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# **Read the Docs Template Documentation**

*Release 1.0*

**Read the Docs**

**Jan 01, 2020**



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Contents:



Vector includes chat commands so you can do server tasks more easier.

The default chat command prefix is “/”, however you can change this in Data\vectorsettings.json.

### 1.1 Command List

- kick Player:Reason - Kick a player.
- endround - End the round.
- broadcast message - Send a message to the server.
- report reason - Send a report using Remote Admin.
- pm Player:Message - Send a private message to a player.
- sub - Show the current submarine you are playing.
- server - Show the current server you are playing.
- incognito - Enter/leave Incognito Mode.
- viewhistory Player - View a player’s AutoMod history.
- savehistory Player - Save a player’s AutoMod history to the serverlogs.

### 1.2 Admin Channel

You can chat with other admins in game by using a; or admin; just like a normal channel in Barotrauma.





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## Configuring Vector

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Vector is designed around being highly configurable for server hosts to tweak their server in the way they want.

### 2.1 Vector Core Settings - vectorsettings.json

```
{
  "websocketenabled": false,
  "websocketurl": "",
  "entrymsgenabled": true,
  "entrymsgtype": "msgbox",
  "entrymsgtext": "Welcome to the server, {CLIENT}!\n\nThis message is highly customizable to your liking.\n\nTake some time and read these server rules to the server.\n\nJoin our community by providing these sweet server links.\n\n",
  "servername": "the server",
  "banrefresh": 48000,
  "roundstartmessagesenabled": true,
  "roundstartmessages": [
    "Welcome to the server! This server is currently running Vector by Database.",
    "Read our rules before playing.",
    "Want these cool mods? Visit https://vectormod.of."
  ],
  "tipsenabled": true,
  "tips": [
    "Any bad actors? You can vote to kick them by holding TAB, clicking their name, and click Vote to Kick.",
    "You can vote for a submarine by clicking the submarine you want on the left side of the server menu.",
    "You can vote to end the round by looking in the upper right hand corner.",
    "You can unwire lamps to fix components if there aren't anymore wires.",
    "NEVER leave the reactor unattended, or you could be in for a surprise.",
    "Self-preservation is key. Always have a mask on you, and know where diving suits can be located.",
    "As a mechanic, you can fabricate tons of useful tools and items - everything from revolvers to explosives to oxygen tanks. As a medical doctor, you can mass-produce chemicals needed for healing your crewmates.",
    "Remember to close doors. It's so easy to do and is really a great idea. This makes future floods more isolated and easier to deal with.",
    "You can always view your mission by holding TAB and selecting the Mission tab.",
    "Never underestimate the power of the Abyss. Not even the Diving Suit nor your submarine's hull can withstand the extreme pressure of the unknown."
  ],
  "additionalbannedmsg": "",
  "gblenabled": true,
}
```

- `websocketenabled` - Enables/disables websocket functionality (Remote Admin)
- `websocketurl` - URL of the WebSocket/Remote Admin server.
- `entrymsgenabled` - Enables welcome message on player join.
- `entrymsgtype` - Selects the type of message to present to the player. Can be `msgbox` or `chatmsg`.
- `entrymsgtext` - The text that will be shown to the player when they enter the server. For the client's name, append `{CLIENT}`, and for line breaks use `\n`.
- `servername` - Name of the server that will be shown in join/leave chat messages. This does not conflict with the `servername` parameter in Barotrauma's `serversettings.xml`.
- `banrefresh` - How frequently the banlist should be reloaded to honor any changes made externally.
- `roundstartmessagesenabled` - Enables round start messages in chat.
- `roundstartmessages` - Round start messages (one per line separated with ,)

- tipsenabled - Enables round end tips.
- tips - The tips (one per line separated with ,)
- additionalbannedmsg - Append additional text after the “You have been banned” message, with appeal links/etc
- gblenabled - Enables operation of the Vector global banlist.
- chatcommandprefix - Prefix for the chat commands that Vector includes.
- nofamilysharing - Enables/Disables access for players that are using family sharing.
- sharingwhitelist - If “No Family Sharing” is enabled, you can whitelist SteamID’s that are using Family Sharing here.

## 2.2 AutoMod Settings - automod.json

```
1  {
2    'enabled': true,
3    'level': "admins",
4    'items' : [
5      "Morbusine",
6      "Sulphuric Acid",
7      "Cyanide",
8      "Radiotoxin",
9      "Sufforin",
10     "Deliriumine",
11     "Nitroglycerin",
12     "Velonaceps Calyx Eggs"
13   ],
14   'throwables': [
15     "Nitroglycerin",
16     "Stun Grenade",
17     "Frag Grenade",
18     "EMP Grenade",
19     "Oxygenite Shard"
20   ],
21   'curelist': [
22     "Calyxanide"
23   ]
24 }
```

- enabled - Enables/disables the AutoMod function.
- level - The alert level of AutoMod. Can be set to **all** or **admins**. If set on admins, AutoMod will only alert admins, If set on all, AutoMod will alert all players.
- items - Triggers an AutoMod alert if these items are used.

- throwables - Triggers an AutoMod alert if these items are thrown.
- curelist (**deprecated**) - Triggers an AutoMod alert if one causes an affliction on themselves, and they cure themselves of that particular affliction.
- socket - Enables remote admin functionality.

## 2.3 Permission Settings - permissions.json

```
{
  'endround': "ManageRound",
  'pm': "ServerLog",
  'kick': "Kick",
  'broadcast': "ServerLog",
  'adminchannel': "ServerLog",
  'automod': "ServerLog"
}
```

These settings relate to a permission set by Barotrauma. The Barotrauma permissions are:

- None
- ManageRound
- Kick
- Ban
- Unban
- SelectSub
- SelectMode
- ManageCampaign
- ConsoleCommands
- ServerLog
- ManageSettings
- ManagePermissions
- KarmaImmunity
- All



**Note: Vector is currently only compatible on Microsoft Windows hosts. Native Linux support is high on our priority list and it will be supported in future versions.**

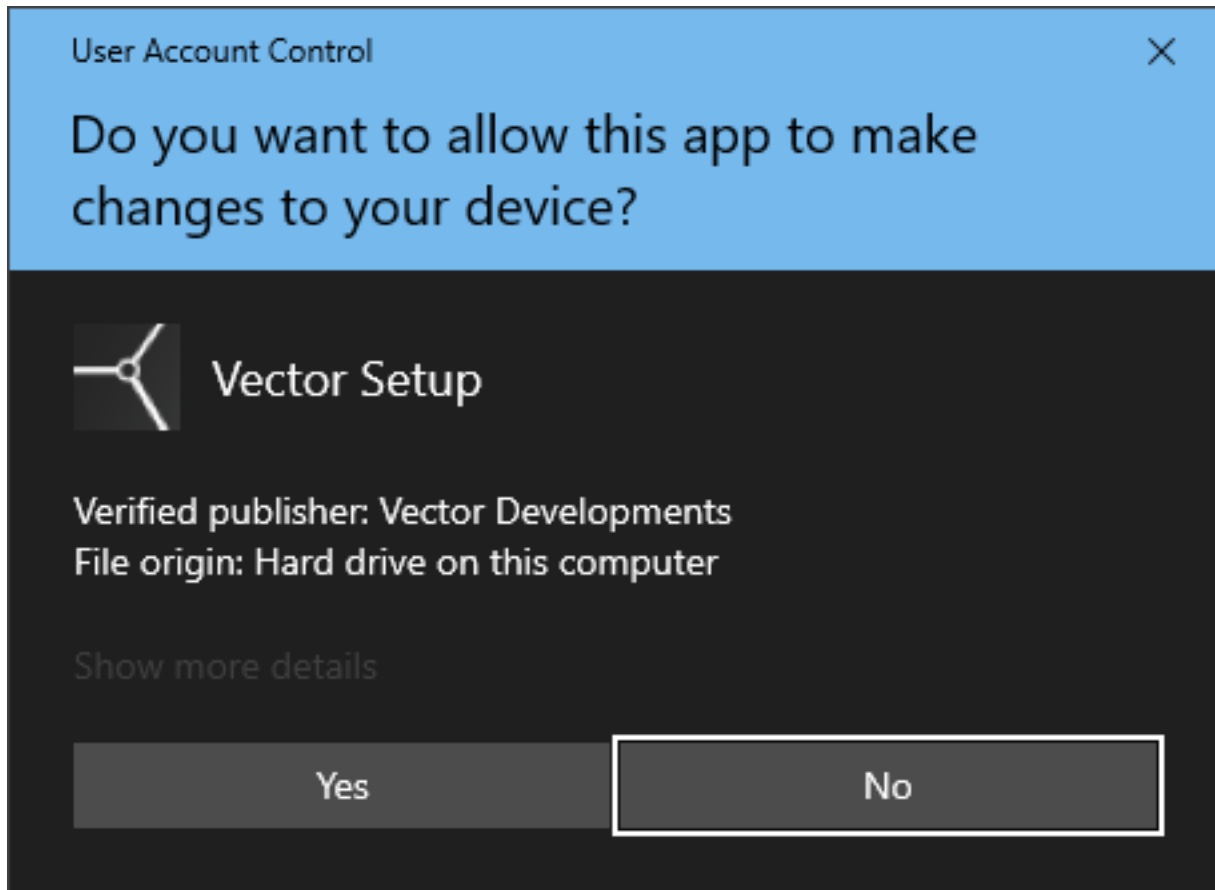
Installing Vector is really simple to do and takes less than 2 minutes.

### 3.1 Method A: Using the Vector Installer

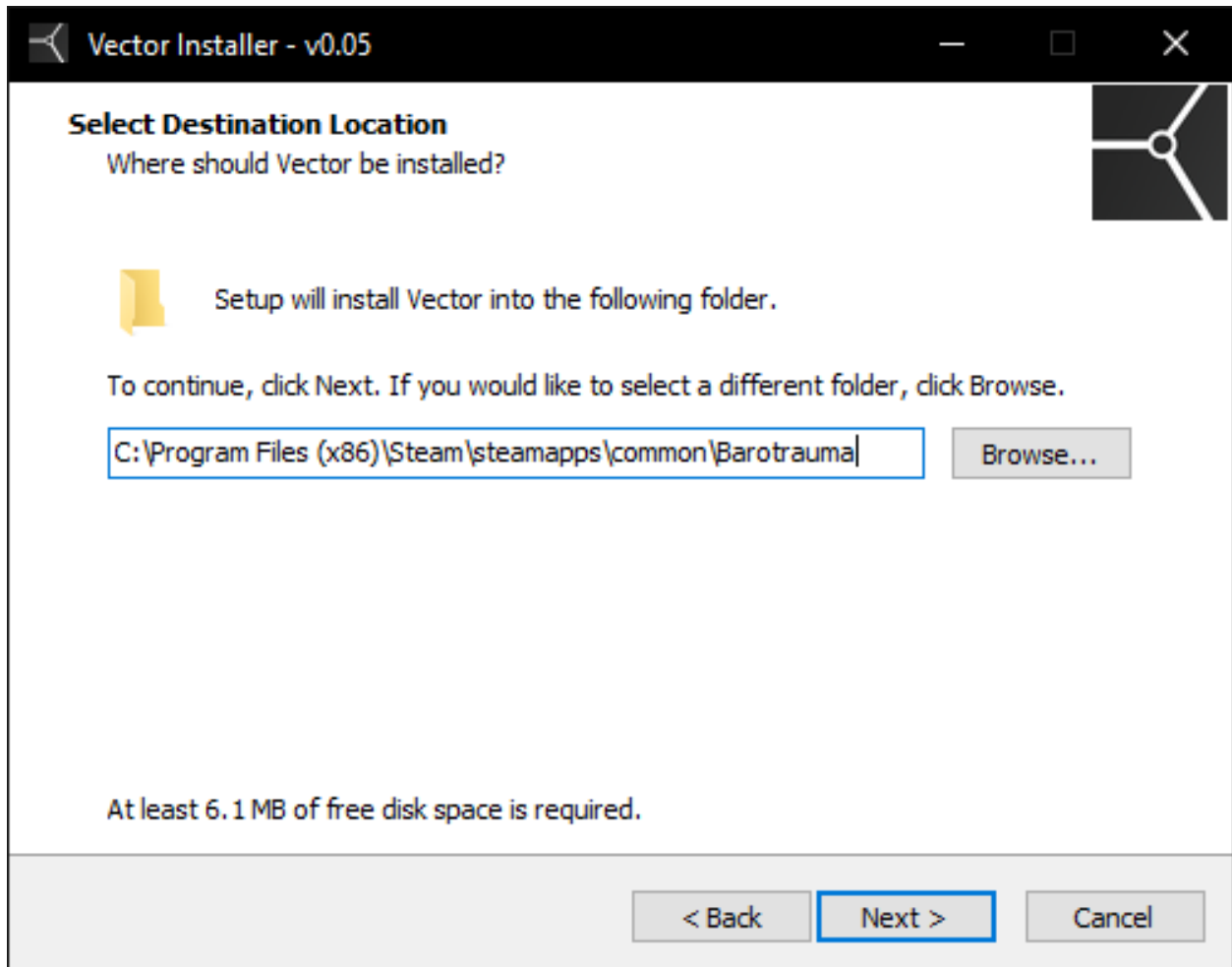
- Click the “Download Installer” button from <https://vectormod.cf>.



- Run **VectorInstaller.exe**, you may be asked for admin permissions, accept the prompt.



- Follow the prompts as directed. Vector defaults to the **C:\Program Files (x86)\Steam\steamapps\common\Barotrauma** folder, if you have another instance of Barotrauma you want to install Vector on, or your game is not in this directory, you will need to select it as such.



All done! You can now configure Vector in your DataVector folder.

## 3.2 Method B: Using the .zip

- Click the “Download .zip” button from <https://vectormod.cf>



- Use an archive manager to extract the contents of Vector to your Barotrauma folder.

All done! You can now configure Vector in your DataVector folder.





If WebSocket functionality is enabled on your Vector server, the on-server API has been enabled. Your Vector server will then communicate with your WebSocket server.

**WARNING: It is your responsibility to secure your communications. Anybody with access to your WebSocket server can send commands to your Vector server.**

### 4.1 Receiving Messages

Your Vector server will send the following messages to your websocket server for handling:

- JOIN Player Name|SteamID64|IP
- LEAVE Player Name|SteamID64
- REPORT ReportedBy|Reason
- (Coming Soon) LOG LogText

### 4.2 Sending Messages

Your Vector server will understand the following messages sent:

- BROADCAST\n (Message)
- KICK\n Player|Reason
- BAN\n Player|Reason|Duration



## CHAPTER 5

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### Indices and tables

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- `genindex`
- `modindex`
- `search`