RetroMC and Betalands

Release 1.0

EternalII

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CONTENTS

1 Minecraft Server **3**

1.1 Staff Onboard and Guide 3

1.2 Minecraft Commands 5

2 Discord Server **7**

2.1 Discord Moderation 7

This page serves as an index for documentation related to our servers.

CHAPTER

ONE

MINECRAFT SERVER

1.1 Staff Onboard and Guide

1.1.1 Introduction

Congratulations on being accepted and joining the RetroMC Staff team. We hope you find your place within our team and are a valuable edition.

Below you will find useful information, commands, documentation, etc. regarding the server.

We look forward to working with you very soon.

- **Staff Hierarchy**

Trial Helper

- Watch the other Staff and how they handle situations.
- Monitor channels and chat for rule breakings.
- Participate in Moderation when confident in the commands.

Helper

- Takes care of rule-break issues within the server chats and voice.
- Ensures that issues are resolved without creating public drama.

Moderator

- Thorough understanding of the rules and server functions.
- Great activity record within the Staff team.

Administrator

- Entrusted with managing the Community and Moderators at large.
- Reports directly to the Operators, providing key information.

Server Operator

- Understanding of the server and functions are extremely in-depth.
- Handles server functions, payments, and other high-tier issues.
- **Responsibility**

For most issues, you will direct users to make a ticket on the **#helpdesk** channel on the Discord. Do not assist them in public channels as most cannot be resolved without a level of privacy.

Your judgement is critical in decision making. Keeping intent in mind, understanding mistakes vs malicious intent, and judging the member overall instead of their single action is of utmost importance.

- **Discord Moderation**

The Discord Moderation Academy is a great resource to reference when learning to be an effective moderator. The links below are most relevant to this community.

- Moderator Etiquette
- Moderator Responsibilities
- Handling Difficult Scenarios
- Avoiding Moderator Burnout
- How to Moderate Voice Channels
- Ban Evasion and Advanced Harrassment

1.1.2 Code of Conduct

- **Disclipline**

Staff are to remain in control of a situation at all times and should never stoop down to the level that the offending member is residing at. You must also not do the following:

- Editing the roles/ranks of a user on the Server or Discord, giving them access to restricted commands, channels, or voice communications.
- Power trips, no-cause moderations, or similar actions.
- Performing major non-approved edits to the server.
- Disclosing confidential operations of Staff outside of Staff chats.
- Exposing information of those making Staff applications publicly.
- Providing regular members methods of how to bypass automoderation, security protocols, or other functions.
- **Enforcing Rules**

Note: This guide is relative and should not be followed exactly. Take into account the entire history of the player and their time invested in the server.

Minecraft:

- Griefing is a permanent ban. (exceptions: extremely minor such as 1-2 blocks or crop stealing.)
- Name-squatting (using another persons username) is a permanent ban.
- Hacking is a permanent ban. (exceptions: macro-based cheating such as autoclicker.)
- Ban evasion is 2x the punishment, subject to permanent on second offense.
- Repeat offenses are exponential increases as the Moderator sees fit.

Discord:

- Personal attacks, off-topic content, NSFW content, etc. are all unacceptable within the server.
- Deleting messages, verbal warnings, or bot-issued warnings are the best method to quell discourse.
- Ensure off-topic content is removed ASAP and the user educated on which channel it is appropriate in.

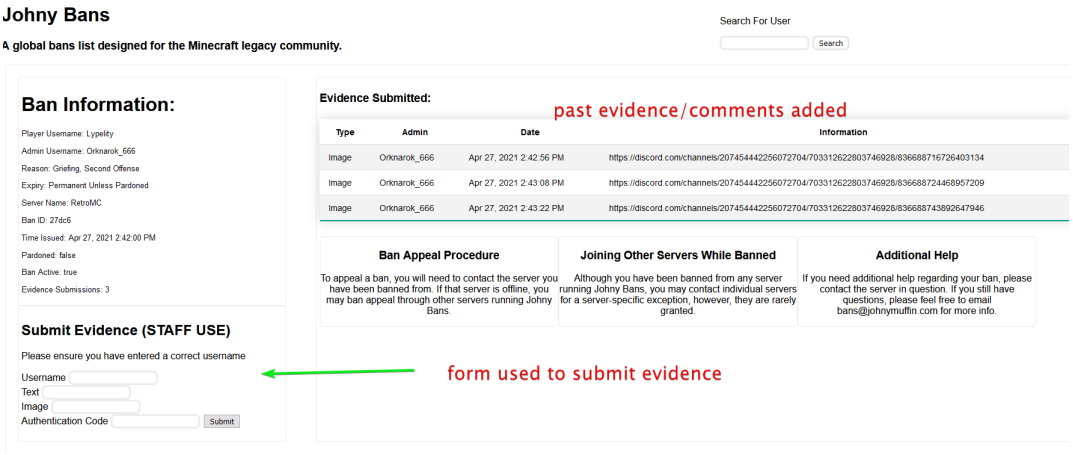
- Drama must be removed from public channels, and directed towards a ticket. No flame wars in general.

1.1.3 In-Game Bans

JBans:

> **Warning:** Content cannot be deleted once submitted. Ensure all information is correct before submitting.

1. To utilize JBans, you will need to use the command /jbcode in-game to generate your Staff ID.
2. After this, navigate to the JBans Website to submit your evidence.
3. Post screenshots of evidence in incoming, then link them within your evidence on the website.



1.2 Minecraft Commands

1.2.1 Issuing Punishments

Function	Full Command
Ban	/jban [username] (reason) (duration)
eBan	/eban [username] (reason) (duration)
Mute	/mute [username] (duration)
Alts	/e(history/alternative) [username]
Vanish	/vanish

> **Important:** Do not actually use the <brackets> and (parenthesis), they denote required and optional input.

1.2.2 Logblock

Command	Description
/lb lookup <params>	View block changes
/lb t(b)	Spawn the tool(block)
/lb rb	Initiate a rollback
/lb redo last	Undo last rollback

1.2.3 WorldEdit

Important: All Worldedit Commands are logged.

Command	Description
//	Super pickage (insta-break)
//wand	Spawn the tool

Further WorldEdit commands can be viewed on this page

1.2.4 Miscellaneous

Command	Description
/god	Invulnerability
/tpo	Override disabled teleports
/tppos [x][y][z]	Teleport to coordinates
/home [ign]:(home)	Teleport to home of IGN

CHAPTER

TWO

DISCORD SERVER

2.1 Discord Moderation

- **Developer IDs**

On Discord, every username can have 9999 variants of it before it becomes unavailable. Trying to ban someone by just putting "Eternalll" is extremely dangerous. This is why we use Developer IDs instead, they provide a number such as 349909910995206145 (my ID) that ensures you are punishing the correct person. Please enable this feature immediately.

- **Moderation Bot**

Atlas Utilities#3685 is the main moderation bot for all things. Main moderation commands use the **!** prefix.

2.1.1 Issuing Punishments

Warning: Be aware that all bot-issued punishments are direct-messaged to the user. Refrain from using vague or immature reasons.

Command	Function
!warn 1	Warn command.
!warn 2	Mute command.
!warn 3	Kick command.
!warn 4	Softban command.
!warn 5	Ban command.
!sclose	Close ticket

Important: Do not actually use the <brackets> and (parenthesis), they denote required and optional input.

2.1.2 Warning

```
!warn <user> <reason>
```

Warn the user, logging to the modlog and DMing the user. Warns cannot be appealed and are a recommended first action after or with a verbal warning.

Important: Remember, the user is DMed. Please provide an appropriate and at least a semi-descriptive reason so that the member can remediate their behavior.

2.1.3 Mute

```
!warn 2 <user> <time> <reason>
```

Mutes a user, preventing them from talking (and viewing certain channels). You must disconnect the user if they are in voice.

Users who evade mutes by leaving become permanently muted when rejoining. They must reach out to Modmail to get this fixed as it is their fault.

It is at moderator discretion to choose a time appropriate for the punishment.

Tip: A time period of a day is usually suggested as a generic minimum period as punished users will be less likely to retaliate after 24 hours have passed.

2.1.4 Kick

```
!warn 3 <user> <reason>
```

Kicks remove the member from the server without deleting messages.

Reserve this punishment for new-ish members who need a reality check to come back when they are ready to read the rules and play nice.

Mostly unused, but can make a statement if necessary.

Important: Will remove all roles. Therefore, the member returning must rejoin the server to gain back roles.

2.1.5 Softban

```
!warn 4 <user> <reason>
```

Softban removes a member from the server, deleting 1 day of messages.

Reserve this punishment for those who you wish to kick, at the same time wanting to delete their messages alongside it.

Calls the user purge portion of the API by immediately banning and unbanning the user.

Important: Will remove all roles. Therefore, the member returning must rejoin the server to gain back roles.

2.1.6 Ban

```
!warn 5 <user> <reason>
```

Bans and DMs the user a link where they may appeal and purges 1 day of messages.

Important: Members may appeal their punishment via ban appeal form.

2.1.7 Modlog Management

- **Invoking the Modlog**

To search a user's modlog, you will run **!warnings <id>**. This will invoke an embed, beginning with an overview of their punishment history.

Important: Do not actually use the <brackets> and (parenthesis), they denote required and optional input.

To interact with the modlog, you will need to use the arrow reactions to populate a single infraction.

Warning: Do not interact with the modlog overview. Use the reactions to scroll to a specific reaction.

- **, and**

The left and right reactions scroll through the modlog. Pressing will close the embed.

- **and**

After scrolling to an individual punishment, will allow you to edit the reason. Useful if you made a typo or were not specific enough in your punishment reason. allows you to clear the modlog entry.

Important: Edits made to the modlog do not update for the punished user in their direct messages.

Warning: Cleared mutes will automatically unmute the user. Please keep this in mind when modifying the modlog.