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Subject: Re: Renegade Tool Manager

Posted by [PsuFan](#) on Sat, 24 Nov 2007 14:55:35 GMT

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What about console commands. 3.4.4 has probably twice as many console commands.

Quote:

ADMIN\_MESSAGE <message> - sends an admin message to all clients. Host only. (amsg)

ALLOW [<Nickname>|<Id>] - Remove user channel ban from this server (WOL mode only).

BAN [<Nickname>|<Id>] - Permanently ban a user from this server(GameSpy & WOL mode only).

CLIENT\_PHYSICS\_OPTIMIZATION [0|1] - Update only visible physic objects on client. (cpo)

CMSG <red>,<green>,<blue> <message> - Displays a colored message in the info box of all players. Host only.

CMSGP <player> <red>,<green>,<blue> <message> - Displays a colored message in the info box of a player. Host only.

CMSGT <team> <red>,<green>,<blue> <message> - Displays a colored message in the info box of a team. Host only.

DISARM <player> - Disarms all C4 of a player. Host only.

DISARMB <player> - Disarms all beacons of a player. Host only.

DISARMP <player> - Disarms all proximity C4 of a player. Host only.

DONATE <from player> <to player> <amount> - Move cash from one player to another on the same team.

EDIT\_VEHICLE - Edit the parameters of the currently driven vehicle.

EJECT <player> - Ejects that player from whatever vehicle they are in, if any

EXIT - Exits renegade. Renegade Client only.

EXTRAS <key>

FPS - toggle FPS display. (fps)

GAME\_INFO - Print info about a game in progress to console box

GAMEOVER - end current game (server only).

GETBW <player> - retrives the current bandwidth for <player> (as set by sbbo)

HUD <number> - enables or disables the HUD, 0 = disabled, 1 = enabled

ICON <player> <w3d file> - Shows an emoticon over the head of the passed in player that is visible to their team. Host only.

ICON2 <player> <w3d file> - Shows an emoticon over the head of the passed in player that is visible to their enemies. Host only.

ID <string> - Prints the name and ID of all players matching <string>. No string means all players.

KICK [<Nickname>|<Id>] - Kick a user from the game.

LOG <number> - enables or disables the client chatlog, 0 = disabled, 1 = enabled

LOGP - prints the status of the client chatlog

MAP - Print the name of the current map. Host only.

MAPCH <player> <map> - Check if a given client has a given map. Host Only.

MAPNUM - Print the index within the map list of the current map. Host only.

MAXPLIMITD - Displays the original player limit (also the maximum player limit)

MESSAGE <message> - sends a chat message to all clients. Host only. (msg)

MINED <team> - Print the current mine count for <team>. Host only.

0 = Nod

1 = GDI

MLIMIT <new limit> - Sets the mine limit. Limit of 127. Renegade host only.

MLIMITD - Print the current mine limit. Host only.

MLIST <position> - Print the name of the map in the given position in the map list. Numbers are from 0 to 99. Host only.

MLISTC <position> <map> - Change the map at <position> in the map list. Numbers are from 0 to 99. Host only.

MOD - Print the name of the current mod. Host only.

MUSICA <mp3 file> - Plays a MP3 file for all players. Host only.

MUSICP <player> <mp3 file> - Plays a MP3 file for a specific player. Host only.

NET\_UPDATE\_RATE - set the max. net update think rate (times per second). (nur)

NOMUSICA - Stops the background music for all players. Host only.

NOMUSICP <player> - Stops the background music for a specific player. Host only.

PAMSG <player> <message> - Sends an admin message to a specific player. Host only.

PINFO - print information about the players in the game

PLAYER\_INFO - Print info about players in the game to the console box

PLIMIT <new limit> - Changes the player limit

PLIMITD - Displays the current player limit

PPAGE <player> <message> - Sends a page to a specific player. Host only.

QUIT - End game and quit to desktop (dedicated server only).

  

QUIT\_SLAVE slavename - Shutdown a slave server (dedicated master server only).

RADAR - Get the radar mode for the server. Host only.

RESTART - Quit to desktop and restart process (dedicated server only).

RLMON <1.2.3.4:1234> - Sets the current renlog mointor. Dedicated Servers only

RLMONOFF - Clears the current renlog mointor. Dedicated Servers only

SCREEN\_UV\_BIAS - toggles the half pixel bias in screen text.

SCREENFMT - prints the current screenshot format

SCREENSHOT <number> - changes the format of screenshots. Default is png, 0 = png, 1 = tga. This is saved in the registry

SET\_BW\_BUDGET\_OUT <bps> - set total bps budget out. (sbbo)

SETBW <player> <bandwidth> - sets the current bandwidth for <player> (as set by sbbo)

SND3DA <player> <wav file> - Plays a 3D WAV file for all players. The player is used to identify where to play the 3d sound. Host only.

SND3DP <player> <wav file> - Plays a 3D WAV file for a specific player. Host only.

SND3DT <player> <team> <wav file> - Plays a 3D sound for a given team at the location of <player>. Host only.

0 = Nod

1 = GDI

SNDA <wav file> - Plays a WAV file for all players. Host only.

SNDP <player> <wav file> - Plays a WAV file for a specific player. Host only.

SNDT <team> <wav file> - Plays a WAV file for a specific team. Host only.

SONG - Prints the name of the last song loaded by the MUSIC command or the Set\_Background\_Music script command. Host only.

SVERSION - Get the version of bhs.dll installed on this machine.

TEAM <player> <team> - Changes a players team. Host only.

0 = Nod

1 = GDI

TEAM2 <player> <team> - Changes a players team without taking cash/score Host only.

0 = Nod

1 = GDI

TIME <new time> - Changes the time remaining

TIMED - Displays the time remaining

TIMEL <new limit> - Changes the time limit

TIMELD - Displays the time limit

TMSG <player> <message> - Sends a message to a team as though it was coming from <player>.

TOGGLE\_SORTING - toggles WW3D sorting.

TPAGE <team> <message> - Sends a page to a specific team. Host only.

0 = Nod

1 = GDI

VERSION <player> - Get the version of bhs.dll installed on a client. Host Only.

VIEW <w3d filename> <animation name> - displays a w3d file in a dialog. Use to examine models for test purposes.

VLIMIT <limit> - Changes the current vehicle limit. Host only.

VLIMITD - Displays the current vehicle limit. Host only.

WIN <team> - Kills the buildings of the other team to end the game. Host only.

0 = Nod

1 = GDI

How do you live without all of these console commands? NR wont even function on some commands because the proper console commands are not there...

But Im done fighting with you guys, give me a link to download (preferably files & not installer, if its installer, i need to know what it does in installation process).

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