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| /model | Modelname/ems/story/special | Changes your character model |
| /pri |  | Spawns a prius and will notify you when it blows up |
| /veh | Vehiclename | Will spawn a specified vehicle |
| /inveh | Vehiclename | Will spawn you in a vehicle |
| /huntweapon |  | Will give you hunt legal weapons |
| /fix |  | Will fix your car |
| /tp | Location (pier,lsia,eclipse,megamall,casino,paleto)  Or  x y z | Will teleport you to that location |
| /tplocations |  | Shows all locations to tp to. |
| /wanted | Off/1/2/3/4/5/on | Controls your wanted lvl |
| /outfit | (Player id) | Gives the model name of player with (player id) |
| /players |  | Shows all players in the session, their id, their outfit, their ping. |
| /mugshot | (player id) |  |
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| /redoblips |  | Non functional. Updates client blips. |
| /players |  | Gives a playerlist of all joined players |
| /toggleveh | True/false (true is unrestricted) | Restricts vehiclespawner to runner vehicles |
| /togglepod | True/false (true turns it on) | Player overhead display toggle |
| /togglefix | On/off/wait/lsc | With wait you can add the amount of seconds as well.  Toggles /fix info. |
| /clear | (optional all) | Clears all vehicles (leaves pri blips atm.) |
| /togglesfv | True/false (true = allowed) | Toggles shooting from vehicles |
| /toggleweapon | True/false (true = weapons enabled) | Are weapons enabled. (excludes weapon pickups atm I think) |
| /togglepvp | True/false (true = pvp enabled) | Turns pvp on or off |
| /circle | (circle name) or (x,y, radius, colour)  Or List (for a list)  Or help (for info) | Adds mapbounds to the map. |
| /delcircle | All/last/first | Deletes circles in order of creation |
| /tpall | X,y,z or locationname | Teleports everyone |
| /toggletp | True/false true = enabled | Toggles private teleportations |
| /clientveh | “Vehicle name” “ClientID or EMPTY” | Spawns a vehicle for a client or all clients if empty. Doesn’t have the normal restrictions. |
| /test |  | Test command |
| /togglesf | True/false | Toggles shots fired marker |
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| /delaymode | /delaymode (playerID) (optional: distance) (optional: runner sees blip true) | Distance default is 400. Player id do /players  Runner sees blip? True/ nothing |
|  | /delaymode false | Turns off the mode. |
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