

RCON commands in source games

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Rcon Commands

Rcon stands for "Remote Control". Rcon gives total control over your server. It is a very powerful tool, so we suggest only giving the rcon password to those people that you completely trust. To use Rcon, login by typing the following command, replacing "yourpassword" with the Rcon password on your server.

```
rcon_password yourpassword
```

Remember - **You must type rcon in front of any rcon command you are using!**

For example:

```
rcon say hello world
```

RCON Commands

RCON Login	rcon_password yourpassword	Login to rcon with your rcon password to gain access to all the rcon commands.
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Change Level	changelevel map_name	This command allows you to change the map.
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Users list	status	Lists the current players names with PlayerID, Name, Steamid and ip address.
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Kick Player Name	kick name	If you need to kick a player replace name with the players name.
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Kick Player ID	kick STEAM_0:0:123456	If you need to kick a player replace number with the players number.
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Ban Player ID `banid time STEAM_0:0:123456>` If you need to ban a player
replace time with the amount of time you would like to ban them. Enter 0 for a perma-ban.

Server Password `sv_password password` To password protect the server
replace password with the games password.

Restart Game `mp_restartgame time` Resart the game, both teams scores
are reset as is money. replace time with a value in seconds up to 10.

Frienly Fire `mp_friendlyfire number` Replace number with 1 to turn friendly
fire on or 0 to turn it off.

Chase Cam `mp_forcechasecam number` Replace number with 1 to force
chase cam mode or 0 to disable it.

Round Limit `mp_roundlimit number` Replace number with the amount of
rounds before the level changes.

Round Time `mp_roundtime number` Replace number with a time in minutes
- normally 5 (3-15 allowed).

Time Limit `mp_timelimit number` Replace number with the time in minutes
for each map - 0 = no time limit.

Say something though server `say text` Sends a message from the server
admin to the screen which all players can read. replace text with the message.

Color Message `cm_say @@r text` Sends a color message to the centre of
the screen. replace r which is red with g for green y for yellow etc. replace text with the message.

Restart Server `quit` Restarts your server

Staring Money `mp_startmoney x` This integer value controls the amount
that players start with at the beginning of a new map or when they join a server. 800 is the default
and the minimum value, while 16000 is the maximum.

Deatailed Log `mp_logdetail x` Use this bitwise svar to control the depth of
your logs. Be warned, these options can eat away hard drive space and CPU cycles. Use 0, the
default, to log no attacks, 1 to log enemy attacks, 2 to log teammate attacks, and 3 to log both.

Player ID `mp_playerid` x This variable controls what players see when they put their crosshair over an enemy, a hostage, or a teammate. At 0 (the default), the player see's all popups with team colors. At 1, the player sees their teammates and hostages, with team colors. At 2, players see no popups.

Fading `mp_fadetoblack` x This is also to combat ghosting, but is more harsh. 0 will have no affect on the game, while 1 will disable chasecam and any sort of death cam at all. The client's screen fades to black instantly after death. One boon of this setting is that corpses stay around for the entire round. Useful for clan matches.

Buying Time `mp_buytime` x A floating point (decimal) value to determine the buy time in minutes. E.g., '1.25' equals one minute and fifteen seconds of buy time (this is not the pause, but the time where it is legal to purchase stuff). The minimum value is 0.25 and there is no maximum.

Win Limit `mp_winlimit` x This, of course, is an integer (whole number). When a team reaches this amount of wins (before the `timelimit` or the `roundlimit` is reached), it has won the map. 0, or disabled, is the default.

Spectators `allow_spectators` x Setting to 1 will allow spectators, while 0 will disallow them. These are non-playing spectators, not dead people.

Team Killer Banning `Team Killer Banning` This variable is defaulted to 1. Toggles automatic team-killer banning and kicking of idle clients - Setting of 1 = 'on', and 0 = 'off'.

Team Balancing `mp_autoteambalance` x This variable is defaulted to 1. Toggles the forcing of clients to join teams to make it balanced - Setting of 1 = 'on', and 0 = 'off'.

Bomb Timer `mp_c4timer` x This variable is defaulted to 45. Sets the amount of time in between C4 placement and its explosion - ranges between 15 and 90 seconds.

Use Flashlights `mp_flashlight` x This variable is defaulted to 1. Toggles the use of flashlights by clients - Setting of 1 = 'on', and 0 = 'off'.

Hear Footsteps `mp_footsteps` x This variable is defaulted to 1. Toggles footstep sounds - Setting of 1 = 'on', and 0 = 'off'.

Freeze Players For Buying `mp_freezetime` x This variable is defaulted to 6. Sets the amount of "freeze" time at the beginning of each round to buy weapons and equipment - Use a setting of '0' to disable.

Hostage Kill Kicking `mp_hostagepenalty` x This variable is defaulted to 0, or disabled. Sets the number of hostages a player can kill before they are booted from the server.

Number of more players on team can have over another `mp_limitteams` x
This variable is defaulted to 2. Sets the maximum number of players that one team can have more than the other team - Use a setting of '0' to completely disable the team limiting.

Log Chat Messages `mp_logmessages` x This variable is defaulted to 1. Toggles logging of chat messages in the log files - Setting of 1 = 'on', and 0 = 'off'.

Map Vote Ration Map Vote Ration This variable is defaulted to 0.6. Set the ratio of players required to vote on the same map before a map will change. The default is 0.6, which means that 60% of the players on a server must vote on the same map in order for the server to change to that map. The range is 0.0-1.0.

Kick Vote Ration `mp_kickpercent` x This variable is defaulted to 0.66. Set the ratio of players on someone's team required to vote to kick the "someone." The default is 0.66, which means that 66% (2/3rds) of the players on his team must vote him off in order for him to be kicked. The range is 0.0-1.0.

Team Kill Punishing `mp_tkpunish` x This variable is defaulted to 1. Toggles the forcing of a player to sit out the next round if he has just killed a teammate - Setting of 1 = 'on', and 0 = 'off'.