Absolute Raid Bot: Admin Guide

Version 1.0.6 · for officers who run the guild's DKP · Absolute Gaming LLC

Everything in this guide happens in Discord with admin commands, in two groups: `/dkpadmin` (setup, security, raids, data) and `/dkpmanage` (registrations, characters and DKP changes). Discord allows at most 25 commands in one group, so they're split in two; both use the same two-factor unlock. Replies are shown only to you unless a command says otherwise. Every change is written to an audit log that can't be changed or erased.

Setting the bot up the first time is in **Setting Up the Discord Bot**. Registering admins, two-factor and recovery are in **Admin Registration and Account Recovery**. Moving data in and out is in **Importing and Exporting Data**.

1. Who can do what

Role	How you get it	Can
Owner	`owner_id` in the bot's config, or the person who paired the bot	Everything, plus add and remove admins
Admin	The owner registers them with `/dkpadmin admin-add`; they finish by enrolling two-factor within 24 hours	Every `/dkpadmin` and `/dkpmanage` command except adding and removing admins
Raider	`/dkp register`	The `/dkp` commands (see the **User Guide**)

Seeing the commands: Discord shows `/dkpadmin` and `/dkpmanage` only to members with **Manage Server**. To let an officer role see them without that permission, a server admin opens **Server Settings -> Integrations -> Absolute Raid Bot** and allows the role for `/dkpadmin` and `/dkpmanage`. Being able to see the commands isn't enough to use them: the bot still checks its own admin list and your 2FA code.

2. Admin registration and two-factor

Two-factor is built into admin registration and can't be turned off. Full steps: **Admin Registration and Account Recovery**.

Step	Command
The owner registers an officer (fresh code required)	`/dkpadmin admin-add member: @Officer code: 123456`
The officer gets their key by DM (or runs)	`/dkpadmin 2fa-setup`
The officer finishes within 24 hours and gets 10 recovery codes	`/dkpadmin 2fa-confirm code: 123456`
Each session: open admin commands for 15 minutes	`/dkpadmin unlock code: 123456`
Close them early	`/dkpadmin lock`
Who's registered, and recovery codes left	`/dkpadmin admins`
Lost authenticator: use a recovery code	`/dkpadmin recover code: K7QM-2XVD`
A new set of recovery codes	`/dkpadmin recovery-codes code: 123456`

- Until registration is finished, every admin command answers Finish your admin registration first.
- **Step-up codes:** `admin-add`, `admin-remove`, `restore`, applying `import-db` and `recovery-codes` need a fresh code in the command, even while you're unlocked.
- Wrong codes, recoveries and registrations are written to the audit log and posted to the staff log channel.

3. Registrations

Raiders run `/dkp register`. With approval on (the default) each one waits for you, and the staff log channel shows New registration.

Command	What it does
`/dkpmanage pending`	Everything waiting, with who asked
`/dkpmanage approve character: Brannoc-Stormrage`	Links the character to that member
`/dkpmanage deny character: Brannoc-Stormrage reason: Not in the guild`	Turns it down; the reason is logged

To skip approval: `/dkpadmin setting key: Registrations need approval (1/0) value: 0`.

4. Characters and users

Command	What it does
`/dkpmanage add-character character: Seraphine class: Priest member: @Sera`	Adds a character, linked to a member if you name one. A removed character comes back **with its history and DKP.**
`/dkpmanage delete-character character: Seraphine reason: Left the guild`	Hides the character; history and the audit log are kept
`/dkpmanage delete-user member: @Sera reason: Left the guild`	Removes the member's registration; their characters stay in the book, unlinked
`/dkpmanage link-character character: Seraphine member: @Sera reason: New Discord account`	Moves a character to a member (a raider's new Discord account, or restoring a removed registration); DKP and history move with it

Characters seen in a raid import but not registered are **added automatically**, so their DKP builds up; when the player registers that name, they claim it.

5. Changing DKP

Command	What it does
`/dkpmanage adjust character: Tarnok amount: 25 reason: Bench pay`	Adds DKP; a negative amount takes it. **A reason is required.**
`/dkpmanage set-balance character: Tarnok balance: 150 reason: Correction`	Sets an exact balance (recorded as an adjustment of the difference)

Command	What it does
`/dkpadmin set-dkp per_raid: 10 per_boss: 2`	What a raid night, and each boss kill, earns

Nothing is ever overwritten. A balance is the sum of a character's transactions, which can only be added. A correction is a new line, so history always shows what happened.

An adjustment can't take a balance below zero unless Allow negative DKP is on. Loot won in game is always charged; the raid import warns you if someone goes below zero.

6. Settings

`/dkpadmin settings` shows them all. Change one with `/dkpadmin setting key: <choose> value: <value>`. Each change is logged.

Setting (as listed in Discord)	Default	Meaning
DKP per raid night	10	Earned by every raider present at a raid night
DKP per boss kill	0	Earned per boss kill they were there for
Earn source (bot / addon / both)	bot	`bot`: the bot pays the two amounts above. `addon`: what the addon awarded in game (needs that night's snapshot loaded). `both`: both
Start balance for new characters	0	A new character starts with this
Allow negative DKP (1/0)	0	`1` lets adjustments go below zero
Registrations need approval (1/0)	1	`0` links `/dkp register` at once
Raid DKP needs Raid Companion presence (1/0)	0	`1`: raid DKP only for raiders whose Raid Companion answered a presence check that night
Guild name		On the standings and the PDF report
Report title	DKP Standings	The PDF report's title
Default game for loot (forever / retail)	forever	For `/dkp loot` and `/dkp raidloot`

7. Raid night

When	Who	Does
Before the raid	Admin	`/dkpadmin snapshot` -> gives the file to the raid leader
Before the raid	Raid leader	`/arm import` in game, pastes the snapshot
During the raid	Raid leader	Runs loot, bids and attendance in Absolute Raid Management
After the raid	Raid leader	`/arm export bot`, saves the text as a file
After the raid	Admin	`/dkpadmin import file:` (attach it)

Step by step, with what each reply means: **Importing and Exporting Data**, sections 2 and 3.

8. Reports, data and backups

Command	What it does
`/dkpadmin report`	The navy and orange PDF report: standings, DKP earnings, recent raid nights, recent loot and the rules. `public: True` posts it in the channel
`/dkpadmin export-db format: CSV / JSON / Both`	The DKP database as a spreadsheet (CSV) or the whole book (JSON)
`/dkpadmin import-db file:`	Load balances from a CSV or a JSON export: preview first, then `confirm: IMPORT` with your 2FA `code`
`/dkpadmin backup note: before reset`	An encrypted backup, sent to your DMs
`/dkpadmin restore file: code: confirm: RESTORE`	Put a backup back (the audit log is kept)

The bot also writes an encrypted backup every day by itself. Details and file formats: **Importing and Exporting Data**.

9. The audit log

Command	What it does
`/dkpadmin audit`	The latest 20 entries (`count:` up to 50)
`/dkpadmin audit character: Tarnok`	Every change to that character: who, when, why
`/dkpadmin audit-verify`	Checks the whole log's hash chain and names the first entry that doesn't match

It records registrations, character and user changes, every DKP change with the reason and the balance before and after, settings, imports and exports, snapshots, reports, backups and restores, admin changes and failed 2FA codes. It lives in its own database that refuses edits and deletions, and each entry is chained to the one before by a SHA-256 hash, so tampering shows.

10. Admins

Command	Who	What it does
`/dkpadmin admin-add member: @Officer code: 123456`	Owner	Registers a pending admin and DMs them their two-factor key
`/dkpadmin admin-remove member: @Officer code: 123456`	Owner	Removes an admin (and their recovery codes)
`/dkpadmin admins`	Admin	Every admin, their registration status and recovery codes left

11. Loot data

Command	What it does
`/dkpadmin loot-fetch npc_id: 15990 name: Kel'Thuzad game: WoW Forever`	Reads a boss's drops from Wowhead so `/dkp raidloot` can show them. The NPC ID is the number in the boss's Wowhead address

12. Every admin command

/dkpadmin (setup, security, raids, data):

Command	Parameters
`pair`	`code` (Manage Server; before anything else)
`2fa-setup`, `2fa-confirm`, `unlock`, `lock`	`code` where needed
`recover`, `recovery-codes`	`code` (a recovery code / your 2FA code)
`set-dkp`	`per_raid`, optional `per_boss`
`setting`, `settings`	`key`, `value`
`snapshot`	optional `pool` (default Main)
`import`	`file` (from `/arm export bot`)
`export-db`	optional `format` (CSV, JSON, Both)
`import-db`	`file`, `confirm` (IMPORT to apply), `code`
`report`	optional `public`
`backup`	optional `note`
`restore`	`file`, `code`, `confirm` (RESTORE)
`audit`, `audit-verify`	optional `character`, `count`
`admin-add`, `admin-remove`	`member`, `code` (owner only)
`admins`	
`loot-fetch`	`npc_id`, `name`, optional `game`

/dkpmanage (raiders and their DKP; same two-factor unlock):

Command	Parameters
`pending`, `approve`, `deny`	`character`, `reason`
`add-character`	`character`, optional `class`, `member`
`delete-character`	`character`, `reason`
`delete-user`	`member`, `reason`
`link-character`	`character`, `member`, `reason`
`adjust`	`character`, `amount`, `reason`
`set-balance`	`character`, `balance`, `reason`

Troubleshooting

Message	Fix
"Admins only"	You aren't an admin; the owner adds you with `admin-add`
"Owner only"	Only the owner can add or remove admins
"Finish your admin registration first"	Add your key and run `2fa-confirm` (section 2)
"Admin registration expired"	Ask the owner to run `admin-add` again
"Locked"	`/dkpadmin unlock code:`

Message	Fix
"This needs a fresh 2FA code in the code box"	Put your current code in the command's `code` box
"A reason is required"	Every adjustment needs a reason of 3 or more characters
"That would go below zero"	Turn on Allow negative DKP or use a smaller amount
"This exact export was already imported"	Nothing to do: it's in

Questions or bugs: our Discord, https://discord.gg/a8nM6yvMQM · https://absolutegaming.store · support@absolutegaming.store