

```
#
# ET Admin Mod Config-file
#
# (c) Mark Davis <gaming@dlp.de> 2004-2005
#   etadmin_mod: ([dlp])H. Potter
#
# Kontakt ueber www.gamesunited.de oder et.dlp.de
# oder via E-Mail an obige Adresse.
#
# Kommentarseiten beginnen mit einer Raute (#)
# und werden beim Einlesen der Config ignoriert.
#
# Last update: 06.12.2005

# Config Section:
[config]

# debug
#-----
# Debug Ausgabe zum debuggen
# 0 = aus, 1 = wenig, 2 = viel
#
# debug output into the logfile ?
# 0 = off, 1 = few, 2 = much
debug                = 0

# dry Run
#-----
# Dieser Modus ist zum testen. Wenn dieser aktiviert ist,
# dann werden die RCON Befehle nicht an den Server uebergeben,
# sondern nur ins Logfile geschrieben.
#
# This mode is for testing. If you activate this (1), then
# all commands to the server will only be written to the
# logfile
#
dry_run              = 0

# et_mod
#-----
# Welcher mod laeuft auf dem ET-Server ?
#
# Which mod is running on the ET-server ?
#
# 0 == etmain
# 1 == shrub
# 2 == etpro
# 3 == headshod
et_mod               = 2

# logfile
#-----
# Pfad zum Consolen Logfile. Diese Einstellung ist sehr wichtig!
# Wenn hier was falsches eingestellt wird, dann wird der etadmin_mod
# nicht funktionieren (er wird einfach nichts machen).
#
# Path to the console logfile
# This setting is very important. If you set this setting to a wrong
# value, then the etadmin_mod will NOT work.
logfile              = /path/to/.etwolf/etpro/etconsole.log

#####

# input_type
#-----
# Please choose, how you want the commands to be passed to the ET-server
# Gueltige Optionen: udp / file
#
# Wie sollen die Befehle an den ET-Server uebergeben werden?
# Valid options: udp / file
input_type           = udp

# file Konfiguration / file configuration
#-----

# You can ignore this part, if you choose input_type = udp

# input_file
#-----
# Bitte hier die Datei angeben, in die die Befehle geschrieben werden sollen.
# NUR ausfuellen, falls input_type = file !
```

```
# Please choose the file, where the commans have to be written in.
# ONLY if input_type = file !
input_file                = server.in
```

```
# ENDE file Konfiguration / END file configuration
```

```
#
# udp Konfiguration / udp configuration
#-----
```

```
# You can ignore this part, if you choose input_type = file
```

```
# server_password
#-----
# Hier bitte das RCON-Server Passwort eintragen.
# Nur ausfuellen, falls input_type = udp
#
# server_password => rcon server password
# ONLY if input_type = udp !
#
# PLEASE CHANGE THIS TO YOUR SERVER
# RCON PASSWORD, OR THE ETADMIN_MOD
# WON'T WORK !
server_password           = password
```

```
# server_addr
#-----
# Server IP or Adresse des ET-Servers.
# Nur ausfuellen, falls input_type = udp
#
# IP or hostname of your ET-Server.
# ONLY if input_type = udp !
server_addr               = localhost
```

```
# server_port
#-----
# ET-Server UDP-Port (standard ist 27960)
# Nur ausfuellen, falls input_type = udp
#
# Server Port (27960 is default)
server_port               = 27960
```

```
# ENDE udp Konfiguration / END udp configuration
```

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#####
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```
# website
#-----
# Hier die Webseite des Clans / Hosters eintragen, wo
# man die Nicknames registrieren kann.
#
# Your website, where players can register their
# name (if they can).
website                   = www.yoursite.com
```

```
# etadmin_serverlist
#####
# This function updates the serverlist on et.dlp.de
# Set this to 0, if you don't want your server list there.
#
# The serverlist is available here:
# http://et.dlp.de/etadmin_mod/server_list.php
#
etadmin_serverlist       = 1
```

```
#####
```

```
# spree_detector
#-----
# Killing Sprees im Spiel erkennen und anzeigen ?
# (0 == aus, 1 == an)
# Position und Anzahl koennen im Block [spree] und [positions]
# weiter unten konfiguriert werden.
#
# Detect multi kills and killing sprees (0/1)
# Positions and Amount of kills can be configured in the
# [spree] and [positions] section further below
spree_detector            = 1
```

```
# displays the longest spree
# use !spree_record to see the current record
# and !spree_reset to reset it.
```

```
these 2 commands have to be in the permission section.
longest_spree_display    = 1

# Shall the spree record be stored in a file?
# If not, then the spree_record gets reset, when you
# restart the etadmin_mod.
persistent_spree_record = 1

# for death sprees:
death_spree_detector    = 1

# spree_color (still used in some parts)
# Used in last_blood and map spree record
spree_color             = ^7

# Announce first blood
first_blood             = 1

# Detect Multikills (UT like, 3 at once)
# Note: The 3 kills have to be max. 3 seconds away from each other
multikill_detector      = 1

# Detect Monsterkills (UT like, 5 at once)
# Note: 5 kills have to be max. 3 seconds away from each other
monsterkill_detector    = 1

# Displays the last kill of the round
# in intermission.
last_blood              = 1

# HINT: See the etc/sound.cfg for sounds for firstblood, sprees, multikills oder else.

#####

# Birthday notifications
birthday_notifications   = 1
birthdays_file          = etc/birthdays.cfg

#####

# detect_uneven_teams
# -----
# displays messages, if teams are not even (+/-3 players).
# e.g axis 3, allies 6 players -> message
detect_uneven_teams     = 1

# This is the first displayed warning, if uneven teams are detected.
uneven_warning1          = ^1Mhhh. Teams look pretty uneven... ^1Better ^1have ^1a ^1look!

# This is the second warning. It will be displayed 30 seconds, after
# the first warning has been displayed. This is the last warning before
# the escalation command (gets executed on warning 3).
uneven_warning2          = ^1Teams are still uneven... ^1Please even up teams!
#uneven_warning2         = ^1Teams are still uneven... ^130 seconds before shuffle without restart!

# This is the third warning and gets displayed right after the
# escalation command (if there is a escalation command set)
uneven_warning3          = ^1Teams are still uneven... ^1Please even up teams!
#uneven_warning3         = ^1Teams have been shuffled. Please mind teams next time.

# Uneven teams escalation rcon command (after 60 seconds uneven teams)
# Note: This command is executed right before the 3 warning.
uneven_teams_escalation_cmd =
#uneven_teams_escalation_cmd = ref shuffleteamsxp_norestart

# This is the last messages, that will be repeated every 30 seconds,
# if teams won't be even.
#
# Note: This warning will not be reached, if your escalation command
#       is a shuffle (like shuffle_teams or ref shuffleteamsxp_norestart).
uneven_warning4          = ^1Mhhh. Teams still look pretty uneven... ^1Please ^1someone ^1even ^1teams!

#####

# if you want to protect one or more clantags (the clans-section)
# set this to one:
clantag_protector        = 0

# Let admin level override password of a clantag protection ?
# The value is the minimum level required for overriding
# a clantag_protection password.
# 0 == disables
# > 0 activated
```

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admin_ctp_override      = 3

#####

# enhanced warn command
#-----
# replaces !warn with !warn <name|id> <reason>
# You can use !dewarn to remove warning(level) from a player
# !finger / !admintest to show the warning (also shown on server entry)
use_advanced_warn = 1

# Max amounts of warnings:
# If limit is reached, player gets kicked / banned
# 1 == immediate kick on first warning
warn_limit = 4

# When shall warnings decay (in days):
warn_timeout = 2

# kick length in minutes.
# > 5 -> temp ban, else normal kick
warn_kicklength = 5

#####

# advanced kick
#-----
# replaces !kick with !kick <name|id> [reason] (shrub like)
use_advanced_kick = 1

#####

# admin_greeting
#-----
# Sollen Admins begruesst werden ?
# Ein Wert von 0 deaktiviert diese Funktion, ansonsten gibt
# man hier den minimalen Admin Level an, der begruesst werden
# soll.
# Durch den Befehl: "setu hp_greeting 0" kann diese bei Bedarf
# durch den Client abgeschaltet werden. Die standard Begruessungen
# sind im Block [greetings] weiter unten definiert.
#
# Shall Admins be welcomed ?
# Value = minimum level to be greeted, 0 to deactivate
# Default: 1
# Can be deactivated by user command: "setu hp_greeting 0"
# The greetings are defined in the [greetings] block below
admin_greeting      = 1

# name_protector
#-----
# Protect names (0/1)
name_protector      = 1

# Datei mit Name=GUID (pro line) fuer namensregistration
protected_file      = etc/protected.cfg

# Gib Protector (0/1)
# Schaut nach Lightweapon Teammate gibs.
# Funktioniert nur mit shrub mod und Gibs im Logfile
# SHRUB ONLY
body_protector      = 0

# Admin functions (0/1)
admin_functions      = 1

# rcon_featback
# shall the output of rcon commands be displayed ?
# -1 => disabled
# > 0 => enabled for this level and above
rcon_featback        = 1

# shall the replies of silent
# commands be private (not visible to other users) ?
# requires: etpro 3.1.9+
silent_private_messages = 1

# if you set use_punkbuster = 1
# then the kicks are made with punkbuster
# this is recommended, because
# punkbuster shows the reason in the client, after disconnect.
use_punkbuster        = 1

```

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# Default length of a kick
default_kick_duration = 5

#####

# Shrub (compatible) Config file (for protected, admins, bans, ...)
shrubbot_cfg = etc/shrubbot.cfg

# Which char must be put in front of the commands ?
command_prefix = !

# Shall the external program calls / commands (See section [externals])
# be permission based?
#
# - If you set this to 0, all commands are automatically available for everyone.
# - If you set this to 1, you have to configure every external command
#   in the permission section
permission_based_external_commands = 1

# Bans aus dem shrubbot config file durchsetzen (0/1)
# Kick beim joinen (inkl. 5 Minuten ban).
# Nur notwendig, falls Shrubbot nicht aktiv !
#
manage_bans = 1

# unix (unix timestamp) / shrub (seconds since 1.1.2000)
# Default: unix (unix timestamp)
ban_timestamp_format = unix

# This is the default reason displayed and inserted into the shrubbot.cfg
# when you ban someone with the !ban command
ban_default_reason = Banned by admin

# Activate Seen database (0/1)
# requires Perl DB::File Module.
# deactivate, if you don't have it (you get a error on starting)
# or can't install it on your own.
seen_db = 1

# Seen-DB File:
# Choose a filename.
seen_db_file = var/seen.db

# Path to the tail binary
tail = /usr/bin/tail

#####

# Votings canceln (0/1)
# Aktiviert / Deaktiviert die unteren Funktionen
#
# Cancel votings (0/1)
# activates / deactivates features below
cancel_votes = 1

# Votes nur alle X Minuten (pro Karte) zulassen (Minuten, 0 = deaktiviert)
#
# How long shall a specific vote be disabled (canceled) afte called.
allow_vote_minutes = 5

# Cancel_mode (for map / campaign votes, like map_restart, shuffle_teams, ...)
# 1 == X mins before end of map,
# 2 == after X% of map time,
# 3 == X minutes after mapstart (default)
cancel_mode = 3

# Cancel time after a vote has been casted
# Length in "minutes" (mode 1 or 3) OR "percent" (mode 2)
# default: 10 for cancel_mode 3
cancel_time = 10

# Defined, from which level Admins are allowed to cast votes
# which are not affected by the cancel_vote restriction
# 0 = disable (admins aren't allowed to vote either)
# >= 0 minimum level for admins which are allowed to bypass vote_cancel.
cancel_adminlevel = 1

# cancel votes for standard maps (railgun/battery/fueldump/goldrush/...)
# Usefull for trickjump servers.
# default: 0
cancel_standardmap_votes = 0

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# simple_stats
# !stats shows kills/death/... since player joined.
# Don't forget to add the permission to lvl0 (or else)
simple_stats          = 1

#####
# Intermission Mapvoting.
# See here:
# http://et.dlp.de/etadmin_mod/wiki/index.php/Intermission_Mapvoting
intermission_mapvoting = 0
intermission_mapfile   = etc/maps.lst

#####
# loadable configs
# -----
# There you can put configs, which you can load with !loadconfig
# be aware, those settings may be temporarily, if map configs
# overwrite these settings next map again or you do a !readconfig
loadable_configs      = etc/configs

# map_configs
# -----
# directory of map specific configs.
# you can use set everything in there,
# but not permissions and dont forget to
# specify a block ([config], [positions], ...)!
#
# default.cfg gets loaded, IF there is NO <mapname>.cfg
# Else only <mapname>.cfg gets loaded.
# Therefore you can use default ro reset
# settings or set defaults again.

#map_configs          =
map_configs           = etc/maps

# maps config load order.
# -----
# Which config shall be loaded first.
# 0 = first mapname.cfg, then default.cfg (default)
# 1 = first default.cfg, then mapname.cfg
#
# Be aware: if you have map_configs_order = 1 and map_configs_options = 0,
#           then only default.cfg will be loaded, never mapname.cfg.
#           Only, if default.cfg doesn't exist.
map_configs_order     = 0

# maps config options
# -----
# Shall both config files be loaded?
# 0 = abort after first loaded config file (default)
# 1 = load both configs after another (default.cfg and mapname.cfg, order see map_configs_order)
#
# Note: 1 is useful, if you have a default.cfg, which shall be loaded every map, but sometimes
# overwritten by a special map config.
map_configs_options   = 0

#####
# Automute
# -----
# If a player uses a "bad"word on the badword-list, he'll get a warning like
# 'this is your first and last warning, don't use bads words on this server!'.
# The second time he uses a badword, he gets muted for 1 minute, third time
# he uses one: 2 minute, then 4, 8, 16, and so on
#
# >>>> ETPRO ONLY ATM <<<<<
automute              = 0

# Which lvl of admins are not checked for badwords: (=>)
automute_override_lvl = 1

# see file for documentation
# or here: http://et.dlp.de/etadmin_mod/wiki/index.php/Automute
badwords_file        = etc/badwords.lst

# If someone gets muted (due to automute or vote or ref), he
# will immediatly be muted again on rejoin
#
# persistent_mute is a bit-option

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1 == ONLY AUTOMUTED players mute state will be saved
# 2 == ONLY PMUTED players mute state will be saved.
# 4 == EVERY MUTED PLAYER will get his mute state saved! (Includes option 1 & 2)
persistent_mute           = 3

# To have a record saved for every map:
# 0 = don't save map spree's
# 1 = save map spree's and show mapspre / overall record at the end of a map
# 2 = save map spree's and show longest spree / map_spree record at the end of map
persistent_map_spree_record = 2

#####

# The minimum age (in days) of the Punkbuster ID.
# If you want to kick newbies or cheaters, that get a new key,
# set this to a value > 0
minguidage                = 0

# Punkbuster Message prefix:
pb_sv_msgprefix           = ^3PunkBuster Server

# Detects name stealing / faking,
# if activated. Also detects the
# bug with the space in front of the name
# with pb does not detect atm
# RECOMMENDATION: ACTIVATE THIS FEATURE
# (for more security of the admin functions)!
name_stealing_detection = 1

# name_minlength
# -----
# Specify the minimum name length here.
# (Use this, if you don't use punkbuster
# to check the name length)
#
# Values:
# 0 == deactivated
# > 0 for length check
# check is name length >= name_minimum length
name_minlength            = 0

# kick_badnames
# -----
# to kick players with a
# a [bad_names]-part in the name.
# use this (if you dont use punkbuster
# to do the job)
#
# Values:
# 0 == deactivated
# 1 == kick players with bad names immediately (like bad_name_grace_period = 0)
# 2 == kick players after 30 seconds, if they don't change their name
kick_badnames             = 0

# grace period for bad named player to change name (in seconds)
# this is only useful if kick_badnames is set to '2'
bad_name_grace_period     = 30

# detect_sound_exploit
# -----
# Use this, if you don't use etpro or the headshot mod.
# Exploiting players will be kicked and banned.
# They are only banned, if you have manage_bans = 1 or
# if you use the shrub mod, else they are only kicked for 5 minutes.
detect_sound_exploit      = 1

#####

# banners
# -----
# Shall the banner messages from
# the banner section be displayed ?
banners                   = 0

# If "banners = 1", bannertime configures the
# duration between the messages.
bannertime                = 120

#####

# forceclass_balance
# -----
# With forceclass_balance, you can restrict
# the amount of players per class.

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# If you activate this setting, then you can
# set the amount of players in the
# class_restrictions section and
# can define rules (how many players must be
# on the server to make a class or group available)
#
# see [class_restrictions] and [rules] sections
forceclass_balance      = 1

# If you set fcb_except_admins to a value higher >0,
# then admins (with a level higher then this value)
# are excluded from the forceclass_balance.
# Set this to 0 to disable exceptions completely.
fcb_except_admins       = 0

# How often shall the ingame notices about the
# rules be displayed.
# Set this to 0 to deactivate the messages.
rule_announce_time      = 120

# For class restriction / rule messages:
# Suppress the change in status messages ?
# These removes the "XXX has now become (un)available" messages.
rule_dont_show_change   = 0

#####
# teamkill_restriction
#-----
# this is experimental feature, which you can
# use to auto kick players, that make much more
# tks, then everything else. Aggressive teamkillers
# are first warned, then kicked.
#
# Explanation how it works:
# For every kill players get a positive
# score (see tk_kill_bonus), for every teamkill
# the player gets negative one:
#
# -0.65 for a kill with a airstrike or artillery
# -0.75 for a teamkill with (grenade, panzer, rifle, mortar or mg42)
# -0.00 for a teamkill with a mine
# -1 for a normal TK with all other weapons.
# +1 if you make a revive
# +"tk_kill_bonus" for a kill
#
# lower_limit      0      upper_limit
# |----|-----|-----|
#   ^      ^      ^
#   | warning      start
#   kick
#
# if a player gets under the (tk_lower_limit +1) he gets a warning.
# As soon as he comes below the tk_lower_limit he gets kicked.
# If you want to test this feature, then set "tk_warnonly = 1".
# Normal players tend to play at the upper limit (tk_upper_limit)

# teamkill_restrictions on(1)/off(0)
teamkill_restriction     = 1

# tk_lower_limit is the amount of negative points
# needed for a player to get kicked.
tk_lower_limit           = -3

# tk_upper_limit
# This is the maximal points, which can be archived as "bonus"
tk_upper_limit           = 3

# This is the amount of points, players get for a normal kill
# to increase the tk_index (max=tk_upper_limit)
# this option can be seen as a tk/kill percentage.
# If you want allow one TEAMKILL on 4 kills, then set this to 0.25
tk_kill_bonus            = 0.25

# If you set tk_warnonly, then players, that
# drop below tk_lower_limit are not kicked (only warned)
# use this for testing, if you unsure about your settings.
tk_warnonly              = 0

# If you set tk_except_admins, then admins (all lvl1+)
# players are excluded from the teamkill_restriction
tk_except_admins         = 0

# suicide_limit

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# -----
# How many selfkills are allowed:
# 0 == disabled.
# > 0 == amount of selfkills / map
suicide_limit          = 0

# Warn from X percent (0 - 1.0):
# after how many self kills,
# shall a warning be displayed?
# e.g.
# example1: suicid_limit = 5, suicide_warn_percentage = 0.66 => warnings after 4th selfkill
# example2: suicid_limit = 10, suicide_warn_percentage = 0.50 => warnings after 5th selfkill
suicide_warn_percentage = 0.50

# If you set suicide_nokick = 1,
# then players, that make more suicides then allowed
# are forced into spec instead of getting kicked
# This ruins their ingame stats (not the stats taken
# from the logfile)
suicide_nokick          = 0

# class_restrictions
# -----
# Wie viele Spier pro Klasse sind erlaubt?
# Wenn eine Klasse voll besetzt ist, dann wird der naechste
# Spieler, der diese Klasse auswaehlt zum Spectator gemacht
# mit der Aufforderung, eine andere Klasse zu waehlen.
#
# -1 = Unbegrenzt (standard)
# 0 = Klasse deaktiviert
# >0 = Spieler Limit fuer diese Klasse
#
# How many players / class are allowed. Admin's can choose,
# whatever they want (-1 unlimited)
# if the limit is exceeded, then the player gets
# put into spec and has to use a different class.
#
# -1 = Unlimited(standard)
# 0 = Class deactivated
# >0 = Player limit for that class

# To do: A timer is planed.
[class_restrictions]

# Soldier (0):
0                      = -1
# Medic:
1                      = -1
# Engi:
2                      = -1
# Field Ops:
3                      = -1
# covert ops:
4                      = -1

# rules (addition of forceclass_balance)
# -----
# Wie viele Spieler muessen sich auf dem Server befinden,
# bevor eine Klasse verwendet werden kann.
# 0 deaktiviert eine Regel.
# Bitte beachten, dass fuer jede Regel eine Nachricht alle
# <rule_announce_time> eingeblendet wird. Daher die Anzahl
# der Regeln moeglichst gering halten.

# How many players have to be on the server, before
# this classes become available:
# 0 deactivates a rule.
# Please be aware, that you get a announcement for each rule every <rule_announce_time>
# time. So try to keep the amount of rules low.
[rules]

# This is just for panzer:
player_minimum_panzer   = 0

# This is for mortar only.
player_minimum_mortar   = 0

# Sniper are coverts with a scoped weapon (FG42, Garand and K43)
# Coverts with a sten are still allowed then..
player_minimum_sniper   = 0

# Includes Mortar, Flamer, MG42 and of course Panzer
player_minimum_heavyweapons = 0

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# Engineers with rifles (Garand, K43)
player_minimum_rifleengi      = 0

# Complete Covert Class
player_minimum_covert         = 0

# Amount of Kill for the different types of killing sprees
[sprees]
spree                         = 5
rampage                       = 10
dominating                    = 15
unstoppable                   = 20
godlike                       = 25
wicked                        = 30
potter                        = 35

# mount of deaths is negativemount of Deaths for the different types of death sprees (negativ values)
badday                        = -10
victim                        = -15
asskicked                     = -20

# spree_messages (new in 0.25)
# -----
# define your killing / death spree messages here:
#
# Note: The color gets reset to whie after a break. You never know,
# when a breaks happens (depends on the length of the name), place a
# color code infront of every word.
[sprees_messages]
# if a spree ends (these names [ends_(kill|teamkill|selfkill)] are fixed):
# Replacements: <PLAYER>, <KILLER>, <KILLS>
ends_kill                     = <PLAYER>^8's ^8killing ^8spree ^8ended ^8(^7<KILLS> ^8kills). ^8He ^8was ^8killed ^8by ^7<KILLER>^8!
ends_teamkill                 = <PLAYER>^8's ^8killing ^8spree ^8ended ^8(^7<KILLS> ^8kills). ^8He ^8was ^8killed ^8by ^1TEAMMATE ^7<KI
ends_selfkill                 = <PLAYER>^8's ^8killing ^8spree ^8ended ^8(^7<KILLS> ^8kills). ^8He ^8killed ^1himself, ^8what ^8a ^8pit

# spree is the only required keyword, everything else can be added like you want.
# Replacements: <PLAYER>, <KILLS>
spree                         = <PLAYER> ^8is ^8on ^8a ^8killing ^8spree! ^8(^7<KILLS> ^8kills ^8in ^8a ^8row)
rampage                       = <PLAYER> ^8is ^8on ^8a ^8rampage! ^8(^7<KILLS> ^8kills ^8in ^8a ^8row)
dominating                    = <PLAYER> ^8is ^8dominating! ^8(^7<KILLS> ^8kills ^8in ^8a ^8row)
unstoppable                   = <PLAYER> ^8is ^8unstoppable! ^8(^7<KILLS> ^8kills ^8in ^8a ^8row)
godlike                       = <PLAYER> ^8is ^8godlike!! ^8(^7<KILLS> ^8kills ^8in ^8a ^8row)
wicked                        = <PLAYER> ^8is ^8wicked ^8sick!!! ^8(^7<KILLS> ^8kills ^8in ^8a ^8row)
potter                        = <PLAYER> ^8is ^8real ^8Potter!!! ^8(Woohoo, ^7<KILLS> ^8kills ^8in ^8a ^8row!)

# deathsprees messages: (Replacements: <PLAYER>, <DEATHS>)
badday                        = <PLAYER> ^7seems to have a bad day ... (^3<DEATHS>^7 deaths without a ^1kill^7)
victim                        = <PLAYER> ^7is on the best way to get ^3victim^7 of the day... (^3<DEATHS> ^7deaths w/o kill)
asskicked                     = <PLAYER> ^7really gets his ass kicked! Oh well, ^3<DEATHS> ^7deaths w/o ^1kill^7...

# positions
# -----
# Konfiguration der Position aller etadmin_mod Nachrichten
#
# Configuration of the position of all etadmin_mod messages.

# Available positions are:
# -----
# etmain:
# - say (chat window, with "console: " in front)

# shrub / headshot_mod:
# - chat (chat window,
# - cpm (left popup area),
# - cp (center print)
# - say (chat window, with "console: " in front),

# etpro:
# - qsay (chat window,
# - cpmsay (left popup area) available since 3.0.15+
# - cp (center print)
# - bp (banner print area, top of screen)
# - say (chat window, with "console: " in front)

# be sure to choose the right "et_mod" above in the config section.
[positions]

# Killing sprees: (a s_ infront to not interfere with other positions)
s_spree                       = qsay
s_rampage                     = cp
s_dominating                  = cp
s_unstoppable                 = cp

```

```

_godlike           = cp
s_wicked           = cp
s_potter           = cp

# death spree positions:
s_badday           = qsay
s_victim           = qsay
s_asskicked        = qsay

# First blood
first_blood        = cp

multikill           = qsay
monsterkill        = cp

# Last blood
# dont use cp /cpmsay for last_blood or
# it wont be shown in intermission
# Use: qsay / chat / say
last_blood         = qsay

# Greetings / Begrueessungen:
greetings          = qsay

# Banner messages / Banner Nachrichten ?
banners            = bp

# Forceclass_balance announcements:
# I recommend cpm with shrub and headshot mod, cpmsay in etpro (3.0.15+)
announcements      = qsay

# default position for all text output
default            = qsay

# NEW:
uneven_teams       = cp
birthdays         = cpmsay

# suicide limit:
suicide_warnings   = cpmsay

# clans
# -----
# Hier kann man clan-tags passwörtern zuweisen. Dann koennen
# nur noch Spieler, welches das Passwort mit
# setu hp_password "password"
# gesetzt haben, diesen Tag benutzen.
# Linke Seite: regulaerer Ausdruck, daher []() schuetzen (mit \), ^ Anfang und $ Ende

# Here you can passwords to clantags.
# If you set a password for a clantag, then only players, which
# have the password set with:
# setu hp_password "password"
# use the clan tag.
# Left side: Regular expression, therefore []() have to be escaped, ^ for start, $ for end of name
[clans]

# Examples:

# Protects: "[tB]..." Names
#^[tb\]          = testpass

# Protects: "...[nC]" Names
#[\nC\]$         = testpass

# externals
# -----
# Externe Programme / Befehle
# External programs / commands
#
# Ersetzungen / Replacements. Those replacements also work in the alias section:
# <PLAYER>        = Name of the calling player (without color codes)
# <COLOR_PLAYER>   = Name of the calling player (with color codes)
# <GUID>           = Guid of the calling player (without color codes)
# <PARAMETER>      = text followed by the command. USE quotes ("<PARAMETER>") to protect your programs !
# <CLIENT_ID>      = the client id of the calling player.
# <PART2GUID>      = tries to match a player and then replaces the tag with the guid of the matching player
# <PART2CNAME>     = tries to match a player and then replaces the tag with the name (with colors)
#                  of the matching player
# <PART2NAME>      = tries to match a player and then replaces the tag with the name (w/o colors)
#                  of the matching player
# <PART2ADMINLEVEL> = tries to match a player and then replaces the tag with the adminlevel of the matching player

```

```

ADMINLEVEL> = Adminlevel of the calling player
#
# Note: If you set permission_based_external_functions = 1, you have to add these commands to the permission
#       section.
[externals]
# Fortune:
fortune           = /usr/bin/fortune -a -s

# Server Uptime:
server_uptime     = /usr/bin/uptime |/usr/bin/cut -f 1 -d ',' |/usr/bin/xargs -iX /bin/echo Server uptime: X

# For stats to work, you have to install "either"
# systats         - http://systats.sourceforge.net
# ets             - http://soul.datamax.bg/~cade/away/ets/, needs patch, see addons directory
# vsp            - http://www.clanavl.com/vsp
#
# Then you also have to configure the ets_stats.pl, systats_stats.pl or vsp_stats.pl
# in the addons directory.

# ets stats:
#stats           = addons/ets_stats.pl "<COLOR_PLAYER>"

# Systats stats:
#stats           = addons/systats_stats.pl "<COLOR_PLAYER>"

# vsp stats (Thx to Lukey):
#stats           = addons/vsp_stats.pl "<GUID>" "<COLOR_PLAYER>"

# Admin notify
# For this to work, you have to configure the notify.sh in the addons-directory.
#admin           = addons/notify.sh "<COLOR_PLAYER>" "<PLAYER>" "<PARAMETER>"

# Voting script:
vote             = addons/vote.pl <GUID> <ADMIN_LEVEL> "<PARAMETER>"

# greetings
# -----
# Hier kann man die unterschiedlichen Begrueßungen definieren,
# welche angezeigt werden, wenn ein "Admin" (>level0) den Server
# betritt. Dazu muss "admin_greeting = 1" im Config-Bereich
# gesetzt sein.
#
# Here you can assign the messages, that will be displayed, when a
# admin (>level 0) enters the servers. This will only work, if
# you set "admin_greeting = 1" in the config section.
#
# greeting strings:
# level = greeting
# replacement: <PLAYER> / <COLOR_PLAYER>
[greetings]
1               = Welcome protected user <COLOR_PLAYER>
2               = Ohohhhh! Admin I<COLOR_PLAYER> ^7entered the game!
3               = Stand up! Admin II<COLOR_PLAYER> ^7entered the game!
4               = Stand up! Admin III <COLOR_PLAYER> ^7entered the game!
5               = ^1Attention! ^3Floormaster ^7<COLOR_PLAYER> ^7entered the game!

# Default greeting, if no level is set ...
default         = Everybody welcome <COLOR_PLAYER> ^7!

#####
# Command alias section #
#####

# Shortcuts / Aliases.
# Ersetzungen / Replacements.
# <PLAYER>       = Name des aufrufenden Spielers (ohne ColorCodes)
# <COLOR_PLAYER> = Name des aufrufenden Spielers (mit ColorCodes)
# <GUID>         = Guid des aufrufenden Spielers
# <PARAMETER>    = text followed by the command. USE quotes ("<PARAMETER>") to protect your programs !
# <CLIENT_ID>    = the client id of the calling player.
# <PARAMETER> / PART2PBID / PART2NAME / PART2ID
# <PLAYER_LAST_VICTIM_(ID|NAME|CNAME|WEAPON)> = last player, you killed
# <PLAYER_LAST_KILLER_(ID|NAME|CNAME|WEAPON)> = last player, that killed you
# <PLAYER_CLASS> = class of calling player
# <PLAYER_TEAM>  = side / team of calling player
# <PLAYER>       = Name of the calling player (without color codes)
# <COLOR_PLAYER> = Name of the calling player (with color codes)
# <GUID>         = Guid of the calling player (without color codes)
# <PARAMETER>    = text followed by the command. USE quotes ("<PARAMETER>") to protect your programs !
# <CLIENT_ID>    = the client id of the calling player.
# <PART2GUID>    = tries to match a player and then replaces the tag with the guid of the matching player

```

```

# <PART2CNAME>      = tries to match a player and then replaces the tag with the name (with colors)
#                   = of the matching player
# <PART2NAME>       = tries to match a player and then replaces the tag with the name (w/o colors)
#                   = of the matching player
# <PART2ADMINLEVEL> = tries to match a player and then replaces the tag with the adminlevel of the matching player
# <ADMINLEVEL>      = Adminlevel of the calling player
[alias]

# Rcon Shortcuts (Work with all mods / etmain)
start      = start_match
swap       = swap_teams
reset      = reset_match
#ref       = makeReferee "<PLAYER>"
ref        = ref referee "<CLIENT_ID>"
unref      = removeReferee "<PLAYER>"
shuffle    = shuffle_teams

restart    = map_restart
maprestart = map_restart
#map_restart = map_restart

# quote the parameters of the following rcon commands (because of names with spaces):
kick      = clientkick "<PART2ID>"
makeReferee = makeReferee "<PART2NAME>"
removeReferee = removeReferee "<PART2NAME>"

# Referee Commands (only ETPRO)
pub        = ref pub
comp       = ref comp
putaxis    = ref putaxis <PART2ID>
putallies  = ref putallies <PART2ID>
putspec    = ref remove <PART2ID>
putteam    = forceteam <PARAMETER>
pause      = ref pause
unpause    = ref unpause
allready   = ref allready
lock       = ref lock
unlock     = ref unlock
speclock   = ref speclock
specunlock = ref specunlock
nextmap    = ref nextmap
mutespecs  = ref mutespecs
unmutespecs = ref unmutespecs
mute       = ref mute <PART2ID>
unmute     = ref unmute <PART2ID>
timelimit  = ref timelimit <PARAMETER>
warn       = ref warn <PARAMETER>
map        = ref map <PARAMETER>
campaign   = ref campaign <PARAMETER>
gametype   = ref gametype <PARAMETER>
config     = ref config <PARAMETER>

# Shuffle without restart
shuffle_norestart = ref shuffleteamsxp_norestart
shuffleteamsxp_norestart= ref shuffleteamsxp_norestart

# campaign functions
currentcampaign = g_currentCampaign
listcampaigns   = listcampaigns
campaign        = campaign <PARAMETER>

# shops IP or GUID (etpro < 3.1.6, beware: data will be posted in global chat)
#getip          = qsay "^3getip: ^7<PART2IP>"
#guid           = qsay "^3guid: ^7<PART2CNAME> <PART2GUID>"

# etpro 3.1.6+
guid            = m <PLAYER> "^3guid: ^7<PART2CNAME> <PART2GUID>"
getip           = m <PLAYER> "^3getip: ^7<PART2IP>"

# shows IP / GUID
#info           = qsay "^3info: ^7<PART2CNAME> ^7guid: <PART2GUID>^7, ip: <PART2IP>"
info            = m <PLAYER> "^3info: ^7<PART2CNAME> ^7guid: <PART2GUID>^7, ip: <PART2IP>"

# shrub:
#getip          = chatclient <CLIENT_ID> "^3getip: ^7<PART2IP>"

# IP Bans (works with all (etmain, etpro, shrub):
addip           = addip <PARAMETER>
removeip        = removeip <PARAMETER>
listip          = g_banIPs

# To kick a player without temporary ban. Change the message, if you like.

```

```

kick                = pb_sv_kick <PART2PBID> 0 "Come back in, if you want"

# Rcon cvars:
gravity              = g_gravity "<PARAMETER>"
knifeonly            = g_knifeonly "<PARAMETER>"
knockback            = g_knockback "<PARAMETER>"
speed               = g_speed "<PARAMETER>"

# Shortcut to make the called a shoutcaster / remove his statua
ms                  = makeShoutcaster <CLIENT_ID>
rs                  = removeShoutcaster <CLIENT_ID>

# Commands to make someone shoutcaster
makeShoutcaster      = makeShoutcaster <PART2ID>
removeShoutcaster    = removeShoutcaster <PART2ID>

# cointoss (etpro-test5+)
cointoss             = ref cointoss

# Moves the calling person into the specific team
putmeaxis            = ref putaxis <CLIENT_ID>
putmeallies          = ref putallies <CLIENT_ID>
putmespec            = ref remove <CLIENT_ID>

# FUN:
beer                 = qsay "A nice sexy waitress brings ^7<COLOR_PLAYER>^7 a nice cup of beer!"
pizza                = qsay "Someone calls Mario, and he brings ^7<COLOR_PLAYER>^7 a hot pepperoni pizza!"
godmode              = qsay "^3Godmode: ^7<PARAMETER>"
coke                  = qsay "^3Ah... A delicious glass of cold Coca Cola[tm] (*thinks ^7<COLOR_PLAYER>^3 while he drinks*)"
pfstinkt             = qsay "^3Uh, that smell of the panzer is pretty strong today ... ^3(^7<COLOR_PLAYER>^3's opinion)"
bye                  = qsay "^7<COLOR_PLAYER>^3 waves his hand to say ^1GOOD BYE^3. We surely meet later!"

# Only use that one, if you running debian linux
#moo                  = qsay "This ET-server has ^3Super Cow Powers^7. Have you ^3mooed^7 today?"

# Cheats: (!cheats 1/0) (for trickjumps, testing, ...)
cheats               = forcecvar sv_cheats <PARAMETER>

# Use to set the server password. (Better make that silent)
password             = g_password "<PARAMETER>"

# New commands (for testing and demonstration):
# you don't tk / kill a admin...
vkick                = clientkick "<PLAYER_LAST_KILLER_ID>"

# stop making owned messages, when you killed me =)
vmute                = ref mute "<PLAYER_LAST_KILLER_ID>"

# for spamming ;)
owned                = qsay "^1Ha^3ha^5ha^3, i owned ^7<PLAYER_LAST_VICTIM_CNAME>^3 with my ^7<PLAYER_LAST_VICTIM_WEAPON>^7!!!"
pants                = qsay "^1No^3no^5noooo^7, i was killed by ^3<PLAYER_LAST_KILLER_CNAME>^7 with a ^3<PLAYER_LAST_KILLER_WEAPON>^7"
whoami               = qsay "I am <COLOR_PLAYER>^7. I play ^3<PLAYER_CLASS>^7 on the ^3<PLAYER_TEAM>^7 side."
laser                = forcecvar g_debugbullets <PARAMETER>

# For the etadmin_mod control center:
cc_maps              = fdir *.bsp

# permissions
# -----
# In diesem Bereich kann man festlegen, welcher Level über welche
# Rechte verfügen soll.
# Format:
# level = befehl(, befehl[, befehl], ...)
# Die Befehle werden vererbt. D.h. Level 1 hat alle Level 0 Befehle,
# Level 2 hat alle Level 1 und Level 0 Befehle, und so weiter
#
# Define the commands for the levels here:
# Here you can define, which level has access to which functions
# Format: level = commands (, command[, command], ...)
#
# New permission prefix:
# -----
# tcp: means, just for the tcp-interface
# game: means just for ingame.
# no prefix = allowed in tcp-interface and ingame.

# Permissions inherite...
[permissions]

# Level 0 (Prole):
0                    = admintest, seen, time, help, rs

```

```

# Just for fun:
0           = pizza, beer, bye, coke, pfstinkt

# like shrub help: !listcmds shows all available commands.
0           = listcmds

# Voting script. Should be lvl0 or regular players can't vote.
# Starting and ending votes is limited to lvl3+ (configure in addons/vote.pl)
0           = vote

# for teamkillrestriction:
# does not work, if you have the teamkill_restriction disabled.
0           = tkindex

# for longest_spree_display:
0           = spree_record

# if you set permission_based_external_functions = 1, you have to configure
# the external function calls in the permission section too.
# Exactly, like the aliases
#0          = stats, fortune, admin, server_uptime, vote

# Level 1 (Protected):
1           = owned, pants, whoami

# Level 2 (Admin I):
2           = fkick, kick, clientkick, mute, unmute
2           = pub, comp, config, pause, unpause, lock, unlock
2           = match_reset, reset, maprestart, restart, map_restart
2           = start_match, start, already
2           = speclock, specunlock, mutespecs, unmutespecs
2           = putaxis, putallies, putspec, putteam
2           = swap_teams, swap, cointoss
2           = timelimit, gametype, map, campaign

# if you have enhanced warning activated:
#2          = warn, dewarn

# for testing
2           = vkick, vmute

# Level 3 (Admin II):
3           = ban, cancelvote, passvote
3           = cp, qsay, nextmap, ref, unref, warn
3           = putmespec, putmeaxis, putmeallies, ms, finger
3           = makeShoutcaster, removeShoutcaster
3           = shuffleteamsxp_norestart, shuffle_norestart, shuffle, shuffle_teams

# spree_reset (resets the high score):
3           = spree_reset

# Use for resyncing teams in the etadmin_mod
# if they ever get out of sync (maybe external programs, other rcon tools, ...)
3           = resync, guid

# the admin permission for the admin command: usage: !tkindex <partofname|id>
# does not work, if you have the teamkill_restriction disabled.
3           = tkindex_admin

# Just for fun (try "!godmode on" ingame):
3           = godmode

# ip bans:
3           = addip, removeip, listip, getip

# campaign functions:
3           = currentcampaign, listcampaigns, campaign

# move players into spec, if ping of 999 (remove the script from the external section, if there is one!)
3           = spec999

#(for etpro guid bans), usage: !bani <name|id> [duration] [reason]
3           = bani

# Level 4 (Admin III):
4           = makeReferee, removeReferee
4           = gravity, knifeonly, crazygravity, speed
4           = knockback, password, silentcommands

# for commands to execute while login:
# example (before connect of in autoexec.cfg):
# /setu hp_logincmd "!ref"

```

```
= logincmd

# Level 5 (Floormaster):
5             = setlevel, readconfig, cheats, laser

# for loading etadmin_mod configs
# there is a default config, which is called off.
5             = loadconfig

# Hint:
# Use "!loadconfig off" to disable the etadmin_mod (with setting a wrong server_password)
# and !readconfig to reenable etadmin-mod then

#####
# For TCP-Interface (tcp-interface.cfg):
# -----

# You should add / change these:
1             = tcp:bc, tcp:serverinfo
3             = unban, tcp:banlist, tcp:listplayers

# to see a Usage: /playerstats [client]
3             = tcp:playerstats

# this is a pseudo permanent mute. But works ONLY with etpro atm.
#3            = pmute

# for loading maps with cheats
4             = devmap

# for retrieving a list of available maps. (for the control center)
4             = tcp:cc_maps, listcampaigns, campaign, silentcommands

# for kicking other tcp connections
5             = tcp:disconnect

# permission to see the etconsole.log output:
5             = tcp:etconsole_log

# Bad names
# -----
# Hier kann man (Teil-)Namen eintragen, die man den Spielern nicht erlauben will.
#
# You can set (part of) bad names here, which you don't want to allow your players.
[bad_names]
NAZI
HITLER
NIGGER
NIGGA
COON
JEW
FUCK
SHIT
PISS
CUNT
COCK
PENIS
VAGINA
TITS
ASSHOLE
BALLS
BONER
TAMPON
BUTTPICKER
SUCK
BITCH
BLOW
HIMMLER
HIMLER
ADOLPH
ADOLF
FUEHRER
FUHRER
GOERING

# banner messages
# -----
# empty lines or lined with a # in front are not displayed
# use "banners" to enable / disable and "bannertime" to
# configure the duration between the messages.
[banners]
^3the following lines
```


2can be filled with information
^4that should be displayed ingame.

```
# Includes:

# Help texts:
include "etc/help.cfg"

# Sound config (Spree's, multi/monsterkill, ...):
include "etc/sound.cfg"

# tcp interface
include "etc/tcp-interface.cfg"
# help
# ----
# Hier kann man die Hilfe-Nachrichten der Admin-Commands anpassen,
# welche angezeigt werden, wenn man !help <cmd> aufruft.
#
# Here you can adjust or set the help messages, displayed with
# !help <cmd>. The list may still be incomplete.
[help]
hi                = ^3Usage: ^7!hi, say hello to your fellow players.
bye               = ^3Usage: ^7!bye, say goodbye to your fellow players.
admintest        = ^3Usage: ^7!admintest, shows your current level.
time             = ^3Usage: ^7!time, displays the local time of the server.
seen             = ^3Usage: ^7!seen <fullname>, shows you the last time a person was seen on the server.
finger           = ^3Usage: ^7!finger <client_id|part of name>, shows the level / status of a player.
spec999          = ^3Usage: ^7!spec999, moves all players with 999 ping to spectator.
qsay             = ^3Usage: ^7!qsay <message>, print a message from (console) in the chat window.
resync           = ^3Usage: ^7!resync, forces admin mod to re-read current players/teams data.

pub              = ^3Usage: ^7!pub, loads the public settings
comp             = ^3Usage: ^7!comp, loads the competition settings

pause            = ^3Usage: ^7!pause, pauses the current game
unpause          = ^3Usage: ^7!unpause, resumes the current game (with 10 sec countdown)

allready         = ^3Usage: ^7!allready, makes all players ready (before warmup and in intermission)
swap             = ^3Usage: ^7!swap, swaps the teams
swap_teams       = ^3Usage: ^7!swap_teams, swaps the teams

shuffle          = ^3Usage: ^7!shuffle, shuffles the players and makes a match reset
shuffle_teams    = ^3Usage: ^7!shuffle_teams, shuffles the players and makes a match reset

gametype         = ^3Usage: ^7!gametype <TYPE>, set the gametype (2 = SO, 3 = SW, 4 = Cmpgn)
restart          = ^3Usage: ^7!restart, restarts the current map (without warmup)
maprestart       = ^3Usage: ^7!maprestart, restarts the current map (without warmup)
map_restart      = ^3Usage: ^7!map_restart, restarts the current map (without warmup)

reset            = ^3Usage: ^7!reset, restarts the current map (with warmup again)
reset_match      = ^3Usage: ^7!reset_match, restarts the current map (with warmup again)

speclock         = ^3Usage: ^7!speclock, locks the spectators
specunlock       = ^3Usage: ^7!specunlock, unlocks the spectators

mutespecs        = ^3Usage: ^7!mutespecs, mutes the specators
unmutespecs      = ^3Usage: ^7!unmutespecs, unmutes the specators

timelimit        = ^3Usage: ^7!timelimit <TIME in minutes>, sets the timelimit for current map
map              = ^3Usage: ^7!map <MAP>, loads the map. Works only in gametype 2 and 3.
campaign         = ^3Usage: ^7!campaign <CAMPAIGN>, loads the specific campaign.
listcampaigns    = ^3Usage: ^7!listcampaigns, list all available campaigns.
nextmap          = ^3Usage: ^7!nextmap, loads the next campaign.
config           = ^3Usage: ^7!config <NAME>, loads the config with the specific name.

# booting players of the server
kick             = ^3Usage: ^7!kick <client_id|part of name>, for kicking someone of the server.
fkick           = ^3Usage: ^7!fkick <client_id|part of name>, for a kick without tempban.
clientkick       = ^3Usage: ^7!clientkick <client_id>, for kicking someone of the server (with the id).
ban             = ^3Usage: ^7!ban <client_id|part of name> <duration|0> <reason>.
bani            = ^3Usage: ^7!bani <name|id> [duration] [reason], used to ban by etpro guid.

# IP Bans:
addip           = ^3Usage: ^7!addip, <IP|subnet> adds a IP / subnet to a temporary IP Banlist. Resets on server restart.
remove          = ^3Usage: ^7!removeip, <IP|subnet> removes a IP / subnet to a temporary IP Banlist. Resets on server res
listip          = ^3Usage: ^7!listip, shows all ips / networks listed / banned from the g_banIPs cvar.

# Muting
mute            = ^3Usage: ^7!mute <client_id|part of name>, for muting a specific person.
unmute          = ^3Usage: ^7!unmute <client_id|part of name>, for unmuting a specific person.

# move other player(s).
putspec         = ^3Usage: ^7!putspec <client_id|part of name>, to make someone spectator.
```

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putaxis          = ^3Usage: ^7!putaxis <client_id|part of name>, to make someone axis.
putallies        = ^3Usage: ^7!putallies <client_id|part of name>, to make someone allies.
putteam          = ^3Usage: ^7!putteam <client_id> <r|b|s>, move a player in an other team/spec.
putclan          = ^3Usage: ^7!putclan <clantag|part of name> <r|b|s>, moves a group of players.

# move myself...
putmeallies      = ^3Usage: ^7!putmeallies, To move yourself to the Allied team regardless of player balance.
putmeaxis        = ^3Usage: ^7!putmeaxis, To move yourself to the Axis team regardless of player balance.
putmespec        = ^3Usage: ^7!putmespec, To move yourself to spectator

# Manipulate votes:
cancelvote       = ^3Usage: ^7!cancelvote, cancels the current vote.
passvote         = ^3Usage: ^7!passvote, passes the current vote.

# Shoutcaster commands:
ms               = ^3Usage: ^7!ms, makes the calling spectator a shoutcaster
rs               = ^3Usage: ^7!rs, removes the shoutcaster status of the calling person.
makeShoutcaster  = ^3Usage: ^7!makeShoutcaster <client_id|part of name>, promote a spectator to shoutcaster.
removeShoutcaster = ^3Usage: ^7!removeShoutcaster <client_id|part of name>, demotes a shoutcaster back to spectator.

# Referee commands:
ref              = ^3Usage: ^7!ref, promotes you to a referee.
unref            = ^3Usage: ^7!unref, removes your referee status.
makeReferee      = ^3Usage: ^7!makeReferee <client_id|part of name>, promote a player to referee.
removeReferee    = ^3Usage: ^7!removeReferee <client_id|part of name>, demotes a referee to a normal player.

# Special commands (should be lvl4+ only):
gravity          = ^3Usage: ^3!gravity <value> (800 is default).
knifeonly        = ^3Usage: ^3!knifeonly <1|0>, leaves all players just with a knife (after respawn).
knockback        = ^3Usage: ^7!knockback <value>, changes the knock back of when you get hit (default: 1000)
speed            = ^3Usage: ^7!speed <value>, changes speed of movement for players. (High = fast, default: 320)
cheats           = ^3Usage: ^7!cheats (1|0), to enable(1) / disable(0) cheats.

# Administrative commands:
readconfig       = ^3Usage: ^7!readconfig, reloads alle config files immediately.
setlevel         = ^3Usage: ^7!setlevel <client_id|part of name> <level>, sets the level of the target
loadconfig       = ^3Usage: ^7!loadconfig, loads a config from etc/configs and temporarily overwrites settings.

# guess some help texts are still missing

```

```
[config]
```

```

#
# Enable Spree sounds.
# This requires the playsound rcon command (for etpro, use the playsound.lua)
# this requires you to have a sound/misc/multikill.wav, firstblood.wav, ...
# in a pk3 for your players for downloading.
#
# For etpro / example pk3 (incl. sounds) see here:
# http://et.dlp.de/etadmin\_mod/wiki/index.php/Spree-Sounds\_etpro%28engl%29
#
# -> THIS OPTION IS DEPRECATED, USE SOUND_MAPPINGS INSTEAD !!!!
# its only here for people, that don't want to change their config from 0.28!
spree_sounds     = 0

# Play global goat sound?
# Note: Needs playsound command
# 0 = deactivated
# 1 = only victim
# 2 = victim + attacker
# 3 = global
# See knife_kill_soundfile for the wavefile to play.
#
# See [sound_mappings] for other possibilities.
# -> THIS OPTION IS DEPRECATED, USE SOUND_MAPPINGS INSTEAD !!!!
# its only here for people, that don't want to change their config from 0.28 or 0.29beta!
knife_kill_sound = 0
knife_kill_soundfile = sound/etpro/osp_goat.wav

```

```

# The [sound_mappings] section of the config file allows you to associate text strings
# in the ET console log with a sound file. When a specified text string is written to the
# console log, the associated sound file will be played.
#
# By default the sound is audible to all players. However, the tokens -PLAYERNAME- and
# +PLAYERNAME+ can be used in the search string to be substituted for the ET player name
# in a string. This will cause the sound to be played to either just the player (-PLAYERNAME-)
# or to all players surrounding the player (+PLAYERNAME+).
#
# The [sound_mappings] text strings are specified as regular expressions. Be certain to
# escape regular expression characters you do not want interpreted.

```

```
# Note: the surrounding player feature (+PLAYERNAME+) currently works in Jaymod, etpub 0.6.3
# and etpro 3.2.3+ with playsound.lua 0.5.
#
#
# 1 = enable soundmappings, 0 = disable
sound_mappings          = 0

# rcon: means, that the regexp will apply to all rcon commands send from the etadmin_mod into the game.
# clog: means, that the regexp apply to every line of the etconsole.log.
# Remove # to activate sound.

[sound_mappings]
# First blood (also in spree sounds, don't mix spree_sounds = 1 and this):
#rcon:drew \^1first \^1BLOOD                                = sound/misc/firstblood.wav
rcon:"-PLAYERNAME- \^1drew \^1first \^1BLOOD \^1!            = sound/misc/firstblood.wav

# Sounds on Monster / Multikill (also in spree sounds, don't mix spree_sounds = 1 and this)
rcon:\^7!!!! \^1Multikill                                    = sound/misc/multikill.wav
rcon:\^1OMG, MONSTERKILL                                     = sound/misc/monsterkill.wav

# private sounds (only use these or the above, don't mix!):
#rcon:Multikill \^7> \^7-PLAYERNAME- \^7< \^1Multikill        = sound/misc/multikill.wav
#rcon:\^1MONSTERKILL \^7>>> \^7-PLAYERNAME- \^7<<< \^1MONSTER KILL    = sound/misc/monsterkill.wav

# Spree messages (global)
rcon:\^8is \^8on \^8a \^8killing \^8spree                      = sound/misc/killingspree.wav
rcon:\^8is \^8on \^8a \^8rampage                                = sound/misc/rampage.wav
rcon:\^8is \^8dominating                                       = sound/misc/dominating.wav
rcon:\^8is \^8unstoppable                                       = sound/misc/unstoppable.wav
rcon:\^8is \^8godlike                                           = sound/misc/godlike.wav
rcon:\^8is \^8wicked \^8sick                                    = sound/misc/wickedsick.wav

# More examples:

# Deathspree sounds:
#rcon:seems to have a bad day                                = sound/wahwah.wav
#rcon:is on the best way to get                              = sound/wahwah.wav
#rcon:really gets his ass kicked                              = sound/wahwah.wav

# Comment: Knife kill sound (see knife_kill_sound, don't mix them)
#clog:^Kill:.*?: .* killed +PLAYERNAME+ by MOD_KNIFE         = sound/etpro/osp_goat.wav

# Comment: Other examples (remember, you need the right wavefile names here):
#clog:^Kill:.*?: .* killed +PLAYERNAME+ by MOD_FLAMETHROWER   = sound/death2.wav
#clog:^Kill:.*?: -PLAYERNAME- killed .*? by MOD_FLAMETHROWER = sound/fire.wav
#clog:^Kill:.*?: .* killed +PLAYERNAME+ by MOD_POISON         = sound/vomiting.wav
#clog:^Kill:.*?: .* killed +PLAYERNAME+ by MOD_FALLING        = sound/flame_scream2.wav

[config]

#####
# TCP_interface Settings:

# Activate tcp-interface? (1 = yes, 0 = no)
# Note: If you change this, you have to restart the etadmin_mod.
tcp_interface          = 0

# Maximum of tcp connections.
# Note: If you change this, you have to restart the etadmin_mod.
tcp_max_connections    = 10

# Bind to which IP?
# 0.0.0.0 = all available server ips (default)
# 127.0.0.1 = localhost
# Note: If you change this, you have to restart the etadmin_mod.
tcp_bind_addr          = 0.0.0.0

# Default = Serverport
# Note: If you change this, you have to restart the etadmin_mod.
tcp_bind_port          = 27960

# Username / password for TCP-Uberadmin
# (always has highest level and permission to add/delete/change users)
tcp_admin_username     = admin
tcp_admin_password     = CHANGETHIS

# Shall the passwords be crypted in the tcp_database.cfg file?
# Don't change this after you added some users, or all users, except the
# the above admin, won't be able to login anymore.
tcp_crypt_passwords    = 1

# Maximum Connections from one IP:
```

```
tcp_max_conn_ip      = 3
# Timeout in seconds on identify.
tcp_ident_timeout     = 15

# How shall chat send from the tcp-interface be prefixed?
# <TCP_USERNAME> is replaced by the logged in username.
#
# Be aware: You SHOULD always use <TCP_USERNAME>, or you will
# only confuse players on the server.
tcp_chat_appearance   = ^3etadmin_mod(^7<TCP_USERNAME>^3)

#####
```