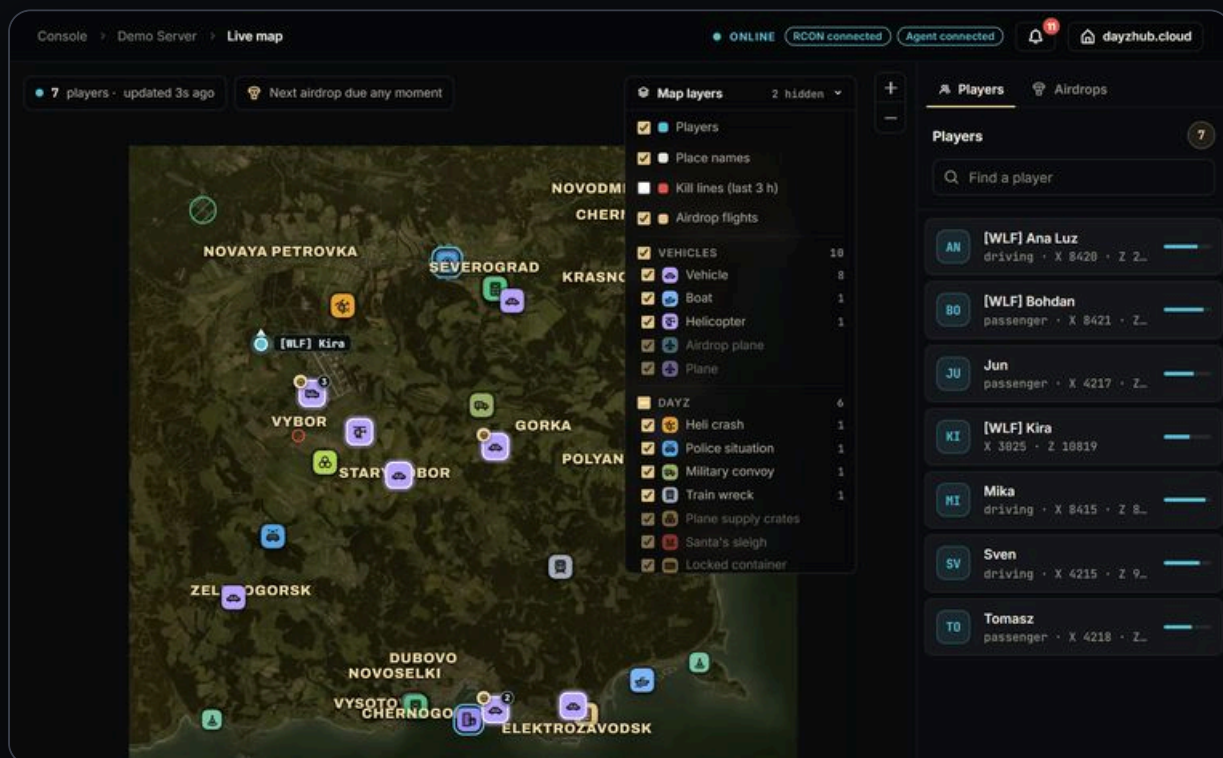




DayzHUB
Console

User guide for server owners

Set up your server, run it from a browser, and keep it clean: plans, the agent mod, live map, players, bans, automation, statistics, API and mods. All with real screenshots.



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About this guide

The **DayzHUB Console** is a web console for the DayZ server you already run. You manage players, bans, logs, restarts and automation from a browser on a phone, a tablet or a desktop computer. With the optional **DHUBconsole agent mod** it also shows a live map, real server performance and mod data, and it can act inside the game.

How the Console works with your server

The Console connects to your game server in two ways. **BattleEye RCON**, with the RCON login you already have, gives status, players, chat, kick, ban, lock and restart; nothing is installed and your players download nothing. The **agent** is a server-side mod (Steam Workshop item 3813527671, *DayzHUB Console Agent*) that reports from inside the game and carries out admin actions in the game world. The agent needs the Standard plan or higher; everything marked *RCON* works on the Free plan too.

What you need

- A DayZ server with **BattleEye RCON** access: the public address, the RCON port and the RCON password from your `BEServer_x64.cfg`.
- A DayzHUB Console account. You can register with Steam, Discord or an e-mail address (chapter 1).
- A modern web browser. The Console also works on a phone and can be installed like an app (chapter 9).
- Optional: the agent mod (chapter 4), a Discord channel for webhooks, and an authenticator app for two-factor sign-in.

How to read this guide

Every chapter starts with a short introduction. After that you will find numbered steps next to screenshots. A number in a gold circle in a screenshot matches the step with the same number beside it.

- 1 A numbered step belongs to the circle with the same number in the screenshot.
- 2 Fields, buttons and tabs keep the names you see on screen.

TIP

A **Tip** box is a shortcut or a good habit.

WARNING

A **Warning** box is something that can lock players out or lose settings. Read it before you click.

ABOUT THE SCREENSHOTS

All screenshots show a fictional **Demo Server** with made-up players, a documentation address and a sample setup. Nothing in this guide is a real server, player or password. The Console is available in 13 languages; the screenshots are in English. Plan names in the text (Free, Standard, Pro, Community) say which plan a feature needs; chapter 2 has the full comparison.

What is new since 9 October

AREA	WHAT CHANGED
Players	The network signal (Pro, off until the owner switches it on): the risk label says that other Console servers have an active ban on a player, only as a number of servers and categories (section 6.1). The Potential alternative accounts card on the player page (section 6.1).

AREA	WHAT CHANGED
Moderation	Moderation > Network lookup: look up one Steam64 ID and see how many other servers have an active ban on that player (Pro; section 6.2).
Mods	Mod update alerts (Standard): be told when a Steam Workshop mod on your server has been updated and the server needs a restart (section 15.8).
Mods	Mod names: folders with a name, such as @CF, can be linked once to their Workshop mod (Settings > Mods) and are then watched like number folders; every mod is shown by its real name (section 15.8).
Server control	Lock the server after every start (Settings > RCON, section 3.3) and the Danger zone actions Reset player statistics , Wipe player data and Reset server settings (owner only, section 3.4).
E-mail	The weekly report and the renewal reminder have an Unsubscribe link and work with the unsubscribe button of your mail app (section 9.2).
Plans and support	A failed payment switches your plan off at once (section 2.3). Every plan includes support by ticket and in Discord. Community plans receive a reply within 24 hours; other plans are answered in the order received (section 16.2).

What is new since 5 October

AREA	WHAT CHANGED
Live map	Who is inside each vehicle: a crew number, a steering wheel for the driver, a hover card and a People inside list in the vehicle popup. An icon per vehicle kind, DayZ 1.30 motorbikes with agent 0.9.0, popups that refresh by themselves (section 5.2).
Players	The risk label also looks at PvP signals and shows every reason (Pro). Moderation > Worth a look lists the players worth a look for staff, with Add to LB watchlist (section 6.1).
Moderation	The LB Admin Tools watchlist: add, edit and remove entries, see who is online or on a ban list (section 6.6).
Automation	New trigger events speed warning and player report (Standard) and takes items (Pro), the condition Times it happened , the action Add to LB watchlist and the pack Watch possible speed hackers (sections 7.3 and 7.5).
Discord	The weekly Top players of the week post also shows the top weapons, with Pro, and the week's K/D and playtime of each of the top three on the kills board (section 7.6).
Players and appeals	Player stats: your players sign in with Steam on dayzhub.cloud and see their own stats, killfeed, rank and bans on every Console server they played, on every plan. Ban appeals now work on every plan , including appeals sent from the player page (sections 8.3 and 8.5).
Statistics	The new kill and death heat haze heat map with numbered hotspots, and the Weapons page with the impact map (Pro; sections 10.3 and 10.4).
RCON	The RCON lost alert waits before it is sent, so a normal restart does not raise it (section 1.3).
Agent 0.9.0 and 0.10.0	Motorbikes, clearer death causes, a timer watchdog, clearer Settings.json errors; crash-safe kill, death and chat lines, messages with their own title, time and icon (API), an honest refuel result (chapter 4).

AREA	WHAT CHANGED
Plans	Chapter 2 is checked against the plans as they are now; several feature names are clearer.

1

Start here

Register, add your server, enter the RCON login and check that everything is connected. Allow about ten minutes.

1.1 Register and sign in

Open dayzhub.cloud/console. You can sign in in three ways, and you can link all three to one account later. Every new account starts on the **Free** plan (chapter 2).

The sign-in page

- 1 Sign in with Steam:** you are sent to Steam and come back signed in. The Console never sees your Steam password.
- 2 Continue with Discord:** the same with your Discord account.
- 3 Create account:** sign up with an e-mail address and a password. We send you a link to confirm the address.
- 4 The e-mail form below:** sign in with the address and password. **Forgot your password?** sends a reset link.

By continuing you agree to the Terms and the Privacy Policy that are linked at the bottom of the page. The language list under the form switches the whole Console to one of 13 languages.

Link more sign-in methods

My account: sign-in methods

Open **My account** in the left menu. Under **Sign-in methods** you see Steam, Discord and e-mail. Press **Link** on a method that is not linked yet. Linking more than one makes it easy to get back into your account.

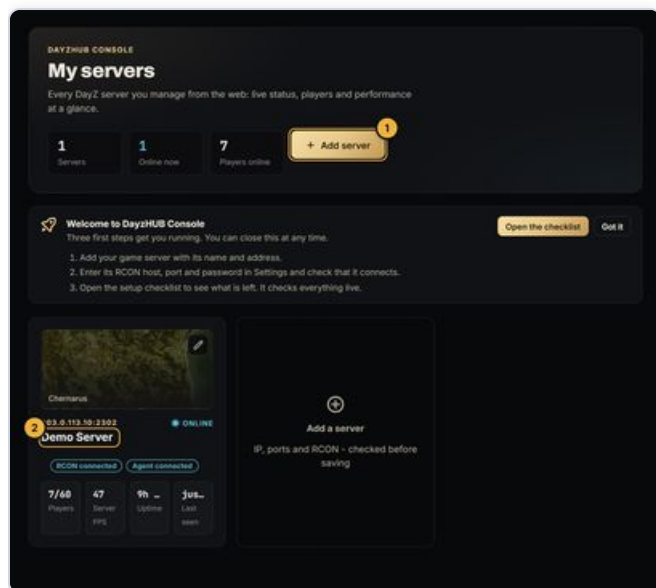
The same page lets you change your display name, your e-mail address and your password, and choose whether you want an e-mail when one of your servers goes down.

TIP

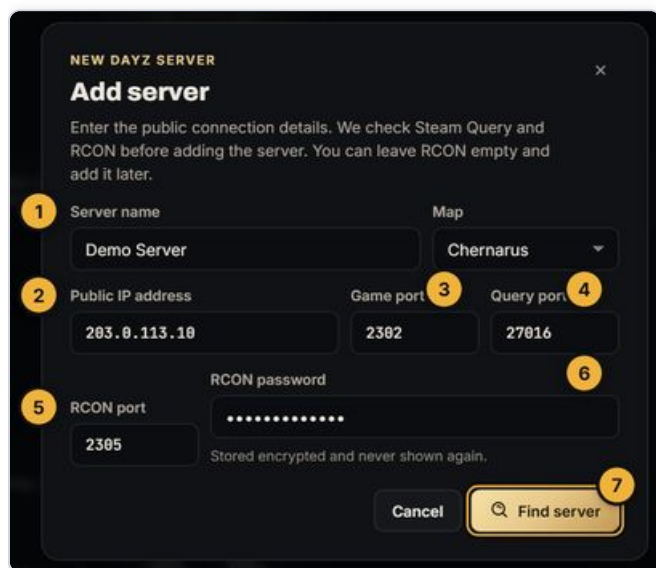
Turn on two-factor sign-in as soon as you are set up: **Security** in the left menu (chapter 12). It protects the account that holds your RCON password.

1.2 Add your server

Your servers are listed under **My servers**. Each server has its own pages for control, players, moderation, automation and settings. Press **Add server** to add the first one. The Free plan has one server; the other plans have more (chapter 2).



My servers



The Add server dialog

- 1 **Add server** opens the dialog (also available as the dashed tile).
- 2 Your server card. Click it to open the server. The pencil renames it.

In the dialog

- 1 **Server name**. If you leave it empty the name is read from Steam Query.
- 2 **Public IP address** of your game server. A private address (192.168.x.x, 10.x.x.x) cannot be used.
- 3 **Game port**, usually 2302.
- 4 **Query port** (Steam Query), for example 27016.
- 5 **RCON port**: the `RConPort` from your `BEServer_x64.cfg`.
- 6 **RCON password**: the `RConPassword` from the same file. It is stored encrypted and never shown again.
- 7 **Find server**. The Console checks Steam Query and RCON before it adds the server.

TIP

You can leave the RCON fields empty and add them later under **Settings > RCON**. Most pages need RCON or the agent, so do it soon.

Several servers

Use the server switcher at the top of the left menu to jump between servers, or **My servers** to see them all with their status. A server can be removed under **Settings > Danger zone**; the Console asks you to confirm twice.

1.3 RCON settings

The Console talks to your game server over BattlEye RCON. You enter the login once, under **Settings > RCON**. The Console tests it before saving, so a wrong password or port is caught right away.

Settings > RCON, with the BattlEye side on the right

- 1 **Host / IP:** the public address of your game server.
- 2 **RCON port:** the `RConPort` from `BEServer_x64.cfg`. It is often the game port plus 3.
- 3 **RCON password:** the `RConPassword`. Leave the field empty to keep the saved one.
- 4 **Test and save.** A green **CONNECTED** label at the top of the card shows that the login works.
- 5 The card on the right shows what to set on the server side.

The server side, in four lines

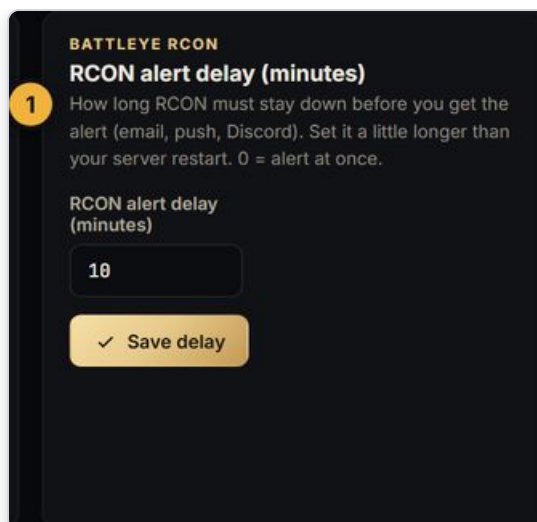
- In `BEServer_x64.cfg` set `RConPassword`, `RConPort` and `RestrictRCon 0`. Restart the server after changing it.
- The BattlEye folder is the one set with `-BEpath` (usually `battleye/`).
- Allow the **RCON port (UDP)** through the host firewall. The card names the address the Console connects from.
- Your host needs a watchdog or restart script: DayZ restarts by shutting down, and the script starts it again.

WARNING

`RestrictRCon 1` makes BattlEye refuse kick and ban over RCON. Players are then not removed even though everything else looks fine. Set it to `0` and restart the server.

The RCON alert delay

A normal server restart drops RCON for a minute or two. So the **RCON lost** alert (e-mail, push and Discord) is not sent at once: it waits, and if RCON is back before the wait is over, it is never sent. The line in the event log is written right away. Set the wait under **Settings > RCON > RCON alert delay (minutes)**, from 0 to 120. **0** alerts at once; the default is 10 minutes. Set it a little longer than your own server restart takes.



BATTLEYE RCON

RCON alert delay (minutes)

1 How long RCON must stay down before you get the alert (email, push, Discord). Set it a little longer than your server restart. 0 = alert at once.

RCON alert delay (minutes)

10

✓ Save delay

Settings > RCON: the alert delay

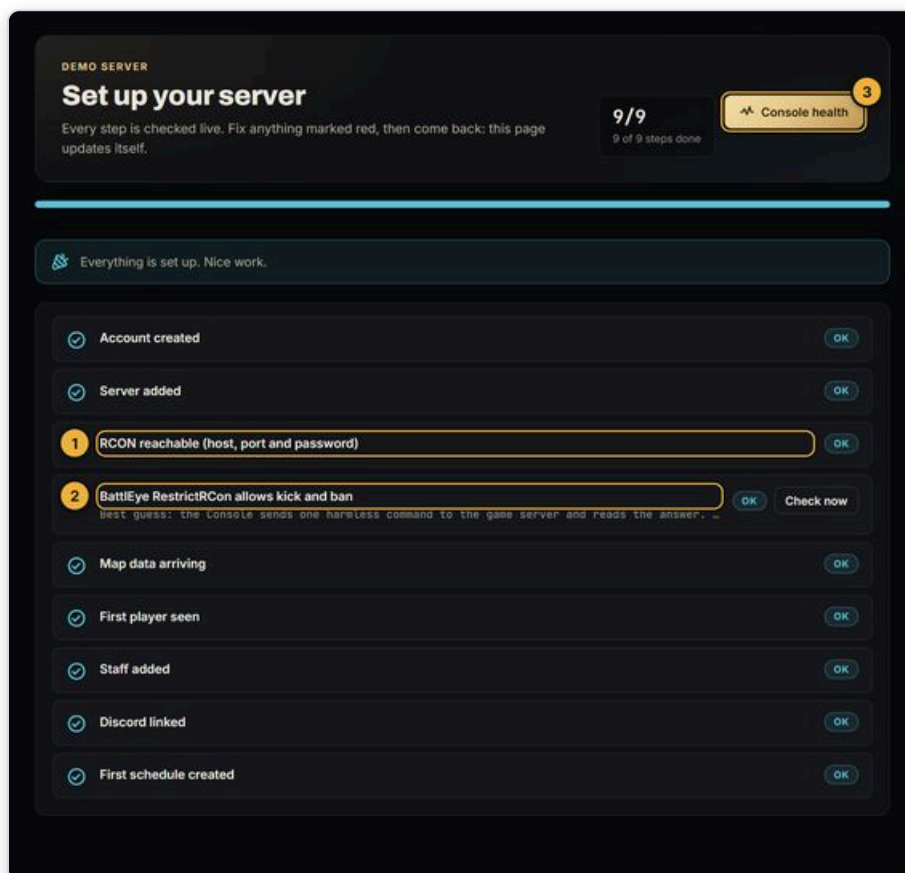
1 **RCON alert delay (minutes)**, then **Save delay**.

Other server settings

Settings > Server details holds the server name, map, public address and ports, and the **time zone**. The time zone is used by the scheduler and by `{time}` in messages, so set it to where your players are. The same card has the public server list and the public server page (chapter 13).

1.4 Check the connection

The **setup checklist** checks every step live and tells you in plain language how to fix a step that fails. Open it from the **Overview** page with **Open the checklist**, or from **All tools > Setup checklist**.



DEMO SERVER

Set up your server

Every step is checked live. Fix anything marked red, then come back: this page updates itself.

9/9
9 of 9 steps done

Console health

Everything is set up. Nice work.

- ✓ Account created OK
- ✓ Server added OK
- 1 RCON reachable (host, port and password) OK
- 2 BattlEye RestrictRCon allows kick and ban OK Check now
- ✓ Map data arriving OK
- ✓ First player seen OK
- ✓ Staff added OK
- ✓ Discord linked OK
- ✓ First schedule created OK

The setup checklist

1 **RCON reachable**: the Console can log in with the host, port and password you saved.

- 2 **BattlEye RestrictRCon allows kick and ban:** press **Check now**. The Console sends one harmless command to the game server and reads the answer.
- 3 **Console health** makes a health report you can copy. Paste it when you ask for help.

The other steps are **Account created**, **Server added**, **Map data arriving** (needs the agent, chapter 4), **First player seen**, and the optional **Staff added**, **Discord linked** and **First schedule created**. Optional steps can be skipped. A server that is still starting up shows the agent and map steps as waiting, not as failed.

The connection chips

The top bar of every server page shows two chips next to the server status: **RCON** and **Agent**. Each says *connected* or not, so a server managed only over RCON shows RCON connected and the Agent chip as not connected, which is normal without the agent. Details for the agent are in chapter 4.

If RCON does not connect

WHAT YOU SEE	WHAT TO DO
The server refused the password	Copy <code>RConPassword</code> from <code>BEServer_x64.cfg</code> again, exactly, and save it in Settings.
The game server did not answer	Check the RCON port, that the UDP port is open in the firewall, and that the server is running.
The address could not be used	RCON needs the public address, not a private one.
It stays on "connecting"	Check host, port and password, then wait a minute: the Console retries by itself every 30 seconds at most.
Kicks and bans do nothing	<code>RestrictRCon</code> is still <code>1</code> . Set it to <code>0</code> and restart the server.

2

Plans, billing and promo codes

Four plans: Free, Standard, Pro and Community. Pick the one that matches your servers, pay with PayPal, cancel any time, and use a promo or gift code.

2.1 The four plans

Every account starts on **Free**. A plan belongs to your account and covers all the servers you own. Prices are in euro, billed monthly or yearly; a yearly plan costs the same per month as the monthly one (twelve months for twelve times the monthly price).

	FREE	STANDARD	PRO	COMMUNITY
Price per month	EUR 0	EUR 5.99	EUR 9.99	EUR 22.99
Price per year	-	EUR 71.88	EUR 119.88	EUR 275.88
Servers	1	2	5	Unlimited (fair use)
Log and history days	7	30	60	90
In one line	RCON essentials for one server	The full console, with the agent, for up to two servers	Moderation and automation for a growing community	Every feature across a whole server network

Log days is how long your server's history is kept: logs, events, player profiles, statistics and routes older than that are removed. Statistics and Insights never reach further back than your plan keeps.

Limits per plan

LIMIT	FREE	STANDARD	PRO	COMMUNITY
Servers (per account)	1	2	5	unlimited
Schedules (per server)	1	5	20	100
Automatic messages (per server)	2	10	50	200
Discord webhooks (per server)	1	3	10	25
Ban lists you create (per account)	1	2	10	50
Reusable lists (per account)	1	3	15	100
Team members (per server)	0	0	10	25
API keys (per account)	0	1	5	unlimited
Signed webhooks (per account)	0	0	5	25

A limit only matters where your plan has the feature at all: Free has no automatic messages, for example. When you reach a limit the Console tells you which plan raises it.

2.2 What each plan includes

The table lists every feature by area. **yes** means it is included in that plan. The same table is on the **Plans** page, under *Compare every feature*. A page that is above your plan shows what the plan would add instead of the page.

FEATURE	FREE	STANDARD	PRO	COMMUNITY
SERVER				
BattlEye RCON: kick, ban, broadcast, lock, restart	yes	yes	yes	yes
Online player list	yes	yes	yes	yes
DHUBconsole agent mod: real server FPS and tick time, AI and queue counts, restart start-up times	-	yes	yes	yes
Admin actions: teleport, heal, spawn, kits, weather, time, base wipe	-	yes	yes	yes
Saved teleports, kits and messages	-	yes	yes	yes
Gear at death (see, restore once, save as kit) and live gear	-	-	yes	yes
Mod data on player pages (LBmaster, TheModBase, Second Hand Market)	-	-	yes	yes
DayZ Expansion data on player pages	-	yes	yes	yes
LIVE MAP				
Live map with players and vehicles	-	yes	yes	yes
Your own zones; DayZ Expansion safe, trader and no-build zones	-	yes	yes	yes
Event markers for vanilla DayZ and DayZ Expansion	-	yes	yes	yes

FEATURE	FREE	STANDARD	PRO	COMMUNITY
Mod event markers: LBmaster, TheModBase, BS Key Room and more	-	-	yes	yes
LBmaster airdrop flights with replay	-	-	yes	yes
No-build and safe zones from LBmaster, TheModBase and more	-	-	yes	yes
Player routes with replay	-	-	yes	yes
LOGS				
Join, leave and chat logs	yes	yes	yes	yes
Kill and death logs: weapon, distance, life length, cause of death	-	yes	yes	yes
DayZ Expansion logs	-	yes	yes	yes
Hit logs with body zone and damage	-	-	yes	yes
Placement, build, dismantle and raid logs (A6, BS Key Room too)	-	-	yes	yes
Mod logs from LBmaster and TheModBase	-	-	yes	yes
MODERATION				
Server ban list with temporary bans	yes	yes	yes	yes
Player reports from the game	-	yes	yes	yes
Chat filter with warn, kick or ban	-	yes	yes	yes
Player name filter	-	yes	yes	yes
Whitelist, reserved slots and priority players	-	yes	yes	yes
Steam checks: VAC bans, account age, private profiles	-	-	yes	yes
Ping limiter	-	-	yes	yes
Editable system messages per language	-	yes	yes	yes
Shared ban lists across servers and communities	-	-	yes	yes
Ban appeals: form, inbox and appeals from the player page (switched on per ban list)	yes	yes	yes	yes
Reusable lists shared by several servers	-	yes	yes	yes
Switch-over importer with preview and undo	-	yes	yes	yes
Ban a BattlEye GUID without a Steam ID	-	yes	yes	yes
List a ban list in the public directory	-	-	yes	yes
Mods may request a kick or ban through the API	-	-	yes	yes
AUTOMATION				
Scheduled restarts with in-game warnings	-	yes	yes	yes
Automated join and timed messages	-	yes	yes	yes
Discord webhooks with the ready-made embed	-	yes	yes	yes
Automation packs, pack export and import	-	yes	yes	yes
Restarts after a set server uptime	-	-	yes	yes

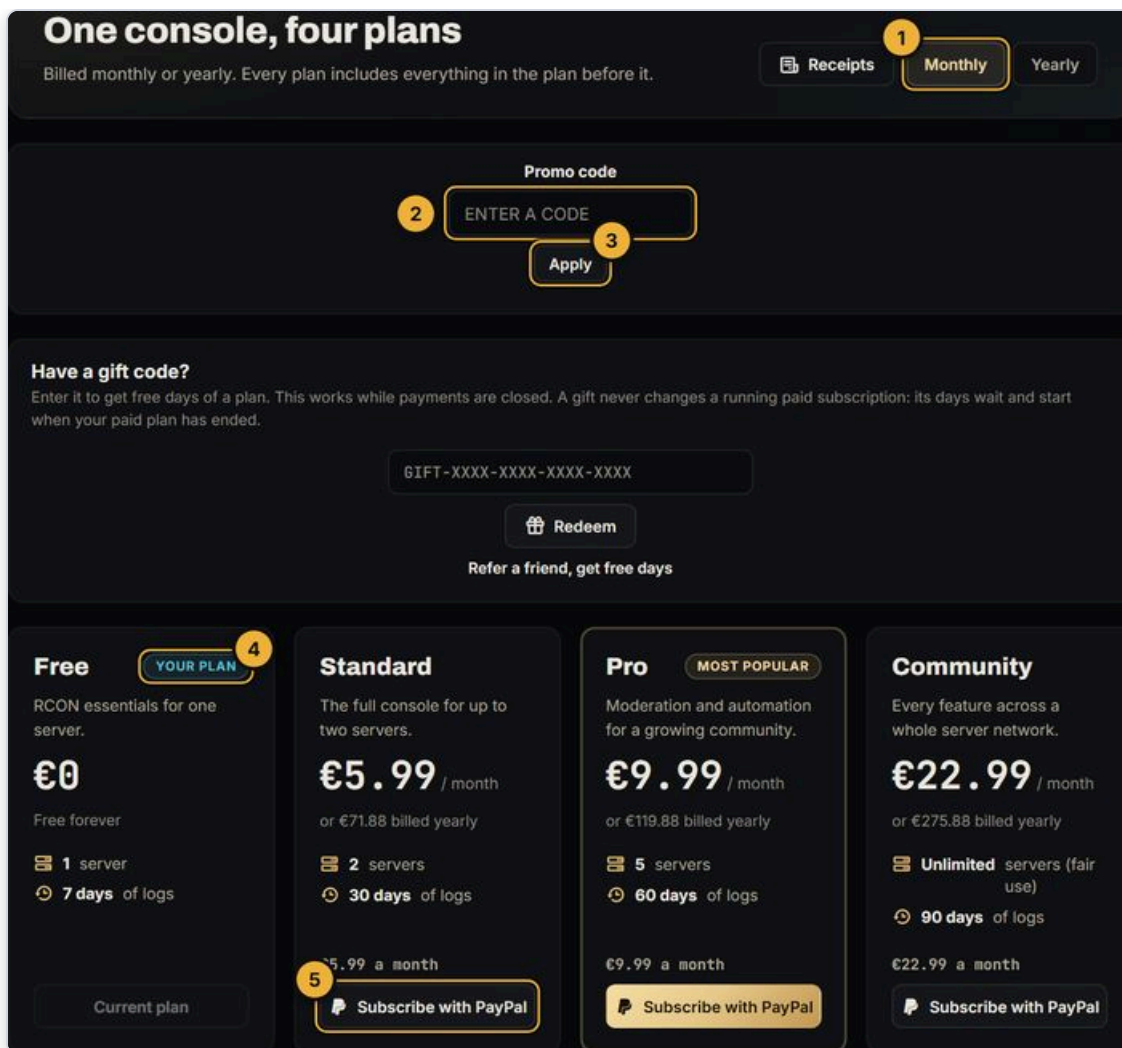
FEATURE	FREE	STANDARD	PRO	COMMUNITY
Your own Discord embed templates	-	-	yes	yes
Event triggers	-	yes	yes	yes
Trigger conditions, Discord post and command actions	-	-	yes	yes
Chat bot with custom !commands	-	-	yes	yes
Notifications by Discord and web push	-	yes	yes	yes
Mod update alerts for Steam Workshop mods	-	yes	yes	yes
DayZ Hub Discord bot link	yes	yes	yes	yes
STATISTICS				
Player history and stats, population and FPS history, leaderboards	-	yes	yes	yes
Insights: players, peak hours, sessions, weapons, causes of death	-	yes	yes	yes
Insights: retention cohorts, churn list, kill and death heat maps	-	-	yes	yes
Insights: CSV export of every table	-	-	yes	yes
PLAYERS				
Session history on player pages	-	yes	yes	yes
Player risk label with reasons and your own call	-	-	yes	yes
Public server page, status badge, status widget and server rating	yes	yes	yes	yes
Top-players widget on the public page	-	yes	yes	yes
Player hub: one profile across all your servers	-	-	-	yes
TEAM				
Staff access with viewer, moderator and admin roles	-	-	yes	yes
Custom staff roles	-	-	-	yes
REST API: read keys	-	yes	yes	yes
REST API: write keys	-	-	yes	yes
Signed webhooks	-	-	yes	yes
REST API: player lookup and leaderboards, higher limits	-	-	-	yes
Support tickets, reply within 24 hours	-	-	-	yes

WHICH PLAN FOR WHICH MOD

Mods: vanilla DayZ and DayZ Expansion data comes with **Standard**. LBmaster, TheModBase, BS Key Room and A6 mod data and logs need **Pro** (chapter 15). The agent itself needs **Standard**. HunterMods support is announced as coming soon.

2.3 Subscribe, change and cancel

Open **Plans** in the left menu (under Account). The page shows your current plan, the four plan cards, the promo box and the comparison table.



The Plans page, signed in on the Free plan (feature lists shortened)

- 1 **Monthly / Yearly** switches the price shown on the cards. A yearly plan is paid once a year.
- 2 The **promo code** field. Type the code and press **Apply** before you choose a plan (section 2.4).
- 3 **Apply** checks the code and shows what it is worth. Nothing is charged by this.
- 4 **Your plan** marks the plan you have now.
- 5 **Subscribe with PayPal** opens PayPal in a window where you approve the subscription. Where Apple Pay is offered, an **Apple Pay** button appears under it as well.

How it works

- The plan starts as soon as PayPal confirms the subscription. The subscription renews every month or year by itself and you get a receipt under **Receipts** in the left menu.
- **Upgrading** in the middle of a period gives you credit for the unused time as extra days on the new plan. **Moving to a cheaper plan** starts at the end of the period you paid for; until then nothing changes, and you can cancel the planned change on the same page.
- **Cancel** is a button on your plan card. The plan keeps working until the end of the period you paid for and then your account moves to Free. **Resume** brings back a cancelled plan that has not ended yet.
- **If a payment fails, your plan is switched off at once** (you are on Free) and the servers over the Free limit are paused. A banner on every Console page says so and what to do, and you get an e-mail. PayPal tries the payment again by itself and, after two failed payments, suspends the subscription. The plan and the servers come back by themselves as soon as a payment goes through, for example after you update the payment method in PayPal.

- Cancelling asks you to confirm it is you (chapter 12).

Gift codes and referrals

The **Have a gift code?** card on the Plans page redeems a gift code: it gives free days of a plan. A gift never changes a running paid subscription; its days wait and start when your paid plan has ended. **Refer a friend** (also **Referrals** in the left menu) gives you a personal link. When a friend signs up with it and their first payment has gone through, you get free days of Standard, credited after a short hold so that a refund can still cancel it.

2.4 Promo codes

A promo code gives a discount on the **first payment** of a subscription. Codes are made by the DayzHUB team.

- 1 Open **Plans** and type the code in the **Promo code** field.
 - 2 Press **Apply**. A message says what the code takes off your first payment.
 - 3 Choose a plan and press **Subscribe with PayPal**. The discount is applied in the PayPal checkout.
- Promo codes work with **PayPal only**. Apple Pay is charged at the full price.
 - Every code can be used **once per account**, and has its own limits: an end date, a number of uses and sometimes monthly plans only. A code that does not fit your choice says so; the page shows "not valid, expired or used up" for the rest.
 - The discount comes as extra free days before the first charge, never as a lower price for every renewal.

EXAMPLE: BETA CODE	DETAILS
Code	BETA1MONTH
What it does	Takes EUR 9.99 off the first period
Which plans	Monthly plans only (a yearly plan is refused)
Valid until	29 November 2026
Uses	The first 100 uses
In practice	About 28 days free on Standard and Pro, and about 13 days free on Community (the code cannot make a period completely free)

TIP

Apply the code **before** you press Subscribe. A code only applies when the new plan starts today.

2.5 When a plan ends, and refunds

When your plan ends or you move to a smaller one

- Your account moves to the plan you have next, usually Free. **All your servers keep working for 7 days**. You choose which servers stay active on the page **Choose your active servers** that the Console opens for you, up to the number the new plan allows. **If the plan ended because a payment failed, there are no 7 days: the servers over the Free limit are paused at once.**
- After the 7 days only the chosen servers stay active. If you did not choose, the most recently active ones stay. The other servers are **paused**: their data is kept, but they have no RCON session, no scheduler and no agent, and the pages are read-only. Upgrading or removing a server makes them active again at once.

- History older than the new plan's log days is removed; an upgrade later does not bring back what was removed. Features of the higher plan switch off (the agent is refused with the reason *plan*, chapter 4).

Refund policy

The policy is in the Terms at dayzhub.net/terms, under *Cancellations and refunds*. In short:

- First payment:** you can ask for a full refund of your first payment for a Console plan, once per account, within 14 days of that payment, without giving a reason.
- Renewals:** ask within 7 days of a renewal charge you did not want and the charge is refunded in full.
- A full refund ends the plan at once (your account moves to Free) and cancels the PayPal subscription. A partial refund leaves the plan running.
- Contact us before you open a payment dispute: a dispute or chargeback ends the plan in the same way as a refund. Use **Support** in the left menu.

3

Server control

The Server control page works over BattlEye RCON. Restart, lock, broadcast, kick, ban and run any BattlEye command from one page.

BATTEYE RCON

Server control

Restart, lock and broadcast; kick or ban anyone online; and a raw RCON console for everything else.

POWER
Restart and access
DayZ restarts by shutting down; your host's watchdog or restart script brings it back up.

In (minutes): Warning text: **Restart with warnings** (1)

Warnings are shown in game exactly as typed; (minutes) becomes the minutes left.

Restart now (2) **Lock** **Unlock** **Kick everyone** (6)

CHAT
Broadcast
A chat line to everyone online, from "Server".

Type a message **Send** (3)

RCON
Players on the server
Straight from BattlEye, with ping. Works without the agent mod.

#	Player	Ping	Action
0	Kira	25 ms	Kick Ban
1	Bohdan	90 ms	Kick Ban
2	Ana Luz	45 ms	Kick Ban
3	Tomasz	39 ms	Kick Ban
4	Mika	76 ms	Kick Ban
5	Sven	62 ms	Kick Ban
6	Jun	48 ms	Kick Ban

ADMIN
RCON console
Any BattlEye command (loadBans, loadScripts, MaxPing...). Player lists stay on their own pages: this console never shows IPs or GUIDs.

Run (5)

STEAM QUERY
Public server info

No answer from 203.0.113.10:27016 - the server may be down or the query port closed.

SCHEDULER
Upcoming restarts

Nightly restart
2026-10-08 16:54 UTC in 2h 51m

HISTORY
RCON actions

No actions yet
Everything you do here is logged.

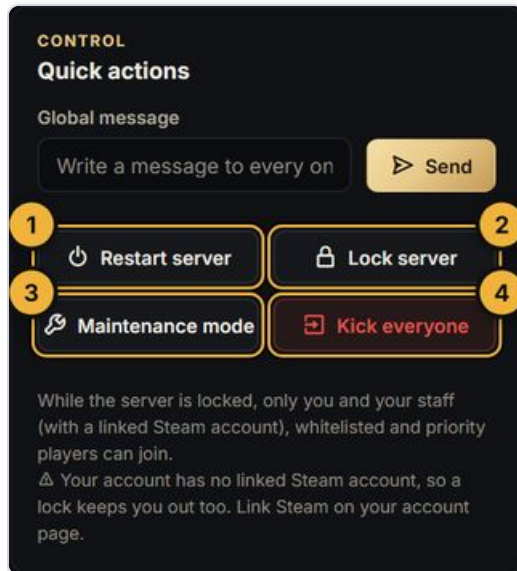
Server control

- Restart with warnings:** set the minutes and the warning text. Players see the warning in game, then the server shuts down. Press **Restart now** for an immediate restart. A running countdown can be cancelled.
- Lock and Unlock.** While the server is locked, only the owner, staff with a linked Steam account and whitelisted players can join; everyone else is refused with a clear message. **Kick everyone** removes every player, staff included, after a confirmation.
- Broadcast:** one chat line to everyone online, shown as coming from "Server".
- Players on the server:** the live list from BattlEye with each player's ping. **Kick** or **Ban** from it, with a reason that the player sees.
- RCON console:** any BattlEye command.
- Upcoming restarts** from your schedules, and below them the history of RCON actions.

RESTARTS

DayZ restarts by shutting down. Your host's watchdog or restart script brings the server back. The Console cannot start a stopped server. Scheduled restarts and the restart countdown are in chapter 7; how the Console treats a server that is starting up again is in section 4.5.

3.1 Overview, quick actions and the RCON console

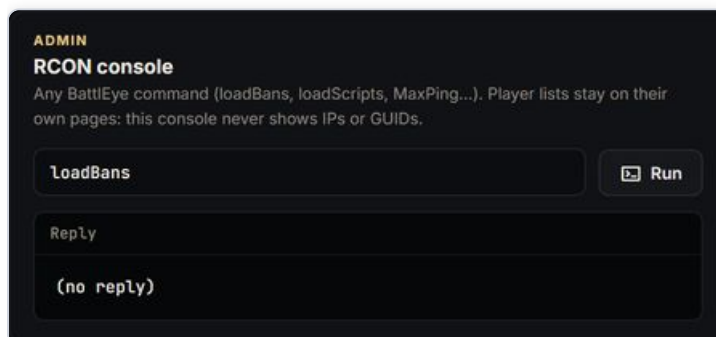


Overview > Quick actions

The server **Overview** shows whether the server is online, who is connected, the latest events, the setup checklist and, with the agent, the performance chart and a map preview (chapters 4 and 5). Its **Quick actions** card puts the most used controls one click away.

- 1 **Restart server** asks for the minutes of warning first.
- 2 **Lock server**: only the owner, staff with a linked Steam account and whitelisted players can join. A lock keeps you out too when your account has no linked Steam account, so link Steam on your account page first.
- 3 **Maintenance mode** tells everyone online, locks the server and disconnects everyone, staff included. It can be set to end by itself at a time, or you end it from the same card.
- 4 **Kick everyone** removes every player at once, after a confirmation.

The RCON console



A BattlEye command and its reply

Type any BattlEye command (`loadBans` , `loadScripts` , `MaxPing` and others) and press **Run**. The reply is shown under the box; **(no reply)** means BattlEye accepted the command and sent nothing back.

Player addresses and GUIDs are never shown here. Use the Players and Moderation pages for those.

Who may do what

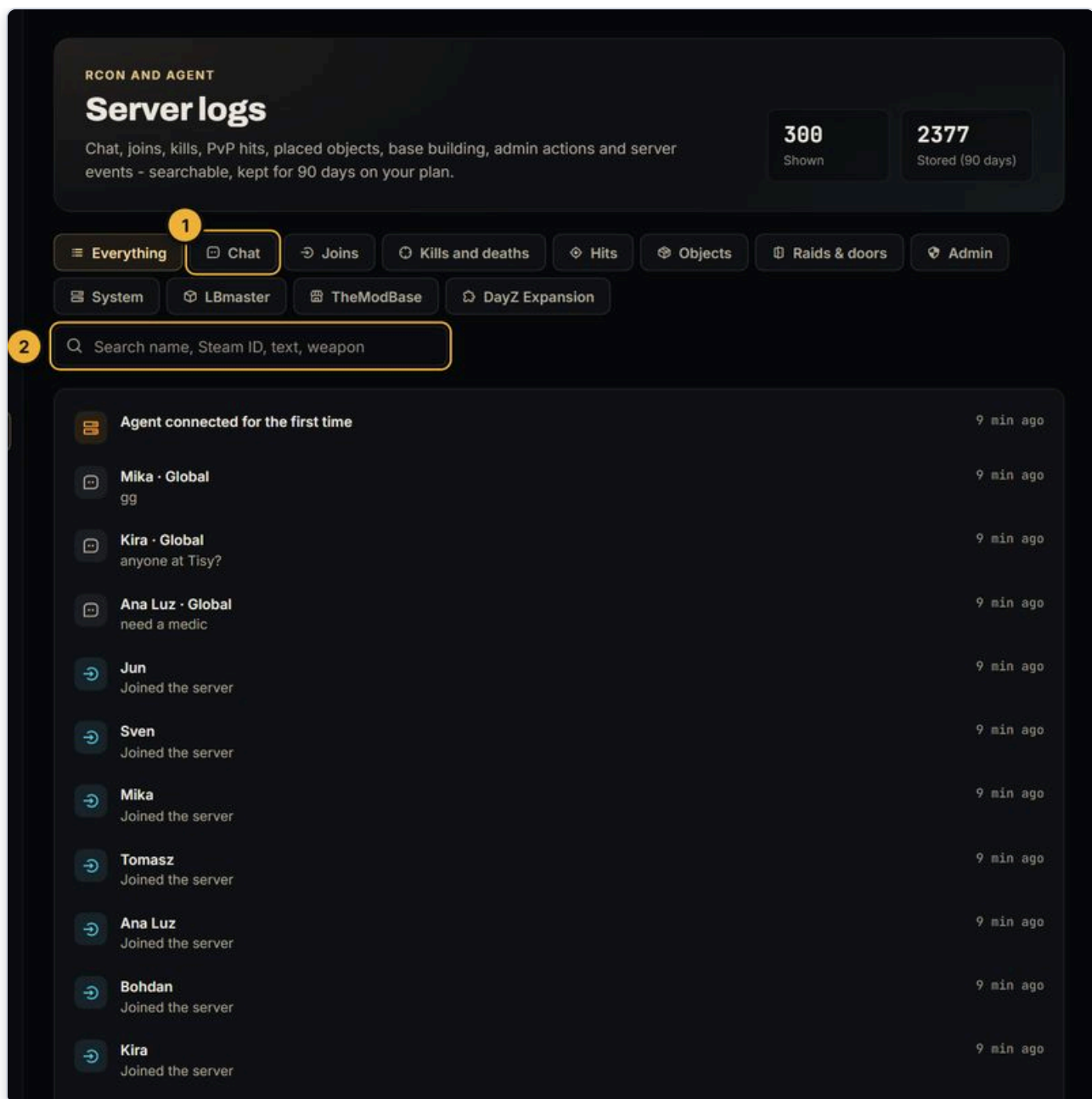
Staff roles decide it (chapter 12). A **moderator** can broadcast, kick and ban. **Admins** can also restart, cancel a restart, lock, unlock, kick everyone and use the RCON console. A **viewer** can only read. Every action is written to the server's audit trail with the name of the person who did it, so you can always see who restarted the server.

TIP

Run `loadBans` after you edit the BattlEye ban file by hand, so the server reads the new bans without a restart.

3.2 Logs

Logs is the searchable record of your server: chat, joins and leaves, admin actions and system events such as RCON connecting or the server going offline. With the agent it also holds kills, deaths, hits, placed objects and raid lines; mods add their own tabs (chapter 15).



Logs

- 1 The tabs filter by kind: **Everything**, **Chat**, **Joins**, **Kills and deaths**, **Hits**, **Objects**, **Raids and doors**, **Admin**, **System**, and **LBmaster**, **TheModBase** or **DayZ Expansion** when those mods send lines.
- 2 The **search box** finds a player name, a Steam ID, a weapon or any text in a line.

TAB	NEEDS	PLAN
Chat, Joins, Admin, System	RCON	Free
Kills and deaths (weapon, distance, life length, cause of death)	Agent	Standard
DayZ Expansion lines	Agent and the Expansion mods	Standard
Hits (body zone, damage); Objects and Raids and doors	Agent	Pro
LBmaster and TheModBase lines	Mod link (chapter 15)	Pro

Admin audit trail

The **Admin** tab lists everything done in the Console and over RCON: kicks, bans, restarts, locks and changed settings, each with the name of the person who did it. Actions taken by an automation show the name of the rule.

How far back you can read

The header of the Logs page shows how many lines are shown and how many are stored, and for how many days (7, 30, 60 or 90, by plan). Older lines are removed automatically. Statistics and Insights use the same history, so their ranges never reach further back than the logs do.

TIP

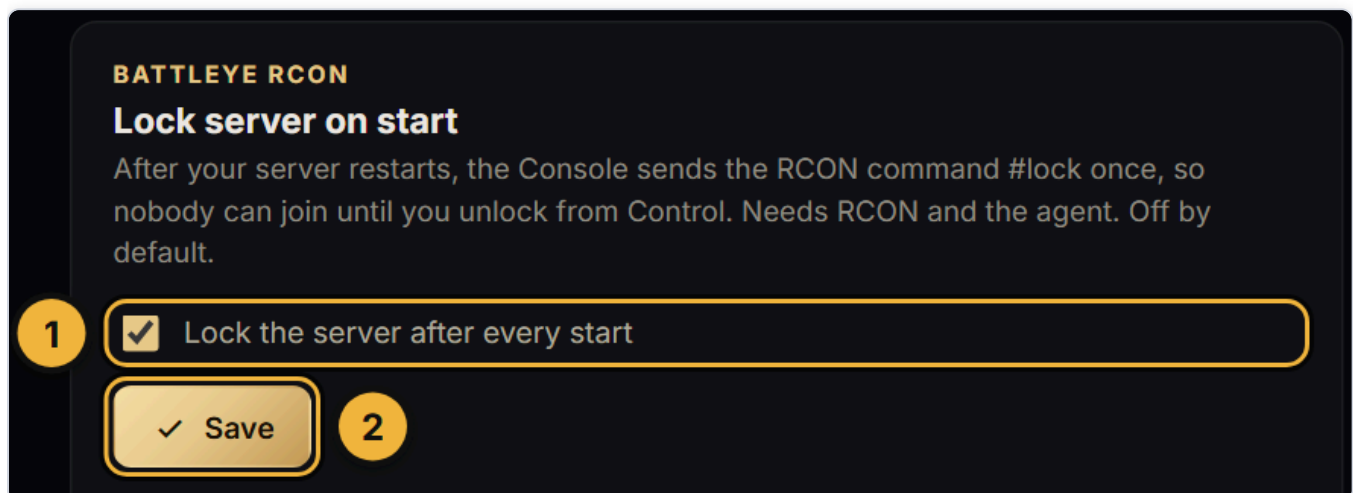
When a player complains about a kick, search for the name in **Logs**. The line shows the reason that the player saw and who or what issued it.

All tools

All tools in the left menu lists every page of the Console for the server as a card with a one-line description and what is going on in it (players online, open reports, active bans). Use its search box when you do not remember where something is.

3.3 Lock the server after every start

Some owners want the server closed after every restart until they have looked at it, for example after a mod update, a wipe or a map change. In **Settings > RCON**, tick **Lock the server after every start** and press **Save**. Only a server admin can change it. It has no plan requirement beyond RCON itself and is **off by default**.



Settings > RCON > Lock server on start

- 1 **Lock the server after every start** switches it on.
- 2 **Save** stores the setting. Switching it on or off is written to **Logs > Admin**.

After the game server has started and RCON has logged in again, the Console sends the BattlEye command `#lock` once. Nobody can join until you unlock, with the **Unlock** button on Server control or `#unlock` in the RCON console. It needs RCON working and the agent mod, because the agent tells the Console that a start happened.

WHAT IT DOES NOT DO

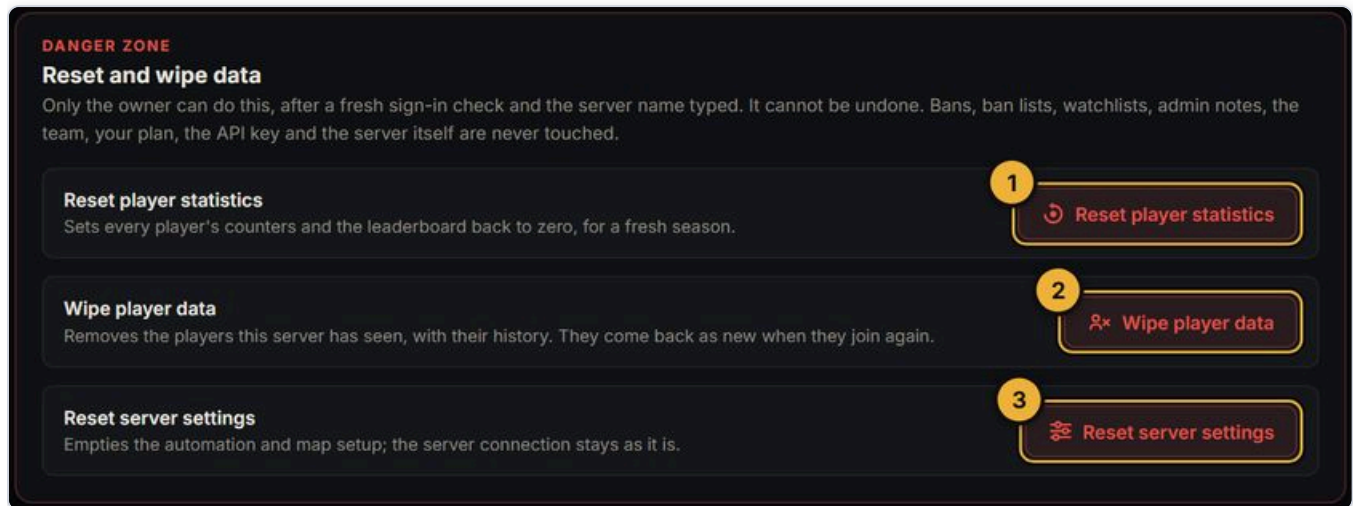
It reacts only to a **real start** of the game server. An RCON connection that drops and comes back, for example after a network blip or a Console update, is not a start and never locks. It sends one lock per start without retrying, never twice in a short period (a server that crashes in a loop is locked once, not again and again), and gives up, leaving the server open, if RCON does not connect soon enough after the start. Every outcome is written to **Logs > Admin**.

WARNING

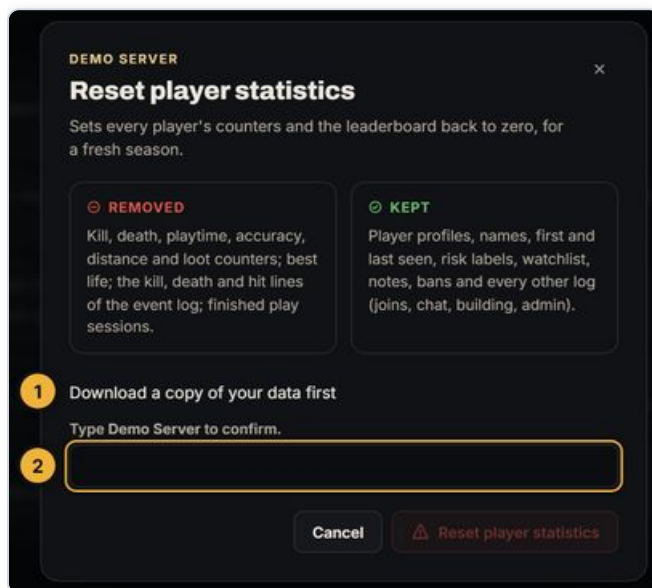
While the server is locked, only the owner, staff with a linked Steam account and whitelisted players can join (section 3.1). If you forget to unlock, everyone else is refused with a clear message.

3.4 Reset and wipe data (Danger zone)

Three owner-only actions start a server fresh without deleting it. They are under **Settings > Danger zone**, below **Make a new key** and **Delete server**. Each one needs a fresh sign-in check (chapter 12) and the **server name typed**, cannot be undone, and runs in the background in small batches. You get a notice through your notification channels when it is finished, and the Team page shows an audit line. Team admins cannot run them, and the number of attempts per hour is limited.



Settings > Danger zone > Reset and wipe data



The confirmation dialog

- 1 Reset player statistics** sets the kill, death, playtime, accuracy, distance and loot counters and the best life back to zero, for a new season, and removes the kill, death and hit lines of the event log and finished play sessions. Profiles, names, risk labels, the watchlist, notes and every other log stay.
- 2 Wipe player data** removes the players this server has seen, with their statistics, the whole event log, play sessions, movement routes and bank history. Watched players and players with notes stay as a bare entry with name and Steam ID, keeping their notes and risk label.
- 3 Reset server settings** empties scheduled tasks, automated messages, Discord webhooks, templates, triggers with their run logs, installed packs, drawn zones, extra marker and raid-log classes, mod kick and ban permissions and the statistics charts. The connection and RCON, the API key, whitelist and priority lists, filters, the join gate, LBmaster and TB links, the public page, players, logs, team and roles stay.

CANNOT BE UNDONE

Nothing is saved before it runs. Press **Download a copy of your data first** in the dialog (the Account page) if you want a copy. Bans and ban lists, reports, the staff command history, the team and roles, your plan, the API key and the server itself are never touched by any of the three.

4

The agent mod

DHUBconsole is a server-side mod. It reports from inside the game and carries out admin actions, and it turns on the live map, real performance figures and the mod tools. It needs the Standard plan or higher.

4.1 What the agent adds

Without the agent the Console uses BattlEye RCON. With it, the Console also gets what only the game itself knows. The agent connects out to the Console every few seconds.

WITH THE AGENT MOD YOU GET	CHAPTER
Live map with players, vehicles, event markers and zones, player routes and heat maps	5
Admin actions in the game: heal, teleport, give items and kits, set vitals, weather and time, spawn, clean-ups, vehicle tools	5
Kill, death, hit, object and raid logs , gear at death with a one-time restore, accuracy and leaderboards	3, 5, 10
Real server performance : FPS, tick time, AI and queue counts, items in the world, how long each restart took, mod load, server location	4
In-game reports from the Esc menu and the death screen (when the mod is also loaded by players with mod)	6
Mod data on the map, on player pages and in the logs for LBmaster, TheModBase, DayZ Expansion, BS Key Room and A6	15
Restart and message delivery through the game when RCON is not connected	7

Vanilla DayZ: what the agent shows (Standard)

PART	WHAT THE CONSOLE SHOWS
Dynamic events	Map: Heli crashes, convoys, police, trains, boats and more on the map Log: When each event appeared, was looted and went
Contaminated areas	Map: Contaminated areas, static and dynamic
Vehicles	Map: Every vehicle with health, fuel, speed and driver Action: Repair, refuel, unstuck, stop, eject or delete
Players	Map: Players with health, blood and facing Action: Heal (illnesses, cold and wetness too), teleport with an optional height, give items and kits, set vitals and more Data: Accuracy on every target, headshots, distance, this life and leaderboards Log: Kill and death logs with the cause of death, roadkills and combat logs
Base building and raids	Log: Gates, doors, barrels and stashes opened in the raid log Log: Base parts under attack in the raid log, with the attacker, hit count and damage kind
Player reports	Data: Reports from the in-game Esc menu, in Moderation

WHICH PLAN

The Standard plan has the agent with vanilla DayZ and DayZ Expansion. Hit logs, object and raid logs, gear at death, player routes and everything about LBmaster, TheModBase, BS Key Room and A6 need Pro (chapter 2).

4.2 Install the agent

The agent is the Steam Workshop item **DayzHUB Console Agent** (item 3813527671):

steamcommunity.com/sharedfiles/filedetails/?id=3813527671. The mod folder is called `@DHUBconsole`. The page **Settings > Agent connection** has the three steps with your own values filled in.

SETTINGS

Server settings

How this server connects to DayzHUB Console, its RCON access and what shows on the live map.

Agent connection | RCON | Server details | Event markers | Raid log | Map zones | LBmaster

TB mods | Key rooms | Danger zone

1 Connected - the agent is reporting.

SETUP

Connect the agent in three steps

2 **Install the mod**
Put `@DHUBconsole` in the server folder. Load it with `-mod=@DHUBconsole` for in-game reports too - players download it - or with `-serverMod=@DHUBconsole` for server only: it holds your API key, never reaches players, and they download nothing. Default recommendation: `-mod` if you want in-game reports, `-serverMod` otherwise. **Upgrading from 0.7.x?** Remove `@DHUBconsole_Server` from `-servermod` before adding the new mod - both loaded together means duplicate class names and the server will not compile.

3 **Paste the Settings.json**
The mod reads `profiles/DayzHUB/DHUBconsole/Settings.json`. The first start creates it; replace everything in it with:

```
Settings.json
{
  "serverId": "dhc_06yvVm4_sLCZ",
  "apiKey": "PASTE-YOUR-API-KEY-HERE",
  "apiBaseUrl": "https://dayzhub.cloud/api/console",
  "liveMapEnabled": true,
  "eventMarkersEnabled": true,
  "allowAdminActions": true
}
```

The key isn't shown again after it's created; yours ends in `_test`. Lost it? Generate a new one in the Danger zone.

4 **Restart and check**
A few seconds after the server starts, the banner above turns Connected. If the site refuses the agent, this page says why, and so does the agent's log, `profiles/DayzHUB/DHUBconsole/logs/agent-YYYY-MM-DD.log`. "Not configured" there means Settings.json is still empty.

5 AGENT

Connection details

Server ID	dhc_06yvVm4_sLCZ
API key	dhck_*****_test
Endpoint	https://dayzhub.cloud/api/console
Agent version	v0.9.0
First connected	11 min ago
Admin actions	Allowed
Event markers	On
In-game reports	On - players' games have the mod (loaded with -mod)

Settings > Agent connection

- 1 Connected:** the banner at the top tells you the state of the agent. It reads *Waiting for the first heartbeat* until the agent has reported once.
- 2 Install the mod.** Put `@DHUBconsole` in the server folder and load it with `-serverMod=@DHUBconsole` for a server-only agent: it holds your API key, never reaches players and players download nothing. Load it with `-mod=@DHUBconsole` instead when you want **in-game reports** too: players then download it. The default recommendation is `-serverMod`, and `-mod` if you want in-game reports.
- 3 Paste the Settings.json.** The mod reads `profiles/DayzHUB/DHUBconsole/Settings.json`. The first start creates it; replace everything in it with the text on the page (the **Copy** button copies it). It holds your server ID and API key and three switches: `liveMapEnabled`, `eventMarkersEnabled` and `allowAdminActions`.

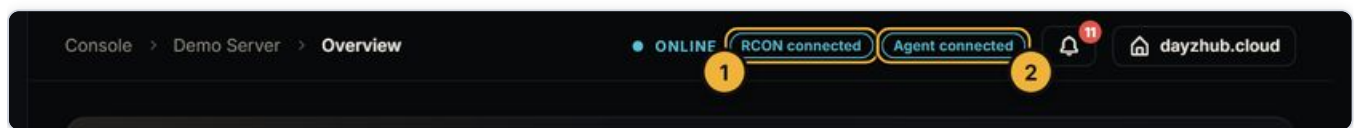
- 4 **Restart and check.** A few seconds after the server starts, the banner turns **Connected**. If the Console refuses the agent, this page says why, and so does the agent's own log, `profiles/DayzHUB/DHUBconsole/logs/agent-YYYY-MM-DD.log`.
 - 5 **Connection details:** server ID, the key's last characters, the endpoint, the agent version, when it first connected, and whether admin actions, event markers and in-game reports are on.
- **Settings.json is written once and never overwritten** by an update of the mod. Your key stays where it is when you update.
 - The key is not shown again after it is created. If you lose it, **Settings > Danger zone** makes a new one; copy the new Settings.json to the server and restart it.
 - Upgrading from agent 0.7.x? Remove `@DHUBconsole_Server` from `-servermod` before you add the new mod: loaded together they duplicate class names and the server will not compile. The current agent is **one mod** that works as `-serverMod` OR `-mod`.

WARNING

Treat Settings.json like a password: the API key in it lets anyone report as your server. Do not share it, and never copy it to a second game server (see section 4.8).

4.3 The Connected banner and the connection chips

The state of both connections is always in the top bar of the server pages, so you see it without opening Settings.



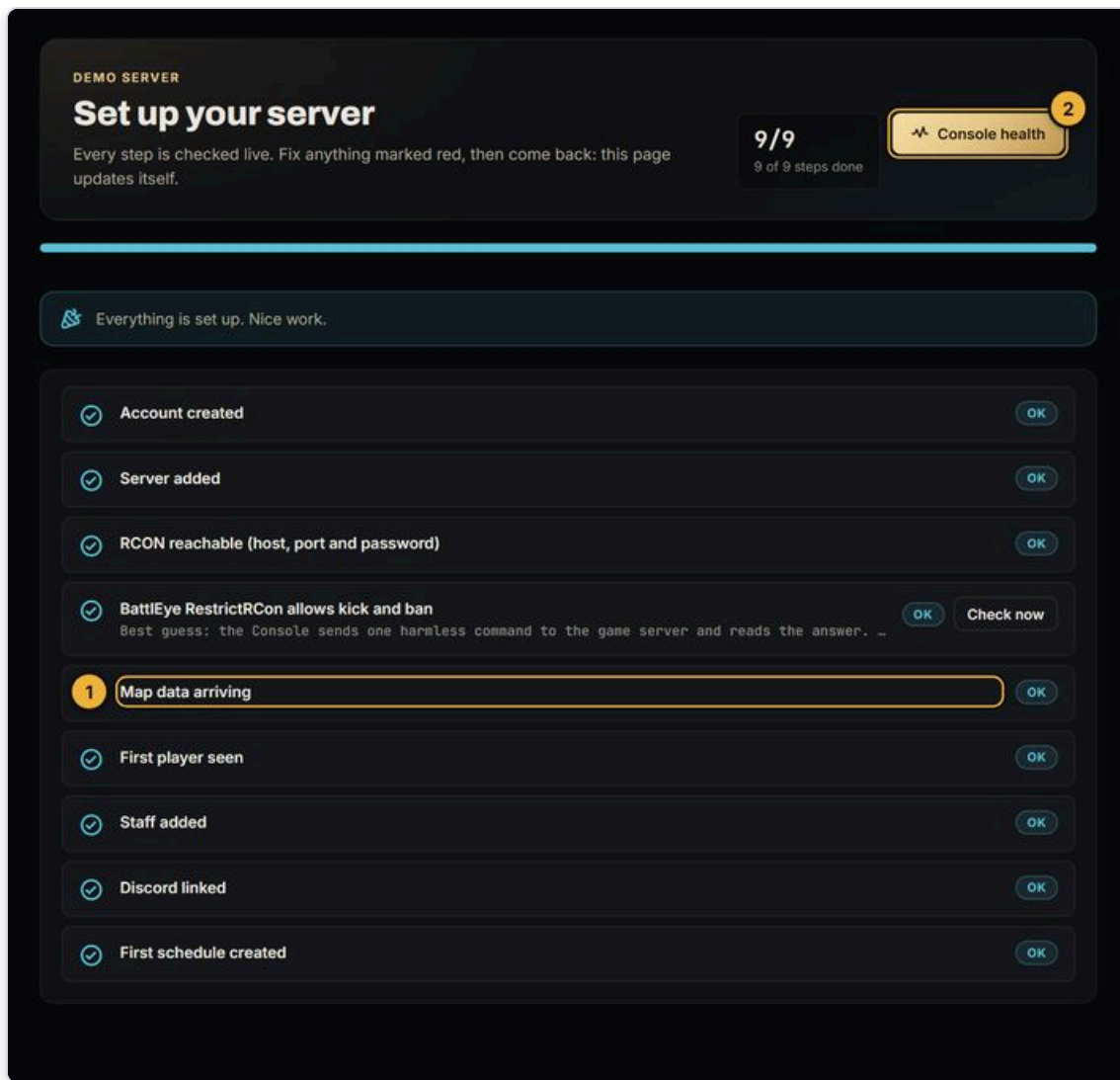
The top bar of a server page

- 1 **RCON connected:** the BattlEye connection (chapter 1). It can be connected while the agent is not, and the other way round.
- 2 **Agent connected:** the agent reported in during the last minute.

THE AGENT CHIP AND BANNER SAY	WHAT IT MEANS
Connected - the agent is reporting	A heartbeat arrived in the last minute. Everything that needs the agent works.
Waiting for the first heartbeat	The agent has not reported yet. Check the mod, Settings.json and that the server is running.
Starting - the server is still loading	The agent said the start is not finished. See 4.5: this is not an outage.
Offline - no heartbeat in the last minute	The server stopped or lost its connection. Staff are notified and a webhook can post it (chapter 7).
Refused: the API key does not match	See 4.8: the Settings.json on the server has an old or wrong key.
Refused: your plan does not include the agent	Standard or higher is needed. The agent keeps asking every 15 seconds and starts reporting as soon as the plan allows it.

4.4 The setup checklist and the Overview

The setup checklist (section 1.4) also checks the agent: it shows **Map data arriving** once the first positions have come in. A server inside its start-up window shows the agent and map steps as waiting instead of failed.



The setup checklist with the agent connected

- 1 **Map data arriving** turns OK when the live map has received positions.
- 2 **Console health** makes the report you can paste when you ask for help; it contains no secrets.

4.5 Starting up, and restarts

Game servers take a few minutes to load. The agent tells the Console when a start is not finished, and the Console waits for it:

- While a start is unfinished the Console allows **8 minutes** of silence instead of 1 minute. In that time the server shows **Starting** (top bar, server switcher, Overview, public page), **not Offline**.
- No "server offline" notice, no webhook and no trigger fire, players stay in the list, and the next heartbeat is not announced as "back online".
- An admin action sent to a server that is still starting is refused with a message saying the server is starting.
- A restart you start from the Console, or a scheduled one, is checked until the server is back. The Console also pauses its background polls to the agent for the minutes before a restart.

Restart times

The Overview has a **Restart times** card: for every start, when it began, how long until the server was ready, and how long it was offline. If the last restarts are clearly slower than the ones before, the card says so; new mods, a growing database or a busy machine are the usual causes. The ready time needs agent 0.8.0 or newer, and the card fills in after the next restart.

4.6 Performance charts and server profile

The Overview shows **Server performance** as soon as the agent reports. Each line has its own scale, so FPS, tick time, players and the rest can be read together.



Overview > Server performance

- 1 The range: **15 min**, **1 h** or **24 h**. The first two are the last heartbeats (every 15 seconds); 24 h comes from the stored 5-minute samples (Standard and up).
- 2 **From zero** starts the scale at 0 instead of fitting it to the readings.
- 3 **Server FPS** is the real engine rate (the shaded band is the slowest to fastest second), and **Avg tick time (ms)** the work per simulation tick. Click a reading to show or hide its line.
- 4 **AI count** (infected, animals and AI units), **Players queued** in the login queue and **Items in the world**. An item count that keeps climbing points at loot or base clutter the economy does not clean up.

Restarts show as shaded bands. Readings from the first minutes after a start do not set the FPS scale. The same data, with leaderboards, is on the Statistics page (chapter 10).

The strip above the chart on the Overview shows the size of the player database, the **server location** (the country of the game server's address) and the **mod load**: how many addons your mods add, rated *light*, *moderate* or *heavy*, with the mod and server-mod counts. **Show mods** lists the mod folders.

4.7 Agent updates and the version

The Overview header and **Connection details** show the agent version in use (for example **v0.10.0**, the latest). When a newer agent exists, an **Agent update available** card appears on the server pages:

- Update the mod. Your `Settings.json` stays as it is.
- The card lists what is new since your version. If your version is older than the oldest one the Console fully supports, it also lists the actions that stay off until you update.

What is new in agent 0.10.0

CHANGE	WHAT YOU NOTICE
Crash-safe lines	Kill, death and chat lines wait on disk (<code>spool.json</code>) until the Console has confirmed them. After a crash, a killed server process or a restart while the site was unreachable, they are sent again with the time they happened and stored once. This needs agent 0.10.0 or newer.
Messages with their own look (API)	A message sent through the API can carry a title, a time on screen and an icon. Without them it looks as before; older agents ignore them.
Honest refuel result	A refuel or repair says what the tank really reads and fails with the reason when the game did not take the fuel.
Raw death facts	Every kill and death line also stores the raw facts of the death. The Console will show them in a later update.
DartGun fix	A script error when a player carrying a DartGun died is fixed.

What is new in agent 0.9.0

CHANGE	WHAT YOU NOTICE
Motorbikes (DayZ 1.30)	They show on the live map like cars, in the hit log and in the vehicle commands. A refuel sent to a parked bike that nobody is near may not change its fuel. The same mod still runs on DayZ 1.29.
Clearer death causes	Logs and Insights say <i>Grenade</i> , <i>Claymore mine</i> or <i>Landmine</i> instead of a general explosion.
Timer watchdog	If the game's own timer stalls after many hours, the agent starts its update loops again and writes one line to its log.
Clearer Settings.json errors	A Settings.json that cannot be read now logs what is wrong and in which file, instead of only "Not configured". A file that failed to load is never overwritten.
Masked Steam IDs in the log	The agent's own log writes the player name and the last four digits. The data sent to the Console is unchanged.

The agent also sends the type of each weapon (rifle, pistol and so on) with kills and hits. The Console does not show it yet. To update, update the mod: your `Settings.json` stays as it is.

4.8 Troubleshooting the agent

WHAT YOU SEE	WHAT TO DO
Refused: the API key does not match	The key in <code>Settings.json</code> is not the one the Console holds. If you made a new key, copy the new Settings.json to the server and restart. A banner says when a game server with an old key for this server ID was refused recently.
Refused: your plan does not include the agent	The agent needs Standard or higher (chapter 2). It keeps asking every 15 seconds and starts reporting by itself when the plan allows it.
Refused: this account is not enabled	The Console is not enabled for this account. Contact support.
Two game servers are reporting with this key	A copied Settings.json: two game servers send data with the same server ID and key, so the map, logs, restarts and commands mix them up and restarts after a set uptime are paused. Add the second server in the Console and give it its own Settings.json. If you only moved the server to a new machine, press This is a move and the warning stays hidden for an hour; or make a new key (Settings > Danger zone) and put it only on this server.
"Not configured" in the agent log	Settings.json is still empty: paste the text from Settings > Agent connection. From agent 0.9.0, a file that is damaged (for example a missing comma) is logged with the problem and the file name instead, and is left as it is: fix the line it names.

WHAT YOU SEE	WHAT TO DO
Kill or chat lines arrive late after a crash	From agent 0.10.0 the agent keeps the lines the Console has not confirmed in <code>spool.json</code> (in <code>profiles/DayzHUB/DHUBconsole</code>) and sends them again at the next start, with the time they happened. Leave the file alone.
The banner stays on "Waiting for the first heartbeat"	The mod is not loaded (check the launch line and the mod folder), the server cannot reach the Console over HTTPS, or the server has not started yet.
Admin actions refused	Check <code>allowAdminActions</code> in <code>Settings.json</code> , that the agent shows Connected and that the server is not still starting. Moderator actions need a moderator role (chapter 12).
No in-game reports	In-game reports need players' games to have the mod: load it with <code>-mod</code> . Connection details then say <i>On - players' games have the mod</i> .
The map shows nothing	The agent shows Connected but <code>liveMapEnabled</code> is off, or nobody has spawned yet; positions appear within a few seconds of spawning.

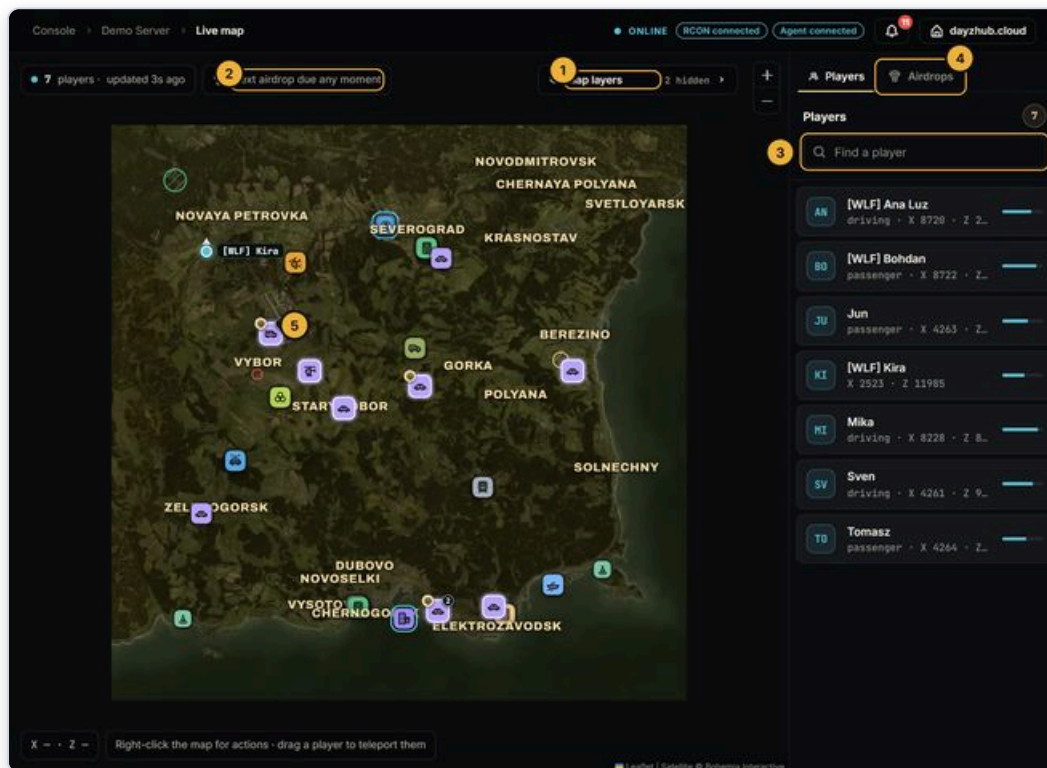
5

Live map, world and admin actions

With the agent connected you can see your server as it happens, follow a player's route, act on players and on the world, and read what happened in the logs. All of it needs the agent (chapter 4).

5.1 The live map

Live map in the left menu shows the server's map on satellite tiles, with players and vehicles moving in real time (the map follows the world the agent reports: Chernarus, Livonia, Sakhal and the supported community maps). It is available from the **Standard** plan. The count at the top left says how many players are shown and when the positions were last updated.



Live map

- 1 Map layers:** switch what is drawn. **Players**, **Place names** and **Kill lines (last 3 h)**, a line from the killer to the victim of each recent kill, then groups: **Vehicles** (cars, boats, helicopters, planes), **DayZ** (heli crashes, police, convoys, trains, contaminated areas, supply crates and more), **DayZ Expansion**, zones, and one group per mod (Pro). The number next to a group counts what is on the map; the header says how many layers are hidden.

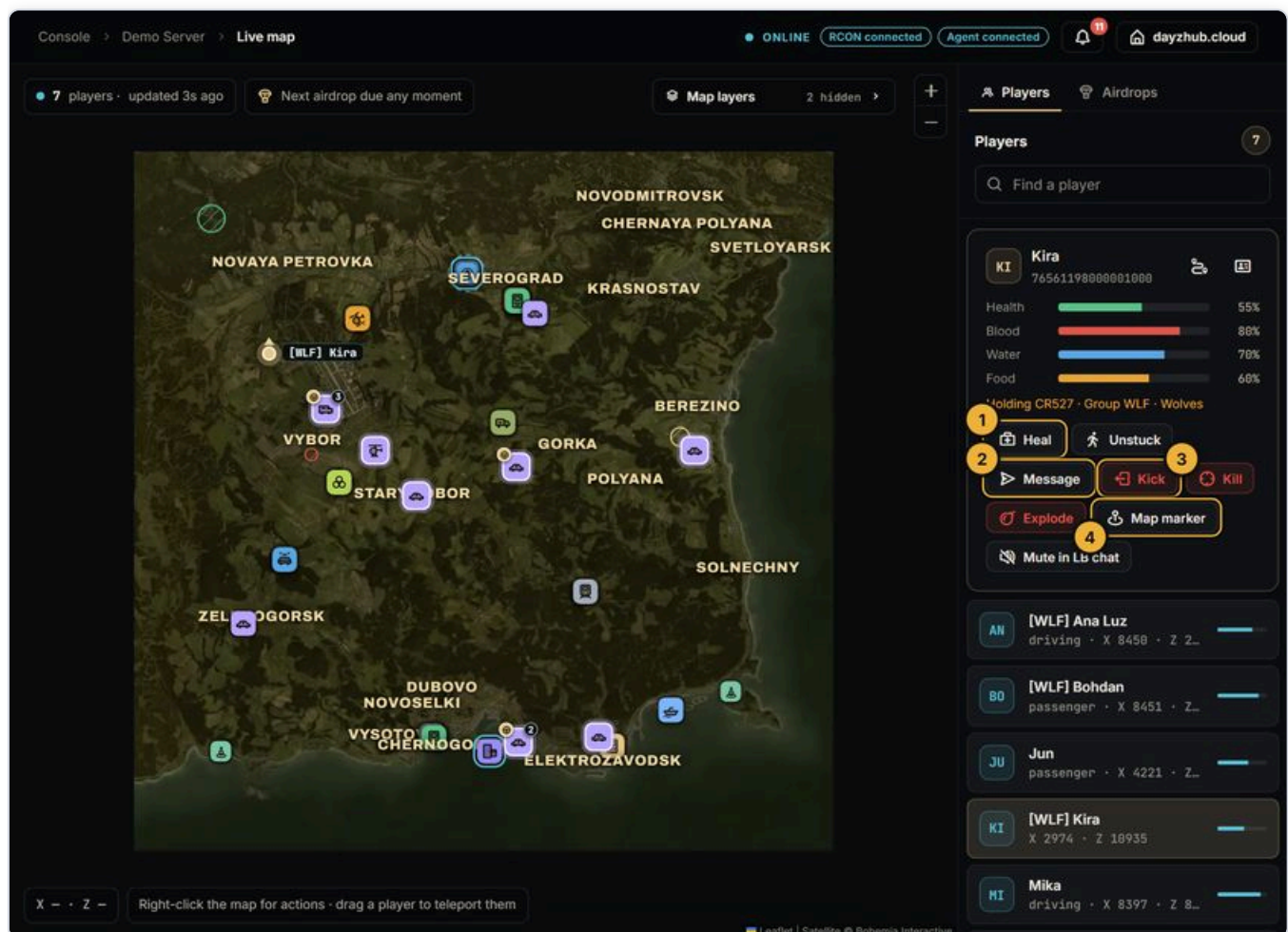
- 2 The **next airdrop** pill counts down to the next LBmaster airdrop (servers with LBmaster Airdrops, Pro).
- 3 **Find a player** filters the list of players on the right. Each row shows the name (with the LBmaster group tag), the position and a health bar. Click a row, or a player on the map, to select the player.
- 4 The **Airdrops** tab lists LBmaster airdrop flights: the ones upcoming, in the air and landed, with their route on the map (Pro).
- 5 A **vehicle** with people inside. The number is how many are in it (section 5.2).

Zoom with the + and - buttons or the mouse wheel and drag to move. The bottom bar shows the map coordinates under the mouse (X and Z); **Right-click the map for actions**.

Markers and what they tell you

Click any marker or vehicle for a popup with its details and a **history** of what happened to it: when it appeared, was opened or looted and went, across the session and across restarts (objects with a history). Vanilla DayZ and DayZ Expansion markers are Standard; markers of other mods are Pro (chapter 15). After a Console restart the markers are back within about two minutes.

5.2 Selecting a player, vehicles and the right-click menu



A selected player on the live map

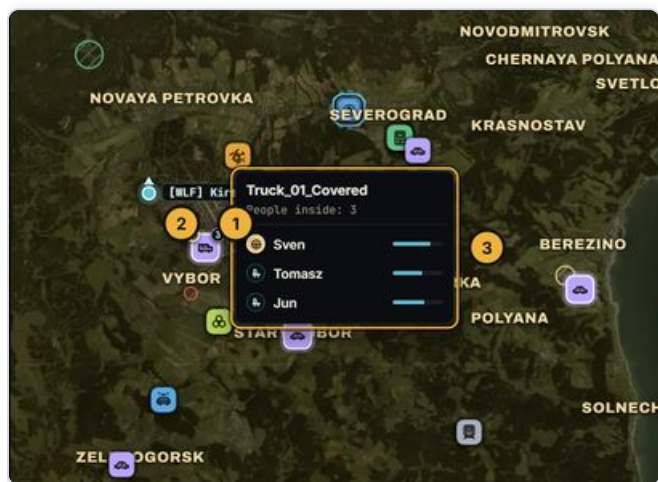
- 1 **Heal**: a complete heal, illnesses, cold and wetness included. **Unstuck** frees a player who is stuck.
- 2 **Message** opens a private message that appears on that player's screen.
- 3 **Kick** removes the player (and **Kill** next to it kills them), after a confirmation.
- 4 **Map marker** (LBmaster, Pro) sends a temporary LBmaster map marker to that player.

The card also shows the player's health, blood, water and food, what they hold in their hands and their LBmaster or Expansion group. **Drag a player** to a place on the map to teleport them there.

Vehicles and who is inside

Every vehicle has an icon for its kind: a car, a van or lorry, a boat or a helicopter. A ring around the icon means the engine is running, and a lock badge shows a vehicle that TheModBase Vehicle Lock holds locked (Pro). With the agent 0.9.0 on DayZ 1.30, **motorbikes** are on the map too, like cars.

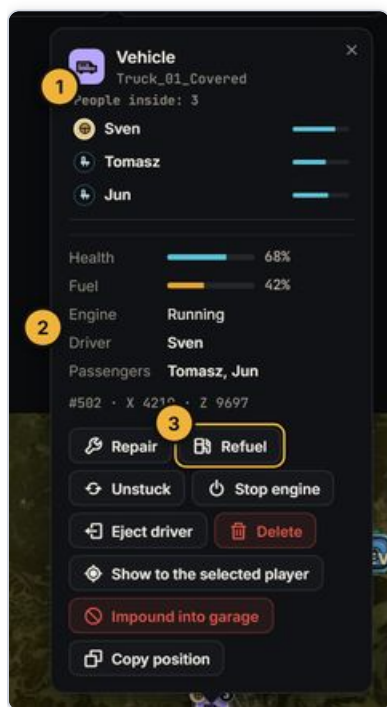
A vehicle shows **who is inside**. A steering wheel badge means someone is driving (a seat badge when nobody is), and from two people a number shows how many are in it. The people inside are **not drawn as separate dots**: the vehicle stands for them. A player in a vehicle that the Console cannot match to a seat is listed as being in a vehicle.



Hover a vehicle (desktop)

- 1 The **number** is how many people are inside.
- 2 The **steering wheel** marks the driver.
- 3 On a computer, **hover** over a vehicle to see the people inside with a health bar for each. Click a name to select that player.

Click a vehicle for the full popup. It has the vehicle's health, fuel, speed and engine state, the driver and the passengers, and the vehicle tools. The numbers in an open popup **refresh by themselves**, and when the vehicle is destroyed the popup closes.



The vehicle popup

- 1 **People inside**: each person with the seat badge and a health bar. Click a name to select the player.
- 2 The driver and the passengers by name.
- 3 The vehicle tools: **Repair**, **Refuel**, **Unstuck**, **Stop engine**, **Eject driver** and **Delete** (admin). Servers with DayZ Expansion or TheModBase Vehicle Lock System add **Unlock**, **Reset keys** and **Lock**; LBmaster Virtual Garage adds **Impound into garage** (chapter 15).

VEHICLES WITH PEOPLE INSIDE

Blow up is refused while someone is inside a vehicle, and **Remove all vehicles** (Operations > World, admin) leaves vehicles with people inside alone. Someone inside a vehicle cannot be dragged on the map; teleport them from the player card or the list instead.

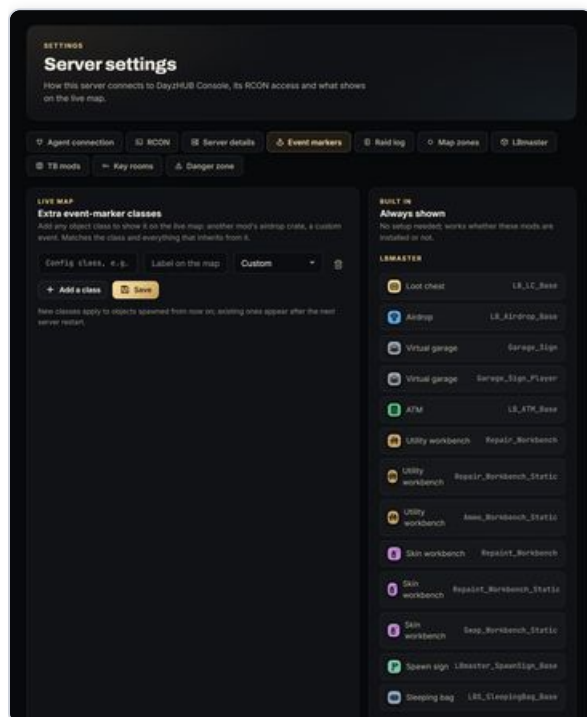
GOOD TO KNOW

Motorbikes: a refuel sent to a parked motorbike that nobody is near may not change its fuel. This is a limit of the game that we are still checking; stand near the bike when you refuel it. From agent 0.10.0 the result says what the tank reads and fails with the reason instead of reporting Refuelled.

The right-click menu

MENU ENTRY	WHAT IT DOES	ROLE
Teleport selected player here	Teleports the selected player to the spot	Moderator
Spawn an object here / Spawn vehicle here	Spawns any object or a complete vehicle the server knows	Admin
Clear infected and animals (500 m)	Removes infected and animals within 500 m; the confirmation shows the radius	Admin
Add a zone here	Draws your own zone (see below)	Admin
LB map marker here (everyone)	LBmaster only: a temporary marker for everyone, with colour and minutes	Pro (LBmaster)
What happened here	Lists the log events within 150 m of the spot	Everyone
Copy coordinates	Copies X and Z	Everyone

Zones, marker classes and the raid log (Settings)

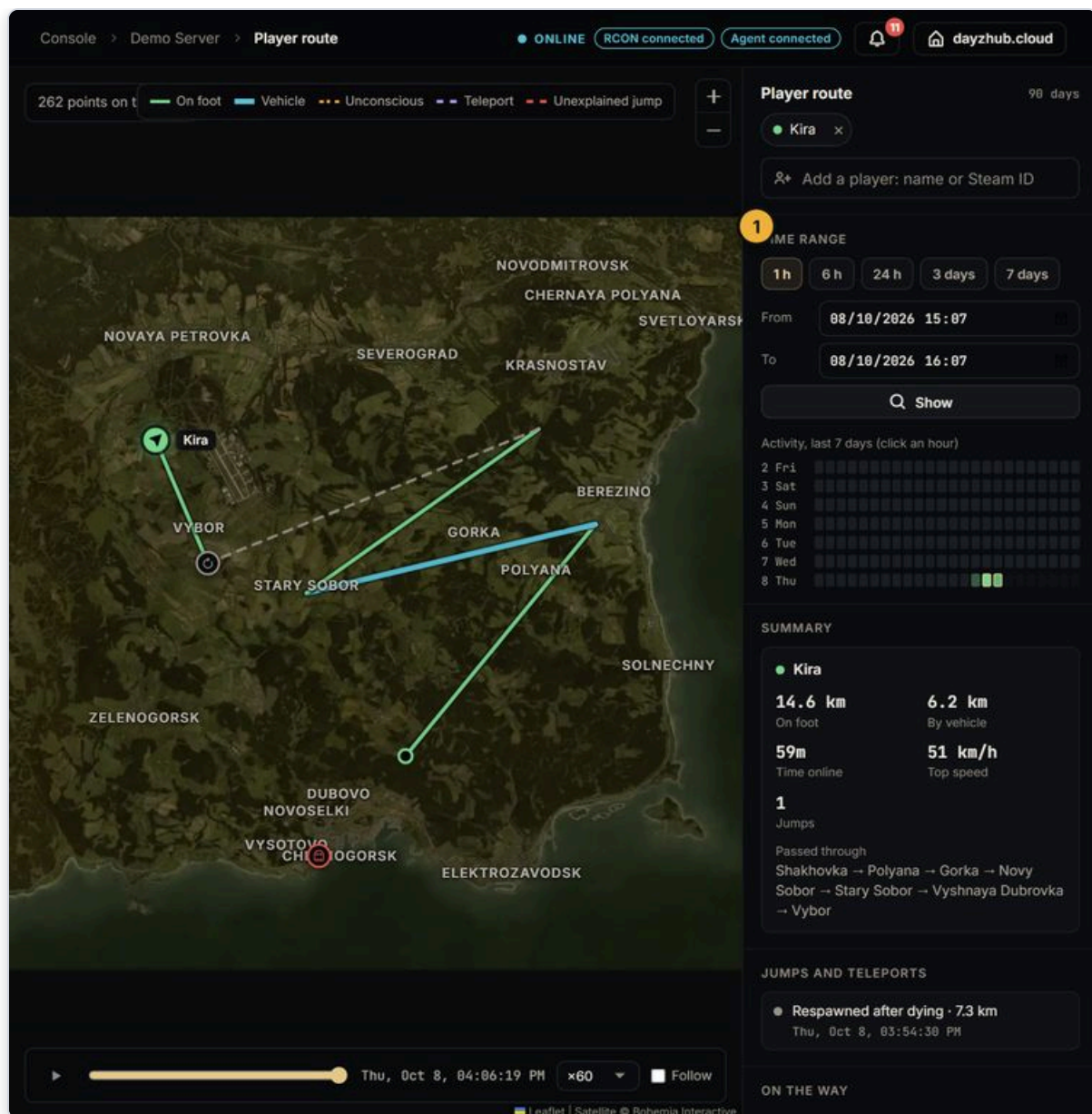


Settings > Event markers

- **Map zones:** your own circles on the map, only drawn for you and your staff; they do not change what players can do. The safe, trader and no-build zones of DayZ Expansion appear on their own (Standard); with Pro so do the zones of LBmaster and TheModBase.
- **Event markers:** the built-in marker types, and **extra event-marker classes:** add the class name of an object (a config class) with a label and a style and the agent marks every one of them on the map (Pro). A map layer for A6 storages is added the same way.
- **Raid log: action classes** that your installed mods registered are read automatically; you can add your own so they show up in Logs.

5.3 Player routes

Player route in the left menu replays where a player went (Pro). Positions come from the live map, are thinned to a point every 20 m on foot and 50 m in a vehicle, and are kept for as many days as your plan keeps history.



Player route

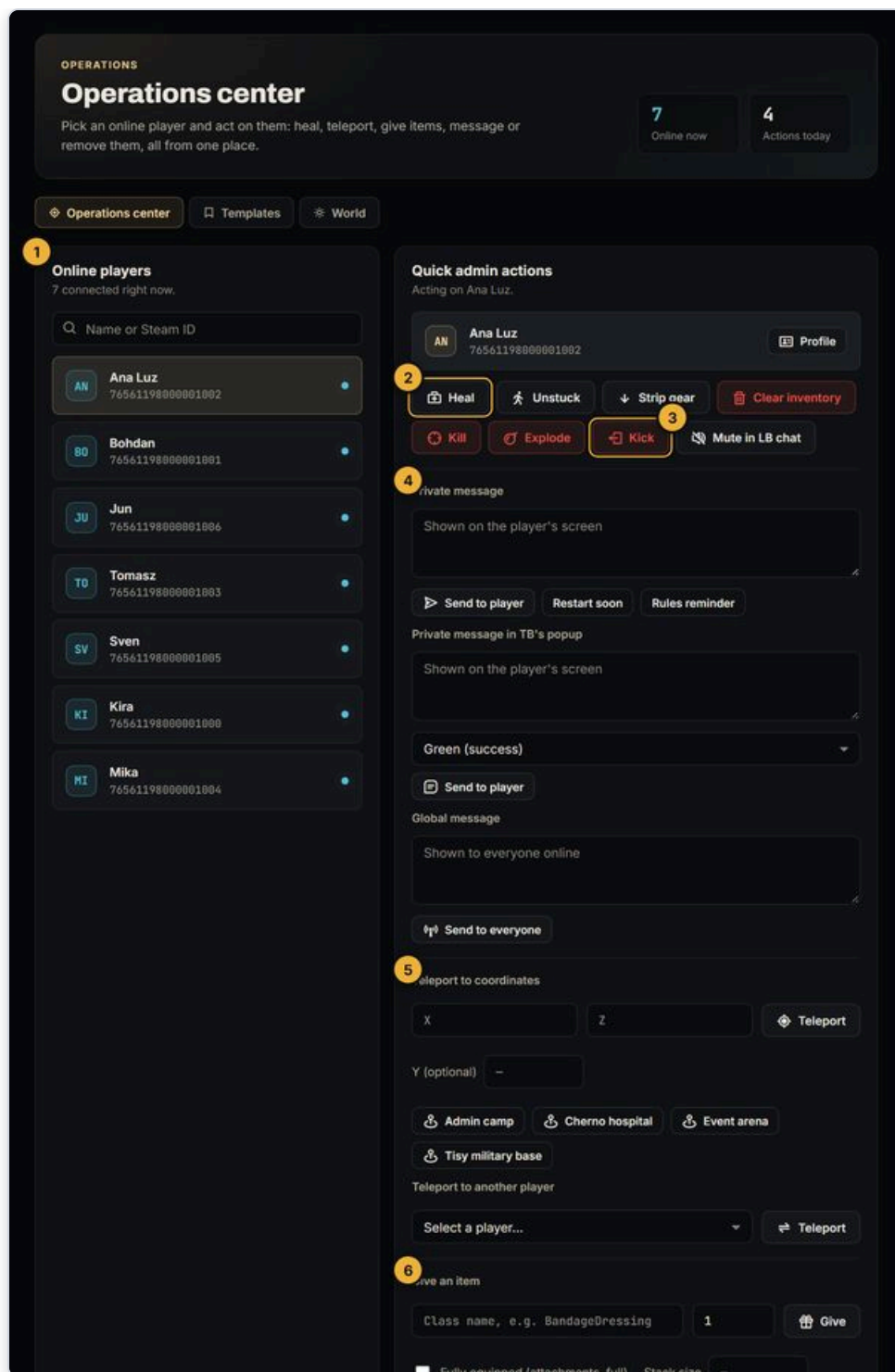
- 1 Add a player by name or Steam ID (up to four players side by side), then choose the **time range**: 1 h, 6 h, 24 h, 3 days or 7 days, or pick From and To and press **Show**.
- The line shows **on foot** and **in a vehicle** legs and where the player was unconscious. The slider and **Play** replay the route; **Replay speed** and **Follow** keep the map on the player.
- Summary**: distance on foot and by vehicle, time online and top speed. **Jumps and teleports** explains every sudden jump: a respawn, a teleport you ran, or an **unexplained jump** that deserves a look.
- On the way** lists the log events along the path (kills, hits, objects). **Activity, last 7 days** shows when the player is online; click an hour to go there. **Download CSV** and **Copy link** share the route.

TIP

Player routes help with two questions: "was this player where they say they were?" and "how did they get inside that base?". Teleport checks tell a lag spike from a hack.

5.4 Operations center

Operations in the left menu is the place for acting on one online player at a time (Standard and up). It has three tabs: **Operations center**, **Templates** and **World**.



Operations > Operations center

- 1 Online players:** pick the player. The same list is on the live map.
- 2 Heal, Unstuck, Strip gear** (drops what the player carries), **Clear inventory, Kill, Kick** and, with LBmaster, **Mute in LB chat**. Dangerous ones ask for a confirmation.
- 3 Kick** removes the player after a confirmation. Kick, ban and broadcast also work through RCON; most other actions here go through the agent.
- 4 Private message** appears on the player's screen; your saved messages are one-click buttons below it. With TheModBase there is also a message in TB's popup, in a colour you pick.
- 5 Teleport to coordinates** (X, Z and an optional height Y), your saved teleports as buttons, or **Teleport to another player**.

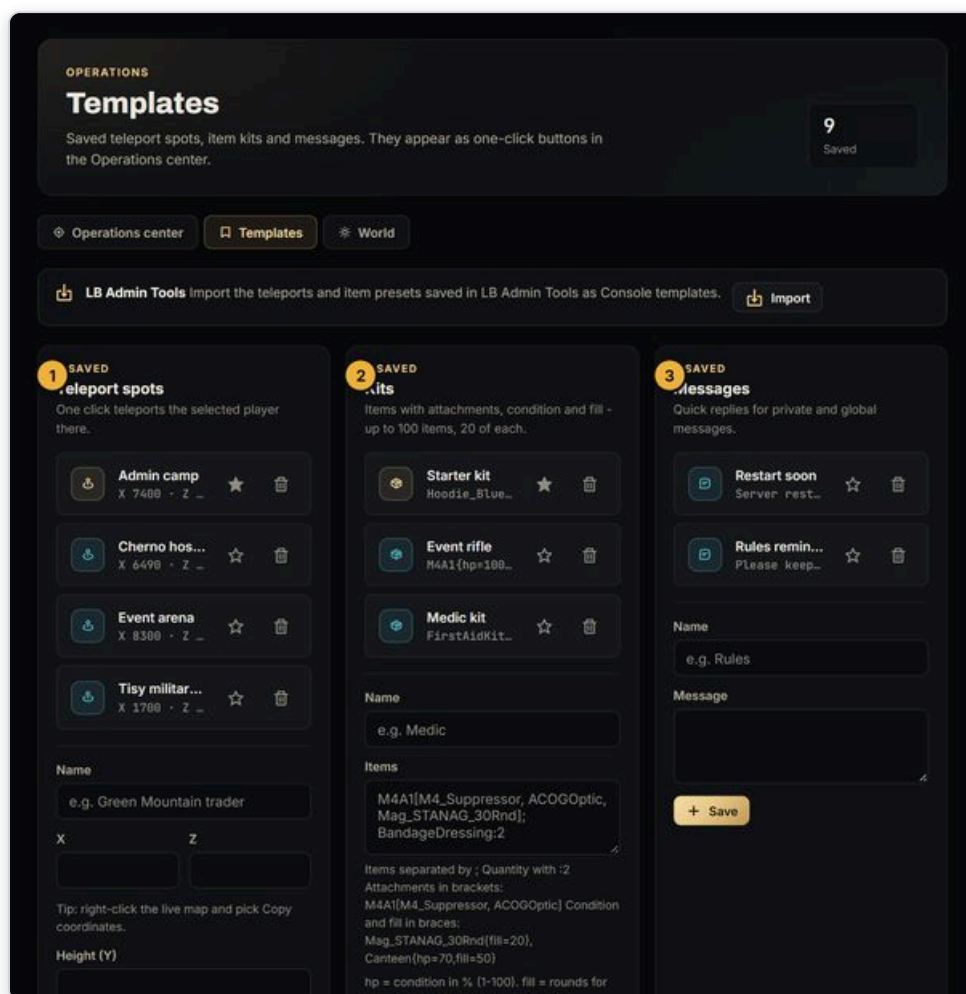
- 6 **Give an item:** a class name from the server's own item list, a quantity, *fully equipped* (attachments, full) and a stack size; your kits are one-click buttons, and **Delete what the player carries first** clears the inventory before a kit. **Vitals** set health, blood, shock, water and food from 0 to 100 (empty keeps the value).
- 7 **Operation log:** every action, who ran it and what the server answered.

WHO CAN DO WHAT

A moderator can heal, unstuck, teleport and message. Kill, strip, clear inventory, vitals and giving items are admin actions. A teleport is not applied during the first 30 seconds after a player spawns or while the game loads. Money and bank actions of mods can only be run from the dashboard, never with an API key.

5.5 Templates: saved teleports, kits and messages

Templates are the one-click buttons of the Operations center. Open **Operations > Templates**.



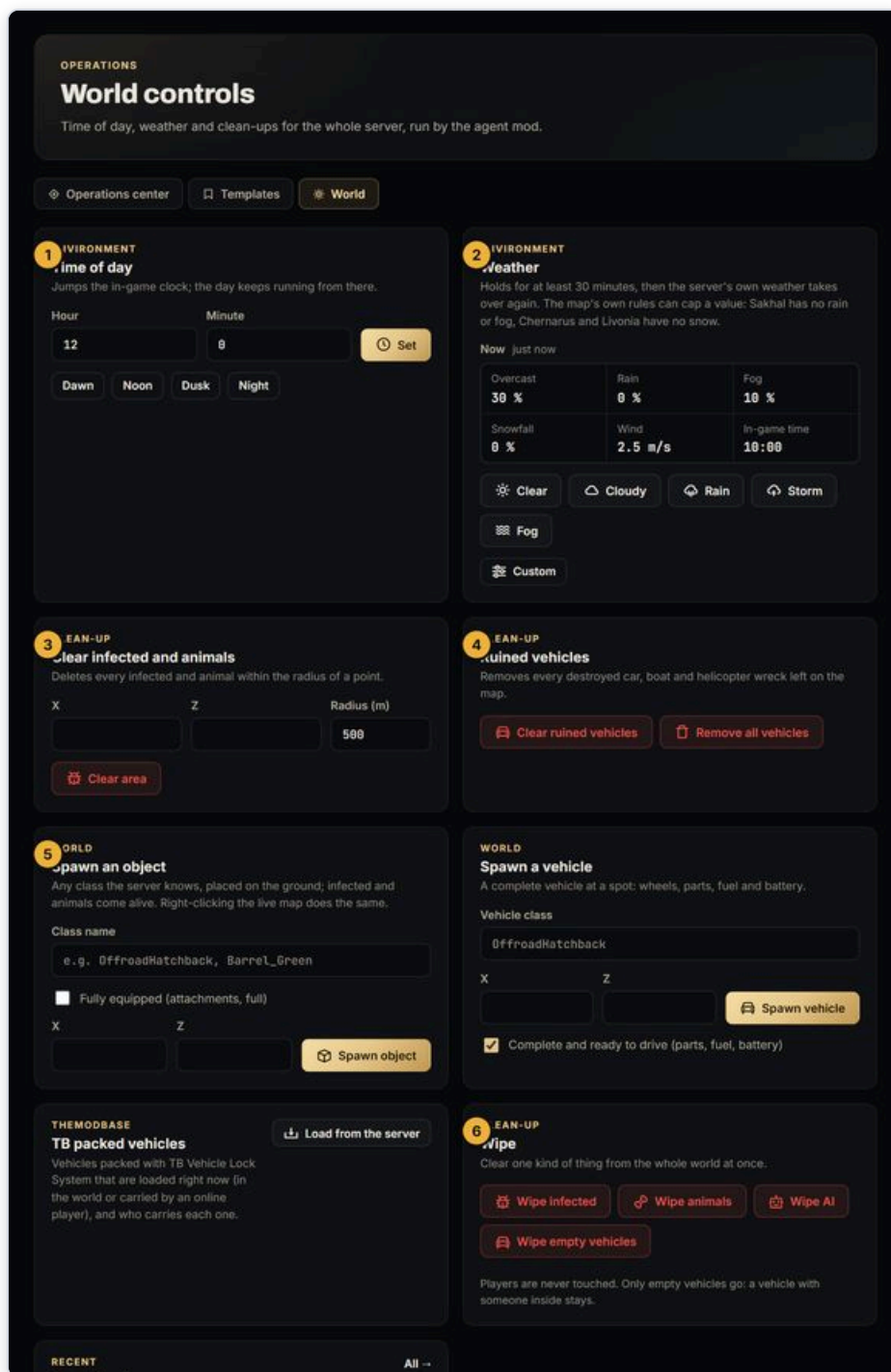
Operations > Templates

- 1 **Teleport spots:** a name, X and Z and an optional height. Tip: right-click the live map and pick *Copy coordinates*.
- 2 **Kits:** a name and the items, written as `Class:quantity` separated by `;`, with attachments in `[]` and options in `{ }`: `hp` is the condition in percent, `fill` the rounds of a magazine or the amount of a stack. Up to three levels deep and 100 items. Example: `M4A1{hp=100}[M4_Suppressor, ACOGOptic, Mag_STANAG_30Rnd{fill=30}]; BandageDressing:2`.
- 3 **Messages:** texts for the private message box.

The star pins a template to the top of its list, the bin deletes it. Up to 200 templates per server. Servers with **LBmaster Admin Tools** can import its saved teleports and item presets as templates with one button. A kit can also come from **gear at death** or from what an online player carries (section 5.7).

5.6 World controls

Operations > World changes the world for everyone (admin role, Standard and up).



Operations > World

- 1 **Time of day**: set the hour and minute, or press Dawn, Noon, Dusk or Night. The day keeps running from there.
- 2 **Weather**: Clear, Cloudy, Rain, Storm, Fog or Custom values. The weather is held for at least 30 minutes, then the server's own weather takes over. Map limits apply: Sakhal has no rain or fog, Chernarus and Livonia no snow. The card above the buttons reads the real weather and in-game time from the agent.
- 3 **Clear infected and animals** around a point (X, Z and a radius).
- 4 **Ruined vehicles** removes every destroyed car, boat and helicopter wreck on the map.
- 5 **Spawn an object** by class name at a point, or **Spawn a vehicle** complete with parts, fuel and battery.

- 6 **Wipe** infected, animals, AI or empty vehicles from the whole world. Players are never touched, and a vehicle with someone inside stays.

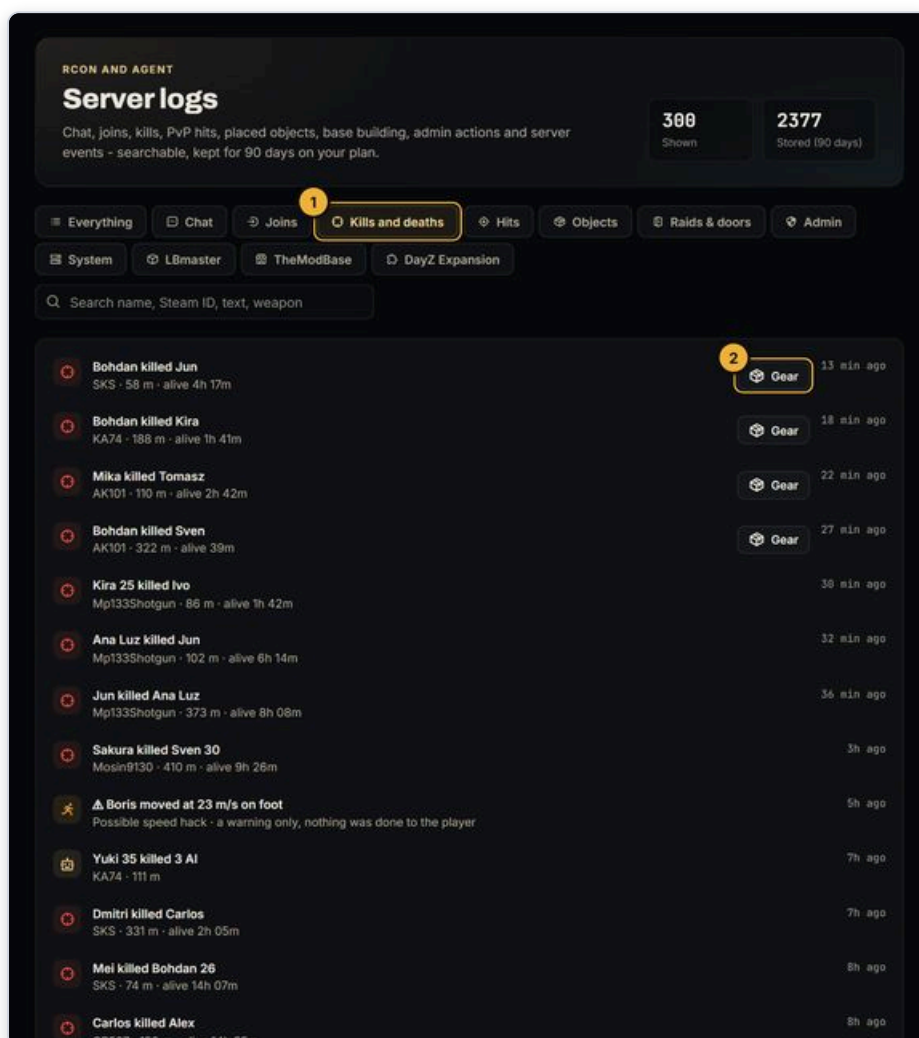
WARNING

Wipes and clean-ups cannot be undone. The confirmation names what will be removed; read it before you accept.

5.7 Kill, death and raid logs, and gear at death

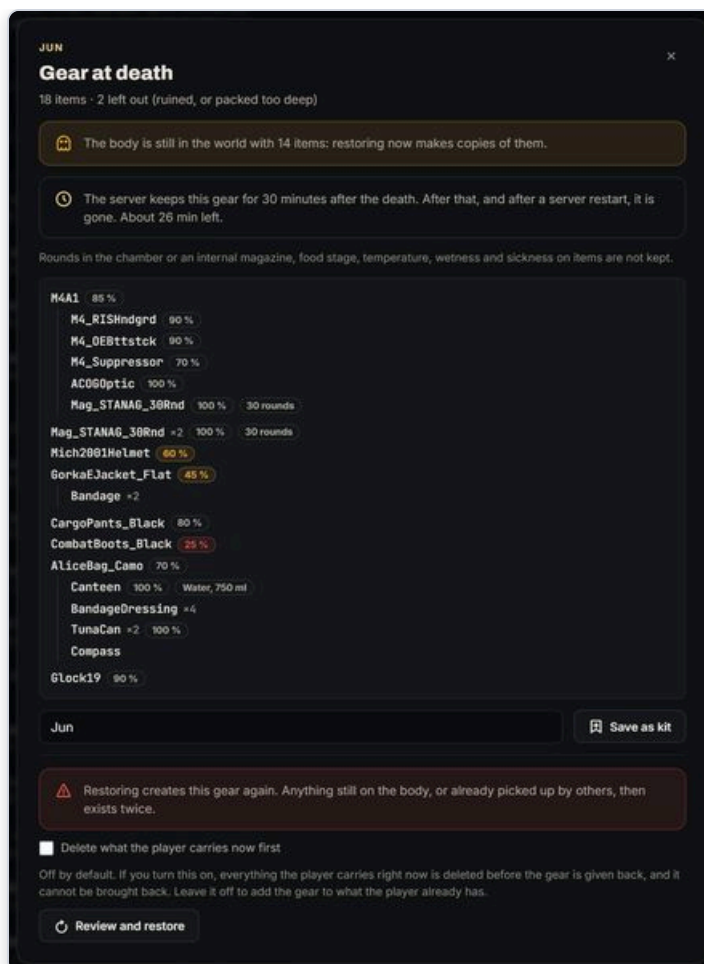
With the agent the Logs page (section 3.2) has the in-game tabs. **Kills and deaths** (Standard) shows the weapon, the distance, how long the victim had lived and the real cause of death: suicide, drowning, sickness, toxic gas, cold, roadkill, combat log, an AI kill, an accident, and, with agent 0.9.0, **grenade**, **claymore mine** or **landmine** instead of a general explosion. **Hits** (Pro) shows each hit with body zone and damage. **Objects** and **Raids and doors** (Pro) list flags, tents, shelters, barbed wire, repairs and folding, gates, doors, barrels and stashes opened, base parts under attack with attacker, hit count and damage kind, and who placed a flag. Lines from A6 Base Storage, A6 Hacking Tablet and BS Key Room are here too.

With Standard the kill log also warns of a **possible speed hack**: a player moving on foot much faster than anyone can run, seen twice within a few seconds. A single teleport never triggers it. It is only a warning: nothing is done to the player, but it counts towards the risk label (section 6.1) and can start an automation (section 7.3). With Pro the raid log also shows who **took items from another player**, whether the body was dead, unconscious or alive, and a hit on a base part shows who built it.



Logs > Kills and deaths

- 1 The **Kills and deaths** tab.
- 2 The **Gear** button on a kill or death row (Pro).



Gear at death

- The dialog lists what the victim carried, with condition and fill levels. The server holds the snapshot for **30 minutes** and loses it at a restart; after that the dialog says the server no longer holds it.
- **Save as kit** (moderator) turns the gear into a kit template. **Restore** (admin, the player must be online) gives the gear back once. The restore asks you to **acknowledge** that it can duplicate items when the body is still in the world, and **Delete what the player carries now first** is off by default. The action is written to the audit trail, and a second restore of the same death is not offered.
- Rounds in the chamber or an internal magazine, food stage, temperature, wetness and sickness on items are not kept. The same dialog also shows what an **online** player carries now (*Carried now*) from the player page and Operations.

TIP

Gear at death settles most "I was killed by a hacker and lost everything" tickets: check the row, the distance and the weapon, then restore once or refuse.

6

Players, bans and the join gate

See who plays on your server, keep notes, ban the ones who must go and decide who is allowed to join at all.

6.1 Players

Players lists who is online and everyone who has played: first and last seen, playtime and sessions. Search by name, an earlier name or a Steam ID. Player history and sessions come from RCON on every plan; kills, accuracy and the rest come from the agent.

PLAYERS

Everyone who played here

Sessions, playtime and kills for every player, with their full cross-server profile one click away.

60 Unique players 7 Online now 3 New this week

All 60
Online 7
Offline
Watchlist 1

Player	Status	Steam ID	First seen	Last seen	Sessions	Playtime	K/D
AK Ana Luz	ONLINE	7656119800001002	43 days ago	Now	12	20h 16m	85 / 25
BS Bohdan	ONLINE	7656119800001001	39 days ago	Now	12	20h 16m	25 / 88
JJ Jun	ONLINE	7656119800001006	21 days ago	Now	12	20h 16m	18 / 81
TS Tomasz	ONLINE	7656119800001003	29 days ago	Now	12	20h 16m	96 / 44
SV Sven	ONLINE	7656119800001005	35 days ago	Now	12	20h 16m	98 / 45
KI Kira	ONLINE	7656119800001000	46 days ago	Now	12	20h 16m	13 / 73
MI Mika	ONLINE	7656119800001004	31 days ago	Now	12	20h 16m	97 / 41
GU Gus	OFFLINE	7656119800001019	50 days ago	4h ago	33	38h 32m	7 / 38
JJ Jun 31	OFFLINE	7656119800001031	34 days ago	4h ago	62	175h 13m	61 / 47

The players list

- 1 The filters: **All**, **Online**, **Offline** and **Watchlist**. Watched players are marked everywhere in the Console.
- 2 The **search box**.
- 3 Click a player to open the player page.

Player hub in the left menu (Community plan) shows one profile for a player across all the servers you own or help run, so a ban or note on one server is visible on the others. Nothing is ever shown across different communities.

The player page

PLAYER PROFILE

KI Kira
7656119800001000 · Steam profile · Online now

[Ban](#)

Playtime 20h 16m Sessions: 12	Kills / deaths 13 / 73 K/D 0.18	Longest kill 354m Across your servers	First seen 46 days ago Servers: 1
Accuracy 11.6% 438 shots - 51 hits on players - 100% on every target	Headshots 43 16063 damage dealt - 25724 taken	Distance 559.7 km 308.8 km on foot - 251 km driving	Infected killed 527 38 animals - 13 AI

MODERATION
Risk label LOW

Added up from stored signals only, with every reason listed. Nothing is done to the player automatically. 0-1 points is low, 2-3 watch, 4 or more high. Steam data is not available, so the account signals are left out.

No risk signals found.

Demo Se ▾ Mark trusted ▾ Why (optional) Save

SERVERS
Where they play

Demo Server
20h 16m - 13/73 K/D - last 15 days ago

[Player route](#)
[Stored vehicles](#)

[LBmaster](#)
[Bank](#)
[TB](#)

[Expansion](#)
[View gear](#)

[Gear at death](#)
[Watch](#)

STEAM
Game bans [Refresh from Steam](#)

Steam data is not available right now. This page works without it; try again later.

ACTIVITY
Sessions 3 SESSIONS

Every visit with its length. Kept as long as the plan keeps its logs.

Joined	Left	
10h ago	9h ago	
6 days ago	6 days ago	3f
11 days ago	11 days ago	

ALSO KNOWN AS
Names

OldName0
No dates (recorded before dates were kept)

Kira
No dates (recorded before dates were kept)

MODERATION
Bans

No bans on your lists.

WEAPONS
Impact map [Weapons](#)

STAFF ONLY
Notes

A player page (the top part)

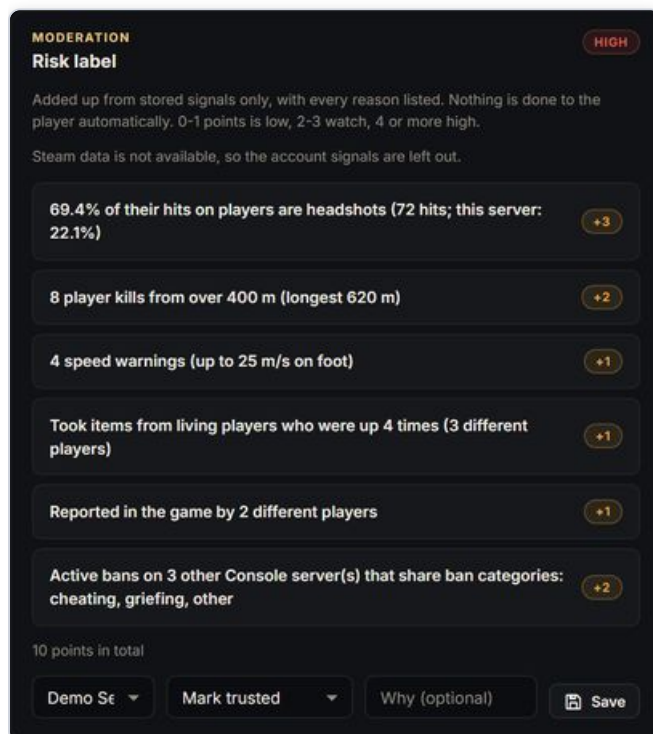
- **Playtime**, sessions, first seen and the servers the player used. With the agent: **kills and deaths** with the K/D ratio, the **longest kill**, **accuracy** (counted from every real shot, on players and on every target), headshots, damage dealt and taken, distance on foot and by vehicle, infected, animals and AI killed.

- **Risk label** (low, watch, high; Pro) with the reasons, built from stored signals only (section 6.1, below). It never punishes by itself. You can add your own trusted or risky call with a note.
- **Where they play** links to what the Console knows about the player on each server: **Player route** (chapter 5, Pro), **Stored vehicles**, the mod data of **LBmaster**, **Bank**, **TB** and **Expansion** (chapter 15), **View gear** (what they carry now) and **Gear at death** (Pro).
- **Names** the player used, with dates; **Bans** on your lists; **Sessions**: every visit with its length and how it ended; **Notes** for your staff, and a **Watch** switch with a reason. When a watched player joins, your team is notified.
- The **Ban** button in the corner.

The risk label and what it looks at (Pro)

The **risk label** on a player page is **low**, **watch** or **high**. It is added up from stored facts only, and **every reason is listed** next to the label, so you can see why. From the Steam side it looks at VAC and game bans, a very young Steam account, a private profile, active bans on your lists and appeals. With the agent it also looks at **PvP signals**:

- a **headshot share** that is far above the server's own (it is compared with this server, and needs a real number of hits);
- **many long-range kills**;
- **speed warnings** (section 5.7);
- **taking items from living players** who were up (not from the unconscious or the dead);
- **in-game reports** from different players (one angry player cannot move a label alone);
- the **network signal**, when your server has switched it on (below).



The risk label on a player page

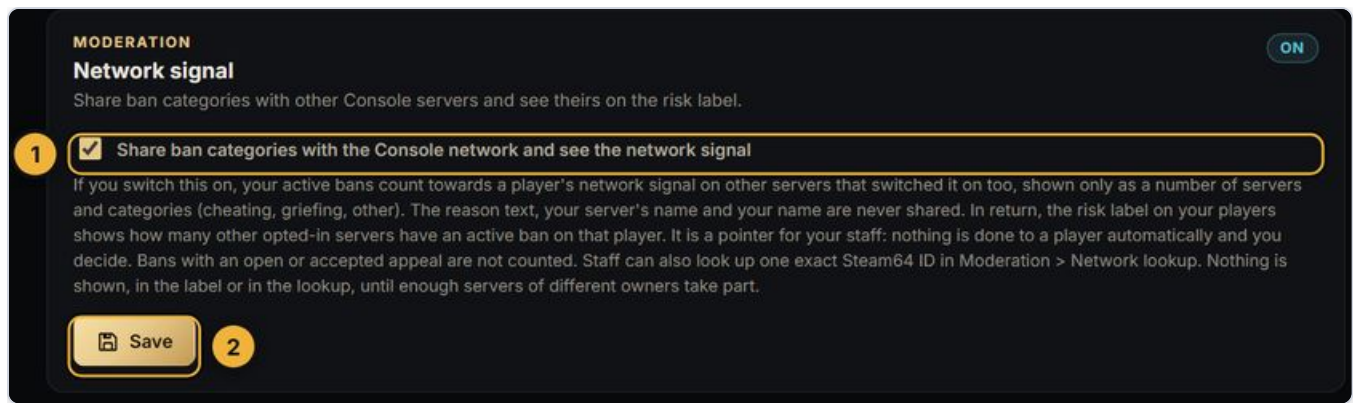
The label never punishes by itself: **nothing is done to the player automatically**. A good player can have a high headshot share too, which is why the numbers are weighed against this server and why a single signal rarely makes a label alone.

You can set **your own call** on the card: **Mark trusted** or **Mark risky**, with a note. Your call outweighs the score. Which signals count also depends on your plan: hit logs, the kill log, the raid log and reports each need the plan that has them (chapter 2).

The page also has an **Impact map**: where this player hits others and where they get hit on the body (section 10.4).

Network signal (Pro, off until you switch it on)

The **network signal** is one more line on the risk label. It says that **other Console servers have an active ban on this player**, and for what kind of reason: cheating, griefing or other. It is a pointer for your staff. Nothing is done to the player automatically and you decide.



Settings > Server details > Network signal

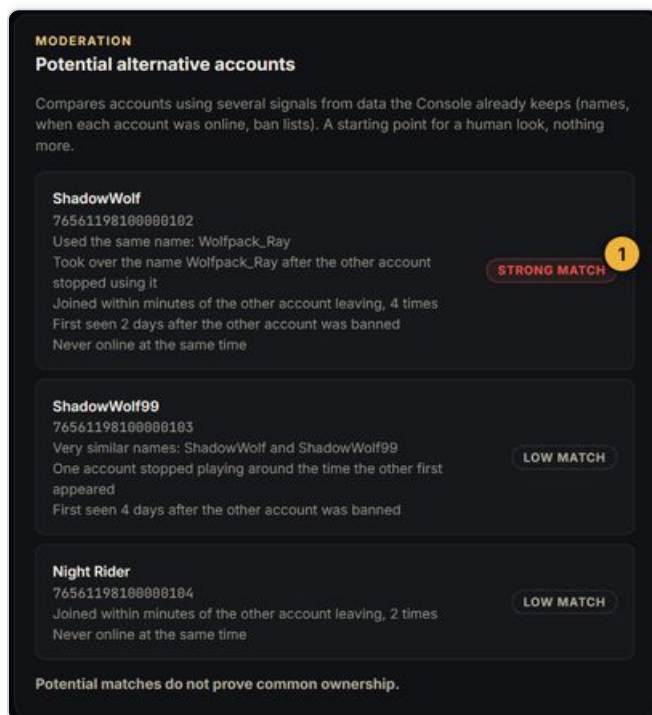
- 1 Tick **Share ban categories with the Console network and see the network signal**. Only the **server owner** can change it; it is **off by default**.
- 2 **Save**. The card then shows **On**.

The one switch works in both directions: a server that has not switched it on neither shares its bans nor sees the signal of others. Only a **number of servers and the category names** are shared. The reason text, the name of your server and your own name are never shared, and you never see theirs.

Nothing is shown until enough servers of different owners take part, so a result can never point at one server. Bans on your own lists and on lists your servers use are not counted again, because they are already in the label. A ban with an open or accepted appeal is not counted. On its own the signal makes a player at most **watch**.

Potential alternative accounts (Pro)

Some players come back under a new account. Under the risk label, the player page can point moderators and above to accounts that **may** belong to the same person, each with a **Low**, **Moderate** or **Strong match** badge and every reason written in words. Potential matches do not prove common ownership: friends, family and flatmates share names and playing times. Nothing is done to a player because of this card, and it has no button.



Potential alternative accounts on a player page

- It compares only data the Console already keeps for your own servers, when you open the page. **Nothing new is stored** and the data of different server owners is never mixed.
- **Names**: the same name, a very similar name, or a name one account took over after the other stopped using it.
- **Joins and leaves**: one account joining right after the other left, several times.
- **Timing**: one account stopping as the other first appeared, a first appearance soon after a ban on a ban list your server uses, never being online at the same time. Accounts that were online together are never listed.
- Steam friends, groups and game libraries are not used.

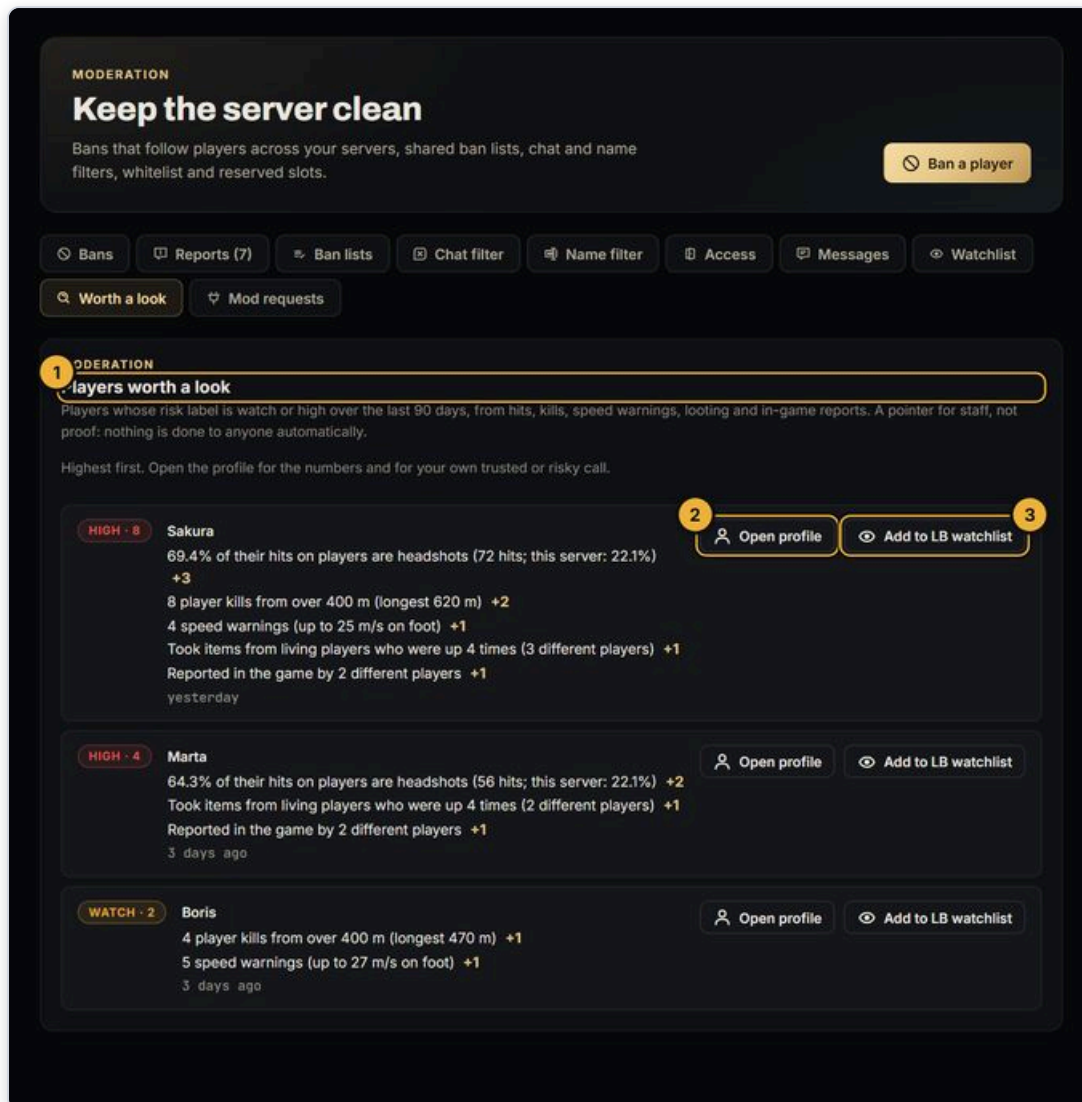
Several weak signals are added up inside the Console and shown as Low, Moderate or Strong. **No number is shown**, and a name or timing signal on its own stays Low. Open the other account (its name is a link), look at its sessions, names and chat, and judge for yourself. **Never ban only because of a badge**. The card is shown to staff on the plans that include the risk label.

YOUR DATA

The risk label adds no new data collection: it is worked out from facts the Console already stores for your servers (Steam facts, logs, reports and your ban lists). The privacy policy at dayzhub.net/privacy describes it.

Moderation > Worth a look (staff, Pro)

Moderators and admins do not have to open every profile. **Moderation > Worth a look** lists the players whose label is **watch** or **high** over the days your plan keeps logs, **highest first**, each with the reasons. Staff members themselves are never listed. It is a pointer, worth a look and not proof.

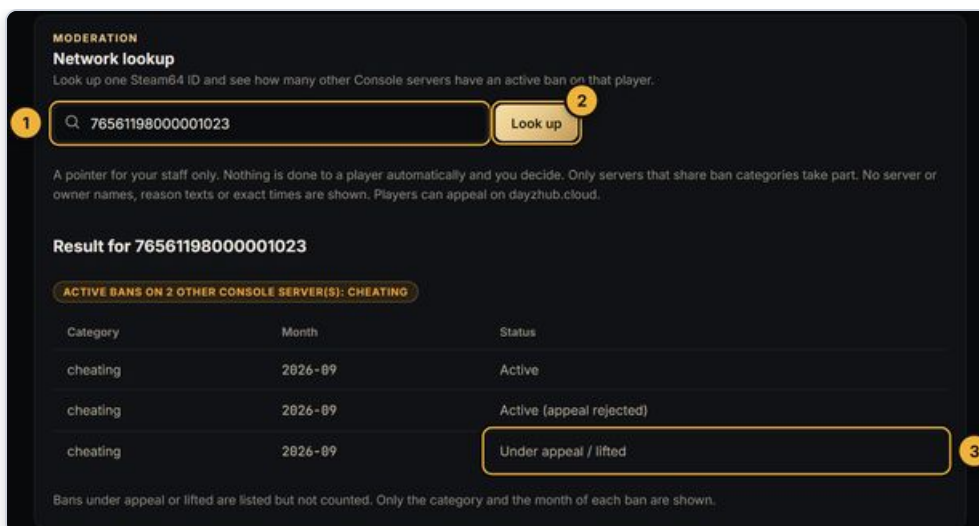


Moderation > Worth a look

- 1 The **Worth a look** tab. Only moderators and admins see it.
- 2 **Open profile** goes to the player page with the numbers and your own trusted or risky call.
- 3 **Add to LB watchlist** puts the player on the LB Admin Tools watchlist, with the reasons as the watchlist reason (section 6.6). The button needs LB Admin Tools on the server, agent 0.8.9 or newer and admin actions switched on in the agent's Settings.json.

Moderation > Network lookup (staff, Pro)

To check one player outside the risk label, open **Moderation > Network lookup**, type an exact Steam64 ID and press **Look up**. You see how many other servers have an active ban on that player and for which categories. It needs a plan with the risk label and the **network signal switched on for your server**; otherwise the page says so and links to the setting.



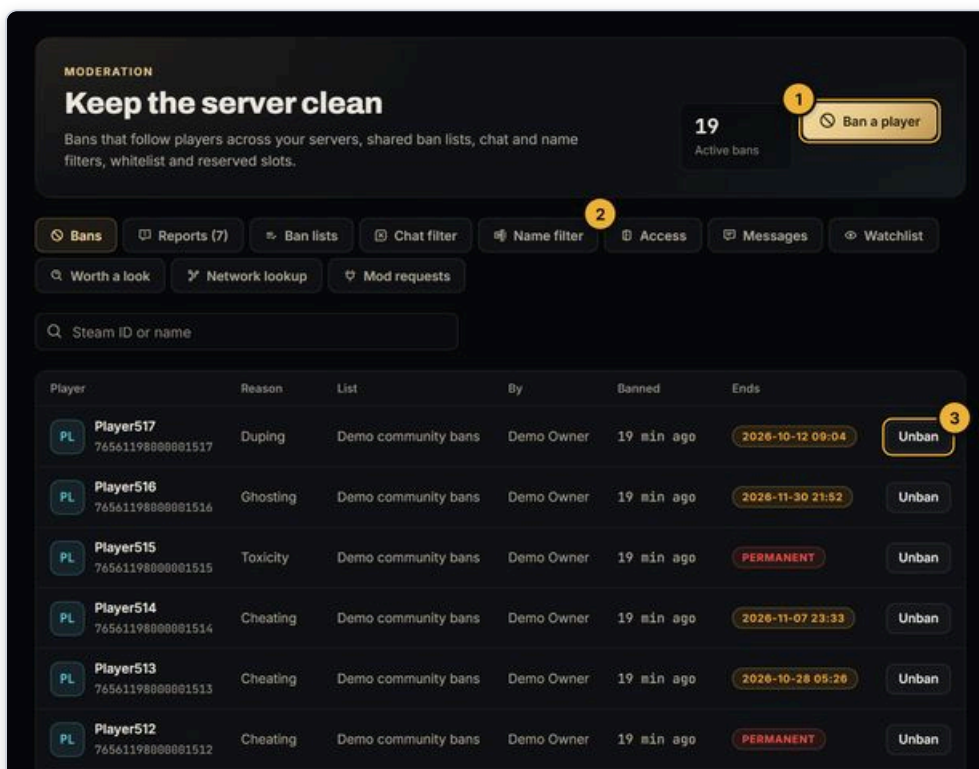
Moderation > Network lookup

- 1 The **Steam64 ID** field: one exact ID at a time.
- 2 **Look up** shows the result. The number of lookups per hour is limited.
- 3 Per ban you see only the **category**, the **month** and the **status: Active, Active (appeal rejected), or Under appeal / lifted**, which is listed but not counted. Server names, owner names, reason texts and exact times are never shown.

It is for moderators and above. Every lookup is written to the audit log on the Team page, with who looked up which ID and when. It is a pointer for your staff: nothing happens automatically.

6.2 Bans and in-game reports

The **Moderation** page starts on the **Bans** tab (every plan). A ban on the list removes the player at once if they are online and refuses them whenever they try to join. A ban can be temporary or permanent, with a reason that the player sees and optional evidence links.



Moderation > Bans

- 1 **Ban a player** opens the ban dialog. You can also ban from the players list, the player page and Server control.

- 2 The tabs of the Moderation page: Bans, **Reports**, Ban lists, Chat filter, Name filter, Access, Messages, Watchlist, **Worth a look**, **Network lookup** and **Mod requests**.
- 3 **Unban** lifts a ban at once.

The ban dialog

In the ban dialog

- **Ban type:** a Steam account, a BattlEye GUID when you do not know the Steam ID (Standard), or an IP address or range (Pro, only when the owner has switched IP bans on).
- **SteamID64** and an optional **name**.
- **Length:** permanent or a number of minutes, hours or days.
- **Reason (shown to the player)** and **evidence links**, one per line (clips, screenshots).

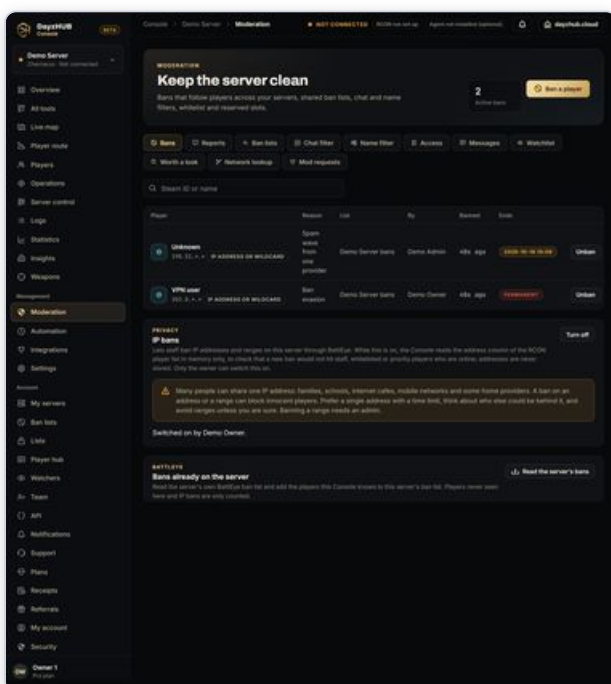
A BattlEye GUID ban is also written to the server's own BattlEye ban list. The button **Read the server's bans** at the bottom of the Bans tab imports the bans that are already on the server, so nothing is lost when you start using the Console.

REASON CODES

The kick text carries a short reason code such as [DH-BAN] . For a ban that belongs to a shared ban list the code includes the list code, so the player can find the appeal form (chapter 8).

IP bans and ranges (Pro, off until you switch it on)

When you have no better handle, you can ban an **IP address** (1.2.3.4) or a **range** (1.2.3.* or 1.2.*.*). An **exact address** is written to the BattlEye ban list of your server over RCON and **BattlEye** refuses the connection when that player connects next. A **range** cannot be written to BattlEye (it has no range support), so the **Console enforces it itself**: it kicks a matching player within seconds after he joins, and only while the **RCON connection is up**. Staff, whitelisted and priority players are never kicked, and a kicked player sees only the ban message. A new IP ban also kicks the matching players who are online right now. Only the **server owner** can switch IP bans on, in **Moderation > Bans**, and confirms that the players will be told. Moderators can ban a single address; a range needs an admin or the owner. The owner's name and the time are recorded.



Moderation > Bans: the IP bans switch and the warning

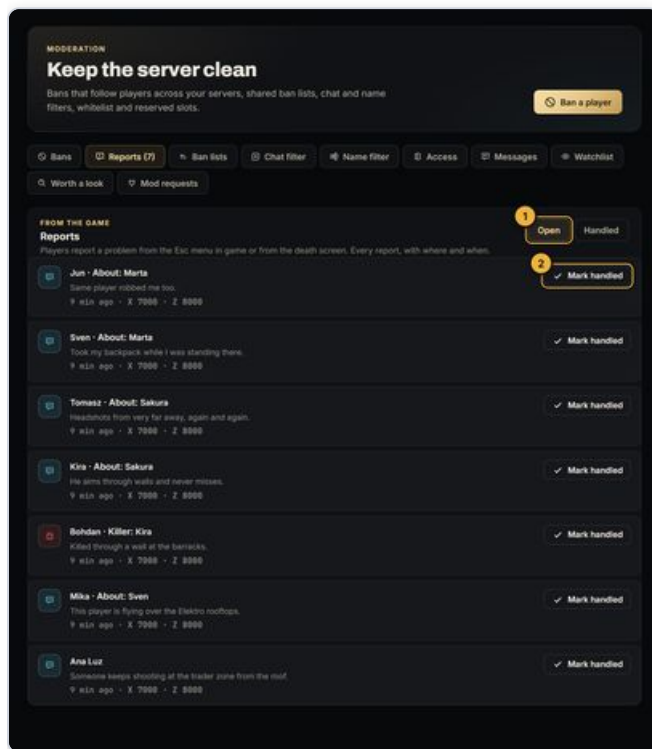
- **Many people share one address:** families, schools, internet cafes, mobile networks and some home providers. A ban can block innocent players. Prefer a **single address with a time limit** and avoid ranges unless you are sure.
- A range keeps at least **two fixed numbers** (1.2.*.* is the widest). Private and reserved addresses are refused.
- The Console **refuses a ban that would hit a whitelisted, priority or staff player who is online right now**. It cannot know about players who are offline.
- A ban list holds at most **300 active IP bans**, of which **30** can be ranges.

The address you type is stored **encrypted** by the Console (an exact address is also in BattlEye's own ban list on your game server, readable there) and shown masked (1.2.*.*) only while the ban lasts; when the ban ends the address is deleted. IP bans are written only to **your own servers**, never to the servers of other owners who use a shared ban list, and the REST API does not return them. If RCON is not connected the ban is saved but nobody is kicked until it is back, and the answer says so; if BattlEye refuses an exact address the answer says that too. **Switching IP bans off does not remove entries that are already in BattlEye's list:** remove them first with **Unban**.

YOUR DATA

IP bans need a server with RCON. While they are switched on, the Console reads the addresses of the RCON player list in memory only, to make the staff check above. They are not stored. The privacy policy at dayzhub.net/privacy describes it.

Reports from the game



Moderation > Reports

Players can report a problem from the Esc menu of the game, from the death screen, or about a nearby player. The reports land in **Moderation > Reports** (Standard, with the agent loaded by the players' games: `-mod`, section 4.2). Every report shows who sent it, who it is about, the text, where and when.

- 1 **Open** reports wait for you, **Handled** ones are kept for review.
- 2 **Mark handled** closes a report and records who did it.

A death report links to the kill line, so you can open the **Gear** and the distance (chapter 5). The owner and the team get a notification for each report (chapter 9), and the report can go to a Discord webhook or a signed webhook (chapters 7 and 11).

Mod requests (Pro) is the audit list of kick and ban requests that installed mods sent through the Console API, with rate limits, staff protection and a result for each request.

6.3 The join gate

The gate checks every player who joins and removes the ones who are not allowed, with the reason on their screen. Each refusal is logged once. Staff and the owner are never refused. The rules live on the **Access** tab of the Moderation page (the whitelist, reserved slots and priority list are Standard; Steam checks and the ping limiter are Pro).

JOIN GATE ON

Whitelist

Only these players can join while it is on.

1 ☒ Whitelist the server

1 entries. Edit entries

Reserved slots

Keeps the last slots free for priority players; everyone else is turned away when only reserved slots are left.

Reserved slots

0

Works over RCON and with the in-game agent. The Console counts the players and compares them with the slot total of the server, so the last slots stay free for priority and whitelisted players. If the slot total is unknown, players are let in.

Slots of this server

0

Optional. Leave 0 to detect it (agent or server query). Type it if the warning above shows.

Whitelisted players count as priority too. 1 entries. Edit entries

JOIN GATE

Steam account checks

Turn away VAC-banned, brand-new or private Steam accounts - the usual signs of a ban-evading alt.

1 Nothing switched on yet. Tick a rule below to start checking Steam accounts.

Minimum account age (days)

0

2 ☐ Refuse VAC-banned accounts 0 = off. Needs a public profile to read.

Ignore VAC bans older than (days)

0

Account age grace (days)

0

Grace period. 0 = every VAC ban counts, however old. Accounts this many days under the minimum are still let in.

☐ Protect whitelisted, priority players and staff ☐ Refuse private Steam profiles ☐ Protect whitelisted, priority players and staff

A protected player is never refused by that rule. Staff are always protected from Fail mode.

JOIN GATE

Fail mode

What the join gate does when a check cannot be made: Steam is down, the Steam key is missing or an IP lookup fails.

3 When a check is unavailable

Open: let the player in (default)

Open never locks your server out because of an outage. Closed is stricter: players are refused with code DH-GATE-UNAVAILABLE until the check works again. The owner and staff always get in.

Moderation > Access

- 1 **Whitelist the server:** only listed Steam IDs can join while it is on. Entries can have an expiry date.
- 2 **Steam account checks:** refuse VAC-banned accounts, accounts younger than a number of days and private Steam profiles. You can ignore old VAC bans, give a grace period, and protect whitelisted players and staff.
- 3 **Fail mode:** what the gate does when a check cannot be made, for example when Steam cannot be reached. **Open** lets the player in, **Closed** refuses them.

Reserved slots keep the last slots free for priority and whitelisted players; everyone else is turned away when only reserved slots are left. It works over RCON and with the agent: the Console counts the players and compares them with the slot total of the server. If the slot total is unknown, players are let in.

WARNING

Switch the whitelist on only after you have added the people who must get in. Staff and the owner always get through, but everybody else is removed a few seconds after joining.

TIP

The gate is checked when a player connects, so a refused player is removed a few seconds after joining. That is how RCON works, and it is the same for every server.

6.4 Ping limiter, whitelist entries and messages

Access > Ping limiter

- 1 **Limit ping on this server** switches the limiter on (Pro). It warns players whose ping stays too high, then removes them.
- 2 **Highest allowed ping (ms)**, the **warnings before removal** and the number of **readings in a row**. Ping is read about every 15 seconds, so a short spike does not count.

Whitelist entries

- 1 Paste Steam IDs, one per line. Text after a Steam ID becomes its comment. A CSV or JSON export can be pasted too.
- 2 Set an **expiry date** or a number of days. Expired entries are removed automatically and the removal is written to the audit trail.

The export buttons (**CSV**, **JSON**, **TXT**) save the list. **Import a file** adds entries from a file. The Access tab also shows your **reusable lists**; **Use here** attaches one to this server (chapter 8).

6.5 Chat filter

Standard. Messages that match a word or a pattern get a private warning. After the number of warnings you set, the player is kicked or banned for a length you choose. Common spellings (leetspeak) are caught, and harmless words that only contain a blocked word are not. The warning counter resets after an hour.

RCON CHAT
Chat filter
Messages matching a word or pattern get a private warning; after the warnings, the player is kicked or banned.

1 ☒ Filter chat on this server

2 **Blocked words**
badword
scamlink

Patterns (advanced)
discord\.gg/\w+
Regular expressions, one per line, case-insensitive.

Rules per term
Give single words or patterns their own action, warnings, ban length, or message. A term without an action uses the settings below.

Term	Kind	Action	Warnings first	Ban minutes	Message
	Word	Use the d			

+ Add a rule

Warning message

Warnings first: 3
Then: Keep warning
Ban length (min): 60
{player} {server} {players} {maxplayers} {time} {nextrestart}

Save

4 **TOOLS**
Filter tester
Type a sample and see which term matches and what would happen. Nothing is sent, kicked or logged.

A message or a player name

Test

Moderation > Chat filter

- 1 **Filter chat on this server** switches it on.
- 2 **Blocked words**, one per line. Use **Patterns (advanced)** for regular expressions such as `discord\.gg/\w+`.
- 3 **Warnings first**, then the action (keep warning, kick or ban) and the ban length.
- 4 The **Filter tester**: type a sample and see which term matches and what would happen. Nothing is sent, kicked or logged.

TIP

Give a single term its own action under **Rules per term**, for example a one-day ban for a scam link and only a warning for a swear word.

Chat from BattlEye is filtered live. **Import and export** moves terms between servers and lists as TXT, CSV or JSON.

6.6 Name filter and watchlist

MODERATION
Keep the server clean
Bans that follow players across your servers, shared ban lists, chat and name filters, whitelist and reserved slots.

Ban a player

Bans Reports (7) Ban lists Chat filter **Name filter** Access Messages Watchlist

Worth a look Most requests

JOIN DATE
Name filter
Players whose name matches are removed the moment they join, with the reason on their screen.

☒ Check names when players join

Blocked words
One per line, e.g. admin, Survivor

Patterns (advanced)
~Survivor\$

When a name matches: Kick
Kicks before ban: 1
Ban length (min): 60

Message to the player
Your name is not allowed here - please change it.

Shortest name: 8

{player} {server} {players} {maxplayers} {time} {nextrestart}

Save

Moderation > Name filter

Standard. Players whose name matches a blocked word or pattern are removed the moment they join, with the reason on their screen. You can also set a minimum name length, change the text the player sees, and choose how many times a player may be kicked before a ban.

WARNING

A name-filter ban needs a Steam ID. A brand-new player seen only over RCON has none, so that player is kicked instead.

The **Watchlist** tab has two lists. The lower one is the Console's own: the players you keep an eye on, with the reason you gave. Watched players are marked on the players list and on every page that shows them. The upper one, **LB Admin Tools watchlist**, appears on servers that run LBmaster Admin Tools with the agent (Pro).

MODERATION
Keep the server clean
Bans that follow players across your servers, shared ban lists, chat and name filters, whitelist and reserved slots.

LB MASTER ADMIN TOOLS
LB Admin Tools watchlist
The server watchlist of LB Admin Tools, synced with the game: what you change here shows in the in-game admin menu at once, and changes made in game show here.

4 players - 1 online

Player / Player ID	Added	Reason	Confidence	Ban list
Jun ONLINE 7456119800001806	29/09/2026, 15:54:30	Suspected ESP	50%	Not on a ban list
Sakura 7456119800001821	04/10/2026, 15:54:30	Console: 90% headshots, 7 long kills	75%	Not on a ban list
Boris 7456119800001822	03/10/2026, 15:54:30	Possible speed hack	60%	Not on a ban list
Player501 7456119800001501	18/09/2026, 15:54:30	Duping	90%	On a ban list Demo community bans

Global watchlist - 1

Player / Player ID	Added	Reason	Confidence	Ban list
Leo SB 7456119800001858	29/08/2026, 15:54:30	Known cheater (LB global list)	100%	Not on a ban list

PLAYERS TO KEEP AN EYE ON
Watchlist
Add players from their profile. Watched players are marked everywhere in the console.

Alerts when a watched player joins

☐ Post to the Discord webhooks with the "watched player" category ☐ Tell the staff who are online, in game

Add a Discord webhook with the "Watched player joins" category under Automation > Discord. Staff means the owner and the team members with a linked Steam account.

Player	Status	Last seen	Reason	Latest note
CA Carlos	OFFLINE	2 days ago	Suspected ESP	—

Moderation > Watchlist

- 1 Add player** adds a Steam ID with a reason, a confidence and a message for the admins. It shows in the in-game admin menu at once, and changes made in the game show here.
- 2 Refresh** reads the list from the game again.
- 3** Each row shows who added the player, when, the reason, the confidence and whether the player is **online now** or **on a ban list**. **View** opens the details with **Edit watchlist entry**, **Ban**, **Remove** and, for an online player, a link to the live map.

NEEDS

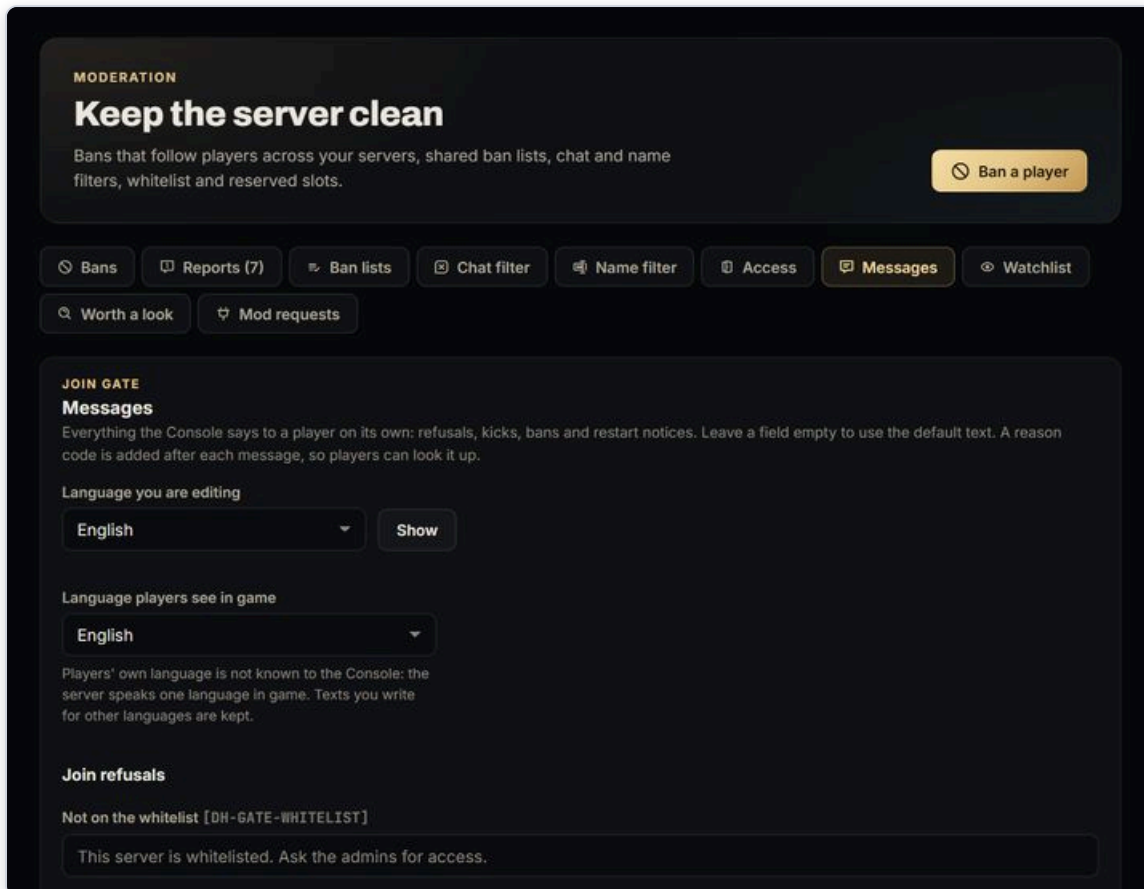
Editing the LB watchlist needs agent 0.8.9 or newer, and admin actions switched on. LB's own global watchlist is shown under it, read-only.

The Console watchlist

- **Post to the Discord webhook** sends a line to your Discord channel when a watched player joins (set up the webhook in chapter 7).
- **Tell the staff who are online** sends a chat line to the staff members on the server.
- The team also gets a notification in the bell (chapter 9).

6.7 System messages and reason codes

The **Messages** tab (Standard) holds every text players see when the Console refuses, kicks or bans them: whitelist, ban, filters, ping and restart notices. Edit each text **per language**. Every text has a **reason code** such as `DH-GATE-WHITELIST`, `DH-GATE-VAC` or `DH-BAN`. Placeholders such as `{player}`, `{reason}`, `{duration}` and `{until}` are filled in. The full list is in chapter 7.



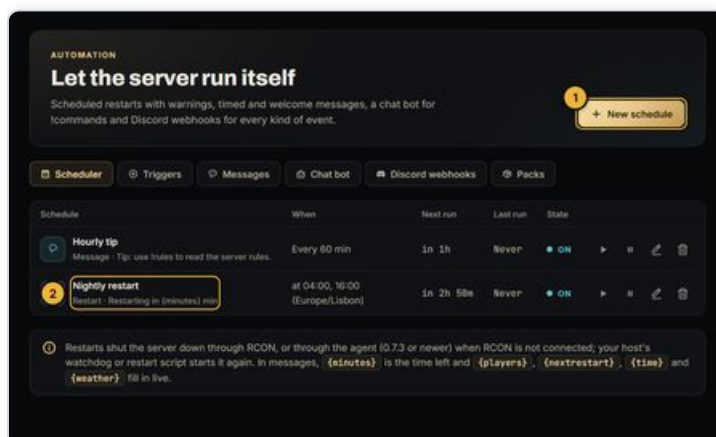
Moderation > Messages

7

Automation

Let the server run itself: scheduled restarts with warnings, messages, triggers that react to events, a chat bot for !commands, ready-made packs and Discord webhooks.

7.1 Scheduled restarts and tasks



Automation > Scheduler

- 1 **New schedule** opens the form.
- 2 A schedule: its action, when it runs and when it runs next. Use the buttons at the end of the row to run it now, pause it, edit it or delete it.

Standard. Restarts run at set times, on chosen weekdays, in your server time zone (daylight saving is handled).

The schedule form

A restart can have

- **Warnings** in game at the minutes you choose, for example 15, 10, 5, 1.
- A **lock** a few minutes before, so nobody joins at the last moment.
- A **kick** a number of minutes before the restart.
- The shutdown itself, then a check that the server comes back and a "back online" message.

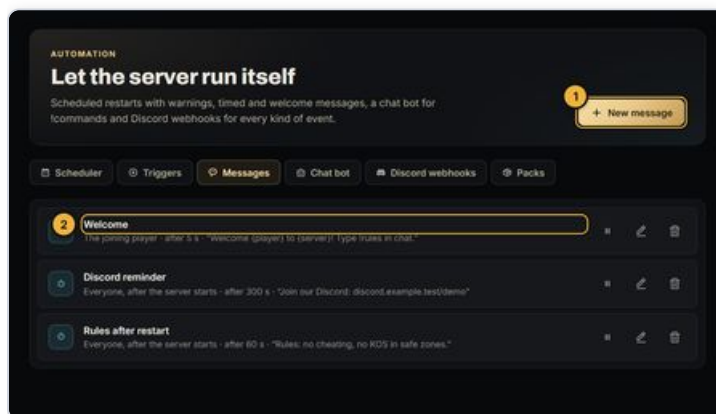
Besides restarts, a schedule can send a message every so many minutes, for example a tip or a Discord reminder. The time can be a clock time, "every n minutes", or (Pro) **after n hours of uptime**, for example a restart every four hours. The shutdown goes through RCON, or through the agent when RCON is not connected.

You can also run a one-off restart from Server control and cancel it while the countdown runs.

WARNING

The Console shuts the server down. Your host's watchdog or restart script must start it again. If your server does not come back after a restart, check that script first.

7.2 Messages



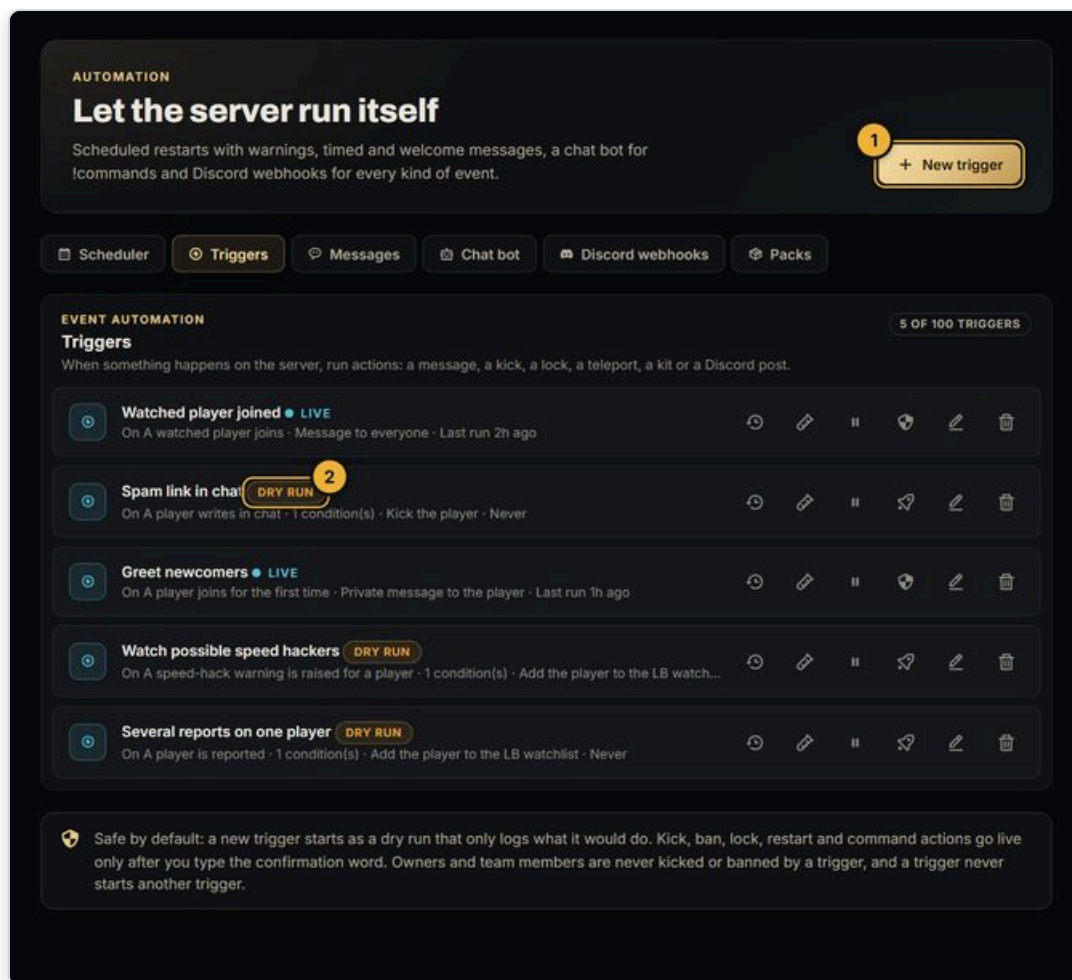
Automation > Messages

- 1 New message.
- 2 A message and when it is sent: when a player joins (once, or only on the first join), after a restart, or on a timer.

Standard. Messages can use placeholders such as {player}, {server} and {weather}. The list is at the end of this chapter.

7.3 Event triggers

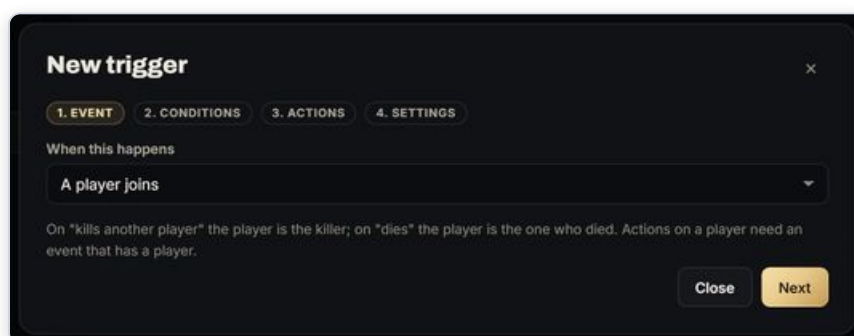
A trigger runs actions when something happens (Standard). Events: a player **joins**, **leaves**, **writes in chat**, **is kicked**, **joins for the first time**, a **watched player joins**, a **ban is created**, the server **comes online** or **goes offline**, a **restart starts**, the **player count changes**, and with the agent a player **kills** or **dies** (with the weapon and the distance), a player gets a **speed-hack warning** or a player is **reported** in the game (all Standard). With Pro, a trigger can also start when a player **takes items from another player** (it needs the raid log, chapter 2).



Automation > Triggers

- 1 **New trigger** opens a four-step form: event, conditions, actions and settings.
- 2 A **DRY RUN** trigger only logs what it would do. A **LIVE** trigger really does it. The icons at the end of the row show the run history, test the rule, pause it, switch between dry run and live, edit or delete it.

The trigger form



New trigger, step 1 of 4

- **1 Event:** what starts the rule.
- **2 Conditions** (Pro): narrow it down by player name, Steam ID, chat text, players online, hour, weekday, whether the player is staff or whitelisted, for kills the weapon and the distance, and **Times it happened** (section 7.3, below).
- **3 Actions:** send a private or server message, **kick**, **ban**, **lock**, **unlock**, **restart**, and with the agent **teleport** a player or **give a kit**. Pro adds a post to a Discord webhook, an RCON command from a safe list and **Add the player to the LB watchlist** (below).
- **4 Settings:** a cooldown and an hourly limit for the rule.

SAFE BY DEFAULT

A new trigger starts as a **dry run**: it only logs what it would do, in the run history. Kick, ban, lock, restart and command actions go live only after you type the confirmation word. Owners and staff are never kicked or banned by a trigger, a trigger never starts another trigger, and every rule has a cooldown and an hourly limit.

Condition: times it happened (Pro)

Step 2: the condition "Times it happened"

- 1 Pick **Times it happened** as the field. The rule then waits until the **same player** has caused the event that many times.
- 2 The **time window** says how far back the count looks, from 1 hour up to 168 hours (one week).
 - **Speed warnings** and **takes items** lines that come close together count once, so one burst is not several.
 - For **reports**, every reporter counts once.
 - A rule that **kicks or bans** on a report is only accepted with this condition set to at least two, because one reporter, or one reporter with several accounts, must not be able to remove someone alone.

Action: add to the LB watchlist (Pro)

Step 3: the action "Add the player to the LB watchlist"

The action puts the player on the LB Admin Tools watchlist with a **reason** (the watchlist column), a **message for the admins** and a **confidence**. It needs LB Admin Tools on the server and agent 0.8.9 or newer; the editor says so when one of them is missing. Owners and staff are never added by a trigger, and a rule adds the same player at most once a day.

Example: greet new players

PART	SETTING
Event	A player joins for the first time
Action	Message to everyone: "Welcome {player}! Read the rules with !rules."
Settings	Cooldown 0 s, at most 60 runs an hour
Start as	Dry run. Check the run history, then press Go live .

TIP

Test a rule before you switch it on: the **test** icon runs it once against sample data and shows in the run history what it would have done.

7.4 Chat bot

Pro. Players type a command such as `!rules` in chat and the bot answers. You choose the prefix, the cooldown and who may use each command (everyone, whitelisted players or staff). `!help` lists the commands each player may use. Answers can use the same placeholders as messages, for example `{weather}`.

Automation > Chat bot

1 Answer chat commands switches the bot on. Below it, **Answer !help with the list of commands**.

- 2 The **Prefix** (for example !) and the **cooldown per player** in seconds.
- 3 **Add a command:** the word players type, the answer, who sees it, and who may use it. Press **Save**.

7.5 Automation packs

Packs (Standard) are ready-made sets you install with one click. **Everything installs switched off or in dry run**, so you review it first and activate it when you are ready. Uninstalling removes exactly what the pack created and never touches your own rules.

AUTOMATION

Automation packs

Ready-made automation you install in one click. Everything a pack creates starts switched off or as a dry run, so nothing happens in game until you activate it.

Scheduler Triggers Messages Chat bot Discord webhooks **Packs**

Safe by default. Messages, schedules, chat commands and webhooks are created off, triggers as a dry run that only logs what they would do, chat filter rules inactive. Uninstalling removes exactly what the pack created and never touches your own objects.

1 Welcome and rules

STANDARD OR HIGHER

A private welcome for every player who joins, the rules repeated to everyone after each restart, and a !rules chat command.

What it will create

AUTOMATIC MESSAGES Welcome to {server}, {player}! Please read the rules: be fair, no cheating, respect everyone. Type !rules any time. created off

AUTOMATIC MESSAGES Reminder: play fair, no cheating, no exploits, respect other players. Breaking the rules gets you removed. created off

CHAT COMMANDS !rules - Rules: 1) Play fair, no cheating or exploits. 2) Respect everyone. 3) No spam or advertising. 4) Follow staff instructions. created off

Language of the in-game texts

English

2 **Install**

Safe restarts

STANDARD OR HIGHER

A restart every six hours with a warning ladder (30, 15, 10, 5 and 1 minutes), the server locked 5 minutes before and everyone kicked 1 minute before, then a message when it is back.

What it will create

AUTOMATIC MESSAGES The server is back online. Next restart in {nextrestart}. Have a good game! created off

SCHEDULES restart 00:00, 06:00, 12:00, 18:00 - 30/15/10/5/1 min created off

Language of the in-game texts

English

Install

Anti-spam chat

STANDARD OR HIGHER

Chat filter rules with escalation: invite links and web links get a warning first and a kick after, spam phrases a kick, and scam giveaways a one-day ban.

New player onboarding

STANDARD OR HIGHER

A private welcome the first time a player ever joins, a tip about !help shortly after they arrive, and a !start chat command.

What it will create

Automation > Packs

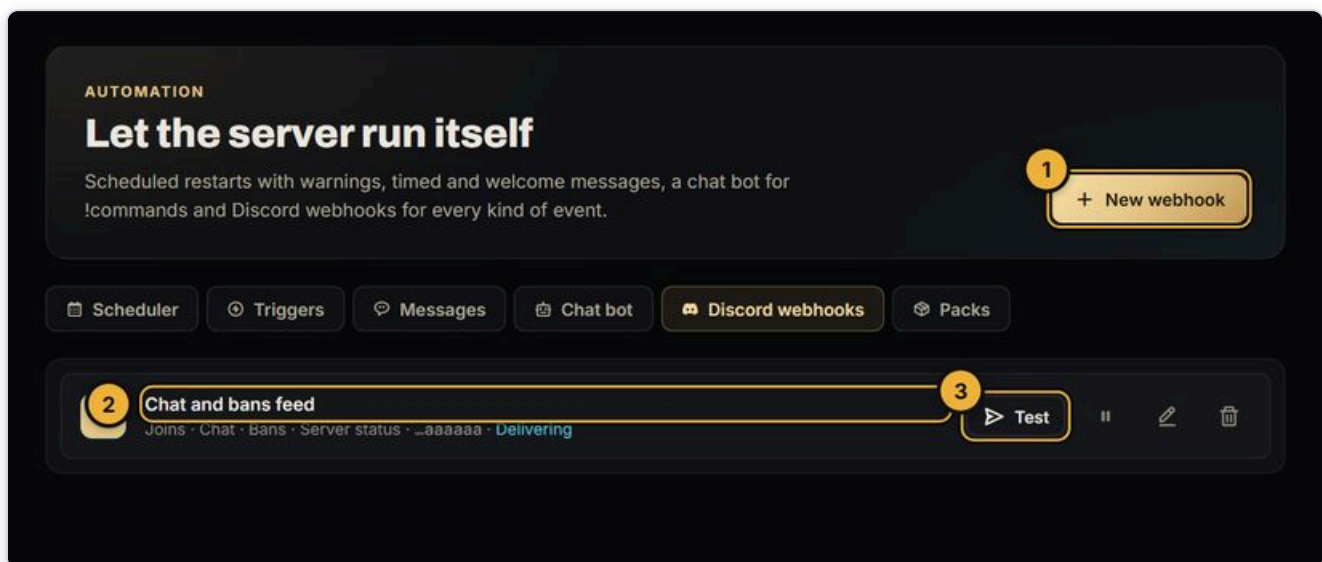
- 1 A pack card lists exactly what it will create: messages, schedules, chat commands and filter rules.
- 2 **Install** creates them, switched off. Open the matching tab, check them and switch them on.

PACK	WHAT IT DOES
Welcome and rules	A join message, a rules reminder after each restart and a <code>!rules</code> command
Safe restarts	A restart every 6 hours with warnings at 30, 15, 10, 5 and 1 minutes, a lock, a kick and a "back online" message
Anti-spam	Chat filter rules for links and spam phrases, with a one-day ban for scam giveaways
New-player onboarding	A first-join welcome, a <code>!help</code> tip and a <code>!start</code> command
Staff and watched-player alerts	A Discord post when staff or a watched player joins
Watch possible speed hackers (Pro)	Adds a player to the LB Admin Tools watchlist after two speed warnings within 24 hours. It needs LB Admin Tools and starts as a dry run : read its run history before you go live

You can also **export** your own messages, schedules, triggers, chat commands and filter rules as a pack file and **import** it on another server. Pack files hold no secrets and no webhook links, and an import shows a preview first.

7.6 Discord webhooks

Post chosen events to a Discord channel (Standard, up to 3 per server; Pro 10, Community 25). In Discord choose **Edit channel > Integrations > Webhooks > New webhook** and copy the URL.



Automation > Discord webhooks

- 1 **New webhook:** a name, the events to post and the webhook URL.
- 2 A webhook in the list with the events it posts.
- 3 **Test** sends a sample line to the channel.

The events you can pick: **Joins**, **Leaves**, **Chat**, **Admin actions**, **Bans**, **Server status** and **Restarts** from RCON, and with the agent **Kills**, **Deaths**, **Hits**, **Objects / building**, **Raids and doors**, **Base under attack**, **Player reports** and **Key room opened**.

Weekly Discord post

Pick the category **Top players of the week** and the Console posts to that channel every **Monday at 10:00 server time**: the top three players for player kills, the longest kill and AI kills. On the kills board each of the three also shows the week's **K/D** and, when known, the **playtime** recorded on the server. A week without kills sends nothing. With **Pro** the post also has the **top three weapons** of the week by player kills with their headshot share, the server's headshot share, and a link to the full weapon statistics (section 10.4). The weekly post is in English.

DISCORD

New webhook

Discord channel > Edit channel > Integrations > Webhooks > New webhook > Copy URL.

Name: e.g. Kill feed

Webhook URL: https://discord.com/api/webhook

Events to send:

- ☐ Joins ☐ Leaves ☐ Kills ☐ Deaths ☐ Hits ☐ Chat
- ☐ Objects / building ☐ Raids and doors ☐ Base under attack
- ☐ Key room opened ☐ Admin actions ☐ Bans ☐ Player reports
- ☐ Server status ☐ Restarts ☐ Watched player joins
- ☐ Top players of the week (Mondays)

Embed title: {{event}}

Embed text: {{text}}

Placeholders: {{text}} {{event}} {{player}} {{steamId}} {{other}} {{item}} {{distance}} {{server}}

Footer: {{server}}

☒ On

Buttons: Cancel, Save

New webhook: pick the event categories

WARNING

The webhook link is stored encrypted and never shown again. Never post a webhook link, an API key or an RCON password in a public place.

Posts use DayzHUB's ready-made embed. With Pro you can design your own embed with `{{player}}`, `{{text}}`, `{{event}}`, `{{server}}` and more.

7.7 Placeholders

PLACEHOLDER	MEANING	PLACEHOLDER	MEANING
<code>{player}</code>	Player name	<code>{code}</code>	Reason code
<code>{server}</code>	Server name	<code>{reason}</code>	The reason typed
<code>{players}</code>	Players online	<code>{duration}</code>	Ban length
<code>{maxplayers}</code>	Number of slots	<code>{until}</code>	End of a ban
<code>{time}</code>	Server time	<code>{ping}</code> <code>{maxping}</code>	Ping and the limit
<code>{nextrestart}</code>	Time to the next restart	<code>{days}</code>	Number of days
<code>{minutes}</code>	Minutes left before a restart	<code>{weather}</code>	Current weather (needs the agent)
<code>{warning}</code> <code>{warnings}</code>	Which warning this is, and how many come before removal	<code>{position}</code>	Place in the reserved-slot line

An unknown name stays as typed.

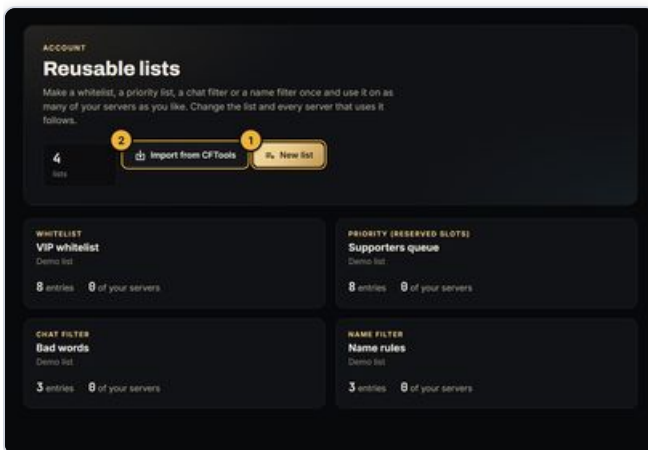
8

Lists, ban lists, appeals and the importer

Keep a list once and use it on many servers, share ban lists with other communities, let banned players appeal, and move over from another tool.

8.1 Reusable lists

Standard. Keep a **whitelist**, a **priority list**, a **chat filter** or a **name filter** once and attach it to several servers. One change applies everywhere. Whitelist entries can have an expiry. A list can be detached again without losing it.

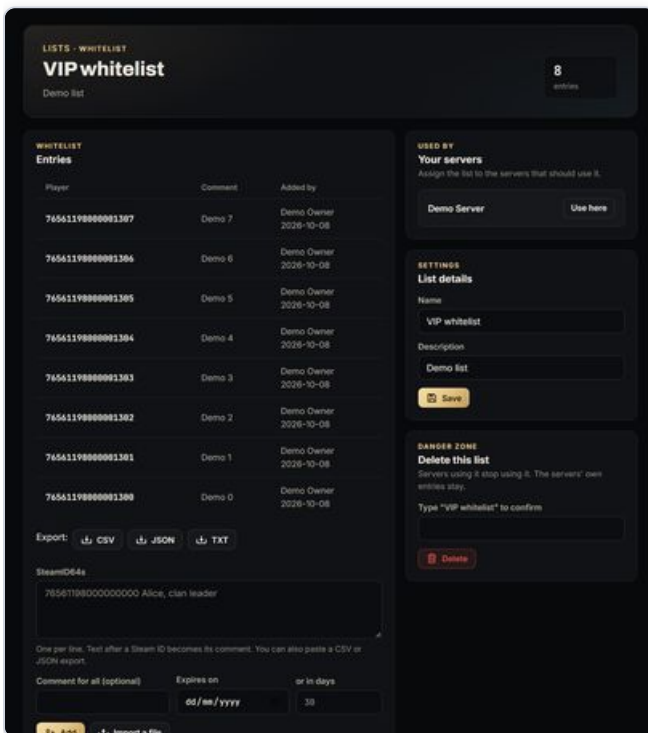


Lists

1 New list: choose the type, a name and a description.

2 Import from CFTools opens the importer (section 8.4).

Each card shows the type, the number of entries and on how many of your servers the list is used.



A list

Open a list to see and edit its entries. The right side shows **Your servers**: press **Use here** to attach the list to a server. A list can also be attached from the server's own Moderation page.

TIP

Attach one whitelist to all your servers and a new VIP is added in one place.

8.2 Ban lists and the ban network

Pro. Every server bans into its own list. You can also create more lists and attach them to servers: a ban on a list follows the player to every server that uses it, and a player who is online is removed at once.

BAN LISTS

Demo community bans

Cheaters and griefers Used on Demo Server.

18 Bans

Appeals 2

Ban a player

18 TOTAL Bans

Q Steam ID, name or reason

Player	Reason	From	Banned	Ends
Player517 7656119800001517	Duping	Demo Owner	10 min ago	2026-10-12 03:26
Player516 7656119800001516	Ghosting	Demo Owner	10 min ago	2026-11-30 16:14
Player515 7656119800001515	Toxicity	Demo Owner	10 min ago	PERMANENT
Player514 7656119800001514	Cheating	Demo Owner	10 min ago	2026-11-07 17:55
Player513 7656119800001513	Cheating	Demo Owner	10 min ago	2026-10-27 23:48
Player512 7656119800001512	Cheating	Demo Owner	10 min ago	PERMANENT
Player511 7656119800001511	Toxicity	Demo Owner	10 min ago	2026-11-12 03:43
Player510 7656119800001510	Cheating	Demo Owner	10 min ago	2026-11-19 14:33
Player509 7656119800001509	Duping	Demo Owner	10 min ago	PERMANENT
Player508 7656119800001508	Ghosting	Demo Owner	10 min ago	2026-12-01 18:48
Player507 7656119800001507	Cheating	Demo Owner	10 min ago	2026-10-27 17:21
Player506 7656119800001506	Griefing	Demo Owner	10 min ago	PERMANENT
Player505 7656119800001505	Duping	Demo Owner	10 min ago	2026-11-04 06:48
Player504 7656119800001504	Griefing	Demo Owner	10 min ago	2026-11-15 12:31
Player503 7656119800001503	Toxicity	Demo Owner	10 min ago	PERMANENT
Player502 7656119800001502	Griefing	Demo Owner	10 min ago	2026-12-03 02:33
Player501 7656119800001501	Griefing	Demo Owner	10 min ago	2026-11-14 12:05
Player500 7656119800001500	Ghosting	Demo Owner	10 min ago	PERMANENT

SETTINGS

List details

Name

Demo community bans

Description

Cheaters and griefers

1 ☒ Let others subscribe with the share code

2 ☒ Accept ban appeals

3 ☒ List this ban list in the public directory

Name shown in the directory

Demo Owner

Anyone can then see its name, your display name, the number of active bans and the followers. No ban details are shown. Needs sharing on. Open the directory - VERIFIED

Save

SHARING

Codes and links

4 Share code

9PNDDRQBTE

Copy

New code

Others paste it in Moderation > Ban lists on their server.

Appeal form

https://dayzhub.cloud/console/appeal/9...

Copy

Put it in your ban message or Discord. Only players banned on this list can appeal.

5 BULK

Import SteamID64s

Paste from any source - one per line, commas, a bans.txt export. Everything that is not a SteamID64 is skipped and counted.

76561198000000000
76561198000000001

Permanent

Reason for all of them

Import

Export active bans

DANGER ZONE

Reset this list

A ban list

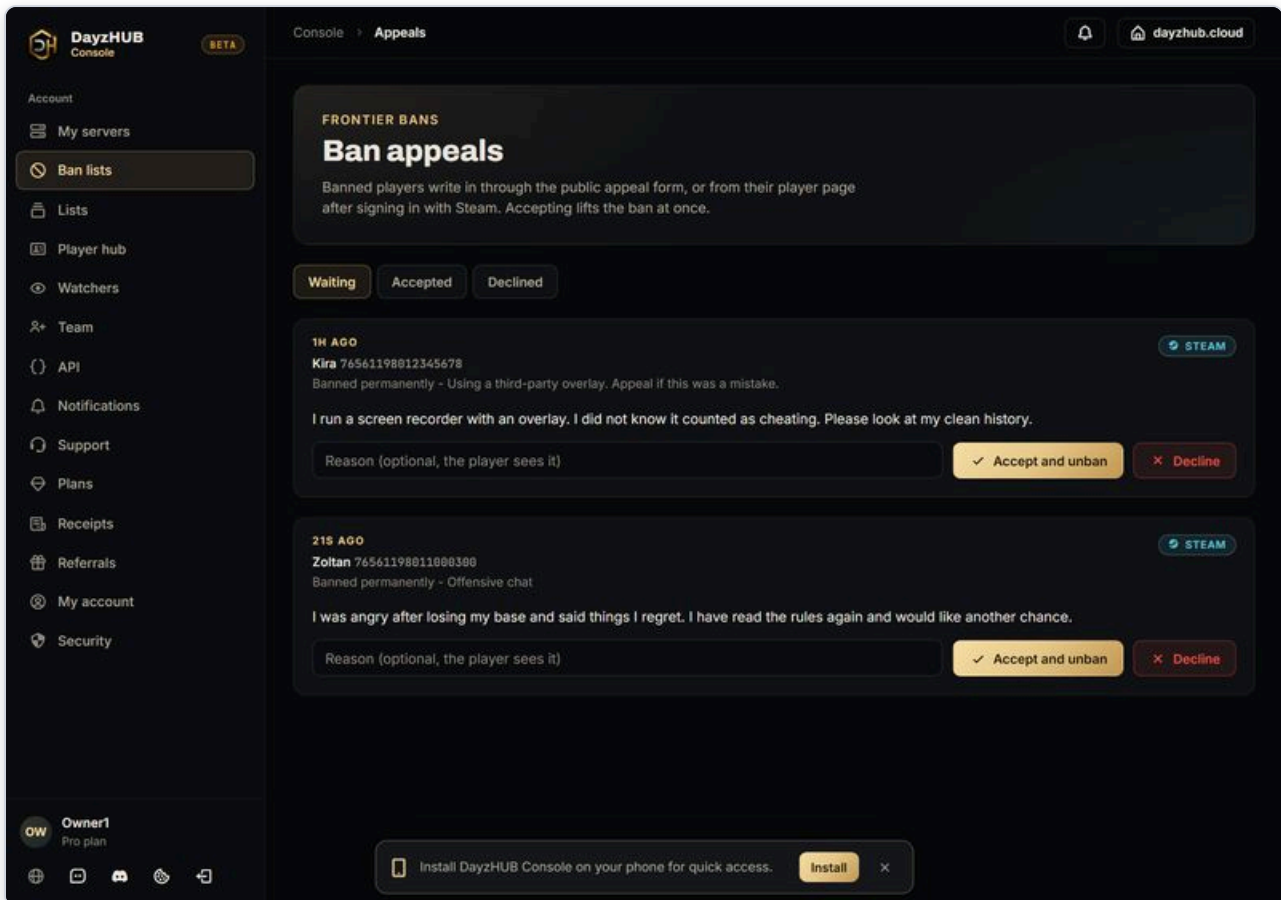
- 1 **Let others subscribe with the share code:** another community pastes your code under **Moderation > Ban lists > Subscribe** and your bans apply on their servers too, with your list code in the ban text.
- 2 **Accept ban appeals:** the appeal form for this list (section 8.3).
- 3 **List this ban list in the public directory** with its followers, a verified status and a report button. No ban details are shown there.
- 4 The **share code**. **New code** revokes the old one: everyone who used it stops following the list.
- 5 **Bulk** tools: import bans from a file or pasted IDs, and **export active bans**.

BE CAREFUL WHAT YOU SHARE

A share code lets other communities apply your bans on their servers. Only share a list you maintain carefully, and write a clear reason for every ban.

8.3 Ban appeals

Turn on **Accept ban appeals** for a list. It is off until you do, and it works on **every plan**, Free too. A banned player opens the page named in their kick text, writes a note and you see it in an inbox. The list owner is notified with the bell and an e-mail that links to the inbox. No Console account is needed to appeal, and only a player with an active ban on the list can appeal. A player can also appeal from his own Player stats page (section 8.5).



Ban lists > Appeals

- Appeals wait under **Waiting**; decided ones move to **Accepted** or **Declined**. An appeal sent from the player page carries a **Steam** mark.
- Write an optional **reason**: the player sees it. **Accept and unban** lifts the ban; **Decline** keeps it.

What the player sees

The kick text names the appeal page, for example `dayzhub.cloud/console/appeal/<list code>`. The player enters their Steam ID, a contact and a message of at least 30 characters. There is one open appeal per player at a time, and a player whose appeal was decided has to wait a few days before asking again.

The public directory

A shared list can be listed in the public directory. Anyone can see its name, your display name, the number of active bans and its followers, and a verified label if the Console team verified it. Visitors can report a list. No ban details are shown. Reason-code pages (`DH-BAN-...` , `DH-GATE-...`) explain to a player in plain words why they were removed.

TIP

Put the appeal link in your Discord rules, next to your server rules, so banned players know where to go.

8.4 Switch-over importer

Standard. Bring your lists over from files you export yourself. Nothing is contacted at the other tool and nothing changes until you confirm. Open **Import** (also called "Switch from CFTools") from the Lists or the Ban lists page.

Import

- 1 Step 1: choose **what you are importing**, then the **file** (up to 2 MB) or paste the text.
- 2 Give the new list a name or leave it empty for an automatic one. Press **Preview**.

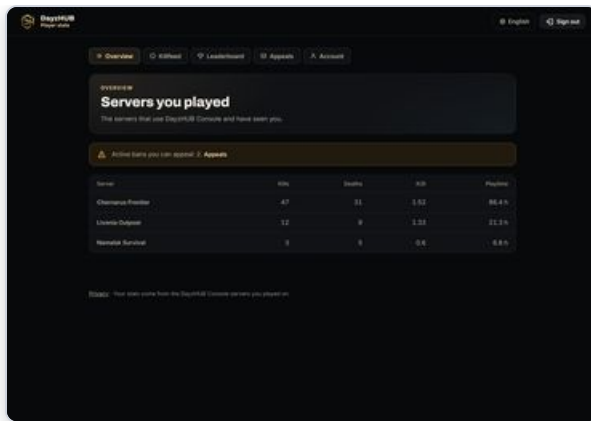
Five kinds of import

KIND	ACCEPTED
Ban list	JSON, CSV or text, or a BattlEye <code>bans.txt</code> . Steam IDs, BattlEye GUIDs, reasons and expiry dates are kept.
Whitelist	CSV, text or JSON with Steam64 IDs, a comment and an optional expiry.
Priority list	The same as the whitelist.
Chat filter terms	One term per line, CSV or JSON. Terms with pattern characters are safety-checked.
Name filter terms	The same as the chat filter.

- Every step shows a **preview** first.
- An import always creates a **new** list and never overwrites yours.
- A list is not enforced until you attach it to a server.
- Every import has a one-click **undo**.

8.5 Player stats and ban appeals

Every plan. Your players get a page of their own. On **dayzhub.cloud** they press **Player stats** in the menu and sign in with Steam. Steam does the sign-in and the Console keeps only the Steam ID. It is free for players and works for every server that uses the Console.



Player stats > Overview

Overview lists the Console servers the player played, with kills, deaths, K/D and playtime. A notice on top counts the active bans he can appeal.

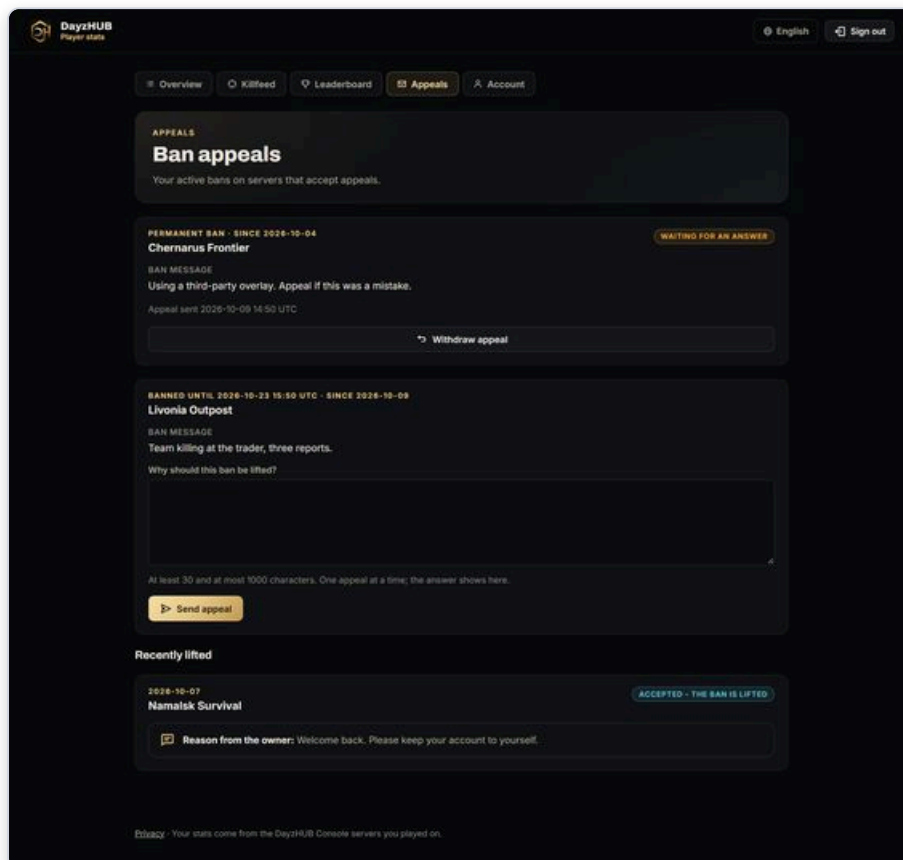
Each server opens its own page with the longest kill and the kills per weapon. Where the server has hit logs (Pro) it also shows his headshot share and where his hits land on the body.

Killfeed shows his own kills and deaths with weapon and distance, as far back as your log history goes.

Leaderboard shows his rank and the top 10 of each server; the top names follow your public leaderboard switch.

Appeals from the player page

The **Appeals** tab shows his active bans on servers whose ban list accepts appeals: the server, the date and the ban message. He writes one message (30 to 1000 characters), sees the status and your reason on the same page, and can withdraw the appeal. There is one open appeal at a time and no e-mail field: the player sees the answer on the page. You see the appeal in the inbox of section 8.3 and you are told by the bell and an e-mail.



Player stats > Appeals

What a player never sees

Staff notes, risk labels, the Worth a look list, watchlists, alternative accounts, chat and other players' data. A player cannot look up anyone else. Every server a player played shows his own stats and bans on his page, also a server that is hidden from the public pages, because it holds his own data and the ban he may need to contest. There is no switch to hide a server from it.

Sign out and delete

On the **Account** tab a player can sign out or delete his account. Deleting removes his sign-in and his appeals; his in-game stats stay with the servers he played on.

TIP

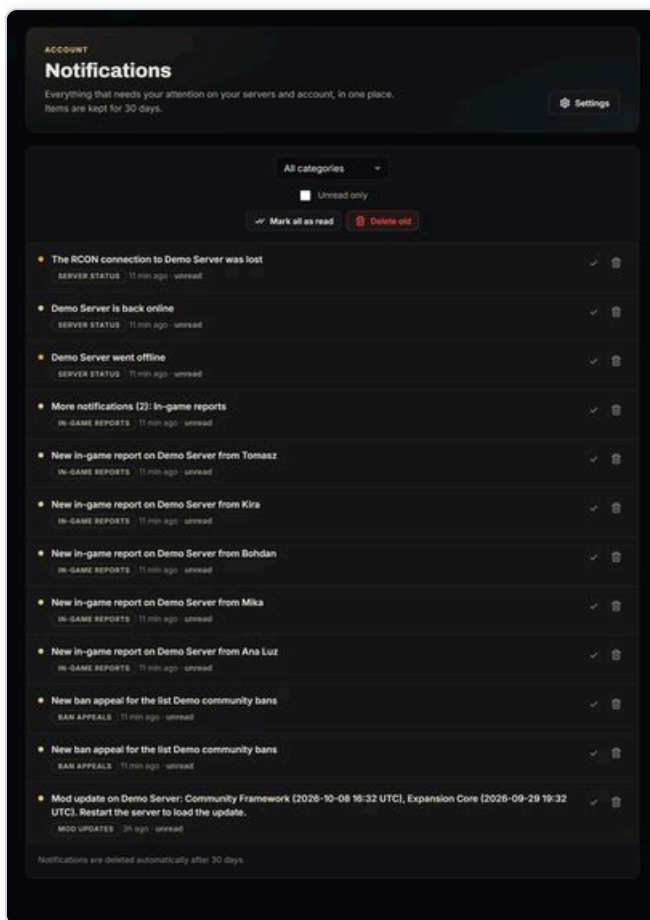
Tell your players: **Player stats** in the menu of dayzhub.cloud shows their own numbers and lets them appeal a ban, if you switched appeals on for your ban list.

9

Notifications and the mobile app

The bell, e-mail, Discord and push alerts tell you when something needs your attention, and the Monday report tells you how the week went. Install the Console on your phone like an app.

9.1 The notification centre



Notifications

The **bell** in the top bar shows an unread count and opens your notifications. Filter by category, mark all as read, delete one or delete old ones. Notifications are kept for 30 days and appear in your own language.

At most five notifications per category and server arrive per hour. The rest is folded into one "n more" line, so a flapping server cannot flood you.

What you are told about

- **Server status:** offline, back online, RCON connection lost. A server that is only starting up is not reported as offline (section 4.5), and the RCON alert waits before it is sent (section 1.3).
- **In-game reports:** a player sent a report from the game (chapter 6).
- **Ban appeals,** for the owner of the list.
- **Watched players** joining.
- **Automation:** a trigger that reached its run limit.
- **API and webhooks:** a key near or over its daily quota, a signed webhook that was switched off.
- **Plan and billing:** plan limits, payment problems and plan changes.
- **Security:** two-factor turned on or off, new backup codes, a new sign-in.

- **Team:** staff added or removed.
- **Public page:** the server rating dropped.
- **Mod updates:** a Steam Workshop mod on your server was updated, if you switched on mod update alerts (section 15.8).
- The end of a **reset or wipe of data** that you started (section 3.4).
- **System notices** from the DayzHUB team, shown only in the bell.

9.2 Notification settings and the weekly report

Open the bell and press **Settings**, or open **Notifications** in the left menu. For each category choose the channels you want.

ACCOUNT

Notification settings

Choose what you are told about and where: in the Console, by e-mail, on Discord or as a push message on your phone.

CHANNELS

What you are told, and where

Tick the channels for each kind of notice.

Category	In the Console	E-mail	Discord	Push
Server status A server goes offline or comes back, or its RCON connection drops.	☒	☒	☐	☐
In-game reports A player sends a report from the game.	☒	☐	☐	☐
Ban appeals Someone appeals a ban on one of your lists.	☒	☒	☐	☐
Watched players A player on your watch list joins.	☒	☐	☐	☐
Automation A trigger reaches its run limit.	☒	☒	☐	☐
API and webhooks An API key nears or reaches its quota or rate limit, or a webhook endpoint is switched off.	☒	☒	☐	☐
Plan and billing Plan limits, payment problems and plan changes.	☒	☒	☐	☐
Security New sign-ins, and changes to two-factor sign-in or your password.	☒	☒	☐	☐
Team Staff members added or removed.	☒	☐	☐	☐
Public page The public rating of a server drops.	☒	☐	☐	☐
Mod updates A Steam Workshop mod on one of your servers was updated.	☒	☒	☐	☐
System notices Notices from the DayzHUB team. They only appear here.	☒	☐	☐	☐

Server offline and back-online notices, security changes and billing events already have their own e-mails, so they are not mailed a second time here.

QUIET HOURS

Quiet hours and digest

During quiet hours nothing is sent by e-mail, Discord or push (serious security alerts still come through). In the Console you always see everything.

☐ Use quiet hours

Notification settings

- **In the Console** and **E-mail** are available for every category and every plan. **Discord** and **Push** are included from the Standard plan.
- **Discord** delivers a direct message from the DayZ Hub bot, or posts to your own Discord webhook (the **Discord target** card).

- **Quiet hours** hold e-mail, Discord and push until they end. Critical security alerts still go through.
- The **E-mail digest** can send one summary e-mail a day instead of one e-mail per notice (at most every 22 hours). E-mails held back by quiet hours are sent together when they end.
- A server-offline or back-online e-mail, security changes and billing events already have their own e-mails, so they are not mailed a second time here.

The weekly report

Notifications > Settings > Quiet hours and digest

Every **Monday** the Console e-mails you how your servers did in the last 7 days. It is on by default; switch it off, and back on, with **Weekly report** under **Notifications > Settings** (in the Quiet hours and digest card). Press **Save** after you change it. The e-mail also has an **Unsubscribe** link (below).

FOR EACH SERVER THE REPORT SHOWS

Busiest hour	The hour of the day with the most players on average, in UTC (left out when there is too little data)
Peak and average players	The highest number of players at once, and the average
Players and new players	How many different players played, and how many of them were new
Restarts	How often the server restarted
Share of the week online	The percent of the week the server answered

The report goes to the e-mail address of your Console account, from 08:00 UTC on Mondays, at most once every five days, and only for servers that reported at least once during the week. It lists up to ten servers.

E-mails you can switch off

The unsubscribe page, opened from the link in an e-mail

The **weekly report** and the **renewal reminder** e-mails have an **Unsubscribe** link at the bottom. It also works with the unsubscribe button of your mail app, and you do not have to sign in: the page asks once, and one press on **Unsubscribe** switches that e-mail off.

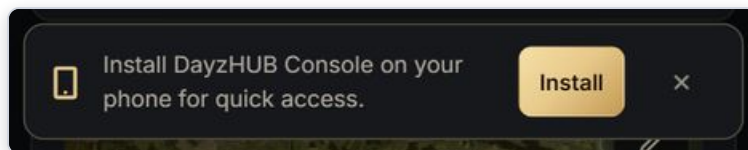
The same switches are in **Notifications > Settings** (weekly report) and in your **account settings** (renewal reminders), where you can turn them back on. **Receipts, payment failures, security notices and server-limit e-mails are essential** and have no unsubscribe link. Replies to these e-mails go to the support address.

TIP

Use the busiest hour from the weekly report to place your scheduled restarts where they hurt least (chapter 7).

9.3 Install the Console as an app

The Console is a web app: it can be installed on your phone, tablet or computer and then opens in its own window, with its own icon, without the browser bars. The first time you open it on a phone it offers to install itself.



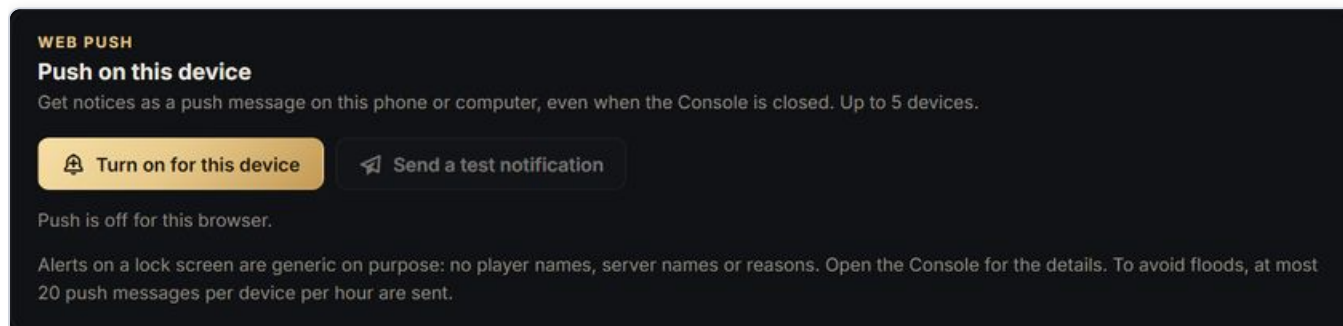
The install hint on a phone

YOUR DEVICE	HOW TO INSTALL
Android (Chrome or Edge)	Press Install in the hint, or open the browser menu and choose Install app / Add to Home screen .
iPhone or iPad (Safari)	Tap Share , then Add to Home Screen . Needs iOS or iPadOS 16.4 or newer.
Windows, Mac or Linux (Chrome or Edge)	Click the install icon in the address bar, or use the browser menu (Install DayzHUB Console).

The installed app works like the website: the same pages, the same account. If the connection drops it shows an offline page; the app keeps only its own shell, not your server data. The dismiss cross on the hint hides it.

9.4 Push notifications on your phone

Standard plan and up. Push shows a short message on your phone or computer even when the Console is closed. It is switched on per device.



Notifications > Settings > Push on this device

- 1 Open **Notifications > Settings** and find **Push on this device** (on iPhone and iPad open the installed app first, section 9.3).
 - 2 Press **Turn on for this device**.
 - 3 Press **Allow** when your browser asks to show notifications.
 - 4 Press **Send a test notification**. It should appear within seconds.
 - 5 In the channels table tick **Push** for the categories you want.
- Up to **5 devices** per account. The list shows each device; **Remove device** takes one away and a device is removed when its session signs out.
 - The text on a lock screen is **generic on purpose**: the title is "DayzHUB Console" and the body is one fixed sentence per category, never a player name, a server name or a reason. The details are inside the Console when you tap the message.
 - At most 20 push messages per device per hour; over the limit the push is skipped, the notification in the bell is not.
 - Quiet hours hold push messages; critical security alerts still go through.

- If push does not work: the page must be served over HTTPS; notifications must not be blocked for the site in your browser settings; iPhone and iPad need the installed Home Screen app (iOS 16.4 or newer); a device that the push service has expired is offered again with **Turn on for this device**.

10

Statistics and Insights

See how your community grows, when it plays, how the server performs and who the best players are, from data the Console already stores.

10.1 Statistics

Statistics (Standard and up) shows the population over time, the number of new players and the players with the most playtime. It is built from the samples the Console takes every five minutes and from the join and leave history. With the agent it adds the performance charts and the leaderboards.



Statistics

- 1 Choose the range: **Last 24 hours**, **7 days** or **30 days**.
- 2 **Players online**: the highest count in each hour. The cards above show the peak, the average online, the average FPS and the uptime.

3 New players per day.

With the agent: performance

Server FPS is the real engine rate: the average with the slowest and fastest second shaded. **Frame time** shows how long the server needs per frame (lower is better). **Items in the world** follows the item count. The same figures, live, are on the Overview (section 4.6).

With the agent: leaderboards and kills

ALL TIME Most kills - Dmitri 32 120 / 78 - Zoltan 119 / 78 - Olek 114 / 61 - Boris 114 / 75 - Ana Luz 27 110 / 20 - Nadia 106 / 28 - Lea 105 / 64 - Kira 25 102 / 54 - Mika 97 / 41 - Tomasz 96 / 64	ALL TIME Most playtime - Carlos 59 248h 27m - Carlos 34 248h 11m - Nadia 39 246h 22m - Dmitri 234h 19m - Rui 40 229h 35m - Marta 48 227h 31m - Lea 33 223h 16m - Boris 221h 19m - Nadia 215h 46m - Alex 49 190h 32m	ALL TIME Longest life - Sakura 82h 56m - Kira 81h 32m - Ivo 38 76h 48m - Yuki 75h 22m - Ana Luz 75h 21m - Tomasz 28 74h 38m - Ivo 73h 14m - Olek 36 68h 07m - Rui 67h 32m - Jun 31 64h 23m
ALL TIME Longest kill - Jun 769 m - Gus 748 m - Tomasz 731 m - Hana 729 m - Marta 697 m - Hana 37 682 m - Bohdan 26 675 m - Tomasz 28 644 m - Mei 623 m - Nadia 39 601 m	ALL TIME Most headshots - Boris 59 - Elias 57 - Tomasz 56 - Hana 37 56 - Mika 29 55 - Ana Luz 55 - Alex 54 - Tomasz 28 52 - Lea 33 49 - Jun 49	ALL TIME Best aim on players - Mika 21.8% 825 - Sven 30 21.5% 2233 - Yuki 21.4% 1800 - Nadia 21.4% 1420 - Rui 21.3% 1611 - Jun 21.3% 1452 - Hana 20.8% 3152 - Petra 20.5% 2423 - Jun 31 20.3% 752 - Ana Luz 27 20.3% 2339

Statistics > leaderboards

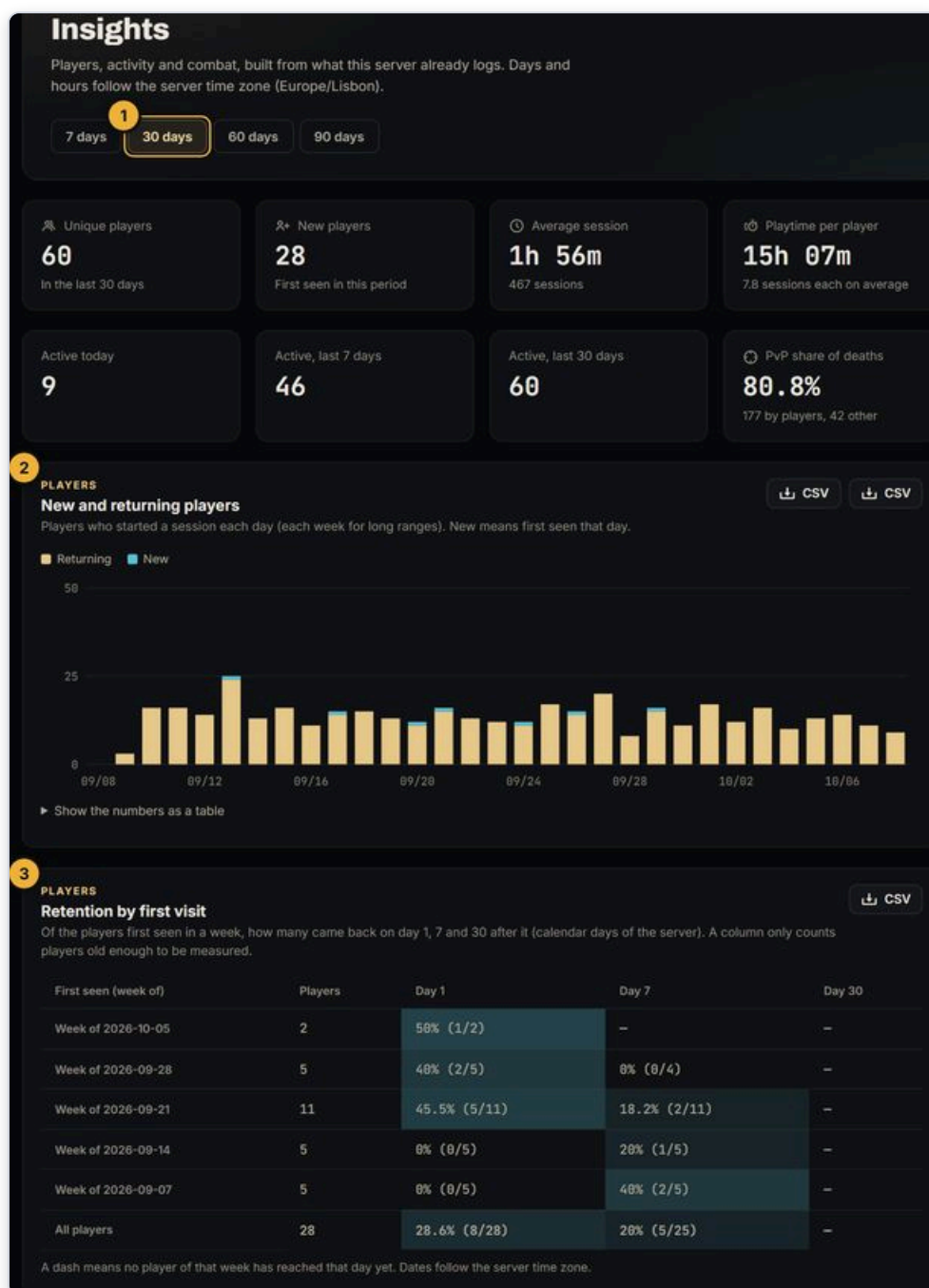
- **Kills by weapon, Other deaths** (the real causes of death: infected, animals, bleeding, drowning, sickness, cold, vehicles and so on) and the PvP and environment split.

- All-time leaderboards: **Most kills, Most playtime, Longest life, Longest kill, Most headshots, Best aim on players, Best aim, all targets** (accuracy counted from every real shot, including hits on AI, infected, animals and vehicles), **Most infected killed, Most AI killed** and **Most travelled**.
- Cards for mods that are on the server: LBmaster banking economy and Virtual Garage census, TheModBase reputation, BS Key Room openings and A6 storages and raids (Pro, chapter 15).

Each kill and death row in Logs has a **Gear** button (chapter 5). The leaderboards can also be shown on your public page (chapter 13).

10.2 Insights

Statistics > Insights is built only from data the Console already stores. Nothing extra is collected and no player addresses are used. Choose a range of 7, 30, 60 or 90 days (never longer than the history kept for your plan). Insights is Standard; the retention cohorts, the churn list, the heat maps and the CSV export are Pro.



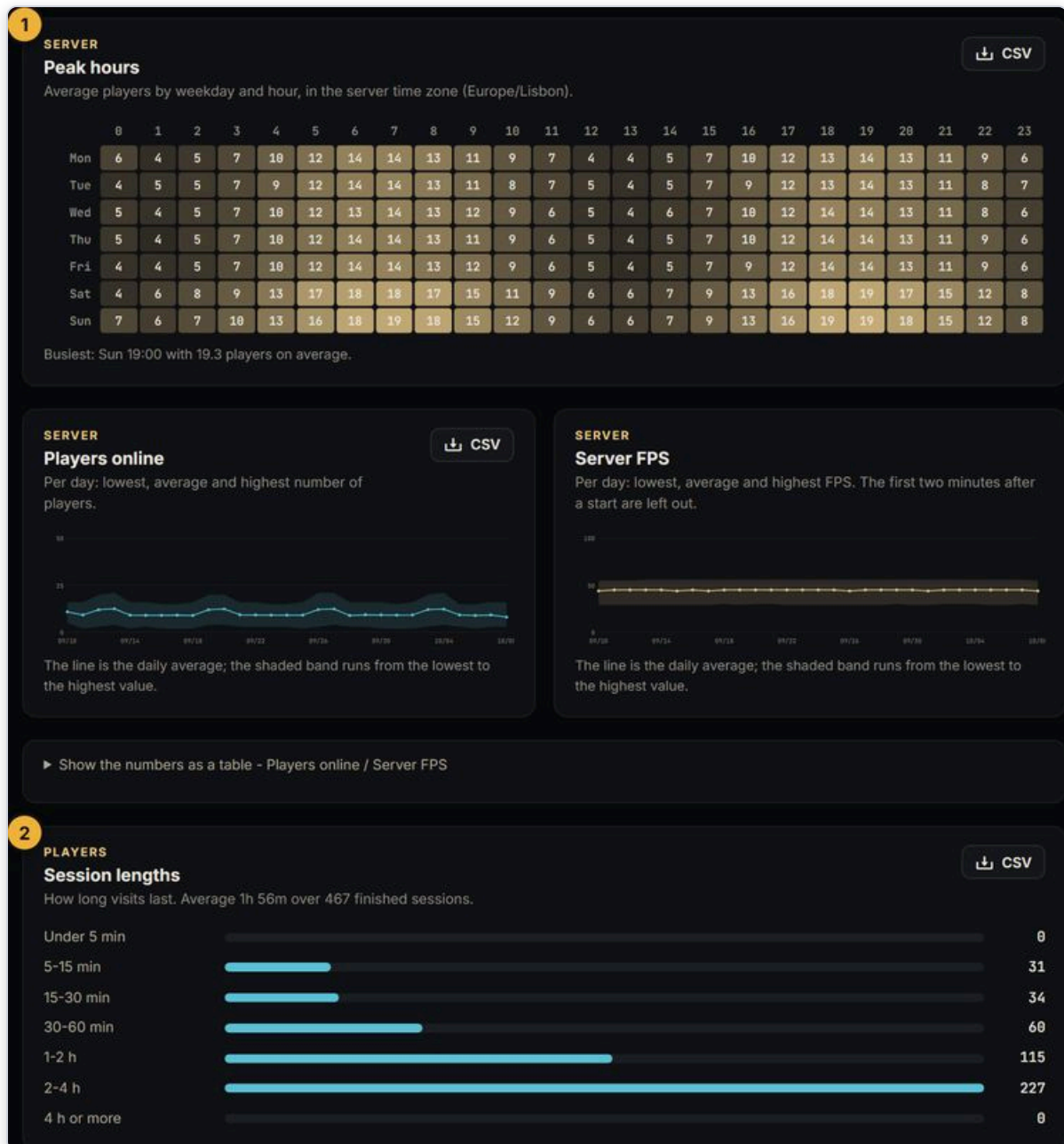
Insights

- 1 The **range** buttons.

- 2 **New and returning players** per day (per week for long ranges). "New" means first seen that day.
- 3 **Retention by first visit** (Pro): of the players first seen in a week, how many came back on day 1, 7 and 30. A dash means no player of that week has reached that day yet.

The cards at the top show unique players, new players, average session length, playtime per player and how many were active today, in the last 7 days and in the last 30 days. Every table has a **CSV** button for export (Pro; the files contain player names and Steam IDs).

10.3 Peak hours, sessions and heat maps



Peak hours and session lengths

- 1 **Peak hours:** the average player count by weekday and hour. The brightest cells are your busiest times. Use them to place restarts where they hurt least.
- 2 **Session lengths:** how long visits last, in groups from under 5 minutes to 4 hours or more.

Insights also shows the **players online** per day (lowest, average and highest), the **server FPS** trend, top weapons (the full list is on the Weapons page, section 10.4), top killers, the longest shots, causes of death and the share of PvP and PvE deaths (the combat parts need the agent).

Kill and death heat maps, and the churn list (Pro)



Insights > Kill and death heat map

The **heat map** draws kills (where the killer stood), victims or deaths on the map as a soft **heat haze**: the brighter the glow, the more happened there. The busiest places are marked with **numbered hotspots**, and the list beside the map names each one with the **nearest place** on the map and how many events it holds. It works for the range you pick. It shows where fights happen and where a trader zone or a loot spot needs a look. The **churn list** names players who played more than two hours and were not seen for 14 days.

TIME ZONE

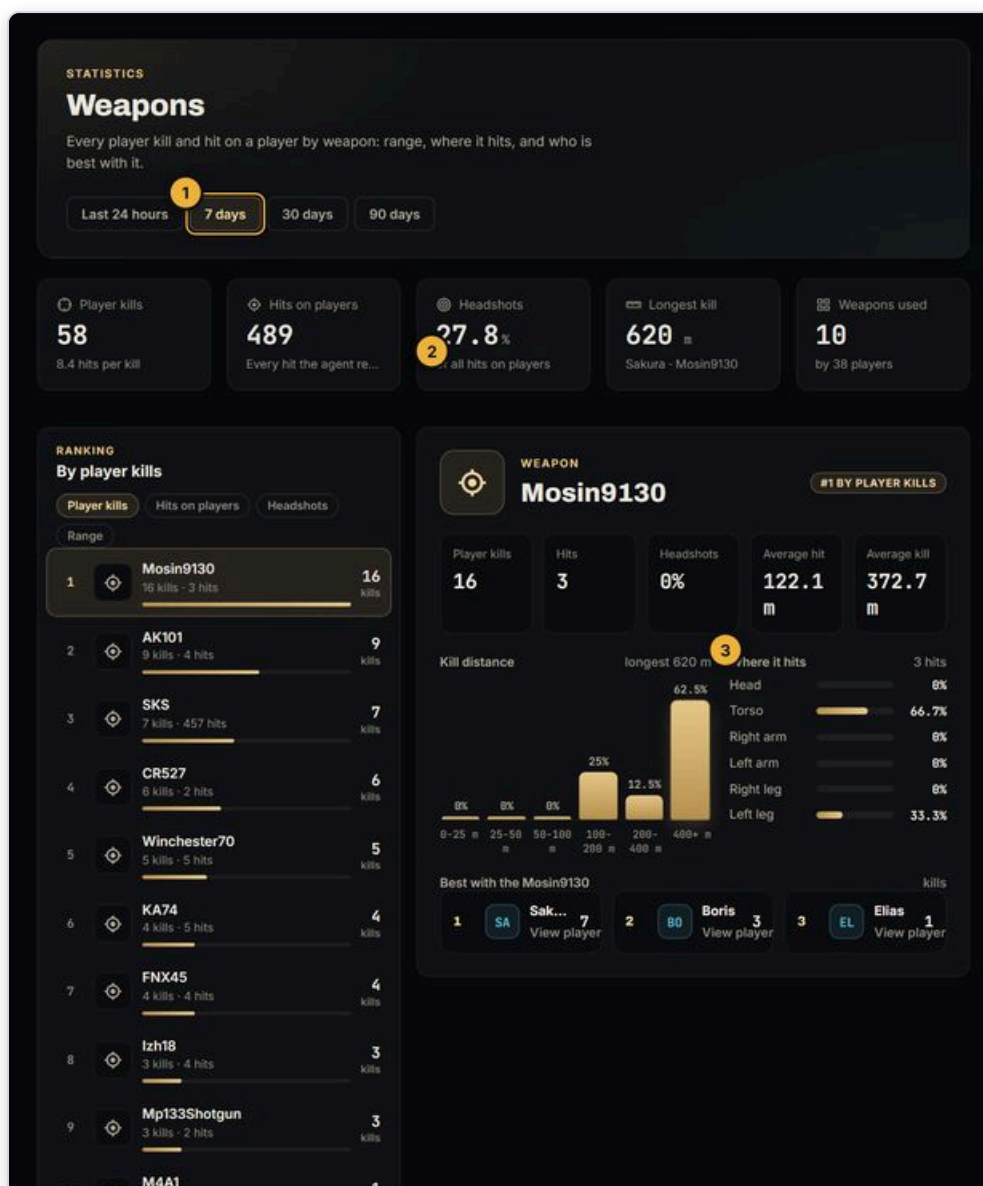
All days, weeks and hours use your **server time zone** (Settings > Server details). Weeks start on Monday. A player counts for a retention column only once that day has been reached.

TIP

Compare the peak hours with your restart schedule (chapter 7). A restart at the busiest hour costs you the most players.

10.4 Weapons and the impact map (Pro)

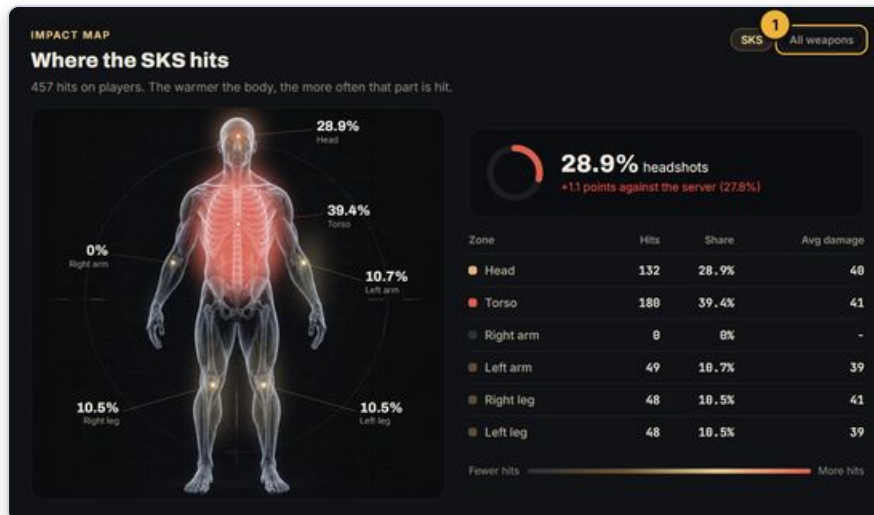
Statistics > Weapons in the left menu ranks the weapons used on your server. It is built from the kill and hit logs the agent already sends, so it needs the agent and the **Pro** plan (hit logs, chapter 2). Choose **Last 24 hours**, **7 days**, **30 days** or all the history your plan keeps.



Statistics > Weapons

- 1 The range buttons.
- 2 The ranking of the weapons. Sort it by **Player kills**, **Hits on players**, **Headshots** or **Range**. The cards above show the totals: player kills, hits on players, the headshot share, the longest kill and how many weapons were used.
- 3 Click a weapon for its detail: kills, hits, headshot share, the average hit and kill distance, the **kill distance** in bands, **where it hits** on the body, and who is **best with it** (click a name to open the player).

The impact map



The impact map of one weapon

The **impact map** draws a body and colours the parts that are hit most: the warmer the colour, the more hits. The table beside it gives the hits, the share and the average damage per zone, and the headshot share is compared with the server's. Pick a weapon at the top right, or **All weapons** for the whole server. Weapons are named as the game names them.

A player page has its own impact map, **where they hit others** and **where they get hit** (section 6.1). A headshot share far above the server's is one of the signals of the risk label. The weekly Discord post shows the top weapons too (section 7.6).

NOT SHOWN YET

The weapon **type** (rifle, pistol, shotgun and so on) is sent by agent 0.9.0, but the Console does not show it yet. Weapons are ranked by name only.

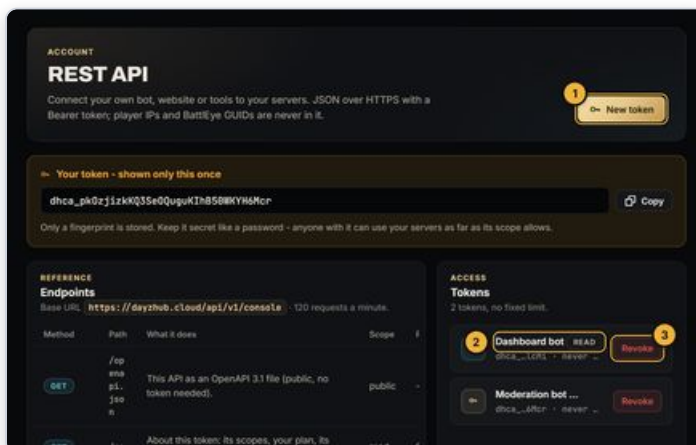
11

API and signed webhooks

Use your servers' data in your own tools and bots, and receive events as signed JSON. The API starts with the Standard plan.

11.1 API keys

Create keys on the **API** page: a name, a scope and optional limits. Then copy the key. **A key is shown only once**; if you lose it, delete it and make another. Creating a key asks you to confirm it is you (chapter 12).



API > Tokens

- 1 New token.**
- 2** A token with its name, scope (**READ** or **WRITE**) and the last characters of the key. "never used" shows when it was last called.
- 3 Revoke** deletes the key at once.

PLAN	API KEYS	SCOPE	REQUESTS PER MINUTE (PER KEY)	REQUESTS PER DAY (PER KEY)	ALSO
Free	0	-	-	-	No API
Standard	1	read	30	3,000	Read endpoints
Pro	5	read and write	120	30,000	Write endpoints, 5 signed webhooks
Community	unlimited	read and write	300	150,000	Player lookup and leaderboards, 25 signed webhooks

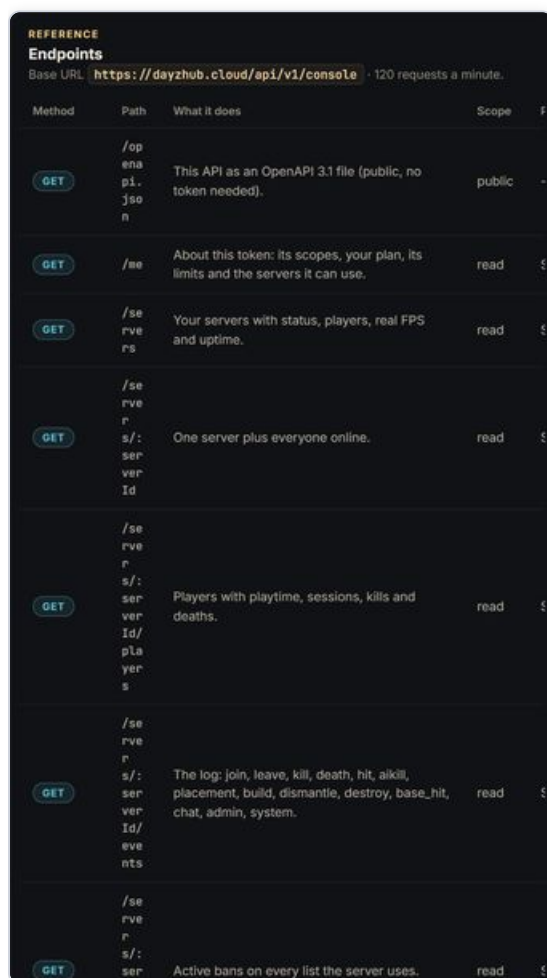
- **Read** keys can call every read endpoint of your plan. **Write** keys can also kick, message, ban and change the whitelist and priority list.
- Limit a key to chosen servers, to an allow-list of addresses your tool calls from, and to an expiry date (up to 5 years).
- Keys belong to your account and work on servers you own. The API never returns player network addresses or BattleEye GUIDs.

WARNING

Keep a key secret like a password. Anyone with a write key can ban players on your servers.

11.2 Endpoints and limits

Base URL: `https://dayzhub.cloud/api/v1/console`. Send the key as `Authorization: Bearer <key>`. The public description of the API is the OpenAPI file at `/api/v1/console/openapi.json`; it needs no key.



Method	Path	What it does	Scope
GET	/openapi.json	This API as an OpenAPI 3.1 file (public, no token needed).	public
GET	/me	About this token: its scopes, your plan, its limits and the servers it can use.	read
GET	/servers	Your servers with status, players, real FPS and uptime.	read
GET	/servers/:id	One server plus everyone online.	read
GET	/servers/:id/players	Players with playtime, sessions, kills and deaths.	read
GET	/servers/:id/events	The log: join, leave, kill, death, hit, akill, placement, build, dismantle, destroy, base_hit, chat, admin, system.	read
GET	/servers/:id/bans	Active bans on every list the server uses.	read

The endpoint reference on the API page

Read endpoints

ENDPOINT	RETURNS
/me	The key, its scope and limits
/servers	Your servers with status
/servers/:id	One server and who is online
/players	Players with playtime and sessions
/events	The log, paged, with <code>since</code>
/bans	Active bans
/whitelist, /priority	The lists
/sessions	Play sessions
/stats	Population history
/leaderboard, /players/lookup	Leaderboards and player lookup (Community)

Write endpoints (Pro)

Ban and unban, `/kick`, `/message` (to everyone), `/actions`, and add or remove players on the whitelist and priority list. Actions that move money in a mod's economy can only be run from the dashboard.

Rate limits and quotas

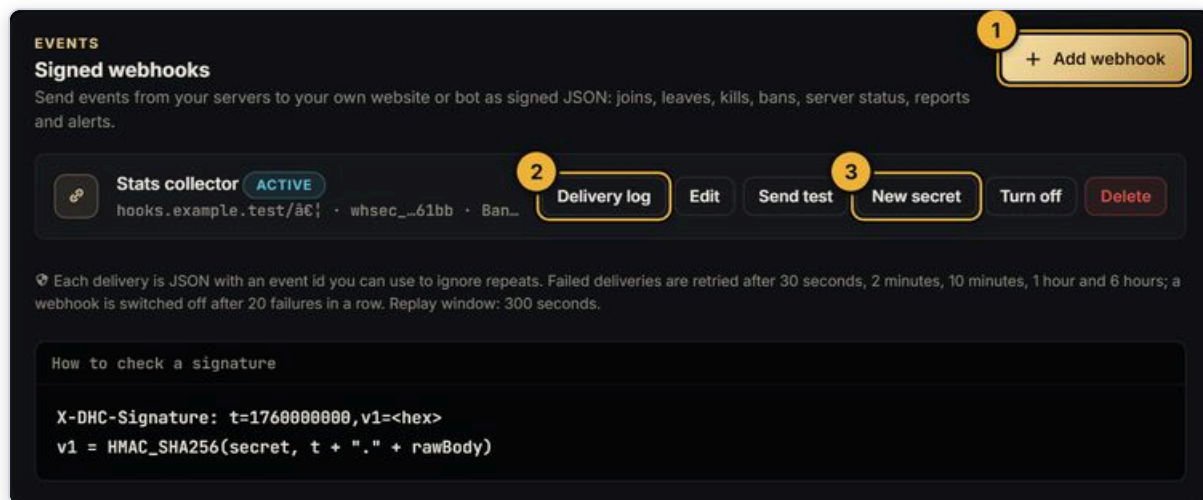
Limits count per key, per minute and per day (the day resets at 00:00 UTC). A cheap read costs 1, a write 2 and a heavy read (events, sessions, stats) 5. Every answer carries rate-limit headers. Over a limit the API answers **429** with a `Retry-After` header. You are notified when a key reaches 90% of its daily quota.

```
curl -H "Authorization: Bearer dhca_..." \
https://dayzhub.cloud/api/v1/console/servers
```

Errors have stable codes such as `rate_limited`, `quota_exceeded`, `read_only_token`, `plan_required`, `token_expired` and `ip_not_allowed`. A server that is paused over the plan's server limit is read-only (`server_paused`).

11.3 Signed webhooks

Send events from your servers to an HTTPS endpoint of yours as signed JSON (Pro: 5 endpoints, Community: 25). Manage them on the **API** page under **Signed webhooks**. They are separate from the Discord webhooks on the Automation page.



API > Signed webhooks

- 1 **Add webhook:** a name, the HTTPS URL, and the event types and servers (none ticked means all).
- 2 **Delivery log** shows every delivery for 14 days. A failed one can be sent again.
- 3 **New secret** makes another signing secret. The old one keeps signing for 24 hours so you can switch over without a gap.

Events: `player.join`, `player.leave`, `player.kill`, `ban.created`, `ban.removed`, `server.online`, `server.offline`, `report.created` (a report from the game) and `alert` (a base under attack, two game servers with one key, a restart that did not come back). **Send test** sends a sample.

Check the signature

Each request carries `X-DHC-Signature: t=<unix>,v1=<hex>`. Compute HMAC-SHA256 of `t + "." + rawBody` with your `whsec_` secret over the exact raw bytes, compare in constant time, and refuse a timestamp more than 5 minutes off.

```
const sig = crypto.createHmac("sha256", secret)
  .update(t + "." + rawBody).digest("hex");
const ok = crypto.timingSafeEqual(Buffer.from(sig), Buffer.from(v1));
```

Delivery rules

- Any 2xx answer is success (answer within 8 seconds). Failures retry after 30 seconds, 2 minutes, 10 minutes, 1 hour and 6 hours.
- The event id stays the same on every retry, so keep the ids you processed.

- 20 failed attempts in a row switch the endpoint off, and a 410 answer switches it off at once. You are notified.
- The URL must use HTTPS, resolve to a public address and cannot use redirects. A verification event is sent when you add an endpoint; it must answer 2xx.

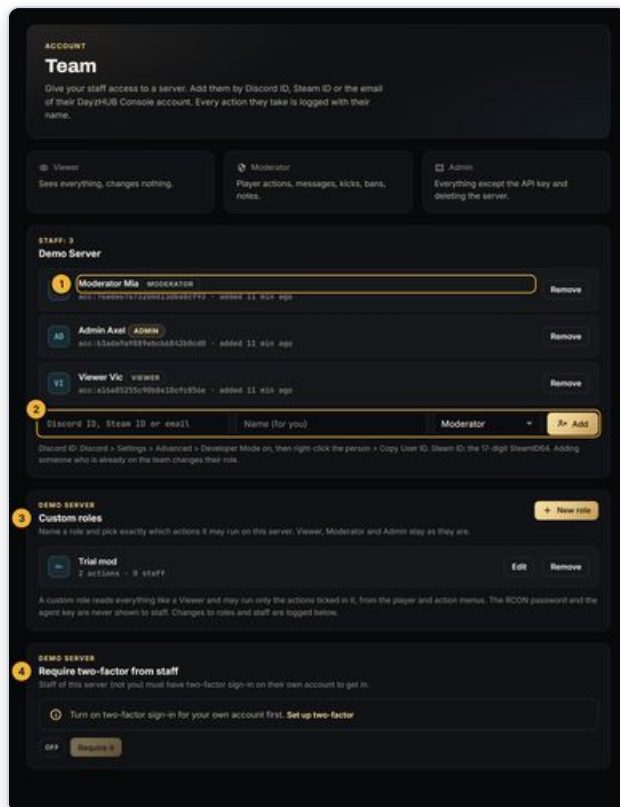
12

Team, roles and account security

Give your staff the access they need without sharing your RCON password, and protect your own account.

12.1 Staff roles

Add staff on the **Team** page (Pro: up to 10 per server, Community 25). They sign in with their own Steam, Discord or e-mail account and **never see your RCON password or your agent key**. Every action they take is logged with their name.



Team

- 1 A staff member with the role, who added them and when. **Remove** takes the access away.
- 2 Add staff by Discord ID, Steam ID or the e-mail of their Console account, choose the role and press **Add**.
- 3 **Custom roles** (Community): name a role and pick exactly which actions it may run.
- 4 **Require two-factor from staff**.

Adding or removing staff asks you to confirm it is you again.

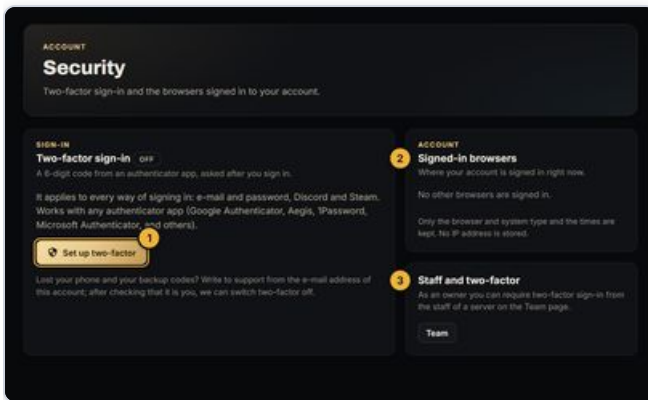
ROLE	CAN DO
Viewer	Sees everything, changes nothing.
Moderator	Player actions (heal, unstuck, teleport, message), kicks, bans, reports and notes.
Admin	Everything except the API key and deleting the server: settings, world actions, give and kits, restarts, locks.

12.2 Custom roles

Community plan. A custom role starts as a viewer and lets you tick exactly the actions it may run, from a matrix of permissions in seven groups (players, moderation, server control, world, economy and mod data, mod settings, sensitive). Removing a permission takes effect at once. Everything you do not tick stays closed. A trial moderator, for example, can be allowed to kick and broadcast but not to ban. Sensitive actions (money, banks, base wipes, raw RCON, kick everyone) need an extra confirmation when you tick them. Up to 10 custom roles per server, and the Team page keeps the last changes as an audit list.

12.3 Two-factor sign-in, confirmations and sessions

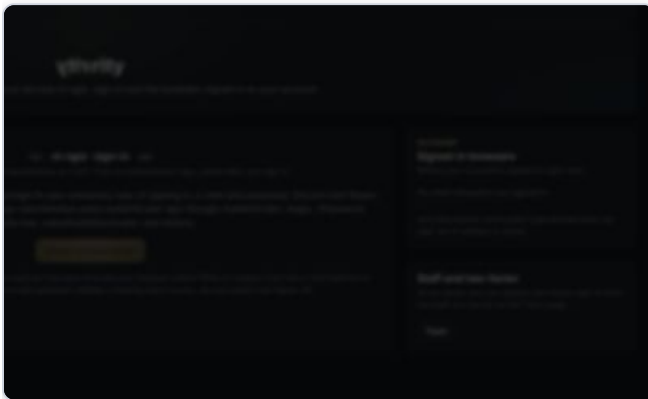
Open **Security** in the left menu.



Security

- 1 **Set up two-factor** turns on a second step for every sign-in.
- 2 **Signed-in browsers** lists where your account is signed in (browser and system, method, last seen; no addresses) and lets you sign any of them out.
- 3 **Staff and two-factor**: owners can require two-factor from their staff on the Team page. Staff without it are refused until they turn it on; the owner is exempt.

Turn on two-factor



Security > Set up two-factor

- 1 Open an authenticator app (any app that scans a QR code: Google Authenticator, Aegis, Bitwarden, Microsoft Authenticator and others) and add the account by scanning the QR code, or type the key by hand.
- 2 Enter the current 6-digit code and press **Turn on**.
- 3 Write down the **10 backup codes** that are shown once. Each works one time.

- Two-factor applies to **every** way of signing in: e-mail and password, Discord, Steam and a password reset link. After the first step the Console asks for the 6-digit code.
- A code is good once. Five wrong codes lock the second step for 15 minutes.
- Turning two-factor off or making new backup codes needs a current code and signs your other browsers out.
- You get a **security e-mail** when two-factor changes, backup codes are made or used, or the password changes.

WARNING

There is deliberately no self-service reset for two-factor. If you lose both your phone and your backup codes, write to support from your account's e-mail address; we check that it is you before we switch it off. A password reset does not remove it.

Confirm it is you

Sensitive actions ask you to confirm it is you again with a code (or your password, on an account without two-factor), valid for 10 minutes. A sign-in counts too. The actions: deleting a server, making a new agent key, adding or removing staff, editing roles or the staff two-factor requirement, creating an API key, changing the e-mail, changing two-factor, cancelling the plan, resetting or wiping the data of a server (section 3.4) and erasing the account. An account with neither a password nor two-factor is asked to sign in again; two-factor avoids that. The **Support** page opens a ticket for account questions.

13

Public server page and server list

An opt-in page for your server with its status, a rating, a button that opens DayZ and joins your server, a Discord button and embeds, and a place in the public server list on dayzhub.cloud.

13.1 Turn it on

Everything is on one card: **Settings > Server details**. The public page is available on every plan; the top-players widget needs Standard.

SERVER

Server details

Name, map and the public address used for Steam Query.

Name

Demo Server

Map

Chernarus

Public IP

203.0.113.10

Game port

2302

Query port

27016

Time zone

Lisbon (UTC+1)

Used by the scheduler and the chat bot's (time).

1

☒ Show this server in the public server list

VERIFIED

Players find it at dayzhub.cloud/servers with its public name, address, map, country and player counts. Needs the public address above.

Save

SERVER

Public server page

A page at dayzhub.cloud for your server with its status, rating and embeddable widgets. No staff, key or private data is ever shown.

2

☒ Turn on the public page

The page only shows while the server is on the public list (above) and verified.

3

Page address

demo-server

3 to 40 letters, numbers or hyphens.

4

Discord invite (optional)

https://discord.gg/demoserver

Shown as a button on your public page. Paste an invite link like https://discord.gg/yourcode and use one that never expires.

☐ Let search engines list this page

5

☒ Show the top players widget

Player names and their numbers become public.

LIVE

https://dayzhub.cloud/servers/demo-server

Save

SHARE THIS SERVER

Status badge

[](https://dayzhub.cloud/servers/demo-server)

Copy

Status widget

<iframe src="https://dayzhub.cloud/servers/demo-server/embed/status" width="260" height="76" style="border:0" loading="lazy" title="Server status"></iframe>

Copy

Top players widget

<iframe src="https://dayzhub.cloud/servers/demo-server/embed/top?by=kills&n=5" width="260" height="170" style="border:0" loading="lazy" title="Top players"></iframe>

Copy

Settings > Server details: public list and public page

- 1 **Show this server in the public server list:** players find it at dayzhub.cloud/servers with its public name, address, map, country and player counts. It needs the public address above. A **Verified** label shows when the Console has confirmed the address belongs to this server.
- 2 **Turn on the public page.** The page lives at dayzhub.cloud/servers/<name>. It only shows while the server is also on the public list and verified; otherwise it answers as if it did not exist.
- 3 **Page address:** 3 to 40 letters, numbers or hyphens.
- 4 **Discord invite (optional):** paste an invite link such as <https://discord.gg/yourcode>. Use one that never expires. Only the code is stored; the page can only ever link to discord.gg.
- 5 **Show the top players widget:** an embeddable top-players widget. Player names and their numbers become public, so it is off until you tick it.

TIP

Search engines are told not to index the page unless you tick **Let search engines list this page**.

13.2 The public page

The screenshot displays the public page for a server named "Demo Server" on the DayzHUB Console. The page is dark-themed and contains several sections:

- Header:** DayzHUB Console logo and server name "Demo Server".
- Server Status:** "ONLINE" status, map "Chernarus", player count "7 / 68", and uptime "96.2% (7 days)".
- Mods:** "21" mods listed.
- Last restart:** "2026-10-08 04:34 UTC".
- Connect to:** IP address "203.0.113.10:2302" with a "Copy" button.
- Join buttons:** "Join this server" (button 3) and "Join the Discord" (button 4).
- Instructions:** "Opens DayZ through Steam. If nothing happens, copy the address and use Direct Connect in the launcher." (button 5)
- Performance Metrics:**
 - Uptime:** 38 of 40 points: the server answered 96.2% of the checks.
 - Population:** 21 of 30 points: 12.65 players on average of 60 slots.
 - Queue:** 10 of 10 points: players queued while nearly full 0% of the time.
 - Stability:** 20 of 20 points: 2.1 restarts a day on average.
- Footer:** "Computed daily from the last 7 days of the Console's own checks. Player numbers that do not fit the join records are ignored. Updated 2026-10-08 13:54 UTC."
- Top Players:**
 - Top players:**
 1. Dmitri 32 120
 2. Zoltan 119
 3. Boris 114
 4. Olek 114
 5. Ana Luz 27 110

The public page of the demo server

- 1 **Players**, the 7-day **uptime**, the number of mods and the last restart. The badge says **Online**, **Starting** or **Offline**.
- 2 **Connect to**: the address players use, with a **Copy** button.
- 3 **Join this server** opens DayZ through Steam and connects to your server (a `steam://run/221100//+connect <ip:port>` link). If nothing happens, copy the address and use Direct Connect in the launcher.
- 4 **Join the Discord** opens your invite. The button only appears when you entered an invite.
- 5 **Rating**: a daily score out of 100 with every part shown.

The rating is computed daily from the last seven days of the Console's own checks: **uptime 40** points, **population 30**, **queue 10** and **stability 20** (up to four restarts a day cost nothing). Under a day of samples there is no score yet, and player numbers that do not fit the join records are ignored. Below the rating the page lists the top players when you ticked the widget: most kills, most playtime and longest kill.

PRIVACY

The page never shows keys, RCON details, staff, owner, Steam IDs, chat or positions. The team is notified when the rating drops by 10 points or more.

13.3 Badge and embeds

The **Share this server** part of the settings card has the embed code, each with a **Copy** button:

- **Status badge**: `` shows the name and *players/slots* on a small picture for your website or Discord server.
- **Status widget**: an iframe (260 x 76 pixels) with the name, map, rating and a player bar.
- **Top players widget**: an iframe that accepts `?by=kills`, `?by=playtime` or `?by=longest` and `&n=5` (3 to 10 entries). Playtime needs only RCON; kills and the longest kill need the agent.

13.4 The public server list

dayzhub.cloud/servers lists every server that runs the agent and that its owner left in the public list. It updates every minute, and shows no player names or Steam IDs.

- Each row shows the rank, the server name with its country, first or third person, mods count and password, the map, players on the slots with a bar, the peak of the last 24 hours as a small chart, and the address with a **copy** button. When the owner turned the public page on, an arrow button on the row opens the server's page.
- Search by name or address; filter by **Online / All**, **Favourites** (kept in your browser only), **Has players**, **No password**, **1PP**, **3PP**, **Modded** or **Vanilla**, and by map; sort by most players, busiest in 24 hours or name.
- To leave the list, untick **Show this server in the public server list** in Settings > Server details and save. The public page then stops too.

ABOUT THE LIST

The public list is part of the dayzhub.cloud website, not of the Console app, so it has no screenshot in this guide.

14

DayZ Hub Discord bot link

Link your Console server to your Discord server and let staff run server actions from Discord. Included in every plan; your Discord server needs the bot's Premium 3.

1

DAYZ HUB

DayZ Hub Discord bot

Link this server to your Discord server so the DayZ Hub bot and the Console work together, for example vote rewards that players collect in game with `!claim`.

Add your Discord account to your Console account first. [Open My account](#)

Integrations > DayZ Hub Discord bot

- 1 Open **Integrations** for the server. The **DayZ Hub Discord bot** card links the Console server to your Discord server. First add your Discord account to your Console account on **My account** (chapter 1), then come back to this card and choose your Discord server.

Your Discord server needs the DayZ Hub bot installed. If either side ends, the link pauses by itself and nothing is lost.

What the link gives you

- Players claim vote rewards in game with `!claim`; `!tokens` and `!shop` show the balance and the shop.
- Staff can run `/server` in Discord to ban, unban, kick, announce, lock, unlock and restart your game servers; `/ban` and `/unban` also reach them. Each subcommand needs the matching Discord permission.
- Every action is logged as "Discord - <name>" in your audit trail.
- Live status, kill and join feeds and `/dayzstats` in Discord can use your Console server as their source.

WHO CAN LINK

Only the person who owns the Discord server through their linked account can create the link. Staff on Discord keep their Discord permissions; the Console never gives them more than they have there.

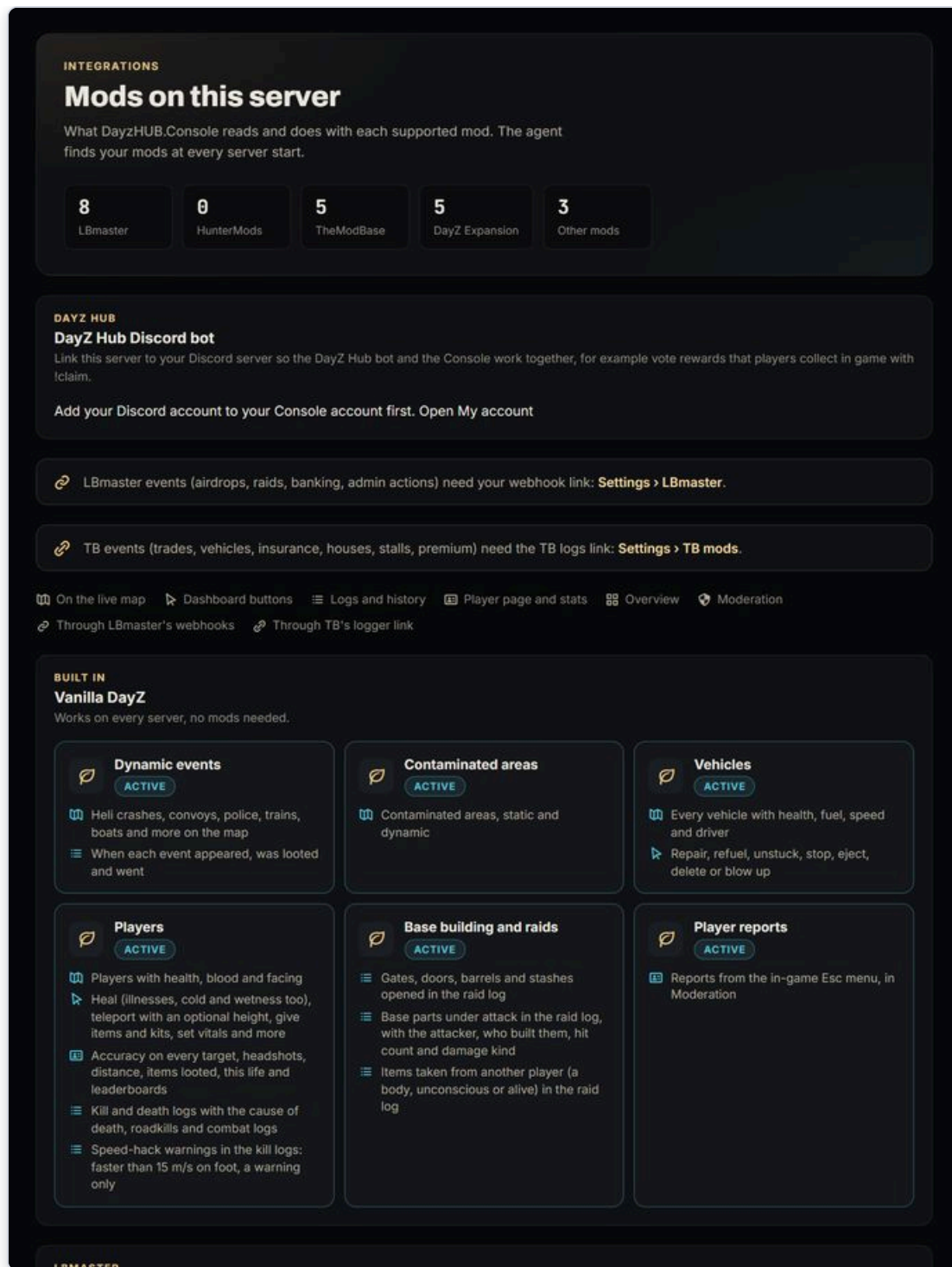
15

Mods

The agent reads what supported mods keep in the game and shows it on the map, on player pages and in the logs; two mods can also send their own log lines through a link. The Console never writes to a mod's files.

15.1 How the Console works with mods

The **Integrations** page (**Mods on this server**) lists every supported mod as a card. The agent reports which mods it found when the server starts; a card is **active** when its mod is loaded, and **set up** when the mod still needs its link (see below).



Integrations > Mods on this server

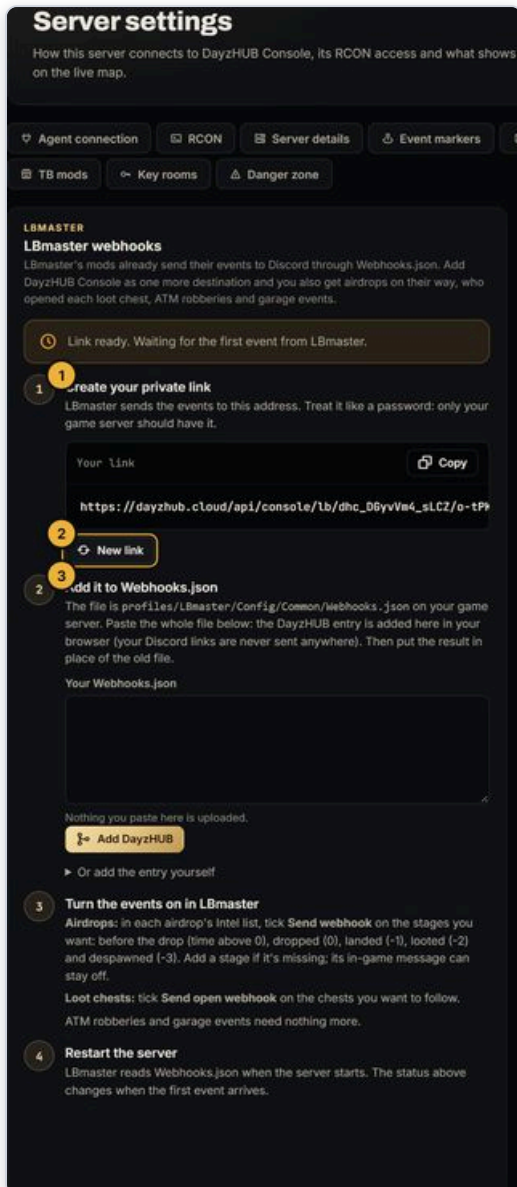
- Each line of a card says where it shows: **Map** (a layer on the live map with popups), **Action** (buttons in popups, on player pages and in Operations), **Log** (Logs and object history), **Player data** (the player page and Statistics), **Overview** and **Moderation**.
- A line that your plan does not include says so instead of showing as on.
- Plan:** vanilla DayZ and DayZ Expansion come with **Standard**. Every other mod (LBmaster, TheModBase, BS Key Room, A6) needs **Pro**. The Console never changes a mod's files and needs no extra mod besides the agent.
- Two ways in.** The agent reads in-game data, zones and places from the mods themselves. **LBmaster** also posts its events to Discord through `Webhooks.json`, and **TheModBase** mods post their log lines through their logger files: you put your Console link there as one more destination (sections 15.2 and 15.3). Lines marked *Log (link)* in the tables below need that link.

GOOD TO KNOW

Your own Discord webhooks keep working. A TheModBase field holds one link, so a field that posts to your Discord today stops doing that once it holds the Console link. The helper leaves such fields alone unless you tick the box. Mod names and logos belong to their authors; the Console is not affiliated with them. HunterMods support is announced as coming soon.

15.2 LBmaster: connect the Console

LBmaster's mods already send their events to Discord through `Webhooks.json`. Add the Console as one more destination and the same events show in your Console logs (**Pro**). The link works on servers without the agent too (RCON only); no other mod is needed for the log lines.



Settings > LBmaster

- 1 **Create your private link.** Open **Settings > LBmaster** and press **Create link**. Treat it like a password: only your game server should have it.
- 2 **New link** replaces it and the old one stops at once.
- 3 **Add it to Webhooks.json.** The file is `profiles/LBmaster/Config/Common/Webhooks.json` on your game server. Paste the whole file into the helper on the page; the DayzHUB entry is added in your browser and your own Discord links are never sent anywhere. Put the result in place of the old file, or paste the shown entry into the `webhooks` list by hand with a comma before it.

Then, in LBmaster

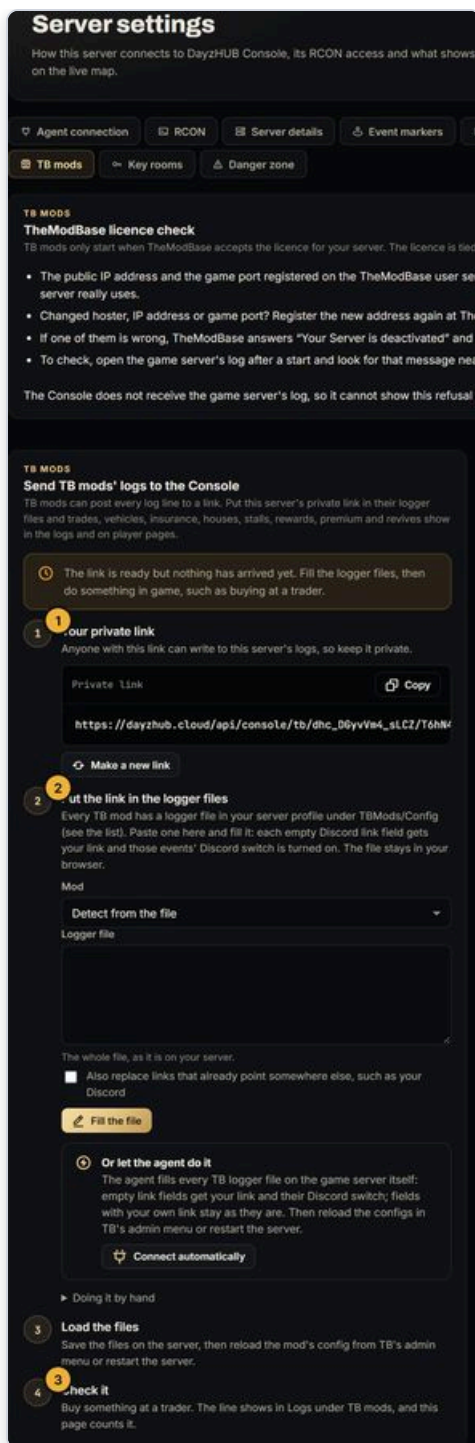
- **Airdrops:** in each airdrop's Intel list tick **Send webhook** on the stages you want: before the drop (time above 0), dropped (0), landed (-1), looted (-2), despawned (-3).
- **Loot chests:** tick **Send open webhook** on the chests you want to follow.
- ATM robberies and garage events need nothing more.

Restart the server. LBmaster reads `Webhooks.json` at start. The status on the Settings page changes from "waiting" to "events received" when the first event arrives.

The lines show under **Logs > LBmaster**. Admin actions appear in the Admin log, and warnings (a flag lowered, a wrong PIN, a robbery) are marked. The Console understands 180 LBmaster event types and can send them on to Discord webhooks (chapter 7).

15.3 TheModBase: connect the Console

TB mods can post every log line to a link. Put your server's private link in their logger files and trades, vehicles, insurance, houses, stalls, rewards, premium and revives show in the Console logs (**Pro**). The same page has a **TheModBase licence check** card that explains the licence messages of the mods.



Settings > TB mods

- 1 **Your private link:** open **Settings > TB mods** and press **Create link**. Anyone with the link can write to this server's logs, so keep it private. **Make a new link** replaces it at once.
- 2 **Put the link in the logger files.** Every TB mod has a logger file in your server profile under `TBMods/Config`. Pick the mod on the page, paste the file and press **Fill the file**: each empty Discord link field gets your link and that event's Discord switch is turned on. The file stays in your browser; save it and put it back on the server. Dynamic Trader and Car Dealer share a file layout, so pick the mod first.
- 3 **Check it.** Make a trade at a trader. The line shows in **Logs** under TheModBase and the Settings page counts the messages received.

Load the files first: save them on the server, then reload the mod's config from TB's admin menu or restart the server. **Or let the agent do it:** the page also has **Connect automatically**; the agent then fills every TB logger file on the game server itself (empty link fields get your link and their Discord switch, fields with your own link stay as they are).

WARNING

A field holds one link. A field that posts to your Discord today stops doing so once it holds the Console link.

By hand

Paste the link into any `discord...WebhookURL` field of a TB logger file and set that event's Discord switch (`log...Discord` or `log...ToDiscord`) to 1. The logger files are in `profiles/TBMods/Config/`: for example `TBDynamicTrader/Logger.json`, `TBCarDealer/Logger.json`, `TBSecondHandMarket/Logger.json`, `TBVehicleLockSystem/LoggerConfig.json`, `TBDeathInsurance/Logger.json`, `TBRealEstate/logger.json`, `TBRevivePlayer/logger.json`, `TBWarParty/logger.json`, `TBDailyReward/Logger.json` and `Global/Logger.json` (Premium).

15.4 LBmaster: what you get

Each line below is what the Console shows for that LBmaster mod when the agent runs on the server (and, for lines marked *Log (link)*, the link of section 15.2). All of it needs **Pro**. Mod data shows on the player pages under **Where they play** (chapter 6) and as map layers.

MOD	WHAT THE CONSOLE SHOWS AND DOES
Core	Player data: First join, last online and sessions on the player page Log (link): Receives LBmaster's events through one webhook link
Advanced Groups	Map: Group tags next to players on the map Map: No-build zones from the Groups config Player data: Group name, tag and level on the player page Player data: Every group with its members and ranks, in Players Log (link): Territory flags raised, lowered and expired Log (link): Global, group and direct chat in the chat log
Plot Pole DLC	Map: Plot poles with owner and upkeep on the map Log: Plot pole history: built, claimed, lost
Advanced Loot Chests	Map: Loot chests on the map, open or closed Action: Open or respawn a chest from the map Map: Every chest spot from the config Log (link): Who opened which chest, with the key used
Airdrops	Map: Airdrop crates on the map, each kind in its own colour: military, medical, base building and more Map: Drop zones from the config Map: Each flight on the live map with a replay, and an Airdrops tab: countdowns, who called or opened a drop, despawn time, crate types in colour and switches for upcoming, in-the-air and landed drops Overview: When the next drop is due, from LB's own schedule Log (link): Incoming drops with a countdown, flares and who looted
Virtual Garage	Map: Garages on the map Player data: Stored vehicles on the player page Log (link): Stored, taken out, impounded and hacked vehicles
Enhanced Banking	Map: ATMs on the map with cash and robbery state Player data: Bank balance on the player page Log (link): Robberies, deposits, withdrawals and transfers
Admin Tools	Log (link): Every LB admin action in the admin log Log (link): Watchlisted players joining Action: Import teleports and item presets as templates Moderation: LB bans and watchlists in Moderation
Spawn System	Map: Spawn signs and sleeping bags on the map Map: Spawn points from the config Player data: Spawn point cooldowns and sleeping bags on the player page Log (link): Where each player spawned
Utility Workbenches	Map: Repair and ammo workbenches on the map, player-built and static
Skin System	Map: Repaint and swap workbenches on the map, player-built and static Log: Repaints in the object log
Achievements	Player data: Achievements unlocked and the chosen title on the player page Log (link): Achievements earned
AFK Kick	Log (link): AFK kicks
Raid Alert	Map: Raid alert towers on the map: assembled, sender, battery and how long it lasts Action: Test a tower's alarm from the map Log (link): Raid alarms on the map and in the raid log
Killfeed	Log: Kills are logged by the Console itself, alongside LB's killfeed Player data: Current and best killstreak on the player page Player data: Killstreak leaderboard in Statistics
Quiz	Player data: Rules quiz passed or failed on the player page

MOD	WHAT THE CONSOLE SHOWS AND DOES
Enhanced Item Restrictions	Map: Each flag's walls, tents and locks against their limits

15.5 TheModBase: what you get

TheModBase data needs **Pro**. Player data shows on the player page (**TB**) and the **Market** page lists every offer and order at the Second Hand Market's stalls with prices by item.

MOD	WHAT THE CONSOLE SHOWS AND DOES
Dynamic Trader	Map: Each trader where it stands now, with its next move, opening hours and goods Map: The trader's safe zone, moving with it Map: Every spot the trader moves between Map: Trader popup: sell tax, cash only, move interval, armband, vehicle spawn and reputation-gated goods Log (link): Purchases and sales in the logs
Car Dealer	Map: Car dealers with the vehicles for sale and their prices Map: Dealer popup: buy, sell and showroom, cash only, spawn spot and reputation-gated cars Map: Test-drive starts and spawn / sell spots on the map Log (link): Vehicles bought and sold
Second Hand Market	Map: Market stalls with what is on offer Map: Player stalls: owner, open or closed, money inside, slots and lifetime Map: Stall dealers, bulletin boards and the areas stalls may be built in Player data: The market: every offer and order, with prices by item Player data: Each player's offers and orders at the global stalls, on their player page Player data: The player stalls and stalls per owner, on the Players page Player data: How long a player stall has left Log (link): Offers, orders and money at the stalls
Vehicle Lock System	Map: Owner, lock, alarm, key holders and extensions on vehicle popups Player data: The vehicles each player owns or holds keys to, on their player page Player data: Packed vehicles and who carries them Action: Unlock a locked vehicle from its live-map popup Action: Lock a vehicle from its live-map popup Action: Stop the alarm, fix the short circuit and change the owner from the live-map popup Log (link): Ownership, keys, packing and admin changes
Death Insurance	Map: Insurance machines Player data: Each player's insurance and heirs on their player page - the last saved ones while offline Player data: An online player's heirs by name, on their player page Log (link): Insurance bought, deaths with insurance, items collected
Real Estate	Map: Owned houses on the map Map: House rules on owned houses: raid tools and times, keys, storage Map: Blacklist and whitelist areas on the map Player data: The houses each player owns or holds keys to, on their player page Player data: When Real Estate removes an inactive player's houses (an estimate on the player page) Log (link): Houses bought and sold
Revive Player	Map: Hospitals where players are revived Map: No-revive areas on the map Player data: Revive prices card Log (link): Revives, with where they happened
War Party	Map: Lobby entrances with arenas and match options Map: Arena team spawn zones on the map Player data: Each player's War Party points, kills, deaths and wins on their player page - the last saved ones while offline Player data: The matches being played now, on the Players page Log (link): Matches created, started and ended

MOD	WHAT THE CONSOLE SHOWS AND DOES
Jewels of Survival	Map: Anvils, grinders and smelters Map: Ore rocks and ore spawn areas Player data: Rings worn and the eagle eye on the player page while they are online
Basic Needs	Map: Washing machines and dryers Player data: Toilet and dirt state on the player page while they are online
Carry	Map: Players who are being carried are marked on the live map Map: Packed bodies on the live map, with who carries them
Daily Reward	Player data: Each player's playtime, distance, kills and rewards on their player page - the last saved ones while offline Player data: Each level's claim status on the player page while they are online Log (link): Daily rewards claimed and admin edits
Premium (TBLib)	Player data: Premium per mod on the player page Player data: TB cash a player carries, on their player page while they are online Player data: Reputation on the player page, reputation-gated goods per player and a reputation board Player data: Who holds TB admin rights Player data: TB's rules from its config files, on this page Action: A private message in TB's own popup (Operations) Action: TB's screen marker on a vehicle for the selected player (live map) Player data: Currency and premium API card (Tip4Serv on or off) Action: Give premium from the player page Action: Remove premium days (only an active premium gets shorter) Action: Give or take reputation points on the player page Action: Grant or revoke TB admin rights on the player page Action: Fill TB's logger files with the logs link in one click Log (link): Premium coins used and premium added

15.6 DayZ Expansion

DayZ Expansion data comes with **Standard:** markers, zones and logs for the modules that are on the server. Player pages show Expansion data (ATM balance, party, territories, quests, garage and reputation) under **Where they play > Expansion**.

MOD	WHAT THE CONSOLE SHOWS AND DOES
Core - Safe zones	Map: Safe zones from the Expansion config Log: Players entering and leaving safe zones, in Logs
Market	Map: Traders on the map with their name Map: ATMs on the map Map: Trader zones on the map with their name and radius Log: Every purchase, sale and ATM transaction, in Logs Player data: Each player's ATM balance on their player page, and money into it for admins
P2P Market	Map: P2P market traders on the map
Base Building	Map: Territory flags with the territory's name, level, members and radius Map: No-build zones from the base building settings on the map Log: Territories created, members invited and removed, raids on bases, in Logs Player data: The territories each player owns or belongs to, on their player page
Vehicles	Map: Helicopters, boats, planes and bikes on the live map, each with its own icon Player data: Key, lock and owner in each vehicle's details Action: Repair, refuel, stop or remove Expansion vehicles Action: Unlock a vehicle, or reset its keys when a player lost theirs Log: Keys paired, lock-picking, towing and destroyed vehicles, in Logs Log: Who got in, started the engine and got out of each vehicle, and parts taken off, in Logs

MOD	WHAT THE CONSOLE SHOWS AND DOES
Groups	Map: Each player's group tag and name on the live map Log: Groups created, invites, members joining and leaving, in Logs Player data: Each player's party on their player page, and every party with its members on the Players page
Garage	Log: Vehicles stored in and taken out of the virtual garage, in Logs Player data: The vehicles each player has stored, on their player page
Spawn Selection	Map: The spawn selection's spawn points on the map Log: Where each player chose to spawn, in Logs
Navigation	Map: The server's own map markers on the live map
Hardline	Player data: Each player's reputation on their player page while they are online
Chat	Log: Chat from every Expansion channel in Logs, with the chat filter and !commands
Missions	Map: Expansion airdrop crates on the map, each kind in its own colour Map: The airdrop plane flying on the map Map: Trace route on the airdrop plane: where it came in and the point it drops at Map: Each airdrop's kind, the place it was sent to and the items left inside Log: Every airdrop Expansion sends and where it is heading, in Logs
Quests	Map: Quest givers and quest boards on the map with their name Map: The quests each quest giver and board hands out, in its details Log: Quests started, completed and cancelled, with the quest name, in Logs Player data: Each player's active and completed quests, on their player page
AI	Log: Deaths by AI in the kill logs, with the bot's name Player data: AI killed by players, in the kill logs and Statistics Action: Remove every AI on the map from Operations

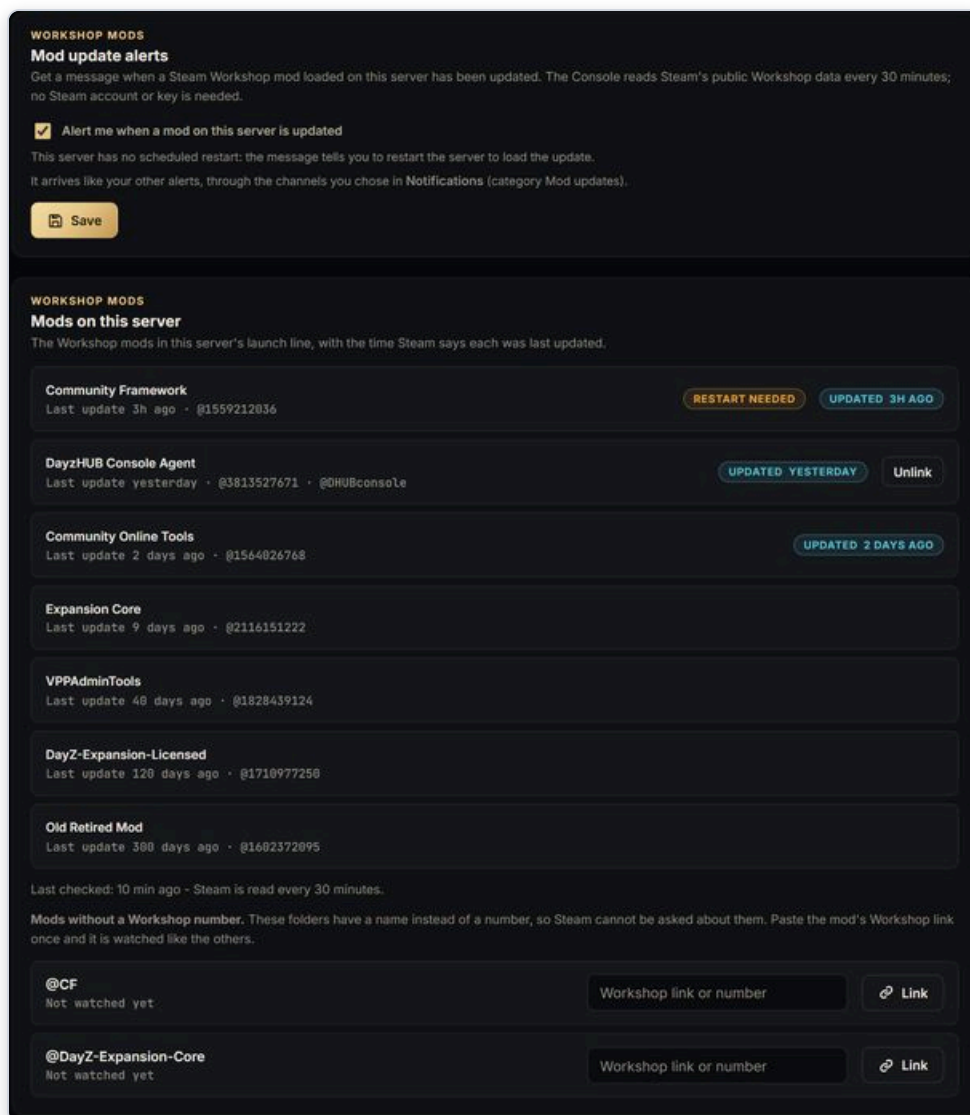
15.7 BS Key Room, A6 Base Storage, A6 Hacking Tablet and Code Lock

Pro. BS Key Room, A6 Base Storage and the A6 Hacking Tablet show on the map and in the raid and object logs (chapter 5), with statistics on the Statistics page: key room openings and crate unlocks, storage openings, hacks with the tablet and how they ended, and A6 settings on the server pages. A key room has its own admin actions in its popup: open for a time, close and relock, restock.

MOD	WHAT THE CONSOLE SHOWS AND DOES
BS Key Room	Map: Key rooms and crates on the map Action: Open a key room for a time or until closed, close and relock it, restock its crates - from the map Log: Who opened which room Player data: Statistics: openings per room, top openers, keycards, busiest hours Log: Discord alert when a key room is opened
A6 Base Storage	Map: A6 storages on the live map, with open or closed, items, code lock and hack time: add a marker rule in Settings (class A6_Storage_Base, style A6 storage) Log: Base storage opened and closed in the raid log Log: The Green House taken apart, in the raid log Player data: Settings card: auto-close, reach, crafting, whitelists Player data: Statistics: most-opened storages, kits placed
A6 Hacking Tablet	Map: Code locks being hacked, live on the map Log: Code locks hacked with the tablet, in the raid log Log: Hack time, raid mode and tablet health on each hack Player data: Hack time and raid exposure of every item Player data: Raid statistics: hacks per player, what happened after each hack, admin overrides
Code Lock	Log: Code locks cut or opened in the raid log

15.8 Mod update alerts (Standard)

When a mod author updates a Steam Workshop mod, your game server keeps running the old version until it restarts. **Mod update alerts** tell you when that has happened to a mod on one of your servers, so you know a restart is needed. It is **off by default**.



Settings > Mods: real names, and folders you can link

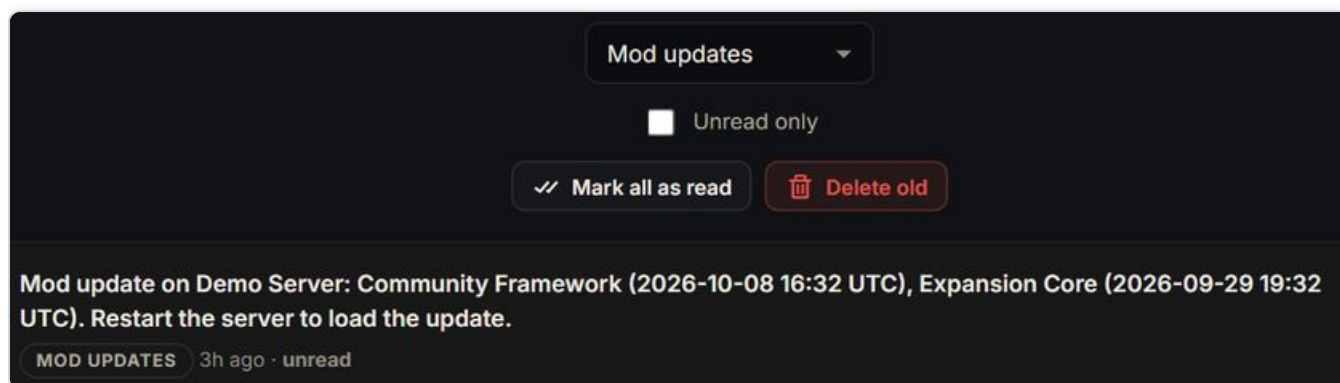
- 1 In **Settings > Mods** tick **Alert me when a mod on this server is updated**, then press **Save**. Only a server admin can change it, and a Free server sees a locked hint that names the plan. Every switch on or off is written to the audit trail.
 - 2 **Mods on this server** lists the Workshop mods in the launch line, each by its **real name**, with the time of the last update; the Workshop number and the folder are shown as small grey details. An **Updated** badge marks a recent update, and **Restart needed** an update that is newer than the last start of your game server.
- It watches the Workshop mods in your launch line (the @ folders). The agent sends the list, so the mod list appears after the next start of the game server. A folder with a **name** instead of a number, such as @CF or @Expansion, can be linked once (see below).
 - The Console reads only Steam's public Workshop data, regularly, with no Steam account or key. Nothing of yours is sent to Steam except the mod numbers.
 - The first time the Console sees a mod it only records its update time, so switching the option on never floods you with old updates. After that you get **one message per server** for each check, listing every updated mod with its name and update time, never twice for the same update, and none if your game server started after the update.

- If Steam does not answer, the Console waits and tries again later, and an update that happened in the meantime is announced when Steam is back. A mod removed or hidden on Steam is marked as such and never alerted.

Mods without a Workshop number

Folders with a name instead of a number cannot be looked up on Steam by themselves. Under **Mods without a Workshop number** each of them has a field **Workshop link or number**: paste the mod's Workshop link (or its number) once and press **Link**. From then on that folder is checked, named and alerted exactly like a number folder, at the next check. **Unlink** removes the link again. Only a server admin can link or unlink, it needs Standard or higher, and each change is written to the audit trail as one line.

The message uses your other alert channels, as set in **Notifications > Settings** under the category **Mod updates**: the bell, e-mail and, on Standard and up, Discord. The **owner** receives it, and so do team admins (teams are a Pro feature); moderators and viewers do not.



The alert in the notification centre

A server **without a scheduled restart** gets the line *Restart the server to load the update*. A server that restarts on a schedule does not, because the update loads at its next restart (section 7.1).

16

FAQ and fixes

Quick answers, and what to do when something does not work as expected.

16.1 Questions

QUESTION	ANSWER
Do I have to change my host?	No. It works with any host that gives you BattlEye RCON access. The agent is a normal DayZ mod.
Do my players need to download anything?	No. Players join exactly as before. Only if you load the agent with <code>-mod</code> (to get in-game reports) do players download the small mod; with <code>-serverMod</code> they download nothing.
What does the Free plan include?	One server with BattlEye RCON: players, kick, ban, broadcast, lock, restart, join, leave and chat logs for 7 days, the public server page, ban appeals and the Hub bot link. See the comparison in chapter 2.
Which plan do I need for the live map and the agent?	Standard or higher. Pro adds hit logs, object and raid logs, gear at death, player routes and all LBmaster, TheModBase, BS Key Room and A6 features.
How do I pay, and how do I cancel?	On the Plans page with PayPal (Apple Pay where offered). Cancel with the button on your plan card; the plan runs until the end of the period you paid for. Refunds: 14 days for the first payment, 7 days for a renewal (section 2.5).
Can I use a promo code?	Yes: type it on the Plans page, press Apply, then choose a plan and pay with PayPal. One use per account; some codes (like <code>BETA1MONTH</code>) work on monthly plans only.

QUESTION	ANSWER
What is the risk label, and does it punish anyone?	It is a low, watch or high label on a player page (Pro), added up from stored facts: Steam facts and, with the agent, PvP signals. Every reason is listed. Nothing is done to the player automatically , and your own trusted or risky call outweighs it. Staff see the players worth a look on Moderation > Worth a look (section 6.1).
Who is inside a vehicle on the live map?	The vehicle shows a number for the people inside and a steering wheel for the driver. Hover it (computer) or click it for the names (section 5.2).
Is anything about my players shared with other Console servers?	Only if the server owner switches on the network signal (Pro, Settings > Server details, off by default). Then the active bans on that server count towards the risk label of other servers that also switched it on, shown only as a number of servers and categories (cheating, griefing, other): never the reason text, your server's name or your name. A server that has not switched it on neither shares nor sees anything. Nothing is done to a player automatically (section 6.1).
Can the Console point at a player's other accounts?	On the plans with the risk label, the player page can list potential alternative accounts with a Low, Moderate or Strong match and every reason in words. It uses only data the Console already keeps for your own servers and proves nothing: never ban only because of a badge (section 6.1).
Can the Console tell me when a Workshop mod is updated?	Yes, with mod update alerts on Standard and up. Switch them on in Settings > Mods. You get one grouped message per server through your alert channels, with the mod names and update times (section 15.8).
Can the Console lock my server after every restart?	Yes. Tick Lock the server after every start in Settings > RCON. It sends the BattlEye #lock command once after a real start, and you unlock from Server control. It needs RCON and the agent (section 3.3).
Can I start a server fresh without deleting it?	Yes. Settings > Danger zone has three owner-only actions: reset player statistics, wipe player data and reset server settings. Each needs a fresh sign-in check and the server name typed, and cannot be undone (section 3.4).
How do I stop e-mails from the Console?	The weekly report and the renewal reminder have an Unsubscribe link. Receipts, payment failures, security notices and server-limit e-mails are essential and cannot be unsubscribed (section 9.2).
What happens if a payment fails?	The plan is switched off at once and the account moves to Free; servers over the Free limit are paused and all data and settings are kept. When a payment goes through, the plan and the servers come back by themselves (section 2.3).
Can the Console watch for speed hackers?	It warns when a player moves on foot much faster than anyone can run. The warning is only a note: it counts towards the risk label and can start an automation, for example the pack Watch possible speed hackers (sections 5.7 and 7.5).
Can my staff use it without my RCON password?	Yes (Pro). Add them on the Team page; they sign in with their own account and never see your RCON password or agent key.
Can I move over from CFTools?	Yes, with the switch-over importer: ban lists, whitelists, priority lists and filter terms from files you export, with a preview and an undo.
Which languages are available?	English, Português, Deutsch, Français, Español, Italiano, Polski, Čeština, Magyar, Русский, 日本語, 简体中文 and 繁體中文.
Can my players see their own stats or appeal a ban?	Yes, on every plan. Players sign in with Steam under Player stats on dayzhub.cloud and see their own stats, killfeed and rank, and they can appeal a ban when you switched appeals on for the ban list (section 8.5).
Is there an API?	Yes, from Standard. See chapter 11.
Can I use it on my phone?	Yes. Install it as an app (iPhone: Share, Add to Home Screen) and turn on push notifications (chapter 9).

QUESTION	ANSWER
Where do I see if the Console itself has a problem?	dayzhub.cloud/console/status shows each component, a 90-day uptime bar and the incident history.
Can I export my data or delete my account?	Yes, on My account : export your data, or erase the account (it asks you to confirm).

16.2 Fixes

PROBLEM	WHAT TO CHECK
A player was not kicked or banned	Check <code>RestrictRCon 0</code> in <code>BEServer_x64.cfg</code> and press Check now in the setup checklist.
The whitelist does not keep players out	It is checked when a player connects; the player is removed a few seconds after joining. Staff and the owner are always allowed.
A restart does not come back	The Console shuts the server down; your host's watchdog or restart script must start it again.
The server shows Starting , not online	The agent said the start is not finished. The Console waits up to 8 minutes before it calls the server offline (section 4.5).
The Agent chip says Refused	Key: copy the new Settings.json to the server. Plan: the agent needs Standard. Not enabled: contact support (section 4.8).
Two game servers report with one key	A copied Settings.json. Add the second server in the Console and give it its own Settings.json (section 4.8).
The live map is empty	The agent must show Connected, <code>liveMapEnabled</code> must be on, your plan must be Standard or higher, and players appear within seconds of spawning.
Admin actions are refused or do nothing	The agent must be connected and the server not starting, <code>allowAdminActions</code> must be on, and your role must allow the action. A teleport does not work in the first 30 seconds after spawning.
The Gear button says the server no longer holds the gear	It is kept for 30 minutes and lost at a restart.
I got no "RCON lost" alert	The alert waits before it is sent, and it is dropped when RCON comes back in time. Check Settings > RCON > RCON alert delay (section 1.3).
The Add to LB watchlist button is missing	It needs LB Admin Tools on the server, agent 0.8.9 or newer, and admin actions switched on in Settings.json (sections 6.1 and 6.6).
A report rule is refused	A rule that kicks or bans on a report needs the condition Times it happened with at least two (section 7.3).
A trigger does nothing	New triggers start as a dry run. Open the run history; use Go live and type the confirmation word.
A webhook stopped	After 20 failed attempts in a row it is switched off, with the reason on the API page. Fix the endpoint and switch it on.
RCON does not connect	See section 1.4: password, port, UDP firewall and a public address.
A promo code is refused	Check the end date, that it is not used up, that you have not used it before, that the plan is monthly if the code says so, and that you apply it before subscribing with PayPal.
My servers were paused after my plan ended	After 7 days only as many servers as the new plan allows stay active. Choose which ones on the Choose your active servers page, or upgrade: paused servers return at once.
Push messages do not arrive	Turn on Push for the categories, check that notifications are not blocked for the site, that quiet hours are not on, and (iPhone) that you use the installed app on iOS 16.4 or newer (section 9.4).

PROBLEM	WHAT TO CHECK
No weekly report e-mail	Weekly report must be ticked and saved, the account needs a confirmed e-mail address, and the server must have reported during the week. It is sent on Mondays from 08:00 UTC.
The public page answers "not found"	The server must be on the public list (and verified) and the public page must be turned on (section 13.1).
The Join button does nothing	It needs Steam and DayZ installed. Copy the address and use Direct Connect in the launcher.
I lost my two-factor codes	Write to support from your account's e-mail address. There is no self-service reset on purpose.
My lock keeps me out	A lock lets in the owner and staff with a linked Steam account. Link Steam on My account first.
Lines from a mod do not show	Check the link in the mod's file, restart the server, and look at the counter on Settings > LBmaster or TB mods. The lines need the Pro plan.

WHEN YOU ASK FOR HELP

Please never post an API key, an RCON password, an agent Settings.json or a webhook link in a public place. Ask for help with the **health report** from the setup checklist; it contains no secrets.

Where to find help

- **Support** in the left menu opens a ticket for account and billing questions (every plan includes support by ticket and in Discord; Community plans receive a reply within 24 hours; other plans are answered in the order received).
- The **All tools** page lists every page of the Console with a one-line description.
- The Console status page: dayzhub.cloud/console/status.
- The agent on the Steam Workshop: steamcommunity.com/sharedfiles/filedetails/?id=3813527671.