

01 Overview

Nexora Bot monitors your game servers and posts live status embeds directly into your Discord channels. The web dashboard gives admins deeper control — statistics, configuration, RCON, alerting, and more — without touching the bot host machine.

This guide covers everything you need: getting started with the setup wizard, accessing the dashboard, adding servers, firewall and port requirements, RCON setup, bot slash commands, and plan features.

02 Getting Started — The Setup Wizard

The fastest way to get Nexora up and running is the interactive `/setup` command. It walks you through the essential configuration in about five minutes, right inside Discord.

HOW TO LAUNCH

Type `/setup` in any channel where the bot can see your messages. The wizard is ephemeral — only you will see the prompts and responses. You must be the server owner or a bot admin to run it.

WHAT THE WIZARD COVERS

1. **Step 1 — Status Channel:** Choose (or create) the Discord channel where Nexora will post its live server status embed.
2. **Step 2 — Add Your First Server:** Enter your first game server's name, address, and type. The wizard supports all game types — Minecraft, 7 Days to Die, Satisfactory, Source Engine, FiveM, and Bedrock.
3. **Step 3 — Confirm & Refresh:** Review your choices and trigger the first status poll. Nexora posts its embed in your chosen channel immediately.
4. **Step 4 — Next Steps:** A summary of what was configured, plus suggestions for additional setup (more servers, RCON, alerts, etc.).

A visual progress bar tracks which step you're on. You can navigate between steps using the buttons that appear below each prompt.

ALREADY CONFIGURED?

If Nexora is already set up in your server, running `/setup` will let you choose to re-run the wizard or dismiss it. Re-running won't delete your existing servers – it lets you change the status channel or add another server.

After the wizard finishes, you can fine-tune everything through the web dashboard or individual slash commands covered in the rest of this guide.

03 Accessing the Dashboard

LOGIN

The dashboard uses Discord OAuth2 – no separate password required. Navigate to your dashboard URL and click **Sign in with Discord**. You need **Manage Server** permission in the Discord server you want to manage.

FINDING YOUR DASHBOARD URL

Run `/dashboardinfo` in your Discord server. The bot will reply with the full URL. Sessions last 8 hours.

SERVER PICKER

If the bot is in multiple servers you manage, a server selection screen appears after login. Click the server icon to proceed. You can switch servers at any time from the sidebar.

04 Dashboard Sections

OVERVIEW

Live summary of all configured servers – status, player count, latency, version. Use **Force Refresh** to trigger an immediate poll outside the normal schedule.

GAME TABS (MINECRAFT, 7D2D, ETC.)

Detailed status cards per game type. Minecraft cards show player names, version, in-game time (requires RCON), and modpack link. 7D2D cards show current day, time, and blood moon countdown.

STATS STARTER+

Historical uptime percentages, player counts, outage log, and player activity heatmap. Stats history depth: 1 day (Free), 7 days (Starter), 30 days (Pro), 90 days (Enterprise).

LEADERBOARD STARTER+

Playtime rankings across your servers. Filter by server and time window (7, 30, or 90 days).

CONFIG STARTER+

Customise embed title, description, thumbnail URL, accent colour, timezone, and weekly report hour. The Timezone field supports autocomplete — start typing a city name (e.g. `New_York` , `London` , `Tokyo`).

ADMINS

Manage which Discord users can access the dashboard. The server owner always has full access. Additional admins are added by Discord User ID. Plan limits apply to how many admins you can have.

LOGS

Searchable record of every slash command used in your Discord server. Filter by command or username.

AUDIT STARTER+

Tracks dashboard-level changes — server additions, config saves, admin changes — with timestamps and the acting admin's name.

MAINTENANCE

Toggle maintenance mode for all servers or individual servers. When active, the Discord embed shows your maintenance message instead of live data. Set an announcements channel for automatic start/end notifications.

ALERTING

Configure Discord alerts for server offline events, high latency, and latency spikes. Thresholds and cooldown periods are configurable per server.

STATUS PAGE

View or configure your public server status page. This gives your community a shareable web link to check current server health without needing to be in Discord.

05 Adding Game Servers

Servers are added via slash commands in Discord. All commands are ephemeral — only you can see the bot's response.

MINECRAFT: JAVA EDITION

<code>/addserver</code>	Add a server. Required: name, address. Optional: port (default 25565), whitelist, modpack URL
<code>/editserver</code>	Update name, address, port, whitelist, or modpack link
<code>/delserver</code>	Remove a server from monitoring
<code>/rcon</code>	Set RCON credentials – port (default 25575), password Starter+
<code>/setmodpack</code>	Set or update the modpack download URL

MINECRAFT: BEDROCK EDITION

<code>/addbedrockserver</code>	Add a Bedrock server. Optional: port (default 19132)
<code>/editbedrockserver</code>	Update name, address, port, or whitelist
<code>/delbedrockserver</code>	Remove a Bedrock server

7 DAYS TO DIE

<code>/add7d2dserver</code>	Add a server. Required: name, address, token. Optional: port (26900), web_port (8080)
<code>/edit7d2dserver</code>	Update name, address, game port, web port, or token
<code>/del7d2dserver</code>	Remove a 7D2D server
<code>/set7d2dmodpack</code>	Set the modpack download URL

FIVEM / REDM

<code>/addfivemserver</code>	Add a FiveM server. Optional: port (default 30120)
<code>/editfivemserver</code>	Update name, address, or port
<code>/delfivemserver</code>	Remove a FiveM server

SATISFACTORY

<code>/addsatisfactoryserver</code>	Add a server. Required: name, address, api_token. Optional: port (7777)
<code>/editsatisfactoryserver</code>	Update name, address, port, or API token
<code>/delsatisfactoryserver</code>	Remove a Satisfactory server

SOURCE ENGINE (RUST, CS2, VALHEIM, ARK, DAYZ, ETC.)

<code>/addsourceserver</code>	Add a Source Engine server. Required: name, address, game_type. Optional: port, query_port, label, emoji
<code>/editsourceserver</code>	Update any field
<code>/delsourceserver</code>	Remove a Source Engine server

game_type slugs: rust, gmod, tf2, cs2, valheim, ark, asa, dayz, kf2, insurgency, squad, conan, mordhau, terraria.
Ports default to the standard for each game if not specified.

STATUS CHANNEL

Use `/setupstatus` to set the Discord channel where the live embed is posted. Run `/refresh` after config changes to update it immediately.

PLAN SERVER LIMITS

- Free – 2 servers
- Starter – 5 servers
- Pro – 15 servers
- Enterprise – Unlimited

06 Network Requirements – Firewall & Port Forwarding

The bot must be able to reach each server on the relevant query port. If your servers are behind a router or firewall, these ports need to be open and forwarded.

PORT REFERENCE

Game / Type	Default Port	Protocol	Notes
Minecraft: Java	25565	TCP	Query port. RCON is separate (25575)
Minecraft RCON	25575	TCP	Configurable – must match /rcon setup
Minecraft: Bedrock	19132	UDP	Must be UDP – TCP will not work
7 Days to Die (game)	26900	UDP+TCP	Game port (not used by the bot)
7 Days to Die (web API)	8080	TCP	web_port field – this is what the bot connects to
FiveM	30120	TCP	HTTP API runs on the same port as the game
Satisfactory	7777	TCP	HTTPS API shares the game port (Update 6+)
Rust	28015 / 28016	UDP / TCP	Game on 28015; A2S query on 28016 (game+1)
CS2 / CS:GO	27015	UDP	A2S query port
Garry's Mod	27015	UDP	A2S query port
Team Fortress 2	27015	UDP	A2S query port
Valheim	2456 / 2457	UDP	Game on 2456; A2S query on 2457 (game+1)
ARK (Evolved / Ascended)	7777 / 7778	UDP	Game on 7777; A2S query on 7778 (game+1)

DayZ	2302 / 2303	UDP	Game on 2302; A2S query on 2303 (game+1)
Killing Floor 2	7777 / 7778	UDP	Game on 7777; A2S query on 7778 (game+1)
Squad	7787	UDP	A2S query port
Conan Exiles	7777 / 7778	UDP	Game on 7777; A2S query on 7778 (game+1)
Insurgency: Sandstorm	27131	UDP	A2S query port

WHAT NEEDS TO BE OPEN

- **Minecraft Java** – TCP 25565 to the bot host. If using RCON, also TCP 25575 (or your configured port).
- **Minecraft Bedrock** – UDP 19132. Must be UDP.
- **7 Days to Die** – TCP on your web_port (default 8080). The game port is not used by the bot.
- **FiveM** – TCP on your game port (default 30120).
- **Satisfactory** – TCP 7777. The bot uses the HTTPS API on the game port.
- **Source Engine games** – UDP on the query port. For Rust, Valheim, ARK, DayZ, KF2, and Conan this is game port + 1. For all other A2S games it matches the game port.

HOME ROUTER PORT FORWARDING

1. Log in to your router admin panel (typically <http://192.168.1.1>)
2. Find Port Forwarding (sometimes under NAT, Virtual Servers, or Advanced)
3. Create a rule pointing the external port to your server machine's internal IP
4. Match the protocol (TCP, UDP, or both) to the table above
5. Use your public IP or domain name as the server address – not the internal 192.168.x.x address

Your public IP may change on a residential connection. Consider a dynamic DNS service (e.g. No-IP, DuckDNS) so your domain always resolves correctly.

VPS / DEDICATED SERVER (UFW)

<code>sudo ufw allow 25565/tcp</code>	Allow a specific TCP port
<code>sudo ufw allow 2457/udp</code>	Allow a specific UDP port
<code>sudo ufw allow 26900</code>	Allow both TCP and UDP on a port
<code>sudo ufw status verbose</code>	Check current firewall rules

On cloud providers (AWS, GCP, Azure, Oracle) you also need to open the port in your instance Security Group or cloud firewall rules – ufw alone is not sufficient.

TESTING CONNECTIVITY

- **TCP ports** – use an online port checker or: `nc -zv <host> <port>`
- **7D2D web API** – open http://<host>:<web_port>/api/serverinfo in a browser
- **FiveM** – open <http://<host>:<port>/info.json> in a browser

- **Satisfactory** – `curl -k https://<host>:7777/api/v1 -X POST`
- **UDP ports** – add the server to the bot and check if it comes online in the embed within the next check cycle

07 RCON Setup (Minecraft)

RCON lets the bot run commands on your Minecraft server – used for in-game time in the status embed, and slash commands like `/players`, `/op`, `/weather`, and `/clearitems`.

ENABLE RCON IN SERVER.PROPERTIES

<code>enable-rcon</code>	true
<code>rcon.port</code>	25575 (or any unused TCP port)
<code>rcon.password</code>	a strong password of your choice

Restart the server after saving `server.properties`.

OPEN THE RCON PORT

The RCON port must be reachable from the bot host over TCP. Apply the same firewall / port forwarding rules as for the query port. If the bot and server run on the same machine, no extra forwarding is needed.

CONFIGURE IN THE BOT

Run `/rcon name:<server name> port:25575 password:<your password>`

The host defaults to the server's configured address. Only override it if the RCON host differs from the game host.

RCON COMMANDS

<code>/players</code>	List players currently online
<code>/op</code>	Grant operator status to a player
<code>/weather</code>	Change weather – clear, rain, or thunder
<code>/clearitems</code>	Clear all dropped items from the server world

08 Bot Slash Commands Reference

SETUP & CONFIGURATION

<code>/setup</code>	Interactive setup wizard – get Nexora configured in minutes (see Section 2)
<code>/setupstatus</code>	Set the channel (and optional message) for the live status embed
<code>/refresh</code>	Force an immediate status refresh for all servers
<code>/dashboardinfo</code>	Show the dashboard URL
<code>/statuspage</code>	View or configure your public server status page

CHANNELS & NOTIFICATIONS

<code>/setjoinleavechannel</code>	Set the channel for player join / leave notifications
<code>/setserverjoinleavechannel</code>	Set a dedicated join/leave channel for a specific server Starter+
<code>/setmaintenancechannel</code>	Set the channel for maintenance announcements Starter+

MAINTENANCE

<code>/maintenance</code>	Toggle maintenance mode on or off with a custom message Starter+
<code>/servermaintenance</code>	Toggle maintenance mode for a specific server Starter+

ADMIN MANAGEMENT

<code>/addadmin</code>	Add a bot admin for this server
<code>/removeadmin</code>	Remove a bot admin
<code>/listadmins</code>	List all current bot admins

MINECRAFT: JAVA EDITION

<code>/addserver</code>	Add a Minecraft server
<code>/editserver</code>	Edit an existing Minecraft server
<code>/delserver</code>	Delete a Minecraft server
<code>/rcon</code>	Set RCON credentials for a server Starter+
<code>/setmodpack</code>	Set the modpack download URL
<code>/players</code>	Show online players (requires RCON)
<code>/op</code>	Grant operator to a player (requires RCON)
<code>/weather</code>	Change weather – clear, rain, thunder (requires RCON)

<code>/clearitems</code>	Clear dropped items (requires RCON)
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MINECRAFT: BEDROCK EDITION

<code>/addbedrockserver</code>	Add a Bedrock Edition server
<code>/editbedrockserver</code>	Edit a Bedrock server
<code>/delbedrockserver</code>	Delete a Bedrock server

7 DAYS TO DIE

<code>/add7d2dserver</code>	Add a 7D2D server
<code>/edit7d2dserver</code>	Edit a 7D2D server
<code>/del7d2dserver</code>	Delete a 7D2D server
<code>/set7d2dmodpack</code>	Set the modpack URL
<code>/7d2dstatus</code>	Force refresh the 7D2D embed

FIVEM / REDM

<code>/addfivemserver</code>	Add a FiveM server
<code>/editfivemserver</code>	Edit a FiveM server
<code>/delfivemserver</code>	Delete a FiveM server

SATISFACTORY

<code>/addsatisfactoryserver</code>	Add a Satisfactory server
<code>/editsatisfactoryserver</code>	Edit a Satisfactory server
<code>/delsatisfactoryserver</code>	Delete a Satisfactory server

SOURCE ENGINE / A2S GAMES

<code>/addsourceserver</code>	Add a Source Engine / A2S server
<code>/editsourceserver</code>	Edit a Source Engine server
<code>/delsourceserver</code>	Delete a Source Engine server

STATS & LEADERBOARDS

<code>/uptime</code>	Show uptime stats for a server
<code>/playergraph</code>	Show a 7-day player count graph for a server
<code>/statsreport</code>	Post the weekly stats report now
<code>/leaderboard</code>	Show the playtime leaderboard

`/playtime`

Check playtime stats for a specific player

GENERAL`/help`

Show the in-Discord command reference

09 Plans & Feature Availability

Feature	Free	Starter	Pro	Enterprise
Game Servers	2	5	15	Unlimited
Stats History	1 day	7 days	30 days	90 days
Playtime Tracking	–	✓	✓	✓
Player Events	–	✓	✓	✓
Weekly Reports	–	✓	✓	✓
RCON Integration	–	✓	✓	✓
Embed Customisation	–	Description	Full	Full + Branding
Audit Log	–	100 entries	Unlimited	Unlimited
Dashboard Admins	1	3	10	Unlimited
Web Dashboard	Read-only	✓	✓	✓
Per-Server Maintenance	–	✓	✓	✓
Public Status Page	–	✓	✓	✓
Priority Support	–	–	✓	✓
Dedicated Support	–	–	–	✓
SLA	–	–	–	✓

All limits are per Discord server. Each server you manage has its own independent plan.

10 Discord Bot Permissions

When adding Nexora Bot to your Discord server, you will be shown a permissions consent screen. The bot requires the following permissions to operate. Granting fewer than these will cause certain features to silently fail.

REQUIRED PERMISSIONS

Send Messages	Posting the live status embed in the status channel. Also required for the join/leave notifications channel, maintenance announcements channel, and stats report channel.
Embed Links	Rendering the server status embed. Without this, Discord will display the embed as plain text.
Read Message History	Locating and editing the existing status embed message on each refresh cycle. Without this, the bot cannot find its previous message and will post a duplicate each time.
Manage Messages	Cleaning up surplus embed messages if more than one was posted (e.g. after a channel change). Pro and Enterprise plans that display multiple embeds also require this to manage the full embed set.
Manage Channels	Updating the status channel topic on each refresh (shows a live summary: servers online, player count, last updated). Optional — the embed itself works without this, but the channel topic will not update.
Use Application Commands	All slash commands (/setup, /addserver, /refresh, /maintenance, etc.). Discord requires this to be explicitly granted per-channel or server-wide.
View Members (Server Members Intent)	Resolving Discord user information for the Admins tab and dashboard access control. Required for admin management to function correctly.

PRIVILEGED GATEWAY INTENTS

Nexora Bot uses two Privileged Gateway Intents which must be enabled in the **Discord Developer Portal** under your bot application → Bot → Privileged Gateway Intents. These are separate from the channel permissions above and must be toggled on in the portal before the bot is invited.

- **Server Members Intent** — required for guild member lookups used by admin management and dashboard access control.
- **Message Content Intent** — required to read message content in non-slash command contexts (used internally by the bot prefix command handler).

If either intent is missing, the bot will still connect but will log warnings and certain features will not function correctly.

CHANNEL-LEVEL PERMISSION OVERRIDES

Server-wide permissions are granted at invite time, but Discord's channel permission overwrites can restrict what the bot can do in individual channels. If the bot stops posting or updating in a specific channel, verify that the following are **not denied** for the bot role in that channel's permission settings:

- View Channel — the bot must be able to see the channel to post or edit in it
- Send Messages — required in every channel the bot posts to (status, join/leave, maintenance announcements, stats reports)
- Embed Links — required in the status channel specifically
- Manage Channels — required in the status channel if you want the channel topic to update automatically

The bot will log a warning to the host console if it encounters a missing-permission error, so check your server logs if something stops working after a channel restructure.

11 Troubleshooting

SERVER SHOWS OFFLINE BUT IS RUNNING

- Confirm the correct IP / hostname and query port are configured (see Section 6 port table)
- Verify the port is open in your firewall and any cloud security group rules
- For home servers, confirm the port forward points to the correct internal IP
- 7D2D: confirm web_port is correct and the web server is enabled in server settings
- FiveM: confirm the server is not in private API mode

RCON COMMANDS RETURN NO RESPONSE

- Confirm `enable-rcon=true` is in server.properties and the server was restarted
- Verify the RCON port is open (TCP)
- Check the password in `/rcon` exactly matches `rcon.password`
- If the server is behind a different host/IP than the query address, set the RCON host explicitly

DASHBOARD TABS MISSING (STATS, CONFIG, LEADERBOARD)

- These tabs require Starter plan or above — see Section 9
- If you are on an eligible plan and tabs are still hidden, contact support

TIMEZONE NOT APPLYING CORRECTLY

- Use a valid IANA timezone name — start typing in the Config field to see autocomplete suggestions
- Examples: `America/New_York` , `Europe/London` , `Asia/Tokyo` , `Australia/Sydney`
- Save Config and use Force Refresh to see updated timestamps

BOT NOT RESPONDING TO SLASH COMMANDS

- Confirm the bot has **Use Application Commands** permission in the channel (see Section 10)
- Check that you have **Manage Server** permission or are listed as a bot admin
- Try running `/help` – if that doesn't appear, the bot may need to be re-invited with the correct scopes (`bot` and `applications.commands`)

12 Support

If you encounter an issue not covered in this guide:

- Check the **Logs** tab for recent command activity
- Check the **Audit** tab for recent configuration changes
- Run `/help` in Discord for a quick command reference
- Join our [Discord support server](#) to ask questions, report bugs, or chat with other Nexora users
- Contact Realmweaver Studios support – Pro and Enterprise customers receive priority response

When reporting an issue, please include your plan tier, the game type affected, the server address and port, and what the Overview / Stats page shows for that server.