PHPAdmin© v3.9

Documentation and User Manual rev 3.9

A CheckYour6™ Production

Official Site:

http://www.checkyour6.net

CheckYour6 Community Servers
Server List Available at:

http://www.checkyour6.net/?cat=servers&sub=info

For Help or Tech Support, visit our Irc Network:
Server: irc.checkyour6.net:6667
Channel: #cy6
Quick Link: irc://irc.checkyour6.net:6667/cy6

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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 and user privileges within a database. Server owners can delegate server privileges to their administrator by filling out simple forms on a web page and 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 HL1 CS server, a HL1 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?

<u>HL1 and HL2 Command Administrator with a Configuration Website</u>

PHPAdmin allows you to configure different user groups where each group has 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.

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

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 manage them and you only need to make changes in one place. 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

PHPAdmin has its own reserved slot manager. 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.

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

<u>System Requirements</u>

These are the minimum requirements for PHPAdmin and what configurations we support.

- Windows (Windows 2000 and Windows 2003 are only supported) or Linux (Redhat or SUSE are only supported) either x86 or x64 running Steam HalfLife1 or HalfLife2 Server

  > **<u>IMPORTANT NOTE:</u> They are many people running PHPAdmin on other flavors of linux like FreeBSD, etc. We just will no provide support on them. So you need to make sure if you are running those other flavors, you need to make sure your Linux administrations skills are excellent before trying to install it.**

- For HL1 Servers, Metamod 1.19.X Installed (Recommended Metamod-P)

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

- Local MySQL Server version 4.X or higher (Recommended 5.0.27)

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

- A Web host with PHP version 5.X (Recommended 5.2.0)

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

4. Is PHPAdmin for You?

I am not going to lie to you. PHPAdmin is not for everyone. Since the goal of PHPAdmin is to unify many different servers running on different operating system, running both HL1 (hlds) and HL2 (srcds) game servers, with potentially each hlds/srcds running its own mod, have admin privileges be different on each server, and using a mysql database… you can see why this could be rather difficult to setup. After the initial setup, everything else is a breeze. Just fill out a web form and your changes have been made across whatever server(s) would you want. Here is a little guide to let you know if PHPAdmin is for you.

<u>**PHPAdmin is NOT for:**</u>
- **First time server admins**
- **Linux admins who think they know everything about linux but are frequently having problems setting things up on their own or always have problems with basic tasks (like user permissions)**
- **People who have never used any Database and have never used MySQL before**
- **People with a very limited understanding of MySQL. If you think a Table is something in your dining room, PHPAdmin isn't for you.**

<u>**PHPAdmin is for:**</u>
- **People with multiple game servers.**
- **People who have used MySQL. I mean really used MySQL, not just used programs that utilize MySQL.**
- **People that can follow direction. Like the ones in this manual.**

5. PHPAdmin New Installation Guide

Part I: MySQL Server Setup

Install and Setup a new MySQL server or use an existing MySQL server (which may be provided by your web host/provider). Make a MySQL user account for each server you plan to install PHPAdmin on and one additional MySQL user to be used by the web interface. These MySQL users should be set up so that MySQL can be accessed from any ip address (that means Host = '%'). If you need help with this, visit MySQL's official website or contact your MySQL database provider.

Part II: Setting Up the PHPAdmin Database

1. Open the *setup.php* script in the phpadmin folder and replace the following lines with the username and password of the MySQL account created in Part I.

   ```
   $dbuser = "DB USERNAME";
   $dbpass = "DB PASSWORD";
   $dbip = "DB HOST IP";
   $dbinstall = "phpadmin";
   ```

2. Upload the entire contents of the phpadmin folder/directory to your web server and Run/Activate the setup.php script on your website by using the full URL in your web browser. (Example http://www.yourdomain.com/phpadmin/setup.php)

3. When the setup is complete, it will create 1 Admin Account with Full Access and a randomly generated password given at the completion of the setup.php file. This password can be changed when you log into the user administration section of PHPAdmin. **Save this information** for the moment as you will need it later.

4. After the setup is complete, **DELETE** the setup.php and upgrade38to39.php files to prevent people from messing with your MySQL database.

Part III: Setting Up the PHPAdmin Web Interface

The web interface has undergone some changes which include a few new sections as well as new method for treating different servers separately so that one can have a

different config, different admin user rights, and etc. Follow the instructions below to update it.

1. Open the admin.php file in the PHPAdmin folder of the distribution. Look for the *//modify this config* section at the top of the file.

2. Take the MySQL user account info (username, password, ip, and database) you used previously and update the information at the top of the file.

3. Since PHPAdmin 3.7, we need to tell the admin.php which servers you have PHPAdmin installed on it. This is to enable the webinterface to make changes to your server. For each server you have, create a new $pcfg->addServer entry where the first item is the Shorthand server name (Example, "Server1"), the second item is the ip address of the server (Example, "127.0.0.1"), the third item is the port of the server (Example, 27015), the fourth item is the location of the hlds.exe file (Example, "C:/HLServer" or NULL without quotes if the webserver is not on the same machine as the game servers), and the fifth item is the mod folder name (Example, "cstrike" or "czero"). Please omit the trailing/final backslash on all paths. The order of the $pcfg->addServer entries DOES matter. This order MUST be reflected in the server cvar phpadmin_serverid in the order they are listed in this file.

   Example CS Server1 (mapcycle adminstration):
   $pcfg->addServer("Server1", "127.0.0.1", 27015, "C:/HLServer", "cstrike");

   Example DOD:Source Server2 (mapcycle adminstration):
   $pcfg->addServer("Server2", "127.0.0.2", 27015, "C:/Srcds", "dod");

   Example CZ Server3 (no mapcycle adminstration):
   $pcfg->addServer("Server3", "10.0.0.1", 27015, NULL, "czero");

4. If you plan on using the map uploading and mapcycle file manipulation, you must complete this section. Ignore otherwise. To enable the web interface to add new maps to the maps folder or modify the mapcycle file, you must set the maps folder/directory in the mod directory and the mapcycle.txt file to general access.

In windows, right clicking on each item and in the security tab, selecting "Full Control" for the "Users" group. In Linux, chmod each item to 777.

5. New since version 3.9, since PHPAdmin allows you to skin the look and feel of the web interface, but you **MUST** set the *smarty and smarty_library* directory **and all its subdirectories and files** to general access. In windows, right clicking on each item and in the security tab, selecting "Full Control" for the "Users" group. In Linux, chmod each item to 777.

6. Along with the change in #5, you also must provide the location of the *smarty* folder relative to your system. This is done in the admin.php file. Open the file and edit the $mySmartyRoot value and supply the path of the smarty folder. (Example, $mySmartyRoot = "/home/myuser/phpadmin";)

7. You have finished installing the web interface. You should be able to access the web interface now with the provided account information in Part 2 of this guide (hopefully you saved it).

Part IV: Metamod (HL1) and CS:Source (HL2) Plugin Installation

For each server you plan on having PHPAdmin running on:

1. 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!

2. For halflife 1 mods only, if you did not have metamod (http://metamod-p.sourceforge.net) installed previously, download metamod from the URL provided and follow the installation instructions. I have provided a basic setup for metamod and the only thing you need modify is the liblist.gam file (ignore the items in this sections that follow). Open up the liblist.gam file and make the following changes:

        gamedll "addons\metamod\dlls\metamod.dll"
        gamedll_linux "addons/metamod/dlls/metamod_i386.so"

3. Modify your plugins.ini file in the addons/metamod directory and place a new entry for the phpadmin_mm.dll or phpadmin_mm_i586.so and place it at the bottom of the plugins.ini list. A sample plugins.ini has been provided.

NOTE: phpadmin_mm.dll / phpadmin_mm_i586.so must be placed at the bottom of the metamod plugins.ini file if you have other plugins installed.

4. For HL2:Source servers, PHPAdmin uses the built in plugin system developed by Valve. Providing you preserve the directory structure of the addons folder in the distribution, Source servers already have the HL2:Source plugin system configured. If you need to modify the settings, modify the phpadmin_win32.vxd/ phpadmin_linux.vxd file in the addons folder.

5. Add the following PHPAdmin command to the bottom of your server.cfg file. You **must** number the servers in the order in which it is listed (in your admin.php file) in <u>Part III</u>:

    //phpadmin
    phpadmin_serverid 1
    phpadmin_servercount 1

    PLEASE NOTE: The phpadmin_serverid must change for each installation. The phpadmin_serverid is basically assigning an id to the server. The phpadmin_servercount is just the total number of servers that will be using the mySQL database. **DO NOT skip numbers when assigning a serverid to a server!**

    <u>**Examples**</u>
    If you have only 1 server using the MySQL database:

    phpadmin_serverid 1
    phpadmin_servercount 1

    If you have 3 servers using the MySQL database, server #2 will look like:

    phpadmin_serverid 2
    phpadmin_servercount 3

6. Add to following lines to your command line for hlds.exe (with spaces in between):

    -zone 8192

Part V: Database Settings for the Server

Since version 3.7, we have moved the database settings, such as the username, password, and host for the database connection, into the phpadmin.ini file located in the addons/phpadmin folder. This was mainly done for security and to open database connections much more efficiently. Before you begin, I would highly recommend that you have a different MySQL user account for each server. The MySQL connection settings are placed in the following location of the phpadmin.ini file:

> [Mysql]
> Username=MyUsername
> Password=MyPassword
> Ip=MySQLServerIP
> Database=phpadmin

Part VI: Create Your phpadmin.cfg via the Web Interface

Since version 3.6, we have moved the phpadmin.cfg configuration cvars from a file into the database so it can be changed through the web interface.

1. Log into to you PHPAdmin web interface and in the menu, click "Copy Config" in the Config Menu and make a copy of the "Default" config using a new name for the config. I usually use the name "standard" or a shorthand name of the server.

2. Then select "Edit Config" to edit the new config copy you just created. You **MUST** activate a config file on each server before starting the server. Above the submit button a list of servers will be present… "Y" will set that server to use this config file and "N" no will continue to use its existing file. If you select "Y" and the server already has a phpadmin.cfg selected it will turn off the old one and enable this config file as the new one. This is to enable multiple servers each running their own different config file.

> **IMPORTANT NOTE:** Just want to point out one more time that you must activate/select a phpadmin.cfg for each server.

3. You should see the following parameters now in your new file. Also read the special note below for running multiple servers. The default file

//default access (all players will be given this access)
default_access 0

//phpadmin rights
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 512
phpadmin_tsay 1024
phpadmin_ssay 1024
phpadmin_psay 1024
phpadmin_csay 1024
phpadmin_map 2048
phpadmin_password 2048
phpadmin_restartround 4096
phpadmin_reservedslot 8192
phpadmin_execclient 16384
phpadmin_owner 32768

//voting parameters
phpadmin_min_voters 4
phpadmin_vote_percent 0.51

//temporary gag/ban times
phpadmin_admin_bangagtime 10080
phpadmin_ircbot_bangagtime 1440

//disable shield 1=dont allow shield, 0=allow shield
phpadmin_shield 0

//to enable the built in flood control 1=enable, 0=disabled
phpadmin_flood 1

//CS:CZ bot control 1=enable, 0=disabled

phpadmin_czbot_control 0

//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_leaguedatabase "phpadmin"
phpadmin_leaguehost "localhost"
phpadmin_leagueuser "user"
phpadmin_leaguepass "pass"

//Built-in AFK Checker (for Source, recommend disabling with 0 value)
phpadmin_afkcheck 1
phpadmin_afkkick 4

//Built-in Camper check (for Source, recommend disabling with 0 value)
phpadmin_campercheck 1
phpadmin_camperdelta 100
phpadmin_camperdrain 3

//Team Balancer (for CS 1.6 Only)
phpadmin_teambalance 0
phpadmin_tbminplayers 5
phpadmin_tbscorediffer 5
phpadmin_tbwinstreak 5
phpadmin_tbreactscore 2
phpadmin_tbreactstreak 2

Please note that section 6 explains how to set the server access level for your admins. In case you are wondering, the maximum server level is now 65535 (yes, I know there isn't a cvar value for 1 and it can be omitted; thus, giving a maximum value of 65534). Should you wish to readjust any of the levels or include the use of level 1, remember to double check the access level for your usergroups to make sure you don't give someone unintentional access.

Part VII: Continuing to Use Adminmod/Amxmod (Optional)
Should you wish to continue to use adminmod or amxmod, you must disable adminmod's/amxmod's reserved slot system as PHPAdmin has its own system built in. The way PHPAdmins reserved slot system works is by taking 1 slot and using it as a

"check" type slot. Once a player has been determined that he does not have a reserved slot, he will be kicked from the server to free up that check slot. If the player does have reserved slot access, then the highest pinging player will be kicked from the server to make room for the reserved slot holder. It is *recommended* that if your server normally has a max player count of 20 you need to up the player count to 21 (the 21st slot is the check slot). Remember adminmod's and amxmod's reserved slot must be disabled.

To disable adminmod's reserved slot system make the following changes in the adminmod.cfg file:

> **reserve_slots 0**
> **reserve_type 0**

To disable amxmod's reserved slot system make the following changes in the amxmod plugins.ini file (located in addons/amx/plugins/ folder). Yes, you are only placing a semicolon in front of the adminslots.amx plugin:

> **;adminslots.amx**

Part VIII: League configs lo3 (optional)

I have also added a cool command for server admins that have private servers and play in CAL. The pa_lo3 command allows your admins and those that have access to pa_lo3 to do a "live on 3" restart and at the same time execute the CAL configs. It is a cool feature for those clans that like to scrim a lot. Place these config files in the folder for the mod you plan on using. (Example C:\hlserver\cstrike\)

Part IX: Configure the PHPAdmin IRCBot

Please refer to Section 7 in the manual regardless if you want to use the bot or not.

Part X: Setup Complete

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

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 message 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 restartrounds 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 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 512
phpadmin_tsay 1024
phpadmin_ssay 1024
phpadmin_psay 1024
phpadmin_csay 1024
phpadmin_map 2048
phpadmin_password 2048
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 <u>View Kick Action Logs</u> section is self-explanatory.

The other two sections require some explanation. The <u>View Uncomp. Reports Log</u> is tied into an 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 report by clicking the "Handled?" link next to his name. This removes him from the Uncompleted Report section and moves the log into the <u>View Comp. Reports Log</u> section which is nothing more than a way to look back at past reports.

Flagged IP/Tag and Reveal 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 <u>Add Reveal/Delete Reveal</u> 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 in the server using the pa_reveal function. 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"-Type 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:

> Everyone = 1
> Gag = 2
> Ban = 4
> Log = 8
> Restrict = 16
> Character = 32
> Ban/Gag Manager (to make permanent) = 64
> User Management = 128
> Server Config = 256

Since 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 Setup Guide

This will hopefully get your PHPAdmin IRCBot up and running in no time! Just follow the instructions and you will be good to go! Currently the Bot is only supported on GameSurge.net (but should function on any modern IRCd network) because of its large HL/CS community.

Setting up the Bot

This will help you configure the IRCBot portion of the connection.

1. You need to first create an IRC account for your bot. You can do this with any IRC client on any IRC network. GameSurge New User Account creation: (http://www.gamesurge.net/newuser/)
2. Move the IRCBot folder from the distribution to any location.
3. Open up the config.ini file and update the fields in the [Irc] section. This contains the information for the bot to connect to the IRC network. Please note a few things. The User and Account fields mean different things. The Account is the GameSurge account you will auth to and the User is the name the bot will have in your IRC channel. The Key and Challenge are two counter measures to maintain a secure network connection. **Both the Key and Challenge values are alpha numeric and should be different from each other!**

    [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 $ACCT$ $PASS$

4. The [Mysql] section will be the connection information to the MySQL server that contains your phpadmin database. Please update the MySQL information accordingly:

    [Mysql]

```
User=mysql_user_accuont
Password=mysql_password
Ip=mysql_server_ip
Database=phpadmin
```

5. Now we need to establish a connection profile for each server that will utilize the bot. The bot can talk to as many servers as you want; you just need to tell the bot where they are! Each server is represented in the [ServerX] section. They are numbered sequentially starting from 1 to X. The Name field must be a unique shorthand server name (Ex. "Server1"), Ip is the IP Address of the server (Ex. "127.0.0.1"), Port is a non-used port both on the machine the bot is on and the game server is on ranging from 1-65535 (Ex. Port 10000), and the Kick, Gag, and Ban values are the same values specified for that server in the phpadmin.cfg file. Here is a full example for 2 servers:

```
[Server1]
Name=MyServer1
Ip=127.0.0.1
Port=10000
Kick=16
Ban=16
Gag=16
Key=my_unique_key
Challenge=my_unique_challenge

[Server2]
Name= MyServer2
Ip=127.0.0.2
Port=10000
Kick=16
Ban=16
Gag=16
Key=my_unique_key
Challenge=my_unique_challenge
```

Setting up the PHPAdmin Ircbot 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.

Setting up the Server for the Bot

This will help you configure the game server portion of the IRCBot.

1. Open the phpadmin.ini file at the IP Address of [Server1] in the previous section. You can find the phpadmin.ini file in the addons/phpadmin/ folder (Ex. C:\HLServer\cstrike\addons\phpadmin\).

2. In the [Ircbot] section of the file, you need to update the file with corresponding settings made in [Server1] section. So for example, if we used the previous config in the last section the [Ircbot] section for Server1 should look like this:

    ```
    [Ircbot]
    Enabled=1
    IP=127.0.0.1
    Port=10000
    Challenge= my_unique_challenge
    Key= my_unique_key
    ```

3. If you want to disable the IRCBot functionality on the server, change the Enabled value in the [Ircbot] section to 0 and leave the other fields as default. For example on a disabled server piece:

    ```
    [Ircbot]
    Enabled=0
    IP=127.0.0.1
    Port=10000
    Challenge= my_unique_challenge
    Key= my_unique_key
    ```

You are all set and configured now for the PHPAdmin Bot!! W00t! Remember, before you start the Bot, all the game servers need to have been started before hand. If the connection to the IRC channel is lost, the Bot will attempt an auto reconnect. If the connection to one of the servers is lost, the Bot will reconnect when the next command is issued. Please note that if a reconnect is issued to the server, the command may have been lost, but give it some to to re-establish the connection.

9. 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.mO0N (10045), gloom (9954)

10. 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 have some other problem(s) relating to MySQL.*

> *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 AND WE ARE SPECIFICALLY TALKING ABOUT THE MYSQL CONSOLE!!*** *If you ask for additional help, we are going to require that you do this before proceeding with "advanced" forms of troubleshooting.*

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-max-nt.exe (on win32) and mysqld (on slinux). 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*

11. 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 #4). Further assistance can be obtained via:

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

IRC: Checkyour6.net #cy6 (irc://irc.checkyour6.net:6667/cy6)

Email: phpadmin@checkyour6.net

MySQL Specific Help

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

PHP Specific Help

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

Metamod (HL1) Specific Help

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

Valve Srcds Plugin (HL2) Specific Help

Official Website: http://developer.valvesoftware.com/wiki/Main_Page

IRC Specific Help

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

Gamesurge IRC Network: http://www.gamesurge.net

Cy6 IRC: irc://irc.checkyour6.net:6667/cy6

12. Changelog

Version 3.9
- [NEW] The web interface has been re-written from the ground up. The new interface is skinable through modification of template files using the Smarty template system. Admins can now change the look and feel of the web interface without messing around in the backend logic.
- [NEW] Change to encryption implementation. The new implementation should take less CPU power than the previous method. Note the strength and encryption method remain unchanged (AES 256bit).
- [NEW] MySQL 5.X Support
- [NEW] PHP 5.X Support (Actually PHP 5.X is now required)
- [NEW] Added new default_access cvar to enable all players to be granted certain levels when they join regardless of having an account in the admin panel. Default is 0 which is disabled.
- [CHANGE] Now tracking the names of players voting just in case non-admins are given the right to vote, it will keep track of their steamid along with their name.
- [CHANGE] Renamed the following cvars:
    1. phpadmin_num_mods to phpadmin_min_voters (default: 4)
    2. phpadmin_tempbantime to phpadmin_admin_bangagtime (default: 10080)
- [CHANGE] Updated base/foundation libraries that PHPAdmin utilizes. This does not change functionality only supplies an updated code base.
- [FIX] Crash issue resulting in non-standard character player messages.
- [FIX] Recompile using latest SDK. Fixes crash issue with slap.

Version 3.8.0.4
- [FIX] Issue with word filter and replacement which could cause a crash.

Version 3.8.0.3
- [FIX] Issue with checking for restricted names changes for Source.
- [FIX] Issue with csay, say, ssay, and say related commands not functioning in Source.
- [FIX] Crash issue with DoD:Source because of timer system.

Version 3.8.0.2
- [FIX] Crash issue with reserved slot systems. Recommended all users update to this version.
- [FIX] Security issue with ircbot where admins with a certain level were incorrectly given access to kick, gag or ban through the ircbot.
- [FIX] Display issue with pa_chat and pa_say commands.
- [FIX] The phpadmin linux .so libraries were changed so that the mysql components were statically linked to the phpadmin .so file. Apparently, there were many people who were trying to get the correct version of the

mysqlclient.so and symlinking to it. This should eliminate the need for the mysqclient.so file.

Version 3.8.0.1
- [FIX] Issue with Gag overriding the name. (effects HL1 servers only).

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 algorthm 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 3.7.1.4
- [NEW] Added additional registration commands for various IRC Networks to the IRCBot.
- [FIXED] Potential memory leak for both metamod and source plugins on windows and linux.

Version 3.7.1.3
- [FIXED] Linux .so for Metamod servers (gcc/g++ is a bitch sometimes). Windows server should not be effected.

- [FIXED] Linux IRCBot (gcc/g++ is a bitch sometimes part 2). The Windows IRCBot should not be effected.
- [FIXED] IRCBot reloads the admins in your database every 30 minutes so you don"t have to keep restarting it after you make a change.
- [FIXED] Performance enhancements for IRCBot (so you might want to update your bot anyways.
- [FIXED] Issue with the web interface in the Verification sections for both Bans and Gags resulting in a php/mysql error.

Version 3.7.1.2
- [FIXED] Fixed a bug that was causing Source servers to crash.

Version 3.7.1.1
- [FIXED] Fixed a bug that was incorrectly assigning 0 access level to users.

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 3.7.0.1
- [FIX] Temporary ban time was not being decreased on map rotation; therefore, not being deleted when their ban time was served.
- [FIX] CZ Server bot control was not checking to see if it was in fact enabled in one place causing the bot control to be active at all times.
- [FIX] Removed the require_once error in the index.php web interface.

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 3.6.3.1
- [CHANGE] Dramatically decrease the amount of SQL statements.
- [FIXED] Temporary bans didnt always propagate to other servers in the cluster. This issue has been resolved.
- [FIXED] Intermittent Bug that would cause the phpadmin.cfg to be blank on map change.
- [FXIED] Gags and Animals names that would cause a conflict with multiple gags/animals on the server at the same time.
- [FXIED] Handles name changes more robustly now.
- [FXIED] Privileges for pa_chat was accidentally bound to the phpadmin_gag userlevel.
- [FXIED] Added more descriptive error code statements for support purposes.

Version 3.6.2

- [FIXED] Added code to ignore extra return lines at the end of the mapcycle.txt file for accurate nextmap.

Version 3.6.1
- [FIXED] A permature trigger on some CS servers was tripping PHPAdmin"s admins rights circumvention mechanism to disable certain PHPAdmin in-server commands.
- [FIXED] pa_lan has now been fixed to report lanners correctly.

Version 3.6.0
- [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 3.5.0
- [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 3.1.0
- [FIXED] Corrected error with Reserved Slot System. Reserved and non-Reserved slots should be updated real-time now. Mandatory update.

Version 3.0.0
- [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 2.0.1
- [FIX] A bug in the index.php file which managed to sneak its way in if you downloaded the zip file between 12 noon and midnight on June 16 (USA - West Coast Time). You need to replace your index.php (dont forget to edit the database user info at the top of the file) with the updated version.
- [FIX] One of the installation scripts (setup.php) had a small error on line 3 as the script had a colon at the end of the statement instead of a semi-colon.

Version 2.0.0
- [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.

13. 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. If don't like this, disable the teambalancer.

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. If you are using amxmod/amxmodx, disable the teambalancer.

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.

5) When a player is gagged in non-CS:S HL2:Source mods, they are still able to talk on the mic. This has been confirmed on DOD:Source the APIs to block the mic recording are not currently exposed in hook-able "standard" fashion. Looking into work around.

14. PHPAdmin Team & Contributors

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

PHPAdmin Team

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

Tina Alinaghian
- PHP Web Developer

Special Thanks

A special thanks goes out to the CheckYour6 (Cy6) Community and its Admins, http://www.checkyour6.net, whom have been patient and understanding during PHPAdmin's testing phase. Thanks for being patient with all the things surrounding this project.