

# Rapsheet

**Player Punishment Logging**

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## Rapsheet

Rapsheet is a brand new way to keep track of a player's punishment history on your server. It is the only alternative to either A. being on the server during the punishment or B. searching through hundreds of text files hoping to find the single line that you are looking for. Both ways are completely infective and Rapsheet aims to provide a reliable alternative, with a player's punishment history with just a few clicks.

This guide describes how to install, configure and customize every setting of the Rapsheet addon including detailed descriptions on each and every setting and Developer documentation for adding logging for custom punishments.

## Installation

To install Rapsheet all you need to do is unzip the download (click Download on the Rapsheet page after purchasing to get the zip file). Then, if you use FastDL or a Workshop pack for your server add the resource folders to your FastDL/pack. (Resources are added automatically).

If you plan on using DarkRP and your DarkRP version is not **2.6.0** then please read [this guide](#).

## Configuration

I created Rapsheet to be 100% configurable and extremely easy to do so. All configuration options can be access through a single file [lua/rapsheet/sh\\_rapsheetconfig.lua](#). I will also include an in-depth description of each setting bellow.

## General Settings

The first section of the configuration file contains the **General Settings** for Rapsheet, including defining what admin groups can access the system.

General Settings	Descriptions
RapSheet.Settings.RemovePunishments	Can players with admin access remove warning from the system?
RapSheet.Settings.DebugLog	Enables/Disables debug printing.
RapSheet.Settings.OpenKey	Key that is pressed to open the menu. To find out what keys to use read here <a href="http://wiki.garrysmod.com/page/Enums/KEY">http://wiki.garrysmod.com/page/Enums/KEY</a>
RapSheet.Settings.NotifyOutdatedDarkRP	If you are using Darkrp this will notify admins if the version you are using incompatible with Rapsheet
RapSheet.Settings.DarkRPVersion	
RapSheet.Settings.ChatPrefix	The prefix that the notification messages will have.
RapSheet.Settings.ChatPrefixColor	The color of the message prefix.
RapSheet.Settings.SavingMethod	The way that Rapsheet stores player's punishments. <b>MySQL – Using a MySQL Database</b> (database information is stored in sv_rapsheetconfig.lua) to save info. If you are using DarkRP Rapsheet will automatically using the DarkRP DB. <b>SQL – Will use the build in GMOD DB</b> to save punishments <b>Text – Will save punishments to text files</b> located in data/rapsheet/playerinfo_{steamid64}.text
RapSheet.Settings.AdminGroups	Defines what user groups will have access to the system. You can add groups like this. <b>RapSheet.Settings.AdminGroups["admin"] = true</b>
RapSheet.Settings.SuperAdminGroups	Defines what user groups will be able to remove punishment/clear the system.
RapSheet.Settings.OverWriteULX	Should rapsheet automatically add ULX logging to ULX commands?

## Theme Settings

The second section of configuration file allows you to change the way the Rapsheet menu looks.

Theme Settings	Descriptions
<b>RapSheet.Theme.MainFont</b>	The main font used in the menu.
<b>RapSheet.Theme.LogLineFont</b>	Font that the log lines uses
<b>RapSheet.Theme.MainMenuColor</b>	The background color of the main menu.
<b>RapSheet.Theme.MainMenuBarColor</b>	The color of the bar located at the top of the main menu. disable the bar from drawing replace the Color with ""
<b>RapSheet.Theme.LogListBackGround</b>	Color of the list that contains the logs will be.
<b>RapSheet.Theme.LogListHeaderColor</b>	Color that the columns titles are.
<b>RapSheet.Theme.CloseButtonColor</b>	Color that the close button is.
<b>RapSheet.Theme.CloseButtonHoverBar</b>	Color that the bar on the close button will be, to disable the bar from drawing replace the Color with ""
<b>RapSheet.Theme.SearchBoxColor</b>	Color that the search box will be.
<b>RapSheet.Theme.DropDownBarColor</b>	Color that the bar at the Drop Down box and search box will be. To disable the bar from drawing replace the Color with ""
<b>RapSheet.Theme.DropDownMenuColor</b>	Color that the drop down menu will be.
<b>RapSheet.Theme.DropDownMenuBackColor</b>	Color that the bar on the drop down bar will be, to disable the bar from drawing replace the Colour with ""
<b>RapSheet.Theme.LogColors</b>	Use this table to define what color the logged actions will be in the menu. Make sure that the index is exactly what the first argument of RapSheet.SavePlayerPunishment

# Developer API

Making Rapsheet log custom punishment couldn't be easier, to do so just add this call to your punishment function.

Function	Arguments
<code>RapSheet.SavePlayerPunishment</code>	<p>First Argument is the player or when they are offline the steamed Second Argument is the type of punishment. To add color to this define it in <code>RapSheet.Theme.LogColors</code>. Third Argument is the reason/type for the punishment. If your punishment doesn't have one then simply set it to an empty string "" Fourth and Final argument is the admin issuing the punishment. This should include their name and steamed</p> <p>For examples of how this is implemented look in <a href="#">lua/rapsheet/overrides/sv_fadmin.lua</a></p>