Set up CS2-SimpleAdmin with limited staff permissions

CS2-SimpleAdmin runs on CounterStrikeSharp. It provides player administration, but the plugin loading successfully is only the first check: the correct person must receive the intended permissions, and an ordinary player must remain unable to use them.

Prepare a reversible installation

Back up the existing plugin folders, configuration and administration database before changing anything. Record your CS2 and CounterStrikeSharp versions. Read the plugin release's requirements, including its current menu dependencies; do not assume an older installation has every dependency a newer release expects.

The current author documentation lists CounterStrikeSharp, AnyBaseLibCS2, PlayerSettings and MenuManagerCS2. Install compatible releases from their maintainers, using the exact package layout. Start and check each layer during maintenance. Avoid downloading an unrelated plugin with a similar name or copying compiled files from an unknown server.

Use the generated configuration

The plugin lives under `game/csgo/addons/counterstrikesharp/plugins/CS2-SimpleAdmin/`. The author's release may also supply shared API files; retain their intended location. After a successful first launch, its configuration is generated under `addons/counterstrikesharp/configs/plugins/CS2-SimpleAdmin/`, relative to `game/csgo/`.

Stop before editing generated JSON. Preserve its existing schema and validate commas, quotation marks and nesting. Use the exact options documented for the installed release rather than pasting a complete configuration from a different version.

Choose database storage deliberately. The project documents MySQL for shared deployments and also offers SQLite, which its main project description qualifies as experimental. Keep production requirements in mind. A MySQL account should be limited to this application's database. Use the database endpoint supplied for your service; `localhost` inside a container usually means that container, not the database machine.

Give staff only the actions they need

CounterStrikeSharp's framework reads administrator identities and flags from `addons/counterstrikesharp/configs/admins.json`. Identify staff by their verified Steam identity rather than display name. Its string permissions differ from old SourceMod letter flags. For example, `@css/kick` and `@css/changemap` describe separate capabilities.

Check SimpleAdmin's own permission and database administration behaviour for your release before choosing the source of truth. Avoid creating conflicting grants in several systems. Do not give every moderator `@css/root`: that framework flag grants all flags and bypasses immunity. Limit access to RCON, configuration changes, permanent bans and other staff management to the owner or a specifically trusted role.

Test allowed and denied actions

Restart in maintenance and inspect framework, dependency and database messages. The documented `css_admin` command is a useful menu check for an authorised player. A missing menu can indicate a dependency or disabled command, not necessarily a missing permission.

Test a harmless allowed action with a consenting player, then verify an unprivileged account is denied administrative access. Recheck after reconnecting and changing maps. Keep the action audit trail. Share only redacted logs with support: database passwords, Discord webhooks, player IPs and Steam identifiers do not belong in public screenshots.

Related guides

- Install Metamod and CounterStrikeSharp
- Configure CS2 and protect its token

Further reading

- CS2-SimpleAdmin: official project
- CS2-SimpleAdmin: installation
- CS2-SimpleAdmin: configuration
- CounterStrikeSharp: defining admins

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