

Etadmin mod commands

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# default commands for etadmin_mod 0.23
# feel free to add own commands to your configuration.

/players - find ids of players (standard et command)

Level 0:
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!seen <NAME> - displays when was NAME last on server
!time - shows current local time
!help <command> - shows a help string for the command, if he has permission to use that command.
!admintest - shows your current status / rank / level
!rs - removes the shoutcaster status (nice if a admin made you shoutcaster and you want to play again)

Fun commands:
!beer
!pizza
!coke
!bye
!pfstinkt

Level 1:
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No additional commands, but are
- kick / mute vote protected.
- can call votes anytime.
- can have greeting message (if configured)

Level 2:
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!pub - loads public settings
!comp - loads competition settings
!pause - pauses the game
!unpause - resumes the game
!lock - lock teams
!unlock - unlocks teams
!speclock - locks the spectators
!specunlock - unlocks the spectators
!kick <ID or Part of name> - kicks client (5 minutes temp ban)
!fkick <ID or Part of name> - kicks a player WITHOUT 5 minute temp ban.
!clientkick <ID> - kicks played with ID from server (5 minutes temp ban)
!mute <ID or Part of name> - mutes a player
!unmute <ID or Part of name> - unmutes a player
!match reset / !reset - match reset
!maprestart / !restart - restarts the map
!start_match / !start / !allready - starts the game
!mutespecs - mute the spectators (does not work atm, etpro bug ?)
!unmutespecs - unmute the spectators
!put(axis|allies|spec) <ID or Part of name> - Puts a player to axis / allies or spec.
!swap / !swap_teams - swap teams (with map restart)
!timelimit <TIME> - sets the current timelimit to <TIME>
!map <mapname> - changes to a map (works only with gametype 2/3)
!campaign <campaign_name> - changes to a specific campaign (gametype 2)
!gametype <1-4> - sets the current gametype (2 single map, 3 stopwatch, 4 campaign)
!ms - makes the calling spectator a shoutcaster (like makeShoutcaster own_name)
!makeShoutcaster <ID or Part of name> - makes someone a shoutcaster
!removeShoutcaster <ID or Part of name> - remove shoutcaster status
!cointoss - use to decide who starts the offence / defence (heads / tails). New in etpro 3.0.5
!config <configname> - loads the specific config.

Level 3:
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!ban <ID or Part of name> <DURATION> <REASON> - bans a person for the duraton (in secs). 0 == never
!cancelvote - Cancels the current vote
!passvote - passes the current vote
!shuffle / !shuffle_teams - makes a shuffle with map restart
!shuffle_norestart - shuffles, without maprestart (new in etpro 3.0.10)
!cp <TEXT> - Displays text in center screen
!qsay / !chat - displays text in chat window (qsay = etpro / chat = shrub). should work both.
!nextmap - loads next map, when in intermission time.
!ref - makes you referee
!unref - removes your referee status.
!putme(spec|allies|axis) - puts yourself spec|allies|axis. Without parameter.
!finger <client_id|part of name> - like a remote-admintest, to show the level of the user

Level 4:
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!makeReferee <ID or Part of name> - sets someone ref
!removeReferee <ID or Part of name> - removes ref status
!knifeonly 1/0 - sets g_knifeonly 0/1
!crazygravity 0/1 - sets crazy gravity mode on / off
!gravity <NUM> - changes gravity setting (800 default)
!knockback <value> - changes the knock back of when you get hit (default: 1000)
!speed <value> - changes speed of movement for players. (High = fast, default: 320)
!password password|blank - sets a server password. Better use this as a silent command, if you have a chat
Right: silentcommands - 4+ can run commands silent (with /m own_name !command)
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Level 5:

!readconfig - reloads all config files (same as kill -HUP <PID> in shell).

!setlevel <ID or Part of name> <level> - sets the target to <level>

!cheats <1|0> - activates(1) or deactivated(0) cheats on the server.

Note on shrub / etpub / etmain:

!ref makes you referee, but your client will only notice after mapchange (nextmap or restart) or teamchange. /ref commands will work immediatly without mapchange / teamchange.

PS: if i forgot a command here, then just add it yourself ;)