[Admin] Commands

Admin OP

Admin level players have access to all commands including **remotely affecting** other player's balances, vaults, markets, ownerships, and abilities to interact with the SWEconM mod.

/sweconm admin op add/remove <player> || MUST BE RAN IN SERVER CONSOLE ||

Action: The only way to receive Admin permission levels are to first go to console and run the above command.

Example: Adds the player Quarris to the list of Admins.

```
/sweconm admin op add Quarris
```

Note: This is restricted to console access for the absolute level of security considering a medium/large multiplayer economy.

> This command can only be ran in the server console!

/sweconm admin op list

Action: Lists all the players that have Admin permissions of the SWEconM mod.

Note: N/A

> Admins have every ability to access player balances/Markets and **remotely affect** said balances/Markets. This access is designed to allow for moderation, error corrections, giving, and collections. This level of access should be highly limited.

Admin Balance

/sweconm admin balance wallet <player_name>

Action: Views the UI and allows editing of the Wallet/Wristlet balance of the given player.

Example: Opens the UI for Quarris's Wallet/Wristlet balance (the same as if Quarris had opened it via their own Wallet/Wristlet).

```
/sweconm admin balance wallet Quarris
```

Note: Once open, the UI can be edited as if the owner, including adding/removing funds and Market (Shop) income.

/sweconm admin balance transfer <from> <to> <amount> [memo]

Action: Transfer an amount of Thyms from one player to another player. The memo, or message, is optional and appears as a chat message to the receiving player.

Example: Transferring 200 Thyms from AlaharranHonor to Quarris because they accidentally sent Thyms to the wrong person.

```
/sweconm admin transfer AlaharranHonor Quarris 200 Whoops
```

Note: As an Admin, the ability to transfer from @all, @online, @void, and @state is made available.
- @all are all accounts. This includes offline players who will receive their amount upon log in.
- @online includes only online players.
- @void means to transfer to/from nowhere, AKA bottomless pit to give to or pull from.
- @state is to transfer to the State balance, AKA the server's retained funds.

Admin Vault

/sweconm admin vault id

Action: Lists the IDs of the Vaults of the given player.

Note: N/A

/sweconm admin vault <player> <vault_id> view

Action: Views the UI and allows editing of a Vault of the given player.

Example: Opens the UI for Quarris's Vault with the ID # of 88a88a88a88 (the same as if Quarris had opened it themselves).

```
/sweconm admin vault Quarris 88a88a88a88 view
```

Note: Once open, the UI can be edited as if the owner, including adding/removing Thyms and items.

/sweconm admin vault <player> <vault_id> remove [true]

Action: N/A

Example: This removes the vault data of Vault ID# 88a88a88a88 owned by Quarris.

```
/sweconm admin vault Quarris 88a88a88a88 remove true
```

Note: If the TRUE is not added to the command, the chat box will ask if you're sure of your decision to erase the Vault's data.

Admin Market

/sweconm admin market view <market_id>

Action: Views the UI and allows editing of the Market (Shop) balance of the given ID #.

Example: Opens the UI for the Market (Shop) ID #10 (the same as if the owner had opened it themselves).

```
/sweconm admin market view 10
```

Note: Once open, the UI can be edited as if the owner, including adding/removing funds and Market (Shop) withdrawals.

/sweconm admin market assign <market_id>

Action: Assigns the given Market (Shop) a specific ID #.

Note: It can be recommended to pre-assign Market (Shop) ID #s like 69, 420, and 58008. Or leave them and watch those Markets (Shops) sell for millions of in-game currency.

/sweconm admin market remove <market_id>

Action: Removes the given Market (Shop) ID # from circulation to be automatically assigned next time a Market (Shop) is placed.

Note: It's not possible to remove a Market (Shop) ID # if the Market (Shop) is currently placed in the world.

/sweconm admin market transfer <from_player> <to_player> all/<market_id>

Action: Transfers the ownership of a Market (Shop) of a specific ID # from one player to another.

Example: Transfers the ownership of Market (Shop) with ID #10 from the player AlaharranHonor to the player Quarris.

```
/sweconm admin market transfer AlaharranHonor Quarris 10
```

Example: Transfers the ownership of all Markets (Shops) that AlaharranHonor owns to the player Quarris.

```
/sweconm admin market transfer AlaharranHonor Quarris all
```

Note: As an Admin, the ability to transfer from or to the @state is made available.

/sweconm admin market check <market_id>/<player_name>

Action: Checks the NBT data associated with a particular Market (Shop) or player's Markets (Shops).

Example: Sends a client side chat message with the data specifically for Market (Shop) #10, showing what its selling, stock, price, and owner.

```
/sweconm admin market check 10
```

Example: Sends a client side chat message with the data for all Markets (Shops) owned by Quarris, including all Market ID #s and their coordinates.

```
/sweconm admin market check Quarris
```

Note: N/A

/sweconm admin market ban from_trust / from_transfer / from_all add/remove <player_name>

Action: Bans a player from certain or all actions considering Markets (Shops).

Example: Adds Quarris to the list of players banned from being trusted to any other player's Markets (Shops). This command auto-removes any current trusts.

```
/sweconm admin market ban from_trust add Quarris
```

Example: Adds Quarris to the list of players banned from having any Market's (Shops) transferred to or from themselves.

```
/sweconm admin market ban from_transfer add Quarris
```

Example: Adds Quarris to the list of players banned from both being trusted to any other player's Markets (Shops) and having any Market's (Shops) transferred to or from themselves.

```
/sweconm admin market ban from_all add Quarris
```

Note: These commands are for limiting troublesome players, especially players who attempt to take advantage of new players who don't yet understand the weight of trusting/transferring of their Markets (Shops).
Note: These functions being a command potentially makes it easier for auto-limiting new players to Market (Shop) functions whether for their own security, quest locking, and/or moderation-based time outs.

/sweconm admin market ban from_trust / from_transfer / from_all add/remove list

Action: Lists all players that are currently banned from using Markets (Shops).

Example: In a client side chat message, lists all players that are currently banned from being trusted to Markets (Shops).

```
/sweconm admin market ban from_trust list
```

Example: In a client side chat message, lists all players that are currently banned from being transferring Markets (Shops) or having Markets (Shops) being transferred to them.

```
/sweconm admin market ban from_transfer list
```

Example: In a client side chat message, lists all players that are currently banned from any actions considering Markets (Shops) except for owning, buying, and selling.

```
/sweconm admin market ban from_all list
```

Note: N/A

> Banning a player from any trust or transfer (or both) automatically removes their access from any trusted Market (Shops).

> When an Admin runs the command to transfer, the command does not check if the player is banned. Therefore, an Admin could transfer Markets (Shops) to/from a banned player as needed.

> An Admin who is banned from SWEconM can still run Admin commands as long as they have the Admin Key. If one bans an Admin from SWEconM, they must also remove their Keys.

Admin State Deputy

/sweconm admin state_deputy

Action: Toggles the State Deputy mode to TRUE for the one who ran the command. Please see State Deputy Mode for more detail.

Note: This mode resets to FALSE once logging out.

/sweconm

Action: N/A

Example: N/A

```
/sweconm
```

Note: N/A

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