

WoWD GM Commands Manual

© 2004-2007 The WoWD Project/Battyone

Section 1: Preface and scope of document

Welcome to the WoWD GM Manual. I hope that as you read this you will be able to see the scope of power, and the abilities that are granted to a GM. This document specifically applies to ALL GM levels, and commands are delegated depending on your rank as a GM. Please be advised that while I try my best to maintain the document; the commands are subject to change and restructure as time goes onward. As you read through the text you will note that there are certain text conventions, namely that *commands* are italicized, **warnings** are bold faced, and notes such as helpful hints will be underlined. I am always striving to perfect my documents, and am always welcome to suggestions on IRC. Please note that all commands are shown with an '!' preceding them, but a '.' may be interchanged if you are more comfortable doing so.

Section 2: The Basic Commands

This section will introduce you to a few of the basic commands, specifically you will be introduced to *!gmon*, *!commands*, and *!help*.

!gmon – This command will enable your GM powers, and flag your character as a GM. All text in game will have <GM> before your name (E.G. <GM>Battyone: This is an example.). Also, the name above your character's head will be labelled as a GM character with the <GM> tag before your name. While in GM mode you will not receive PM's from other non-gm characters without first enabling it. You must use this command on every login with your GM character.

!commands – This command will show you the list of commands available to you, it is handy as a quick reference since there are quite a few and memorizing the entire listing is not always an option.

!help – This command will give you help on a specific command, and must take an argument. The argument must be the name of another command. (E.G. *!help gmon*)

Section 3: Commands That Move

This section will introduce you to the commands that move either your character, or another player's character. **It is considered bad form to relocate characters without either their consent or a good reason to do so!** The following commands will be covered in this section: *!appear*, *!summon*, *!teleport*, and *!recall*.

Section 4: Commands That Change

Section 5: Battleground Commands

Section 6: Cheats

Section 7: Anything I have not categorized