
--- ET Admin Mod v0.29 ---

(c) Mark Davis <gaming@dlp.de> 2004/2005
etadmin_mod.pl: ([dlp])H. Potter

Contact via www.gamesunited.de, et.dlp.de
or via E-Mail (see above email address).

Thanks

First of all, i want to Thank shrub (Ryan Mannion) and Bani for making
2 really good Enemy Territory mods. I developed the etadmin_mod 80%
with the shrubmod. Etpro lacks a (guid-based) bot, like the shrubbot,
and therefore i was glad, when i switched to etpro, that i still had
all the !functions for me and my admins (instead of the semi admin
features, which need to login with a password). Therefore a big
THANK YOU to bani and shrub.

Because of the good idea with the shrubbot, i named most of the files
shrub_* and the format of the shrubbot.cfg is the same, as the original
shrubbot.cfg (so you can use it parallel to shrub).

I want to thank the dlp-Community, for hanging around on my server and
also for having so much fun with me. Most of the fun commands have
been first introduced there.

Last but not least, I want to thank:

- the GU-Community (www.et.gamesunited.de) (Players and Admins) for
"testing" and a lot of ideas
- the Rockefelleraz Clan (www.rockefelleraz.de) and their Rockefelleraz Center
for being my first external tester.
- [KuB]FraGile (www.k-u-b.de/clan) to help me finding the reason
of the output lag problem
- [bd]OBSERVER (www.bd-clan.com) for helping to translate into german
and testing my script on their servers
- SiliconSlick (www.nd80usa.net) for the ideas with the minguidage
and class restriction.
- vp`arni, HarryHirsch, Skooli, jump3r, Tintifax, Josh and all the others
for keeping me busy with ideas, bugs and other stuff you found
while testing.

Visit: http://et.dlp.de/etadmin_mod/ to get the
latest informations about features, installations
instructions ...

Changelog

0.29 - changed version to 0.29 -> release (05-12-2005)
- removed some more debug output (mark)
- changed the color of the admin chat to green,
wish of josh! (mark)
- fixed use_advanced_kick kick 0 bug.
0.29t31 - changed another location of the tcp-username (mark) (04-12-2005)
- added positions for multi/monsterkill (mark)
0.29t30 - added tcp_chat_appearance (mark) (03-12-2005)
0.29t29 - added saybuddy to automute, thx jump3r (mark)

```

#         - added new default path to shrubbot.cfg
#         now defaults to etc/shrubbot.cfg (mark)
#         - fixed ingame !listcmds cmd (josh) (01-12-2005)
# 0.29t28 - fixed "say:" client tcp-output bug (mark) (30-11-2005)
#         - added spree_sound / knife_kill_sound / sound_mappings
#         dependency, if sound_mappings = 1, others have to be 0.
#         - removed display of "old" empty map/alltime sprees (mark)
# 0.29t27 - removed debugging output (mark)
#         - fixed tcp:/game: bug (mark)
#         - repositioned death spree message code (mark) (29-11-2005)
#         - added weapon to the KILL-Messages (mark)
# 0.29t26 - added rcon:/clog: prefix for sound_mappings (mark) (28-11-2005)
#         - Note: spree_sounds / knife_kill_sound are now
#         considered deprecated (mark).
#         - added cancel_standardmap_votes (mark)
#         - changed "time: Xmin" to "time: X min" ;) (Pella) (27-11-2005)
#         - fixed spree_reset not fully resetting records (mark)
#         - changed display of spree_record / new spree messages (mark)
# 0.29t25 - added sound_mappings to play sounds on special (26-11-2005)
#         logfile lines or rcon commands (hammer)
#         - reset kills on teamkill / selfkill, thx skooli (mark)
#         - added !listcmds, handle with care. Only etpub / shrub
#         are supported! (josh)
#         - removed the possibility to kick admins themselves
#         to prevent missusage of other players and ids. (mark)
#         - added Higher Level Protection Option for
#         Aliases / Substitutions (Josh)
#         - added another persistent_map_spree_record option (mark)
#         - added parsing of !admin commands in buddy chat (Josh) (14-11-2005)
# 0.29t24 - fixed handling of tk_except_admins (nappy/mark) (12-11-2005)
# 0.29t23 - changed handling of spree / knife sounds to play them
#         together instead of after another (mark)
#         - fixed selfkill spree reset, thx for hint skooli (mark)
# 0.29t22 - added etpro guid for automute / persistent_mute (mark) (12-11-2005)
#         - changed a lot of debugging log output for release (mark)
#         - changed order of spree / kill display (mark)
#         - added knife_kill_sound support (mark)
#         - added etpub playsound "-1" fix (mark)
#         - added right "etconsole_log" for looking at the direct
#         etconsole.log output. (mark)
#         - fixed badword loading (stripping spaces) (mark)
# 0.29t21 - added chat "display-fix" for remote applications (mark) (08-11-2005)
# 0.29t20 - changed order of kill recognition to prevent a bug / (06-11-2005)
#         wrong display. Thx tintifax. (mark)
#         - fixed bug in loading badwords. Thx Tomas. (mark) (04-11-2005)
#         - fixed bug in spree_record changes of t19 (tomas)
#         - changed color codes of ETM-* messages to ";"^" (mark) (21-10-2005)
#         for clients to individually colorize those messages.
# 0.29t19 - fixed pmute save bug, thx for hint, harry (mark) (12-10-2005)
#         - fixed too "many lowercase names" bug (mark) (08-10-2005)
#         - added spree_minimum_players option (mark)
#         - added /playerstats command for simple_stats (mark)
# 0.29t18 - fixed pmute -> autounmute bug (mark) (03-10-2005)
#         - fixed cancel mapvote bug (mark)
#         - enhanced persisent_mute (bit option)
#         - added tommes sub say linewidth code (tommes) (18-09-2005)
#         - fixed say length check (mark) (17-09-2005)
# 0.29t17 - added loading the intermission mapvoting maplist
(17-09-2005)

```

```

#         from a file (tommies/mark)
#         - enhanced /debug command for tcp-admin (mark)
(16-09-2005)
#         - catching SIGTERM/SIGQUIT now to clean up and
#         for debugging (mark)
#         NOTE: This breaks the "etadmin_mod.sh restart", because
#         a clean shutdown takes longer, then a fast "kill".
#         - added !pmute command for "semi" permanent mute (mark)
#         - command_prefix is no regular expression anymore (mark)
(15-09-2005)
#         - fixed splitted tcp-messages (mark)
(02-09-2005)
# 0.29t16 - fixed "kick" bug (did not send error on missing (01-09-2005)
#         target) (mark)
#         - fixed the !stats online time bug (mark)
#         - tcp-connections now can't use simple_stats, even if
#         they have the permission to do so. (mark)
# 0.29t15 - fixed players in /serverinfo (mark) (31-08-2005)
#         - fixed ETM-CHAT (missing say) (mark)
#         - added "simple_stats" (!stats) (mark)
#         - !spree_reset now resets all sprees(map spree's also) (mark)
#         - multiple voting for the same map doesn't result in more
#         then one answer message.
#         - added server_addr(&port) to /serverinfo (mark)
# 0.29t14 - ETM-KILL - Number behind the target, is now the amount(27-08-2005)
#         of deaths without kill (mark).
#         - map sprees can now also be persistent (26-08-2005)
#         (persistent_map_spree_record option) (mark)
#         - now filtering permissions, that have been configured (25-08-2005)
#         more then once. (mark)
#         - tcp_interface now defaults to 0 (mark)
#         - changed way of calling shuffles without restart
#         in the uneven_team_escalation(mark)
#         - added all uberadmin commands to the /listcmds and
#         now most tcp-commands are permission based (mark)
# 0.29t13 - added a basic startup synchronisation (mark) (24-08-2005)
#         - added a /serverinfo command for tcp (mark)
#         - added disconnected by message on tcp-disconnect (mark)
#         - prefixed tcp-only commands with / in the command (23-08-2005)
#         list (mark)
#         - added "persistent_mute" for muting across
#         connection sessions, guid based (mark)
# 0.29t12 - added /disconnect <slot> (mark) (19-08-2005)
#         - limited say messages to around 300 chars, depending (18-08-2005)
#         of the game state (mark)
#         - fixed small bug with intermission_mapvoting (mark) (17-08-2005)
# 0.29t11 - fixed tcp_max_connections (mark) (15-08-2005)
#         - added right: prefix in front of permissions in the
#         /listcmds output (mark)
#         - added regexp check while loading for automute (mark)
#         - changed intermission_mapvoting a little (mark)
#         - added automute_override_lvl option (mark) (14-08-2005)
# 0.29t10 - badword list exported into a seperated file (13-08-2005)
#         and added prefix "regexp:" for allowing regular
#         expressions (mark)
#         - added freebsd tail options (mark)
#         - changed all occurences of tcp_socket_addr to
#         tcp_bind_addr (mark)
#         - added tcp:/game: prefix for permission section (mark)

```

```

#         without prefix allows commands to be executed on tcp-
#         interface, as well as ingame, else are restricted to the
#         prefixed session (game or tcp).
# 0.29t9 - added map_configs_options (default 0) and
#         map_configs_order (default 0) (mark)
#         - fixed include bug, thx Oli for the hint (mark) (11-08-2005)
#         - added /etm_chat and /etm_kills (mark) (10-08-2005)
#         this allows people to reduce the seen kills or chat.
#         I also added private messages, team and buddy chat to the
#         ETM-CHAT output.
#         during this, i also made the following changes:
#         - qsay/chat/say will be displayed as ETM-CHAT:GLOBAL (mark)
#         - and optimized global tcp output function (mark)
# 0.29t8 - added (ext:|rcon:) prefix for rcon_cmds_* (mark)
#         - changed specall again (mark) (09-08-2005)
#         this won't be the last change, but it will work for now.
# 0.29t7 - changed etpro private message handling (mark)
(09-09-2005)
# 0.29t6 - fixed putclan cmd (mark)
(08-08-2005)
#         - added specall cmd (mark)
#         - fixed /banlist parameters (mark)
#         - fixed welcome message (timeout was wrong) (mark)
(03-08-2005)
# 0.29t5 - added auto XP reset (hammer) (03-08-2005)
#         - changed the output for ingame and tcp-output
#         again (mark)
# 0.29t4 - fixed stupied error, which made the etadmin_mod (02-08-2005)
#         only send to every second socket (mark)
#         - set maxlength of messages to 512 chars and filtered
#         some etpro rcon feedback. (mark)
# 0.29t3 - fixed automute (mark) (26-07-2005)
#         - fixed /who (you) (mark)
# 0.29t2 - added !spec999 for etpro / etmain (mark) (24-07-2005)
#         - fixed the multi connection information loss bug (mark)
#         - fixed admin abuse prevention code (mark).
#         - fixed wrong output channel for hidden tcp-messages (mark)
#         - added /whoami command for tcp-users (mark)
#         - fixed <PART2NAME>, was a more a <PART2CNAME> (mark) (20-07-2005)
# 0.29t1 - improved socket handling and added max. (11-07-2005)
#         connections / ip (mark)
#         - reworked admin checks and added crypt function (10-07-2005)
#         for storing the passwords crypted. (mark)
#         - added usermanagement (useradd, userdel, userlevel,
#         userpassword, userlist) (mark)
#         - added /listcmds & /help for the tcp-interface (mark) (28-06-2005)
#         - added <ARANDOM_COLOR_PLAYER> Tag for the alias (22-06-2005)
#         section. Always picks a random user, even if
#         multiple times used in one command. (mark)
#         - added <RANDOM_*> Tags for the alias section (16-06-2005)
#         - added rcon password check to the cmd function (mark) (08-06-2005)
#         - added special timed banner messages (JK/mark)
#         - added bad_word temp mute feature for etpro (mark/arni)
(30-05-2005)
#         - intermission mapvoting feature (mark)
(30-04-2005)
# 0.28 - added monsterkill message to cp again (mark)
(28-05-2005)
# - "m" fix (mark) (22-05-2005)

```

```

# - changed version number to 0.28 for public release
# 0.27p1 - added rule_dont_show_change to suppress rule change
(16-05-2005)
# messages (mark)
# - added enhanced duration support for !ban/!bani
(09-05-2005)
# e.g !ban 3d6h (mark)
# - added a optional dewarn parameter (!dewarn name amount)
# - don't show spree's at end of round with
(05-05-2005)
# spree_detector = 0 (mark)
# - added !warn function / !dewarn (use_advanced_warn, (04-05-2005)
# warn_kicklength, warn_timeout, warn_limit) (mark)
# - added timeout of teamkill_restriction data(mark)
# - added some external checks and timeout fix.(mark)
(14-03-2005)
# - added <PART2ADMINLEVEL> and optimised replacement (31-03-2005)
# code (mark)
# - changed parsing of config files (spaces) (mark) (30-03-2005)
# - added etpro ban (!bani ;)) support (mark) (27-03-2005)
# use with caution! Note: you can't ban win98 clients
# - added detect_uneven_teams_difference (20-03-2005)
# (MadScientist/mark)
# - added enhanced kick command -> use_advanced_kick (mark)
# - fixed ban reason bug (mark)
# - reduced kick timeout for short bans (< 5 minutes) (mark)
# - made commands/aliases case-insensitive
# - added playsound commands for etpub
(19-03-2005)
# (own addition to code, for testing only) (mark)
# - fixed wrong replacements (mark) (14-03-2005)
# - added hp_logincmd for autoexecuting a command
# on connect (like !ref), needs "logincmd"
# permission (mark)
# example: /setu hp_logincmd "!ref" (makes you ref on connect)
# - fixed typo / syntax error in bad name code (thx sven)
(13-03-2005)
# - removed multikills for <world> (mark)
# - added ending of killing sprees on "End of Round" (mark)
# - code cleanup (mark)
# - fixed missing reset of tkr (mark)
(10-01-2005)
# 0.27 - added security options for command line usage.
(23-12-2004)
# (-e -d -r), see etadmin_mod.sh for details.
# Use: For game hosters, that want to restrict or disable
# the use of external commands, like tail or the
# programs from the external section (mark)
# - changed tail parameters from -f to
# --follow=name --retry for better logrotating,
# (MadScientist/mark)
# - added "use_punkbuster" and "default_kick_duration" (mark)
# - code cleanup (mark)
# - added support for multiple config files.
(19-12-2004)
# useful for overwriting configs (game-hosters-security) (mark)
# 0.26p4 - version change to 0.27 (0.26p4 wasn't released officially).
# - added <PART2IP> and rcon ip ban functions (mark)
(28-11-2004)

```

```

# - added admin_ctp_override for clantag protection (mark)
# - added etpro mod_version detecting for usage of
(27-11-2004)
# private messages (mark)
# - added best map spree (mark)
# - added a different cancel message cancel_mode == 3 (mark)
# - added shrub g_logoptions 192 support
(26-11-2004)
# - fixed chat(client) rcon output for shrub(mark)
# - added silent_private_messages and rcon_feedback
(25-11-2004)
# option (mark)
# - added <PART2GUID> to alias-replacements (mark)
# - added rcon feedback parsing and command
(24-11-2004)
# feedback, fixes shuffle_norestart (mark)
# - added resync command for resyncing player - team
# assignment (mark)
# - added <SERVER_PORT> (forgot that one) (mark)
(21-11-2004)
# - workaround for ref shuffleteamxp_norestart...
# (still not really fixed yet, but know how
# to do it finally) (mark)
# - added <ADMIN_LEVEL>, <SERVER_ADDR>, <SERVER_PASSWORD>
(19-11-2004)
# as replacements for external programs (mark)
# - build addons/vote.pl (first q&d version) (mark)
# - fixed none empty <PARAMETER> command (mark)
# - added ref shuffleteamsxp_norestart fix for uneven
(17-11-2004)
# teams escalation command (mark)
# - added overall best spree (mark)
(16-11-2004)
# - changed ban recognition (mark)
# 0.26p3 - added default killing spree messages for
(10-11-2004)
# 0.25 upgrader (mark)
# - added ban_default_reason-option (mark)
(09-11-2004)
# - added uneven_team additions (mark)
(06-11-2004)
# - added option permission_based_external_commands (mark)
(29-10-2004)
# - added multikill / Monsterkill feature (mark)
(23-10-2004)
# - added a fix for ref shufflexp_norestart cmd (mark)
(21-10-2004)
# - hopefully fixed bad_name / name protection
# warning loop (mark)
# - fixed shrub_management.pl for better
# php_etadmin support (mark)
# - made bad_name warnings bad_name_grace depended.
# (warning 2 after 2/3 of time) (mark)
# - added last_blood message (good idea cade) (mark)
# - added bad_name_grace (cade)
# 0.26p2 - fixed wrong "#" config recognition
(03-10-2004)
# - fixed putaxis/putallies/remove recognition
# (added optional ")

```

```

# - banner get reset on new banner block (useful for map
# specific banners)
# 0.26p1 - added fcb_except_admins option to exclude admins
(24-09-2004)
# from the forceclass_balance option (was default on)
# - added suicide_nokick option
(22-09-2004)
# - rearranged shrub_admin/ban parts. No external
(21-09-2004)
# helper programs needed anymore
# - added tkindex_admin permission for admins to
(20-09-2004)
# get the tk-index of a player.
# usage: !tkindex <part of name|id>;gt;
# - switching to 0.26 (new features) to come
(20-09-2004)
# - external programs are now permission based. Option
# follows later.
# 0.25-3 - added option to exclude admins from the teamkill_restriction:
# tk_except_admins in the config block
# - map specific votings can now be completly disabled
(17-09-2004)
# instead of autocancel after time expires.
# - see deactivate_voting = 1/0 in the config file
# (thx GGD|HappyHacker for the idea)
# - parsing "move"-commands to adjust team changes
(16-09-2004)
# (putaxis, putallies, remove or forceteam)
# - fixed missing $ in putclan (thx HappyHacker for hint)
(15-09-2004)
# - fixed bad_names clear area bug (thx legionaeer for hint)
# - added [rcon_cmds_*] config blocks to execute rcon commands
# during start/end of round, intermission and on exit level.
# - added some more replacements for external program calls
# thx Zaedyn, for the hint with the <PARAMETER>, which still
# included the command
# - added (PART2GUID. PART2NAME, ...) for external calls
# (thx Zaedyn, bpark3.com for the idea)
# 0.25-2 - fixed the name protection kick bug(bin/etadmin_mod.pl)
(04-09-2004)
# - changed the startscript to also terminate the tail
# command.
# 0.25-1 - fixed some bugs (shrub_*.pl files, min. mem. leak)
(28-08-2004)
# 0.25 - activated kill (suicide) limit/map code
(18-08-2004)
# - added teamkill_restriction (including options)
(16-08-2004)
# - some smaller bugfixes
# - code cleanups
# - added ban_timestamp_format to the config
(09-08-2004)
# -> use this, if you want to use the shrub duration
# timestamps or real unix timestamps (default)
# 0.25t2 - added !readconfig as rcon command (you get a rcon
(06-08-2004)
# error, tho the configs are still reloaded)
# - filtering of windows line breaks from all configs
# 0.25t1 - added full customisable killing / death sprees

```

```

(02-08-2004)
# - added a check for the tail binary.
# - reduced idle checks
# - added birthday announcements. Still can be improved.
# - added more replacements for the aliases:
(28-07-2004)
# -> <PLAYER_LAST_VICTIM_(ID|NAME|CNAME|WEAPON)>,
# <PLAYER_LAST_KILLER_(ID|NAME|CNAME|WEAPON)>,
# <PLAYER_CLASS> and <PLAYER_TEAM>
# - fix of the setting rules to 0, after start bug
(23-07-2004)
# - added announcement of uneven teams
(22-07-2004)
# 0.24 - added support for cpmsay (etpro 3.0.15+)
(19-07-2004)
# - added map_configs (for map specific configs)
(18-07-2004)
# -> for example: sniper restriction only for helmsdeep
# - increased admin protection
(17-07-2004)
# -> lower admins can't ban/kick/mute higher or equal admins.
# regardless of which or how the command is in the
# config (pb_sv_kick, ref kick, clientkick, ...)
# - added banners
# - added "rules" for class restrictions
(11-07-2004)
# -> class/weapon can depend on logged in players
# e.g. 10 players to make panzer available.
# or 8 players for coverts with sniper rifle
# - replaced name_stealing code. Should be much more
# efficient now.
# - made a new diff / patch for the new ets.pl (1.85)
(07-07-2004)
# - fixed shrub cancel bug (votes were canceled, but
(04-07-2004)
# offenders were not kicked.
# - added a include option for the config file
(26-06-2004)
# - added sound exploit detection
(24-06-2004)
# - added bad name list
(22-06-2004)
# -> 2 options: immediate kick or 30 second countdown
# - optimized name protector code.
# 0.23 - added sets etadmin_mod server infos.
(18-06-2004)
# -> option to get listed on the etadmin_mod website
# - added name stealing / faking detection (14-06-2004)
# -> also detects the players with spaces in front
# which pb does not detect atm
# - added the ability to run the commands silent
# through private messages to oneself (silentcommands)
# e.g. "/m ME !cp test" in the console
# - added some commands (aliases) to the config.
(14-06-2004)
# - added putclan <clantag> <r|b|s> to move many players
(11-06-2004)
# -> does not work as expected yet!
# - fixed UN-MUTE cancel for admins bug (thx Scowl)

```



```

(09-06-2004)
# - added <PART2PBID> for replacements with pb cmds.
(01-06-2004)
# see fastkick as example
# - added original name to the finger command
# - adjusted color codes in some commands
# - added class restrictions
# - added timeout for logfile waiting
# -> crazy gravity mode and time based messages are
# now better displayed (even with empty server)
# - various internal bug fixes / enhancements.
# - fixed addons/stats_systats.pl
# 0.22 - added finger command
(26-05-2004)
# - added check for logfiles and version information to the log.
# - changed the startscript to show startup failures
# - hopefully fixed long name bug (>35 chars)
# - fixed the etpro vote detection
# - added a small "pause", that the spree (on cp) is also displayed
# to the player, who is on the spree
# 0.21 - added !help command (and texts in config file)
(24-05-2004)
# - fixed the bug with the double execution of some commands.
# 0.20 - added <PART2ID> and <PART2NAME> to the substitutions.
(22-05-2004)
# and added alias for kick, mute, ban, setlevel, ... (very
convenient now)
# - first PUBLIC release
# 0.19 - added vote & kick cancelation for admins (21-05-2004)
# - bans now expire (and are removed from shrubbot.cfg)
# - added !readconfig cmd for reloading all config files.
# - added crazy gravity mode (!crazygravity 0/1)
# - fixed voting detection for etpro
# - added <CLIENT_ID>, <PARAMETER> for substitutions and some entries
in the config-file
# 0.18: - fix for etpro vote detection / canceling (17-05-2004)
# - added SIGHUP support for reloading config file
# - outsourced the admin_functions into the config file
# 0.17: - added \n workaround for etpro, headshot_mod (02-05-2004)
# - added <PARAMETERS> for externals
# 0.16: - first real etpro tests (01-05-2004)
# - added Substitution Function. (maprestart -> restart,
shuffle_teams -> shuffle, ...)
# - added most referee commands to the admin functions (for etpro)
# (shrub)bot for etpro should be complete now.
# (semi admin skills (and passwords!) are not needed any more!)
# 0.15: - added setlevel command (and add. perl script) (30-04-2004)
# - fixed timelimit
# - Added Round end
# - added command_prefix to config file.
# 0.14: - added admin-greeting (29-03-2004)
# 0.13: - exported cancel_time & mode into ext. configfile. (27-03-2004)
# 0.12: - external program support (12-03-2004)
# - added fortune example
# 0.11: - spree fix (wicked sick) (11-03-2004)
# - added first blood
# - added spree_color
# 0.10: - bugfixes
# - Clan Tag registering...

```

```
#      0.9 : - added time function (16-02-2004)
#      - removed spaces from end of lines (while loading configfile)
#      - added protection for admins, when they teamgib
#      0.8 : - added seperate config file (13-02-2004)
#      0.7 : - added allowing only one particular vote in X minutes (11-02-2004)
#      0.6 : - added ban / unban / manage_bans (and add. perl script)
(10-02-2004)
#      0.5 : - added admin functions (07-02-2004)
#      - added seen_db (command: !seen)
#      0.4 : - added positions (24-01-2004)
#      0.3 : - added gib-protection (21-01-2004)
```