka MrMe)

Ted (aka Cheese)

Hieu (aka chilly_willy)

Paul (aka Kodakgee)

Sam (aka Sam)

Phuong (aka Pheen)

Christofer (aka ToKee)

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