

UIF Admin Commands Leak

Created By NyoO For Anti UIF

Commands are NOT synchronized with the current admin policy

Admin Level (1) Commands:

Admin Chats:

- # [MSG] Internal Admin Chat
- * [MSG] External Admin Chat

- /mute [ID] [TIME] [REASON]

Mutes the specified player for the given minutes.

- /unmute [ID]

Unmutes the specified player.

- /muted

List of all muted players.

- /amsg [ID] [MSG]

Send a SA:MP Dialog Message to specified player.

- /reports

List of all current server reports.

- /spec [ID]

Spectate the specified player.

- /unspec

Stop spectating.

- /sstats

Shows different information about the server.

- /sv [COMMENT]

Stores vehicle location and data into text file on the server.

- /sp [COMMENT]

Stores on foot location and data into text file on the server.

- /nearbyvipitems

View details about the VIP Item.

- /jp

You can spawn a jet pack in any gamemode.

- /adminlabel

Enable/Disable your admin status.

Admin Level (2) Commands:

- /go [ID]

Teleport to a player in any gamemode.

- /akill [ID]

Kills a player.

- /vkill [V_ID]

Kills (delete) a vehicle.

- /vgo [V_ID]

Teleport to specified vehicle.

- /respawnveh (OLD: resetveh)

Reset unoccupied vehicles.

- /mkick [ID] [REASON]

Kicks a player from gamemode.

- /mban [ID] [TIME] [REASON]

Bans a player from gamemode.

Admin Level (3) Commands:

- /mban2 [ID] [MODE] [TIME] [REASON]

Ban a player from any game mode. Even if they aren't spawned.

Modes: DM / RACE / DERBY / FALL / PTP / CNR / GLW / GW / GZW

- /godoff [ID]

Turns off god mode for a player.

- /slap [ID]

Moves a player up.

- /expl [ID]

Explode a player.

- /test [ID]

Test a player for health hacks. Combo of /spec - /slap - /expl

- /ptest [ID]

Physically test a player for health hacks. Combo of /go - /weap 38 (MINIGUN)

- /bstats [ID]

Shows bullet statistics for a player.

- /rbstats [ID]

Reset bullet statistics for a player.

- /disarm [ID] [TIME] [REASON]

Disarms the specified player for the given minutes.

- /undisarm [ID]

Undisarm specified player.

- /disarmed

List of all disarmed players.

- /jail [ID] [TIME] [REASON]

Jails the specified player for the given minutes.

- /unjail [ID]

Unjail specified player.

- /jailed

List of all jailed players.

Admin Level (4) Commands:

- /get [ID]

Teleport a player to your location.

- /subscore [ID] [SCORE] [AMOUNT] [REASON]

Subtract a specific amount from a player or group score. The player and/or group must be online.

ID = player ID to subtract score, if group, use one of the group members player ID

SCORE = FR / DM / RACE / DUEL / DERBY / FALL / GROUP

AMOUNT = between 1 and 100, for Head Admins and up this is unlimited -

REASON = give a clear reason for the subscore, which is displayed to all affected players.

- /kick [ID] [REASON]

Kick a player from the server.

- /ban [ID] [REASON]

Ban a player from the server.

Senior Administrator (SA) (5) Commands:

- /unban [ID]

Removes all bans, including mode bans, for an account ID or IP address.

- /rldm [ID] [MAP_NUMBER]

Reload a specific DM world with the selected map. To pick random map, use -1.

- /rlrace [ID] [MAP_NUMBER]

Reload a specific RACE world with the selected map. To pick random map, use -1.

- /rlfall [ID] [MAP_NUMBER]

Reload a specific FALL world with the selected map. To pick random map, use -1.

- /rlderby [ID] [MAP_NUMBER]

Reload a specific DERBY world with the selected map. To pick random map, use -1.

- /rlptp [ID] [MAP_NUMBER]

Reload a specific PTP world with the selected map. To pick random map, use -1.

- /rlcnr [ID] [MAP_NUMBER]

Reload a specific CNR world with the selected map. To pick random map, use -1.

Head Administrator (HA) (6) Commands:

- /setadmin [ACCOUNT_ID] [LEVEL]

Sets the admin level for the given account.

- /aban [ACCOUNT_ID]

Apply a server ban to an account ID. Useful to ban offline players.

- /freeze [ID] [REASON]

Freeze a player.

- /unfreeze [ID]

Unfreeze a player.

- /vkillrange [1-300]

Kill vehicles within a specified range.

- /sgod

Super god mode: can be used at any time even in DMs (use when already in DM).

- /weap [ID]

Get any weapon at any time.

- /vgod

Enable godmode on any vehicle, particularly used for game modes.

Staff Manager (SM) (7) Commands:

- /ip [ID]

Displays a player's IP in the chat.

- /listadmins

Displays a list of the entire admin team in the chat.

- /softrestart

Restart the server. (This command is only to be used with the permission from the owner!)

- /hardrestart

Restarts the server. (This command is only to be used with the permission from the owner!)

- /setvip [ACCOUNT_ID] [UNIX_TIMESTAMP]

Sets an account as VIP. (This command is only to be used with the permission from the owner!)

- /extendvip [ACCOUNT_ID] [LEVEL] [DAYS]

Adds VIP days to any account.

For Bronze VIP, level is 1.

For Silver VIP, level is 1 AND 2. The Account ID must be set to bronze first and then to silver.

- /resetpass [ACCOUNT_ID] [NEW_PASSWORD]

Changes the password of this account.

- /checkvips

Removes any expired VIPs.

- /rlvipitems

Reloads VIP Items.

- /cv

Creates and places a permanent vehicle anywhere around the map, in any gamemode.

- /dv

Destroys any permanely places vehicles.

- /hevict

Evicts the owner from the house you are currently in.

- /respawnllveh

Respawns all unoccupied vehicles.

- /health

Gives you 100% health.

- /armor

Gives you 100% armor.

- /v [ID]

Spawn any vehicle at any time.

- /vinfo

Shows comprehensive information about vehicles.

- /giveweap [PLAYER_ID] [WEAP_ID]

Give any weapon to any player.

- /setha [PLAYER_ID] [HEALTH] [ARMOR]

Sets health and armor to any player.

- /addscore [ID] [SCORE] [AMOUNT] [REASON]

Adds a specific amount from a player or group score. The player and/or group must be online.

ID = player ID to subtract score, if group, use one of the group members player ID

SCORE = FR / DM / RACE / DUEL / DERBY / FALL / GROUP

AMOUNT = between 1 and 100, for Head Admins and up this is unlimited -

REASON = give a clear reason for the addscore, which is displayed to all affected players.

- /cnrwanted [ID] [0-6]

Sets wanted level in CNR.

- /cnrunjail [ID]

Releases players from CNR prison.

- /weapcfg

Shows the weapon configuration.

- /rlweapcfg

Reloads the weapon configuration, use when asked to by higher level.

- /refreshcache

Reloads build log, top scores, online groups, use when asked by a higher level.

- /agowner

Adds a group owner, but use with discretion if necessary.

- /cfg

Shows general server configuration.

- /rlcfg

Reloads general server configuration, use when asked by a higher level.

Server Manager (9) Commands:

- /an [MSG]

Sends a screen message to players in current gamemode.

- /anall [MSG]

Sends a screen message to all players, all gamemodes.