Getting Started

- Keys permit a user to access a specific set of commands relevant to the role (key). Currently non-configurable.
- The access and abilities granted per Key is related only to that key, therefore a staff member must hold all keys to have all permissions.

To begin using the Keys:

A server manager with console access will need to run this command to assign the Owner Key.

```
/swpm key assign <player> swpm:owner
```

From there, the player with the Owner Key can then assign the necessary Keys to the desired staff. The below Index states which Keys give which commands/permissions.

> The Owner Key should not be given to anyone who is not absolutely necessary. The Owner Key grants access to assigning/revoking any Key to/from any player.

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