
List of Server Console Commands for RCON

Posted by ORCA - 2008/01/10 09:56

Where it says "player" it should be without the _ (This is a bug with the current version of this forum)

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The Call of Duty 4 console commands are very similar to the previous CoD editions.

You can use the commands by pressing '~' while you are in-game. A small bar will appear on the top of your screen. Now you can enter one of the following commands.

PS: For a larger console window (needed for /status for example) you need to press 'Shift+~'. In this window the command output will appear, you can scroll up and down with the scroll button on your mouse.

Commands

/serverinfo - This command shows the server settings and configurations.

/map - This will load the given map. Map names can be found in the map overview article here.

/map_rotate - This will load the next map of the rotation. This is set in the 'sv_maprotation' file on your server.

/map_restart - This will restart the current map.

/fast_restart - This will restart the current map just like /map_restart but is much faster as it will not load the map again. It will just restart the map.

/status - This shows information about the connected players. This includes the client ID, score, ping, GUID, name and IP address. The ID and name can be used for the following commands.

/tell - This will display a message to a specific player. The ID is given with the /status command.

/clientkick - This will kick a player according to its ID (given with the /status command).

/kick - This will do the same as the /clientkick command, but this command requires the player's name. However, some names are very difficult to enter (with colour codes etc.), that's why the /clientkick command is easier in use. You can use 'all' as player name, this will kick all players from the server.

/onlykick - Does the same as /kick as far as I know.

/banClient - This command will ban a player according to its ID. The player's GUID will be added to ban.txt.

/banUser - This command does the same as the /banclient command. However, this requires you to fill in the player's name, it is therefore advised to use the /banclient command (names can be long or contain colour codes).

/tempBanClient - This will temporary ban a player using the player's ID. The length of a temporary ban can be changed in the server configuration file.

/tempBanUser - This will temporary ban a player using the player's name.

/unbanUser - This will unban a user according to the player's name. If the player's name appears more than once in ban.txt, you can edit the file and remove the banned player manually.

/dumpuser - This will give information about the player.

/killserver - As the name says, it will shut your server down.

RCON usage

It is very likely that you are not playing at the same location (IP address) as your server is. That's where we use RCON (= remote control) commands for. Using RCON is very easy, just add '/rcon ' in front of the commands above (removing the '/' of those commands). But before you can use RCON, you will have to login:

/rcon login - Fill in the password of the server and you can use RCON commands.

Examples of RCON commands:

/rcon map mp_pipeline
/rcon status
/rcon banclient 5

More (useless) commands

/serverstatus - This will give you information about the server settings and a quick list of online players.

/serverinfo - This will give you some diversified about IW settings on your server and some useless information.

/systeminfo - This will give you a list of the settings your server has.

/clientinfo - This will give you information about the yourself as client.

/showip - This will provide your IP address.

Good luck with keeping your server clean and as you wish ;)

Taken from Daevius

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