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# **BigBrotherBot Documentation**

*Release 1.10.10*

**B3 community**

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BigBrotherBot (B3 for short) is a complete and total server administration package for online games. It features :

- In-game commands without authentication. B3 recognizes who is admin and who can run what rcon command.
- Automated administration. B3 enforce your game server rules even when no admin is online.
- Over 18 FPS games supported (CoD serie, BF3, CS:GO, ArmaII, BF:BC2, MoH, ...)
- Extensible through plugins (11 officials and over 130 community contributed)
- Highly customizable



## 1.1 Getting Started

### 1.1.1 Installing B3

There are several types of installation available. For Windows users the binary packages are recommended. Developers and Unix users can use the Python standard tools.

#### Windows binaries

This package is a MS windows installer package that has an included python interpreter for windows. You do not need to install Python.

Current packages of the stable version can be downloaded in the [forum](#) or on [SourceForge](#).

Just run the installer and follow the instructions.

Some developers offer [daily builds](#) based on latest development code.

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**Note:** Daily builds are not officially supported. If you have problems, please try to use the stable version of B3.

If you find a bug in such a build, please report the bug with as much details on how to reproduce it in the [forum](#).

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#### Python .egg and source code package

If you have `distribute` installed, the easiest way of getting B3 is to simply use **easy\_install**:

```
$ easy_install b3
```

If you have downloaded a source tarball you can install it by doing the following:

```
$ python setup.py build
# python setup.py install # as root
```

That's it.

### The development version

It is also possible to install the development version of B3 from our [Git](#) source code repository. To do this you will need to have Git installed on your system. Then just do:

```
$ git clone https://github.com/BigBrotherBot/big-brother-bot.git
$ cd big-brother-bot
$ python setup.py install
```

### 1.1.2 Game server configuration

This document describes the configuration of your game server that might be required in order for B3 to work properly. If your game is not listed below, then you have nothing specific to do.

#### Quake III Arena, Call of Duty games, etc

Make sure your game server config sets the `g_logsync` cvar correctly.

```
set g_logsync 2
```

#### Urban Terror 4.1 and 4.2

Make sure your game server config sets the `g_logsync` cvar correctly.

```
set g_logsync 2
```

You might want to log every bullet hit to the game log file in order for B3 to work with plugins such as XLRstats. Then set the cvar `g_loghits` as bellow.

```
set g_logsync "2" // 0=no log, 1=buffered, 2=continuous, 3=append
set g_loghits "1" // log hits which allows b3 to recognize headshots and xlrstats to provide hit l
```

---

**Note:** If you are running a patched UrT server that allows up to 64 players, set `sv_minrate` to 25000 to have stable pings and have B3 work smoothly

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#### Smokin' Guns

```
set g_logsync "1"
set g_debugDamage "1" // log hits
```

#### Soldier of Fortune 2

This game actually switches the settings...

```
set g_logSync "0" // 0 = continuous logging, 1 = buffered logging
set g_logHits "1" // set to 1 to log hits
```

## Counter-Strike: Global Offensive CS:GO

In order to have a consistent name for the game log file, you need to start the game server with `-condebug` as a command line parameter. The game server log file can then be found in the `csgo` folder under the name `console.log`.

You must have SourceMod installed on the game server. See <http://www.sourcemod.net/>

Make sure to avoid conflict with in-game commands between B3 and SourceMod by choosing different command prefixes. See `PublicChatTrigger` and `SilentChatTrigger` in `addons/sourcemod/configs/core.cfg`

### SourceMod recommended plugins

**B3 Say** If you have the SourceMod plugin `B3 Say` installed then the messages sent by B3 will better displayed on screen.

**SuperLogs:CS:S** If you have the SourceMod plugin `SuperLogs:CS:S` installed then kill stats will be more accurate.

## 1.1.3 First run

This document describes the preparations and the first start of B3. You'll need the following:

- Database
- Access to your game server

### Database Setup

B3 currently only supports MySQL and SQLite databases. We recommend the use of MySQL. For small installations SQLite may be sufficient. If you want to use SQLite, then once is nothing more to do.

1. Create a new MySQL database for B3 (see `mysql-tools`)
2. **Import the table structure** On the database you just created, import the `b3.sql` file located in `b3/docs/` to create the tables and insert the initial values in your database.

Use your favorite database management tool again or the following command.

```
mysql -u root -p<mysql password> b3 b3.sql
```

### Configuration

B3 main config file is called `b3.xml` by default. If you run the bot straight away, it will detect you did not properly setup the main config file and will walk through a config wizard where each setting is prompted with a short description.

Alternatively, you can use our [online configuration generator](#).

Detailed configuration options can be found in the manual. For game-specific configuration and alternative scenarios visit to our [forums](#).

### Running B3

You can run B3 from the command line when you've installed it as a source install or python egg.

```
python ./b3_run.py
```

Windows users who use the binary package, will find a shortcut.

With command line parameters can influence the behavior of B3. An overview of all parameters can be found in the manual.

### Become Super Admin

After successfully installing and configuring your B3 bot you'll start B3 for the first time. B3 will check if there are any SuperAdmins in your database. If not, B3 will enable the `!iamgod` command for the first player typing it in game.

So, it is wise to go in game immediately after starting B3 and typing `!iamgod` in chat, it will register you as the SuperAdmin and disable the `!iamgod` command.

## 1.2 User Guide

### 1.2.1 Introduction

This user guide describes some of the concepts of B3. Detailed instructions and configuration options can be found in the documentation of the plugins.

### 1.2.2 Configuration

#### Basics

#### Messages

### 1.2.3 User Roles and Groups

#### Basics

B3's permissions are based on groups and levels. Users are assigned to groups and each group has a level. Commands can be ran by users that have the minimum level needed to use the command.

Most commands for user and group management provided by the *admin plugin*.

#### B3 Groups

B3 has several default user groups, each serving a different purpose.

Level	Group	description
100	super-admin	The <b>Super Admin</b> is the highest level of authority. A Super Admin has access to all commands and is generally only assigned to the server owner.
80	senior-admin	<b>Senior Admins</b> are the highest admins. They have access to most commands except for the commands used in server/bot setup.
60	fulladmin	<b>Full admins</b> have less authority than Senior Admins but still have access to harsher punishment commands such as !ban.
40	admin	<b>Admins</b> are the first level of administrators. Their harshest punishment is a !kick, yet they are probably the most numerous of the admins.
20	mod	<b>Moderators</b> are the first step to becoming an admin, an admin training ground if you will. They can only !warn users or remind them of the rules. They can notify higher level admins when harsher punishment is needed.
2	reg	<b>Regulars</b> are not admins or moderators, but your loyal server population. You would only give regular status to members of your community.
1	user	A <b>user</b> is like a self appointed regular. New players can use the !register command to gain user status. User's have only a few commands but gain extra privelages that would be ignored for the one-time visit players.

**Warning:** Plugins rely on these default groups. Do not remove these groups.

## user Management

Users can be moved in groups by privileged users (eg admins) with the **!putgroup** command. The prerequisite is that the user is registered.

### Useful Commands:

- **!register** - register yourself as a basic user
- **!makereg** <player> - Used by admins to add a user to the regular group
- **!unreg** <player> - Used by admins to remove a user from the regular group
- **!putgroup** <player> <group> - Used by admins to add a user to a group
- **!ungroup** <player> <group> - Used by admins to remove a client to a group

The following example would move PlayerA into the moderators group.

```
!putgroup playerA mod
```

Users can only be a member of one group.

## group Permissions

Group permissions regulate which command may be executed. Each plugin (core plugins or 3rd party plugins) comes with a config file where you can set levels belonging to the commands.

The following example would allow users with level 1 to use the !time command.:

```
<set name="time">1</set>
```

If you don't want level 1 users to be able to use the command, but you want regulars (level 2) and up to be able to use it, change it to:

```
<set name="time">2</set>
```

You can set a range for the usage of the commands.:

```
<set name="time">20-40</set>
```

This will give the right to use the !time command only to moderators up to admins, but no below or above privileges can possibly use this command.

---

**Note:** Changes to the configuration file require a restart or reread the configuration files.

---

## 1.2.4 Warning System

### Basics

The warning system allows to design an easy to use set of rules. Warnings are issued for breaking of the rules. B3 will automatically enforce harsh penalties if a limit of maximum warnings was exceeded.

Warnings are awarded automatically based on rules and manually by authorized players. The censorship plugin for example cautioned player automatically when they use an inappropriate language in chat. In another case, a moderator can warn a player for unfair play - example camp.

### Automatic Warnings

Automatic warnings are carried out by the plugins. In general, the message, the warning time and the punishment can be configured.

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**Note:** The configuration may vary and is documented in the manual of the plugin.

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### Manual Warnings

Manual warnings can be given by authorized players like moderators and are handled by the *admin plugin*.

A player may be warned with the following command:

```
!warn PlayerName camp
```

**The player would receive the following warning:** *WARNING (1): PlayerName stop camping or you will be kicked!*

---

**Tip:** The warning system can make use of pre-configured rules and their abbreviations.

---

### Useful Commands:

- **!clear** <player> - Clears active warnings and tk points for the player identified by <player>

The *admin plugin* comes with a variety of configured warnings. The configuration is made in the file `admin_plugin.xml`.

## 1.3 Plugins

B3 in itself does not do much. Features like in-game commands or automated tasks really come from plugins. However there one special plugin, the admin plugin, which is at the heart of B3 and which allows other plugins to add their own commands.

Contents:

### 1.3.1 Admin

The admin plugin is at the heart of BigBrotherBot. It brings to B3 the user groups and in-game commands.

It allows the game server owner to define his staff by assigning trusted players to the different administration groups. Depending on their group membership, players will be given access to administrating commands which allow them to:

- display the server rules
- warn a user
- kick
- ban
- change map
- change the gamemode
- etc

#### General settings

All settings below are defined in the *settings* section of the admin plugin config file.

##### **noreason\_level**

The group/level from which admins are not required to specify a reason when giving penalties to players.

**expected values** any group keyword or any group level, see *B3 Groups*

**default value** superadmin

##### **hidecmd\_level**

The group/level required to be able to use hidden commands. On quake3 based games, a hidden command can be issued by telling to command to oneself.

**expected values** any group keyword or any group level, see *B3 Groups*

**default value** senioradmin

### long\_tempban\_level

Group/level required to be able to issue bans longer than the duration defined for the *long\_tempban\_max\_duration* setting.

**expected values** any group keyword or any group level, see *B3 Groups*

**default value** senioradmin

### long\_tempban\_max\_duration

Maximum ban duration that can be inflicted by admins of group/level below the one defined at the *long\_tempban\_level* setting.

**expected values** duration, see duration-syntax

**default value** 3h

### command\_prefix

The prefix that should be put before b3 commands.

**expected values** a single character

**default value** !

### command\_prefix\_loud

Some commands can have their result broadcasted to all players instead of only to the player issuing the command. To have such a behavior, use this command prefix instead of *command\_prefix*.

---

**Note:** that this behavior only work with commands that consider it.

---

**expected values** a single character

**default value** @

### command\_prefix\_big

Some commands can have their result broadcasted to all players as a very noticeable way. To have such a behavior, use this command prefix instead of *command\_prefix*.

---

**Note:** This behavior only work with commands that consider it. Also depending on the game, abuse of such display can be frustrating for users ; use it wisely.

---

**expected values** a single character

**default value** &

### admins\_level

The admin plugin considers as an admin any player who is member of a group of level higher or equal to the group/level defined in the admin plugin config file at *admins\_level*.

**expected values** any group keyword or any group level, see *B3 Groups*

**default value** mod

### ban\_duration

Temporary ban duration to apply to bans given by the **!ban** and **!banall** commands.

**expected values** duration, see duration-syntax

**default value** 14d

### announce\_registration

Define if a public message will be displayed to all in-game players when a user registered himself using the **!register** command. If enable, this can encourage others to register too.

**expected values** yes or no

**default value** yes

## Spamages settings

The *spamages* section of the admin plugin config file defines ids for messages you want to be easily displayed to players with the *spam* command.

If the message id is of the form 'rule#' where # is a number between 1 and 20, it will be used for the *rules* command.

### Related commands:

*spam*, *spams* and *rules*.

## Commands

### admins

Tells which admins are currently on the game server.

### default required level

*mod*

### usage

The **!admins** command takes no parameters.

### customization

Admins are players who are member of a group of level equal or higher than the group/level set in the admin plugin config file at *admins\_level*.

The **!admins** command responds with two types of messages depending on if there are any admins online. Those messages can be customized in the admin plugin config file:

**messages:admins** When there is one admin online or more, the message template used is *messages:admins*. This template must contain a *%s* placeholder which will be replaced with the actual list of online admin names and levels.

**messages:no\_admins** When there is no admin online, the message used is *messages:no\_admins*. In the special case where message *messages:no\_admins* would be present but empty, then no answer is given back to the player when using the **!admins** command.

### admintest

Alias for command *regtest*

### default required level

*admin*

### aliases

Show at most 10 aliases of a player.

### default required level

*mod*

### usage

**!aliases** [*player*]

If *player* is provided, display at most 10 aliases for that player.

If *player* is not provided, display at most 10 of your aliases.

### alias

**!alias**

### customization

The **!aliases** command response can be customized in the admin plugin config file:

**messages:aliases** When the player has at least an alias, the message template used is *messages:aliases*. This template must contain 2 *%s* placeholder which are respectively: - the player's name - the list of aliases

*messages:aliases\_more\_suffix* When the player has more than 10 aliases, this suffix will be added to the response.

*messages:no\_aliases* When the player has no aliases, the message template used is *messages:no\_aliases*. This template must contain one *%s* placeholder which will be replaced with the player's name.

### **b3**

Show the B3 version and uptime.

#### **default required level**

*mod*

#### **usage**

The **!b3** command takes no parameters.

### **ban**

Temporarily ban a player for the duration set by *ban\_duration*.

#### **default required level**

*fulladmin*

#### **usage**

**!ban** *<player>* *<reason>* ban a player specifying a reason. The reason can be any text of your choice or a reference to a reason shortcut as defined in the *warn\_reasons* section of the admin config file.

**!ban** *<player>* ban a player not specifying a reason. This is allowed only for admins of group level higher than *noreason\_level*.

### **alias**

#### **!b**

#### **customization**

The messages that can be displayed are: *invalid\_parameters*, *error\_no\_reason*, *ban\_self*, *action\_denied\_masked* and *ban\_denied*.

The ban duration can be changed in the plugin config file at *ban\_duration*.

### **banall**

Like the *ban* command except it will ban multiple players whom name contains a given term.

**default required level**

*senioradmin*

**usage**

**!bana11** <term> [<reason>]

**alias**

**!ba11**

**baninfo**

Tell if a given player has active bans.

**default required level**

*admin*

**usage**

**!baninfo** <player>

**alias**

**!bi**

**customization**

The messages that can be displayed are: *baninfo*, *baninfo\_no\_bans*.

**clientinfo**

Show the value of a given property for a player. The purpose of this command is more for debug purpose than anything else but it can be useful to retrieve info such as the player IP address or guid.

**default required level**

*senioradmin*

## usage

**!clientinfo** <*player*> <**field**> where *field* can be one of:

- guid
- pbid
- name
- exactName
- ip
- greeting
- autoLogin
- groupBits
- connected
- lastVisit
- timeAdd
- timeEdit
- data
- bans
- warnings
- groups
- aliases
- ip\_addresses
- maskLevel
- maskGroup
- maskedGroup
- maskedLevel
- maxLevel
- maxGroup
- numWarnings
- lastWarning
- firstWarning
- numBans
- lastBan

---

**Note:** Not all those fields will return human readable data.

---

## clear

Clear all active warnings and tk points (if the tk plugin is active) for a given player or for all in-game players.

## default required level

*senioradmin*

## usage

### **!clear**

Clears active warnings and tk points for all in-game players

### **!clear** <player>

Clears active warnings and tk points for the player identified by <player>

## alias

### **!kiss**

## customization

The messages that can be displayed are: *cleared\_warnings* and *cleared\_warnings\_for\_all*.

## die

Shutdown B3

## default required level

*superadmin*

## disable

Disable a plugin

## default required level

*superadmin*

## usage

**!disable** <plugin name>

### **enable**

Enable a plugin that would have been disabled

### **default required level**

*superadmin*

### **usage**

**!enable** <plugin name>

### **find**

Return the name and slot id of connected players matching a given pattern

### **default required level**

*mod*

### **usage**

**!find** <name> Find a player by its name or partial name

**!find** <slot id> Find a player by its game slot id

### **help**

List available commands, or the short description of a given command

### **default required level**

*guest*

### **usage**

**!help**

List the commands available to the player issuing the command

**!help** <command>

Show a short description of the given command

### **kick**

Forcibly disconnects a player from the game server

### default required level

*admin*

### usage

**!kick** *<player>* *<reason>* kick a player specifying a reason. The reason can be any text of your choice or a reference to a reason shortcut as defined in the *warn\_reasons* section of the admin config file.

**!kick** *<player>* kick a player without specifying any reason. This is allowed only for admins of group level higher than *noreason\_level*.

### alias

**!k**

### customization

The messages that can be displayed are: *invalid\_parameters*, *error\_no\_reason*, *kick\_self*, *action\_denied\_masked* and *kick\_denied*.

### kickall

Forcibly disconnects all players matching a pattern from the game server

### default required level

*senioradmin*

### usage

**!kickall** *<pattern>* *<reason>* kick all players whose name matches the given pattern specifying a reason. The reason can be any text of your choice or a reference to a reason shortcut as defined in the *warn\_reasons* section of the admin config file.

**!kickall** *<pattern>* kick all players whose name matches the given pattern without specifying any reason. This is allowed only for admins of group level higher than *noreason\_level*.

### alias

**!kall**

### customization

The messages that can be displayed are: *invalid\_parameters* and *error\_no\_reason*.

## lastbans

List the 5 last active bans.

## default required level

*admin*

## usage

**!lastbans**

## alias

**!lbans**

## leveltest

Tell in which B3 group a player is in.

## usage

**!leveltest** [*player*]

If *player* is an on-line player name, display in which B3 group this player is in.

If *player* is not provided, display in which B3 group you are in.

## alias

**!lt**

## customization

The **!leveltest** command responds with two types of messages depending on if the user has a group or not. Those messages can be customized in the admin plugin config file:

**messages:leveltest** When the player is in a B3 group, the message template used is *messages:leveltest*. This template must contain 5 *%s* placeholder which are respectively: - the player's name - the player's B3 database identifier - the player's B3 group name - the player's B3 group level - the date at which the player joined that B3 group

**messages:leveltest\_nogroups** When the player is in no B3 group, the message template used is *messages:leveltest\_nogroups*. This template must contain 2 *%s* placeholder which are respectively: - the player's name - the player's B3 database identifier

## lookup

Return the name and database ID of a player matching a given pattern

### default required level

*senioradmin*

### usage

**!lookup** <name>

Find a player in the B3 database by its name or partial name

### customization

The messages that can be displayed are: *invalid\_parameters*, *no\_players* and *lookup\_found*.

### makereg

Put a player in the *Regular* group.

### default required level

*senioradmin*

### usage

**!makereg** <player>

### alias

**mr**

### customization

The messages that can be displayed are: *invalid\_parameters*, *groups\_already\_in* and *groups\_put*.

### map

Change the map on the server

### default required level

*senioradmin*

### usage

**!map** <map name>

### maprotate

Load the next map on the game server

#### default required level

*senioradmin*

#### usage

**!maprotate**

### maps

List the server map rotation list

#### default required level

*regular*

#### usage

**!maps**

### mask

Mask yourself as being a member of a group of lower level

#### default required level

*senioradmin*

#### usage

**!mask <group>** Mask yourself as being a member of the given group.

**!mask <group> <player>** Mask another player as being a member of the given group.

#### customization

The messages that can be displayed are: *invalid\_parameters* and *group\_unknown*.

### nextmap

Tell which map will be loaded next on the game server

**default required level**

*reg*

**usage**

**!nextmap**

**notice**

Save to the B3 database a note about a player

**default required level**

*admin*

**usage**

**!notice** <player> <note>

**pause**

Make B3 ignore any game event for a given duration

**default required level**

*senioradmin*

**usage**

**!pause** <duration>

**permban**

Permanently ban a player.

**default required level**

*senioradmin*

### usage

**!permban** *<player>* *<reason>* permanently ban a player specifying a reason. The reason can be any text of your choice or a reference to a reason shortcut as defined in the *warn\_reasons* section of the admin config file.

**!permban** *<player>* permanently ban a player not specifying a reason. This is allowed only for admins of group level higher than *noreason\_level*.

### alias

**!pb**

### customization

The messages that can be displayed are: *invalid\_parameters*, *error\_no\_reason*, *ban\_self*, *action\_denied\_masked* and *ban\_denied*.

### poke

Notify a player that he needs to move.

### default required level

*mod*

### usage

**!poke** *<player>*

### customization

The messages that can be displayed are: *invalid\_parameters*.

### putgroup

Add a player to a B3 group.

### default required level

*senioradmin*

### usage

**!putgroup** *<player>* *<group>*

### customization

The messages that can be displayed are: *invalid\_parameters*, *group\_unknown*, *group\_beyond\_reach*, *groups\_already\_in* and *groups\_put*.

### rebuild

Sync up connected players. This can be useful for games for which B3 can loose track of connected players.

### default required level

*senioradmin*

### usage

**!rebuild**

### reconfig

Re-load all config files.

This way you can change some settings and apply them without restarting B3.

<b>Warning:</b> Some plugins may require a full restart of B3 to apply changes
--

### default required level

*superadmin*

### usage

**!reconfig**

### register

Register yourself as a basic user.

### default required level

*guest*

### usage

**!register** Put the player who typed the command into the *:ref:'user <groups>'* group

### customization

The messages that can be displayed are: *groups\_already\_in*, *regme\_confirmation* and *regme\_annouce*.

### regtest

The **!regtest** command tells in which B3 group you are in.

### usage

The **!regtest** command takes no parameters.

### customization

The response message template can be customized in the admin plugin config file at *messages:leveltest*.

### regulars

List online players which are in the regular group.

### default required level

*user*

### usage

**!regulars**

### alias

**!regs**

### customization

The messages that can be displayed are: *regulars* and *no\_regulars*.

### restart

Restart B3.

<b>Warning:</b> For this command to work, B3 must have been started with the <i>-restart</i> command line parameter
---

### default required level

*superadmin*

### usage

**!restart**

### rules

Display the server rules.

### default required level

*guest*

### usage

**!rules**

### alias

**!r**

### customization

The server rules are defined in the admin plugin config file under the section *spamages*.

Default rules are:

```
rule1: ^3Rule #1: No racism of any kind
rule2: ^3Rule #2: No clan stacking, members must split evenly between the teams
rule3: ^3Rule #3: No arguing with admins (listen and learn or leave)
rule4: ^3Rule #4: No abusive language or behavior towards admins or other players
rule5: ^3Rule #5: No offensive or potentially offensive names, annoying names, or in-game (double ca
rule6: ^3Rule #6: No recruiting for your clan, your server, or anything else
rule7: ^3Rule #7: No advertising or spamming of websites or servers
rule8: ^3Rule #8: No profanity or offensive language (in any language)
rule9: ^3Rule #9: Do ^1NOT ^3fire at teammates or within 10 seconds of spawning
rule10: ^3Rule #10: Offense players must play for the objective and support their team
```

If you want to add another rule, name it *rule11* and so on up to number 20.

### runas

Run a command as a different user

#### default required level

*superadmin*

#### usage

**!runas** <name> <command>

#### alias

**!su**

#### customization

The messages that can be displayed are: *invalid\_parameters*.

#### say

Broadcast a message to all players.

#### default required level

*mod*

#### usage

**!say** <text>

#### alias

**!su**

#### customization

The text template can be customized with setting *say* from the *messages* section of the config file.

That text template must have two place holders *%s*. The first one will be replaced by the name of the player issuing the command, while the second will be replaced with the text to broadcast.

#### scream

Broadcast a message 5 times in a row to all players.

If your game support Quake3 color codes, then each message occurrence will be in a different color.

### default required level

*admin*

### usage

**!scream** <text>

### seen

Report the last time a player was seen on the game server.

### default required level

*reg*

### usage

**!seen** <player>

### customization

The messages that can be displayed are: *invalid\_parameters*, *no\_players* and *seen*.

The *seen* template must contain two *%s* placeholders which will be respectively replaced by the name of the player and the date and time he was last seen at.

### spam

Spam a predefined message.

### default required level

*mod*

### usage

**!spam** <message id> will spam the message defined in the *spamages* section of the config file under the given message id to all players.

**!spam** <player> <message id> will spam the message defined in the *spamages* section of the config file under the given message id to the specified player in a private message.

### alias

**!s**

### customization

The messages that can be displayed are: *invalid\_parameters*.

Also see the *spamages* section of the config file.

### spams

List spam message ids.

### default required level

*mod*

### usage

#### ! spams

### spank

Spank a player (kick).

### default required level

*fulladmin*

### usage

**! spank <player> <reason>** spank a player specifying a reason. The reason can be any text of your choice or a reference to a reason shortcut as defined in the *warn\_reasons* section of the admin config file.

**! spank <player>** spank a player without specifying any reason. This is allowed only for admins of group level higher than *noreason\_level*.

### alias

#### ! sp

### customization

**The messages that can be displayed are:** *invalid\_parameters*, *error\_no\_reason*, *kick\_self*, *action\_denied\_masked*, *kick\_denied*, *spanked\_reason* and *spanked*.

### spankall

Spank all players matching a pattern from the game server.

### default required level

*senioradmin*

### usage

**!spanka11 <pattern> <reason>** spank all players whose name matches the given pattern specifying a reason. The reason can be any text of your choice or a reference to a reason shortcut as defined in the *warn\_reasons* section of the admin config file.

**!spanka11 <pattern>** spank all players whose name matches the given pattern without specifying any reason. This is allowed only for admins of group level higher than *noreason\_level*.

### alias

**!ka11**

### customization

The messages that can be displayed are: *invalid\_parameters* and *error\_no\_reason*, *spanked\_reason* and *spanked*.

### status

Report status of B3 database.

### default required level

*mod*

### usage

**!status**

### tempban

Temporarily ban a player for the duration a given duration.

### default required level

*admin*

### usage

**!tempban** *<player>* *<duration>* *<reason>* tempban a player for the given duration specifying a reason. The reason can be any text of your choice or a reference to a reason shortcut as defined in the *warn\_reasons* section of the admin config file.

**!tempban** *<player>* *<duration>* tempban a player for a given duration not specifying a reason. This is allowed only for admins of group level higher than *noreason\_level*.

### alias

**!tb**

### customization

The messages that can be displayed are: *invalid\_parameters*, *error\_no\_reason*, *temp\_ban\_self*, *action\_denied\_masked* and *temp\_ban\_denied*.

A maximum tempban duration is enforced for admin of level lower than *long\_tempban\_level*. See setting *long\_tempban\_max\_duration*.

### time

Display the current time.

### default required level

*user*

### usage

**!time** Display the server time.

**!time** *<timezone/offset>* Display the time for a given timezone or offset.

### customization

The messages that can be displayed are: *time*.

### unban

Unban a player.

### default required level

*fulladmin*

### usage

**!tempban** <player>

---

**Tip:** As the player you which to unban cannot be connected on the game server you will have to get the B3 database ID for that player. To do so, use the *lookup* command.

---

### customization

The messages that can be displayed are: *invalid\_parameters*.

### ungroup

Remove a player from a B3 group.

### default required level

*senioradmin*

### usage

**!ungroup** <player> <group>

### customization

The messages that can be displayed are: *invalid\_parameters*, *group\_unknown*.

### unmask

Un-hide level.

Revert what the *mask* command does.

### default required level

*superadmin*

### usage

**!unmask** unmask yourself.

**!unmask** <player> unmask a given player.

## unreg

Remove a player from the *regular* group.

## default required level

*senioradmin*

## usage

**!unmask** <player>

## customization

The messages that can be displayed are: *invalid\_parameters*.

## warn

Give a warning to a player.

If then the player reaches a high number of active warnings, he is temporarily banned. See *Warning system*.

## default required level

*mod*

## usage

**!warn** <player> <reason> warn a player specifying a reason. The reason can be any text of your choice or a reference to a reason shortcut as defined in the *warn\_reasons* section of the admin config file.

**!warn** <player> warn a player without specifying any reason.

## alias

**!w**

## customization

The messages that can be displayed are: *invalid\_parameters*, *warn\_self*, *warn\_denied* and *warn\_too\_fast*.

## warnclear

Clear all of a users' warnings.

**default required level**

*senioradmin*

**usage**

**!warnclear** <player>

**alias**

**!wc**

**customization**

The messages that can be displayed are: *invalid\_parameters*.

**warninfo**

Display how many active warnings a user has.

**default required level**

*mod*

**usage**

**!warninfo** <player>

**alias**

**!wi**

**customization**

The messages that can be displayed are: *invalid\_parameters*.

**warnremove**

Remove the last warning of a user.

**default required level**

*mod*

### usage

**!warnremove** <player>

### alias

**!wr**

### customization

The messages that can be displayed are: *invalid\_parameters*.

### warns

List the available warning ids.

### default required level

*mod*

### usage

**!warns**

### customization

See the *warn\_reasons* section of the admin plugin config file.

### warntest

Test a warning

### default required level

*mod*

### usage

**!warntest** <warning id> See the *warn\_reasons* section of the admin plugin config file or the *warns* command for the list of warning ids.

### alias

**!wt**

### 1.3.2 Advertisement

### 1.3.3 Censor

### 1.3.4 Status

### 1.3.5 TeamKill

### 1.3.6 Stats

### 1.3.7 Login

### 1.3.8 Welcome

The welcome plugin will welcome players that join the game server.

You can define different messages that will be sent privately to players depending on if it is the first time the player joins the server or if he is a registered player.

Also you can define announcement messages that are broadcasted to all players when a player joins for the first time or if he is a registered player.

Finally you can allow players to define their own custom announcement message that will be displayed to all on joining the server. This custom greeting is to be set with the **!greeting** command.

---

**Note:** The plugin won't welcome anyone in the 5 first minutes after B3 started.

---

## Configuration

### Commands

**greeting** Group/level required to be able to use the **!greeting** command.

**expected values** any group keyword or any group level, see *B3 Groups*

**default value** mod

### Settings

**welcome\_first** Define if private message welcoming first time players will be sent.

**expected values** yes or no

**default value** yes

**welcome\_newb** Define if private message welcoming newbie players will be sent.

**expected values** yes or no

**default value** yes

**welcome\_user** Define if private message welcoming registered players will be sent.

**expected values** yes or no

**default value** yes

**announce\_first** Define if a message welcoming first time players will be broadcasted.

**expected values** yes or no

**default value** yes

**announce\_user** Define if a message welcoming registered players will be broadcasted.

**expected values** yes or no

**default value** yes

**show\_user\_greeting** Define if players custom greeting message will be broadcasted.

**expected values** yes or no

**default value** yes

**newb\_connections** Define the maximum number of connections above which a non registered player won't be considered a newbie anymore.

**expected values** integer greater than 0

**default value** 15

**delay** Define the delay in second after which the welcome message will be sent when a player connects.

**expected values** integer greater than 0

**default value** 30

**min\_gap** Define the duration in seconds the bot must wait before welcoming a player again.

i.e.: if you set min\_gap to 3600 seconds (one hour) then the bot will not welcome a player more than once per hour.

**expected values** integer greater than 0

**default value** 3600

## messages

**first** Define the message to sent privately to joining first time players.

The text can contain *placeholders* that will be replaced just before sending the message.

**expected values** text

**default value** ^7Welcome \$name^7, this must be your first visit, you are player  
^3#\$id. Type !help for help

**newb** Define the message to sent privately to joining newbie players. Newbie players are players with less than *newb\_connections* connections.

The text can contain *placeholders* that will be replaced just before sending the message.

**expected values** text

**default value** `^7[^2Authed^7] Welcome back $name ^7[^3@$id^7], last visit ^3$lastVisit. Type !register in chat to register. Type !help for help`

**user** Define the message to sent privately to joining registered players.

The text can contain *placeholders* that will be replaced just before sending the message.

**expected values** text

**default value** `^7[^2Authed^7] Welcome back $name ^7[^3@$id^7], last visit ^3$lastVisit^7, you're a ^2$group^7, played $connections times`

**announce\_first** Define the message to broadcast when a first time player joins.

The text can contain *placeholders* that will be replaced just before sending the message.

**expected values** text

**default value** `^7Everyone welcome $name^7, player number ^3#$id^7, to the server`

**announce\_user** Define the message to broadcast when a registered player joins.

The text can contain *placeholders* that will be replaced just before sending the message.

**expected values** text

**default value** `^7Everyone welcome back $name^7, player number ^3#$id^7, to the server, played $connections times`

**greeting** Define the message to broadcast when a player having defined a custom greeting message with the **!greeting** joins.

The text can contain the following placeholders that will be replaced just before sending the message:

placeholder	replacement
\$name	the name of the joining player
\$maxLevel	the level of the joining player
\$group	the group of the joining player
\$connections	the number of connections the joining player already made on that server

**expected values** text with a special placeholder `$greeting` which will get replaced with the player custom greeting message.

**default value** `^7$name^7 joined: $greeting`

**greeting\_empty** Feedback message for the **!greeting** command.

**expected values** text

**default value** `^7You have no greeting set`

**greeting\_yours** Feedback message for the **!greeting** command.

**expected values** text with a %s placeholder which will get replaced by the current user custom greeting message.

**default value** ^7Your greeting is %s

**greeting\_bad** Feedback message for the **!greeting** command.

**expected values** text with a %s placeholder which will get replaced with details on what went wrong.

**default value** ^7Greeting is not formatted properly: %s

**greeting\_changed** Feedback message for the **!greeting** command.

**expected values** text with a %s placeholder which will get replaced by the new user custom greeting message.

**default value** ^7Greeting changed to: %s

**greeting\_cleared** Feedback message for the **!greeting** command.

**expected values** text

**default value** ^7Greeting cleared

## Placeholders

The text can contain the following placeholders that will be replaced just before sending the message:

placeholder	replacement
\$name	the name of the joining player
\$id	the B3 id number of the joining player
\$group	the group of the joining player
\$level	the group level of the joining player
\$lastVisit	the date / time of the last connection of the joining player
\$connections	the number of connections the joining player already made on that server

## Commands

### greeting

The *!greeting* command allows players to set / clear their custom greeting message.

#### default required level

*mod*

#### usage

#### **!greeting**

Shows the current player's custom greeting message.

**!greeting** <message>

Sets *<player>* as the new player's custom greeting message.

**!greeting none**

Clears the player's custom greeting message.

### 1.3.9 SpamControl

### 1.3.10 PingWatch

### 1.3.11 Punkbuster

## 1.4 Customizing

- Advanced configuration
- How to install 3rd party plugins

## 1.5 Miscellaneous

### 1.5.1 Duration syntax

Many plugin settings need to express durations. For this purpose, B3 provides a convenient syntax using a suffix for expressing different duration units :

**s** second *i.e.*: 45s

**m** minute *i.e.*: 5m

**h** hour *i.e.*: 1h

**d** day *i.e.*: 7d

**w** week *i.e.*: 4w

For example, let's say you want to ban player Joe for 1 week with reason '*insult other players*', you would use the command :

**!ban joe 1w insult other players**

### 1.5.2 Player identification in commands

Commands that accept player designations can use several types of input.

#### Partial Name

The simplest player identifier is the players name. You can use any part of the player name. Only enough characters to match the players name uniquely is needed. If more than one player on the server has a similar name, you will be prompted with all players matching that name and their client id.

**Example: !warn sam cuss** for giving a warning to a connected player named 'Samuel'

---

**Note:** You can use the find command to show which connected players match a given name.

---

---

**Note:** If the player's name contains blank characters as in M I K E, then you can use its name without the blanks: **!kick mike**

Another solution is to wrap single quotes ( ' ) around the name: **!kick 'm i k e'**

---

## Client ID

The client ID is the number assigned to the player by the game server. The client ID only works for the current gaming session. For a list of players' client IDs, use the !list command. If a player's name is too hard to type or there are more than one players with similar names, you can use the client id to single them out.

**Example:** **!kick 3 tk** to kick a player connected on game slot number 3

## Database ID

The Database ID is the player's unique identification within the B3 database. It is prepended with an "@" and is often referred to as the "at ID". This ID is displayed with the leveltest command and the lookup command. You can use this ID to perform actions against a player even when that player is not connected.

**Example:** **!makereg @1235**

---

**Note:** You can use the lookup command to find offline users in the database and get their database ID.

---

## 1.5.3 MySQL tools

The following tools facilitate the use and administration of a MySQL database. Probably you have already installed one of these tools.

- [Adminer](#)
- [phpMyAdmin](#)
- [MySQL Workbench](#)

## 1.6 Frequently Asked Questions

- *How do I become superadmin?*
- *Someone typed !iamgod before me ! what to do?*
- *Can B3 run remotely?*
- *Why does B3 not respond to my commands?*
- *B3 lags and is slow to respond to my commands*
- *Does B3 have to be installed on the game server for quake based games?*
- *Can I run B3 from a webhosting server?*
- *I cant connect to my MySQL Database!!*
- *Can I run B3 on a LAN?*
- *Can I run many different bots? Using the same sort of settings and database?*
- *I need a provider that sell game servers with B3 bot! Dedicated servers are far too expensive for our clan.*
- *b3\_run.exe fails to start*
- *The time is off by an hour*
- *B3 doesn't support python 2.4 and I'm on CentOS... now what?*
- *Will B3 run with python on Windows 2k3 server 64-bit?*
- *CRITICAL Error loading plugin: No module named ...*
- *Using B3 remote with sshfs*
- *How to run B3 on Free BSD or MAC OS X*

### 1.6.1 How do I become superadmin?

Be the first one to type **!iamgod** in the game chat.

### 1.6.2 Someone typed iamgod before me ! what to do?

Once the **!iamgod** has been successfully used, it is not available anymore.

**Chances are that you just installed B3 not long ago and can afford to delete the B3 database altogether and recreate it. Then:**

- make sure nobody is on your game server
- restart B3
- be the first one to type **!iamgod**

If you don't want to delete your B3 database, you can remove the user from the superadmin group by editing the database. For that you will need a tool to connect to your database and be able to alter it (see mysql-tools).

Once you are connected to the B3 database, open up the *clients* table. This table lists all players seen by B3 on your game server.

To find who is in the superadmin group, sort the *clients* table on the *group\_bits* column. A value of *128* indicates that a player is in the superadmin group. Simply change the value *128* to *0* to remove the player from the superadmin group.

Now that no one is superadmin anymore, you can restart B3 and make sure to be the first one to type **!iamgod** in the game chat.

### 1.6.3 Can B3 run remotely?

For games B3 reads the game log file, refer to *Does B3 have to be installed on the game server for quake based games?*.

For other games, B3 just work from the RCON system alone.

### 1.6.4 Why does B3 not respond to my commands?

If B3 seems to be ignoring your commands there can be different reasons. To determine what is going wrong follow the procedure:

- restart B3
- join your game server
- type **!help** in the game chat
- open the B3 log file (often named `b3.log`)
- search your log file for the word *CONSOLE* (in upper case)

#### If you cannot find any line with *CONSOLE* in them

B3 has difficulties getting notified of what is happening on your game server. As a consequence, B3 is not even aware that you typed a command in the game chat.

Depending on the game, B3 can be reading the game server log file. If this is the case, make sure the setting *game\_log* of your `b3.xml` config file is correct. Also make sure you can find a line in that game log file that shows you typing the *!help* command.

If B3 is not supposed to read any game server log file, then check your rcon settings in `b3.xml`.

Make sure no line as *ERROR* in it in `b3.log` file.

#### If you find lines with *CONSOLE* in them

If none of them contains *!help* (the command you typed earlier), then check that the correct game log file is set for *game\_log* in your `b3.xml` config file. Or check your rcon settings. For CoD games, if you are running a game mod, then you should have different game log files in the mod folder. Make sure B3 reads the one that is being written to by your game server.

If you can find the *CONSOLE* line that shows you typing the *!help* command your typed earlier, then examine the lines that follow and look for any error that could give you hints about the issue. Most likely, B3 was not able to send the response to the game server through rcon. If that is the case, tripple check your rcon settings in `b3.xml`.

### 1.6.5 B3 lags and is slow to respond to my commands

If B3 is reading the game server log file, then your game log file might not be updated in real-time by the game server. Check your game settings as instructed at game-configuration.

### 1.6.6 Does B3 have to be installed on the game server for quake based games?

No. B3 can read your game log file over different remote protocols such as FTP, SFTP, HTTP, HTTPS. In your `b3.xml` file, just set the *url* of your game log file for setting *game\_log*.

---

**Note:** The *url* can contain the login and password if any. Example:  
`ftp://my_login:my_password@my-hosting-provider.com/game.log`

---

---

**Tip:** To verify your url is correct, paste it in your Internet browser and check the game log file content appears

---

### 1.6.7 Can I run B3 from a webhosting server?

No, B3 needs more than just a webserver. B3 depends also on Python and MySQL. Generally (some of) those packages are not available on a webhosting environment.

### 1.6.8 I cant connect to my MySQL Database!!

First, make sure that the format of your MySQL info is correct in `b3.xml` for setting `database`.

The syntax for the `database` setting is :

```
mysql://<username>:<password>@<hostname>[:port]/<databasename>
```

**username**

the MySQL user that has privileges to access the B3 MySQL database

**password**

the MySQL password of the user that has privileges to access the B3 MySQL database

**hostname**

the hostname of the machine that runs the MySQL server. It can also be the IP address of that machine.

---

**Tip:** if the hostname is `localhost` and you still have errors, try `127.0.0.1` instead of `localhost`

---

**port**

the port the MySQL server is listening on. Can be omitted if your MySQL server is listening on the default port : 3306

**databasename**

the name of the MySQL database B3 should use

Make sure all that info is correct by connecting to your MySQL database with a MySQL administration tool (see `mysql-tools`).

### 1.6.9 Can I run B3 on a LAN?

Unfortunately not for all games.

For some games B3 uses Punkbuster (The Anti-Cheat tool) to authenticate players. Punkbuster doesn't authorize people on LAN servers, so B3 will not run correctly.

Also the CoD series games will not provide you with a GUID, so on CoD B3 won't even work without PunkBuster on a LAN.

### 1.6.10 Can I run many different bots? Using the same sort of settings and database?

Yes you can run many bots on the same machine. You can also have many B3 bots sharing the same database, as long as its the same game (eg. 2 x CoD2 Servers).

If you wish to do this then you need to make another B3 config file (eg. b3-2.xml) with the details of your other game server.

Then you need to tell your second B3 to start using the new config file b3-2.xml. To do so, use the `--config` argument of the `b3_run` program.

```
b3_run.exe --config "C:\b3\conf\b3-2.xml"
```

### 1.6.11 I need a provider that sell game servers with B3 bot! Dedicated servers are far too expensive for our clan.

There are indeed a few providers that will allow you to buy game servers with B3 Bot installed! Also you can find companies that will just host your B3 alone.

See list of [hosting providers](#)

### 1.6.12 b3\_run.exe fails to start

If the error message is::

```
This application has failed to start because the application configuration is incorrect. Reinstalling
```

then you most likely are missing a few dll. Install the [Microsoft Visual C++ 2008 Redistributable Package \(x86\)](#)

### 1.6.13 The time is off by an hour

B3 does not automatically apply daylight saving time changes. To reflect summer/winter time change, you have to tell B3 explicitly in the b3.xml main config file. see [available\\_timezones](#)

### 1.6.14 B3 doesn't support python 2.4 and I'm on CentOS... now what?

While B3 can work on python 2.6, it is advised to run in with python 2.7.

Python 2.6 is not at all in the Standard Repos of the RHEL / CentOS. Install Python 2.6 will work only, when you use the epel Repository which can found here:

<https://fedoraproject.org/wiki/EPEL>

To install it use:

for 32bit systems

```
su -c 'rpm -Uvh http://download.fedora.redhat.com/pub/epel/5/i386/epel-release-5-3.noarch.rpm'
```

for 64bit systems

```
su -c 'rpm -Uvh http://download.fedora.redhat.com/pub/epel/5/x86_64/epel-release-5-3.noarch.rpm'
```

after that you can do:

```
yum install python26 mod_python26
```

### 1.6.15 Will B3 run with python on Windows 2k3 server 64-bit?

B3 will run just fine under Server 2K3 64-bit. The trick is to use 100% 32-bit Python.

If you get the same error when trying to execute the 32-bit Python installers, get [Microsoft's 32-bit C++ runtime](#).

### 1.6.16 CRITICAL Error loading plugin: No module named ...

If you have an error in your `b3.log` file complaining about a plugin that could be loaded::

```
091030 09:59:42 CRITICAL Error loading plugin: No module named xlrstats
Traceback (most recent call last):
  File "/usr/lib/python2.5/site-packages/b3-1.2.1-py2.5.egg/b3/parser.py", line 437, in loadPlugins
    pluginModule = self.pluginImport(p)
  File "/usr/lib/python2.5/site-packages/b3-1.2.1-py2.5.egg/b3/parser.py", line 500, in pluginImport
    fp, pathname, description = imp.find_module(name, [self.config.getpath('plugins', 'external_dir')])
ImportError: No module named xlrstats
```

Then verify that the plugin file does exist in the *extplugins* folder of the B3 installation directory.

If the plugin *.py* exists in the right folder, then also check that file is not copied a second time in another folder of your B3 installation directory.

### 1.6.17 Using B3 remote with sshfs

**Q:** I have been playing sshfs to monitor a remote server with b3. It works, but is kinda weird. If I mount with sshfs the remote game server dir in the box where b3 is running and then send a command from the game, for example `!time`, b3 will see the command like after two or three minutes. BUT, if I do a `tail/cat/more` of the game log file in the sshfs'ed mounted directory then b3 will immediately see the command in the log and respond. If I leave a `tail -f game.log` running then b3 will work perfectly, and when stopped it then b3 will again start to react two or three minutes after.

**A:** The magic parameters are *direct\_io* and *cache=no*. It works like a charm. You will mount it like this::

```
sshfs -odirect_io,cache=no urban@xxx.xxx.xxx.xxx:/home/urban/UrbanTerror servers/remote_server/
```

To avoid having to enter the remote user password each time you mount the remote dir you will have to generate a ssh key pair with the `ssh-keygen` command and upload the public key to the game server `.ssh/authorized_keys` file. (*Thanks to Mazter*)

### 1.6.18 How to run B3 on Free BSD or MAC OS X

**Q:** On some Free BSD and Mac OS X, B3 does not read game log file content. As a result it does not respond to your in-game commands.

**A:** This topic on the forum as two solutions. One is to apply a patch on your Python installation while the other one is a patch to apply to B3

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