THE BROWN MINECRAFT SMP

■■ MODERATOR OPERATIONS & PROTOCOLS MANUAL

Target Group: Server Staff & Moderators (Rank [Mod]) • **LuckPerms:** Weight 50 • **Accessible Commands:** 499 (451 Mod + 48 Member)
Server Engine: Fabric 1.21.1 (1.21.1-16-bf5852a, Protocol 777) • **Java:** 25 OpenJDK ARM64 • **Endpoint:** 146.56.48.248:25565
Primary Owner: asingh1905 (+918822786312, LID: 121607720829000@lid) • **Bot:** +917577856634 • **Discord:** https://discord.gg/yeHYbuwJ7P

MODERATOR CODE OF CONDUCT & ETHICS

As a Moderator on The Brown SMP, you represent the highest standard of fairness, integrity, and helpfulness. Your administrative powers (Ledger forensics, Flan claim bypass, weather manipulation, and player discipline) must be used strictly in accordance with the protocols set forth in this operations manual.

1. Player Discipline & Moderation Command Matrix

Moderators have full authority to enforce server rules. Always apply the **Escalation Ladder**: Verbal Warning → Chat Mute → Kick → Temporary Ban → Permanent Ban.

Discipline Action	Command Syntax	Usage Criteria & Protocols
Chat Mute	`/mute <player> [duration] [reason]`	Use for chat toxicity, excessive spam, swearing, or harassment. Duration examples: 15m, 1h, 1d. Always specify a reason.
Lift Mute	`/unmute <player>`	Restores chat permissions if a player apologizes or an erroneous mute was applied.
Kick Player	`/kick <player> [reason]`	Forcibly disconnects a player. Use as an immediate warning for disruptive non-griefing behavior.
Ban Player	`/ban <player> [reason]`	Permanently bans a malicious actor (X-Ray cheating, hacked clients, malicious mass griefing, hate speech).
Unban Player	`/pardon <player>` `/unban <player>`	Lifts a ban after an approved ban appeal reviewed with the server owner.
Direct Teleport	`/tp <player>` `/tp <player1> <player2>`	Instantly teleports you to a player's coordinates for investigation, or teleports player 1 to player 2.
Summon Player	`/tp <player> @s` `/tpahere <player>`	Teleports a player directly to your location to resolve disputes or offer assistance.
Proximity Scan	`/near [radius]`	Scans for all active players within a given radius (default 200 blocks) to locate hidden players.
Surface Ascent	`/top`	Safely teleports you to the highest solid block above your head (useful when trapped in deep caves).

2. Advanced Weather & Atmosphere Control Hub

Moderators have full authority to alter the weather and atmospheric conditions of The Brown SMP. The server features 10+ custom atmospheric presets with automatic title announcements and particle effects.

Preset Name	Command Syntax	Atmospheric & Gameplay Effects
Clear Sunlight	`/weather sun` `/sun / /sunny`	Clears all rain and storm clouds. Sets bright sunny skies for 24,000 ticks.
Gentle Rain	`/weather rain` `/rain`	Summons gentle, peaceful rainfall across the overworld for 12,000 ticks.
Thunderstorm	`/weather storm` `/storm / /weather thunder`	Summons heavy thunder and lightning storms.
Superstorm Tempest	`/weather superstorm` `/superstorm`	Unleashes a violent high-voltage storm for 24,000 ticks with a screen title alert: '■ SUPERSTORM ■'.
Misty Overcast	`/weather overcast`	Sets a gloomy, misty overcast atmosphere for 3,000 ticks without heavy rain.
Blood Moon Event	`/weather bloodmoon` `/bloodmoon`	Sets midnight time + violent storm + crimson screen title: '■ BLOOD MOON ■ - The crimson night awakens!'
Aurora Borealis	`/weather aurora` `/aurora`	Sets starlight midnight clear sky with ethereal title: '■ AURORA BOREALIS ■'.
Solar Eclipse	`/weather eclipse` `/eclipse`	Sets total solar darkness with screen title: '■ SOLAR ECLIPSE ■'.
Lock Weather	`/weather lock`	Freezes the current weather indefinitely by toggling gamerule doWeatherCycle false.
Unlock Weather	`/weather unlock`	Restores natural dynamic Minecraft weather cycles (gamerule doWeatherCycle true).
Time Controls	`/day • /night` `/time set <ticks>`	Sets daytime (1,000 ticks), nighttime (13,000 ticks), or exact numerical ticks.

3. Grief Forensics & Rollback Masterclass (Ledger / CoreProtect Suite)

Ledger continuously logs every block placed, broken, container transaction (chests, barrels, hoppers), and entity interaction across all dimensions. All moderators (rank [Mod]) have been granted direct access to the inspection, rollback, restore/undo, search, and preview suites.

Tool / Action	Primary Command & Aliases	Operational Usage & Behavior
Inspector Toggle	`/inspect` `/co i • /lg i`	Toggles block inspection on/off. Right-click any block or container to view historical logs. Type /inspect off to deactivate.
Direct Rollback	`/rollback [params]` `/co rb • /lg rb`	Reverts block changes, container transactions, or entity deaths matching the specified range, time, or player filters.

Tool / Action	Primary Command & Aliases	Operational Usage & Behavior
Undo / Restore	`/undo [params]` `/co restore • /ledger restore`	Instantly undoes a rollback if you applied it in the wrong area or selected the wrong time window.
Rollback Preview	`/co preview [params]` `/lg pv [params]`	Spawns client ghost blocks and particles showing exactly what will change without altering the actual world.
Log Search	`/co search [params]` `/lg search [params]`	Queries the audit database for specific events without changing any world blocks. Useful for gathering evidence.
Page Navigation	`/co page <num>` `/lg pg <num>`	Navigates through multi-page search or inspection results (e.g. /co page 2).
Engine Status	`/co status` `/lg status`	Displays SQLite database connectivity, pending queue size (normally 0), and engine version.

Exact Parameter Filter Reference:

Combine parameters to execute surgically precise rollbacks or searches:

Parameter Filter	Valid Syntax Examples	Behavior & Description
`range:<blocks>`	range:20 • range:50 range:@global	Radius in blocks around you. Use range:@global for world-wide operations (e.g. banned griefer).
`after:<time>`	after:30m • after:2h after:1d • after:7d	Only actions occurring within the last X minutes, hours, or days (m = minutes, h = hours, d = days).
`source:<player>`	source:GrieferName source:lava • source:tnt	Filters by the actor who performed the action. Can be a player username or natural source.
`action:<type>`	action:block-break action:block-place action:item-remove	Filters by specific action type: block-break, block-place, block-change, item-insert, item-remove, entity-kill.
`object:<id>`	object:minecraft:tnt object:minecraft:diamond_block	Filters by the block, item, or entity ID affected.

PRACTICAL MODERATOR INVESTIGATION PROTOCOLS

Staff Operational Scenarios & Best Practices:
• **Scenario A (Chest Theft):** Type /inspect, right-click the looted chest. Note the culprit who performed item-remove. Run /rollback source:<culprit> range:10 after:6h to restore the stolen items back into the chest.
• **Scenario B (Local Griefing / TNT):** Stand at the blast crater. Run /rollback range:40 after:2h to restore all blown-up blocks.
• **Scenario C (Mass World Grief by Banned Player):** Run /rollback source:<banned_player> range:@global after:24h to purge all their vandalism across the entire server.
• **Scenario D (Mistake Recovery):** If you rolled back unintended player builds, immediately type /undo to revert the rollback.

4. Land Claim Administration & Dispute Resolution (Flan)

Flan provides player land protection. Moderators have special administrative bypass tools to inspect claims, resolve border disputes, and delete rule-breaking claims.

Admin Tool	Command Syntax	Operational Usage
Admin Bypass Mode	`/flan adminMode` `/adminclaims`	Toggles Administrator Mode. Allows you to open locked doors, access protected chests, and build inside any player claim for investigations.
Delete Claim	`/flan deleteClaim`	Permanently deletes the claim you are standing inside. Use only in adminMode to remove claims violating server rules (e.g. spawn trapping).
Visualize Claims	`/flan seeClaims`	Renders glowing particle boundary outlines for all nearby claims to resolve overlapping border conflicts.

5. Player Reports & Ticket Protocol

When players submit alerts via /reportplayer <name> <reason> or /bugreport, follow this Standard Operating Procedure (SOP):

1. **Do Not Announce:** Teleport silently using /tp <victim> without alerting the suspect in public chat.
2. **Perform Forensics:** Use /ledger inspect on containers or griefed structures to verify evidence.
3. **Execute Rollback & Sanction:** Revert damage with /ledger rollback and apply appropriate disciplinary action (/mute or /ban).
4. **Notify Victim:** Reassure the victim in private chat (/msg <victim>) and advise them to protect their build with /claim.

6. Pet Protection & Companion Moderation Protocols

The Brown SMP features a server-wide Pet Protection system protecting all tamed companion animals (wolves, cats, parrots, horses, camels, llamas, etc.) with permanent damage immunity and mount locking.

Feature / Command	Staff Action & Protocol	Resolution Details
Total Damage Immunity	`Permanent Resistance 255`	Tamed pets cannot be killed or damaged by players, arrows, or explosions. Inquiries regarding pet death are typically natural void or despawn.
Mount Lock	`/pet lock • /pet unlock`	Locks mounts so untrusted players are auto-dismounted. If a player reports being ejected, have the owner run /pet trust <player>.
Pet Trapping / Grief	`/ledger inspect`	If malicious players trap or leash a pet, inspect nearby blocks/fences with Ledger, identify the culprit, rollback and release the pet.
Portal / Spawn Obstruction	`/tp @e[type=horse,r=5] ~ ~ ~5`	If an unattended mount blocks a portal or doorway, staff may safely displace the animal without causing harm.

9. Anti-Cheat Monitoring, Whitelist & Staff Channels

Moderators enforce server integrity while ensuring prospective and existing members receive prompt assistance:

Protocol / Channel	Configuration & Directive	Moderator Action & Guidelines
Staff Exemption	`Rank [Mod] • Weight 50`	All staff members automatically bypass anti-cheat checks. You can fly, teleport, and inspect without restriction.
Ban Appeals	`Discord • Email`	Direct banned players to the Discord appeals channel (https://discord.gg/yeHYbuwJ7P) or email (minecraft.the.brown@gmail.com).
Whitelist Inquiries	`Private Realm Screen`	Unwhitelisted players see official Discord and owner email. Connection attempts are auto-emailed to owner.
Staff Commands	`/discord, /dc, /contact, /links`	Use in chat to provide players with instant clickable links to our community server and support email.

STAFF COMMUNICATION & APPEAL PROTOCOLS

Official Discord Server: https://discord.gg/yeHYbuwJ7P
Official Support & Staff Email: minecraft.the.brown@gmail.com
Direct prospective applicants to the Discord whitelist application channel for swift review.

6. Player Ticket Workflow & Staff Resolution Protocol

When players submit bug reports or grief allegations via /report, tickets are automatically stored in SQLite and dispatched to WhatsApp staff channels. Moderators are empowered to manage and resolve tickets:

Command Syntax	Purpose	Action & Resolution Standard
`/report list [open|all|resolved]`	Review Tickets	Lists recent player tickets. Focus on OPEN and IN_PROGRESS tickets.
`/report view <ticket-id>`	Inspect Details	Inspects reporter phone/name, timestamp, evidence description, and existing staff notes.
`/report note <ticket-id> <text>`	Add Internal Note	Appends investigative notes (e.g. Ledger coordinates, suspect usernames, actions taken).
`/report resolve <ticket-id> <text>`	Resolve & Close	Marks ticket as RESOLVED with formal resolution message visible to player and owner.
`/report close <ticket-id>`	Direct Close	Closes invalid or duplicate tickets with audit recording.

7. Granular Delegated Permissions & Category Verification

The server utilizes a centralized command ID and category permission architecture. When assigned special duties, the Server Owner may grant temporary individual command IDs or entire functional categories to staff members:

Command Syntax	Staff Role	Guidance & Scope
`/command list [phone]`	Check Own Permissions	Verifies your active delegated permissions, TTL countdown, and reason.
`/category list`	List Categories	Displays all 50 operational categories and their default role access tiers.
`/category info <CATEGORY>`	Inspect Category	Inspects category commands, description, and group membership (e.g. /category info MEDIA_PDF).
`/command info <command-id>`	Inspect Command ID	Inspects command metadata, category, aliases, and delegability. Example: /command info MC.STATUS.

8. Temporary Clipboard, File Sharing & Clean URLs

Moderators have access to temporary clipboards and file transfers for sharing server coordinates, investigative logs, schematics, and screenshots using human-friendly short URLs:

Subsystem	Commands & Web Link	Operational Use Case

Temporary Clipboard	`/clip create [title] [duration] [pwd]`
	`/clip add <id> <text>`
	`Web: https://146.56.48.248.sslip.io/c/<slug>`
		Share multi-block code, coordinates, Ledger logs, or rules without loss of formatting. Auto-generates clean slugs (e.g. /c/spawn-coordinates).

File Transfer Workspace	`/transfer create [title] [duration]`
	`/transfer list / files / revoke`
	`Web: https://146.56.48.248.sslip.io/t/<slug>`
		Upload evidence archives, grief screenshots, or WorldEdit schematics. Download individual files or stream combined ZIP bundles (e.g. /t/grief-evidence-nov12).

Subsystem	Commands & Web Link	Operational Use Case
Status & Rules Links	**`Web: https://146.56.48.248.sslip.io/s/<slug>`**	Send quick links to players for rules (/s/server-rules) or status (/s/status).

9. Staff Dossiers, Incident Reporting & Print Workbench

Moderators have access to the Print and Document Imposition Workbench to generate formal staff incident reports, compact multi-page log sheets, and evidence packets:

Tool	Command Syntax	Staff Use Case & Workflow
Bates Numbering	`/pdf bates <file> SMP-CASE 6`	Stamps sequential tracking numbers (e.g. SMP-CASE-000001) on multi-page grief dossiers for formal record keeping.
Multi-Page Log Sheets	`/print nup 4 handout true` `/pdf nup 4`	Condenses long console or Ledger output logs into a 4-up bordered grid on a single A4/Letter page for rapid review.
Staff Booklet Dossier	`/print booklet <file>` `/pdf booklet`	Imposes staff manuals, major dispute logs, or event guides into saddle-stitch foldable booklets.
Scale & Fit Proofing	`/print fit <file> SHRINK A4`	Ensures oversized screenshots or evidence PDFs fit cleanly onto standard A4 paper without clipping.