Player Management

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Introduction into Player Management

Welcome to the Player Management, through out this section of the guide we will talk everything from players linking to Discord, How you can recall that information and everything in between.

One of the most important parts of players joining your Discord is that they use the link command so that you can keep track of their progress, allows them to use in-game chat, allows players to use the economy system and much more. So without further ado, let's get into it!

Linking Discord to GamerTags/PSNs

Linking Players for Them

We understand that there may be players who are unsure or don't fully understand how to link their accounts, there may also be some who just refuse to do it. To help tackle this issue we have included a command so that you can do it for them! This saves them making a mistake or having to worry about getting it wrong. For this you will need the command **/pl link**. Using this command will allow you to choose their Discord Username and then input their credentials following the Username selection, please see the example below should you need it.



Unlinking from the Bot

Sometimes, players make a mistake, maybe they leave, choose not to be linked or just want to play without the Discord perks following a successful link. We have also enabled them to unlink to save the frustration. To do this is pretty simple, however, it can only be done by an administrator, not by general users in the Discord. To do this you need to use the command **/pl unlink** where you will have to simply select the players Discord Username and hit send. This will then unlink their connection from the bot, please see below for the example;



Discord/Console Aligning

When people link themselves to the Discord using the command **/link**, more often than not they have different usernames on Discord to what GamerTag or PSN name they feature on console. We have noticed that this has the ability to cause some confusion and have created ways to make them correspond, or, this can cause some uncertainty when wondering if a player has yet linked at all. Lets show you how we can remedy this.

Linked Role

The first method we can use when trying to sort those who are linked and who are not is the linked role method. Using this means that we will have to create a new role, for the purpose of this we are going to call the role "Linked". If you need more information on creating a role, please click here.



Refreshing Linked Role after Enabling

If you decide to make use of the above feature and are now wondering if everyone needs to link again to set the role, then fear not! If you already have 40 people linked and one day decide you want to use the feature, once active simply run the command **/pl refreshlinkedrole** and hit enter, you will notice there are no options on this command, as soon as you send that message all linked players will now have their role in your discord adjusted to their your stated role for linked players. Please see below the command on screen;

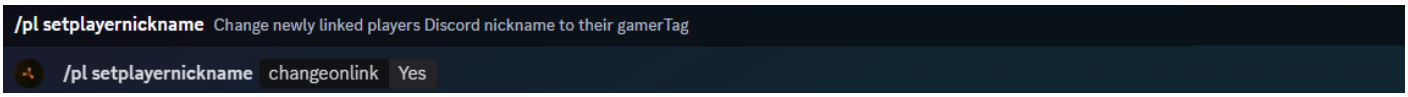


Auto Change Nickname

Another great way to combat the "are they linked, what is their GamerTag/PSN" question is to set the bot to automatically update their username within your Discord.

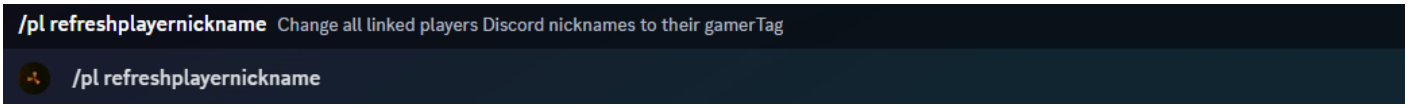
Please Note: We are not messing with peoples Discord accounts, this is done using the "Nickname" feature which is a widely known and legitimate method to change others names in your Discord, this will not effect their name in other Discords.

The way this work is when your players link using the **/link** command, the bot will automatically read what they have entered for their GamerTag/PSN and apply this to them in the form of a "Nickname". This is an optional feature but one I personally really find useful. To do this, the command we need to use is **/pl setplayernickname** and select either YES or NO, Yes will enable the feature, No will disable it. *(Disabled by default)*. Please see below for the example;



Refreshing Nicknames after Enabling

If you decide to make use of the above feature and are now wondering if everyone needs to link again to set the nickname, then fear not! If you already have 40 people linked and one day decide you want to use the feature, once active simply run the command **/pl refreshplayernickname** and hit enter, you will notice there are no options on this command, as soon as you send that message all linked players will now have their names in your discord adjusted to their linked PSN/GamerTag names. Please see below the command on screen;



Player information

Whilst using owning a server, having information on your players when you need it is one of the most powerful tools in staying in control at admin level, from checking reports to checking their economy history and balances there are 2 ways that we can check information on a player.

Using the Player Search Function

The first way to check information on your players is using the player search function, from this you will be required to enter their GamerTag/PSN to yield the results the bot has on that username. The most information it can give you is confirmation of the GamerTag/PSN you entered, if linked it will share with you their Discord Username and finally their console, weather it be Xbox or Playstation.

To use this feature we will need to use the command **/pl search** and enter the players in-game Username, hit enter and the bot will show you the information it has stored on that player, please see below for an example;



Getting Player Information

Another great way to check out your player base is using the command **/pl info** this will search their Discord Username instead of their GamerTag or PSN, it will be required however that they are linked to yield results. If they are linked you will see the following information;
Console Platform & GamerTag/PSN
Economy Wallet Balance
Economy Bank Balance
Total Economy Balance
Total Economy Purchases

Admin mute Yes/No

Player Mute Yes/No

We will cover the meaning of mute in the next chapter of this documentation, but for now please see below for the example when using this command;



Player Leaderboards

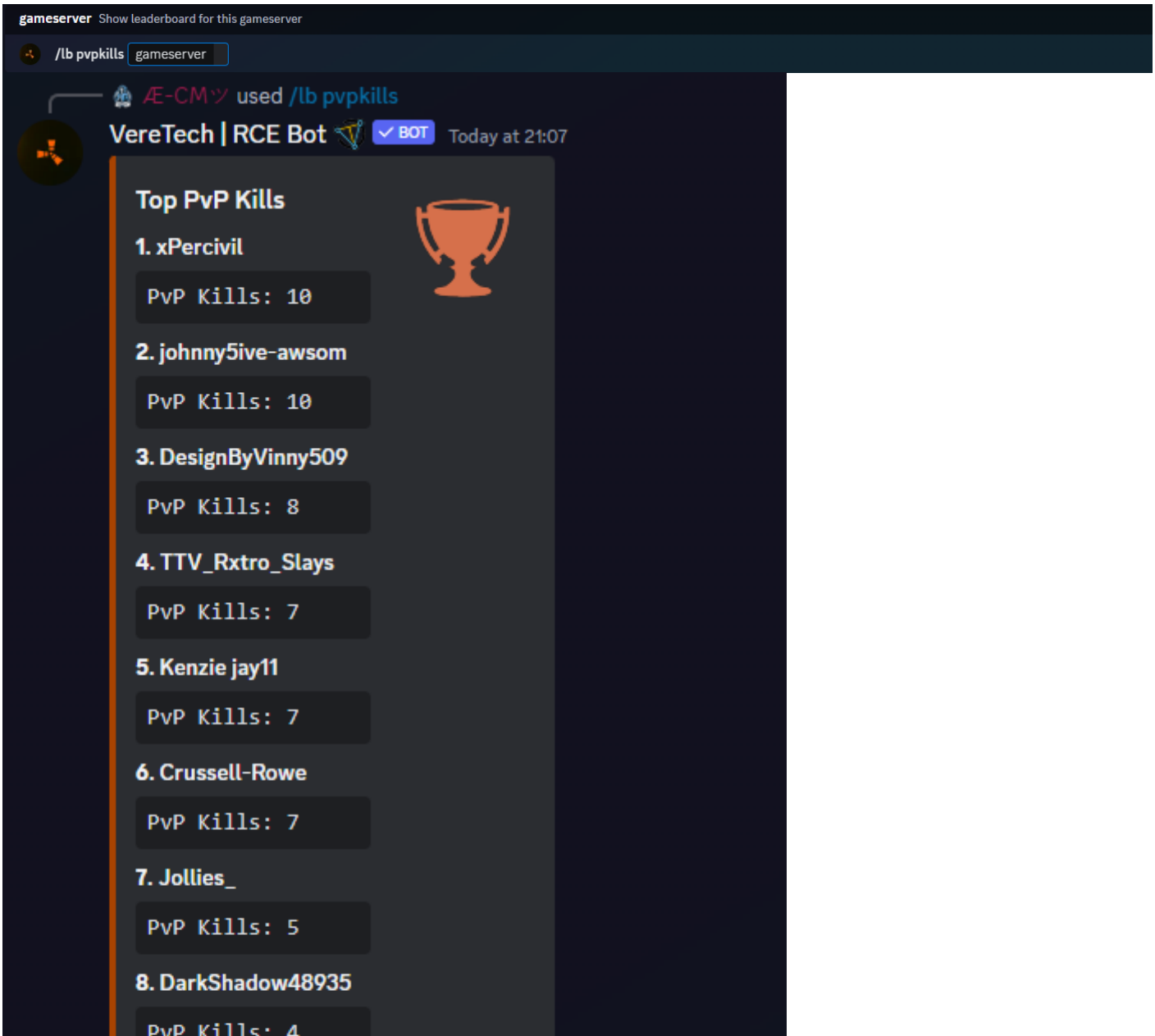
Player Leaderboards

Player leaderboards are a great way for you keep track of all of your players kill/death data. In this chapter we will go over the types of leaderboards we can call and also how to wipe them for those all important wipe days! These leaderboards are displayed as interactive embeds, showing up to 10 players per page.

PvP Leaderboards

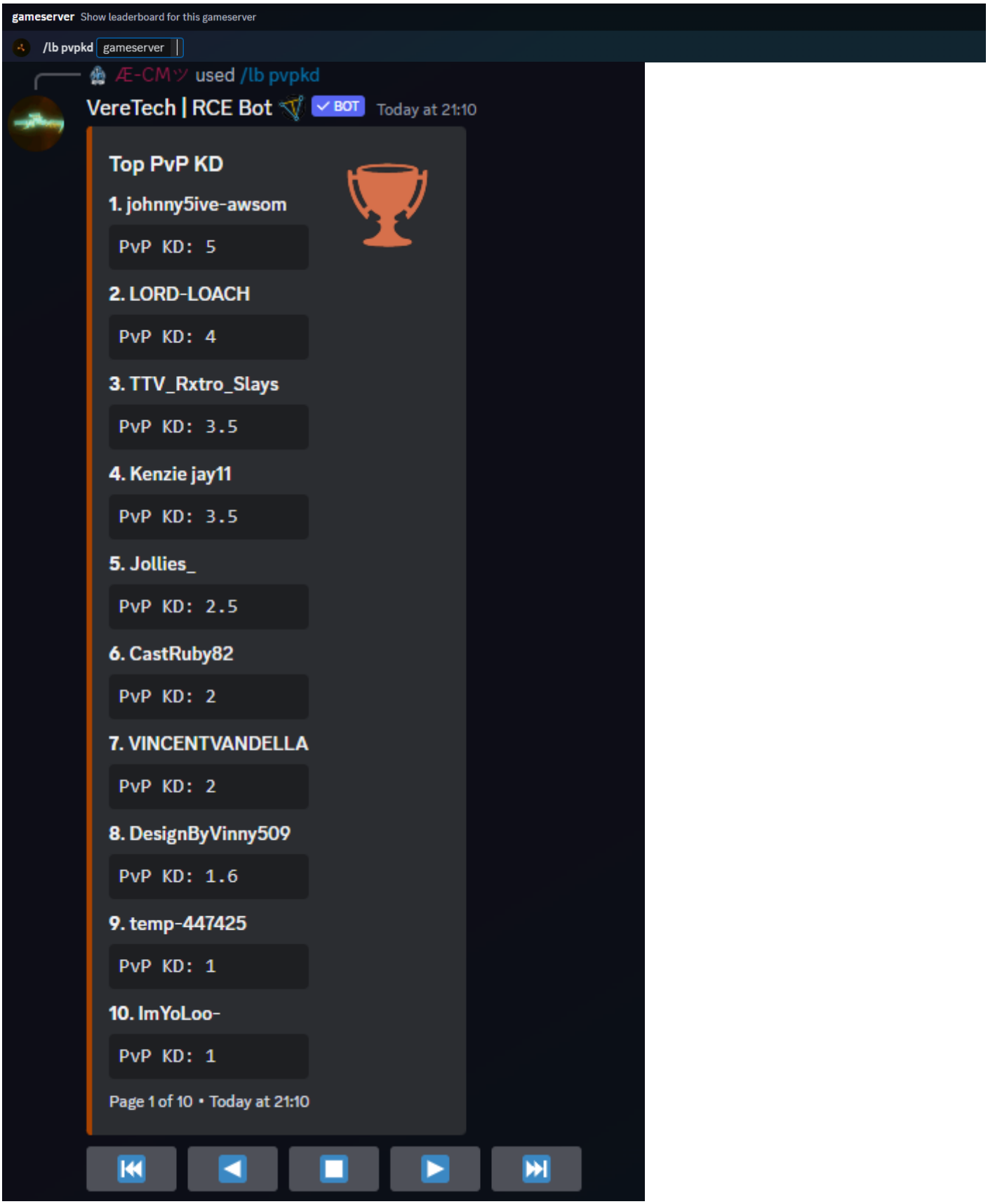
PvP Kills

Using the command **/lb pvpkills** we can call the leaderboard for the current top PvP players:-



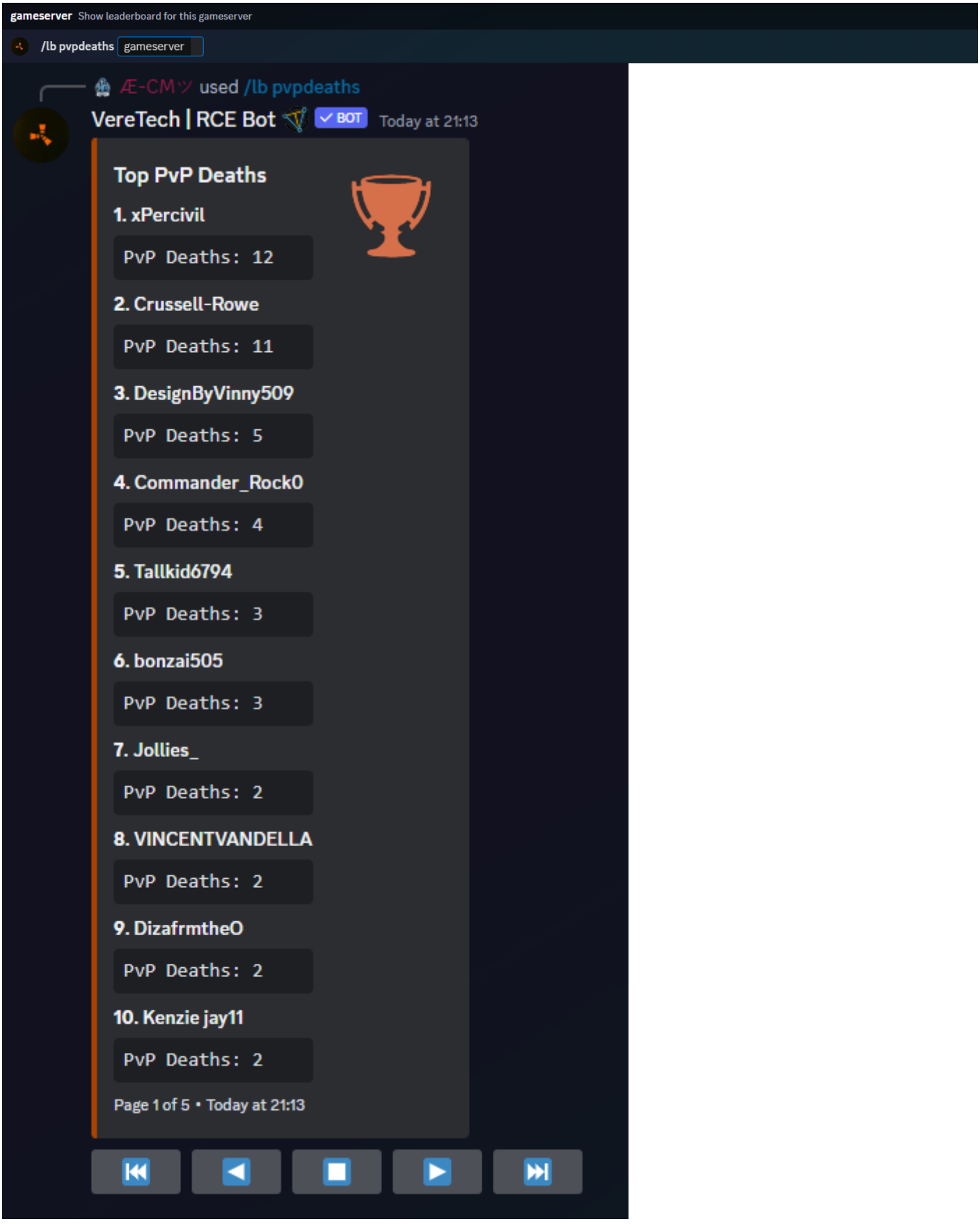
PvP KD

Using the command **/lb pvpkd** we can call the leaderboard for the highest K/D ratio across all PvP kills:-



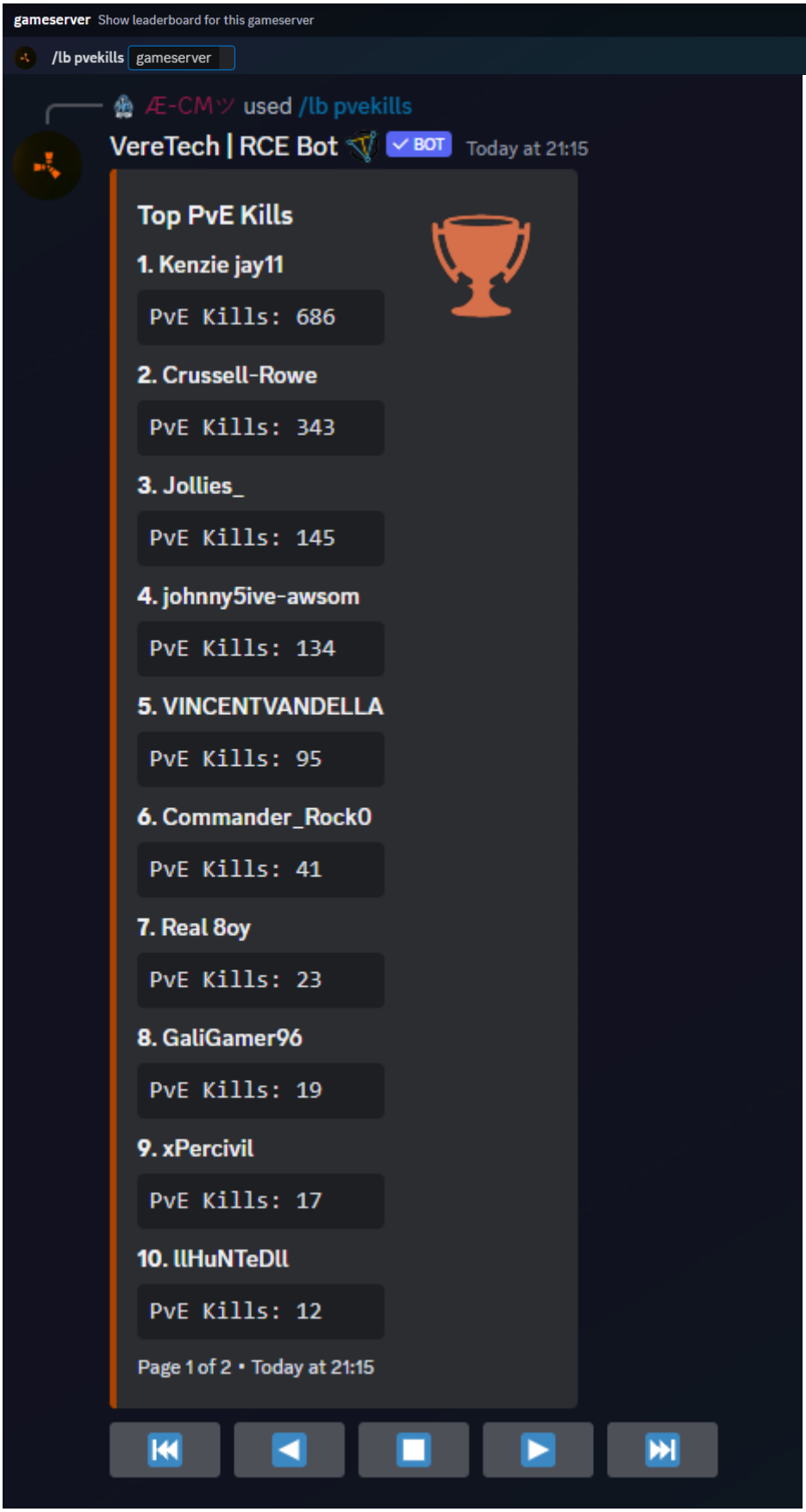
PvP Deaths

Using the command **/lb pvpdeaths** we can call the leaderboard for the highest deaths in PvP action:-



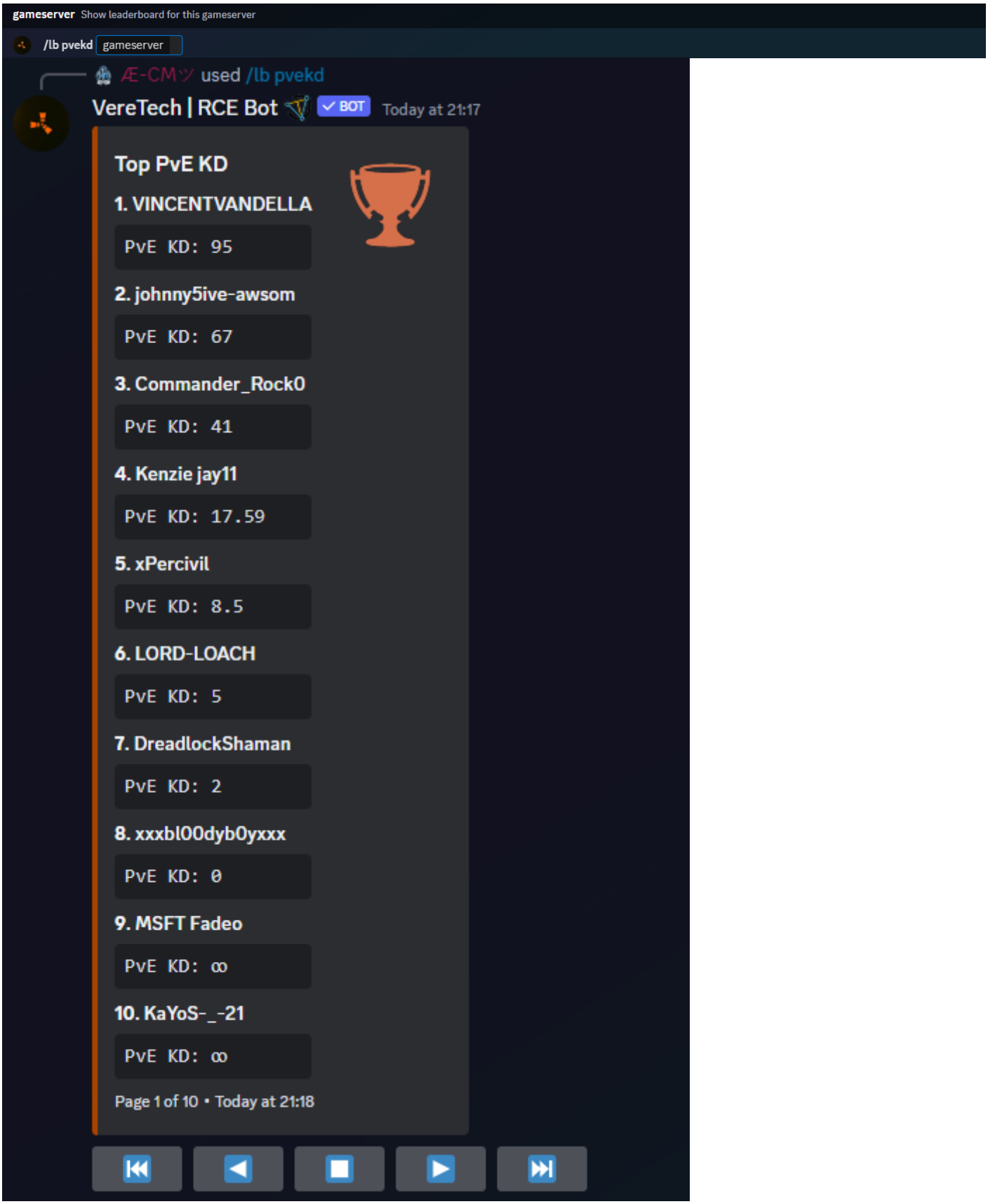
PvE Kills

Using the command **/lb pvekills** we can call the leaderboard for the highest PvE kills:-



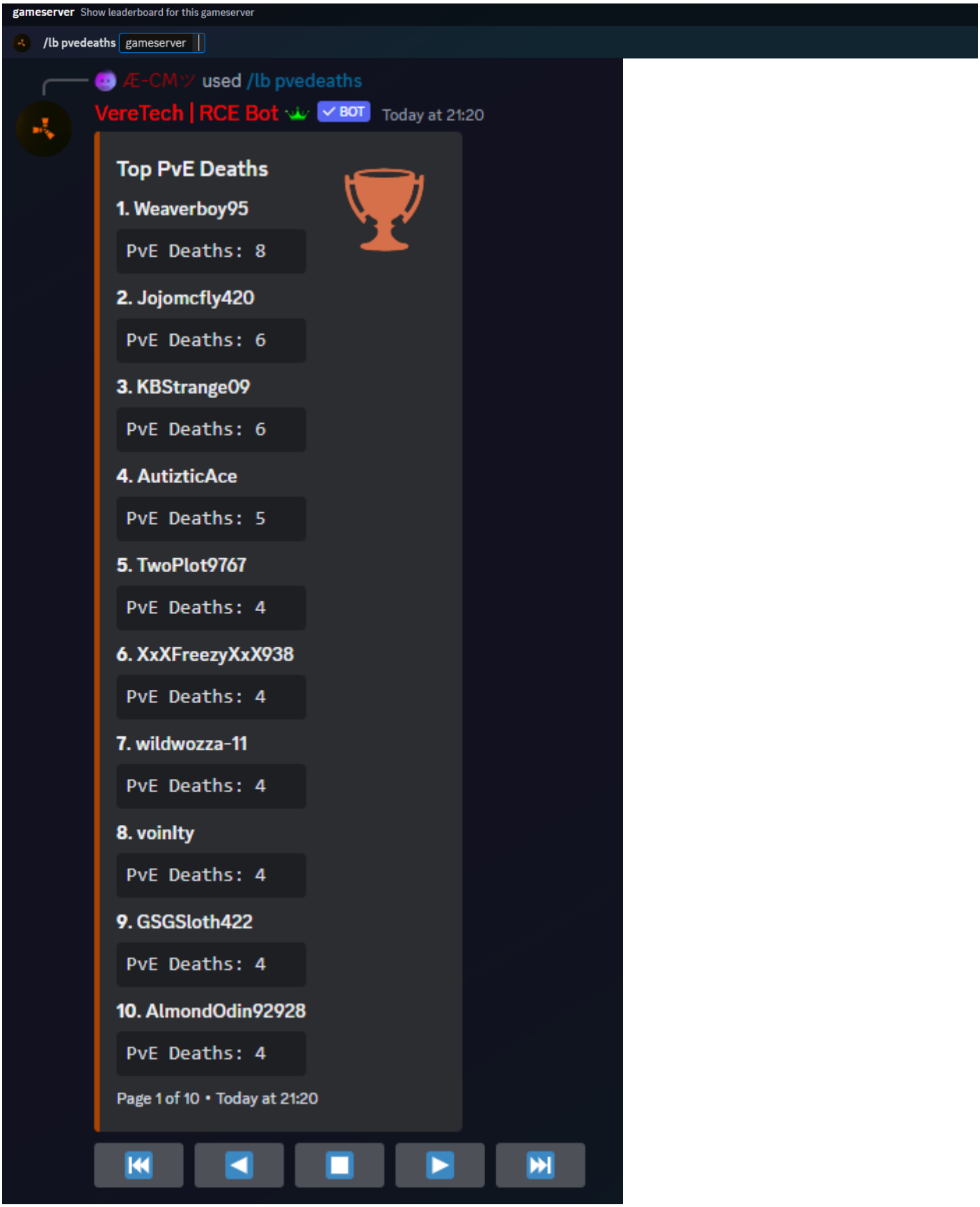
PvE KD

Using the command **/lb pvekd** we can call the leaderboard for the highest PvE KD ratios:-



PvE Deaths

Using the command **/lb pvedeaths** we can call the leaderboard for all PvE deaths server wide:-



Wiping the Leaderboards

At the end of wipes, weather that be blueprint wipe, map wipe or even wiping after an event, using the command **/pl wipelb** and selecting your server we can wipe the leaderboards back to zero for that fresh start:-


gameserver The gameserver you want to activate
/pl wipelb gameserver