

# Bans

Make sure that your bans module is enabled before configuring the bans module ( `! module bans` to enable, and `! module list` to see if it's enabled).

## Setting Up Bans Module

This is one of the most easiest features to set up because enabling the module means the feature has been set up. There are no configuration commands for this module. Its sole purpose is simply to ban rowdy people, raiders, or even spam accounts from your community.

### Permissions

The list below details the minimum needed permissions in order for the bans module to function:

- *View Channels*
  - *Send Messages*
  - *Manage Messages (If using `%d` as an argument at the end of the ban command)*
  - *Ban Members*
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## Staff Commands

Make sure that Gaius' role is higher than your mod role(s) but below your admin role

### Ban/Unban

If you would like your mods to use the ban command, you can do so by doing `!allow ban @Mod Role.` ?

It is possible to ban people by their role with the banrole command. This will result in the uninterruptable banning of everyone who has this role. This cannot be canceled because a processed command cannot be canceled.

## Required Permissions (Staff)

*Manage Messages*  
*Ban Members (Admin)*

## Syntax

`!ban member [#w #d #h #m #s] [%d0-7] [Reason]`  
`!ban member member member [%d0-7] [Reason]`  
`!ban role role [%d0-7] [Reason]`

`!unban user [Reason]`  
`!unban user user user [Reason]`

## Examples

`!ban @yeetmaster#3000 420s %d2` | Bans person, sends ban DM, deletes 2 days of their messages and sends [ban log](#)

`!ban @yeetmaster#3000 @yeetmaster#3001` | Bans multiple people, sends ban DMs, and sends [ban log](#)

`!banrole @Troll Role` | Bans everyone who has the Troll Role role, sends ban DMs, and sends [ban log](#)

`!unban @yeetmaster#3000 420s %d2` | Unbans person and sends a log in the [ban log](#)

`!unban @yeetmaster#3000 @yeetmaster#3001` | Unbans multiple people and sends logs in the [ban log](#)

# Banmsg

This is for permanently banned users, not users who were softbanned. Softban is in the kicks module because it doubles as a hard kick.

This is highly useful for servers that allow banned people to submit ban appeals.

Banmsg allows banned members the opportunity to see your community's customized ban message. Whether it's to allow a ban appeal opportunity, tell them to get yeeted on, or say who banned them, where, and why, banmsg makes these possibilities possible.

## Required Permissions (Staff)

(Admin)

## Syntax

`!banmsg [temp] message`

`!banmsg reqreason [off/on/true/false]`

`!banmsg requnreason [off/on/true/false]`

## Examples

`!banmsg Get yeeted on, %user! :Dabalicious: |` Sets the new ban message to be sent to banned people

`!banmsg temp You're temporarily banned. |` Sets the new ban message to be sent to temp-banned people

`!banmsg reqreason on |` Sets the requirement to say the reason in all bans, kicks, mutes, and vcmutes

`!banmsg requnreason on |` Sets the requirement to say the reason in all unbans, unmutes, and vcunmutes

## Banmsg Flags

These flags are useful tools available to you and will be replaced by whatever that flag is meant for (example: `%server` will be replaced by the name of your server). In the example, any time you change your server's name after the setup, the flag will also change to that server's current name.

Flag	Description
<code>%server</code>	Will be replaced with the server's name
<code>%user</code>	Will be replaced with the banned user's name
<code>%reason</code>	Will be replaced with the reason provided by the moderator
<code>%mod</code>	Will be replaced with the name of the moderator who performed the ban

# Allbans/Tempbanlist

As the command name suggests, these commands allows you to see the list of permanently and temporarily banned users respectively...very easy to use and quite useful for auditing and reviewing purposes.

## Required Permissions (Staff)

(Admin)

## Syntax

`!allbans [noreason] [nodelete]`

`!tempbanlist`

## Examples

`!allbans noreason` | Lists all permanent bans that don't have a reason along with other details of each ban  
`!allbans nodelete` | Lists all permanent bans of account that have not been deleted from Discord  
  
`!tempbanlist` | Lists all temporary bans (softbans) that are currently active in the server

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# BanSync

## REQUIRED PERMISSIONS:

Ban Members

***BanSync is NOT a part of the band module, so there is NOT a need to enable the band module.***

This feature is reserved for Gaius Plus only. [Learn more.](#)

BanSync with a server will result in both **bans and unbans** linking between the servers.

## Setup

Command	Descriptive Example
<code>!bansync current</code>	<code>!bansync current</code> - Displays the current BanSync settings

<p><code>!bansync add/rem [export/import] <i>id</i></code></p>	<p><code>!bansync add/rem export 270438133584232449</code></p> <p>- Adds/removes the target server to/from the exporting list</p> <div data-bbox="813 188 1487 421"> <p>This will tell Gaius to export, or send, all future bans to the target server that has been specified.</p> <p>Be aware not to use the same server ID that you are doing the command in. It must be the target server that you want to send the bans to.</p> </div> <hr/> <p><code>!bansync add/rem import 270438133584232449</code></p> <p>- Adds/removes the target server to/from the importing list</p> <div data-bbox="813 573 1487 887"> <p>This will tell Gaius to import, or receive or get, all future bans from the target server that has been specified.</p> <p>Bans must be done in the target server to receive the ban in the current server where the command was done.</p> <p>Be aware not to use the same server ID that you are doing the command in. It must be the target server that you want to receive the bans from.</p> </div>
<p><code>!bansync approve/unapprove <i>id</i></code></p>	<p><code>!bansync approve 270438133584232449</code></p> <p>- Approves the target server for BanSync</p> <hr/> <p><code>!bansync unapprove 270438133584232449</code></p> <p>- Unapproves, or removes, the target server for BanSync</p>
<p><code>!bansync clear</code></p>	<p><code>!bansync clear</code></p> <p>- Removes all bansync connections with all servers</p> <div data-bbox="813 1276 1487 1487"> <p>This will still keep the bansync setting to remain enabled instead of disabled.</p> <p>Only the listed servers in the current bansync sommands are removed from the list.</p> </div>
<p><code>!bansync enable/disable</code></p>	<p><code>!bansync enable</code></p> <p>- Enables BanSync integration with other servers</p> <hr/> <p><code>!bansync disable</code></p> <p>- Disables BanSync integration with other servers</p>
<p><code>!bansync recursive <i>id</i></code></p>	<p><code>!bansync recursive 270438133584232449</code></p> <p>- Adds all previous bans from the specified ServerID to your own</p>

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# FAQ

## Q. Will kicking Gaius reset the bot?

- No, kicking/banning Gaius will never reset your settings or [prefix](#).

## Q. Can I set the bans to not send a message to someone when they are banned?

- No, this is currently not a feature.

## Q. How do I see all the commands?

- The [help command](#) is man's best friend (not dogs).

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# Video

*Not yet available*

If you have or find a video on Gaius specifically for what is covered in this documentation page, you can send the info to Fairy ? ?#0001 via DM (You must be in the [support server](#) in order to make contact).

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# Points of Interest

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[Bot Logging/Exlog](#)

[Verification Module](#)

[Anti-Spam Protection](#)

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