Discord Configuration

A brief description in how to set up Discord and the necessary permissions to seamlessly run the bot.

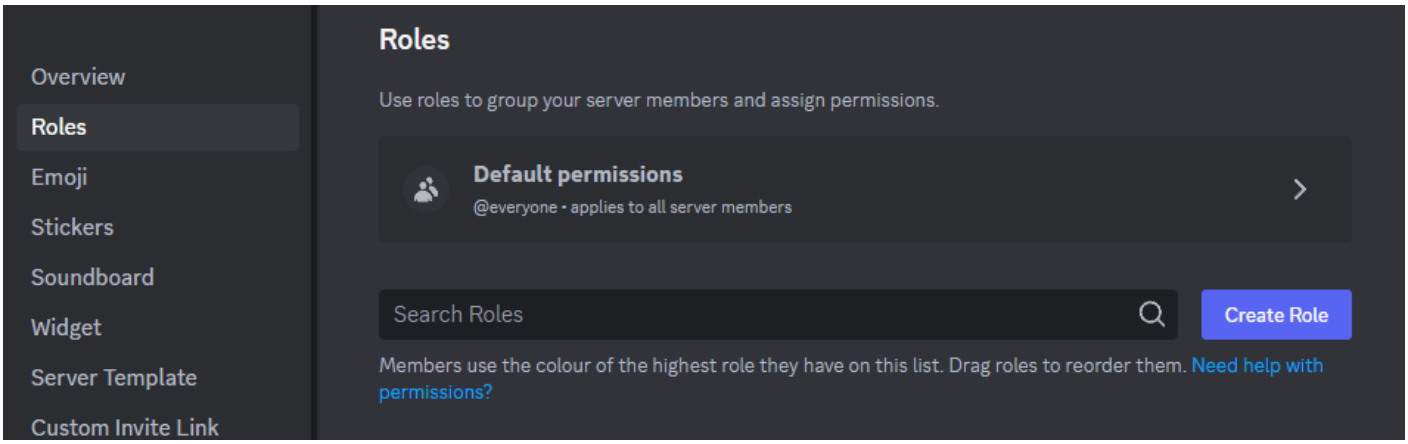
- Discord Bot Permissions
- Configuring PvP Feeds
- Configuring PvE Feeds
- Configuring Event Feeds
- Configuring Player Online Feeds
- Configuring Admin Channel
- Customizing Feeds
- Community Created Feeds
- Online Players Voice Channel
- Syncing Auth Levels with Roles and Resetting Auth Levels

Discord Bot Permissions

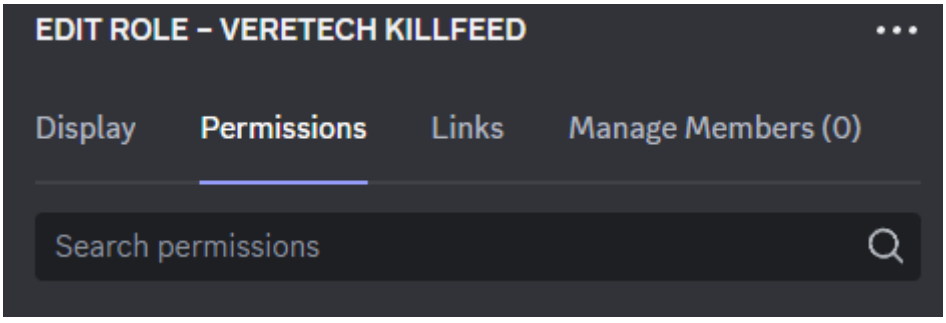
Congratulations! Now that you have successfully connected the bot, lets get down to the Discord configuration...

Setting a Role

To start with we need to add some permissions to the BOT - I recommend creating a Role solely for the VereTech bot so that it only receives the permissions it requires to get its job done. To do this, head over to server Settings and then select the tab "Roles"



As you can see to the right of the image we have a "Create Role" button, please click this so that we can start to configure the role, you may name it and color it as you please, for the purpose of this documentation we have named it "VereTech Killfeed". Following that you will see a tab named permissions, slightly off to the right as shown in the image below;



From here we need to turn on some of the sliders in order to allow the bot the permissions it requires to complete its tasks, these are;

Required Permissions

Text Channel Permissions:

View Messages - 
Send Messages - 
Embed Links - 
Manage Nicknames - 
Manage Roles - 
Mention @everyone, @here and All Roles 

Voice Channel Permissions:

Connect - 
Set Voice Channel Status - 

Please also ensure that the Bot role is higher than any player roles, as this is a hierarchy thing with Discord.

Now all that is left to do is hit "Save Changes" and apply the role to the "VereTech RCE Bot"

Configuring PvP Feeds

Creating the PvP Channel

Now that the bot is ready to go we can go ahead and create our first channel in our discord - We personally recommend creating a "Category" named "Killfeed" first as you can set the permissions for the category and the channels inside that category will sync the permissions but this isn't completely necessary.

To create the channel please use the "**+**" symbol in your channel list and name the channel whatever you would like it to be called, for the purpose of this documentation, we are going to call it **#pvp-feed**

Setting the Channel Permissions

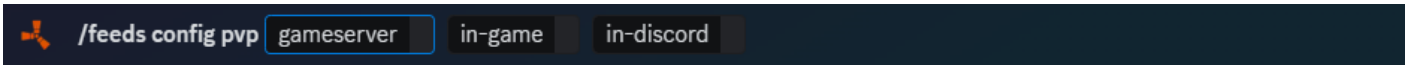
Once the channel is set we need to apply some permissions to it, here are what we recommend, again, it is entirely your choice, but we like to try and keep the channel clean.

@everyone
View Channel
Add Reactions
Read Message History

Add your custom bot Role also and don't edit any permissions, the role permissions will override anything it needs.

Entering the Command

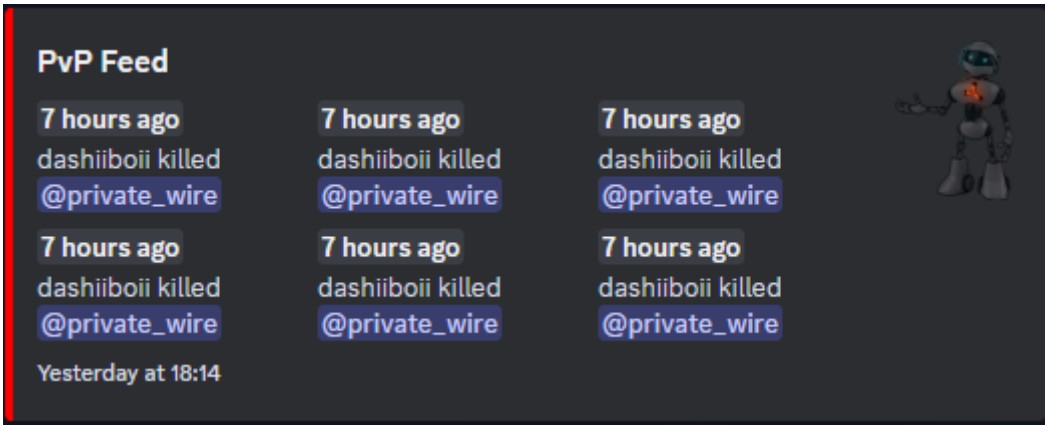
From here we can click save and head into the channel where we need to launch the following command; **/feeds config pvp**
Below is an image where you will see the options, lets go through them,



- gameserver - Please select your GameServer from the drop down provided
- in-game - Yes or No, would you like the PvP feeds to print in-game
- in-discord - Yes or No, would you like the PvP feeds to print in-Discord (They will print in the channel that you launched the command, hopefully you've done it in the #pvp-feed

channel.

Once you have selected your parameters, hit enter and you will be shown a success message to tell you that the page has been registered and will start to print kills in the coming moments. These are being batched so you can expect to see results as follows if you have plenty of kills in quick succession with live timestamps;



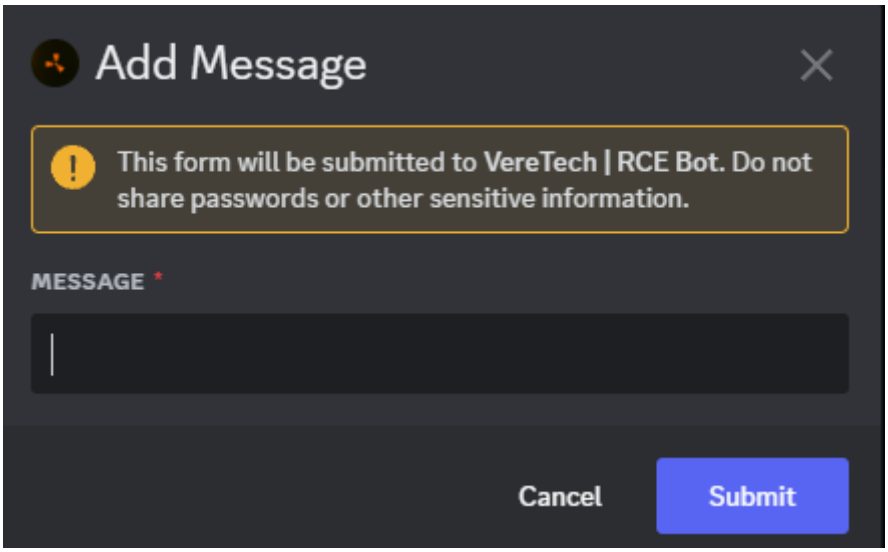
Customizing the Feed

The feeds are fully customizable by using the command **/feeds game add** for in-game custom feeds or **/feeds discord add** for custom Discord feeds. Both methods are pretty similar in terms of setup. Below is the response you can expect when launching these commands;



You will need to select your GameServer which you wish to edit and then the "type".

The type holds quite an extensive list which exceeds the 25 limit on the drop down menu, so to find the PvP option we need to type the word "pvp" into the "type" box, we will then see the option for PvP, once we click it and send the command we will be greeted with the image shown below;



Once we have this message box pop up we need to be very precise on what we enter into this field, we will need to use "Placeholders" to print the correct information, all information on customizing text can be found by clicking here.

Configuring PvE Feeds

Creating the PvE Channel

Now that the PvP feeds are ready to go we can go ahead and create our next channel in our discord -
To create the channel please use the "**+**" symbol again in your channel list and name the channel whatever you would like it to be called, for the purpose of this documentation, we are going to call it **#pve-feed**

Setting the Channel Permissions

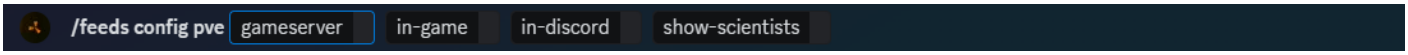
Once the channel is set we need to apply some permissions to it, here are what we recommend, again, it is entirely your choice, but we like to try and keep the channel clean.

@everyone
View Channel
Add Reactions
Read Message History

Add your custom bot Role also and don't edit any permissions, the role permissions will override anything it needs.

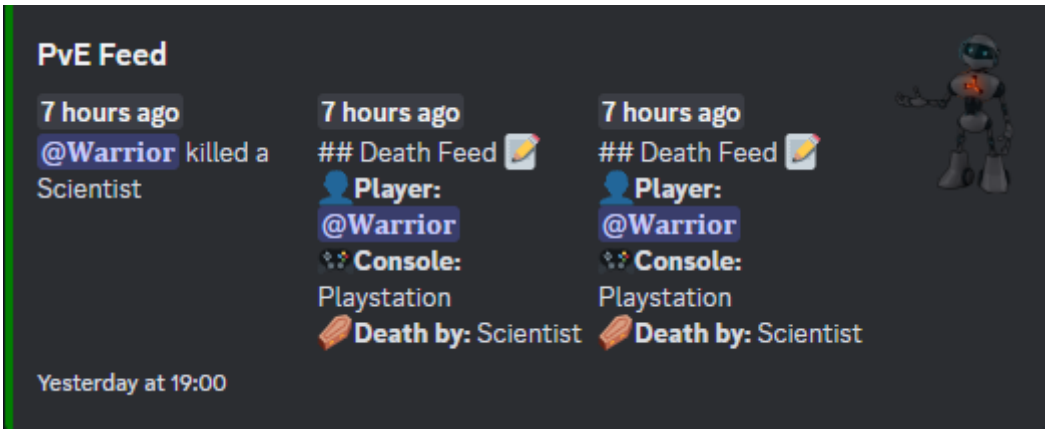
Entering the Command

From here we can click save and head into the channel where we need to launch the following command; **/feeds config pve**
Below is an image where you will see the options, lets go through them,



- gameserver - Please select your GameServer from the drop down provided
- in-game - Yes or No, would you like the PvE feeds to print in-game
- in-discord - Yes or No, would you like the PvE feeds to print in-Discord (They will print in the channel that you launched the command, hopefully you've done it in the #pve-feed channel.
- show-scientists - Yes or No, would you like the scientist kills to be a part of your PvE feeds

Once you have selected your parameters, hit enter and you will be shown a success message to tell you that the page has been registered and will start to print PvE kiils in the coming moments. These are being batched so you can expect to see results as follows if you have plenty of kills in quick succession with live timestamps;



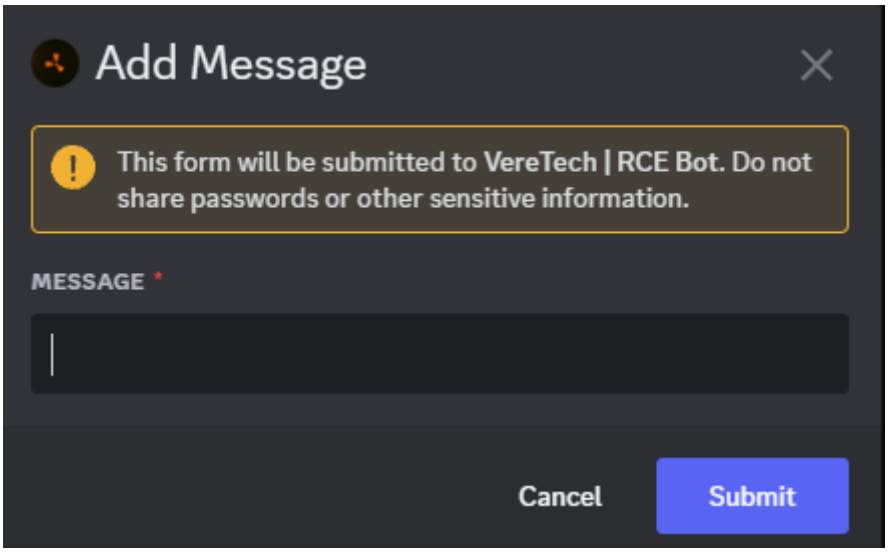
Customizing the Feed

The feeds are fully customizable by using the command **/feeds game add** for in-game custom feeds or **/feeds discord add** for custom Discord feeds. Both methods are pretty similar in terms of setup. Below is the response you can expect when launching these commands;



You will need to select your GameServer which you wish to edit and then the "type".

The type holds quite an extensive list which exceeds the 25 limit on the drop down menu, so to find the PvE options we need to type the word "pve" into the "type" box, we will then see the options for PvE, there are quite a few and you have the ability to customize them all one at a time, once we click one and send the command we will be greeted with the image shown below;



Once we have this message box pop up we need to be very precise on what we enter into this field, we will need to use "Placeholders" to print the correct information, all information on customizing text can be found by clicking here.

Configuring Event Feeds

Creating the Events Channel

Now that the PvP and PvE feeds are ready to go we can go ahead and create our final channel in our discord for the feeds -
To create the channel please use the "**+**" symbol again in your channel list and name the channel whatever you would like it to be called, for the purpose of this documentation, we are going to call it **#event-feed**

Setting the Channel Permissions

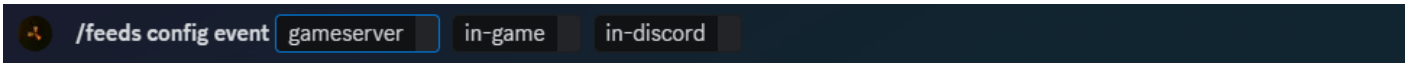
Once the channel is set we need to apply some permissions to it, here are what we recommend, again, it is entirely your choice, but we like to try and keep the channel clean.

@everyone
View Channel
Add Reactions
Read Message History

Add your custom bot Role also and don't edit any permissions, the role permissions will override anything it needs.

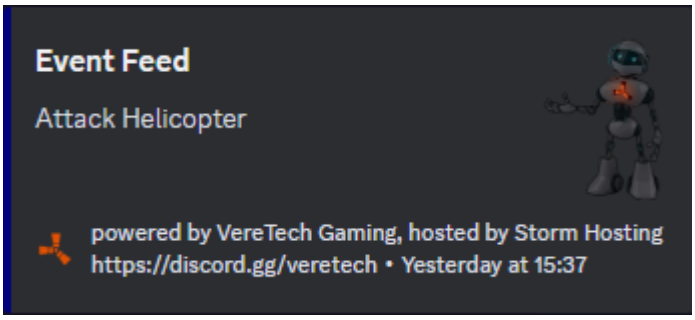
Entering the Command

From here we can click save and head into the channel where we need to launch the following command; **/feeds config event**
Below is an image where you will see the options, lets go through them,



- gameserver - Please select your GameServer from the drop down provided
- in-game - Yes or No, would you like the Event feeds to print in-game
- in-discord - Yes or No, would you like the Event feeds to print in-Discord (They will print in the channel that you launched the command, hopefully you've done it in the #event-feed channel.

Once you have selected your parameters, hit enter and you will be shown a success message to tell you that the page has been registered and will start to print triggering events in the coming moments. *Please note: These will only print natural events, using the command call.heli will not print on screen or in-Discord.*



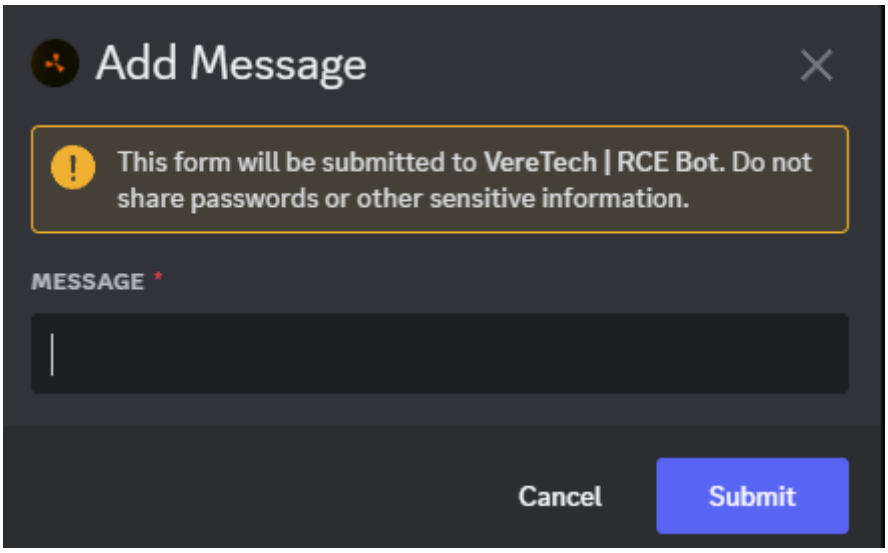
Customizing the Feed

The feeds are fully customizable by using the command **/feeds game add** for in-game custom feeds or **/feeds discord add** for custom Discord feeds. Both methods are pretty similar in terms of setup. Below is the response you can expect when launching these commands;



You will need to select your GameServer which you wish to edit and then the "type".

The type holds quite an extensive list which exceeds the 25 limit on the drop down menu, so to find the Event options we need to type the word "Event" into the "type" box, we will then see the 4 options for Events, once we click one and send the command we will be greeted with the image shown below;



We dont need to use the "Placeholders" like we did on the PvP and PvE events, so the event is completely down to your imagination.

Configuring Player Online Feeds

Creating the Online Feed Channel

Now that the PvP and PvE and Events feeds are ready to go we can go ahead and create our final channel in our discord for the online player feeds -
To create the channel please use the "**+**" symbol again in your channel list and name the channel whatever you would like it to be called, for the purpose of this documentation, we are going to call it **#Online-Players-Feeds**

Setting the Channel Permissions

Once the channel is set we need to apply some permissions to it, here are what we recommend, again, it is entirely your choice, but we like to try and keep the channel clean.

@everyone
View Channel
Add Reactions
Read Message History

Add your custom bot Role also and don't edit any permissions, the role permissions will override anything it needs.

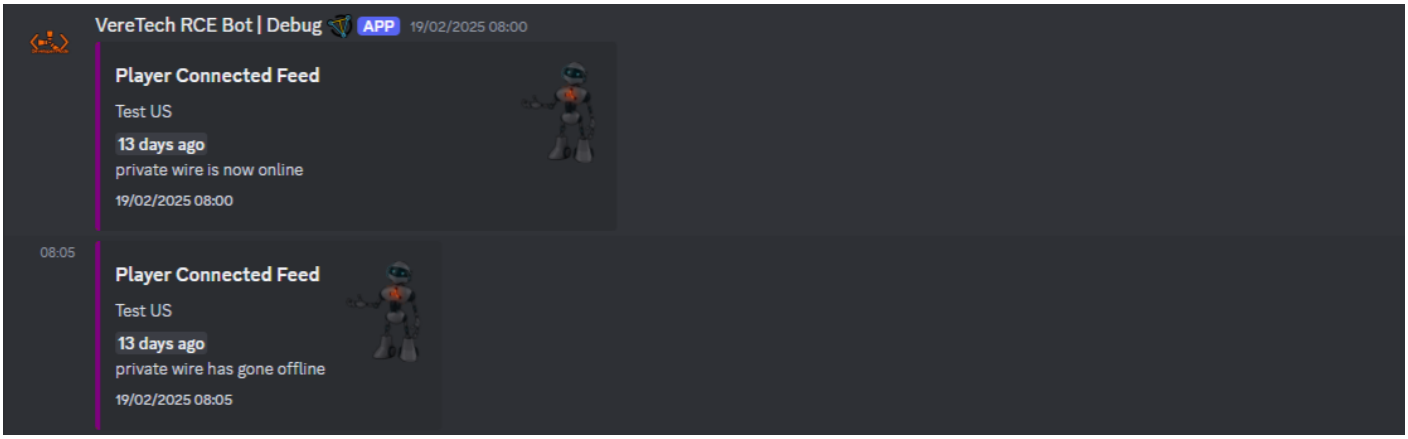
Entering the Command

From here we can click save and head into the channel where we need to launch the following command; **/feeds config online**
Below is an image where you will see the options, lets go through them,



- gameserver - Please select your GameServer from the drop down provided
- in-game - Yes or No, would you like the Online Player feeds to print in-game
- in-discord - Yes or No, would you like the Online Player feeds to print in-Discord (They will print in the channel that you launched the command, hopefully you've done it in the #Online-Player-Feeds channel.

Once you have selected your parameters, hit enter and you will be shown a success message to tell you that the page has been registered and will start to print online player feeds as embeds.



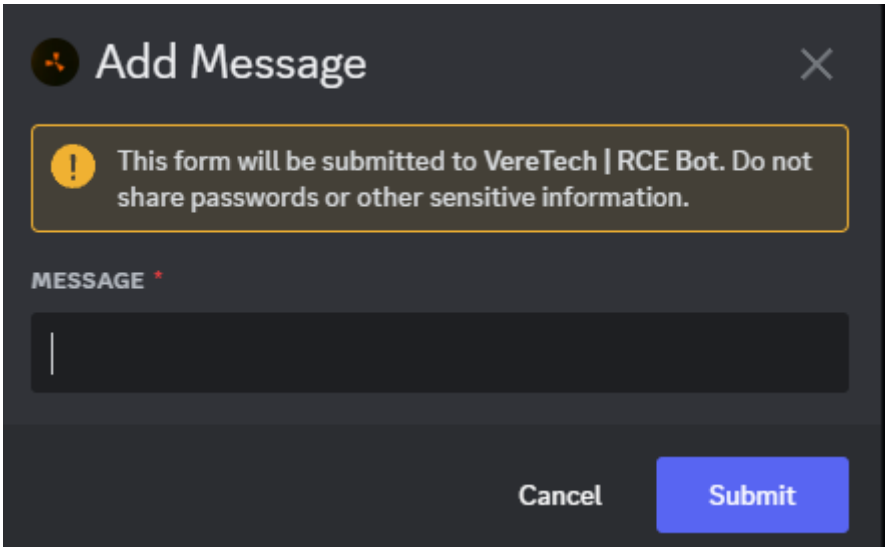
Customizing the Feed

The feeds are fully customizable by using the command **/feeds game add** for in-game custom feeds or **/feeds discord add** for custom Discord feeds. Both methods are pretty similar in terms of setup. Below is the response you can expect when launching these commands;



You will need to select your GameServer which you wish to edit and then the "type".

The type holds quite an extensive list which exceeds the 25 limit on the drop down menu, so to find the Event options we need to type the word "Event" into the "type" box, we will then see the 4 options for Events, once we click one and send the command we will be greeted with the image shown below;



With the release of the Online Player Feeds, we do see the introduction of 2 new Placeholders, as shown below;

{PlayerCurrentOnlineTime}	Shows the time the player has actively spent on the server in their latest single session.	WW:DD / DD:HH / HH:MM Limited to 2 units of measurements, once hours has been exceeded, minutes will no longer show.
{PlayerServerOnlineTime}	Shows the time the player has actively spent on the server in their history of playing the server.	MM:DD / WW:DD / DD:HH / HH:MM Limited to 2 units of measurements, once hours has been exceeded, minutes will no longer show.

All of the Placeholders for PvE are also available for use within this feed type - Please click here to head over to the table for that information.

Configuring Admin Channel

Welcome to the Admin Channel configuration. The admin channel is designed to print a live feed from in-game spawns. This enables you to keep an eye on your Admins to ensure there are no admin abusers within your team. To set this up we will require a dedicated channel within your Discord.

Creating your Channel

Before we get started you will need to create a dedicated Discord channel which will require the permissions in line with the permissions you give your admin team if you want them to view it - If you'd rather keep this on an owner bases then you will just need to adjust the permissions for the VereTech RCE Bot only,

To create the channel , simply select which Category within Discord that you want it to be listed under and use the "**+**" symbol to create the channel.

You may name this whatever you wish, but its recommended that you take the time it configuring your permissions to exactly how you want them.

Bot Permissions

Within the new "Admin Channel" you will either "Sync" your permissions (*Please Note: It will sync permissions of all roles in that category*) or set dedicated permissions. Please ensure for full function that you select the following permissions for the VereTech RCE Bot;

View Channel
Send Messages
Embed Links

Admin/Mod Permissions

Should you wish for your Admin/Mod team to also view this channel then we highly recommend that you set separate permissions within this channel to avoid messages being deleted should someone spawn item in-game. Although you are free to set this channel how you please, our recommendations for this channel for anyone besides the server owner and the VereTech RCE Bot are;

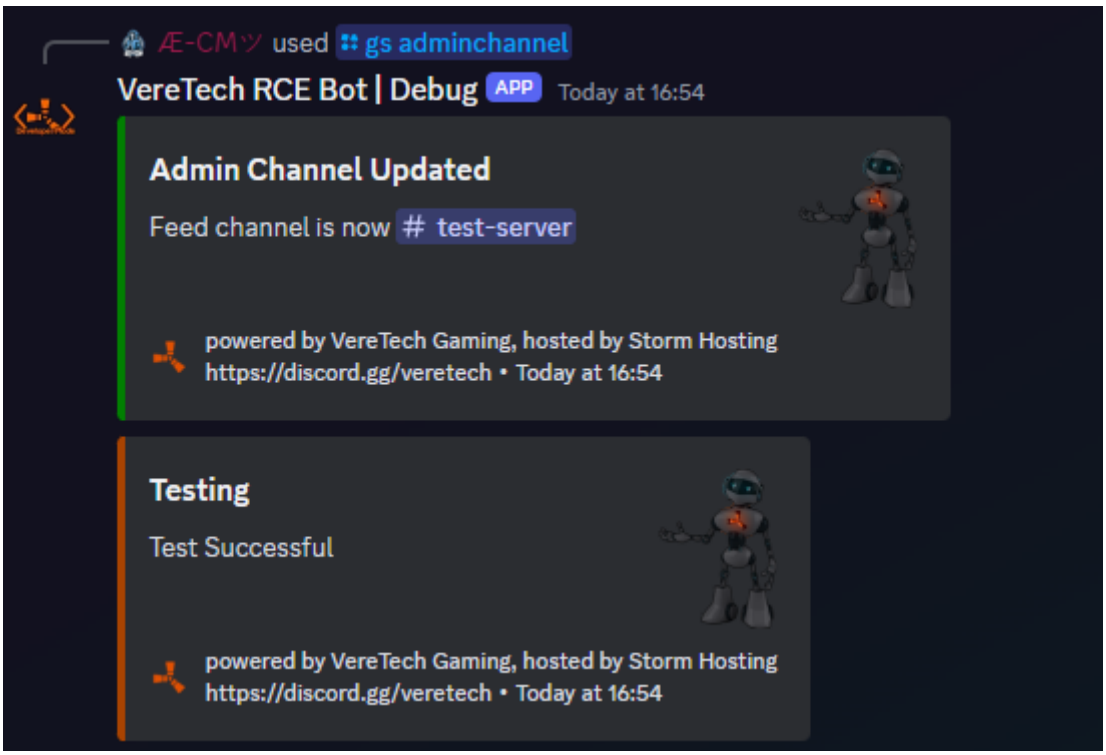
View Channel
Read Message History

Setting the Admin Channel

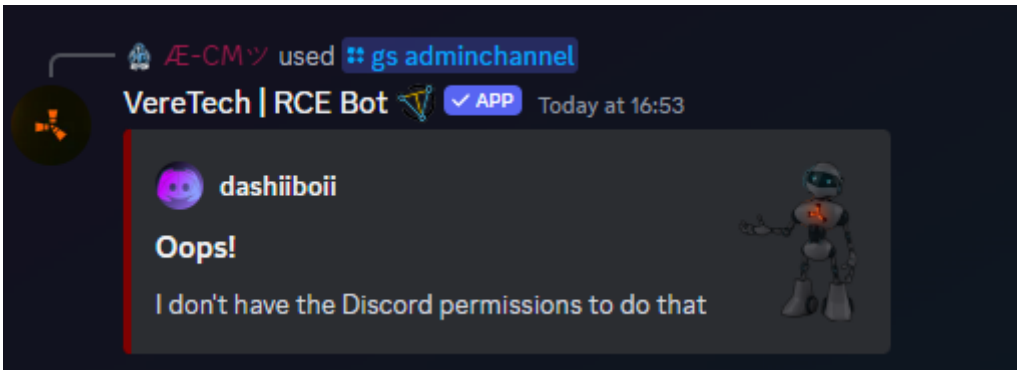
Now that we have completed the permissions we can go ahead and set the channel, to do this we need to use the command **/gs adminchannel**



Depending on its success you will receive one of the following messages;

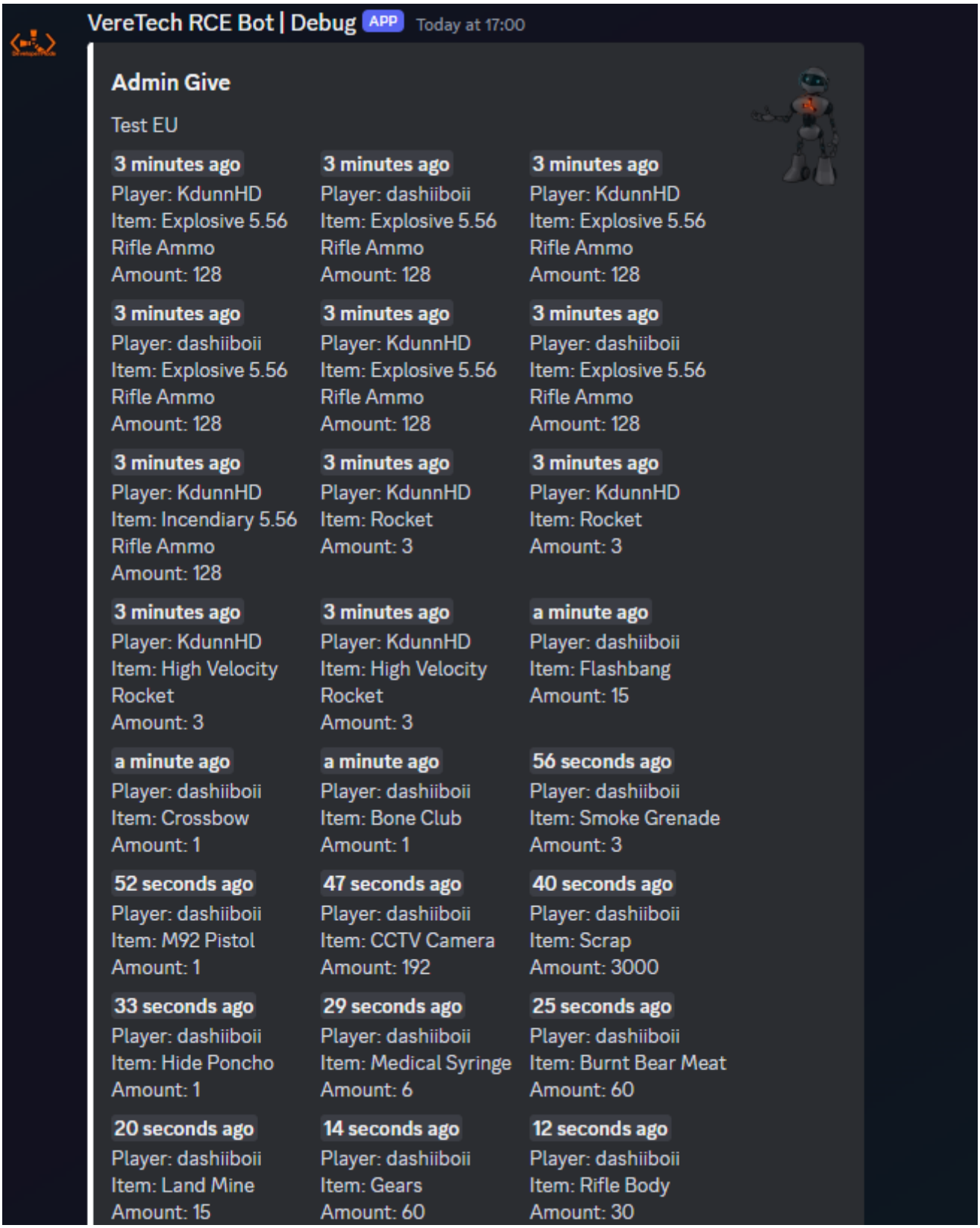


This indicates a successful allocation of the Admin Feed and will now start to record and send embeds within this channel.



This response will require you to revisit your permissions set for this page.

Once a successful connection has been made you will start to receive your feeds in you nominated channel - This will be in 5 minute intervals or once a list of 25 has been populated, whichever comes first. Please see below for the example of the Admin Channel feed;



Changing Nominated Channel

Should you wish to have a different channel show these feeds then all you need to do is repeat the above process with you new channel (*Please Note: Admin Feeds will only show on ONE channel*)

Disabling the Admin Channel

To disable the "Admin Channel" you have 2 options - You can either delete the channel and it will stop recording and sending the messages, or you can again run the command **/gs adminchannel** This time when you select the Server, do not select a channel and hit send. This will now disable your Admin Channel Feed

Customizing Feeds

Introduction

VereTech RCE Bot provides the ability to customize both in-game and in-discord feeds to suit your style of server.

We have already created some default messages to get you going, and as soon as you add your first custom message for a "Feed Type", the default message will be disabled.

You can create up-to 25 different messages for the same "Feed Type", and 1 will randomly get chosen to display.

Adding a new feed

To add a new feed you will have to do a little studying on the table below, select your placeholders, learn how to lay them out and have some fun with it, should you mess it up, just delete it and try again.

To add you new feeds you will have to use one of the following commands, depending on which feeds you want to change;

/feeds game add **-** *This will create feeds to show in game.*
/feeds discord add **-** *This will create feeds to show in Discord.*

Please see below for examples;

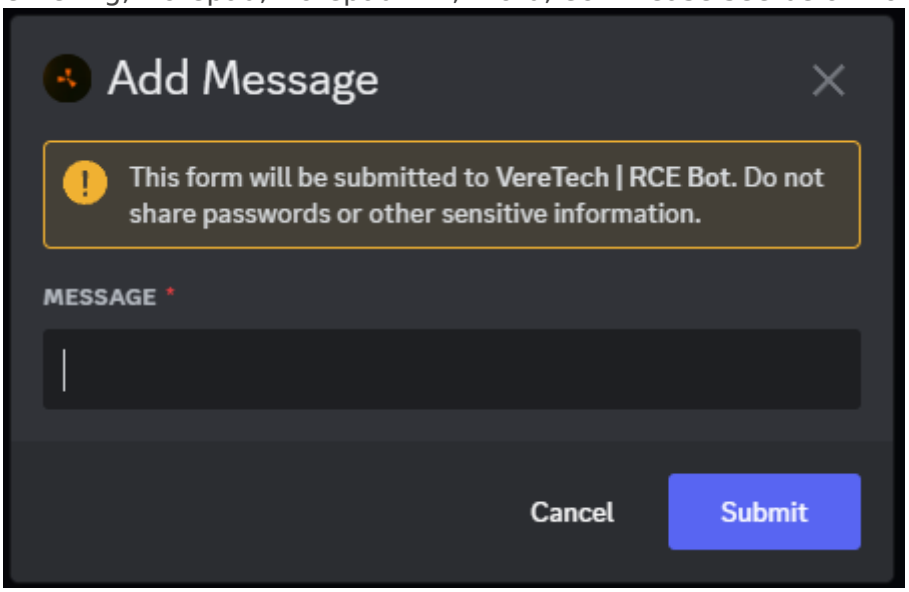


For this example we are going to follow the **/feeds game add**, however the rules and method is exactly the same. Once you have selected where you want to edit them you will be greeted with "type".

Please Note: Discord only allows a certain number to show in the list, you wont see "PvP" but it is there, you will need to type "PvP" and you will see the option appears.

Once you have selected the type, you will then need to hit send, upon sending you will then be greeted with a pop-up on screen names "Add Message", this is where you need to type out your

custom feed, I highly recommend that you use a text editor for this part so you can see it all before entering; Notepad, Notepad ++, Word, ect. Please see below for the example of the text box;

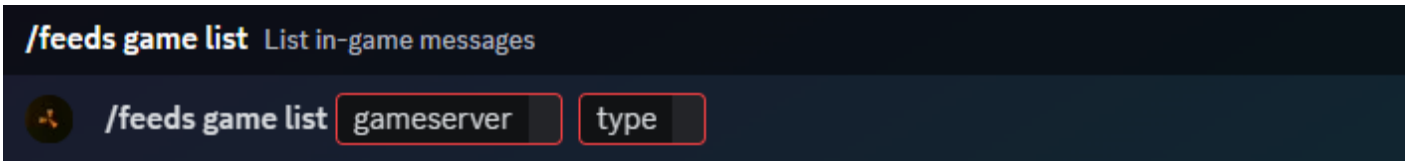


You will then need to enter you entire code, following the parameters set out below in the table, these are super sensitive so please try to use copy/paste where possible to avoid mistakes.

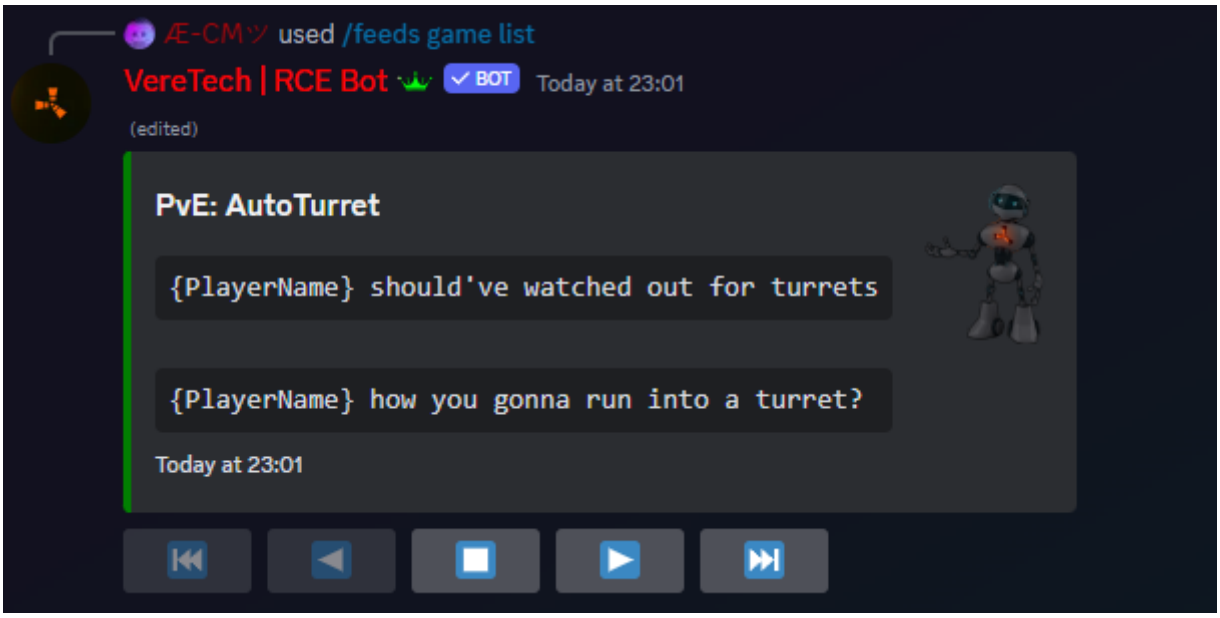
Once you have entered your feed you then need to hit submit and the bot will respond with the feed code in its entirety, please don't be alarmed, it will show you it in code format, providing the code is correct the game will then show its true form. You may need to play with this a little to get it exactly how you wish to see it.

Listing your custom feeds

Once we have our feeds, it is also a great idea to be able to see them in a list as you may have more than one feed per type, the bot will select one at random for that particular type every time you register a kill/death. To see out feeds we will need the command;
/feeds game list
/feeds discord list
depending on which one you choose will show either the custom game feeds or custom discord feeds, you also have the option for "type" should you only wish to see a certain type, if you leave this blank, then all types will be displayed, please see below for the example;



Once you select your server, and a type if you choose to do so, hit send and you will be greeted with an interactive embed of all of your current custom feeds for that gameserver or type;



Deleting your custom feeds

If you've made a mistake, wish to change a feed or just simply want to remove one then do so using one of the following commands;
/feeds game delete
/feeds discord delete
Doing this will enable you to select your server and type, please see below;



Once you select your parameters, hit send and you will again see an interactive embed showing all of you current feeds in a drop down format, please select the feed you wish to delete from the dropdown.

Tips 'n Tricks

Where?	**Usage**	**Result**
Game Feeds	Bold	**Bold**
Game Feeds	Italic	*Italic*
Game Feeds	New line	New line
Discord Feeds	**Bold**	**Bold**

Discord Feeds	*Italics*	*Italics*
Discord Feeds	***bold italics***	***Bold Italics***
Discord Feeds	__underline__	Underline
Discord Feeds	__*underline italics*__	*Underline italics*
Discord Feeds	__**underline bold**__	***Underline bold***
Discord Feeds	__***underline bold italics***__	***underline bold italics***
Discord Feeds	~~Strikethrough~~	~~***Strikethrough***~~

Default PvP Messages

These are the default messages for PvP Feed Types.

Feed Type	Default
PvP: Player Killed Player	{KillerPlayerName} killed {VictimPlayerName}

Default Event Messages

These are the default messages for Event Feed Types.

Feed Type	Default
EVENT: Heli	Attack Helicopter
EVENT: Cargo Ship	Cargo Ship
EVENT: Chinook	Chinook
EVENT: Airdrop	Airdrop

Default PvE Messages

These are the default messages for PvE Feed Types.

Feed Type	Default
PvE: AutoTurret	{PlayerName} was spotted by an auto turret

PvE: Bandit Sentry	{PlayerName} didn't obey the bandits rules
PvE: Bear	{PlayerName} couldn't out run a bear
PvE: Bled Out	{PlayerName} gave up
PvE: Bleeding	{PlayerName} bled out
PvE: Boar	{PlayerName} was mowed down by a boar
PvE: Chinook	{PlayerName} was gunned down by chinook
PvE: Code Lock	{PlayerName} was electricuted by a code lock
PvE: Cold	{PlayerName} turned into an ice statue
PvE: Drowned	{PlayerName} ran out of oxygen
PvE: Fall	{PlayerName} could never get the hang of gravity
PvE: Heat	{PlayerName} was burnt to a crisp!
PvE: Heli	{PlayerName} was gunned down by heli
PvE: Suicide	{PlayerName} wanted to try their luck with a new life
PvE: Scientist	{PlayerName} died to a Scientist
PvE: Player Killed Scientist	{PlayerName} killed a Scientist
PvE: Radiation	{PlayerName}'s geiger counter needs repairing
PvE: Wolf	{PlayerName} was chewed alive by a wolf
PvE: Metal Barricade	{PlayerName} got stuck in a metal barricade
PvE: Wood Barricade	{PlayerName} got stuck in a wood barricade
PvE: Wood Wire Barricade	{PlayerName} got stuck in a wired wood barricade
PvE: Bear Trap	{PlayerName} was caught in a Bear Trap
PvE: Cactus	Cactus's are no joke {PlayerName}
PvE: Campfire	Roasted {PlayerName} like a marshmellow

PvE: CargoShip	{PlayerName} was ran over by Cargo Ship
PvE: ElevatorLift	{PlayerName} doesn't know how to operate an elevator
PvE: Fireball PvE: Oil Fireball Small PvE: Fireball Small	{PlayerName} died to a fireball
PvE: Flameturret Deployed PvE: FlameTurret Fireball	{PlayerName} got trapped by a flame turret
PvE: High External Stone Gate PvE: High External Wooden Gate PvE: External Stone Wall PvE: High External Wooden Wall	{PlayerName} died climbing into someones compound
PvE: Shotgun Trap	{PlayerName} was gunned down by a shotgun trap
PvE: Landmine	{PlayerName} stepped on a landmine
PvE: Napalm	{PlayerName} showered in Napalm
PvE: Floor Spikes	{PlayerName} stepped on some spikes
PvE: Tesla Coil	{PlayerName} was shocked by a tesla coil
PvE: Hobobarrel	{PlayerName} died homeless
PvE: Shark	{PlayerName} took a bite out of the ocean — and it bit back
PvE: Rowboat	{PlayerName} died to a row boat
PvE: Entity: NO NOT USE	DO NOT USE: It doesn't do anything.

Community Created Feeds

Our Community

At VereTech we have established a very large size client base with some fantastic members who are kind enough to share their custom feeds and designs so that we can all either use them or be inspired by them, This page will be updated regularly with some of the best ones;

Shared in-game Feeds




```
<color=#ff0000><b>[Kill Feed]</b></color><color=#20fc03>{KillerPlayerName}</color> Killed
<color=#ff0000>{VictimPlayerName}</color><br>(<color=#20fc03>{KillerPlayerName}</color>
<color=#20fc03>KD:</color>{KillerPvPKD} | <color=#20fc03>Total Deaths:</color>{KillerPvPDeaths})
```

==========




```
<color=#ff0000><b>[Kill Feed]</b></color><color=#8904B1><b>{KillerPlayerName}</b></color> Killed
<color=#8904B1><b>{VictimPlayerName}</b></color><br><color=#8904B1><b>{KillerPlayerName}</b>
</color> <color=#8904B1></color>KD:<b>{KillerPvPKD}</b>
```

==========




```
<color=#ff0000><b>[Kill Feed]</b></color><br><color=#FF7900><b>{KillerPlayerName}</b></color>
Killed <color=#FF7900><b>{VictimPlayerName}</b></color><br>
<color=#FF7900><b>{KillerPlayerName}</b></color> Has killed
<color=#FF7900></b></color><color=#FF7900><b>{KillerPvPKills}</b></color> people this
wipe<br><color=#FF7900><b>{KillerPlayerName}</b></color> Had K/D of<color=#FF7900><b>
{KillerPvPKD}</b></color>
```

==========




```
<br><color=#2a84fa><b>[Name]</b></color><color=#fc9d03><b>
{PlayerName}</b></color><br><color=#2a84fa><b>[Console]</b></color><color=#28edea><b>
{GameConsole}</b></color><br><color=#dded28><b>[Reward Info]<br><color=#dded28><b>[Bank
Info]</b></color> <b>{Reward} {Currency}</b> <b>has been deposited into your
wallet</b><br><color=#dded28><b>[New Balance]</b></color><b> {Wallet}
{Currency}</b><br><color=#03fc35><b>[Pve Kill Feed
Info]</b></color><br><color=#b103fc><b>[Scientist Massacred]</b></color><b>
{PvEKills}</b><br><color=#b103fc><b>[Scientist Killed Me]</b></color>
<b>{PvEDeaths}</b><color=#b103fc><b><br>[K/D Info]</b></color> <b>{PvEKD}</b>
```

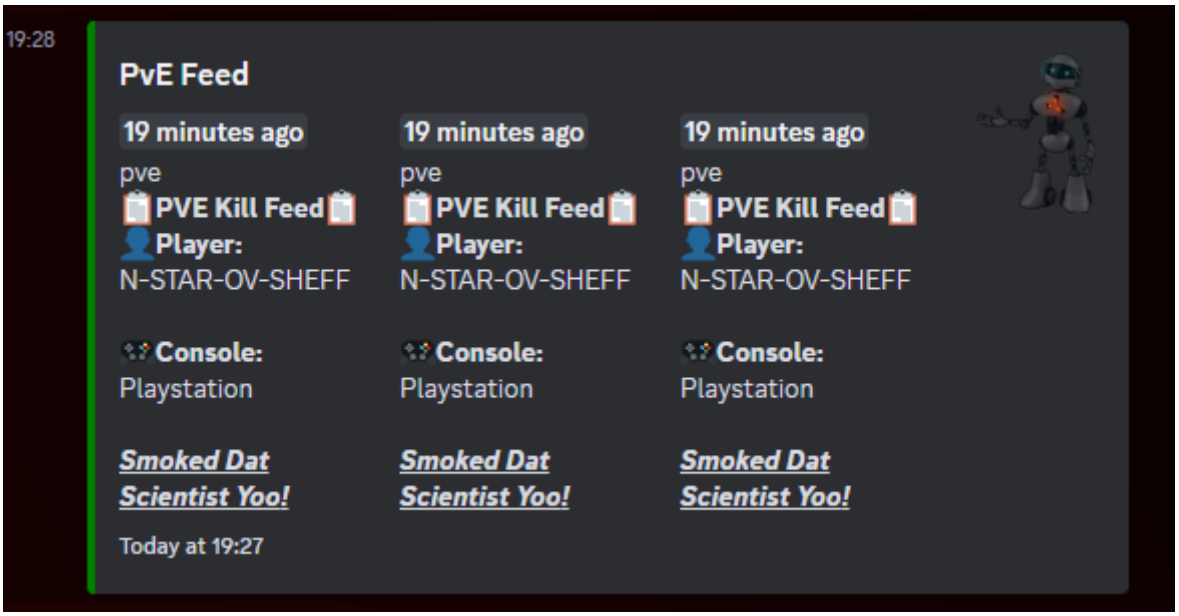
==========

Shared in-Discord Feeds




```
**Death Feed :skull:**
:bust_in_silhouette: **Player:** {VictimPlayerName}
:coffin: **Killed by:** {KillerPlayerName}
:credit_card: **Reward:** {Reward} {Currency}
```

==========



□□PVE Kill Feed□□

□□Player:

{PlayerName}

□□Console:

{GameConsole}

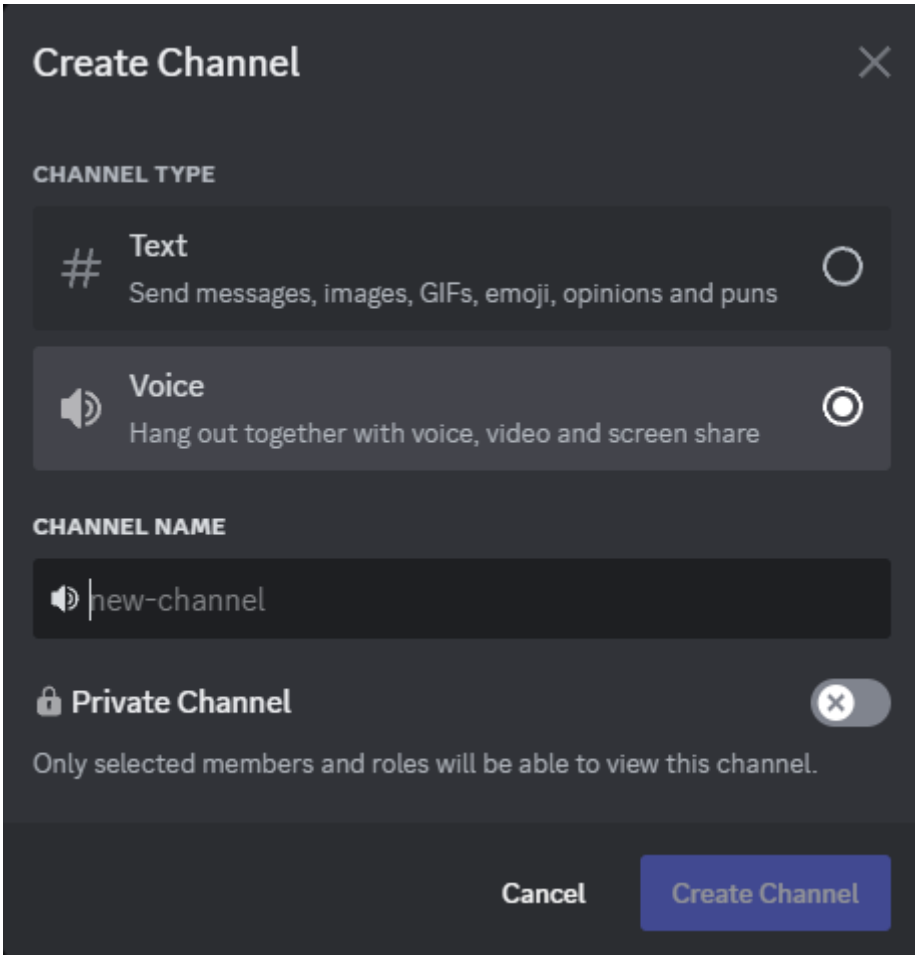
Smoked Dat Scientist Yoo!

Online Players Voice Channel

Welcome to the "Online Players Voice Channel". The purpose of this channel is to be viewable to everyone and it will update in 5 minute intervals and it will update each time with the current pop on the server. Please follow the instructions below to get the most out of this feature.

Creating the Channel

Before we start configuration we need to create the voice channel for our bot to change. For this simply select one of your categories in your Discord and select the "+" symbol. Be sure to select "Voice" and at this point you can name it whatever you want.



When it comes to the permissions, the minimum you will need is the following;

@everyone
View Channel ✓

VereTech RCE Bot
View Channel ✓
Manage Channel ✓
Set Voice Channel Status ✓

Click create channel and you are done.

Setting your Channel Preferences

Now that you have the channel available we can go ahead and apply this channel to the bot so it knows which channel to link to this feature. Head into any Admin channel and use the command **/gs onlinechannel**. You will see you have 1 mandatory and 2 optional parameters.

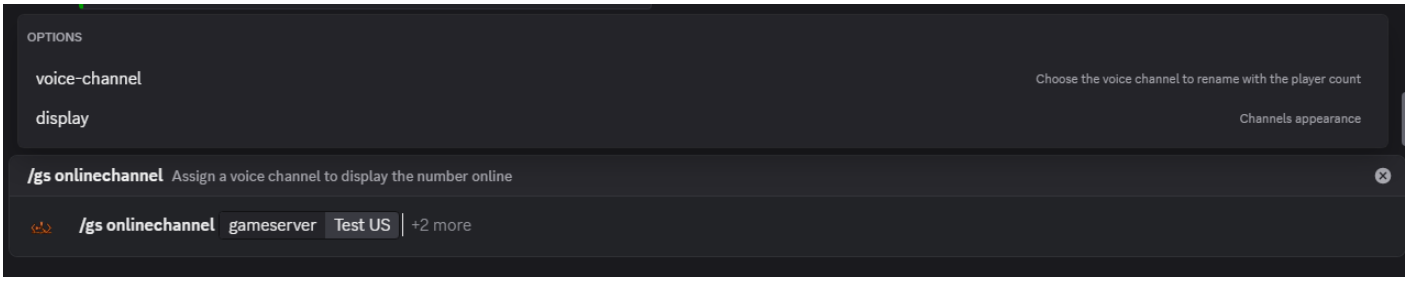
The "Gameserver" is mandatory - So please select your gameserver from the list.

"voice-channel", here we can select the voice channel we have set for our online players channel. If you leave this blank and run the command, then the feature will disable.

"display" - Whatever you type in this section will be how the channel is renamed every 5 minutes. Placeholders are available within this, so lets see a few examples:

- "{ServerInfoPlayers} / {ServerInfoMaxPlayers} Online" - If your server has 66 players online, and the max pop of your server is 100, then this would show as "66 / 100 Online"
- "{ServerInfoPlayers} / {ServerInfoMaxPlayers} Online, {ServerInfoQueued} Queued, {ServerInfoJoining} Joining" - If your server has 1 players in queue and 3 joining, then this would show as "66 / 100 Online, 1 Queued, 3 Joining"

NOTE: Discord channels names have a character limit of 100



Changing your Channel or Preferences

Should you require to change the channel in which you want this to show, or would like to change the way it displays, then you can do this by repeating the above step and setting it again however you wish to change it.

Removing your Online Players Channel

Should you no longer wish to use this feature, then all you have to do is delete the voice channel from your Discord. This will completely wipe the channel and any settings you have made regarding this feature.

Troubleshooting

Sometimes the player online channel will disable itself, you can check this with /gs test and see if the player online channel is still there or not.
It will disable itself if:
- The channel name character limit is hit (shorten the "display").
- It tried to rename your channel and was hit with a "Permission Denied" from discord (check bot has sufficient permission to rename channel).

Sometimes the channel just never updates, currently there is a bug where if your server name has a backslash in it, then it never updates. Please check and remove any backslashes "\" from your servername.

Syncing Auth Levels with Roles and Resetting Auth Levels

Our innovative sync system allows you to perform Discord role upgrades/downgrades with will be automatically implemented in game, allowing you to seamlessly implement any changes in game by a simple change in role in Discord. Alternatively you can also do this in the opposite direction too! Allowing you to perform the exact same action in the other Direction, allowing Discord role upgrades following a new in-game permission granted/revoked.

Lets get in to how to get this started!

Synchronizing Roles

To start the process of the initial setup you will need to ensure you have the Discord roles in place. You will need to ensure you have a role for the following; VIPs, Moderators, Admins & Owners.

To start the initial sync you will need to choose in which way you would like this to be performed, *Sync Game -> Discord*, *Sync Discord -> Game* or *Complete Sync*. Fist we will cover Sync Game -> Discord.

Sync Game to Discord

The purpose of this sync is that any in game role changes from Game will have effect in Discord by removing their role, however, it will not produce the other way, so, re-adding the role in Discord will have no in-game effect.
To perform this type of sync we need to use the command **/gs sync-roles.** Following this command we will have the following options;

gameserver: - Please select the gameserver that you want this to take effect on.

to-discord: - This is asking if you want in-game actions to sync and remove Discord roles - For this method we want to choose **YES.**

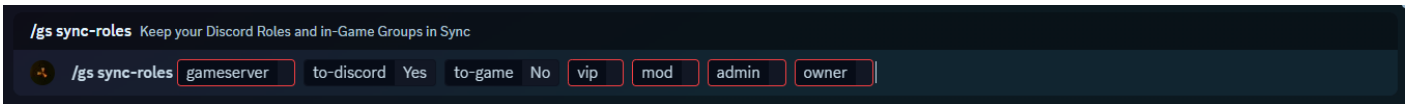
to-game: - This is asking if you want to have Discord actions, removing roles, to have effect in game - For this method we want to choose **NO.**

vip: - Please select the Discord role you want the bot to read for VIP.

mod: - Please select the Discord role you want the bot to read for Moderators.

admin: - Please select the Discord role you want the bot to read for Administrators.

owner: - Please select the Discord role you want the bot to read for Owners.



Upon sending this command the bot will now begin to synchronize You in-Game VIPs by applying the role that you have chosen in Discord.

Sync Discord to Game

The purpose of this sync is that any in game role changes from Game will have effect in Discord by removing their role, however, it will not produce the other way, so, re-adding the role in Discord will have no in-game effect.
To perform this type of sync we need to use the command **/gs sync-roles.** Following this command we will have the following options;

gameserver: - Please select the gameserver that you want this to take effect on.

to-discord: - This is asking if you want in-game actions to sync and remove Discord roles - For this method we want to choose **NO.**

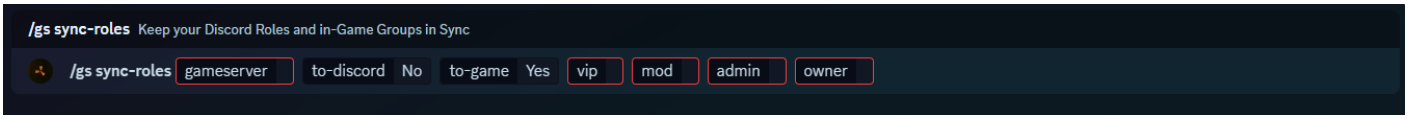
to-game: - This is asking if you want to have Discord actions, removing roles, to have effect in game - For this method we want to choose **YES.**

vip: - Please select the Discord role you want the bot to read for VIP.

mod: - Please select the Discord role you want the bot to read for Moderators.

admin: - Please select the Discord role you want the bot to read for Administrators.

owner: - Please select the Discord role you want the bot to read for Owners.



Upon sending this command the bot will now begin to synchronize your Discord roles by applying the permission level you choose in Game.

Sync Discord & Game Concurrently

The purpose of this sync is that any in game role changes from Game will have effect in Discord by removing their role, however, it will not produce the other way, so, re-adding the role in Discord will

have no in-game effect.
To perform this type of sync we need to use the command **/gs sync-roles.** Following this command we will have the following options;

gameserver: - Please select the gameserver that you want this to take effect on.

to-discord: - This is asking if you want in-game actions to sync and remove Discord roles - For this method we want to choose **YES.**

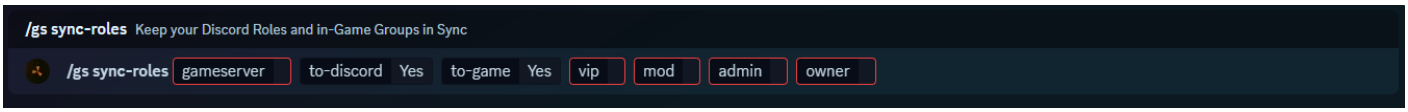
to-game: - This is asking if you want to have Discord actions, removing roles, to have effect in game - For this method we want to choose **YES.**

vip: - Please select the Discord role you want the bot to read for VIP.

mod: - Please select the Discord role you want the bot to read for Moderators.

admin: - Please select the Discord role you want the bot to read for Administrators.

owner: - Please select the Discord role you want the bot to read for Owners.



Upon sending this command the bot will now begin to synchronize your Discord roles and In-Game roles so any changes made in either direction will be synchronized.

PLEASE NOTE: On all above options, any existing permissions or Discord roles will be ignored as a rule, this will only work from the moment the commands are run. Future updates will change this.

We are planning on an update that will allow previous changes to be synchronized, effectively forcing a full sync and also this will include a re-sync option for changes that may have been missed following a server disconnection.

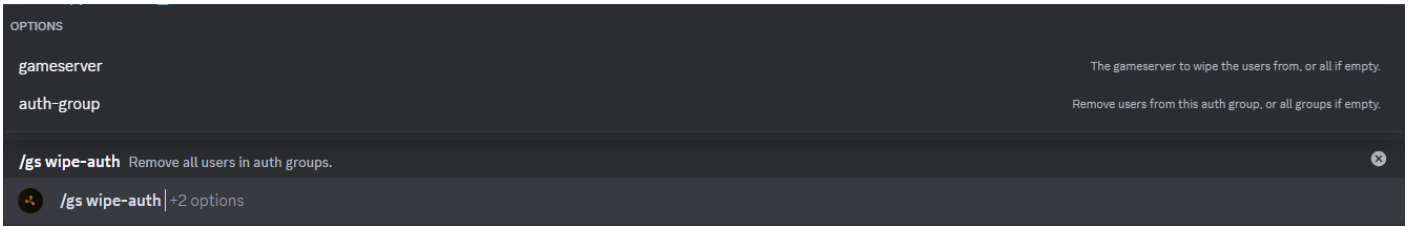
Wiping Auth Levels from G-Portal

We have now introduced a way to wipe all or selected auth levels from Discord using a single command. This command can remove all auth levels (Be aware this will also remove your own), it can wipe moderators only, Admin only, VIP only or Owner only along with a complete wipe.
To do this use the command **/gs wipe-auth** and you will be greeted with the following options;

gameserver - Please select which gameserver you wish to perform this wipe on - If you don't select one, it will perform the wipe on all servers within that Discord Guild

auth-group - Please select which auth-group you wish to wipe from Owners, Admins, Moderators and VIPs, leaving this blank will again wipe all auth levels.

Please see the example below;



Once you have performed the command, you will then get a confirmation question; "Are you sure?", once happy, select YES;



Finally, once the thinking is done, you will see a success message confirming the actions have been complete;

