

# Server Moderation

```
hostname: FullBuff.gg
version : 9115164/24 9115164 secure
udp/ip   : 169.254.173.242:41072 (local: 0.0.0.0:27015) (public IP from Steam: 108.181.63.147)
steamid  : [G:1:11696595] (85568392931736019)
account  : not logged in (No account specified)
map      : mge_chillypunch_final4_fix2 at: 0 x, 0 y, 0 z
tags     : increased_maxplayers,nocrits
sourcetv : 169.254.173.242:41072, delay 90.0s (local: 0.0.0.0:27020)
players  : 0 humans, 1 bots (25 max)
edicts   : 601 used of 2048 max
# userid name                uniqueid          connected ping loss state  adr
#      2 "SourceTV"          BOT              active
```

Entering the command "status" will display useful information about the server, including the IP, and more importantly, a list of players.

This list will display each player's userid, which with the command "rcon kickid x" can be used to kick specific players, ie. "rcon kickid 2" would kick sourceTV if it was a player.

To ban a player, simply use the command "rcon banid 0 x kick" with the same userid. To ip kick/ban players, simply replace id with ip and write the player's ip in the command ie. "rcon kickip 169.245.123.123:98765".

It is important to note that bans are written on temporary storage, with the command `writeid` and `writeip` you can add bans to the permanent ban config files (`banned_ip.cfg`, `banned_user.cfg`). `writeid` and `writeip` are exec'd in `server.cfg` but not any of the RGL configs. Remember to enter those commands or simply execute `server.cfg` after banning players.

maps \*

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