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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1. Disclaimer

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Contacting the Author

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?

HL1 and HL2 Command Administrator with a Configuration Website

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.

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 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

System Requirements

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

   IMPORTANT NOTE: **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.

PHPAdmin is NOT for:
- **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.**

PHPAdmin is for:
- **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. Upgrading from Version 3.8.X.X to 3.9

Part I: Important Database Changes to Note

There is only a small but important database change. It involves hashing the user passwords, updating the default config with new cvars, and making a change to the vote log table. Just a reminder, the default config is the config you copy in order to make your own custom config. Open the "upgrade38to39.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 default userlevel cvars for functions. Please double check to make sure that each group has the correct access.

Part II: 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!

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

Part III: Updating the Web Interface

Please follow these instructions carefully.

1. Copy the settings from your current index.php file from your webserver. Copy them into the same location in the admin.php (yes the name has changed from index.php to admin.php) located in the phpadmin folder of the distribution.

2. The $pcfg->addServer entries have changed a little so we need to fix that. 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");

3. 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.

4. 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.

5. 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";)

6. Now, FTP the entire phpadmin folder to your website. If the setup.php or update38to39.php was uploaded, please delete them. You should have access to your webinterface. None of your user account login (username or password) has been changed.

Part IV: 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:

```
//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

Part V: Updating Your IrcBot

Copy the new ircbot.exe (win32) or ircbot_i586 (Linux) to your ircbot directory or folder.

Part VI: 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.

Part VII: 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.

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 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 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 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 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)

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 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*

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 #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

11. 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.

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. 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.

13. 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

PHPAdmin Contributors

Image Creation (Ircbot)
Paul (aka XiS)

Beta Testers

Paul (aka XiS)	JP (aka Methos)
Andy (aka MrMe)	David (aka randomtask)
Eugene (aka Nutty)	Mike (aka EkiM)
Christofer (aka ToKee)	

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