



# Server Administration: In-game Command Reference

Commands enclosed in <> are required and [] are optional. (wip)

## Account Control

Command	Desc	Notes
/setGodMode <name> <admin level   on   off>	Sets the characters admin level.	<a href="#">Staff levels</a>
/getAccountInfo <-a> <accountName>   <-c> <character name>	Looks up the account information for the current target, or the specified account username. Shows last log on date and time.	#TODO add email
/kick <firstName> <reason>	Kicks the player, and all connected clients on the same account, from the server, banning their account for the specified duration in minutes. If duration is -1, then the player is banned indefinitely. See /removeBannedPlayer to remove a banned player. Default duration is 10 minutes.	
/setFirstName <firstName>	Attempts to set the target's first name. If the target is a player, it must pass naming filter checks.	This command only works on players. Must pass name filters.
/setLastName <lastName>	Sets the last name of the targeted player.	This command only works on players. Must pass name filters.
/freezePlayer <firstName> <reason>	Freezes and mutes the targeted, or named, player, not allowing them to move, or speak in public chat channels until unfrozen.	
/unfreezePlayer [reason]	Unfreezes and un-mutes the targeted player, allowing them to move freely, and chat in global channels once more.	
/getPlayerId <player>	Returns the targeted, or optionally named, player's objectId via system message.	Does not work on target, requires name.
/getStationName <player>	Returns the station name associated with the targeted player, or optionally specified account username.	
/addBannedPlayer <player name> <reason>	Bans a player's account without disconnecting the player from the server.	
/removeBannedPlayer <accountName> <reason>	Removes a ban on a player's account. Notice, this takes an account name as a parameter.	

## Server

### Information

/broadcast [-help] [-event   -imperial   -rebel] <message>	Calls broadcastGalaxy	
/broadcastArea [-help] [range] [-event   -rebel   -imperial] <message>	Broadcasts a system message within the range specified.	Range must be between 5 and 5000
/broadcastGalaxy [-help] [-event   -imperial   -rebel] <message>	Broadcasts a system message to all players currently logged on the server.	
/broadcastPlanet [-event   -imperial   -rebel] <message>	Broadcasts a system message to all players on the current planet.	
/cityinfo [cityFilter]   [planetname <rank>]	Displays the city status report for the current city without needing to use the city management terminal. Optionally searches for a city by name, based on a filter.	#TODO add email
/database < characters   deleted_characters   playerstructures   cityregions   sceneobjects   clientobjects > <objectid>	Debug command used to send a query to the server database. Arguments to be determined, but most likely some type of query language to interface with the database.	#TODO add email
/listGuilds [guildFilter]	Lists all guilds on the server that match the specified guild filter. The guild filter is a search term based on name and/or guild tag.	#TODO add email
/resendLoginMessageToAll	Re-broadcasts the login message that is initially sent at player login.	

### Control

/server <command> [args]	Debug command to interface with the server's command line from in-game.	
/server debug <on off>	Toggles debug.	
/server info	Provides server info	#TODO add email
/server market <enable/disable/info>	Market info	#TODO add email
/server playerinfo <target /player name>	Returns player info	#TODO add email
/server playermanager <setxpmodifier> <value>	Set XP modifier	
/server playermanager <listjedi>	List jedi	#TODO add email
/server playermanager <list frsjedi>	List FRS Jedi	#TODO add email
/server playermanager <listadmins>	Lists admins	#TODO add email
/server revision	Server revision	#TODO add email
/server statistics [reset]	Mission Stats	#TODO add email
/server venderinfo	Vendor stats	#TODO add email
/server weather <enable   disable   info>   <change> <0-4>	Weather control	

## Player

### Information

/findplayer <string filter>	Reports back the location, direction, and other pertinent information about the player specified by playerName.	
/snoop [args]	Allows the player to look at the contents of a targeted object's inventory, and all containers within.	
/snoop bank	snoop bank	
/snoop buffs	snoop buffs	
/snoop credits	snoop credits	
/snoop datapad	snoop datapad	

	/snoop equipment	snoop equipment	
	/snoop faction	snoop faction	
	/snoop ham	snoop ham	
	/snoop lots	snoop lots	
	/snoop vendors	snoop vendors	
	/snoop veteranrewards	snoop veteranrewards	
	/snoop <player> screenplaystate [stateName] <state>	snoop [player] screenplaystate <stateName> [state]"	
<b>Control</b>			
	/invulnerable	Makes the user invulnerable to all attacks. Notice, they can still attack back. Applies to self.	
	/invulnerable invisible	Makes the user invisible. Applies to self.	
	/setSpeed <speed> [duration]	Sets your movement speed for the duration. Duration defaults to 30 minutes. Applies to self.	
	/wipeitems <player>	Wipes all items in the targeted player's inventory. Does not wipe equipped items.	
	<b>Teleport</b>		
	/goto <waypointSearchToken>   <?> for all	Warps the player to datapad waypoints, or allows the player to select a location from a listbox of choices. Applies to self.	
	/teleport <x> <y> [planet] [<z> <parentID>]	Teleports you to the location specified.	
	/teleportTarget <player>	Teleports the named player to you.	
	/teleportTarget <player> <x> <y> [planet] [<z> <parentID>]	Teleports target or optionally named, player to specified location.	
	/teleportTo <player>	Teleports you to the specified player's location. Applies to self.	
	<b>Stats</b>		
	/adjustLotCount [player] [+/-]<lots>	Adjusts the targeted player's lot count by the value specified. This value may be negative, so be careful!	
	/credits <player> <add/subtract> <amount> <bank/cash>	Edits the players of cash or bank credits. This value may be negative, so be careful!	
	/gmrevive [buff] [ [<player>]   [area [<range>] [imperial   rebel   neutral]] ]	Allows a GameMaster to revive, heal or buff self or a target or range of targets, restoring health, action, mind, wounds, force power, and battle fatigue. (default range is 32m)	
	/killPlayer [player name] [-area [range]] -wounds [<health> [action] [mind]] [reason]	Kills the targeted, or optionally named, player.	
	/killPlayer [-w] [amount]	Applies wounds to all HAM stats.	
	/setPlayerState <player> <state>	Sets a players state.	<a href="#">State list</a>
	<b>Skills</b>		
	/grantBadge <badge id>	Grants the specified badge to the targeted player.	<a href="#">Badges</a>
	/grantBadge [-area [range]] <badge id>	Grants the specified badge to players in an area. 0-192m range; default = 64	<a href="#">Badges</a>
	/setExperience <firstName>   [target> <experienceType> <amount>	Sets the type of experience to the specified amount on the targeted player.	<a href="#">Experience type list</a>
	/grantSkill <skillBox>	Awards the specified skill box to the targeted player, awarding any prerequisites.	<a href="#">Skills</a>
	/setfaction <name> <imperial   rebel   neutral> <onleave   covert   overt >	Sets the targeted object's faction to neutral, rebel, or imperial as specified. Optionally, may specify the faction state as overt, covert, or onleave.	
	/setFactionStanding <player> <faction name> <value>	Sets the amount of faction points for the specified faction - this faction can range from any known faction (i.e. Janta, Kunga, Mook, etc.).	<a href="#">Faction list</a>
	/gmJediState <player> <0   1   2   4   8 >	This command only determines which boxes under the all professions tab are visible in reference to Jedi.	0= non fs, 1 = FS, 2 = Initiate, 4 = light frs Jedi, 8 = dark frs Jedi.
	/resetJedi <player>	Resets all Force skills on the tagged or named player.	
	<b>Quests</b>		
	/listActiveQuests <player>	Lists players active quests in a window	add email
	/listCompletedQuests <player>	Lists players completed quests in a window	add email
	/completeQuest quest <quest>	Marks a quest as completed.	
	/completeQuest screenplaystate <screenPlayStateName> <state>	Clears a screenplay state	<a href="#">Screenplays</a>
	/clearCompleteQuest screenplaystate <screenPlayStateName> <state>	Clears a completed quest	screenplaystatename list
	/getVeteranRewardTime <player>	Get time to next Veteran reward	
	/clearVeteranReward [player] <milestone>	Resets a used veteran reward, so that it may be selected again. This is the path to the script for the veteran reward.	<a href="#">Milestone list</a>
	<b>Village</b>		
	/gmFsVillage <command> [params]	Phase change and info.	
	/gmFsVillage getCurrentPhase	Returns the currently active Village phase.	
	/gmFsVillage getCurrentPhaseID	Returns the currently active Village phase id.	
	/gmFsVillage getCurrentPhaseDuration	Returns the time left in the currently active phase.	
	/gmFsVillage changeCurrentPhase	Triggers the village phase change.	Use for testing only
<b>Appearance</b>			
	/setPlayerAppearance <player> <mobile object template with shared in filename or blank to reset>	Sets a players appearence to any shared_mobile object	shared_mobile template list
		Ex: /setPlayerAppearance playerName object/mobile/shared_darth_vader.iff	
		Ex Reset: /setPlayerAppearance playerName	

## Objects

## information

/dump	Dumps debug information about the targeted object, and emails a copy of the information to the player using the command.	requires target
/dumpz [target   zoneId]	Dumps debug information about the current zone, and emails a copy of the information to the player using the command.	
/findobject [-p] <string filter> <range>	Finds players on the current planet or within an optionally specified range.	
/findobject <string filter> <range>	Reports back a list of Objects with the specified name and within an optionally specified range. Options to store waypoint or teleport to the object.	
/getobjvars [objectId]	Debug command. Dumps a list of all object variables on the target object or specified objectId, and their specified values.	add email
/object checklooted	Logs number of legenday/exceptional loot drops	

## Control

### Inventory spawns

/generateCraftedItem <script path> [quantity] [template number]	Used to generate crafted items only.	<a href="#">Draft schematics</a>
/object <command> [args]	Object commands are used to System Generate items into your inventory	
/object createitem <objectTemplatePath> [<quantity>]	Spawns tangible items to inventory	<a href="#">tangibles list</a>
/object createloot <Loot Groups> [creature combat level]	Spawns loot from defined loot group to inventory	<a href="#">lootgroup list</a>
/object createresource <resourceName> [<quantity>]	Spawns resource to inventory	
/object createarealoot <loottemplate> [<range>] [<level>]	Spawns area loot item	<a href="#">loottemplate list</a>

### World Spawns

/createSpawningElement spawn <IffObjectPath> [X] [Z] [Y] [planet] [cellID]	Spanws items in world	<a href="#">Tangibles list</a>
/createSpawningElement lair <lairTemplate> [level]	Spawns lairs in world	<a href="#">Lair template list</a>
/createSpawningElement delete <oid>	Deletes spawned items from world	oid is given at spawn
/setName <name>	Sets the name of the targeted object.	

### Creatures spawns

/createCreature <template> [object template   ai template   baby   event [level]] [X] [Z] [Y] [planet] [cellID]	Creates the creature, baby creature, or event creature specified at the player's current location, or at a location specified.	<a href="#">Creatures</a>
/createnpc tools	Staff Tools	
/kill [-area [range]] [<health> [action] [mind] [amount]]	Kills the targeted creature or NPC object. (area default is 64m)	
/spawnStatus	spawnStatus	

### Resources

/resource <option> [params]	Debug command to perform some type of raw command with the resource manager.	
/resource list <planet>	Lists resources on specified planet	
/resource info <resource name>	Lists Info about a specific resource	
/resource find <class> <attribute> <gt lt> <value> [<and or> <attribute> <gt lt> <value> [...]]	Finds specific resource	
/resource create <name> [quantity]	Spawns resource in inventory	
/gmCreateClassResource <resourceClass>	Creates a new resource based on the specified class.	<a href="#">Resource Tree</a>
/gmCreateSpecificResource <specifiedResource> [amount]	Creates a resource spawn of a specific resource.	<a href="#">Resource Tree</a>