Create Roles

> Before following these steps, make sure to stop your server first. This is to avoiding breaking anything on your server while you edit.

Step 1: Head to your game panel and look for your **File icon** on the left hand side.
// Photos to be added on AH 2.0

Step 2: Look for the file that says (**enshrouded_server.json**) and open it.
// Photos to be added on AH 2.0

Step 3: Scroll right down to the bottom till you see all the roles listed in the file. Here, you can add in these new roles, this will allow you to give out the correct roles to your players when they join.

> Before you copy the code, please look at this picture and make sure you add it in this section where the arrow points too so you don't mess up the code placement.

```
{

"name": "Admin",

"password": "Randomized password 01",

"canKickBan": true,

"canAccessInventories": true,

"canEditBase": true,

"canExtendBase": true,

"reservedSlots": 1
```

```
    },
    {
    "name": "Friend",
    "password": "Randomized password 02",
    "canKickBan": false,
    "canAccessInventories": true,
    "canEditBase": true,
    "canExtendBase": true,
    "reservedSlots": 3
    },
    {
    "name": "Guest",
    "password": "Randomized password 03",
    "canKickBan": false,
    "canAccessInventories": false,
    "canEditBase": false,
    "canExtendBase": false,
    "reservedSlots": 0
    }
```

// Photos to be added on AH 2.0

Step 5: When you add in the new code, you can now edit players roles and change there password. After you have done that, save the file and start your server.

> For players to join as there role, just give them there new password for there role.
>
> **Example:**
>
> "name": "Guest",
>
> "password": "Guest123", <--------- This password will allow players to join as a Guest.
>
> "canKickBan": false,
>
> "canAccessInventories": false,
>
> "canEditBase": false,
>
> "canExtendBase": false,
>
> "reservedSlots": 0

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