



etpro.de

General RCON Controls

Note: unless command starts with "/", all commands can be assumed to require "/rcon", e.g. /rcon g_needpass password

Description Command Notes

Rcon control	/rcon password	Gives you RCON control, required for all of the following :)
Set rcon pass	/rcon Password	Changes the rcon password to .
Req password	/g_needpass <1/0>	Players require a password (1) or not (0) to join the server.
Set password	g_password	Sets what the password to join the server is.
Change map	map	Changes to that map - tends to screw up rotations.
Start match	start_match	Skips warm-ups.
Map restart:	map_restart	Restarts round, retains round 1 time etc in SW. XX sec warm-up
Match restart	reset_match	Resets the match, will lose round 1 time etc in SW.
Swap teams	swap_teams	Swaps teams, axis players go allied & vice versa.
Max players	sv_maxclients	Max people allowed on server - including spectators!
Friendly Fire	g_friendlyFire <1/0>	Friendly fire on(1)/off(0).
Team balance	g_teamforcebalance <0/1>	Forces team numbers to be even (1), or doesnt (0).
Do warmup?	g_doWarmup <1/0>	Sets whether to do warm-ups (1) or not (0). See g_warmup.
WARMUP TIME	g_warmup	Sets the amount of time before the round begins, seconds.
Chat as spec	say	Players do not see spectator chats, use /rcon say instead.

Game type	g_gametype <5/6/7>	Sets game type: 5 = objective; 6 = Stopwatch; 7 = CTF.
SW type	g_altStopwatchMode <0/1>	Sets SW mode when g_gametype is 6. 0 = ABBA 1 = ABAB
VOTING	g_allowvote <1/0>	Allow voting, or not.
status	status	Gives the status of all players on the server, inc. slot number.
Kick player	kick	Use clientkick if they have 337 name or keeps changing it.
Kick player #	clientkick	Gives the slot number for each player, kick by number. They can rejoin immediately. PB does it better.
Ban Player	banUser	Use client ban for 337 name or if keeps changing it.
Ban Player #	status * then * banClient	Gives the slot number for each player Ban the moron using slot number. PB does it better.
Auto join	g_teamAutoJoin <1/0>	If 1, players will automatically join the team with fewer players
Inactivity kick	g_inactivity	Auto-kick players who are inactive for x seconds.
Time limit:	timelimit	Time limit for the round. 0 = unlimited
Time limit	g_userTimeLimit	Timelimit (mins) that the server will default to, for every map?
Force respawn	g_forcerespawn	Forces players into limbo after x seconds
Respawn R	g_redlimbotime	Axis respawn time
Respawn B	g_bluelimbotime	Allied respawn time
Resepawn B	g_useralliedrespawntime	Sets the allied re-spawn (all maps?)
Respawn R	g_useraxisrespawntime	Sets the axis re-spawn (all maps?)
Gravity	g_gravity	Controls gravity for players. Low = less, default 800
Speed	g_speed	Controls speed of movement for players. High = fast, default 320.
Knock back	g_knockback	Changes the knock back of when you get hit by a bullet
Sold recharge	g_soldierChargeTime 20000	Time taken to recharge solders power bar (1000=1 second)
LT recharge	g_LTChargeTime 40000	Time taken for the Lieutenant power bar to charge
Eng recharge	g_engineerChargeTime 30000	Time taken for the engineer power bar to charge
Med recharge	g_medicChargeTime 45000	The amount of time it takes for the medic power bar to charge
Synch Clients	g_synchronousclients <1/0>	Must be set to 1 to record a demo
Kill server	killserver	Ends the server.

Server Info	serverinfo	Gives the info of the server.
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PUNKBUSTER

-- PLAYERS --

ENABLE PB	pb_cl_enable	Enables PB on your client (your game).
Power Kick	pb_power *then pb_kick	See if player power enabled, your power points & players slots. Use your power points in a kind of vote against ONE other player. Kick is similar to pb_sv_kick and length dependent on a server setting (pb_sv_powerkicklen). See PB manual.

-- RCON --

Note: Suggest skimming the manual before trying to use it, plus there's a lot more commands in there. The following require you to be logged in with rcon password, and should all start with "/rcon" at the front, e.g.

/rcon pb_sv_enable

TURN ON PB	pb_sv_enable	Enables Punkbuster on the server.
TURN OFF PB	pb_sv_disable	PB will not actually turn off until PB is restarted, see PB manual.
CHECK PB	pb_sv_ver	Should display PB version if working ok.
PLAYERS PB	pb_sv_plist	Displays a list of players, their current status & slot number.
SCREENSHOT	pb_sv_getss	Takes a partial shot of a players screen. See PB manual.
Kick player	pb_sv_kick	PB temp' bans the CDKEY, they cannot return until time up.
Ban player	pb_sv_ban	PB bans the CDKEY, not IP. /pb_sv_updbanfile to set it permanently.
UNBAN	pb_sv_unban	Removes the PB ban. Run /pb_sv_updbanfile to undo a permanent ban.
CVAR LIST	pb_sv_cvarlist	Shows list of cvars that PB has been told to

		restrict/demand.
Add PB cvar	pb_sv_cvar	PB will kick players with cvars in/outside the specified range; in = setting has to be between x & y inclusive. If no y, setting must = x. out = setting has to be > x or < y. If no y, setting must not = x. Does not change or remove previous blocks of same cvar, both will operate.
AUTO KICK LEN	pb_sv_kicklen	Length of time PB's auto kicks last for, minutes.
SCORE KICK	pv_sv_scorekick	Auto kick players with less than x score, use -. 0 = off.
PLAYER POWER	pb_sv_power	Give specified player the specified power rating/points.
DEFAULT POWER	pb_sv_powerdef	The power rating given to any player not specified above.
POINTS TO KICK	pb_sv_powermin	Number of power points needed to get a player kicked.
POWER KICK LEN	pb_sv_powerkicklen	Minutes a power kick lasts for. 0 disables PB power features.
SAVE SETTINGS	pb_sv_writectg	PB settings get written to pbsv.cfg and loaded when PB is reset.

OSP

-- PLAYERS --

For a list of all client commands, type in the console "? " (without the quotes).

Player Info	/players	Lists all active players and their IDs/information.
Readyteam	/readyteam	Same as "/ready" but forces it for whole team
Follow/Spec	/follow	Spectates a particular player or team (/players for p_id #).
Lock teams	/lock	Locks your team to prevent others from joining.
Prevent specs	/speclock	Locks your team from spectators.

Spec Invite	/specinvite	Invites a player to spectate your spec-locked team
Allow specs	/specunlock	Unlocks your team for spectators.
Pause	/pause *OR* /timeout	Allows a team to pause a match.
Un pause	/unpause *OR* /timein	Unpauses a match (if initiated by the issuing team).
Auto Stuff	/cg_autoAction	Does some things auto, useful for proof etc: 1 - Start a demo at the start of the round 2 - Take a screenshot at the end of the round 4 - Save game stats to a file at the end of the round 3,5,6,7 - Add up the above for multi-function, e.g. "7" will perform 1+2+4.

-- REF ONLY --

After obtaining referee status, for a list of all referee commands, type "ef" (without the quotes).

Ref Control	/ref	Become a referee (needed for the following to work).
Comp settings	/callvote comp	Loads OSP's match/competition settings.
Abort match	/abort	Aborts a match in progress.
Restart round	/restart	Aborts a match in progress, starts again
Ready-up all	/allready	Readies all players in the game.
Lock teams	/lock	Locks both teams from new players.
Unlock teams	/unlock	Unlocks both teams - new players can join.
Spec to allies	/putallies	Puts a player on the Allies team (/players for p_id #).
Spec to axis	/putaxis	Puts a player on the Axis team (/players for p_id #).
Remove player	/remove	Removes a player from a team (/players for p_id #).
Lock specs	/speclock	Locks both teams from spectators.
Unlock specs	/specunlock	Unlocks both teams from spectators.
Pause	/pause	Pauses the match.
Un-pause	/unpause	Un-pauses a paused match.

NOTE: The referee can also issue any vote and it will automatically pass/fail. For a list of all "callvote" voting commands available, simply type "callvote ?" (without the quotes).

-- RCON ONLY-- ?

Late join	match_latejoin <1/0>	Whether clients can join a match in progress.
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Min Players	match_minplayers	Minimum # of players needed to start the match.
Mute Specs	match_mutespecs <1/0>	Whether spectators can chat during a match in progress.
Set ready %	match_readypercent <1-99>	Player "ready" threshold.
Pause #	match_timeoutcount	# of timeouts that can be called by each side per match.
Pause length	match_timeoutlength	Duration (in seconds) of timeouts.
Warmup fire	match_warmupfire <0/1>	Whether clients can inflict/receive damage during warmup.
Auto config	server_autoconfig <0/1/2>	Server loads no(0)/comp(1)/pub(2) settings on startup
Team Max Size	team_maxplayers	Max players per team.
Nocontrols	team_nocontrols <0/1>	Disables captain/team cmds/autolocking mechanisms.
Vote Limit	vote_limit <0-x>	Max # of votes allowed for a map (non-ref)
Vote pass %	vote_percent <1-100>	Percentage of accepting clients for a vote to pass.