

Generic Admin Menu

Instructions
(For hosting servers)

Please still add the server spawn actor from the section "Setting up mod for first time"

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Discord

<https://discord.gg/AhDegkKHv4>

Join this discord to get the latest news about upcoming updates and new addon mods.

Example Game.ini and Engine.Ini

[Download](#) May be outdated.

Features spawn weapon command for all users and all vanilla weapons added into it.
Add your own playfab id in the engine.ini on the line adminplus=
Edit server name and admin password.

Example Game.ini and Engine.ini with SquakAdmin Weapons and Squack TV

[Download](#) For sure outdated.

Add your own playfab id in the engine.ini on the line adminplus=
Edit server name and admin password.

Setting up mod for first time

Step 1. Add Mods=602475 in game.ini under [/Script/Mordhau.MordhauGameSession]

Step 2.

Add SpawnServerActorsOnMapLoad=/GenericMenu/Blueprints/CommandArray.CommandArray_C
under [/Script/Mordhau.MordhauGameMode]

Step 3. Add [/GenericMenu/Blueprints/CommandArray.CommandArray_C] inside engine.ini

- Adding weapons, commands, and admin+ ranks will be done under here.

Extra information:

If your server runs custom gamemodes, they may not be compatible with the menu. If you would like to use both mods at once, please add **nomenumaps=mapname** in the commandarray section.

Using GPortal? Can't find Engine.ini? Use this:

Download filezilla client and follow the instructions here

[Instructions](#)

[FileZilla Download](#)

How to Become Admin+ Rank

Step 1. Open the server's engine.ini file

(Located here)

> Mordhau Dedicated Server > Mordhau > Saved > Config > WindowsServer

Step 2.

Add [/GenericMenu/Blueprints/CommandArray.CommandArray_C] anywhere inside of txt file

 *Engine.ini - Notepad

File Edit Format View Help

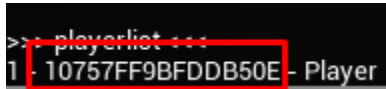
```
[/Script/OnlineSubsystemUtils.IpNetDriver]
```

```
NetServerMaxTickRate=120
```

```
[/Game/Mordhau/Maps/GenericMenu/Blueprints/CommandArray.CommandArray_C]
```

Step 3. Get playfabids

- Start Mordhau
- Open console
- Type Playerlist



```
>>> playerlist <<<
1 - 10757FF9BFDDDB50E - Player
```

Step 4. Add AdminPlus=PlayfabID under

[/GenericMenu/Blueprints/CommandArray.CommandArray_C]

```
[/Game/Mordhau/Maps/GenericMenu/Blueprints/CommandArray.CommandArray_C]
```

```
AdminPlus=10757FF9BFDDDB50E
```

Step 5. Open Game.ini

It is very important that you do this last step.

Step 6. Under [/Script/Mordhau.MordhauGameSession] Add Admins= PlayfabID

Adding Commands to the Menu

Optional Commands

- cmdMods=/GenericMenu/Blueprints/Commands/cmdSize_0,1,2.cmdSize_0,1,2_C
Pick 0, 1, or 2. 0 allows all users to access Change size, 1, only admins, 2 only admin+
Make sure to replace 0,1,2 with only 1 number.
Add in engine.ini:
[/GenericMenu/Blueprints/Commands/cmdSize_0,1,2.cmdSize_0,1,2_C]
minsize=

maxsize=

Make sure to add this part to engine ini ^

```
[/Game/Mordhau/Maps/GenericMenu/Blueprints/Commands/cmdSize_1.cmdSize_1_C]  
minsize=0.5      |  
maxsize=1.5
```

- cmdMods=/GenericMenu/Blueprints/Commands/cmdToggleGod_1.cmdToggleGod_1_C
Adds togglegod command to admin rank.

Adding Custom Commands

Step 1. Find cmd in modio

- Generally their name will start with cmd

Step 2. Add modid into game.ini

Step 3. Add cmdmods=commandpath in engine.ini underneath

[/GenericMenu/Blueprints/CommandArray.CommandArray_C]

- Command path should be inside the description of the mod.

```
add cmdMods= /Game/Mordhau/Maps/cmdSuicide/cmdSuicide.cmdSuicide_C
```

Addings Weapons to Spawn Weapon

(All configuration is done in engine.ini under
[/GenericMenu/Blueprints/CommandArray.CommandArray_C])

Types of variables

- wpn0= adds specified weapon to user spawn weapon command
- wpn1= adds specified weapon to admin spawn weapon command
- wpn2= adds specified weapon to admin+ spawn weapon command

Step 1. Add new line in engine ini under commandarray

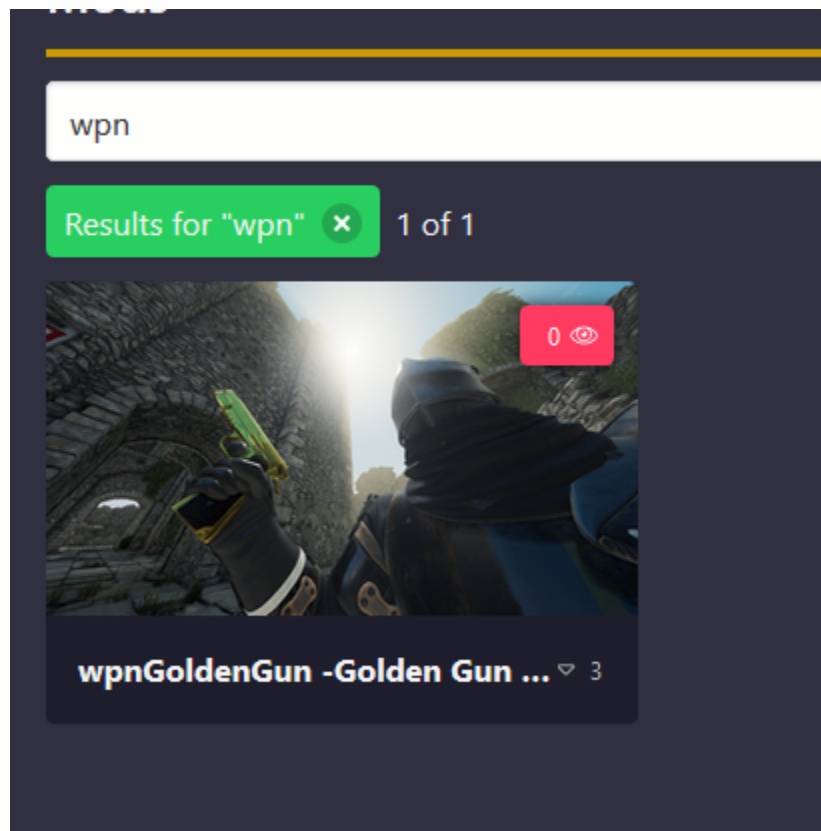
Step 2. Type wpn0/1/2=

Step 3. Add file path

- Example
wpn0=/Game/Mordhau/Blueprints/Equipment/Weapons/Specific/Makeshift/BP_Hoe.BP_Hoe_C

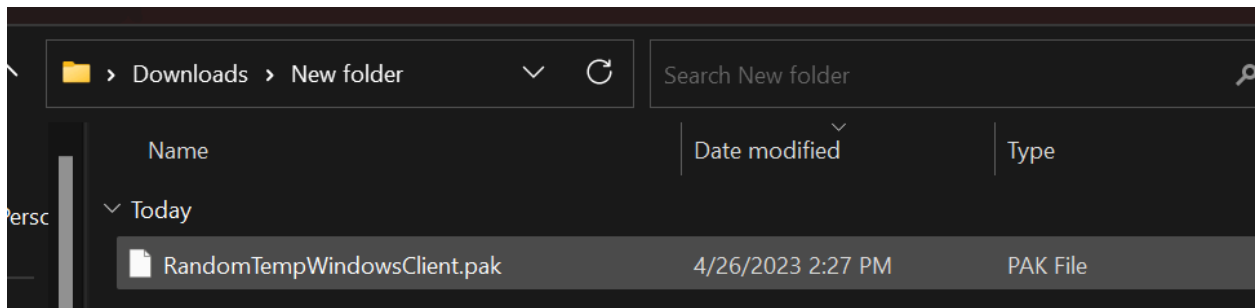
Weapon mods for menu on mod.io

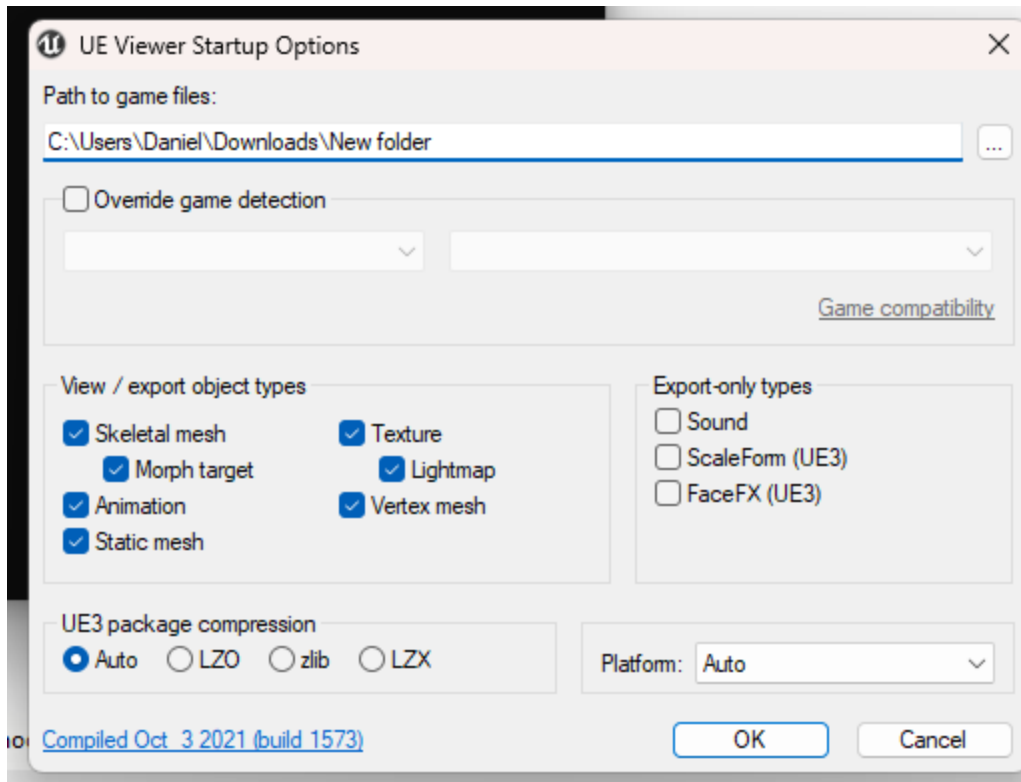
Search wpn in modio to find weapons made for the menu



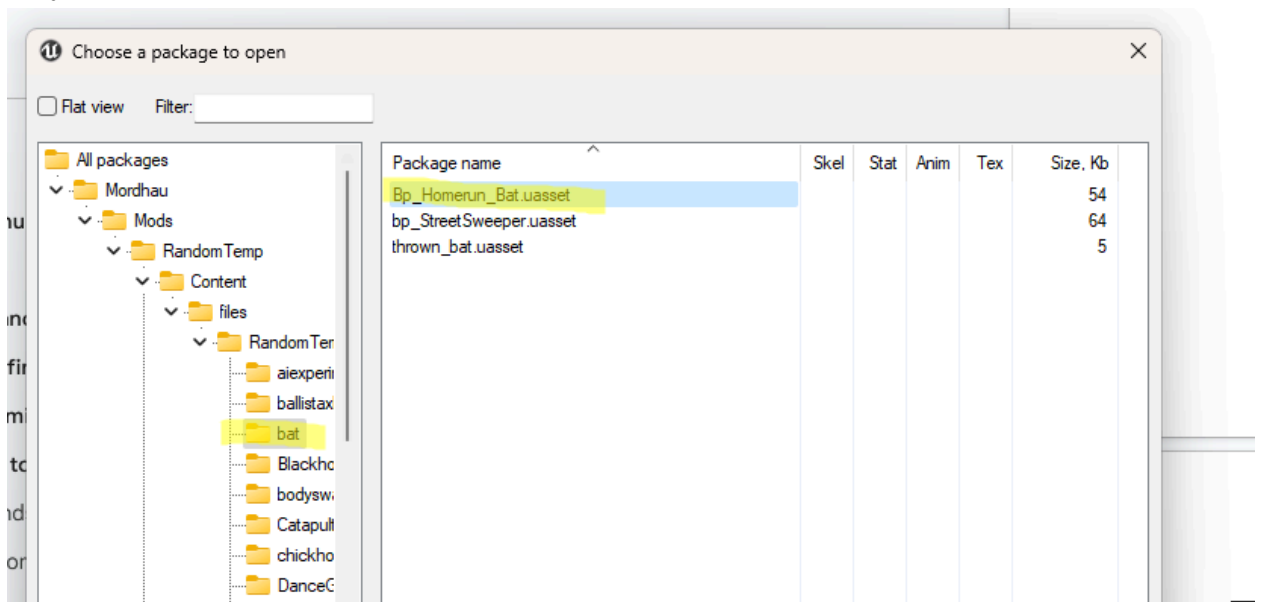
How to find a weapons file path to get weapons from any mod into the menu

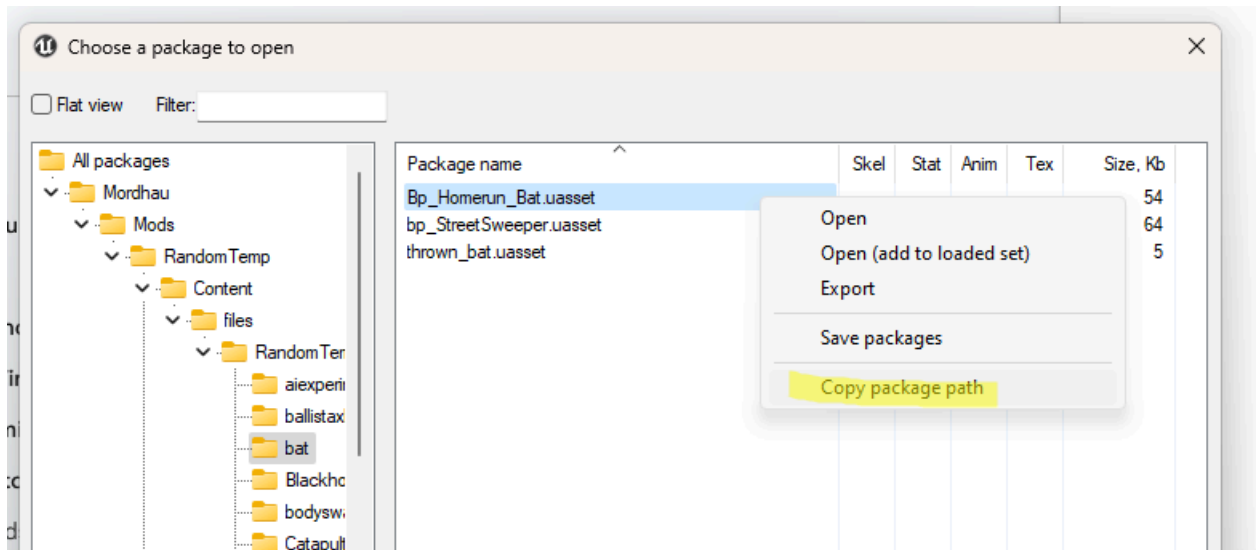
1. Download [umodel](#) so you can open pak files
2. Get file location of pak you want to open, or download the pak off modio and put it in a folder





3. Find weapon .uasset (Requires a bit of guesswork, but for some mods can be fairly easy)





4. Copy package path and paste

/Mordhau/Mods/RandomTemp/Content/files/RandomTemp/bat/Bp_Homerun_Bat.uasset

- Delete yellow highlighted text

/RandomTemp/files/RandomTemp/bat/Bp_Homerun_Bat.uasset

- Replace .uasset with bluetext_C

/RandomTemp/files/RandomTemp/bat/Bp_Homerun_Bat.Bp_Homerun_Bat_C

- Add wpn0/1/2= at the end

wpn0=/RandomTemp/files/RandomTemp/bat/Bp_Homerun_Bat.Bp_Homerun_Bat_C

5. Extra step for mod file paths

When getting weapons from other mods on modio, make sure you also have the mod installed on your server following the normal procedures. Add the mod id line, add follow the steps above.

Copying the file path for cmdairstrike looks like this

/Mordhau/Mods/GenericMenu/Content/Blueprints/Commands/airstrike/cmdAirStrike.uasset

Change it into this:

/GenericMenu/Blueprints/Commands/airstrike/cmdAirStrike.cmdAirStrike_C

Simply remove the red parts, and then do step four.

Random Weapon FFA Weapons

Mod Ids required:

2434413

2421883

wpn1=/RandomTemp/files/RandomTemp/bat/Bp_Homerun_Bat.Bp_Homerun_Bat_C

wpn1=/RandomTemp/files/RandomTemp/ballistaxbow/BallistaBow.BallistaBow_C

wpn1=/RandomTemp/files/RandomTemp/Blackhole/BlackHole.BlackHole_C

wpn1=/RandomTemp/files/RandomTemp/bodyswapper/bp_bswap.bp_bswap_C

wpn1=/RandomTemp/files/RandomTemp/CatapultUpgrade/bp_Upgrade.bp_Upgrade_C

wpn1=/RandomTemp/files/RandomTemp/CatapultUpgrade/bp_Upgrade_2.bp_Upgrade_2_C
wpn1=/RandomTemp/files/RandomTemp/DanceGrenade/dancebomb.dancebomb_C
wpn1=/RandomTemp/files/RandomTemp/diamondsword/bp_DiamondSword.bp_DiamondSword_C
wpn1=/RandomTemp/files/RandomTemp/Disarmer/bp_Disarm.bp_Disarm_C
wpn1=/RandomTemp/files/RandomTemp/DoubleJumpPot/DubPot.DubPot_C
wpn1=/RandomTemp/files/RandomTemp/dsAndls/DarkSaber/darksaber_fix.darksaber_fix_C
wpn1=/RandomTemp/files/RandomTemp/duckmaul/bp_duckMaul.bp_duckMaul_C
wpn1=/RandomTemp/files/RandomTemp/FirebombYEET/bp_carpetbomb.bp_carpetbomb_C
wpn1=/RandomTemp/files/RandomTemp/FirebombYEET/bp_SuperFireBomb.bp_SuperFireBomb_C
wpn1=/RandomTemp/files/RandomTemp/grapple/bp_grapplehook.bp_grapplehook_C
wpn1=/RandomTemp/files/RandomTemp/GravityDownPotion/GravityPotionInfinite.GravityPotionInfinite_C
wpn1=/RandomTemp/files/RandomTemp/heldblockshield/bp_heldblock.bp_heldblock_C
wpn1=/RandomTemp/files/RandomTemp/HorseUpgrade/bp_horseupgrader.bp_horseupgrader_C
wpn1=/RandomTemp/files/RandomTemp/invisiblepotion/InvisPot.InvisPot_C
wpn1=/RandomTemp/files/RandomTemp/Katana/bp_Katana.bp_Katana_C
wpn1=/RandomTemp/files/RandomTemp/ksAirstrike/bpFlare.bpFlare_C
wpn1=/RandomTemp/files/RandomTemp/NewtonLauncher/NewtonLauncher.NewtonLauncher_C
wpn1=/RandomTemp/files/RandomTemp/NyanGun/bp_nyanBow.bp_nyanBow_C
wpn1=/RandomTemp/files/RandomTemp/SpeedCharm/bp_SpeedCharm.bp_SpeedCharm_C
wpn1=/RandomTemp/files/RandomTemp/suicidegrenade/bp_suicidegrenade.bp_suicidegrenade_C
wpn1=/RandomTemp/files/RandomTemp/Taser/bp_tazer.bp_tazer_C
wpn1=/RandomTemp/files/RandomTemp/dsAndls/DragonSlayer/bp_ds.bp_ds_C
wpn1=/RandomTemp/files/RandomTemp/ogrepotion/ogrePotion.ogrePotion_C

Disable Menu for Modded Gamemodes

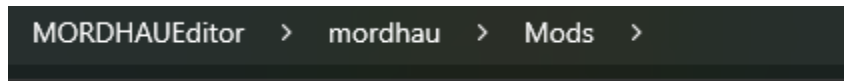
Would be used if the menu breaks a modded gamemode

In engine.ini, under the commandarray line add NoMenuMaps=mapname

Modding

Files

https://cdn.discordapp.com/attachments/806551808511311872/1193701559188586607/GenericMenu_2.zip?ex=65adac35&is=659b3735&hm=8541e11af9a040b2da4edbd688651deaeb23d7cdd0f5b459e20cb886cc18e625&



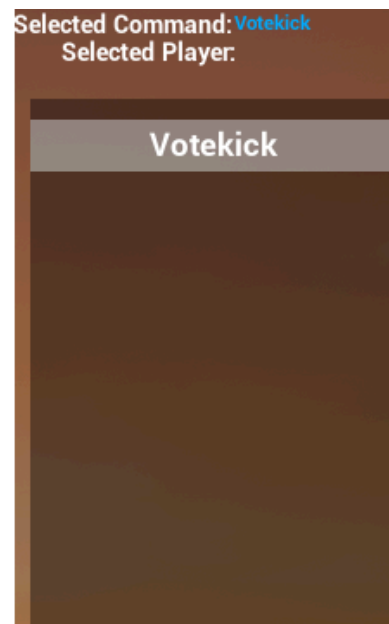
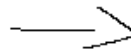
File goes here

Command Variables

CMD Name: What the command will show up as in the menu

Permission level: 0= All players, 1= Admins, 2=Admin+

Cmd Name	Votekick
Txt 1	
Tx 2	
Textbox Hint	
Textbox Hint 2	
Permissonlevel	0
No Values	☒
Weapon Scroll	☐
Wpn X	0
Two Player Scrolls	☐
Value	
Value 2	
Targeted Player	
Selected Actor	None



Txt 1,2:Text that appears above the textbox.

Default

Client	☐
Two Values	☐
Cmd Name	Kick Player
Txt 1	Kick Reason
Tx 2	
Textbox Hint	
Textbox Hint 2	
Permissonlevel	1

Selected Command: Kick Player
Selected Player:

Kick Reason

Kick Player

Two Values: Enables second textbox.

Default

Client	☐
Two Values	☒
Cmd Name	Ban Player
Txt 1	Time (Minutes):
Tx 2	Ban Reason:
Textbox Hint	
Textbox Hint 2	
Permissonlevel	1
No Values	☐
Weapon Scroll	☐

Selected Command: Ban Player
Selected Player:

Time (Minutes):

Ban Reason:

Ban Player

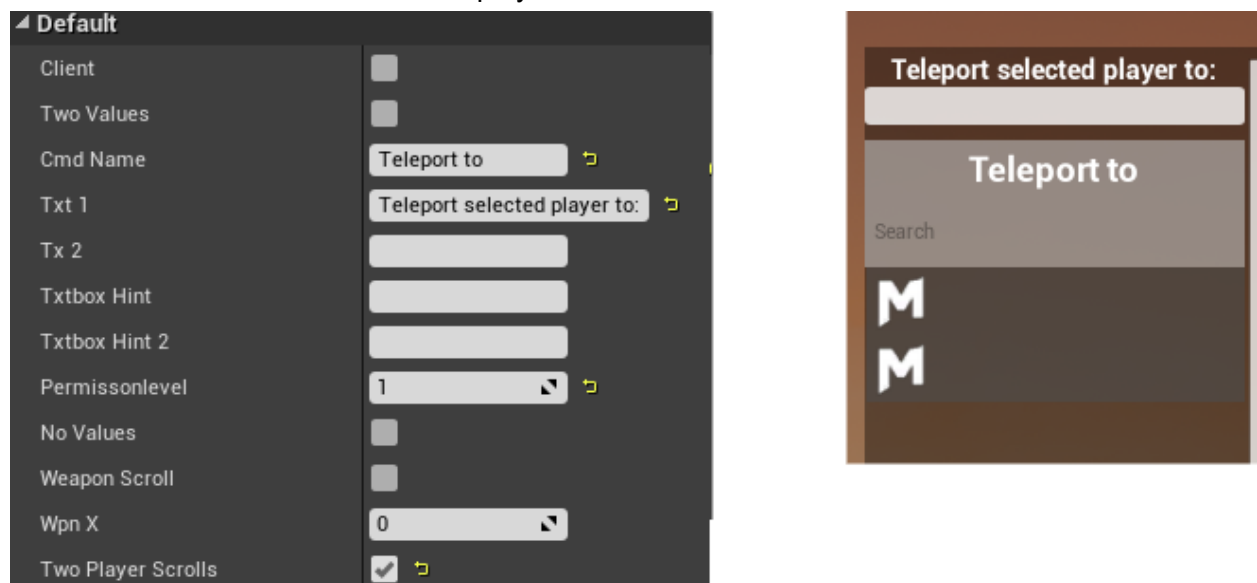
No Values: Removes Textboxes

WeaponScroll:Accesses stored weapon array in command_array

Wpn X: Choses which weapon array to display with WeaponScroll.



Two Player Scrolls: Enables a second player scroller in the command area, when a player is clicked on this side it will insert their playfabid in the box.



Value,2: Gets what was put inside of textbox1,2

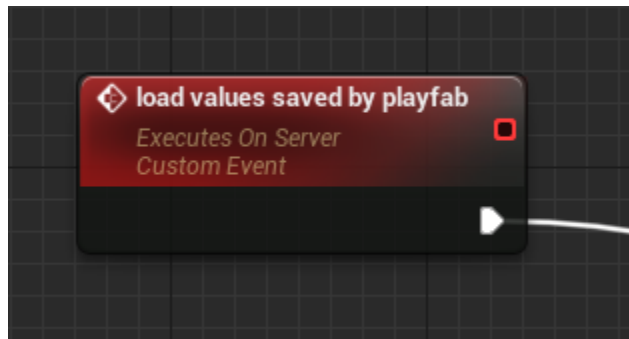
Selected Actor: Gets what weapon was selected from the weapon array.

Valueis Float: Will only allow numbers to be sent through textbox. Will automatically get rid of letters

Value	
Value 2	
Targeted Player	
Selected Actor	None ▾ ← ↻ + ×
Valueis Float	☐
Value 2is Float	☐

Command Base Events

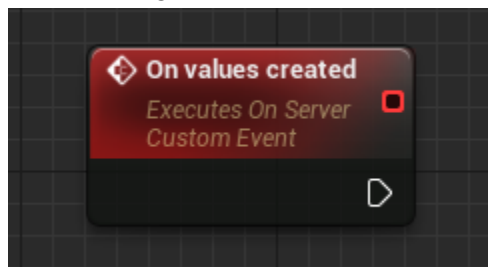
Allows you to save and load 4 floats and 1 bool whenever the command is called



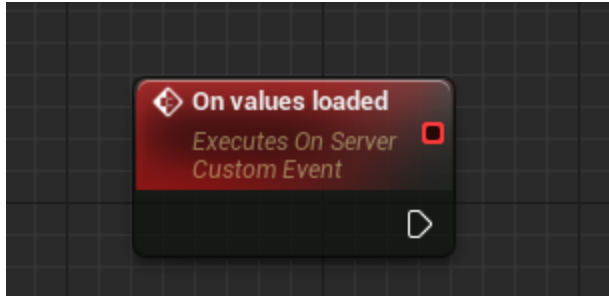
Executed when saved values is created for first time

Use this event to set the variables.

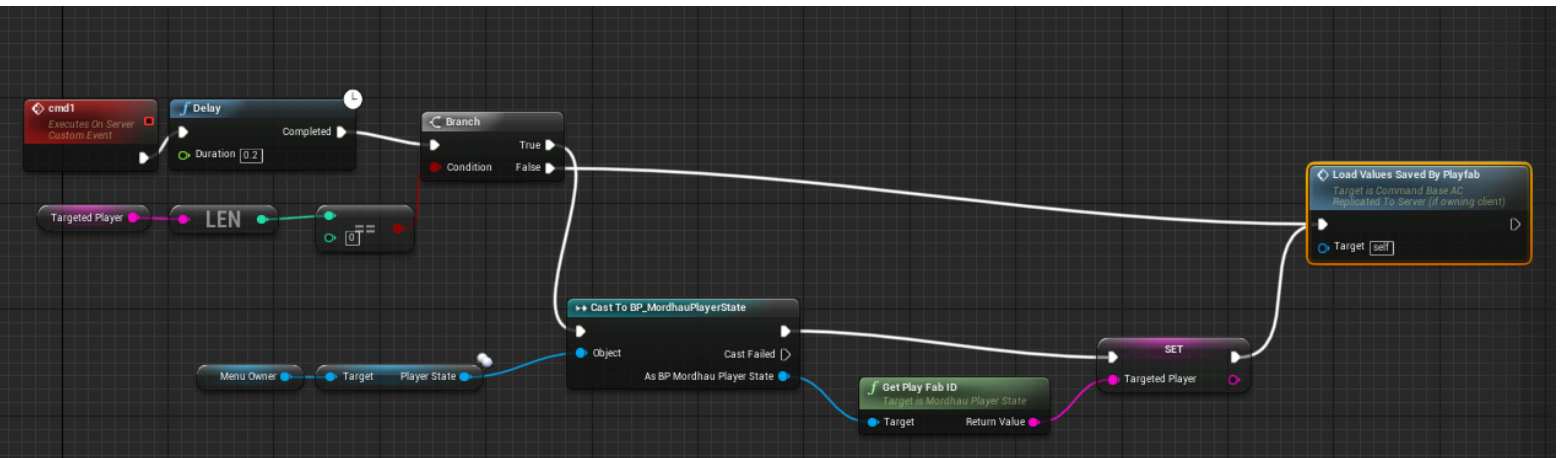
(After setting variables, execute on values loaded or run command)



Executed when values were found.

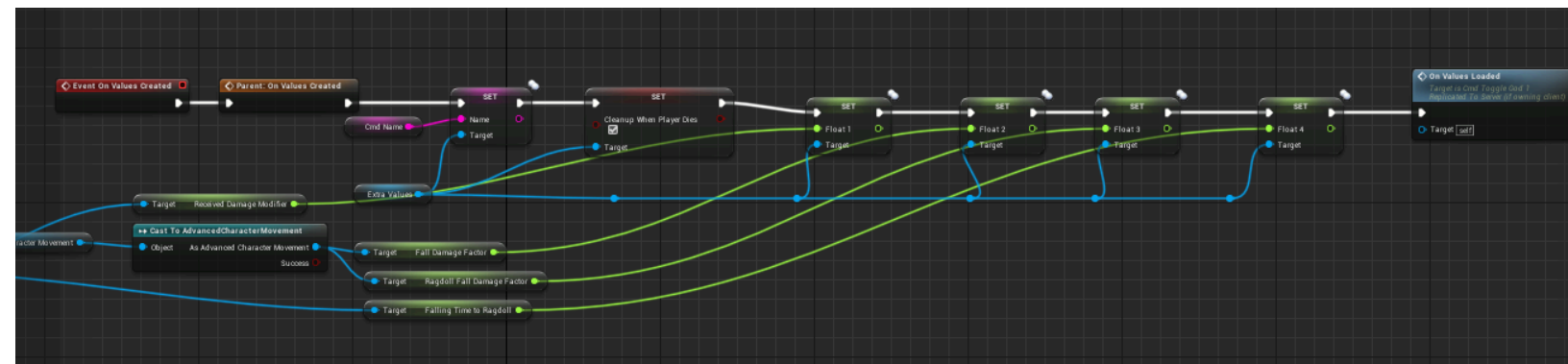


Example of its use

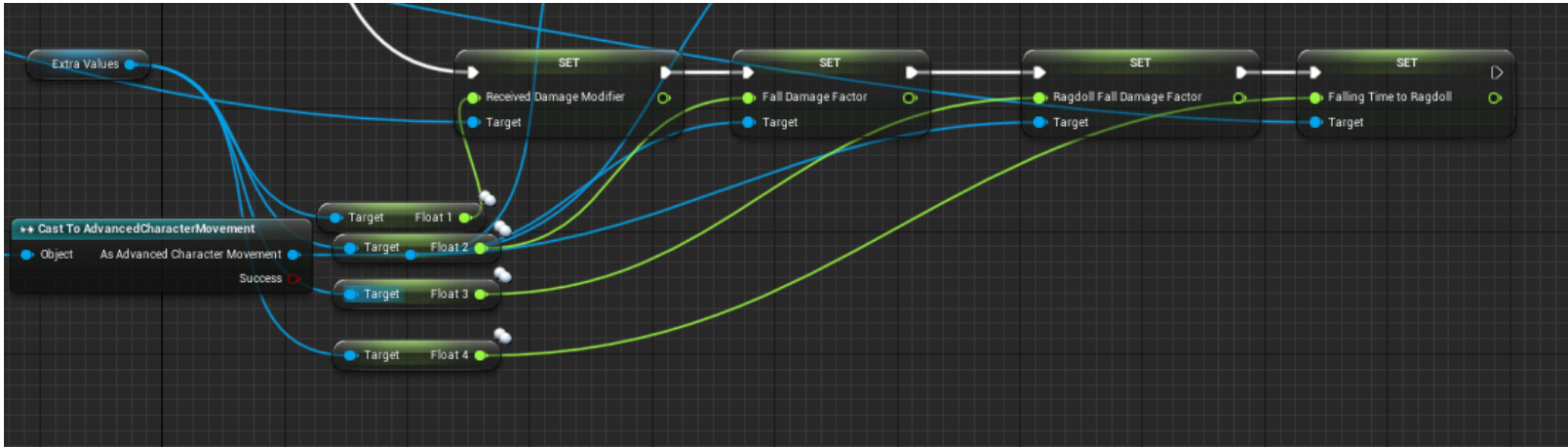


Creating/loading saved value

Setting saved values



Using saved values

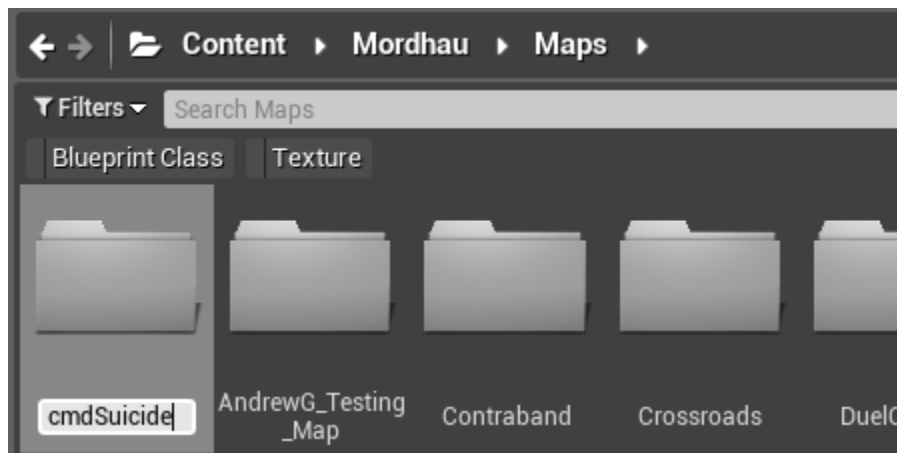


Creating a Custom Command

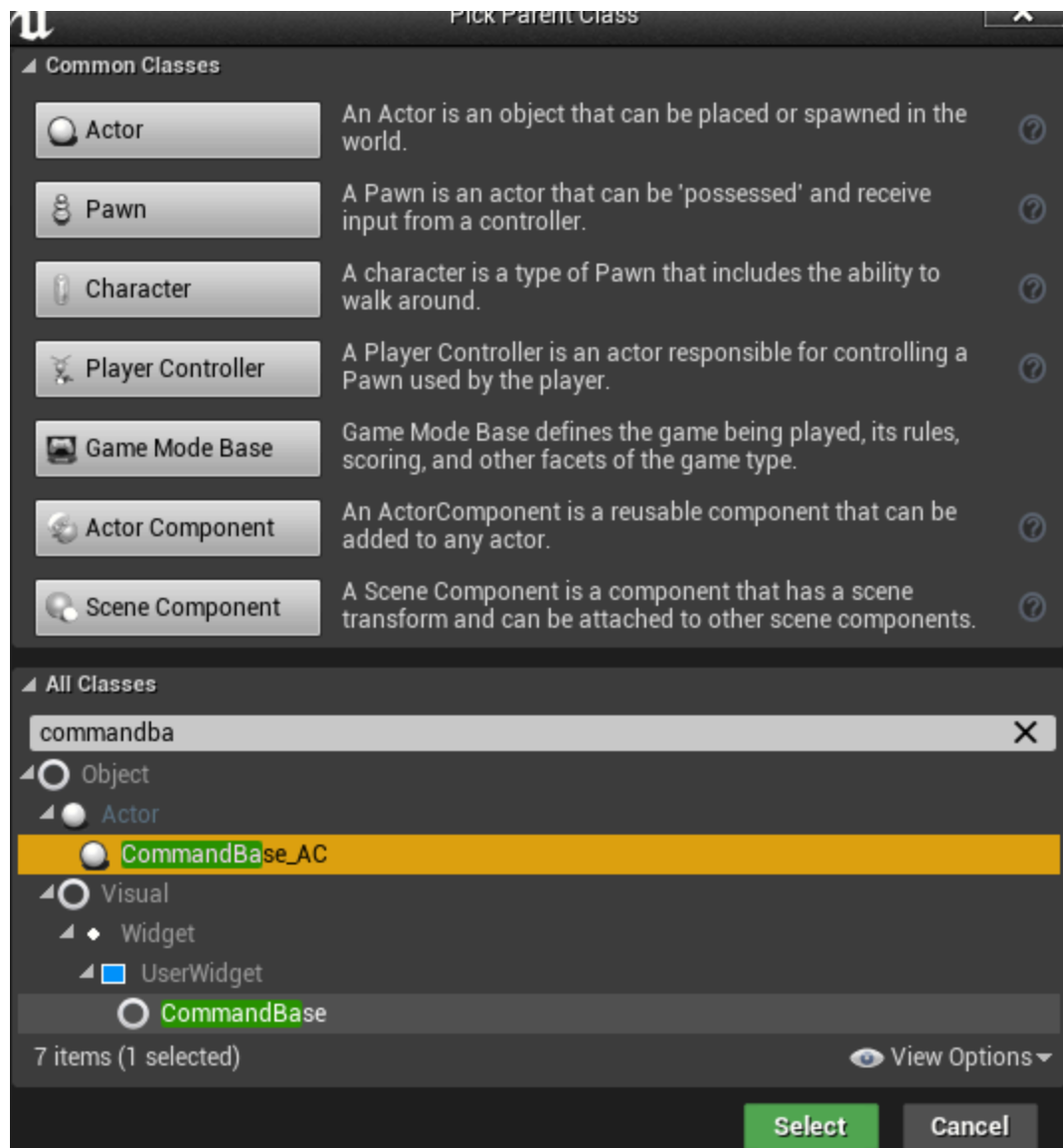
Step 1. Create a folder for new command

(Don't have to do this, but would be nice to follow naming scheme for commands)

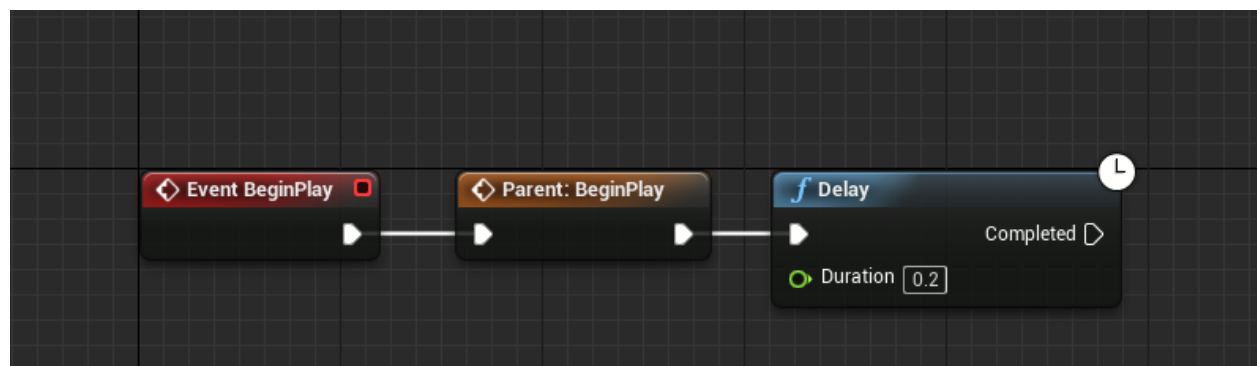
cmdCommandname



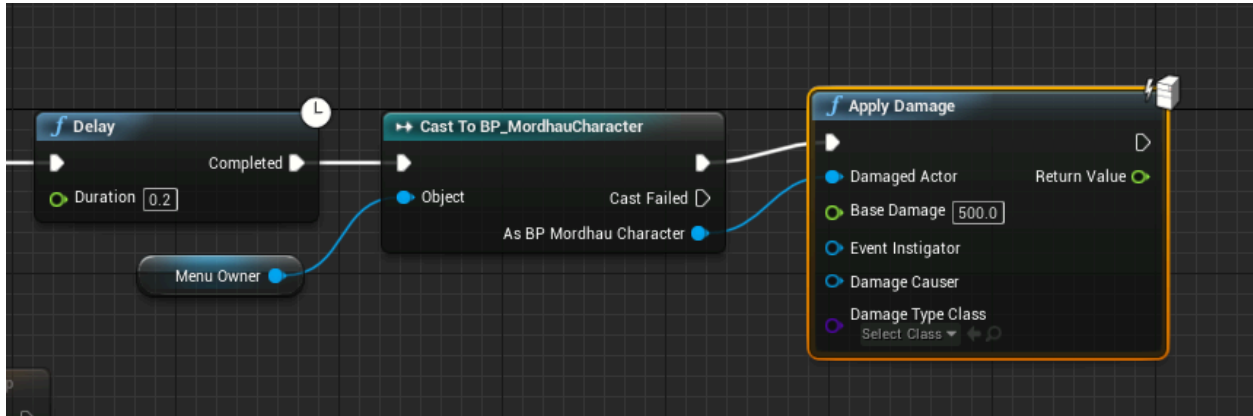
Step 2. Create a child actor of CommandBase_AC



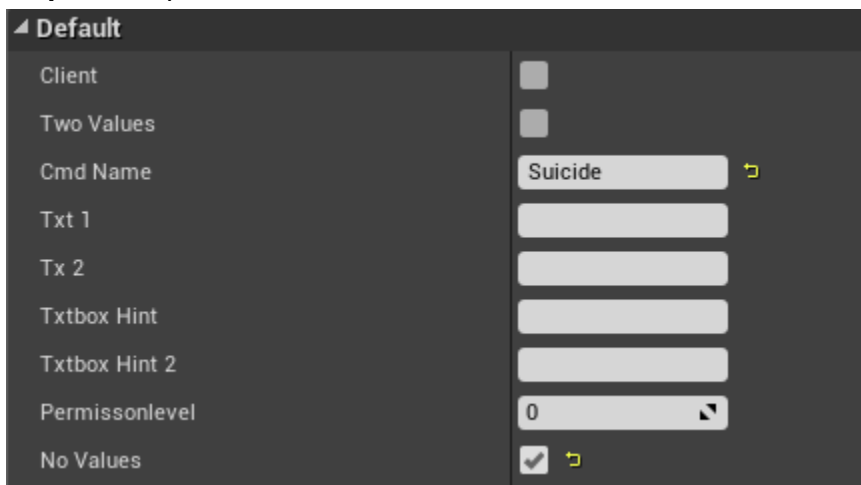
Step 3. Add a delay after being play. This gives variables time to be set before the command is run.



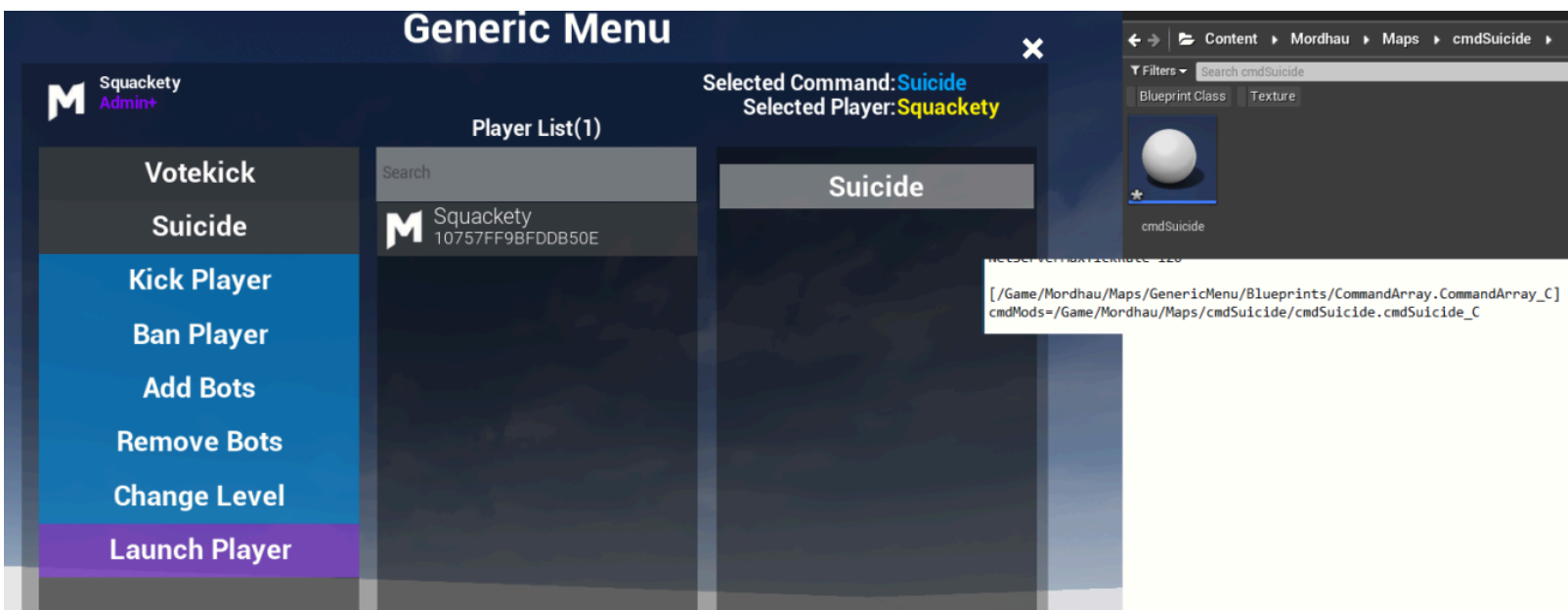
Step 4. Add what command will do.



Step 5. Setup UI variables



Step 6. Upload to modio and add this to engine.ini to test.



Uploading to modio guidelines

If you are making a command mod, please name it cmdCommand_Name

If you are making a weapon mod, please name it wpnWeapon_Name.

This is so users can find your mod easier. The guide tells users to search wpn and cmd to look for menu mods.

Creating a server with a child version of generic character?

Use OverridePawn=True under the command array line in engine.ini

```
[/Game/Mordhau/Maps/GenericMenu/Blueprints/CommandArray.CommandArray_C]
wpn2=/Game/Mordhau/Maps/RandomWeaponFFA/Weapons/Quick-Knife.Quick-Knife_C
wpn2=/Game/Mordhau/Maps/RandomWeaponFFA/Weapons/JihadBomb/JihadBomb.JihadBomb_C
wpn2=/Game/Mordhau/Maps/RandomWeaponFFA/Weapons/positionswap/Position_Swap.Position_Swap_C
wpn2=/Game/Mordhau/Maps/RandomWeaponFFA/Weapons/TripMine/Trip-Mine.Trip-Mine_C
cmdMods=/Game/Mordhau/Maps/GenericMenu/Blueprints/Commands/cmdSize_1.cmdSize_1_C
cmdMods=/Game/Mordhau/Maps/GenericMenu/Blueprints/Commands/cmdToggleGod_1.cmdToggleGod_1_C
cmdMods=/Game/Mordhau/Maps/cmdTVBan/TvBan.TvBan_C
AdminPlus=10757FF9BFDD850E
OverridePawn=True
```