

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 <i>for the client</i> . 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](#)

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Last update: 2023-02-05-08-28

