Mutes

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

The roles set as mod? are able to mute other people.

Setting Up Mutes Module

The command used for setting up the mutes module is mutetype, which displays a prompt for you to either say "role" or "clean" depending on what mute type you would like. "Role" mutetype is simply adding the role onto the offending person "Clean" mutetype clears all roles from the offending person and gives them the mute role in return. Once a person is unmuted after being muted through the "clean" mutetype, they will receive all the roles that were removed from them.

Permissions

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

- *View Channels*
- *Send Messages*
- *Manage Roles*

Staff Commands

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

The role(s) set as mod? are able to mute other people.

Mutetype

When you run this command, you'll be given 2 mute type choices: role and clean Simply reply in the chat with the name of the mute type you want.

Required Permissions (Staff)

Manage Roles (Mod)

Syntax

!mutetype

Type	Description
Role	Adds the mute role to the member.
Clean	The same as role except for the bot first removes all roles associated with the member. Upon unmute, the member will receive all their roles back.

Mute/Unmute

> This command is reserved for mods. If you would like for your helpers in your staff list to use the mute and unmute commands, then allowing them through the `allow` command? will get you what you need.

Required Permissions (Staff)

Manage Roles (Mod)

Syntax

!mute *member* [#w #d #h #m #s] [*reason*]
!unmute *member*

Examples

!mute @yeetmaster#3000 420d | Mutes the person, sends the mute in their DM, and sends a mute log (if enabled)
!unmute @yeetmaster#3000 | Unmutes the person

> If the mute role was added, or member roles were cleaned then the mute role added, and the bot works as intended, but the muted person can still speak in channels, then there is a configuration error in your

channel or role permissions.

If you are using the "role" mutetype and the above situation is happening, the easiest possible fix would be to swap to the "clean" mutetype.

By default mutes are in minutes. Saying `!mute @user 6` will mute them for 6 minutes.

Mutelist

This command is reserved for mods. If you would like for your helpers in your staff list to use the mute and unmute commands, then allowing them through the `allow` command? will get you what you need.

Required Permissions (Staff)

Manage Roles (Mod)

Syntax

!mutelist

Examples

!mutelist | Lists all the currently active mutes

FAQ

Q. Will kicking Gaius reset the bot?

- No, kicking/banning Gaius will never reset your settings or prefix.

Q. Gaius doesn't say anything or mute people when I try to mute. What's going on?

- Very likely the mutes module is disabled. You can see if it's enabled by saying !module list. If it shows the module is disabled, you can enable it with !module mutes, and then follow the setup process.

Q. What if I mute someone for a different time than they already had?

- The new mute timer will overwrite, meaning they will be muted for the time given on the second mute instead of the first mute

Q. What mute type should I use?

- That depends. Some servers have many roles with many more channel override permissions that would make the act of only giving the mute role inefficient…meaning that the supposedly muted user can still interact in other channels. A clean mute type is ideal in this situation to avoid any discrepancies in permissions and ensure the muted person really is muted.

Q. I muted someone but they can still speak? Is this a bug?

- No. If the mute role was added, or member roles were cleaned then the mute role added, then the bot works as intended. However, if the muted person can still speak in channels, then there is a configuration error in your channel or role permissions. This can be fixed by checking your channel and role perms to make sure that there are not unwanted discrepancies in permissions within your community.

- If you are using the "role" mutetype and the above situation is happening, the easiest possible fix would be to swap to the "clean" mutetype.

Q. How do I see all the commands?

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

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).

Points of Interest

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