

## Remote Administration of a BATTLEFRONT II SERVER

- Commands are NOT case sensitive
- Remote admin commands can be typed in game through the chat system.
- Use global chat (CTRL+T)
- Start each command with **/ADMIN**.
- The first **/ADMIN** command must be **/LOGIN** (eg. **/ADMIN /LOGIN 123456**)

<b>/LOGIN</b> <password>	This is the first command given and will log the user in as an admin.
<b>/WAITLATE</b> or <b>/NOWAITLATE</b>	Turn on and off waiting for late moves from clients (this will generally be <u>off by default</u> on most servers).
<b>/MAPS</b>	List the current map rotation.
<b>/ADDMAP</b> <XXX> <XXX>	Add a map to the rotation; <XXX> is the number of reinforcements for each team. <i>(see the following page for a quick reference on map names).</i>
<b>/NEXTMAP</b>	Skip to the specified map at the end of the current game.
<b>/DROPMAP</b> <mapname>	Drop the specified map from the rotation or the current map if no map is specified.
<b>/BOOT</b> <player number>	Boot the specified player. To find the specified player number see the above command.
<b>/ENDGAME</b>	end the current game
<b>/SAY</b> <text>	Send a message to all players. Message will appear in red in the chat area and will be from "Admin:"
<b>/PLAYERS</b>	List the players in game, each player is given a number which allows you to boot him/her by number.
<b>/SHUTDOWN</b>	Shuts the server down. Server will not restart unless you can do so manually on the host computer.
<b>/BANDWIDTH</b> <kbps>	Sets the hosting bandwidth (like the /throttle command when starting a server from the command line).
<b>/ADMINPW</b> <password>	Change the admin password used to login.

Example of an admin session  
where **Carpaltunnal** is the  
player and **123456** is the  
password

```
>/admin /login 123456
Carpaltunnal logged in
>/admin /players
-> 0 - 'Drone'
-> 1 - 'Lindsey'
-> 2 - 'Duurrrp'
-> 3 - 'KonKushn'
-> 4 - 'Stryker'
-> 5 - 'Darth Sinical'
>/admin /boot 0
Drone left
Player booted
```

## **Note about maps names and suffixes:**

- Maps generally start with the **first 3 letters of the location** (eg. Tatooine),
- then a number (**1 or 2 for land maps**), and
- then an “era” code **G for Galactic** and **C for Clone Wars**.
- Finally the last 3 to 5 characters indicate the game type (this is preceded by an underscore).
  - **\_CON** is Conquest,
  - **\_CTF** is Capture the Flag (2 flags)
  - **\_1FLAG** is Capture the Flag (1 flag)
  - **\_ASS** is Assault (space)
  - **\_HUNT** is Hunt (allows you to play local species: Ewoks/Gamorreans/Gungans/Wampas)
- Not every map has every type of game

## **Mission Names for the `/ADDMAP` command.**

### **Coruscant:**

cor1c\_con  
cor1c\_ctf  
cor1g\_con  
cor1g\_ctf

### **Dagobah:**

dag1c\_con  
dag1c\_ctf  
dag1g\_con  
dag1g\_ctf

### **Death Star:**

dea1c\_1flag  
dea1c\_con  
dea1g\_1flag  
dea1g\_con

### **Endor:**

end1g\_1flag  
end1g\_con  
end1g\_hunt

### **Felucia:**

fel1c\_1flag  
fel1c\_con  
fel1g\_1flag  
fel1g\_con

### **Geonosis:**

geo1c\_con  
geo1c\_ctf  
geo1c\_hunt

### **Hoth:**

hot1g\_1flag  
hot1g\_con  
hot1g\_hunt

### **Kamino:**

kam1c\_1flag  
kam1c\_con  
kam1g\_1flag  
kam1g\_con

### **Kashyyyk:**

kas2c\_con  
kas2c\_ctf  
kas2c\_hunt  
kas2g\_con  
kas2g\_ctf

### **Mustafar:**

mus1c\_con  
mus1c\_ctf  
mus1g\_con  
mus1g\_ctf

### **Mygeeto:**

myg1c\_con  
myg1c\_ctf  
myg1g\_con  
myg1g\_ctf

### **Naboo:**

nab2c\_con  
nab2c\_ctf  
nab2c\_hunt  
nab2g\_con  
nab2g\_ctf

### **Polis Massa:**

pol1c\_con  
pol1c\_ctf  
pol1g\_con  
pol1g\_ctf

### **Tantive IV:**

tan1c\_1flag  
tan1c\_con  
tan1g\_1flag  
tan1g\_con

### **Tatooine:**

#### **Mos Eisley**

tat2c\_con  
tat2c\_ctf  
tat2g\_con  
tat2g\_ctf  
tat2g\_eli (Heroes)

#### **Jabba's Palace**

tat3c\_1flag  
tat3c\_con  
tat3g\_1flag  
tat3g\_con

### **Utapau:**

uta1c\_1flag  
uta1c\_con  
uta1g\_1flag  
uta1g\_con

### **Yavin 4:**

yav1c\_1flag  
yav1c\_con  
yav1g\_1flag  
yav1g\_con

### **Space Yavin**

spa1g\_1flag  
spa1g\_ass

### **Space Kashyyyk**

Spa3c\_1flag  
Spa3c\_ass

### **Space Mygeeto**

Spa6c\_1flag  
Spa6c\_ass

### **Space Felucia**

Spa7c\_1flag  
Spa7c\_ass

### **Space Hoth**

Spa8g\_1flag  
Spa8g\_ass

### **Space Tatooine**

Spa9g\_1flag  
Spa9g\_ass