

Server guide for Moderators

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Getting to know Player Manager

Introduction

Before we go more in-depth with the server rules and guidelines, you need to have basic understanding of the system we use for player ranks. This system is called Player Manager and handles (almost) all processes on the server that check for player ranks before they are executed. Your rank will be handled by this system as well and on the following pages you can find out what part of Player Manager can be used by you for handling things on the server.

Getting to know Player Manager

The interface of Player Manager

When you first joined the server, you probably noticed that there was a small menu in the lower right corner, showing your connection status to the Steam group. This menu is different for Moderators as it will instead show you all your available perks and whether they are loaded, enabled or disabled.

Schematically, this is what Player Manager looks like for moderators:



These perks will also show you some colors:

Gray = Not loaded (yet)

Red = Disabled

Green = Enabled

So if you are not certain whether or not you had a certain perk enabled or disabled, check the F8 menu to see what the status of that perk is.

Getting to know Player Manager

Commands that can be executed as **Moderator**

Player Manager is not just a User Interface and a rank check, it also contains a bunch of commands that can be used by ranked players. For **Moderators**, this is the current list of commands that are included in Player Manager:

Command	Result of execution
/kick <name>	Kicks the player with the defined name
/ban <name>	Bans the player with the defined name
/disguise	Hides all your [Mod] tags
/kill <name>	Kills the player with the defined name
/sky <name>	Shoots the defined player into the sky
/afk	Same as for a player, but has no timer
/prison <seconds> <name>	Sends the defined player to prison for the defined amount of seconds
/showmethemoney	Shows all cashcrate locations on the minimap
/showmethepoints	Shows all pointcase locations on the minimap

Getting to know Player Manager

Perks for Moderators

A few of the commands directly linked to Player Manager trigger perks. These perks can be very useful in certain situations. Perks are shown on the Player Manager UI when you have a different rank than Player. These perks are enabled for Moderators:

Disguise mode

This perk disables all your tags (nametag, chat tag and scoreboard tag), but will not disable your commands. This way you can, for example, see how players act on the server when there are no moderators online.

Infinite AFK mode time

Simply useful. Need to leave for an hour? Don't worry, you won't be kicked after a few minutes like with normal players.

Admin commands

These commands are explained on the previous page. It's fair to consider them a perk and therefore they are shown in the Player Manager UI.

Admin tags

These tags will make sure that people recognize you as a Moderator. Not much more to say about them.

Guidelines for proper handling of situations

Introduction

On a multiplayer server, there are a lot of different situations that need attention and proper handling when they happen. Even if you are an experienced manager of, for example, a Minecraft server, that does not mean that you should handle situations the same way in a Just Cause Multiplayer server. Games are different and therefore the players and their needs are different. So, how do you handle things on our server in Just Cause 2 Multiplayer? Find out below.

Guidelines for proper handling of situations

How to respond to fights in chat

More players on the server means more chat messages and unfortunately more fights as well. While fighting is of course part of JC2, it should not be done with words in chat. To avoid even more fighting, it is best to keep calm and nice at any time. These are the most common things to happen and their solutions:

A player is mad because someone keeps killing them

Even if you know what's going on exactly already, ask what the problem is. When you get a clear picture of what happened, you warn both the guy who keeps killing the 'victim' AND the 'victim' himself (they usually start swearing and stuff, so that should be stopped too). When warning them, always keep in mind to be nice!

If the situation persists, put the killer in prison for a while. If it still persists after that, kick the player and give yet another warning. Only after all those steps you should consider banning the guy or girl.

Players argue over the use of some weapons

There are always a few people who think that snipers and Panay Rocket Launchers are OP. This simply happens and the only way to stop the discussion is by saying that these items are there to use and that they can use the same weapons themselves as well. These discussions often start because of the previous example though, so follow those procedures when things escalate.

Someone claimed a bounty which was 'meant for me!'

Yeah, it's ridiculous, but it happens. If this is the case, simply ask and admin to give that player the same amount as well. This may seem like a weak response, but people will like your action and keep coming back to the server for it.

There are many more situations, but these examples all show that you should be gentle and kind towards the players at all times. Don't act hard or punish people for every little thing they do wrong, but stay nice and use warnings and prison time to delay the decision of banning. Usually a bit of prison time or a kick is more than enough to let players act normal again.

Guidelines for proper handling of situations

When can someone be considered a rule-breaking player?

Like said above, you should not act punish someone for every tiny little thing they do wrong. This is something you should keep in mind when enforcing rules as well. Almost everyone uses profanity from time to time, for example. Should you immediately start kicking and banning for that then? Certainly not! If you would do that, it would be a seriously empty server we would have, eh?

So what should you do then? If someone breaks a rule once or twice, basically nothing. However, if someone swears in every sentence he or she types in chat, that situation changes. Same goes for the other rules of course.

When you notice that someone is consistently breaking the rules, you use the same system mentioned above:

Warn > send to prison > warn > kick > final warning > ban

Instant kicking or banning is an absolute bummer to players and will make them leave the server. The past has proven that plenty of times in Just Cause Multiplayer.

Guidelines for proper handling of situations

What to do when you can't handle a situation

There are always situations that can be confusing or difficult to sort out for someone. This goes for everyone on the server, including the owner himself. This is because not everyone knows every situation, script or game mode good enough to know everything about it.

When you find yourself in such a situation, do NOT try to do all sorts of weird stuff in order to get the situation under control, but ask another **Moderator**, **Administrator** or **Owner** if they know how to solve it! Do not fear that people will see you as a loser or something, because everyone can only appreciate it if you do the right thing and ask for help.

Rules we have on this server

General rules that should be enforced

When you join the server, you will immediately see the most important rules on the server. Below is the full list of rules that should be enforced:

- Respect the Owner, Administrators, Moderators and other players.
- Do not argue with Admins or Mods.
- No spam in chat
- No defamatory language.. a few words of rage is acceptable; carrying on is not.
- No cheating, hacks or any programs that afford and unfair advantage.

Violation of these rules is directly against Steam's Online Conduct rules:

http://store.steampowered.com/online_conduct/

Again, like said before, stay nice at any time and follow the order of handling things as described a few pages back.

Rules we have on this server

Rules for **Moderators** towards **Administrators** and **Owners**

As a Moderator, you are not considered less of a human being than Administrators or Owners on this server, but of course there are some rules towards them:

- Always respect their choices.
- Do not start a fight with them.
- Never talk bad about them (or anyone else for that matter!) behind their back.
- If you don't like one of the admins, take it to the owner and let him solve it.