EF 1 In-Game Commands

Commands are entered on the in-game console with a / first. On the server console itself you don't need it.

Command	Effect
`set xyz blah`	If the variable `xyz` is set to the value `blah`, it can also contain other variables, which can then be used as substitutes, e.g. `set a foo` and `set b "a bar"`
`set g_synchronousClients 1`	Synchronize client and server continuously
`/record demoname`	Starts a demo recording called `demoname`
`/disconnect`	Disconnect from the server
`/demo demoname`	Plays the demo with the name `demoname`.
`/rconpassword "password"`	Sets the rcon password *for the client*. Here it is important not to forget the / at the beginning, because otherwise the rcon password will be trumpeted as a chat message for all players(!). It's best to bind it on one of the keys.
`/rcon command`	Issues the `command` command on the server if you have previously authenticated yourself with `rconpassword`.
`cmdlist`	Print list of available commands
`cvarlist`	Output list of available cvars
`map xyz`	Switches to the map with the file name `xyz`.
`serverinfo`	Displays server settings such as protocol, name, limits, etc.
`meminfo`	Displays memory information
`status`	Display of player data, e.g. `num`, `score`, `ping`, `name`, `address`, `port`, `rate`
`dumpuser`	Displays player information such as `name`, `sex`, `skill` etc.
`kick ID`	Kick players with ID
`addip IP`	Block player with IP
`removeip IP`	Unblock player with IP
`g_banIPs`	show currently banned IPs
`addbot BOTNAME`	Add bot with name `BOTNAME`
`exec CONFIG`	Executes the config file `CONFIG`.
`killserver`	Ends the current map (not the server)
`svsay MESSAGE`	Send the text line `MESSAGE` to all players like a console message
`reconnect`	reconnect to the server
`password "xxx"`	Set password, e.g. to join a server
`vid_restart`	Restarts video output, useful if you have changed a video setting
`bind key "command1; command2;"`	Automatic execution of commands and scripts on a single button stroke
`echo "text"`	Outputs the text `text`.
`team x`	Change to Team x, with s=Spectator, r=Red, b=Blue
`condump <filename>`	Saves the previous console output to the specified file.
`writeconfig <filename>`	Writes the current settings to the specified file.
`dir <foldername>`	Displays the files (incl. in `*.pk3` files) in the specified folder.

Command	Effect
path	Lists the current search paths (also *.pk3 files) and the open files.
map_restart	Restarts the current map
protocol	Displays the protocol version of the current server.

Remember: If you want to use these commands from within a config file, you must write protect it, as EF will strip these commands away from the config.

Commands on the Server Console

Command	Effect
heartbeat	Sends a heartbeat signal to all master servers configured, provided, the game server is an internet server.

[Star Trek: Voyager Elite Force](#)