AnySMP

SERVER OWNER GUIDE

Set up AnySMP on your server – in 15 minutes.

Invite, set up the dashboard, assign permissions: this guide walks you through everything you need to know as owner or admin.

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1 Invite the bot

1. Open **anysmp.de/bot-einladen** and click **Invite bot**.
2. Choose your server and confirm the suggested permissions. You need the **Manage Server** permission on that server.
3. Under **Server settings** → **Roles**, drag the **AnySMP** role as high as possible – at least above all roles the bot should assign or moderate.

After joining, the bot posts a welcome message with a button for the setup wizard and 📌 **Post raid board**.

> **WHY THE ROLE ORDER MATTERS**
>
> Discord only lets a bot assign roles and moderate members **below** its own role. If AnySMP is too low, level roles, auto role, shop roles, timeouts and kicks won't work.

2 Dashboard & setup wizard

Almost everything is set up comfortably in the browser: **anysmp.de/dashboard**. Log in with your Discord account and you'll see all servers where you have **Manage Server** and AnySMP is a member.

The first time, the 🚀 **setup wizard** helps – every step can be skipped and done later. At the top it offers a **template gallery** with seven ready-made setups (WoW raid guild, MMO guild, shooter clan, GTA/roleplay crew, survival server, casual and streamer community): one click sets modules, games and matching settings, then you continue as usual.

1. **Choose language and server type** – in which language the bot creates channels, roles and announcements (Discord's "server language" is often set to English, so the wizard asks), plus guild, community, support or lean; only matching modules stay on. You can change the language later under ⚙️ Settings.
2. **Create channels automatically** – on request the bot creates the layout from section 4b (categories, channels, private team area, temp voice) and sets all function channels correctly right away. Existing ones are reused, nothing is deleted. The 📌 **raid board** is posted and pinned in the raid channel.
3. **Choose channels** – raids, level-ups, mod log, community, betting office and lottery.
4. **Enable game versions** – which games your community uses for raids (e.g. WoW, FFXIV, Lost Ark, Aion 2, CS2, VALORANT or guild meetings).
5. **Warcraft Logs** (WoW only) – your guild for automatic raid analysis.

6 **Who may do what?** – one role each for raid lead, event planning and moderation; the bot assigns the matching command permissions. No roles on the server yet? **“Create example roles”** makes matching roles (e.g. guild lead, officer, raid lead, guild member, guest) and assigns them right away.

7 **DKP on or off** – whether you use a points system for loot.

Afterwards the dashboard shows 🧭 **What's missing?** at the top: open items (e.g. no mod log, bot can't write in a channel) with one click to the right place – also missing **bot permissions** and roles that are too high. Under 🧩 **Modules** you turn areas off. **Tip:** set the **time zone** under ⚙️ Settings right away – raid times and reminders follow it.

📦 **Migration:** coming from another bot? In the dashboard you import **DKP balances**, **characters** (CSV) and **XP** (table or public MEE6 leaderboard, same level curve). Matching via Discord ID, name or character. You first see a preview with all rows that couldn't be matched; nothing is saved until you confirm.

FEWER COMMANDS FOR YOUR MEMBERS

`/menu` gives every member buttons for create raid, events, character/class, DKP, absence and portal – in their own language. Admins post the same buttons as a permanent 📌 **raid board** via “Post raid board here” in /menu. Discord shows command names in each member's language (e.g. `/отсутствие` in Russian).

3 Dashboard areas

Area	What you set there
⚙️ Settings	Time zone, currency name, game versions, 2FA requirement for the dashboard.
🧩 Modules	Turn areas on and off, choose a new server type.
🏆 Level system	Everything about XP in one place: XP per message and voice minute, **voice rules** (no XP in the AFK channel – default –, when muted/deafened, alone in a channel), switch for a **public XP leaderboard** (top 50 at anysmp.de/rangliste/... without login, not in search engines), **level roles**. Plus: give, take or set a member's XP, reset one person or the **whole server** (confirm with the server name, undoable for 30 days, CSV export first), and on an **account change** transfer XP – optionally coins, counters and achievements too – from the old to the new account. If someone drops below a level, the bot removes the level role. Every change is logged and posted to the mod log. **XP factors:** per channel, category or role ×0.5 to ×3 or **no XP** (e.g. spam and bot channels). **XP event:** double XP for 2 hours to 1 week, ends by itself. **Level-up:** in the level-up channel, by DM or not at all, with your own text ({user}, {name}, {level}, {server}); stack level roles or keep only the highest. **Achievements** are announced as cards with rarity – by default from “rare”, adjustable: all, only epic and legendary, or none. Optionally former members' XP expires after X days. **Player of the month:** on the 1st at 10 am the top 3 by monthly XP in the community channel, optionally with a role for first place (moves on every month) and coins (2nd place half, 3rd a quarter).
📺 Server channels	All function channels, including “community” for weekly recap, anniversaries, birthdays, milestones and lottery (see section 4).
📖 Guide (PDF)	This guide to download – always also at anysmp.de/#anleitungen.
🔐 Command permissions	Which roles may use which command.
🔐 Dashboard permissions	Which roles may edit which dashboard areas – e.g. raid lead only DKP, ticket helpers only tickets. Settings, modules and permissions always stay with you.
👥 Users	Members with level, coins and activity.
👋 Welcome & rules	Greeting with welcome card, auto role, rules button; plus a short **welcome DM** to new members with /menu and portal (can be turned off).

🎉 Community	Birthday greetings on/off, role for 24 hours on the birthday, celebration at 50, 100, 250, 500, 1000 … members on/off, question of the day with your own question list, guild chronicle (add milestones).
🛡️ Automod · 🚫 Wordlist	Automatic moderation and banned words.
📊 Audit log	All cases with filters by period, type and moderator, key figures (automatic cases, repeat offenders, most active moderators) and a member's timeline.
🎫 Tickets	Ticket system for requests to the server team, including saved transcripts. Up to 10 categories (e.g. “DKP problem”, “application”) with their own responsible roles that see the ticket and get pinged.
🗝️ Key board	Mythic+ categories, mentor threshold, weekly goal (WoW).
💰 DKP	DKP on/off, points per attendance, balances, bookings, CSV export. Several **DKP lists** (e.g. main and alt raid), every raid books into its list.
🎮 Custom games	Your own role layouts for games that aren't built in.
🌐 AnySMP network	See free slots of other servers, offer your own (Pro).
🤝 Partner guilds	Connect with guilds by code: joint raids, shared DKP lists.
💰 AH tracker	Watch auction house prices (only with WoW active).
🎮 Games	Win chances, trivia reward, gacha weights, your own trivia questions, Scattergories categories.
🛒 Shop	Items for the server shop (role, title, colour).
🎮 Game roles	One role per game that members pick themselves (selection message or `/games`). A game's channels are only visible to role holders; the game's events land there and mention the role.
💜 Vote rewards	Members collect coins, XP boost, collectible cards and achievements for votes on bot lists with `/vote`. Off by default – then a vote request appears once a day in the news box.
🔊 Temp voice	“+ Create channel” voice channels.
📊 Stat channels	Locked channels at the very top whose name updates every 10 minutes: date, online/busy/away, members, voice, boosts, remaining time of a countdown (`{countdown}`). Up to 5, text with placeholders like `{online}` freely selectable.
🔴 Streams · 📰 RSS feeds	Twitch/YouTube/TikTok notifications and your own news feeds.

⏰ Scheduled messages	Post info or promo texts into a channel hourly up to every 30 days; optionally each new one replaces the previous.

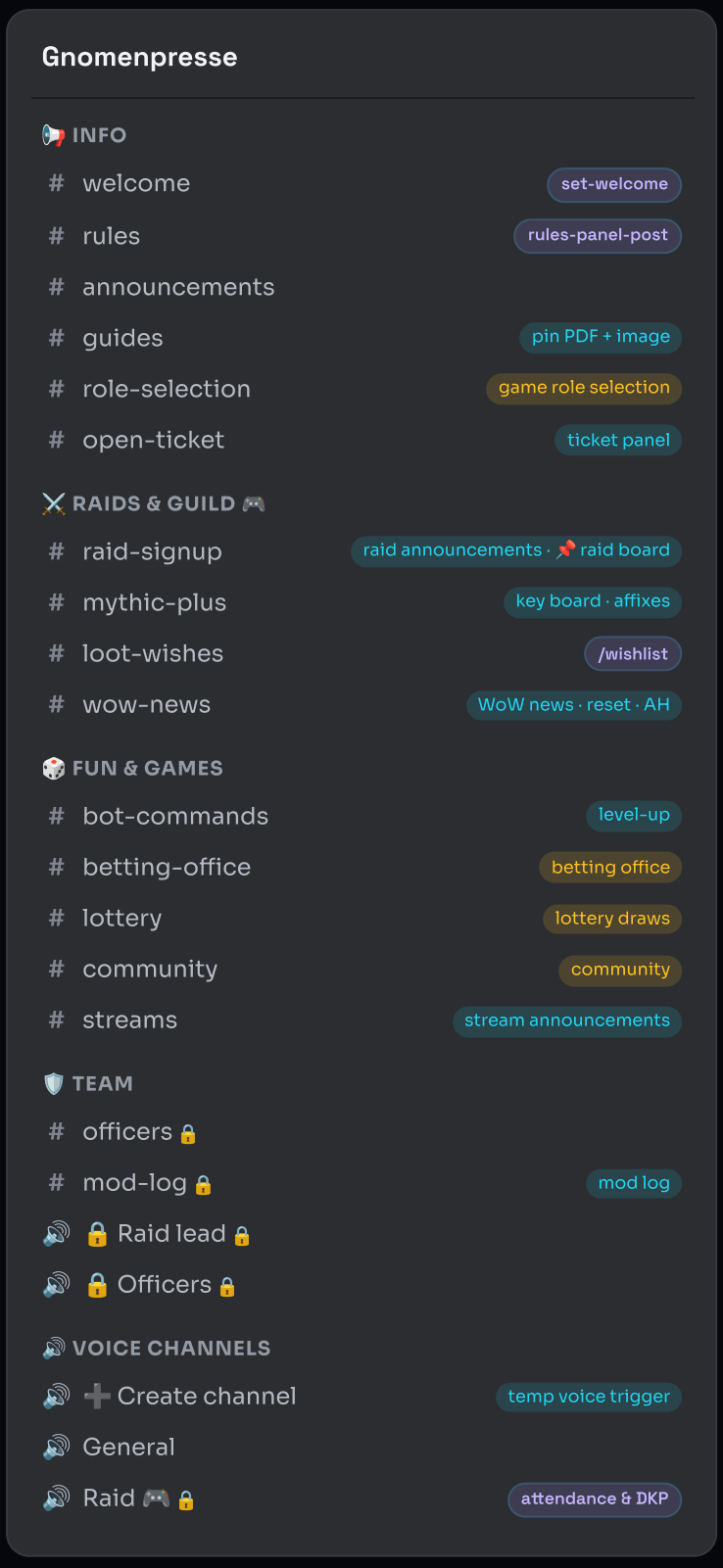
4 Set channels

In the dashboard under 📺 **Server channels** or via `/admin set-channel`. Channels not set simply mean: this feature posts nothing.

Channel	What for
Level-up announcements	Level-ups and unlocked achievements.
Raid announcements	Raids with sign-up buttons – the most important channel for guilds. The 📌 raid board belongs here too.
Mod log	Moderation cases, edited/deleted messages, joins, role changes.
Ticket panel	This is where the “Open ticket” button lives – with categories a selection menu.
Stream announcements	Live notifications for registered streamers.
Key board	Mythic+ runs (WoW).
WoW: vault/reset, Mythic+ affixes, news, AH	Weekly reminders, affixes with tactic tips, WoW news, AH prices.
Helldivers 2 news	Official dispatches and major orders. Only visible if Helldivers 2 is active under game versions.
Community	Weekly recap (Mondays 10 am, with addon export including the image “The guild this week”: gained levels, dungeons, level or Mythic+ distribution, in Classic/BC/Forever also raid readiness with roles from the addon and forecast; tip: set up automatic upload in the portal under Addon, then the member list arrives by itself every evening), player of the month (1st at 10 am), guild anniversaries and birthdays with a gift (daily 10 am), member milestones with a coin raffle – without a separate lottery channel also the lottery draws.
Betting office	New bets (also via “🎲 Add bet” on a raid) and their results with winners – without a setting, where the bet was created.
Lottery draws	Result of the draw on Sundays at 8 pm – otherwise in the community channel.

4b Example: how your server could look

A proven layout for a WoW guild – take what fits you. The labels show which **function channel** you assign to this channel in the dashboard under 📺 Server channels.



● function channel in the dashboard

● by command / no setting ● new

Why like this?

- **#bot-commands** keeps games, `/daily` and `/rank` out of the chat channels. The bot cleans up game messages by itself anyway.
- **#betting-office** gets its own channel: all open bets with pot and deadline are listed there, and results with winners don't get lost in the chat. Bets via "🎲 Add bet" on a raid land here too.
- **#lottery** own channel for Sunday's draw – everyone sees the jackpot grow. If you prefer it lean, merge lottery and community.
- **#community** for weekly recap and anniversaries – the posts everyone looks forward to.
- **#raid-signup** also gets the automatic raid summaries from Warcraft Logs (Pro).
- **#guides**: pin the member guide and the games overview from **anysmp.de/#anleitungen**.
- **Visibility when created with "channels in one click":** guests only see the info block (with role selection and ticket), fun & games and the voice channels "➕ Create channel" and "General". What's marked 🎮 is only visible to members with a game role from the role selection – new game roles are unlocked there automatically. With the tick **"community member tier"** guests only see the info block – fun & games and the general voice channels open only with the member role (rules confirmation or accepted application).
- **Game areas** (dashboard → game roles → game area): per game a category with chat, news and voice channel, visible only to the game role. The "➕ …" voice channel creates its own channels

inside. If the game is removed, the voice channels disappear and the text channels are hidden for everyone (📦).

- **Team channels** 🔒 (officers, mod log, raid lead): leadership only – admins and the officer roles set with `/admin`.

DON'T FORGET PERMISSIONS

The bot needs **Send messages**, **Embed links** and **Attach files** in all labelled channels. In #betting-office, #lottery and #community members may write – congratulating is part of it.

5 Permissions & roles

- **Dashboard:** whoever has **Manage Server** on the server can open the dashboard.
- **Command permissions:** under 🔐 **Command permissions** you set per command which roles may use it – for commands with subcommands (e.g. `/dkp kill`, `/poll create`) for each subcommand separately. Owners and administrators may always do everything. The same restrictions apply to the buttons in `/menu` and on the raid board.
- **Templates:** under the command permissions every role has the templates ⚔️ **Raid lead** (DKP, loot, bets), 📅 **Event planning** (polls, bets, streams) and 🛡️ **Moderation** – one click grants all matching permissions.
- 🔒 **Discord permission:** some subcommands require a Discord permission by default (e.g. `/dkp adjust` "Manage Server"). If you grant them to a role in the command permissions, the role may use them without that permission – no detour via Discord's server settings → integrations needed.
- 📰 **News:** new features and changes appear at the top of the dashboard – for 14 days or until you dismiss them with "Read" (important ones until read). Afterwards you find all of them in the **archive**. With "Receive by DM" you also get them as a Discord message – unsubscribe with one click. Changes to terms or prices affecting your booked plan always reach you by DM.
- 📊 **Guild overview:** in the dashboard under **Members & permissions** you see for the last 30 days who is active, who hasn't done anything for a long time, who is new and how reliably someone shows up to raids (rate from maintained attendance). Above it are **hints for the raid lead**, e.g. who often signs up and doesn't show, which role is missing in the next raids or which weekday has the most sign-ups – with a matching action and "hide".
- **What do members see?** `/help` shows everyone exactly the commands they may use on your server – blocked and not granted ones are missing.

- **Raid lead & DKP:** mods with “Manage Server” and all roles you grant `/dkp kill` may give points – e.g. a “raid leader” role. Creating a raid is deliberately not enough for that.
- **Awarding loot** (`/wishlist award`): the same roles as for DKP.
- **Betting office:** mods with “Manage Server” and all roles you grant `/betting-office` may open and resolve bets – e.g. “raid leader”. Whoever resolves distributes the pot; that's why not everyone may do it automatically without a grant.
- **Tickets:** which roles see tickets is set with `/admin ticket-setup` and `/admin ticket-officer-add`. Create categories with their own roles in the dashboard under Tickets; then post the panel again.
- 🚀 **Found a new guild** (dashboard, e.g. for **Aion 2** or **WoW: Forever**): choose game, faction, server and raid days. The bot asks whether to create channels and roles/ranks anew – or to use your existing ones. It then creates channels, Discord roles (faction, game roles, “guild member”), a **role selection by button** and optionally **applications**, and provides a recruitment text. Applications land in the private channel **#applications**; “Accept” assigns the member role (with only one faction also that one) and sends a DM. Members with “Manage Roles” or “Manage Server” may decide.
- 📝 **Role selection & applications in the dashboard** (also without “found a guild”): tick roles for the role selection and post the panel; turn applications on and off, choose review channel and member role, ask up to **5 custom questions** and see the latest applications. With **“approvals required”** (e.g. 3) officers vote with 👍/👎 below the application; “Accept” only unlocks when there are enough 👍 and more 👍 than 👎. Decided applications are deleted after 90 days.
- 🔎 **Guild finder:** in the dashboard under “Guild finder” you add your guild to the public list at **anysmp.de/gildenfinder** – game, faction, language, raid days, wanted roles and a description. The bot creates the invite link itself (or you enter one). Just founding (e.g. for the launch of Aion 2 or WoW: Forever)? Tick **“new guild”** – the in-game guild name is then optional. The entry is visible for 30 days and can be extended, paused or removed.

6 Raids, series & DKP

Creating raids

Members create raids with `/raid-create`, with ➕ **Create raid** in `/menu` or on the raid board (game → group → form; dates also as “today”, “tomorrow” or “DD.MM.”) or in the player portal. The bot posts the announcement with role buttons in the raid channel, reminds 30 minutes before, creates dedicated channels when the raid is full and alerts the bench if someone is missing. Every raid and every scheduled M+ run also appears as a **Discord event** in the server calendar. Which games and group sizes are available is controlled via **game versions** and 🎮 **custom games**.

Classes: in Aion 2, Lost Ark and FFXIV the bot asks for the class or job on a member's first sign-up and remembers it; the announcement shows the class composition (class names in the server language).

Lineup: in the player portal you as raid lead drag people between roles, bench, maybe and declined (on mobile by the handle ⠿ or tap). Dragging onto a person in a full role swaps both. With ⚙️ Settings → “Raid lead sets up the team”, sign-ups first land under “Signed up” and you assign them.

More for the lineup: ✅ **Confirm all** puts all sign-ups into their preferred role – if there are more wishes than slots, a fixed random value decides (🎲 next to the name). ➕ **Add members** brings in people who didn't sign up. 👤 **Add guest** adds players without Discord. Via the gear icon you distribute everyone into raid groups 1–8 (view **Groups**).

Latecomers: active raiders without accept or decline get a DM 2–24 hours before. With ⚙️ Settings → “Also ping latecomers in the raid channel” the bot also pings them once as a reply to the announcement.

Assign automatically: in confirmation mode the button on the raid page assigns all sign-ups to their preferred role or the role they usually play in this game; for full roles the most reliable go first. The reminder DM has buttons to **accept** and **decline** without anyone having to find the announcement.

Raid recap: after completion the bot posts a card with attendees, awarded DKP, loot, newcomers and the regular of the evening (can be turned off in the raid settings).

Heists & races (GTA & racing games)

Consumables check & bench rotation: when creating in the portal, enter a consumables list (e.g. “flask, food, rune, potions”); on the raid page you see who is missing what and can change the list. Below, the bench rotation shows who sat on the bench how often in the last 90 days and suggests who sits out and who moves up.

Trial period: `/trial setup an rolle tage` – accepted applications first get the trial role. Officers rate with `/trial rate` (1–5), `/trial list` shows average rating and raids, on expiry the bot reports in the application review channel. `/trial decide` : passed (member role), failed or extend.

Guild bank wishlist (Pro): members wish for mats and consumables in the portal; crafters with a matching recipe are informed by DM and accept. Bank managers can complete or delete wishes.

Clan league & Elo: the league calculates itself from raids (3), races (10/6/2/1), tournaments (win 20, match 3) and internal matches (3/1); season = quarter. Anyone starts internal matches with `/league inhouse` , the creator or “Manage Events” enters the result by button.

“Who's playing what?” live board: in the dashboard under server channels choose a channel for “Who's playing what?” – the bot keeps a message there up to date (every 5 minutes) with everyone currently playing and “Play along” buttons.

Strategy board per boss: in the portal under Raids → 📋 Strategies the raid lead creates a sketch (up to 2 MB) and tasks for all, tanks, healers and DPS per boss. Show it in the raid channel before the pull with `/planner strategy` .

Map strategies: under 📋 Strategies “New map strategy” – game/map, setup, attack, defence, utility and image. A scrim's raid page automatically links the strategies for the maps played.

Mentoring, photo wall & training plan: under 🤝 Mentoring the leadership creates pairs (weekly check by DM, “need help” lands in the review channel). The 📸 photo wall collects clips from the clip channel per event. Trainings: “Mark as training” on the event or as a series with “training plan” and goals – evaluation under 🎯 Training.

Clan vs clan: with the AnySMP network on, you challenge other servers with `/league challenge` (game, date, BO1/BO3/BO5, team size). Whoever accepts automatically gets a scrim event like you. Afterwards both sides report the result with `/league clan-result` – if it matches, it counts for the server ranking `/league clans`.

Crew heist planner: choose a heist template when creating (GTA VI, GTA Online, GTA RP). The roles are planner, driver, hacker and shooter, and the checklist (getaway car, hacking device, weapons, masks) is already filled in – everyone enters via 📦 what they bring. A custom list under “contributions” replaces it.

Races & car meets: with a race template (GTA, Forza, Gran Turismo, F1, ACC, iRacing) and optional vehicle class, the sign-ups are the starting grid. After the start you enter the placings (or DNF) on the raid page in the portal; the bot awards points like in Formula 1 and posts the result with the season top 5. The full season standings are shown by `/race` and the portal.

Crew garage, fund & RP sheets: `/crew car` posts vehicles with an image (⭐ vote, “car of the week” Sundays 7 pm). `/crew book mitglied betrag [notiz]` (“Manage Server” only) keeps the crew fund by hand – `250k`, `1.5m`, negative = payout; also book and delete in the portal under Crew. RP character sheets are approved in the portal by members with “Manage Server” or “Manage Roles”; every change must be approved again.

Recurring raids (raid series)

In the player portal under **Raids** → 🔁 **Raid series** (for admins and DKP managers): create a template, choose the rhythm (weekly or every 2 weeks) and set how many days in advance the event appears. Optionally with a **sign-up deadline**. Individual dates can be skipped, e.g. on holidays. Under 👥 **Core group** you enter fixed players per role – also from partner guilds. They're already in every event, get mentioned in the raid channel and accept by click. Without acceptance by the deadline (default 24 h) their slot opens and the bench moves up (with Pro preferably by success and attendance).

Completing a raid & DKP

- **Complete** (`/raid-complete` or button in the portal): whoever is in the raid voice channel counts as present and – if DKP is active – gets their attendance points.
- **Kill DKP** (`/dkp kill`): points for everyone who is signed up *and* in the voice channel.
- **Deduct loot:** directly on the raid page in the portal or freely with `/dkp adjust` (negative amount).
- **Export:** balances, bookings and attendance as CSV for Excel or Google Sheets – in the dashboard under 💰 **DKP**.

Attendance can be corrected afterwards with `/raid-attendance`, `/attendance-stats` shows a member's reliability.

Loot wishlist & loot systems

Under 💰 **DKP** → **Loot system** you choose how loot is distributed: **DKP**, with Pro also **Suicide Kings** (fixed order, whoever takes something moves to the end; absent players keep their spot) or **EPGP** (EP for taking part, GP for loot, priority = EP ÷ GP, weekly decay). In the portal under ⚖️ **Loot distribution** you see per item who would get it and award it with one click; the last award can be undone.

Item priority & loot council (Pro): under ⚖️ **Loot distribution** → **Priority list** the council sets tiers per item (e.g. “tier 1: mage / healer”, the main counts). Tie-break, council role, council channel and trial role are set under 💰 **DKP** → **Item priority & loot council**. The council votes with `/wishlist council` or in the portal; if the majority deviates from the priority, a reason is required.

Members add what they need with `/wishlist add`; after the kill `/wishlist boss` shows the order of the loot system, `/wishlist award` ticks it off and optionally deducts DKP. Whole raids: in the dashboard under **DKP** → **Import wishlist** paste the export from **LootReserve** or **softres.it** – the bot matches the characters to members and names whom it couldn't find.

Soft reserve

Default under **DKP** → **Loot system**, per raid in the portal (⚙️ **Set up soft reserve**): 1–3 items per person, optionally hidden. Sign-ups reserve via 🎯 **Reserve** or a softres.it list. On a drop the raid lead rolls via 🎯 or in the portal, all rolls in the raid channel. **SR+ (Pro):** +10 per raid in which the same item was reserved and not received (max +50).

Guild bank (Pro)

Under 💰 **DKP** → **Guild bank** you choose the bank manager role and the bank channel and post the panel there. In the portal under 🏦 **Guild bank** bank managers create items with bank tab and minimum stock – or take over the stock from a guild bank addon export (with preview). Members make requests by button in the panel or in the portal; open requests reserve stock, a weekly limit per tab and role prevents clearing it out. Donations earn coins, and once a day the bot reports low stock including crafters.

Guild crafters

If you set a **crafting channel** under community, requests appear there in addition to the DM; anyone with the matching recipe can accept.

In the portal under 🛠️ **Guild crafters** – for every active game with professions (WoW, FFXIV, Guild Wars 2, ESO and more). Members enter professions, levels and recipes and make crafting requests with a reward; coins are reserved and paid out on “done”. Whoever may manage DKP sees missing professions and all open requests. With Pro, professions of linked retail characters come from the Blizzard API every night (recipe names in English), and entries older than 30 days are marked outdated and can be nudged by DM.

Simulation

Members open WoWSims (BC, Classic, Forever) or Raidbots (retail) on the character (🛡️) and enter their sim result. The raid lead sees the DPS in the profile and when choosing characters in the lineup.

AnySMP addon (Pro)

Guild report: after every saved export the report shows the guild history, all members with level and their Discord owner. Officers assign unlinked characters by button. **Guild chat:** officers set texts and switches in the portal, the guild master pastes the code once in game with `/anysmp import`, and the addon distributes it itself; then the addon reports new members, max level and first boss kills. In retail and WoW Forever it can also report when the group leader lists a group in the group finder, e.g. “Looking for 1 healer, 2 DPS for Ara-Kara” (on by default; every player can turn off their own posting with `/anysmp chat lfg off` or in the `/anysmp` menu).

Download in the portal under 🧩 **AnySMP addon**. **Raid:** copy 🧩 **For the addon** on the raid page, in game `/anysmp import`, then `/anysmp invite` invites all sign-ups; on loot it shows the soft reserves and remembers per boss who was there. **Afterwards** paste `/anysmp export` into the portal: attendance, DKP and loot go into the log reconciliation (without Warcraft Logs), plus guild bank, **guild report**, professions and M+ keys.

Guild window (from 1.10.0): `/anysmp` opens a large window with tabs: overview, members, calendar, guild crafters (recipes like in the profession book by category › subcategory), raid, tools and settings. Under **Members** every player assigns their own alts; guild masters and officers can assign all members' alts to their main. Up to which rank officers count is set by the guild master in the settings. The assignment reaches the portal with the export: in the guild report alts show “alt of …”, and for unlinked alts the portal suggests the main's Discord owner. On first start a welcome wizard guides through role, notifications, tooltips and privacy.

Public guild page (Pro)

Under **Community** → **Guild page** your server gets a page at **anysmp.de/guilds/*short-name*** to link to: **news** (with image, optionally also posted in Discord), optionally the **guild chronicle** (tick “guild chronicle” in the sections; then the last 10 entries and the complete chronicle as a book are public; members always see everything in the portal), progress, events, members (only with consent in the portal, only game or character names) and leaderboard. Forward your own domain there at your domain provider; the dashboard checks whether it works.

Raid progress

Under **World of Warcraft** → **Raid progress** enter the guild (empty = guild from Warcraft Logs): the portal shows Raider.IO progress with rank under **Raids**, the weekly recap shows new kills.

Other games: under 🏆 **Boss progress** you create raid, difficulty and bosses and tick off kills. The first kill is announced in the raid channel, the progress appears on the guild page.

Warcraft Logs (Pro)

Enter the guild once – in the dashboard under **My games** → 🐉 **World of Warcraft** or in Discord with `/logs guild name:Gnomenpresse realm:Blackrock` (for BC or Classic choose the `variante`). There you also find the default realm and all WoW channels. After that the bot automatically posts a summary into the raid channel after every raid – kills, wipes, deaths on trash and bosses, most damage, best parses – and resolves bets with a logs metric (`/betting-office create auto:`) by itself. `/logs report` fetches the latest report immediately, `/logs char` shows a member's parses. The week's best parse lands in the weekly recap.

Attendance from the log: on the raid page in the portal 📋 **Complete with log** leads to the reconciliation: the bot reads from the report who was present at which boss (also with alts), compares it with sign-up and voice and suggests per member “present”, “late”, “left early”, “bench”, “missing” or “declined”. Unknown characters you assign to a member or leave as guests. One click applies attendance and DKP (per boss kill + punctuality, bench pro rata) – undoable for 24 hours. Under **Warcraft Logs** → **Attendance from Warcraft Logs** you set whether the bot applies new reports only on click, as a suggestion by DM to the raid lead, or automatically.

7 Moderation & auto-mod

Commands for mods

`/warn` `/mute` `/unmute` `/kick` `/ban` `/unban` – every action is saved as a case, posted to the mod log and sent to the member by DM. `/modlog` shows the case history.

Auto-mod

Individually switchable: fake brand links, invite links to other servers, mass mentions, emoji spam (also the same emoji several times in a row, default from 5), caps lock (from an adjustable share of capitals) and banned words (`/automod add`). Hits are deleted and recorded as warnings. Invite links and caps lock don't apply to the team (“Manage Messages” permission). On false alarms the auto-mod can be paused in the dashboard for 1 h, 24 h or until further notice.

Raid protection

Individually switchable in the dashboard under auto-mod (in every plan): if many joins come in a short time (default 10 in 60 s), raid mode starts – verification level “high”, warning in the mod log with an “End raid mode” button, optionally timeout or kick for all joins in that period. On a message flood in a channel the bot sets a slowmode there for 10 minutes. Both reset by themselves; raid mode can also be switched on by hand in the dashboard.

Auto escalation

With `/admin set-auto-escalation` or in the dashboard: automatic timeout from the 3rd and kick from the 5th warning within 30 days, optionally a ban as the last step (values adjustable, off by default). Warnings by the auto-mod count too.

Welcome & rules

Greeting with welcome card and auto role, or role only after the “Rules accepted” button. Ready-made texts via a builder: tick guild, community, streamer, e-sports and insert.

Birthdays & milestones

Members enter their birthday with `/birthday set` or in the player portal. In the dashboard under "🎉 Community" you set a role for the birthday (e.g. "birthday child", must be below the bot role) and turn both on or off. The first time, the bot only remembers the current member count; the next threshold is celebrated.

Chronicle & question of the day

Also there: the **guild chronicle** – milestones with date, title and text (founding, first boss kill ...). Members browse it like a book with `/chronicle` or in the portal. Joins and leaves appear separately in the portal's **member log** (members only), filled from the addon's guild report. For the **question of the day** enter your own questions (one per line, up to 200), choose time and channel (default: community). The bot posts one question daily – the one not asked for the longest – and opens a thread for answers.

8 Games & economy

Mini-games, coins and shop work without setup. You can adjust:

- **Currency name** under ⚙️ Settings or with `/admin set-currency-name`.
- **Win chances** under 🎮 Games or with `/admin games-config`: success chance for `/rob` (default 40 %), revenge chance (default 30 %), trivia reward and the rarity weights of collectible cards.
- **Custom trivia questions** under 🎮 Games.
- **Scattergories categories** under 🎮 Games: one per line, up to 10 – 5 are picked at random per round. Ideal for guilds, e.g. "WoW boss" or "dungeon". Empty = city, country, river, animal, video game.
- **Betting office:** `/betting-office create` with question, type (number – closest wins, yes/no, less/equal/more with a reference value, or choice with your own answers), stake and optional deadline. Optional: **house bonus** (coins from the server on top) and **raid** (deadline = raid start). Even faster with the 🎲 **Add bet** button below every raid announcement – or with `/betting-office template`: ready-made bets for football, weather, TV shows, raid and e-sports, already filled in the form. Then `/betting-office close`, `resolve` (enter result, pot is paid out) or `abort` (all stakes back). All of this also works in the dashboard under 🎲 **Betting office**. Whoever opens the bet can't bet on it.
- **Lottery:** runs by itself – members buy tickets with `/lotto`, the draw is on Sundays at 8 pm. A quarter of every ticket is destroyed, which keeps coins valuable in the long run. The result appears in the community channel.
- **Shop items** under 🛒 Shop or with `/admin shop-add` – e.g. a role that can be bought with coins.

- Turn off individual games: in the 🔐 **command permissions**, grant the command only to a role nobody has.
- **Cleanup:** the bot deletes its game messages itself – lobbies, boards and intermediate states after 60 minutes, results after 24 hours. Tip: put games into their own channel.

FOR THE COMMUNITY

The command overview as an image (**spiele-befehle.png**) and the **member guide** (German, English, Russian) are great to pin in an info channel.

9 Streams, RSS, temp voice

🔴 Streams

Twitch, YouTube and TikTok – dashboard or `/stream add`. Stream guard: while live, the streamer's channel carries a ⚠️ warning sign ⚠️, troublemakers are blocked via `/stream-guard`.

📰 RSS feeds

RSS/Atom feeds with their own target channel (every 10 min), Reddit simply as `r/wow`. New: 🎁 **free games** from Steam, Epic, GOG & co. and the 🔥 **sale radar**: members put Steam games on their wishlist with `/deals`, deals from a minimum discount (dashboard, default 25 %) arrive in the same channel.

⏰ Scheduled messages

In the dashboard choose text, channel and interval (hourly up to every 30 days), optionally the first date. The bot pings nobody; with “delete previous message” only the newest stays.

🔊 Temp voice · 📊 Stats

Set a voice channel as trigger. Whoever joins gets their own channel, which deletes itself once everyone has left. **Stat channels** show date at the top and e.g. `🟢 {online} ⛔ {dnd} 🌙 {idle}` – one click in the dashboard creates them.

⏰ **Boss timers** (dashboard): enter world bosses and events with your times – fixed times or fixed intervals. The bot reminds X minutes before in the channel, members see the next spawns with `/bosses`. Ready-made schedules for Aion 2, Guild Wars 2 (Tequatl, Triple Trouble, Karka Queen ...) and WoW Classic / WoW: Forever (Stranglethorn Fishing Extravaganza, Gurubashi Arena). In `/bosses`, “📌 Post live board here” pins an overview that counts down live and also shows resets (Aion 2: daily and Wednesdays 16:00 server time).

⚔️ **Large battle planner** (Pro): sizes up to 100 for Throne and Liberty, New World, Black Desert, GW2 WvW, EVE, Albion and Aion 2 (siege 48); in the portal “split groups” distributes everyone into groups automatically.

🛡️ **Minimum gear value**: with `/raid-create` (option `mindestwert`) or in the portal – only those who entered their value with `/gear` and are above it can sign up. The announcement shows the values of all sign-ups.

🏆 **Tournaments & leagues**: `/tournament create` (knockout or league, solo or teams), members sign up by button, `/tournament start` draws. Participants enter results with `/tournament result` – bracket or table update by themselves.

🙈 **Spoiler protection** (dashboard): per game stages like “act 1, act 2, story

done" – the bot creates spoiler channels visible only to those who are that far. Members set their progress with `/spoiler`.

🖥️ **Game servers** (dashboard): add your own Rust, ARK, DayZ, Valheim or Minecraft server – the bot shows status and player count in the channel and reminds 24 h and 1 h before the wipe (also Rust forced wipe automatically). Members see everything with `/server`.

🗂️ **Game areas** (dashboard → game roles): one click per game – role plus category with chat, news and voice, visible only to those who chose the game. Game news and `/lfg` land there automatically. Ideal if your community plays many games.

✨ **Recommended for your games** (dashboard): shows per active game what's still missing – channel for `/lfg` (play now), platform roles with selection, clip channel with ⭐ and "clip of the week" (optionally with a **weekly theme**: a new theme every Monday, own themes or default list), Steam news. Everything with one click, nothing automatic.

⏳ **Countdown**: `/countdown create` with title, date, time and optionally a role (or template **GTA VI**). The message counts down live; at the moment the bot announces and mentions the role.

10 Security

- **Two-factor requirement:** under ⚙️ Settings you can require an authenticator app for your dashboard. If the phone is lost, a 5-minute code via Discord DM resets the setup.
- **Ticket transcripts** are saved before closing and stay readable in the dashboard.
- 📝 **Change log:** in the dashboard under audit log you see who changed which setting when (before → after, 90 days).

- Members log into the player portal only via a one-time link by DM – there are no passwords that could leak.

11 Plans & prices

AnySMP is permanently free in the **Normal** plan. A plan always applies to exactly one server.

Try first: every server can try Pro once **free for 14 days** – without payment details, ends automatically. Start with the "Manage Server" permission: in `/serverbank` the first option "Try Pro free for 14 days", or in the dashboard under general settings. Two days before the end a reminder comes by DM; booking Pro earlier doesn't lose any trial days.

Plan	Month	Year	Lifetime
Normal	free	free	free
Ad-free	€2.49	€19.99	€49.99
Pro	€7.00	€59.99	€149.99

Limits	Normal	Ad-free	Pro
Ads	yes	no	no
Scheduled raids at once	5	15	unlimited
Games you can enable	4	8	all
Raid series	1	3	unlimited
Level roles	5	15	unlimited
Streams · RSS feeds	2 · 3	10 each	20 each
Scheduled messages	2	10	25
Open bets	3	10	unlimited
Warcraft Logs analysis	no	no	yes
Temp voice triggers	3	5	10
DKP lists	1	3	unlimited
Joint raids, list in the AnySMP network	no	no	yes
Own bot (own name/avatar)	no	no	from yearly plan

Booking: `/serverbank` opens the booking – choose plan and duration, then pay securely online (card, Klarna and more); the plan is unlocked immediately and you get an order confirmation by DM. Enter a voucher code on the payment page. All plans are **one-time**

payments without automatic renewal. Details and all limits at **anysmp.de/preise**. When a plan expires, Normal applies again – entries above the limits are then **paused, not deleted**, and you choose in the dashboard what stays active.

Recommend & credit: in the dashboard under 🎁 **Recommend & credit** (server list) you get your personal link. If someone adds a server through it on which AnySMP has never been, you get **10 % of every payment** of that server as credit – permanently, credited after 14 days. Redeem when booking in `/serverbank` for any of your servers, up to €84 per year (the rest stays). No cash payout; own servers and second accounts don't count. Terms: section 9a of the terms of service. Organisations and sales partners: individual terms on request (support@anysmp.de).

Own bot (branded bot): how to set it up via a Discord developer team, how we protect the bot token and how to renew it is explained at **anysmp.de/branded-bot**.

12 /admin commands & help

All of this also works in the dashboard – the commands are handy when you're in Discord anyway.

Command	What it does
`/admin set-channel`	Set a function channel.
`/admin set-timezone` · `set-currency-name`	Time zone and currency name.
`/admin add-level-role` · `shop-add`	Give a role from a level, or add an item to the shop.
`/admin xp-adjust` · `xp-reset` · `xp-transfer`	Give/take/set XP, reset a member, transfer XP after an account change. The whole server is only reset in the dashboard.
`/admin set-welcome`	Greeting, welcome card, auto role.
`/admin set-rules-role` · `rules-panel-post`	Rules role and “Rules accepted” button.
`/admin ticket-setup` · `ticket-panel-post`	Set up the ticket system and post the button; more roles with `ticket-officer-add` / `-remove`.
`/admin automod-setup`	Turn on auto-mod categories.
`/admin set-auto-escalation`	Automatic timeout/kick on warnings.
`/admin games-config`	Win chances and rewards of the games.

`/admin set-keyboard-thresholds` . `set-wow-defaults`	WoW: Mythic+ categories and default region/realm.

Common problems

Problem	Solution
Roles aren't assigned	Drag the AnySMP role above the affected roles in the server settings.
Nothing gets posted	Channel set in the dashboard? May the bot write and embed links in that channel?
Server missing in the dashboard	You need “Manage Server” there, and the bot must be on the server.
New commands missing	Discord sometimes updates the command list with a delay – reload Discord once (Ctrl+R).
Question, bug, idea?	Join our **support Discord**: **discord.gg/VEGg4MqSDy** – or write to support@anysmp.de.
“Plan limit reached”	Remove an entry or book a bigger plan (`/serverbank`).
`/logs`: “not included”	Warcraft Logs is part of the Pro plan. If `/logs guild` can't find your guild: check spelling, realm, region and variant (retail/BC/Classic) – the guild must have uploaded at least one report.
No recap / no anniversaries or birthdays	The “community” channel must be set; posts go out on Mondays or daily at 10 am (server time zone), not at all in quiet weeks.