General\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. **!commands / !help:** shows the help menu, with basic commands and what they do
2. **!fps:** Shows a comparison of your *cl\_maxfps* versus your actual FPS
3. **autorecord:** toggles on/off, while on, a demo will be recorded and saved to your computer each time you join team hard
4. **boot:** vote to kick a player from the game, requires a majority vote
5. **chaseme:** shows who is currently chasing you
6. **chasemode:** toggles between in-eye, and 3rd person chase modes
7. **cleanhud <0/1>:** toggles on/off, removes multiple items from the hud, this mode is not recommended as it causes inaccurate onscreen values
8. **cmsg:** toggles center print messages triggered by the map on or off
9. **coord:** gives your current coordinates in the form x y z
10. **debug:** toggles debug mode on/off
11. **drop:** drop your current weapon, not overly useful for jumpmod
12. **flashlight:** toggles your flashlight on/off
13. **hook:** bind +hook to a key in order to pull yourself toward walls/objects etc
14. **id:** toggle on/off viewing player names that are in your crosshairs
15. **inven:** brings up the center inventory screen to join teams, or chase someone
16. **invnext:** goes to the next item in inventory screen
17. **invprev:** goes to previous item in inventory screen
18. **invuse:** selects an item in the inventory screen
19. **ip:** view the ip of the server
20. **jumpers:** toggle on/off visibility of other players
21. **kill:** kill yourself to restart / return to a store point
22. **lastmaps:** view the last several maps played
23. **mapvote:** vote a map to play next
24. **noclip:** move in any direction, with the ability to travel through walls and other objects
25. **nominate:** nominate a map to add to the vote menu
26. **observer:** join the observer team
27. **playerlist:** view players in the server
28. **players:** view number of players in the server
29. **race:** race a completion of the map with the syntax *race <#>*
30. **rand:** randomize the vote maps
31. **recall:** recall to your store point
32. **rep\_repeat:** makes replays repeat when they finish
33. **replay:** replay a completion of the map with the syntax *replay <#>*
34. **rstop:** stop a replay
35. **say:** used to talk in the server
36. **say\_person / p\_say / !w:** all three can be used to send a direction message to another player, this can be used by typing *playerlist* to see which # they are, then typing *!w <#> <message>*
37. **say\_team / steam:** talk to your current team only, useful in tournaments when you only want to say something to other observers
38. **showjumps:** toggle to show your jump distance, tends to be a little inconsistent
39. **silence:** vote to silence a player from talking in the server, lasts for 1 map
40. **store:** set a location in team easy that you can respawn to with the *recall* command
41. **team easy:** join the easy team
42. **team hard:** join the hard team
43. **time:** views current time remaining in the server, useful to see seconds left, instead of just minutes on the main hud
44. **timevote / votetime:** vote to add more or less time to the current map

Statistics\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. **!seen:** when a player was last seen
2. **!stats:** *!stats <name>* will show how many of each place a player has, *!stats <name> <#>* will show which maps a player has # place on
3. **1st:** first places set in the last 24 hours
4. **compare:** compare two players, type *compare <name1> <name2>* to load each player’s profile, type *compare yes yes* to view maps both players have done, *compare no no* for maps neither has done, or a combination for maps one has done but not the other
5. **mapsdone / mapsleft:** views the maps you have completed, or not completed, as well as the number remaining to complete
6. **maptimes:** *maptimes* will view times for the current map, *maptimes <mapname>* will view times for that map
7. **playermaps:** view the players with the highest percentage of maps completed
8. **playerscores:** view players with the highest average points per map
9. **playertimes:** view players with the most points
10. **score:** view the scoreboard for the current map

Admin\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. **acmd:** typically high level admin commands
   1. **acmd adminlevel:** change the level of a current admin in the format *acmd adminlevel <admin#> <newadminlevel#>*
   2. **acmd changename:** change the name of a player in the format *acmd changename <origName> <newName>*
   3. **acmd deleteents:** deletes all entities for a given map name
   4. **acmd listadmins:** list all admins and their logins for the server
   5. **acmd lock:** toggle locking entities/boxes from being added by lower level admins
   6. **acmd nextmaps:** set the maps for the next vote menu in the format *acmd nextmaps <1> <2> <3>* or just *acmd nextmaps <1>* to set a single maps 3 times
   7. **acmd remadmin:** remove an admin
   8. **acmd remtime:** remove a specific time from a map
   9. **acmd remtimes:** remove all times from a map
   10. **acmd reset:** reset the scores of the server, this will completely wipe all times and replays, and set the map back to forkjumping or 0wnt, this command gives a “are you sure” style prompt, but it is recommended to never type it without the intent of resetting all stats
   11. **acmd resync:** seems to resync the data in the html and .u files, the documentation is limited on this, and it may break more things than it helps
   12. **acmd togglehud:** toggles the hud for players, seems to be broken in its current state
2. **addball:** adds a ball to the map, pretty useless and annoying command
3. **addban:** add a ban with the format *addban <name/ip> <timeInHoursToBan> <banflag>,* the time in hours field can use *0* for a *1* map ban, or a *-1* for an indefinite ban, view the banflag list at the banflags entry
4. **addmap:** adds a map to the maplist, the bsp file must already exist in the server storage to do so
5. **addtime:** add time without a vote, use *votetime* or *timevote* to add time with a vote
6. **admin:** login to the server with *admin <name> <password>*
7. **banflags:** use this for the *addban* command
   1. 1 Client cannot connect at all
   2. 2 Client is silenced on entry
   3. 4 Client cannot propose map votes
   4. 8 Client cannot vote for time
   5. 16 Client cannot vote to boot other players
   6. 32 Client cannot vote to silence other players
   7. 128 Client will not automatically receive temporary admin
   8. 256 Client cannot move
   9. 512 Client can spectate but not play
8. **boxes:** boxes can be added to a map without altering the map itself, this is useful for fixing a shortcut or something broken, the *addbox* command will add a box, but to make this permanent the command *addent create* must be used
   1. **addbox:** add a box to the level, in sizes 1, 2, or 3
   2. **movebox:** move a box with the format *movebox <x/y/z> <units>,* refer to *shiftent* for more information
   3. **skinbox:** skin a box with types 1-10 with the format *skinbox <#>*
9. **bring:** bring a player to you that is on the easy team
10. **changepass:** change the password of an admin
11. **dummyvote:** make a fake vote for people to answer, if the admin’s name is Ace, an example command could be *dummyvote asks: Should this shortcut be blocked?,* which would show up as “Ace asked: Should this shortcut be blocked?”
12. **entities:**
    1. **addent:** add an entity to the map, this has numerous uses for adding things like teleports, weapons, spawns, ammo, banners, vipers, blackholes, satellite dishes, easter tanks, and easter chicks
       1. **teleports:** this will create a teleport and destination, stand at the teleport location when you type the first *addent create*, and stand at the destination when you type the second *addent create*, replace the 1 with a 2, 3, etc to add more teleports with unique destinations, you can also create multiple teleports leading to the same destination, before adding a teleport, type the command *centerview* and do not move your mouse, to ensure the teleport is added without tilt
          1. *addent classname misc\_teleporter; addent target 1; addent create*
          2. *addent classname misc\_teleporter\_dest; addent targetname 1; addent create*
       2. **weapons:** add any weapon to a map
          1. *addent classname weapon\_shotgun; addent create*
          2. *addent classname weapon\_supershotgun; addent create*
          3. *addent classname weapon\_machinegun; addent create*
          4. *addent classname weapon\_chaingun; addent create*
          5. *addent classname weapon\_grenadelauncher; addent create*
          6. *addent classname weapon\_rocketlauncher; addent create*
          7. *addent classname weapon\_hyperblaster; addent create*
          8. *addent classname weapon\_railgun; addent create*
          9. *addent classname weapon\_bfg; addent create*
       3. **spawns:** add new spawns to a map, line 1 is a visible spawn, line 2 is invisible
          1. *addent classname info\_player\_deathmatch; addent create*
          2. *addent classname info\_player\_start; addent create*
       4. **ammo:** add ammo to the map
          1. *addent classname ammo\_shells; addent create*
          2. *addent classname ammo\_bullets; addent create*
          3. *addent classname ammo\_grenades; addent create*
          4. *addent classname ammo\_rockets; addent create*
          5. *addent classname ammo\_cells; addent create*
          6. *addent classname ammo\_slugs; addent create*
       5. **misc:** add other ents to the map
          1. *addent classname misc\_banner; addent create*
          2. *addent classname misc\_banner; addent create*
          3. *addent classname misc\_blackhole; addent create*
          4. *addent classname misc\_satellite\_dish; addent create*
          5. *addent classname misc\_eastertank; addent create*
          6. *addent classname misc\_easterchick; addent create*
          7. *addent classname misc\_easterchick2; addent create*
    2. **alignent:** the in-game directions for this command are slightly misleading as it uses the same terminology as *shiftent*, but they are very different, after you have used an *addent* cmd, but before you use *addent create*, use this command to align the entity you just added with another pre-existing entity in the x, y, or z directions
       1. first type *alignent* to view a list of existing
       2. then *alignent <x/y/z> <ent#ToAlignTo>*
    3. **listents / entlist:** both will view existing entities on a map
    4. **moveent:** move an ent to your location after *addent create* has been used
    5. **shiftent:** move an entity that you have not addent created yet by increments, the format is *shiftent <x/y/z> <units>*
    6. **remall:** remove all of a certain kind of entity from the map (weapons, spawns, buttons, etc), to apply the changes type *remall apply*
    7. **rement:** remove an entity from the map
13. **ghost:** view the ghost models on the server
14. **give:** gives the admin a weapon, like a rocket launcher, syntax is stripped down, meaning if you want a rocket launcher, type *rocket launcher*
15. **goto:**teleport to a player, admin must be on team easy
16. **listbans:** list current bans
17. **mkadmin:**  make someone a temporary level 1 admin
18. **putaway:**
19. **remban:**
20. **remmap:** remove a map via *remmap <number>*
21. **set:**
    1. **aset:** set admin level for various commands
    2. **gset**
       1. **addedtimemap:** set the max amount of added time
       2. **addmaplevel:** set the level needed to add maps
       3. **addtime\_announce:** disable or enable to see addtime cmds by admins
       4. **adminmaxaddtime:** max time an admin can add
       5. **admin\_model:** set the path to admin models
       6. **admin\_model\_level:** set the level an admin needs to be to use custom models
       7. **allow\_admin\_boot:** allows players to kick admins
       8. **allow\_race\_spark:** disable or enable race spark
       9. **autotime:** sets the amount of time offered by the autovote at the end of a round
       10. **cvote\_announce:** disable or enable cvotes to be visible
       11. **debug:** push out debug info to debug.log
       12. **flashlight:** disable or enable flashlights
       13. **ghost\_glow:** type of glow to show around the ghost model, use the numbers below
       14. **glow\_admin:** disable or enable glow around a logged in admin
       15. **glow\_multi:** enable or disable different color glows around admins
       16. **hideghost:** set the distance at which the ghost becomes invisible
       17. **holdtime:** amount of time a map is held while no players are on the server
       18. **hook:** disable or enable the hook
       19. **hookpull:** set the force the hook pulls you
       20. **hookspeed:** set the speed the hook pulls you
       21. **html\_bestscores:** change the way best scores are stored
       22. **html\_create:** disable or enable an html database
       23. **html\_firstplaces:** change the way 1st places are stored
       24. **html\_profile:** don’t change this, changes the way scores are stored
       25. **intermission:** sets the amount of seconds between maps
       26. **invis:** disable or enable players on team easy to be invisible
       27. **jetpack:** disable or enable the jetpack
       28. **map\_end\_warn\_sounds:** disable or enable warning sounds for the end of a round
       29. **maplist\_times:** format of maplist, don’t change this
       30. **maps\_pass:** number of maps that need to be played before the previous can be played again
       31. **max\_votes:** number of votes a player can make
       32. **model\_store:** set the path to the store command’s model
       33. **notimevotetime:** time in seconds votes are disabled at the beginning of a map
       34. **numberone\_wav:** set the path to the 1st place song
       35. **overtimegainedhealth:** health for killing someone in overtime
       36. **overtimehealth:** health given in overtime
       37. **overtimelimit:** overtime time limit
       38. **overtimerandom:** frequency of overtime, 0 for never, 1 for always 1/x for any other number
       39. **overtimetype:** 0 for nothing, 1 for rocket arena, 2 for rail arena, 4 for fastest run
       40. **overtimewait:** countdown time til overtime starts
       41. **playsound:** number of seconds to play 1st place sound
       42. **pvote\_announce:** disable or enable players to see if an admin forced a vote
       43. **respawn\_sound:** set the sound played on respawn
       44. **store\_safe:** allows midair stores
       45. **tempbanonkick:** disable or enable a temp ban when an admin kicks a player
       46. **time\_adjust:** never ever touch this
       47. **transparent:** disable or enable semi-transparent player models
       48. **voteextratime:** set the amount of additional time a player can request
       49. **voteseed:** if using new maplist format, ensures 1 map from the 20 least played is in the vote
       50. **votingtime:** set the amount of time players are given to vote
       51. **walkthru:** disable or enable the ability to walk through other players
       52. **weapon\_fire\_min\_delay:** firetime between shots
    3. **mset**
       1. **addedtimeoverride:** don’t change this
       2. **allowsrj:** enable or disable super rocket jump
       3. **antiglue:** disable or enable antiglue
       4. **antiglue\_allow1st:** disable or enable players to set 1sts with antiglue
       5. **antiglue\_penalty:** penalty for using antiglue
       6. **best\_time\_glow:** type of glow to show around best player
       7. **blaster:** disable or enable blaster
       8. **cmsg:** disable or enable console messages on a whole map
       9. **damage:** disable or enable damage from environment
       10. **droptofloor:** disable or enable items added by an admin to drop to the floor
       11. **edited\_by:** last person to edit the map
       12. **falldamage:** disable or enable damage from falling
       13. **fastdoors:** doors move faster than intended
       14. **fasttele:** teleport faster than intended
       15. **ghost\_model:** set the ghost model for the map
       16. **gravity:** set the amount of gravity on a map, 0 - 10000
       17. **health:** amount of health a player has
       18. **kill\_delay:** delay between consecutive kill commands
       19. **playtag:** don’t change this
       20. **rocket:** disables or enables rocket and grenade jumps
       21. **regen:** how fast health regens
       22. **singlespawn:** disable or enable a single spawn point
       23. **slowdoors:** doors move slower than intended
       24. **target\_glow:** sets the type of glow around the weapon at the end of the map

DMFLAGS for best\_time\_glow and target\_glow. To use these you will need a calculator to hand.If you want to use more than 1 effect, simply add them all up. The final value is what you should use.

1 Rotate

2 Gib

8 Blaster

16 Rocket

32 Grenade

64 HyperBlaster

128 BFG

256 Color Shell

512 PowerScreen

1024 Animate frames 0 and 1

2048 Animate frames 2 and 3

4096 Cycle all frames at 2hz

8192 Cycle all frames at 10hz

16384 Flies

32768 Quad

65536 Pent

131072 Teleporter

262144 CTF Flag 1

524288 CTF Flag 2

1048576 IonRipper

2097152 GreenGib

4194304 Blue HyperBlaster

8388608 Spinning Lights

16777216 Plasma

33554432 Trap

67108864 Tracker

134217728 Double

268435456 SpereTrans

536870912 Tagtrail

1073741824 Half Damage

2147483648 TrackerTrail

* + 1. **timelimit:** timelimit for current map
    2. **tourney:** don’t touch this
    3. **weapons:** disable or enable visible weapon fire

1. **silence / unsilence:** silence on unsilence a player, admins do this without a vote
2. **skinlist:** list box skins
3. **slap:** slap a player on easy team
4. **stuff:** stuff information to the server from console or rcon
5. **throwup:** puke weird little balls
6. **unadmin:** unadmin yourself
7. **unadminall:** unadmin all users
8. **unadminuser:** unadmin someone in particular
9. **updatescores:** useless in current state
10. **uptime:** how long has the server been running
11. **voting:**
    1. **mvote:** change the map without a vote
    2. **cvote:** cancel a vote
    3. **dvotes:** disable all voting
    4. **pvote:** pass a vote
12. **whois:** get ip of a player