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Subject: Re: [SSGM Plugin] Extra Console Commands

Posted by [reborn](#) on Sun, 04 Sep 2011 23:02:43 GMT

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<http://game-maps.net/staff/reborn/BetaRealConsoleCommands.zip>

Quote:

changecharacter <player id> <character preset> - changes the players character to the preset specified.

givepow <player id> <power-up preset> - gives a power-up to a player.

setpos <player id> <x> <y> <z> - moves player to specified position.

givecredits <player id> <value> - gives specified credits to a player.

givepoints <player id> <value> - gives specified points to a player.

setcredits <player id> <value> - sets a players credits to the value specified.

setpoints <player id> <value> - sets a players points to the value specified.

dropweapons <player id> makes a player drop there weapons.

unfly <player id> makes a player unable to fly.

fly <player id> makes a player able to fly.

unfreeze <player id> un-freezes a player so they have no control.

freeze <player id> freezes a player so they have no control.

kill <player id> kills the player, and the veh if they're driving one.

unattach <player id> <script> - Removes a script from a player.

attach <player id> <script> <parameters> - Attaches a script to a player.

setposobject <object id> <x> <y> <z> - moves an object to specified position given the object ID.

destroyobject <object id> destroys an object given the object ID.

createobject <presetname> <x> <y> <z> creates a GameObject \* at given cords.

cinematic <object id> <cinematic.txt> attaches a cinematic text file to an object.

cinematic2 <player ID> <cinematic.txt> creates a cinematic event given the cinematic.txt file name at the players current location.

cinematic3 <x> <y> <z> <cinematic.txt> creates a cinematic event given the cinematic.txt file name at the given location.

setmodel <player id> <model name> sets the model of a player given the player ID (don't use the .w3d extension).

setmodelobject <object id> <model name> sets the model of an object given the objectr ID (don't use the .w3d extension).

disablephysicsobject <object id> disables the physics of an object.

enablephysicsobject <object id> enables the physics of an object.

bdignoreobject <object id> essentially turns the object into a \"spy\", base defenses will ignore the object.

bdunignoreobject <object id> base defenses no longer ignore the object if they was ignoring it before.

blockharv <team> will block the harvester on the team specified (0 = Nod and 1 = GDI) if one is present.

unblockharv <team> will un-block the harvester on the team specified (0 = Nod and 1 = GDI) if one is present.

