Clan Manager 1g

Features:

- Anticheat-System
- Clantag-Protection
- Nickname-Filter
- AFK-Detector
- WhoIs-System
- Special enter-messages for clan-members and administrators
- Clan chat
- Ingame-Spectator
- Trial-Friendly-Mode
- A “second” Private Server
- Many commands for administrators (accessible without logging in)
- Command-Menu
- Server-/Client-Side Chat-Blocker
- Profiles

The Anticheat-System:

Well, this feature tries to detect hacks as you can tell from the name.
It should detect all “Unreal-Script”-hacks (at least on the highest security level) and “native” hacks (hooks) by using the Prefetch-Folder. Furthermore you can check the MD5 of packages (the Clan Manager comes with the MD5’s for all default-packages of the most common UT2004-Versions) and you can search for other illegal files (like in the System-Folder).
Nevertheless the main check lasts only ~8 seconds and ~1 second on midgame-checks (these values correspond on the highest security level).
Well, why would you use this and not AntiTCC or SafeGame?
First of all, you can use the Clan Manager AND any other security mutator at the same time. Thus players will be double checked.
Furthermore the Anticheat-System of the Clan Manager is better in detecting “Unreal-Script”-hacks than AntiTCC and it should be almost as good as SafeGame in detecting those kinds of hacks (but the Clan Manager is much faster).
I would recommend running the Clan Manager and another security-mutator at the same time.
But of course you can turn off the Anticheat-System if you don’t like it.^^

Clantag-Protection:

I don’t know if you know such players but I have already seen those: abusing the Clantag to get more respect by other players. One player –abusing our Clantag (UT2k4) – even invited players to join our clan. You can prevent this with this feature.

Nickname-Filter:

Players using racist, “invisible” (names do not show up in the scoreboard and char) or other “inappropriate” nicknames are always annoying. This feature tries to prevent this.

AFK-Detector:

This feature enhances the UT2004-build-in “Kick idle players” function. Now you can also let them spectate or mark as AFK.

WhoIs-System:

This feature lets players look up the used names of any player currently on the server.

Special enter-messages for clan-members and administrators:

If a clan-member or an admin enters the server a special enter-message is sent announcing the join.

Ingame-Spectator:

You can now allow players to spectate ingame. In DM or so it is useless, but it is very useful in Trial-Maps.

Trial-Friendly-Mode:

This feature optimizes Trial-Maps (like No-Collision-Players,…).

A “second” Private Server:

Your private server is officially only for clan-members but the password is always widely spread? This feature only lets clan-members on the server (or players who know the password of this feature). Furthermore you can invite non-clan-members to play on the server without needing to tell the password (of the Clan Manager).

Installation:

Add the ClanManager like any other Mutator to your UT2004-server.
If the Mutator has been loaded successfully you should see something like this in your server-log:

```
MutClanManager: ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
MutClanManager: ~~~~~~~~~~~~~~~ Clan Manager 1g ~~~~~~~~~~~~~~~~~
MutClanManager:
MutClanManager: ~~ Anti Cheat is Enabled: False
MutClanManager: ~~ WhoIs is Enabled: False
MutClanManager: ~~ Trial Friendly Mode is Enabled: False
MutClanManager: ~~ Private Server is Enabled: False
MutClanManager:
MutClanManager: ~~ Copyright (C) 2006-2007 Gugi
MutClanManager: ~~ All rights reserved
MutClanManager:
MutClanManager: ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

The Mutator is now working and ready to be configured through the menu.

You can also use the ServerActors-List to load the mutator. Add the following line at the bottom of the ServerActors-List: ServerActors=ClanManager.CMServerActor

Note: It is not needed to add the Mutator to the ServerPackages. This is automatically done.

Note: Many features are not activated on Singleplayer games or on Listen-Servers. Use the Mutator only on Dedicated servers.

Configuration:

The main configuration place is the ingame menu.
To open it, join your server, login as administrator, press F8 and click on "CM Settings".
The topmost button ("Configure Global/Default Profile") opens the Configuration-Menu for the Default / Global Settings.
The default settings will be used, if no profile is activated, the global settings will always be used, no matter if a profile is active or not.

Global/Default Profile:

I divided the menu into different sections: The buttons on the top open other Configuration-Menus (I needed to page out some settings as for lack of space).
The remainder of the menu contains some “smaller” settings. I will begin with these.
Tip: If you place your mouse of a setting a small hint will appear.

Settings in the “big” Window:

In the first column stands the name of the feature.
In the second a description of the feature or the name of the setting related to the feature.
And in the third column stands the description of the setting.
Note: Temporary ban means in that case Session-Ban (the player is not allowed to play on the server for one map).

Clantag-Protector:	The Clantag-Protection searches for Clantag-Abusers, as the name already says. Those are normal players which put on the Clantag for what ever reason. You can prevent that with this feature. Note: This feature uses the Member-List. You should first register all Clan members before activating this setting.	
	Clantag-Protector	This setting activates the whole feature.
	Reaction	Specifies the reaction if a Clantag-Abuser is found. Choices: • Message: The abuser receives continues messages requesting him to delete the Clantag. • Message+DelayedKick: If the abuser does not delete the Clantag within a certain ultimatum (specified by the “Delay”-Setting) he gets kicked from the server. • Kick: The concerned player is immediately kicked from the server. • Temp-Ban: The abuser is temporary banned from the server. • Ban: The Clantag-Abuser is permanently banned from the server (not recommend^^).
	Clantag(s)	Here you can enter the different Clantags of your clan. Use the “Divider” to separate the single tags. The search is not case-sensitive and it does not matter where the Clantag is in the name. E.g.: If the Divider is set to “%New%”, the Clantag(s)-Field could look like:]UT2k4[%New%]*UT2k4*[.
	Delay	Only used if the “Reaction” is “Message + DelayedKick”. Specifies how much time the player has got to delete the Clantag.
	Divider	The divider of the single Clantags.
	Check Interval:	Best is to describe that setting with an example: Let’s say 5 players are on the server. The Mutator checks the first one, then it waits for a certain time (specified by this setting), then it checks the next player. And so on, till the last player got checked. After that, the Mutator begins again with the first player. So basically you can use this setting to define how many times the players are checked in a certain time. Note: This setting is also used by the Nickname-Checker.

<table>
<tr><td>Private Server:</td><td colspan="2">We (the UT2k4-Clan) had the problem that the password of our private server was often widely spread so that it was more like a public server. This feature is very useful in that case as it let's only registered members on the server (without asking for the password). If a non-member joins a window will popup asking him to enter the PW.
Admins and –if the setting is activated- members can invite (that means the password-control-window closes) those players if they want (for one map).
Thus there is no need to tell the password to anyone as members can still enter the server and non-members can be invited.</td></tr>
<tr><td></td><td>Enable Private Server</td><td>This option activates or deactivates the whole feature.</td></tr>
<tr><td></td><td>Password</td><td>The password non-members have to enter.
I recommend not the tell that anyone but invite the players.</td></tr>
<tr><td></td><td>Password Input Time</td><td>The time players got to enter the password. 0 means no time limit.</td></tr>
<tr><td></td><td>Player Invite</td><td>If this setting is activated not only admins are allowed to invite "normal" players but also all clan-members.
If this setting is set to 0, only admins can invite others, if the value is -1, members can invite other players. If it is set to any positive number, clan-members are allowed to invite other players for x maps.
E.g.: If this is set to 2, clan-members are allowed to invite other players. They change the map and this setting is decremented to 1. Thus members are still allowed to invite. After the next map-switch the value is 0 which means they are not allowed to invite players anymore. Only admins are allowed to do that now.</td></tr>
<tr><td>Trial-Friendly-Mode</td><td colspan="2">This activates some optimizations for the so called Trial-Maps. Theses are Assault-Maps with the goal to reach the different objectives not with gun-power but with jumping and dodging or with other methods.
The optimizations:
Players can walk through each other
Weapons won't cause any damage or "momentum" (if a player is hit he normally gets pushed back) to teammates
Pickups like ammo or shield will respawn very quickly.
Joining players will automatically respawn on the currently attacking team
If a spectator leaves a info-message is sent to all players (like the join messages)
On Maps, without an end-trigger (that means they are impossible), an end-trigger is spawned automatically, so that it is possible to complete them.
Some other minor stuff</td></tr>
<tr><td>AFK-Detector</td><td colspan="2">Perhaps you know the "Kick idle players" option of UT2004.
This does basically the same but you can not only kick them but let idle players spectate for example.
A player is idle if he presses no key for a certain time or if he types in an AFK-Keyword (like "brb"). He is back again, if he presses any key.</td></tr>
<tr><td></td><td>AFK-Detector</td><td>This activates the detector for idle-players.</td></tr>
<tr><td></td><td>Reaction</td><td>Specifies what to do if a player is idle. Choices:
Mark as AFK: The AFK-Tag is appended to the name of the player till he is back.
Mark + Spectate: The AFK-Tag is appended to the name of the idle player and he becomes a spectator. The AFK-Tag is removed from his name when he comes back.
Kick: The player gets kicked from the server
Temp-Ban: The player gets temporary banned from the server
Ban: Uh, oh, banning a player permanently for being idle?</td></tr>
<tr><td></td><td>AFK-Delay</td><td>If a player presses for this amount of time no key he is considered as AFK.</td></tr>
</table>

	AFK-Tag	Only valid if “Reaction” is set to “Mark as AFK” or “Mark + Spectate”. This character-string is appended to the name of idle players.
Bad Mutators	OK, perhaps you know the problem that if you use a certain mutator on your server other mutators suddenly don’t work anymore, even though they should as the mutators are compatible. In that case the problem with such a mutator could be that the coder of it made a mistake breaking the so called “mutator-chain” (all mutators are connected to its next one). So mutators located after that “bad” mutator do not receive function-calls. This feature sets these mutators to the end of the chain thus not breaking the mutators before it.	
	Bad Mutators	Well, that is the list of the bad mutators. You can modify the name by simply clicking into the box and changing the text. Note: The Mutator, located last in this list, will be set to the end of the chain. So if you have more than one of those mutators, think about the priority, as only the first mutator in this list might work correctly (as it blocks the next ones).
	Add New	Adds a new entry on the bottom of the list. Click then into the box and change “New Bad Mutator” to its correct name.
	Delete	Deletes the selected “bad mutator”-name.
Ingame Spectator	Well, this is not really useful for games like DM. The reason why I created that feature is that it is very useful on Trial-Maps (see “Trial-Friendly-Mode”) as you can spectate other players while waiting at the objective.	
	Ingame Spectator	Activates the whole feature.
	Mode	Do you want to allow players to spectate everyone or only their teammates?
	Max. Spectators	Here you can enter a limit preventing too many players spectating simultaneously (as this feature can use lots of bandwidth).
Additional Server Info	If this setting is turned on some additional info about the Clan Manager is shown in the Server Info (Esc→Server Info or the box in the down left corner of the server browser).	
Save	Saves the changed settings. You should click on this button if you made a change in the menu or in any sub-menu you want to save.	
Update	Transfers all settings again from the server to you.	
Close	Closes the menu without saving.	

The Member Menu:

Now too the buttons in the upper part of the menu. The “Configure Members”-Button will bring up a menu to configure, delete and view the registered members or to add new ones:

Add New Member	Well, as the button already says you can register new members by clicking on it. There is a second way to create new members by using the Who-Is-System. Note: New members, having “Admin” checked will be insert at the beginning of the list, if they have “Admin” not checked the new member will be appended to the list.	
	(The first box)	The first box in the “Add New Member”-Menu is a list of all players currently on the server. Select the one you want to register as member.
	Name	If the desired player is currently not on the server you can use this text-box to enter his name. The next player joining the server and wearing a name containing this string will be added with the selected settings. Be carefully though as this might register the wrong player.
	Entermessage	Here you can choose the message to send if the member

		enters the server. • Normal Message: The normal server-join-message is sent • Member-Message: The message for members is sent if the player joins the server. What message is sent in the end depends on the “Membermessage” setting. • Admin-Message: The message for admins is sent if the player joins the server. What message is sent in the end depends on the “Adminmessage” setting.
	Admin	Check this if this player is allowed to perform all commands of the Clan Manager and to open the admin-version of the main Clan Manager Menu without logging in as admin.
	Add	Adds the member to the list. It is recommend closing and reopening the Member-Menu before modifying the Member-List.
	Close	Closes the menu without adding a new member.
Members	This section in the left upper corner provides methods to change the settings of each member or to delete him.	
	Members	In this list all registered members are shown. You can change the name of a member by clicking into the box (the name is only there to identify the single members. All features use the GUID thus it does not matter what name you give them).
	ID	The GUID of the member. Can not be changed through this menu.
	Entermessage	Here you can choose the message to send if the member enters the server. • Normal Message: The normal server-join-message is sent • Member-Message: The message for members is sent if the player joins the server. What message is sent in the end depends on the “Membermessage” setting. • Admin-Message: The message for admins is sent if the player joins the server. What message is sent in the end depends on the “Adminmessage” setting.
	Admin	Check this if this player is allowed to perform all commands of the Clan Manager and to open the admin-version of the main Clan Manager Menu without logging in as admin.
	Delete Member	Deletes the member immediately from the list.
Registration List	This section shows the players which will be registered as member on their next server join. You can add a new entry here by using the “Name”-Box in the “Add New Member”-Menu (look that setting up to get further information).	
	Registration List	This contains all player which will be registered on their next join.
	Entermessage, Admin, Delete Entry	The player gets registered with these settings. They are very similar to those of the “Members”-Section, but they change the Registration-List and not the Members-List.
Adminmessage	This setting specifies what type of message is sent if a member with his “Entermessage” set to “Admin-Message” joins the server. • Normal Message: The normal enter message is sent. • In Chat: All players receive the message “The admin ‘Name’ entered the game” in their chat-box. • On Screen: A big, white message is displayed in the upper middle of the screen announcing the join of the admin.	
Membermessage	This setting specifies what type of message is sent if a member with his “Entermessage” set to “Member-Message” joins the server. • Normal Message: The normal enter message is sent. • In Chat: All players receive the message “The clan-member ‘Name’ entered the game” in their chat-box. • On Screen: A big, white message is displayed in the upper middle of the screen announcing the join of the clan-member.	
Member Cheat Mode	The Clan Manager comes with some build-in cheat-commands like “ghost”, “fly” or “teleport”. You can use this setting to allow members to use those. “Members” means in	

	that case registered players with their “Admin”-Setting not checked. If “Admin” is checked they can use them always. • Disabled: Members are not allowed to use these commands. • Without Limit: Members are allowed to use these commands. • Destroy Last Obj: If the map is an Assault-Map and a member uses such a cheat command, the last objective will be destroyed. Thus the map can not be completed anymore (again, this is mostly useful for Trial-Maps, see also “Trial-Friendly-Mode” for more information what Trial-Maps are).
Save	Hum, think all data will be deleted if you click on that button. Joke^^. All data will be saved.
Close	Closes the menu without saving the data.

The WhoIs-Menu:

By clicking on the button “Configure WhoIs” you can configure, well, the WhoIs-System^^.
The WhoIs-System saves the used names, the GUIDs and the time of the last server-join of any player so that players can find out who is who (by using the command “CM WhoIs Name”).

Activate WhoIs	This check-box activates / deactivates the whole WhoIs-System. Players are not able to look up the old names if this is unchecked.	
Max Saved Names	Here you can specify the maximal count of names per player. If the limit is reached no names will be saved anymore for that player. To disable the limit set the value to 0.	
Clean Up After	If this setting is set to any other value than 0 players, who did not join for X days, will be removed from the WhoIs-List. X is this setting (in days).	
List Length	Well, this shows the total length if the WhoIs-List.	
Get List	This transfers the list from the server to your PC. Note: ~25 players and their names will be transferred in ~4 seconds. Thus transferring the list with more than 100 entries can take more than a minute. Because of that the list is saved on you PC (till you leave the server, the map is changed …) and if you reopen this menu the already transferred list is used.	
Delete All	This deletes the whole WhoIs-List.	
List	This is the WhoIs-List. It shows the first saved name of every player.	
Delete (right of the WhoIs-List)	This removes the selected player and his GUID and his names from the list.	
ID	The GUID of the selected player.	
Last Seen	The date of the last server-join of the selected player.	
Names	The list of all saved names of the selected player.	
Delete (under the Names-List)	Clicking on this button removes the selected name. If only one name is saved the whole player is removed.	
Create Member	Well, you can create a member from the WhoIs-List by clicking on this button. The member is immediately registered (in the member-list, not in the registration-list) with the saved GUID.	
	Name	This text-box gives you the chance to specify another name for the member.
	ID	Shows the GUID the new member will be registered with.
	Entermessage	Look up the meaning of this setting in the table above that one (“The Member Menu” → Members → Entermessage).
	Admin	Look up the meaning of this setting in the table above that one (“The Member Menu” → Members → Admin).
	Create	Inserts the member with the chosen settings into the Members-List.
	Close	Well, just closes the menu without doing anything.
Save	Saves the changes and closes the menu.	
Close	Closes the menu without saving anything.	

Illegal Nicknames Filter:

To configure the “Illegal Nicknames-Filter click on “Illegal Nicknames”.
With the help of this feature you can forbid players to use certain nicknames.
Furthermore “invisible” characters (characters, UT2004 can’t display like “²”) will be filtered out.
Note: All checks are non-case sensitive.
The settings:

Enable Illegal Nicks	This option activates or deactivates the whole feature. Simultaneously with enabling this check-box you enable the filter for “invisible” characters (even if no nicknames have been specified).
Reaction	What to do if an illegal nickname has been found. This is also used if a name of a player only contains “invisible” characters. • Message + Name Change: The name of the player is changed to “Used illegal nickname” and he receives a message that his name is not legit. • Kick: The player is immediately kicked from the server. • Temp-Ban: The player receives a session ban. • Ban: The player is permanently banned from your server.
Check Interval	This setting is the same as the “Check Interval” of the “big” window. Look it up there to receive in formations about this setting.
Nicks	The list of illegal nicknames. You can change the nickname by simply clicking into the box.
Perfect Match	Note: This is set for every individual illegal nickname. If this is not checked the reaction will be triggered if a name of a player contains the illegal nickname (e.g.: if the name of a player is “Gugi” and if the illegal nickname is “uG” then the reaction will be triggered). If this setting is checked the reaction will only be triggered if a player uses exactly the illegal nickname (but the check is still not case sensitive) (e.g.: if the name of a player is “Gugi” and if the illegal nickname is “gUGi” the reaction will be triggered. If the illegal nickname is just “Ug” the reaction will not be triggered).
No check on members	Note: This is set for every individual illegal nickname. If this is checked the names of clan-members are not checked for this illegal nickname. You can use this to create “clan-only” nicknames.
Add Nick	Adds a new illegal nickname.
Delete Nick	Removes the selected illegal nickname from the list (immediately).
Save	Saves the changes and closes this menu.
Close	Closes this menu.

The Anticheat-System:

To open the configuration-menu for the Anticheat-System click on “Configure Anti-Cheat”. Here you can also activate the player-log.
Note: You can scroll down on this page by using the scrollbar on the right of the “darker” section.

Log Template	Here you can specify a name for the log-file (the log-file is created in the UserLogs-Folder). If you leave this empty the default UT2004-log will be used. The following events will be logged: • When a new player is initializing. • When a player joins the game the following data is logged: his name, GUID, IP and if he is a member. • When a player leaves the server. • If the Anticheat-System is enabled the UT2004-Version, his operating-system and his Render-Device are logged out. Furthermore all insecurities (like a modified file) and the reaction of the insecurity are written to file. For example a line in the log looks like that: [02.06.2007 11:34:42] <»]UT2K4[«Gugi> [Entered Server] Name: »]UT2K4[«Gugi GUID: xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx IP: 192.168.178.21:2476 Member: True You can use the following keywords in the name to identify the file easily. • %Map will be replaced with the current map-name. • %IP will be replaced with the IP of the server. • %P will be replaced with the port of the server. • %Y will be replaced with the current year (e.g. 2007). • %Mon will be replaced with the current month (e.g. 2 for February). • %D will be replaced with the current day (e.g. 3 for the 3. day in the month) • %H will be replaced with the current hour (e.g. 16 for 4 o'clock pm) • %Min will be replaced with the current minutes (e.g. 15 for 15 minutes) • %S will be replaced with the current seconds (e.g. 10 for 10 seconds) For example: The Log Template looks like that: CM-Log-%D:%Mon:%Y_%H:%Min:%S__ServerAddress:%IP:%P Then the log-name could be: CM-Log-13:6:2007_18:21:20__ServerAddress:185_122_432_123:2700 By using the keywords you can control indirectly how long a certain log-file is used. E.g.: if the Log Template is just "CM_Log" always the same file is used. If the Log Template is "CM_Log__%D" the used log-file is changed every day once.

Enable Anticheat-System	Activates or deactivates the whole Anticheat-System.
Illegal Settings Reaction	Specifies if the player will be checked for certain changed settings and what to do if such a change has been found. • Disabled: No checks for changed settings will be performed. • Log: The changed setting will be only logged out (see "Log Template"). • Info-Message: The changed setting will be logged out and the other players on the server receive a warning that this player is possibly insecure. • Kick: The player is immediately kicked and the changed setting is logged. • Temp-Ban: The player receives a session-ban and the changed setting is logged. • Ban: The player is permanently banned from the server and the changed setting is logged.
Allowed Server-Info	Refers to "Illegal Settings Reaction". The allowed ServerInfoMenu-class. You can use a "|" to specify several classes. If you leave this empty any class is allowed.
Allowed Console	Refers to "Illegal Settings Reaction". The allowed Console-class. You can use a "|" to specify several classes. If you leave this empty any class is allowed.
Allowed GUI-Controller	Refers to "Illegal Settings Reaction". The allowed GUIController-class. You can use a "|" to specify several classes. If you leave this empty any class is allowed.
Check additional menus	Refers to "Illegal Settings Reaction". If enabled several other settings will be checked that can be used to load hacks. Turn this only off if problems occur.
Modified File Reaction	Specifies if the player will be checked for modified files and what to do if such a modification has been found. Players can get advantages by modifying packages. • Disabled: No checks for modified files will be performed. • Log: The modified file will be only logged out (see "Log Template").

<table>
<tr><td></td><td colspan="2">• Info-Message: The modified file will be logged out and the other players on the server receive a warning that this player is possibly insecure.
• Kick: The player is immediately kicked and the modified file is logged.
• Temp-Ban: The player receives a session-ban and the modified file is logged.
• Ban: The player is permanently banned from the server and the modified file is logged.</td></tr>
<tr><td>MD5-Files</td><td colspan="2">The list of files to check for modification. As you can guess from the name the MD5-Algorithm is used.
If the filename is “/Default” the default UT2004-packages are checked. The needed MD5-Hashes are hard coded into the Clan Manager (supported Versions: 3372 (the G15-patch), 3369, 3355, 3339, 3323, 3320 (not for Quick-MD5 checks), 3270, 3236, 3204 and 3186 (the unpatched UT2004)).</td></tr>
<tr><td></td><td>Add</td><td>By clicking this button you can add a new file.
• Filename: The name of the file. You can also use path-names (if the check-type is “Full-MD5”). If the check-type is Quick-MD5 you should not include the file-extension and paths. To activate the default check use “/Default” as filename.
• MD5 Check Type: Full-MD5 can contain pathnames and it is not needed that the file is loaded. The disadvantage is that this check is slower than the Quick-MD5. Quick-MD5 is faster than Full-MD5 as the file must be loaded. Note: To perform a Full-MD5 check on all default files use “/Default” as filename and as check-type Full-MD5. To perform the faster Quick-MD5 check on all default files use “/Default” as filename and as check-type Quick-MD5.
• Optional: If the file isn’t found and this is not checked the reaction will be triggered.
• MD5’s: The list of the MD5-Hashes for that file (use a program like “digest-it” to get the MD5-Hash).
• Add MD5: Adds a new MD5-Hash.
• Delete MD5: Deletes the selected MD5-Hash.
• Add: Adds the new file to the check-list.
• Cancel: Closes the menu.</td></tr>
<tr><td></td><td>Delete</td><td>Deletes the selected file (and all of its MD5-Hashes,…).</td></tr>
<tr><td></td><td>Config</td><td>Configures the selected file. See “Add” for the single settings.</td></tr>
<tr><td>Bad File Reaction</td><td colspan="2">Specifies if the player will be checked for illegal (and unknown) packages/classes and what to do if such a file has been found.
• Disabled: No checks to detect illegal packages/classes will be performed.
• Log: The illegal package/class will be only logged out (see “Log Template”).
• Info-Message: The illegal package/class will be logged out and the other players on the server receive a warning that this player is possibly insecure.
• Kick: The player is immediately kicked and the illegal package/class is logged.
• Temp-Ban: The player receives a session-ban and the illegal package/class is logged.
• Ban: The player is permanently banned from the server and the illegal package/class is logged.</td></tr>
<tr><td>Bad Files</td><td colspan="2">The list of illegal packages/classes. The Clan Manager will only search in the loaded packages/classes for these names (thus not in folders (use External Files to do this)).
If you want to use the default build-in blacklist add a new item with the Filename “/Default”. You should always add one “/Default” item.</td></tr>
<tr><td></td><td></td><td>Opens a menu to add a new illegal package or class.
• Filename: The name of the package (e.g. “BotPackage”) or of the class (e.g. “BotPackage.AimBotClass” or just “BotPackage”). You can use a * to skip an unknown number of characters (e.g. “B*ackag*) or a ? to skip one character (e.g. “B?tPac?age). Use “\Default” to enable the default blacklist.
• File Type: The type of the file. A package is a file containing code, textures, etc. A class is an abstract object containing the code and if an object is created the code in such a class can be executed. The</td></tr>
</table>

	Add	mutator will search in the name of classes and in the name of packages for the specified string if you set this setting to “Unknown”. If you don’t understand what I’ve just said set this always to “Unknown”.^^ Note: This setting is not relevant for the default blacklist (i.e. it does not matter if you add a new entry with the Filename set to “/Default”. • Add: Well, adds the new illegal package/class to the blacklist. • Cancel: Do nothing and close the menu.
	Delete	Deletes the selected illegal package/class from the blacklist.
	Config	Configure the selected illegal package/class. See “Add” to view a description of the single components.
Check for unknown classes	Well, I think this check detects the most hacks thus it is a key-feature in detecting unknown hacks. • Disabled: The Clan Manager does not search for unknown classes. • Most Important: This searches in the most common “places” to load hacks. This is really fast and offers a not that bad security. • Most Imp. + Ref.: This is the same as “Most Important” but the mutator checks also on another “place”. The player is freezing for ~0.5 seconds when the mutator builds the list. This is a compromise between speed and security. • All Classes: The Clan Manager checks all classes. The player will freeze for ca. ~1 second during the check. This option is the most secure. Note: You shouldn’t ban people for having unknown files loaded. Some mutators don’t unload completely thus players changing to your server could be kicked as the server before loaded a mutator not unloading completely.	
Known Classes	Here you can specify classes that should be considered known. That means they won’t trigger the illegal file reaction. You only need to add classes here if the package of the class is not on the server (so if you run e.g. UTComp it is not needed to add it to this list, as the package of UTComp is on your server). Before adding a class here you should be sure that you add a legit file. An entry here you look like that: “MutNotUnloading.AClass” or like that: “MutNoUnloading”. Note: It is not needed to add the default classes of UT2004 here. Note: You can use a ? to skip 1 character and a * to skip several characters.	
	Add	Adds a new entry in the list. To specify the correct name click into the “Known Classes”-Box.
	Delete	Deletes the selected known class.
Bad Ext. File Reaction	Specifies if the player will be checked for illegal files on their PC and what to do if such a file was found. Do not mix up the real files on the PC (which are treated by this setting) with the classes/packages which are already loaded by UT2004 (they are treated by the “Bad File Reaction” and by the “Bad Files”). With this feature you can also check for the so called Prefetch-Files. A Prefetch-File is created by Windows if a program is executed. Because “native” hacks are also programs Windows creates such a Prefetch-File and thus those hacks can be detected by checking the Prefetch-File. • Disabled: No checks to detect illegal files will be performed. • Log: The illegal files will be only logged out (see “Log Template”). • Info-Message: The illegal files will be logged out and the other players on the server receive a warning that this player is possibly insecure. • Kick: The player is immediately kicked and the illegal file is logged. • Temp-Ban: The player receives a session-ban and the illegal file is logged. • Ban: The player is permanently banned from the server and the illegal file is logged.	
Bad Ext. Files	The list of illegal files. The path is relative to the System-Folder (e.g. “Hack.dll” will check of a file named “Hack.dll” in the System folder). You can override this behavior by specifying the full path-name (e.g. “C:/MyFolder/Hack.dll”). The macro “<S>” will return the hard drive-letter with the Windows-Installation (e.g.: "<S>/Windows/Prefetch/SPEEDHACK*.EXE-????????.pf"). As you already see you can use a * to skip an unknown number of letters or a ? to skip one character. And you can use once over the “/Default”-macro as filename if you like to use the default blacklist.	

	Add	Adds a new entry in the list. Click into the list to specify the correct filename.
	Delete	Deletes the selected filename from the list.
Command Reaction	If the Clan Manager reacts to an illegal console command (or an key bind with and illegal command) and what to do then. • Disabled: Players may use all console commands they want. • Log: The use of illegal console commands is only logged. • Info-Message: Logs the console command and tells all players that a player used an illegal console command. • Kick: The player is immediately kicked and the illegal command is logged. • Temp-Ban: The player receives a session-ban and the illegal command is logged. • Ban: The player is permanently banned from the server and the illegal command is logged. This check blocks many console commands of hacks and the following UT2004-commands: • Fixedfps: This command is used for converting a demo into a video-file. Unfortunately this command works online. The player using this command will lag to others (making aiming harder) and in Trial-Maps they get a huge advantage as they move very slow and thus have enough time to time their jumps. • PlayWaitingGame and ServerInfo: Used to load hacks. • Exec: Well, if I wouldn't block this command I could forget all other commands. This command converts the text of a file into a command and executes it. This bypasses the normal command-checks. Note: Logged admins are still able to use this command. • Set: This command can also be used to enable hacks. But players can still use "set input" to create new key bindings and admins can use this command without limit.	
Other Reaction	This is used for various insecurities like unexpected function calls, not allowed UT2004-Versions and other absurdities. Best is to leave this on "Kick". • Disabled: Nothing happens on such insecurity. • Log: The insecurity is only logged. • Info-Message: The insecurity is logged and all players receive a warning that this player might be insecure. • Kick: The player is immediately kicked and the insecurity is logged. • Temp-Ban: The player receives a session-ban and the insecurity is logged. • Ban: The player is permanently banned from the server and the insecurity is logged.	
Allowed Versions	You can allow only certain versions of UT2004. This is useful as many hooks are coded for older versions (like 3355). Separate the single versions by a ";" and use an "x" to allow all versions. Recommend setting: 3372;3369	
Allow custom Voice-Packs	If players are allowed to use custom voice-packs. Voice-Packs can be used to load hacks and thus you should always enable this.	
Mid Game Check	If this is enabled a quick mid game check is performed on the death of a player and if at least 3 minutes have passed (since the last check). This makes sure that all new classes, files, packages, etc. are legit.	
Disturb Hacks	This feature tries to disturb hacks. Firstly a fake admin is spawned (as some hacks disconnect the player automatically if an admin enters the game). Secondly the Clan Manager tries to fool aimbots and wirehacks. This costs almost no performance and thus it should only be deactivated if problems occur.	
Advanced Checks	If this is enabled the player is checked for some additional render-hacks and a warning is print into the log if a client has too many .dll-files in the System-Folder. Some absurdities will also be detected.	
No Info Messages	If the other players should not receive warnings about an insecure player disable this option. Note: If you disable this the reaction-type "Info-Message" will do the same as if the reaction is set to "Log".	
Kick Timeout	Sometimes it happens that a player does not response (because of a bad internet-connection, very long load-times, etc. but also because of hacks modifying the security). If option is enabled these players will be kicked after a certain amount of time.	

	Timeout	How long should the Clan Manager maximal wait for a response? The value is in seconds. Note: Do not set this to low as this will cause problems.
Kick No Security	If the security of a player is unexpectedly deleted the player is kicked. Disable this only if problems occur.	
Save	Puh, almost reached the end of the list. Guess what this button does… Ye, you're right, this saves the changed settings.^^	
Close	This is also hard to find out. Of course, this button closes the menu without saving anything!	

Using the Profiles

Puh, many settings, not?^^ Many of these setting can be configured for each profile. First of all, what is a profile? Well, with a profile you can configure the Clan Manager for every vote-line separately and save the settings in a profile. So you can use different settings for e.g. Deathmatch and Onslaught or for a Clan-Match and a Fun-Match.
You create a new profile through the Profile-Menu. Press F8 ingame and click on "CM Settings".
Note: It is not possible to activate a profile through this menu.

Configure Global/Default Profile	Well, this button leads to the global/default settings described on the last 9 pages.	
"The next text"-field	With this I mean the text above the Profile-List. This shows either "No profile active at the moment" if the global/default settings are used or "Active Profile: NameOfTheProfile" if a profile is used.	
Profiles	The list of all available profiles.	
	Configure Selected Profile	Opens a menu to configure the selected profile. As you see it does not contain all settings of the global/default settings menu as not all settings are available in profiles. The settings are named the same as in the global/default menu thus there shouldn't be too many problems to configure the settings. If you need any info hold your mouse over a option or look up the setting in the tables on the last 9 pages of this document.
	Add New Profile	Adds a new profile. You need to activate it still manually! • Profile Name: The name of the profile. It is not allowed to use spaces, "[" and "]" in the name! • OK: Adds the profile and opens the menu to configure the new profile. • Close: Just closes this menu.
	Delete	Deletes the selected profile immediately.
Close Menu	Closes this menu.	

So, but how do you use your new profile? It is not possible to activate profiles from within the menus of the Clan Manager. You need to add "?CMProfile=NameOfProfile" to the command line (without the "" and "NameOfProfile" is the name of the profile). But how you do that? Well, firstly you can add this to the startup-command line of your server, but then it is only active for one map:

```
ucc server MyMap?game=MyGame?Mutator=ClanManager1g.MutClanManager,OtherMuts?CMProfile=MyProfile
```

You can add the profile to a vote-line like that:
GameConfig=(GameClass="UT2k4Assault.ASGameInfo",Prefix="AS",Acronym="AS",
GameName="MyGame",Mutators="ClanManager1g.MutClanManager",Options=?CMProfile=MyProfile)

Perhaps you already guess that it does not really matter where the "?CMProfile=…" is located in the text. You could also add this behind the "ClanManager1g.MutClanManager" but be careful: if you put this on certain positions UT2004 will not be able anymore to recognize the mutators or other settings.

You can also use the WebAdmin-Interface: Go to "Defaults"→ "Voting GameConfig" and add "?CMProfile=MyProfile" in the options of a vote-line.

When you added the profile start your server again and control your log. Almost at the beginning a line should have been logged out:
[Info] Using Profile "MyProfile".

Now the settings in the profile are used. Congratulations^^

The Clan Manager Configuration Files

The Clan Manager creates two ".ini"-files in the System-Folder:

- ClanManager.ini: This holds the global/default settings and the profiles.
- ClanManagerIDs: This holds all saved players and their names. This is only used if the WhoIs-System is active.

ClanManager.ini:

The global/default section of the file begins with "[ClanManager1g.CMConfiguration]". All settings beneath that line are global and/or default.
A profile begins with "[MyProfile CMProfile]". All settings beneath that line are counted to the profile with the name "MyProfile". By using the Profile-Menu you can add a new profile-section so you don't need to create one manually. If you delete a profile through the menu the section in this file will be removed.

OK, first to the global/default settings. The first word(s) in the right column is the equivalent to the setting in the menus.
I will only provide little info about the settings as they can all be looked up in the description if the menus.

[ClanManager1g.CMConfiguration]	This indicates UT2004 that the global/default configuration starts.
AdminMsg=2	"Adminmessage". What message to display if an admin enters the game. 0 means "Normal Message", 1 means "In Chat" and 2 "On Screen".
MemberMsg=1	"MemberMessage". What message to display if an member enters the game. 0 means "Normal Message", 1 means "In Chat" and 2 "On Screen".
CheatMode=0	"Member Cheat Mode". Whether to allow member to use the cheat commands. 0 = Disabled, 1 = Without Limit and 2 = Destroy Last Obj.
Members	"Members". This is a list of all registered members. E.g.: *Members=(MemberName="»]UT2K4[«Gugi", Guid="MyGUID",messagetype=Admin,bIsAdmin=True)* For every member you need to enter an extra line so if you have 20 members you need 20 of these lines.

	MemberName is the name of the member. Guid is his GUID, messagetype specifies what message-type to display if this member enters the game (Values: “Normal”, “Member” or “Admin”) and bIsAdmin specifies if this member has got access to the Admin-Only functions of the Clan Manager (without logging in as admin).
MembersToReg	“Registration List”. All players that will be registered on their next join. It has got the same structure as “Members”, just the beginning is different (it starts with “MembersToReg” and no with “Members”).
ClanTagProtect= Message_Kick	“Clantag Protector” and “Reaction”. Enables the Clantag-Protection and specifies the reaction. Valid values: • Disabled • Message • Message_Kick (Message + Delayed Kick) • Kick • TempBan • Ban
TagToSearchFor=UT2K4	“Clantag(s)”. All Clantags separated by the Divider.
SecondsBeforeKick=60	“Delay”. The delay before a player is kicked (if ClanTagProtect is Message_Kick).
CheckIntervall=2.000000	“Check Intervall”. How often to check the players.
Divider=%New%	“Divider”. The Divider for the Clantags.
CheatProtection=False	“Cheat Protection”. Enables the Anticheat-System.
IllegalSettingReaction=TempBan	“Illegal Settings Reaction”. If players are checked for illegal settings and what to do if something was found. Values: • Disabled • Log • Message • Kick • TempBan • Ban
ModifiedFileReaction=Disabled	“Modified File Reaction”. If players are checked for modified files and what to do if something was found. Values: See “IllegalSettingReaction”.
IllegalFileReaction=TempBan	“Bad File Reaction”. If players are checked for illegal classes/packages and what to do if something was found. Values: See “IllegalSettingReaction”.
IllegalExternalFileReaction=Kick	“Bad Ext. File Reaction”. If players are checked for illegal files and what to do if something was found. Values: See “IllegalSettingReaction”.
CommandReaction=Kick	“Command Reaction”. If players are checked for illegal commands and what to do if something was found. Values: See “IllegalSettingReaction”.
OtherReaction=Kick	“Other Reaction”. If players the mutator reacts for other insecurites and what to do if something was found. Values: See “IllegalSettingReaction”.
bKickTimeout=True	“Kick Timeout”. Whether to kick players that do not respond.
KickTimeoutSeconds=60	“Timeout”. The delay after which a player is kicked if he hasn’t answered.
AllowedVersions=3372;3369;3355	“Allowed Versions”. The allowed UT20
CheckForUnknownClasses=AllClasses	“Check for unknown classes”. Should the player be checked for unknown classes? Valid values: • Disabled • Most_Important • Most_Important_Ref • AllClasses
bAllowCustomVoicePacks=True	“Allow custom Voice-Packs”. Are players allowed to use custom voice-packs?

bAdvancedChecks=True	“Advanced Checks”. Enables some additional checks.
bMidGameCheck=True	“Mid Game Check”. Should a mid game check be performed?
bTryToDisturbHacks=True	“Disturb Hacks”. If enabled the Clan Manager tries to fool hacks.
AllowedServerInfo=GUI2K4.UT2K4ServerInfo	“Allowed Server-Info”. The allowed Server-Info-Class.
AllowedConsole=XInterface.ExtendedConsole	“Allowed Console”. The allowed Console-Class.
AllowedGUIController=GUI2K4.UT2K4GUIController	“Allowed GUIController”. The allowed GUIController-Class.
AllowedMusicMenu=GUI2K4.StreamPlayer	“Allowed Music Player”. The allowed Music-Player-Class.
bCheckFurtherMenus=True	“Check additional menus”. If enabled some additional menu-classes are checked.
bKickNoSecurity=True	“Kick No Security”. Kicks players without the security-actor.
bNoCheatInfoMessages=False	“No info messages”. If enabled the other players will not receive info-messages about insecure players.
MD5Files	“MD5-Files”. A list of all files to check if they are original. A line looks like that: *MD5Files=(Filename="/Default",MD5Type=FullMD5, MD5=("No MD5s entered."),bOptional=False)* Filename is the name of the file, MD5Type is the check-type (QuickMD5 or FullMD5), MD5 is a list comma-separated list of MD5-Hashes (like MD5=(“MyHash1”,”MyHash2”)). And bOptional specifies if the player must have this file. If he hasn’t the file and this is set to “False” the reaction is triggered. For every element of the list you need to create a new line.
BadFiles	“Bad Files”. A list of all illegal packages/classes. A line looks like that: *BadFiles=(Filename="/Default",Type=Unknown)* Filename is the name of the class or of the package and Type specifies what this is actually (“Package”, “Class” or “Unknown”). You need to create a new line for every element of the list.
BadExternalFiles	“Bad Ext. Files”. A list of all illegal files. A line looks like that: *BadExternalFiles=/Default* So just write the name (and the path) behind “BadExternalFiles”. You need to create a new line for every element of the list.
Known Classes	“Known Classes”. A list of classes that should be considered as “good”. A line looks like that: *KnownClasses=MyKnownClass* So just write the name behind “KnownClasses”. You need to create a new line for every element of the list.
LogTemplate=CM_Log_%Map_%Mon_%D_%H_%IP:%P	“Log Template”. The name of the log-file.
AFKReaction=AFKTag	“AFK Detector” and “Reaction”. Enables the AFK-Detector and specifies what to do if a player is idle. • Disabled • AFKTag: Appends the AFK-Tag. • AFKTag_Spec: Appends the AFK-Tag and the player becomes a spectator. • Kick • TempBan

	• Ban
AFKDelay=20	“AFK Delay”. How long to wait before a player is considered as AFK.
AFKTag= (AFK)	“AFK Tag”. The string that will be appended to the names of idle players.
NoIllegalNicks=Message_NameChange	“Enable Illegal Nicks” and “Reaction”. What to do if an illegal nickname is found. • Disabled • Message_NameChange • Kick • TempBan • Ban
Illegal Nicks	“Nicks”. The list of all saved illegal nicknames. A line looks like that: *IllegalNicks=(IllegalNick="sdsds",bPerfectMatch=True, bDontCheckMembers=True)* Illegal Nick is the, well, the illegal nickname. If bPerfectMatch is True the string must perfectly match with a player-name to trigger the reaction. If bDontCheckMembers is True this illegal nickname is not checked in the names of members. You need to add for each illegal nickname a new line.
SpecMode=1	“Ingame Spectator” and “Mode”. Allows players to spectate ingame. • 0 means disabled • 1 means only teammates • 2 means everyone
MaxSpectators=16	“Max. Spectators”. The maximal players spectating ingame simultaneously.
bActivateWhoIs=True	“Activate WhoIs”. Enables the WhoIs-System. The saved players are stored in the “ClanManagerIDs.ini”.
CleanUpSavedNames=30	“Clean Up After”. Old names will be removed after X days. 0 means never.
MaxSavedNames=8	“Max. Saved Names”. The maximal names per player.
bTFMode=True	“Trial-Friendly-Mode”. Enables the Trial-Friendly-Mode
bEnablePrivateServer=True	“Enable Private Server”. Enables the “second” private server.
Password=gugi	“Password”. The password of the second control.
PW_Timeout=100	“Password Input Time”. How much time player have to enter the correct password.
MembersCanInvite=-1	“Player Invite”. Whether members are allowed to invite other players. -1 means always, 0 not at all and any other value >0 means that they can invite other players X maps.
bAdvServerInfo=True	“Additional Server Info”. Should the mutator draw some extra information about it’s status in the Server Info?
bEnableCheatCommands	This option is not available in the ingame menus, but in the WebAdmin and in the .ini. If you set this to “False” not even logged admins can perform cheat commands (like “Fly”).

Now to the profiles. A profile looks like that:

```
[MyProfile CMProfile]
AdminMsg=2
MemberMsg=1
CheatMode=0
ClanTagProtect=Message
TagToSearchFor=UT2K4
SecondsBeforeKick=60
CheatProtection=True
IllegalSettingReaction=TempBan
ModifiedFileReaction=Kick
IllegalFileReaction=TempBan
IllegalExternalFileReaction=Kick
CommandReaction=Kick
OtherReaction=Kick
bKickTimeout=True
KickTimeoutSeconds=60
AllowedVersions=3372;3369;3355
CheckForUnknownClasses=Most_Important_Ref
bAllowCustomVoicePacks=True
bAdvancedChecks=True
bMidGameCheck=True
bTryToDisturbHacks=True
AllowedServerInfo=GUI2K4.UT2K4ServerInfo
AllowedConsole=XInterface.ExtendedConsole
AllowedGUIController=GUI2K4.UT2K4GUIController
AllowedMusicMenu=GUI2K4.StreamPlayer
bCheckFurtherMenus=True
bKickNoSecurity=True
bNoCheatInfoMessages=False
LogTemplate=CM_Log_%Map_%Mon_%D_%H_%IP:%P
AFKReaction=AFKTag
AFKDelay=20
AFKTag= (AFK)
SpecMode=1
MaxSpectators=16
bActivateWhoIs=True
bTFMode=False
bEnablePrivateServer=True
Password=
PW_Timeout=50
MembersCanInvite=0
bEnableCheatCommands=True
MD5Files=(Filename="/Default",MD5Type=QuickMD5,MD5=("No MD5s entered."),bOptional=False)
BadFiles=(Filename="MyBadClass",Type=Package)
BadExternalFiles=MyBadExternalFile
KnownClasses=MyKnownClass
```

As you can see there are not that many settings.
The missing ones are global thus you can only configure them in the global/default section.
The following settings are missing:

- Members
- MembersToReg
- CheckIntervall
- Divider
- MaxSavedNames
- CleanUpSavedNames
- bAdvServerInfo
- BadMutators
- IllegalNicks

All settings are the “same” as in the global/default profile.

ClanManagerIDs.ini
All players are saved in this file if the WhoIs-System is active.
There should be only one section (at least for every Clan Manager version) which looks like this:

```
[ClanManager1g.CMPlayerIDs]
SavedPlayers=(Guid="AGUID",LastSeen="19.05.2007 21:11:46",PlayerNames=("»]UT2K4[«Gugi"))
SavedPlayers=(Guid="AnotherGUID",LastSeen="19.05.200721:27:51",
        PlayerNames=("»]UT2K4[«»Snake«","Snake","Lol"))
```

As you can see every player has got its own line.

The WebAdmin-Interface

You can also configure many settings of the global/default profile through the WebAdmin-Interface. The Clan Manager creates an own section in the "Default"-Tab. Look up the last pages to get information about the single settings.

The 2 Chat-Blockers

The Clan Manager has got two different methods to block players from chatting:
The first is client-side. That means every player can block the text of all other players just for themselves. All other players can still "hear" the blocked player.
The second one is server-side. If a player is blocked this way the player is blocked for all players.

Both blockers can be accessed by pressing "F8"→"Spam Blocker". The appearing menu shows either only the client-side one, if the player is a normal player or a normal member or the menu shows the client-side and the server-side blocker if the player is logged in as admin or if he is registered as admin (his bIsAdmin or Admin is set to True. Has got nothing to do with the enter-message!). In the second case the server-side is on the left, the client-side on the right.

Client-side and server-side blocked players will stay blocked till the player rejoins, a new map is voted or till you remove the block manually.

The menu itself should be self-explaining. Perhaps one setting I should explain: Intervall. This is only available on the client-side blocker. If a higher value than 0 is specified this player will receive maximal x seconds messages (it does not matter from whom). For example this setting is set to 2. The player receives a chat-message. All other incoming messages within the next 2 seconds will not show up.
The setting is saved in the User.ini and thus this setting keeps the value till you change it.

Commands

Ok, here come the commands.
You can also access them through the command menu. Press “F8” and click on “Commands”.
The advantage of the menu is that you can easily use player-names with non-alphanumeric characters if a command expects a name. You can also add own commands to the list. They will be saved in your User.ini.

If you need to enter a name you can also use a part of the name. But be carefully as other player-names could contain the string.

Note: You should not use the full name of a player if the name contains spaces. Use a part of the name instead.
Note: If the commands are not working try to replace the “CM” at the beginning with “mutate CM_” or rejoin the server.

Here are the commands that can be accessed by all players:

ClanManager	Opens the main menu. Has got the same effect as pressing F8.
CM WhoIs Name	If the WhoIs-System is enabled players can view old names of a player. If the performer is an admin (logged in or bIsAdmin=True) the last server-join-time is also shown.
CM SpecMenu	Opens the ingame spectator (if enabled). You can also use the menu (F8) to open it.
CM Members or just Members	Shows a list of all registered members (without their settings).
CM Time	Show the current time.
CM CopyName Name	Copies the full name of a player into your clipboard. It can be pasted with STRG+V later. This is useful as it is not needed to specify the full name and some players use non-alpha numeric characters.
CM RandomVote	Votes a random map (of the current gametype).
CM Commands	Shows a list of all commands.
SetMenuKey NewKey	Changes the key that opens the menu. For example: SetMenuKey F9. F8 is default.

Some commands are member (and admin) only:

CM Invite Name	If the “second” private server is active members –if the invite feature is active– and admins –either logged in as admin or bIsAdmin=True– can invite non-members to play on the server. The password control window will close.
Clanchat	If a member or admin sets “M:” before their message only members and admins will receive it. This command opens the small console and writes “Say M:” into it. Best you bind this to a key.

And a huge list of admin-commands. Player logged in as admin or members registered as admin can perform these:

CM ShowSettings	Shows the two settings “bEnableCheatCommands” and “Excluded Players”. These can not be view through the menu.
CM CountOldNames	Returns the number of saved players (if the WhoIs-System is active).
CM AllOldNames	Shows the whole list of saved players and their names.
CM ServerPackages	Shows a list of active serverpackages.
CM GetSP	See “CM ServerPackages”.
CM GetMutators	Shows a list of active Mutators.
CM Debug	If you use this command you will receive debug-messages (mainly from the Anticheat-System).
CM NoDebug	Removes you from the debug-list.

CM AdminSay Msg	Displays the specified string in the middle of the screen of each player. Re-implemented so that members registered as admin can use this without logging in as admin.
CM Restart	Resets the whole map and the time-limit without loading the map again.
CM SetTimeTo X	Sets the remaining time to X.
CM ResetMapVotes	Deletes all map-votes.
CM RMV	See “CM ResetMapVotes”
CM ForceMapVote	First vote a map and then use this command to force the map-change. Re-implemented so that members registered as admin can use this without logging in as admin.
CM ResetKickVotes	Removes all kick-votes.
CM RKV	See “CM ResetKickVotes”.
CM DestroyLastObj	Only valid in assault maps. If you use this command the last objective in the map gets destroyed. Thus the map can not be completed anymore.
CM DLO	See “CM DestroyLastObj”.

CM Freeze Name	Freezes a player till you thaw him up, till he reconnects or till the map is changed.
CM UnFreeze Name	Thaws a player up.
CM Mute Name	Blocks a player globally from chatting. Use the spam-blocker menu instead.
CM Unmute Name	Allows a globally blocked to chat again. Use the spam-blocker menu instead.
CM ForceSpec Name	The player becomes a spectator (but he can still rejoin).
CM ForceTeamChange	A player changes the team (but he can still change again). If the player is spectating he joins the game.
CM CT Name	See “CM ForceTeamChange”.
CM ChangeName Name NewName	Changes the name of a player to “NewName”. Works with UTComp.
CM CmdOnPlayer Name Command	Forces a player to execute the command.
CM Kick Name	Kicks a player from the server. Re-implemented so that members registered as admin can use this without logging in as admin.
CM Kill Name	Kills a player. If you enter nothing for “Name” you will kill yourself, if you enter “All” as name all players except you will be killed. Don’t mix this up with the command “CM KillAll”!
CM Check Name	Performs the mid-game-check on a player (if the Anticheat-

	System is active).
CM ClientClasses Name	Displays a list of used classes by the client (if the Anticheat-System is active).

OK, some commands are still missing: the cheat-commands.
You can allow members to use these commands with the “Member Cheat Mode”-Setting.
You can forbid these commands even for admins by setting “bEnableCheatCommands” to “False”.

If I use “X” as a parameter of a command you can either specify the name (or the part of a name) of a player, “All” if you like to affect all players or you can leave this empty to affect just yourself. E.g.: “CM Fly X”: If you enter “CM Fly” you will fly, if you enter “CM Fly All”, everyone will fly, if you enter “CM Fly Gugi”, Gugi will fly (at least if I am on the server^^).

CM Walk X	X is in the normal walking mode.
CM Fly X	X can fly.
CM Ghost X	X can fly through walls.
CM Spider X	X can walk on walls.
CM Teleport	Teleports yourself to the wall your crosshair points.
CM TeleportTo Name	Teleports yourself to another player.
CM TeleportPlayer Name Goal	Teleports the player with the name “Name” to the player with the name “Goal”.
CM Loaded X	X gets all weapons, 999 ammo, full health and shield and full adrenalin.
CM God X	X toggles between God-Mode on and God-Mode off.
CM GodOn X	X is in God-Mode.
CM GodOff X	X is out of God-Mode.
CM ChangeSize X Value	The size of X is set to “Value”.
CM Invisible X	X becomes invisible if X was visible before or X becomes visible again if X was invisible.
CM Summon Class	Summons an object of the class “Class”. e.g.: CM Summon xWeapons.RedeemerProjectile
CM KillAll Class	Destroys all objects of class “Class”. Do not mix this up with “CM Kill”.
CM DestroyNextObjective	Only valid in assault-maps. Skips the next objective.
CM DNO	See “CM DestroyNextObjective”.
CM SetMomentum Value	Sets the momentum (if a player is hit he normally gets pushed back. How strong is specified by the momentum) to the value “Value”.
CM DMMomentum	Only valid in assault-maps. Perhaps you know it: on assault maps you don’t get pushed that high if you hit yourself. You can “fix” this by using this command. Unfortunately members of the other team will be pushed further away then normal. Thus this option is just for fun^^.

Other Stuff

OK, here I will explain some other stuff not fitting in the other categories.

First to some special chat-features.
If you type “time” into the chat (so the full command is “Say time”) the current time (on the server) is displayed.
If a member or admin sets “M:” before their message only other members and admins will receive this message. You can bind the command “Clanchat” to a key to shorten the process of typing in “M:”.

Now to the CM CmdOnPlayer-Command:
With this command you can perform any command on a player. The command will not show up in his history. You can use this to create Temp-Admins: Best you create a new admin-account. Then you type in:
CM CmdOnPlayer Name adminlogin AdminName AdminPassword.
The player with the name “Name” will then be logged in as admin without knowing the password or the AdminName.

Questions, which might be asked:

- Q.: I know a player which can’t connect to our servers if the Anticheat-System is active. He gets kicked because a check timed out. How can I fix this?
  A.: This can happen if either the Timeout-Delay is set too low or if the player needs a very long time to load the level. In the first case, set the Timeout-Delay higher (recommend: at least 50). For the second case I implemented an extra list which can only be set in the ClanManager.ini (for the global/default profile and for normal profiles separately): ExcludedPlayers. All players in this list will not be checked at all. E.g.:
  ExcludedPlayers=(PlayerName”NameIsNotUsed”,GUID=”GUIDofThePlayer”)
  The “PlayerName” is not used. The “GUID”, well, is the GUID of the player. You can get it by asking the player or by looking up the WhoIs-List.
- Q.: Do I have to do anything special in order to load the mutator?
  A.: No, just load the Clan Manager as every other mutator. If you want to use profiles look up page 13 of this Readme.
- Q.: Is the Anticheat-System of the Clan Manager compatible with Safe Game or AntiTCC?
  A.: Yes, you can run the Anticheat-System simultaneously with either AntiTCC or Safe Game (or any other security-mutator). But I would turn off the MD5-Checks of the Clan Manager.
- Q.: The Ingame Spectator is not very “smooth”.
  A.: Try to set the Quality to “Very High”. The quality also depends on your internet-connection, ping, packet-loss, etc.
- Q.: Some features don’t work??
  A.: The Clan Manager only works on dedicated servers.

Know Bugs:

- If the Anticheat-System and its “Disturb-Function” is active the Esc-Menu (I mean the mid-game menu) sometimes shows the name of the Admin-Faker instead of the name of the last joined player. Don’t know why it does this…
- Sometimes it seems not to create the interaction on the client. Thus the player is not able to open the menu by the key and they can not go AFK. This can however easily be solved by reconnecting.
- Ehm, perhaps my English^^

The END^^

If you have any suggestions or if you found any bugs, please mail me:
gugi@ut2k4-gaming.de

Also visit www.ut2k4-gaming.de for a great page with many Trial-Maps, Mutators and other stuff.
If you don’t want to email me you can also post questions in our forums.

I'm not responsible for any physical, mental or other damage caused by this Mutator or anything derived from or otherwise associated with it.
So use this on your own risk (though I don’t see the risk^^).

Mfg,
Gugi

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