

Gonzo's Clients Creator V 3.0

User Guide/Documentation

Clients Creator Version 3

Thank you for downloading gonZo's Clients Creator. This user guide will detail each aspect of the program as well as helping you create a clients.txt which Mani Admin Plugin uses to give admin access to certain clients (certain players on a server)

Program Licensed under GPL v3

The Clients Creator v3 is released under the GPL v3. For further information please take a look at the gpl.txt within the program folder or visit

<http://www.gnu.org/licenses/gpl-3.0.html>.

Credits/Acknowledgements

Clients Creator Version 3 Created by: **Gonzo**

User Guide/Documentation written by: **James White**

A big thank you to all the contributors to the Mani Admin Plugin project, for giving us such an awesome admin plugin for our servers!

For support on this program or for anything to do with Mani Admin Plugin head over to the support forums:

<http://www.mani-admin-plugin.com/forums/index.php?action=forum>

For specific help with this program please post in this thread:

<http://www.mani-admin-plugin.com/forums/index.php?topic=20060>

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Explanation of the clients.txt

The clients.txt file is a text based file which contains all the information on clients that are allowed to access the Mani Admin Plugin GUI, Mani commands e.g. ma_kick and its features. Without the clients.txt no client will have access any of the features that Mani Admin Plugin has and you will simply be denied access when attempting to use a Mani command with a message such as "You are not authorised to run the command admin" that is why a clients.txt file is required in order for Mani Admin Plugin to know who is allowed admin rights and who is just a normal player on a server.

Note in older releases of Mani Admin Plugin a file called adminlist.txt was used to add admins. This method should no longer be used.

This clients.txt file has to be created manually by someone with server access in order to give themselves access to Mani Admin Plugin as well as other clients. In this case clients are known as the person(s) that will be using Mani Admin Plugin and its features.

The contents of a clients.txt file to a human being will look like a lot of words and characters that don't mean a whole lot, which is why this program has been designed to help you create one without any hassle.

If you need help creating one this user guide is here to help you. This guide covers every aspect of the program breaking everything down into steps making it easy to create clients.txt file.

Instructions on how to create a clients.txt file using the Clients Creator tool begin on the Page 5. As well as instructions on using the program, this guide also contains information about different parts of the clients.txt as well such as authentication methods.

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How to open/run the Clients Creator

Downloading Java Runtime Environment

This version of the Clients Creator is programmed in Java and therefore is compatible with every OS platform. However in order to run this program you will need to have Java installed on your computer.

If you are not sure if you have Java installed on your computer already you can attempt to the run program. If you run the program and find you are asked to open the program with something then you do not have Java installed on your computer and will need to follow the step below to download it. If you already have Java on your computer simply skip the rest of this section and go to the Running the Clients Creator section

Not all computers will have Java installed so you will to download Java Runtime Environment for your operating system. It can be downloaded from the following URL:

<http://www.java.com/en/download/>

Once you have downloaded Java Runtime Environment for your operating system run the installer and wait for Java to be installed. Once everything has been installed you will receive confirmation of this in the installer window from which you can then click finish to close the installer window.

Running the Clients Creator

Now that you have installed Java you will now be able to run the program. To run the program, do the following.

1. Extract the **clientscreator3.zip** using any extracting software.
2. You will have specified a location to extract the archive to. Whatever you specified as the location go to it and you should find a folder called **clientscreator3**, within that folder should be another folder named **Clients Creator** and within that folder will be various files and more folders.
3. You need to locate the **clientscreator.jar** file which is the executable Java file for this program. Double click on it to open the program.

You have now opened the Clients Creator. Read the next section to learn how to use the program.

Gonzo's Clients Creator

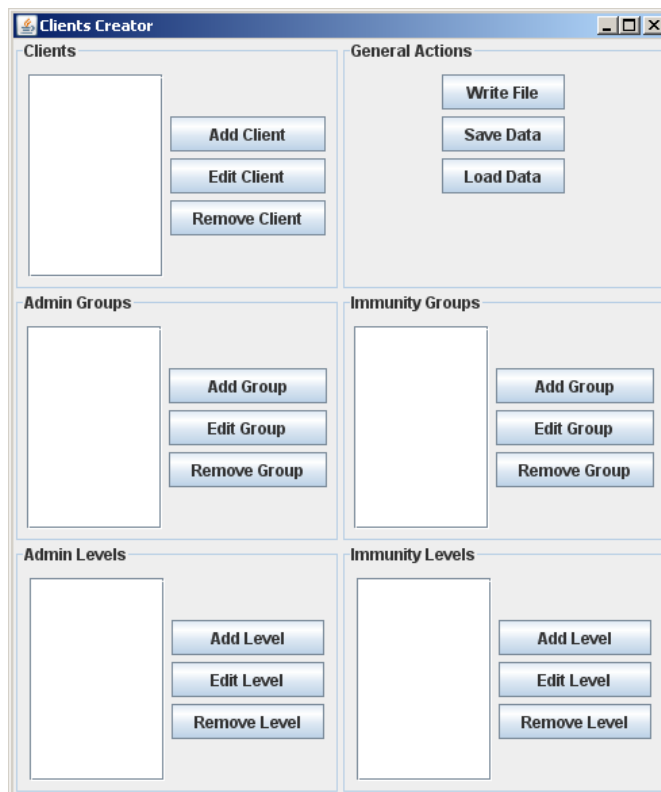
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Creating a clients.txt

When you initially open the program you will be presented with the following window.

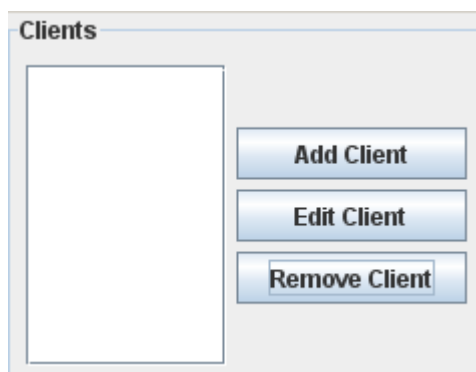
Main window of the Clients Creator



This will be the first window you will see when you run the program. It is essentially the home screen of this program. During the program session if you add clients, groups, levels etc you will notice that the information will be displayed on this main window allowing you to keep track of what your clients.txt will contain. You will also be able to amend and delete any information you have added from this window. We shall now begin by adding clients to the clients.txt file.

Adding clients

To begin adding clients start by clicking the Add Client button in the clients section of the window



When you click this button a prompt window will appear asking you to enter a name. This will be where you enter the name of the client



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Once you have entered a name click OK, a new window will now be displayed.

The screenshot shows the 'James (Client)' window. The 'General Information' section is at the top, with fields for Name (James), Email, Password, and Notes (Senior Admin). Below this are three sections: 'Auth Management' with 'Steam ID', 'IP', and 'Nick' tabs and 'Add Steam ID', 'Edit Steam ID', and 'Remove Steam ID' buttons; 'Group Management' with 'Admin' and 'Immunity' tabs; and 'Level Management' with 'Admin' and 'Immunity' tabs and a 'Use Admin Level' checkbox. The 'Flag Management' section at the bottom has 'Admin' and 'Immunity' tabs and a list of flags with checkboxes for selection.

This window will now allow you to create a client and add the relative admin/immunity permissions you wish to give to a certain client. The window is split up into different sections of areas to input certain information about the clients. They are:

- General Information
- Auth Management
- Group Management
- Level Management
- Flag Management

Each will be explained throughout this guide.

Start by locating the general information section of the window:

The screenshot shows the 'General Information' section of the 'James (Client)' window. It has fields for Name (James), Email (admin@surfersheaven.co.uk), Password, and Notes (Senior Admin).

You can put a name, email address, password and notes for the client.

- **Name** – This will be the clients name, it has to be unique.
- **Email Address** – This will be the clients email address, you do not have to put this in
- **Password** – This will be a certain password in order for the client to use admin. This is usually used when a STEAM ID is not used as the authentication method.
- **Notes** – This will be any additional information you want to add about the client such as the clients admin level or primary job.

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The general information section has been filled out and we can now continue by filling out the next section which is Auth Management.

Authorization Management

This is the section where you have to decide what type of authentication will be used in order to make sure that the correct client is able to access admin. It is recommended that you authenticate clients using STEAM ID's however if you plan to use Mani Admin Plugin on LAN or non steam server you will not be able to use the STEAM ID method, in which case you will use the alternatives. The following authentication methods are available for use with a client:

- STEAM ID's (Recommended)
- A IP Address
- A clients Nickname (In game name)

Each authorization method will be covered in this guide

Using STEAM ID's as the authentication method


A STEAM ID is a unique combination of characters and numbers which is assigned to a Steam account.

Note: A Steam account username and ID are not the same.

The typical format of a STEAM ID looks like this:

STEAM_0:0:1389050

Every STEAM ID is different and may contain fewer or more numbers than another STEAM ID. If a STEAM ID has fewer numbers it simply means it is an older account. In order to find a client's STEAM ID the client them self must do the following:

1. Open up a game running either the Source or Orange engine (e.g. Counter Strike Source) and join any online game server
2. When you are in game press the key above the tab key on your keyboard (The key you are looking for will have one or more of these symbols placed on it) 

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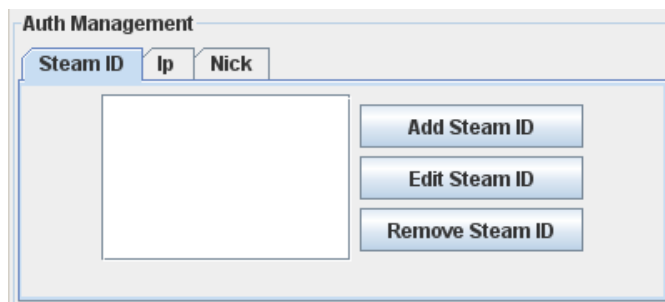
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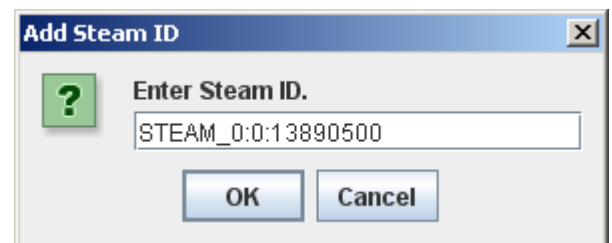
3. When you press that key you should see a console window appear. If nothing appears you will need to enable console by going to **Options > Keyboard > Advanced** and make sure enable developer console is checked. Save the settings and a console window should now appear when you press the key.
4. In the console window type "status" without the brackets and press enter, this will then output some information to you.
5. From the information provided locate the client in game name and to the right of it should be your STEAM ID. Highlight the STEAM ID beside the client in game name and copy it to your clipboard. You now have the STEAM ID for the client

If you were to be creating a client that is not yourself you would need to ask the client to do this in order to give you there STEAM ID

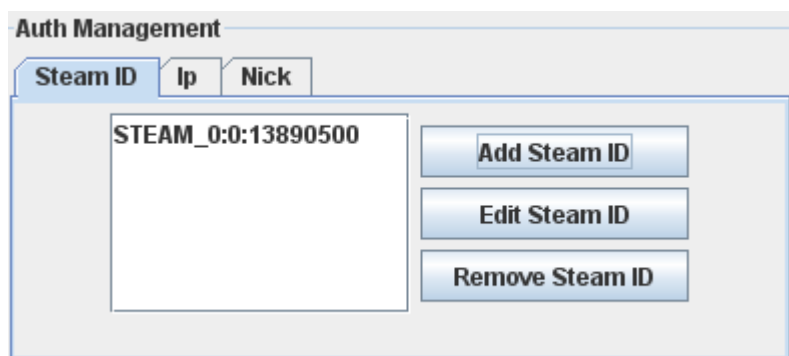
You now have the STEAM ID for the client. You can now go back to the program and find this section of the window:



Click on the Add Steam ID button which will bring up this prompt box



Enter the STEAM ID and then click OK you will now see the STEAM ID is saved in the auth management:



That is how to use STEAM ID's as the authentication method

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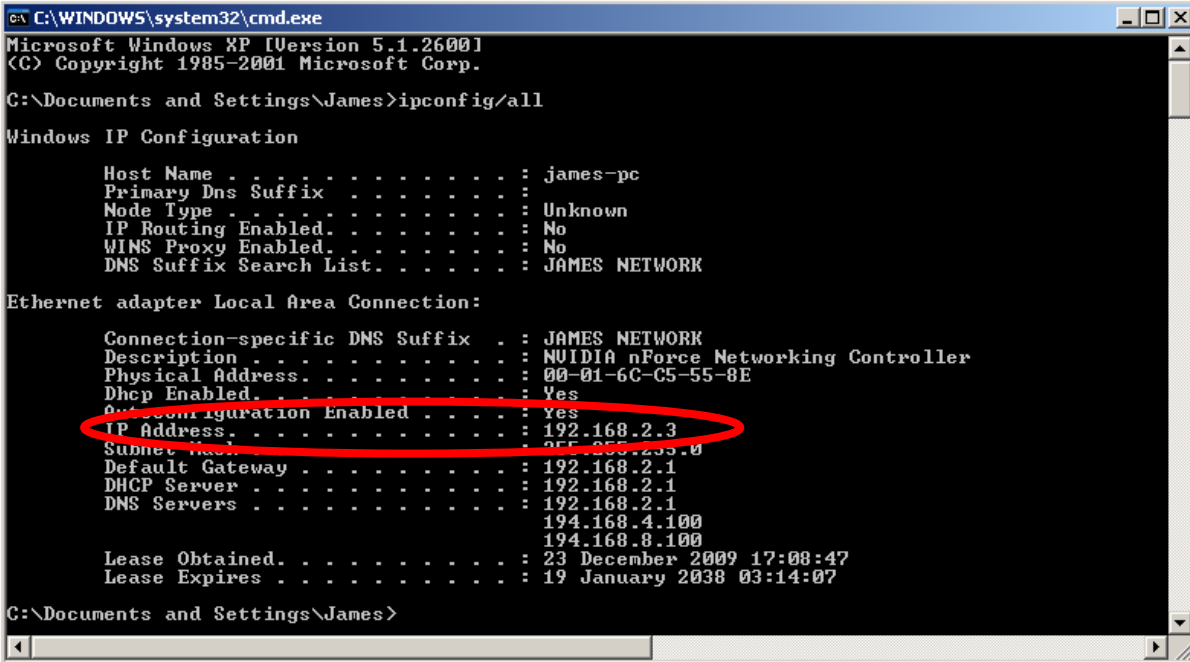
Creating a clients.txt

Using an IP Address as the authentication method

The next method of authentication is using an IP Address. This method should be used if you are on a LAN (Local Area Network) server or have a non-steam server which would make using STEAM ID's useless. In order to use the IP address authentication method you will have find out the clients IP address. In order to find the IP Address of a computer you will have to do the following:

For a Windows based operating system:

Open up a command prompt window by going to **Start > Run** type "cmd" without the brackets in the box and click OK you will then be presented with a black window, in this black window type "ipconfig/all" without the brackets, you will then get something like this:



```
C:\WINDOWS\system32\cmd.exe
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings\James>ipconfig/all

Windows IP Configuration

    Host Name . . . . . : james-pc
    Primary Dns Suffix . . . . . : 
    Mode Type . . . . . : Unknown
    IP Routing Enabled. . . . . : No
    WINS Proxy Enabled. . . . . : No
    DNS Suffix Search List. . . . . : JAMES NETWORK

Ethernet adapter Local Area Connection:

    Connection-specific DNS Suffix . : JAMES NETWORK
    Description . . . . . : NVIDIA nForce Networking Controller
    Physical Address. . . . . : 00-01-6C-C5-55-8E
    Dhcp Enabled. . . . . : Yes
    IP Address. . . . . : 192.168.2.3
    Subnet Mask . . . . . : 255.255.255.0
    Default Gateway . . . . . : 192.168.2.1
    DHCP Server . . . . . : 192.168.2.1
    DNS Servers . . . . . : 192.168.2.1
                          194.168.4.100
                          194.168.8.100

    Lease Obtained. . . . . : 23 December 2009 17:08:47
    Lease Expires . . . . . : 19 January 2038 03:14:07

C:\Documents and Settings\James>
```

All you need to find is IP Address and take note of the address in this case my IP address is 192.168.2.3. However this IP address is actually a leased IP address assigned by my router and is an internal network address which means it would only work within a LAN network

Note: Any IP Address that has 192.168 at the beginning means it is local address and only usable on a LAN network

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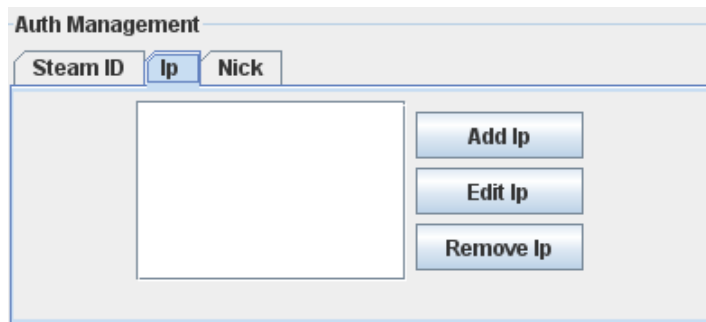
Creating a clients.txt

If the server is not LAN but non steam then you want still use the IP address method but would need to find your actual IP Address, a quick and easy way to do this would be to visit a website like:

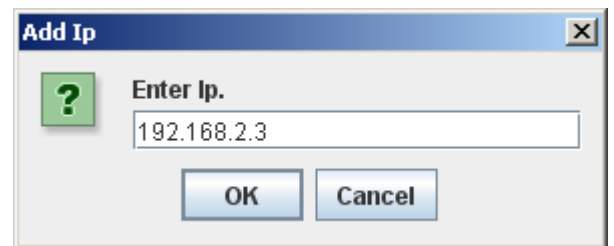
<http://www.mywanip.com/>

Note: For privacy purposes I will not be posting my computers actual IP address

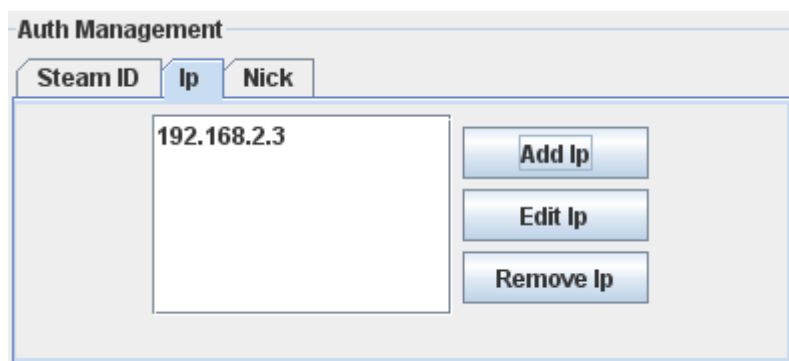
Now it's time to add the IP addresses to the program:



Select the IP tab on Auth management and then click the Add IP button.



Enter the IP address (Either local or your actual IP address) and click OK. The IP Address will then appear in the window:



That is how to use IP Addresses as the authentication method

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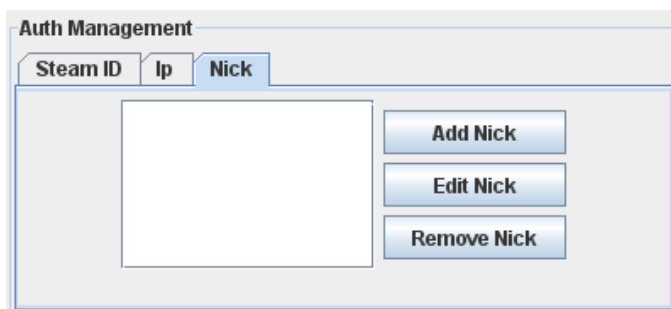
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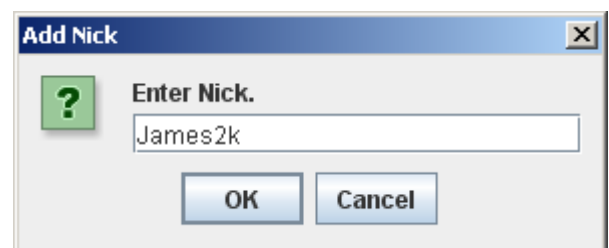
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Using a Nickname as the authentication method

The final method of authentication that can be used with Mani Admin Plugin is a nickname which should not be used on its own because of the security implications. It is recommended that it is used combined with another authentication method such as setting a password on the client (See the general information section of the program)



Select the Nick tab and click the Add Nick button which will bring up this prompt window



Click OK and the nick will be saved.

That is how to a nickname as the authentication method

Those are the three authentication methods you are able to use with Mani Admin Plugin. You may wish to combine authentication methods for extra security however in some cases this is not required and you are just doing extra work.

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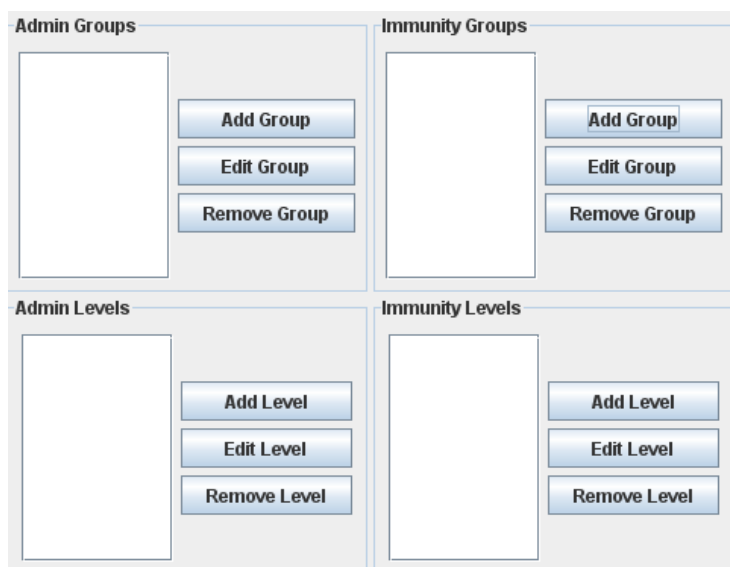
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Group Management

Depending on how many people you have as admins you may want to group them in a specific way for example you may have different levels of admins and want to create groups for them such as Senior Admin, Mini Admin etc. Next to auth management is the group and level management tabs. This is where you will be able to assign specific groups/levels to clients. To create a group you must close our current window to return to main window. You will then need to look for these parts:



The first two sections at the top are for groups. One is for admin the other is for immunity. You can click on the Add group button to begin creating the group. For example an admin group called Leader will be created. Simply click on the Add Group button which will then bring up this prompt.



Click OK and you will see this window:



Now that you have created the group you will now be able to select the flags that you want the client to have. Seems this group will be for full level admins I would select them all (You can just press the select all button at the bottom for quickness) and close the window. When you do that you will notice that the admin group now has the Leader listed in its box



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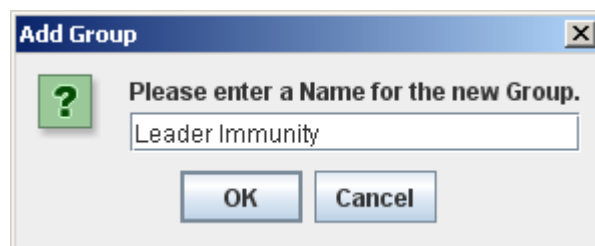
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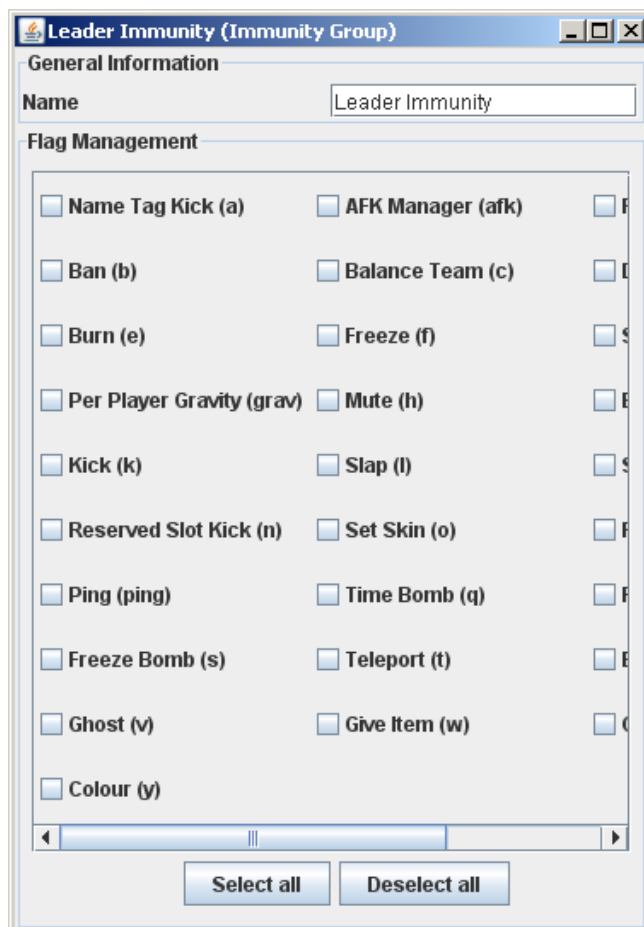
This process can be repeated for immunity groups too. Click on Add Group on the immunity group section



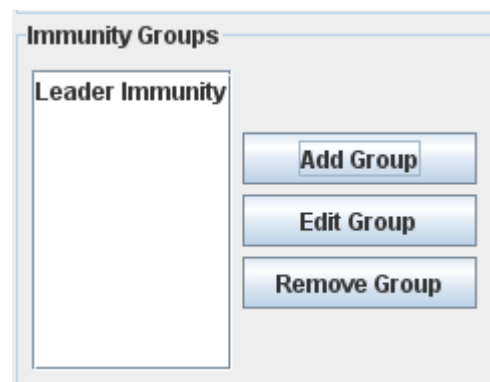
When you click on this a prompt window will appear asking you to call the group something. I am going to call it Leader Immunity



Once you have named the immunity group you will see a similar window when you created an admin group:



Again you will then be able to select the specific immunity flags that you will want this immunity group to have. Select which flags you want and then simply close the window. You will now see Leader Immunity in the immunity group section of the main window



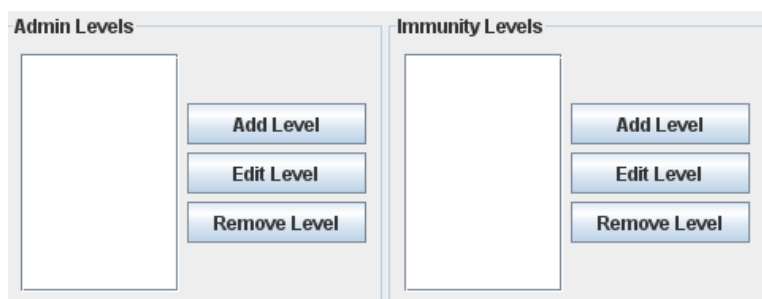
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Level Management

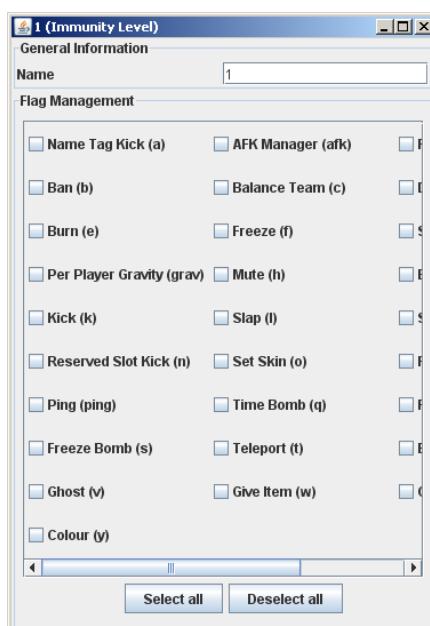
You have created groups but if you didn't need groups but wanted to have different levels of admin without haven't to keep selecting flags all the time. Levels are slightly different to groups and must be numbered. To begin creating a level, find this section of the main window



Click Add level on either admin or immunity levels. When the prompt window appears asking you enter a name of the level make sure you enter a number and nothing else



When you click OK you will be presented with a new window with admin flags again. You simply check flags you want a client to have and the close the window. The same process can be repeated on the immunity levels



Create as many levels as you like making sure you use numbers as the name only.

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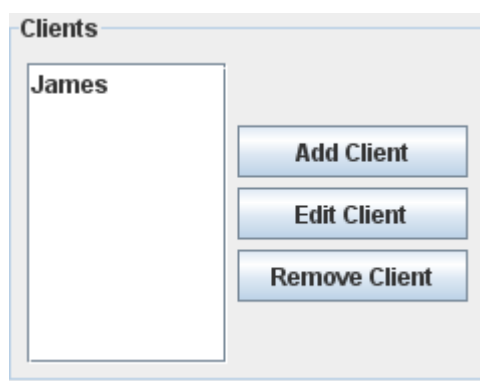
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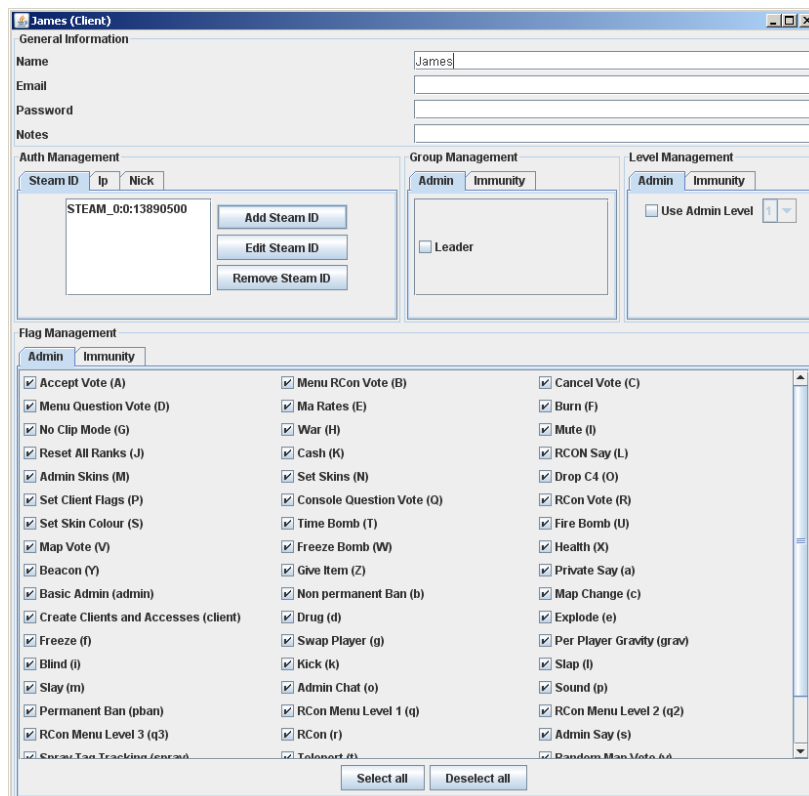
Flag management

If you do not wish to use groups/levels then you may simply want to select the flags for each client as you create them. This can be done on the adding client section of the program. We have already created a client so I am going to select edit client from the main window



Highlight the client and click the Edit Client button if you already started to make the client, you should then see this window again. You will also notice that group management and level management also now have groups and levels which can be assigned to the client.

If you were using groups/level you would not have to assign flags to the clients as they already have been assigned to the group/level.



You will want to go to the bottom and find the flag management section and select the various flags you want for admin/immunity. Once you are happy with the selections close the window.

You have now completed the various steps that are required to create a clients.txt the final step is to save the file.

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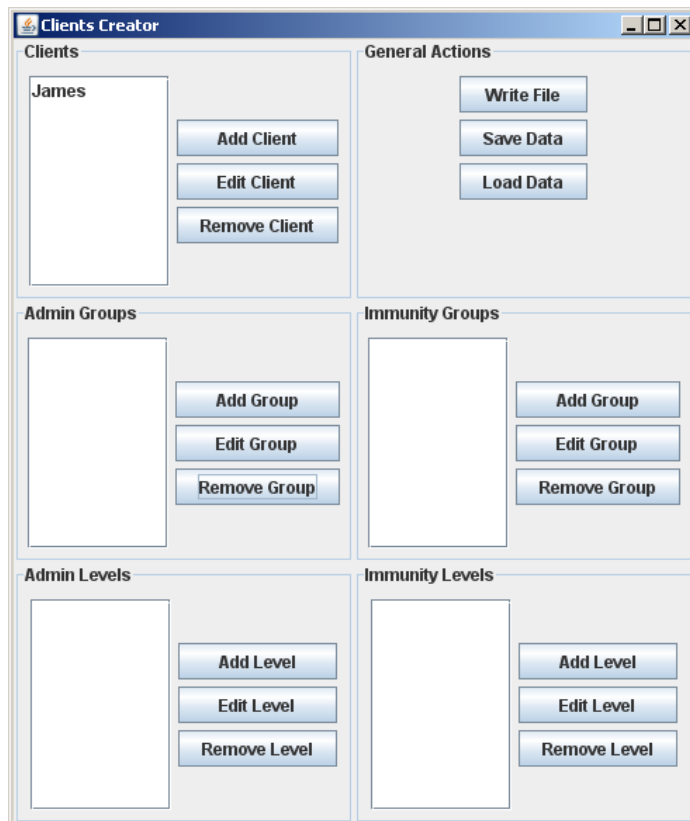
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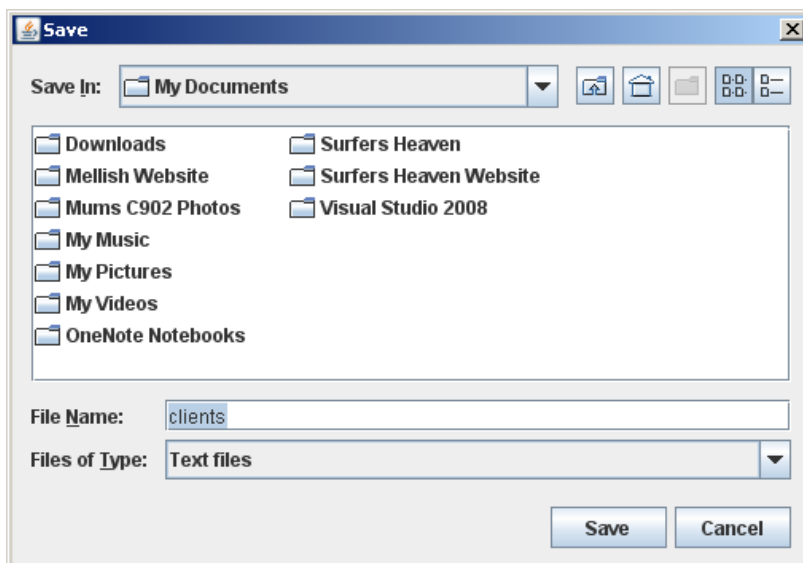
Creating a clients.txt

Saving the clients.txt

Go back to your main window



On the General Actions section of the window click the Save Data button. This will save any changes you have made and make sure everything you've done is written to the file, when you click that button a confirmation message will appear saying the program has saved the data successfully. Click the Write File button to create the clients.txt. A window like this will appear when you click Write File.



Specify the location of where you want to save the clients.txt, click save, whatever location you specified as the save location should now have a clients.txt file within.

Well done you have created the clients.txt file.

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Uploading the clients.txt to your server

Now that you have created the clients.txt you now need to upload it to your server in order for your clients to have administrative access to Mani Admin Plugin. You can't just place the file anywhere so follow these steps.

1. Access your server through any method e.g. FTP/Web admin interface (For SRCDS/Listen servers follow the directory path in step 2)
2. Go to the path **cstrike/cfg/mani_admin_plugin/** To make sure you are in the right area you will see files such as autokick_name.txt and banlist.txt
3. Place the clients.txt within these files.
4. Restart your server (If already running) and then join it.
5. When you are in the server open up a console window and type "admin" without the brackets. Close the console window and you should then see a menu appear on the left hand side of the screen. This is the Mani Admin Plugin GUI interface; you can then use numbers on your keyboard to scroll through the various menus and actions.

If you get a message like "You are not authorized to run the command admin" something has gone wrong with the authentication of the client in the clients.txt. Try recreating the clients.txt and repeating the steps above. If you still can't get admin to work post a help request on the support forums. That's what it's there for!

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Glossary

This page explains certain terminology that was used in this guide.

Term	Description
Admin	A type of level which is assigned in the clients.txt
Authentication	A process that checks to see if a person is allowed admin on a server.
Client	A person(s) that will have special administrative privileges according to clients.txt
Clients.txt	The file that is used to hold information on all clients with admin/immunity flags.
Command Prompt	A command line interface on a Windows based operating system
Flag	Admin/immunity ability bound to a certain letter or word.
Groups	Groups that are created with specific flags assigned to clients
GUI	Short for Graphical User Interface
Immunity	Setting an immunity flag on a client will mean they are protected from whatever action such as ban/kick
Java	A type of programming language
Java Runtime Enviornment	Software that allows execution of Java programs on a computer
Levels	Levels that are created with specific flags assigned to clients
Linux	A type of Operating System
Listen Server	A server that has been created through the create server option.
SRCDS	Type of server
STEAM ID	A unique code containing characters and numbers that is linked to a STEAM account
OS	Short for Operating System
Windows	A type of Operating System