

Admin Commands (in-game)

Examples

- Set your level to 50

```
/levelup_xp 50
```

- Give yourself tons of influence

```
/influence_add 1000000
```

- The same for a player

```
/csr "player name" levelup_xp 50
```

```
/csr "player name" influence_add 1000000
```

- Become a police drone to administer GM duties

```
/benpc police_drone_guard
```

Don't be tempted to run as just "police_drone" unless you can put up with the sirens!

- Turn back to yourself

```
/beself
```

Access Level Definitions

Taken from `Common/Entity/gametypes.h`

Level	Name	Details
0	ACCESS_USER	regular users
1	ACCESS_VENDORS	marketing and third party vendor approved commands
2	ACCESS_COMMUNITY	community approved commands to inspect other player's data
3	ACCESS_GM_LOW	lowest tier game master approved commands
4	ACCESS_GM_MEDIUM	medium tier game master approved commands
5	ACCESS_GM_HIGH	highest tier game master approved commands
6	ACCESS_ADMIN	game master commands that can corrupt player data and should be used only in rare cases
7	ACCESS_NOC	commands that the NOC can use to adjust server configuration on the fly
8	ACCESS_LIVE_DEBUG	developer commands that may be used on production servers
9	ACCESS_DEBUG	developer commands that should not be used on production servers
10	ACCESS_CRASH	commands that will almost certainly crash the servers
11	ACCESS_INTERNAL	for internal cross server commands only

Reference

Level refers to the level of admin privilege necessary to run the command. Level 0 commands are available to everyone.

Level	Command	Comment
9	entsave	save players, write mapname.txt, flush dbserver cache
10	ent_corrupted	Shows if the entity if marked as corrupted.
10	ent_set_corrupted	Sets the corrupted flag on an entity.
9	ent_delete	Deletes entity <entid> <charactername>
9	entgenload	blarg
9	beaconprocesstraffic	Finds and connects traffic beacons.
9	beaconprocessnpc	Finds and connects NPC beacons.
9	beaconreadfile	Reloads the beacon file.
9	beaconreadthisfile	Load a specific beacon file.
9	beaconwritefile	Writes out the beacon file.
9	beaconfix	This fixes beacons that have had their wrapper group removed and various other problems. Runs automatically at load time
9	beaconpathdebug	Pathfinding debugging stuff.
9	beaconresettemp	Reset temporary beacon information (pathfinding optimization)
9	beaongotocluster	Goto a beacon cluster by index.
9	beacongetvar	Get a beacon debug var.
9	beaconsetvar	Set a beacon debug var.
9	beaconcheckfile	Tells whether or not the beacon file is up to date for this map.
9	beaconrequest	Requests a beacon file for the current map.
9	beaconmasterserver	Set the BeaconMasterServer to use for beacon requests.
9	testnpcdta	Test a guy in NPC.dta.
9	testnpcs	testnpcs <initial npc number> <spawn count> Test npcs + villains from NPC.dta
9	testgentypes	Verify all referenced NPCs and Critters in the loaded SpawnArea defs are valid
9	printent	blarg
9	netsteps	set network update divisor. default is to send one net update every 8 server ticks. set to 1 to get 30 net updates/sec
2	snotimeout	sets the notimeout flag on all links initially
9	serverbreak	blarg
9	server_error_sent_count	the count of errors sent to admin clients.
9	smalloc	count how much memory the server has malloc'd and print to a log file
9	heapinfo	dump some heap info to the server console
9	heaplog	dump some heap info to log files

Level	Command	Comment
9	returnall	if this is a mission map, return all players to static map and exit
9	sendmsg	test send message blah blah
9	crashnow	blarg
9	fatalerror	Call FatalErrorf(), for testing purposes.
9	sendpacket	Sends a packet of X KB to the client
9	showstatesvr	blarg
4	youSay	set selected entity as debug entity on server, and have it say the given string
4	youSayOnClick	set selected entity as debug entity on server, and have it say the given string when clicked
9	checkjfd	blarg
9	quickLoadAnims	dev mode don't preload anims
9	netfxdebugsvr	blarg
9	showHiddenEntities	blarg
9	reloadSeqsSvr	development mode only reload sequencers and animations
9	recordcoll	blarg
9	reloadpriority	Reloads all priority list files.
9	reloadaiconfig	Reloads all AI config files.
2	getentdebugmenu	Gets the entity debug menu.
2	mmm	Gets the entity debug menu, aka the Magic Martin Menu.
9	initmap	Reinitialize the map
9	playercount	for testing entity generator code
9	clearailog	Clears the AI logs for all entities.
9	entdebuginfo	bit flags for debug info display
0	runnerdebug	Enable limited debugging for a possible critter run-away bug
9	setdebugvar	Set a debug var.
9	getdebugvar	Get a debug var.
9	sendautotimers	enable sending auto timers to your client
9	setdebugentitysvr	set the entity id that various things use as a server debug entity
2	debugmenuflags	bit flags for what options to show on debug menu.
9	interpdatalevel	level of extra interpolation data to send, higher is better.
9	interpdataprecision	number of bits of precision in interp data (4-8).
9	ailog	Sets the types of AI logging that is done.
9	noai	Disables AI, but not physics.
9	noprocess	Disables processing, but not AI.

Level	Command	Comment
9	nokillcars	Disables killing of cars that have no beacons
9	skyFade1	manually override sky fading values
9	skyFade2	manually override sky fading values
9	skyFadeWeight	manually override sky fading values
9	cutSceneDebug	Prints debug info about running cutscenes.
9	doNotCompleteMission	Do not let this mission be completed -- because it can be a pain to get there.
9	resetperfinfo_server	Resets all performance info.
9	runperfinfo_server	Runs performance info for this many ticks. Set to -1 to run forever.
9	perfinfomaxstack_server	Sets the depth of the performance monitor stack.
9	perfinfosetbreak_server	Set a breakpoint on a particular auto timer.
9	perfinfo_time_all_ents	Enables timing all entities individually.
9	perfinfo_enable_ent_timer	Enables timing an entity.
9	perfinfo_disable_ent_timers	Disable all entity timers.
9	clientpacketlog	Enable logging client packets.
9	clientpacketlogpause	Toggle pausing client packet log.
9	processtimes	Report current uptime, kernel time and user time in seconds.
9	memorysize	Report current and peak working set and page file sizes in bytes.
9	nofilechangecheck_server	enables dynamic checking for file changes
1	moveentitytome	moves selected entity to my location
4	entcontrol	'entcontrol 0 kill' to kill currently selected npc
4	ec	ec is abbreviation for entcontrol
1	setpos	move me to <x> <y> <z> on this map
1	setpospyr	move me to <x> <y> <z> on this map, set pyr
2	mapmove	move to <map id>. see maps.db for map ids
2	mapmovespawn	move to <mad id> and spawn marker <spawn_name>
9	shardjump	move to shard <shard name>.
10	nextplayer	go to next player
10	nextnpc	go to next npc
4	nextcritter	go to next critter
4	nextawakecritter	go to next critter
10	nextcar	go to next car
4	nextitem	go to next item
10	nextreset	reset next counter
9	nextseq	go to next entity with the given sequencer name

Level	Command	Comment
9	nextnpccluster	go to next npc beacon cluster
10	gotoent	go to an entity by id.
2	gotoentbyname	go to first entity with matching name.
11	dbquery	there should be some more detailed docs for this command offline
3	invincible	<0/1> 1=invincible, 0=normal
3	unstoppable	<0/1> 1=unstoppable, 0=normal
10	donottriggerspawns	<0/1> 1=donottriggerspawns, 0=normal
3	alwayshit	<0/1> 1=always hit, 0=normal
3	untargetable	<0/1> 1=untargetable, 0=normal
2	scmds	print server commands containing <string>
9	scmdms	Saves commands the need to be translated
10	scmdusage	print usage of server commands containing <string>
10	serverwho	get npc/player counts for <mapserver id> use -1 to get total for all mapservers.
10	supergroupwho	get info on <supergroup>
10	teamupwho	get info on <teamup>
10	raidwho	get info on <raid>
10	levelingpactwho	get info on <levelingpact>
0	pactwho	get info on your leveling pact
0	who	get info on <player>
0	whoall	Print who's on this map.
3	status	get status of <mapserver id>, use -1 to get all mapservers
3	csr	execute <command> as if you were <player> (e.g. "csr Joe levelupxp 10")
10	csr_long	execute <command> as if you were <player> and had <access_level> (e.g. "csr_long 3 1234 Joe levelupxp 10")
4	csr_radius	execute <command> as if csr for all players in specified radius (-1 for whole map)
3	csr_offline	execute <command> as if you were <player>, even if player is offline (e.g. "csr_offline Joe levelupxp 10")
9	csr_offline_long	execute <command> as if you were <player> and had <access_level>, even if player is offline (e.g. "csr_offline_long 3 1234 2345 levelupxp 10")
10	tmsg	send <teamup id> a <message>
9	silenceall	<0/1> set to 1=global silence on, 0=normal
4	silence	ban <player> from general chat for <number of minutes>
10	banchat	ban <player> from general chat for <number of days>
9	banchat_relay	internal command used by /banchat and /silence

Level	Command	Comment
9	svrsilentkick	kick <player> without informing the game client
4	svrkick	kick <player> for <reason>
10	svrbn	ban <player> for <reason>
10	svrunban	unban <player>
3	invisible	<0/1> 1=invisible ,0=visible
2	teleport	Teleport the <player> to me
2	mapmovepos	Helper function for teleport, goto, contact, and door stuff
2	mapmoveposandselectcontact	Helper function for contact finder
3	offlinemove	CSR command for moving an offline player to a specific static map and position
9	freeze	Freeze <player> <0/1> so he can't move
9	spawn	The command spawns a specific type or group of Critters or NPCs. The syntax is: spawn <CritterName or NPCName or SpawnBindingName> Any of the names attached to an NPC block or a Critter block in N:/game/data/SpawnArea/Global.txt can be used in place of CritterName or NPCName.
9	spawnmob	This command spawns a mob of random villain critters. The syntax is: spawnmob <number of villains> <min level> <max_level> Only villains within the given level range will attempt to be spawned.
10	spawnmany	The command spawns a number of a specific type or group of Critters or NPCs. The syntax is: spawnmany <CritterName or NPCName or SpawnBindingName> <Count> Any of the names attached to an NPC block or a Critter block in N:/game/data/SpawnArea/Global.txt can be used in place of CritterName or NPCName.
10	spawnmanyvillains	The command spawns a number of villains. The syntax is: spawnmanyvillains <VillainName> <Count>
10	spawnobjective	This command spawns an objective model as it would be seen in a mission. The syntax is: spawnobjective <ModelName>
4	doppelgangertest	spawns a dopplgange with keywords
9	spawnmissionnpcs	Spawn <n> random NPC's who will run around scared. They can spawn from any encounter location
9	raulcmd	Raoul's personal command
9	settest1	Set server test variable 1
9	settest2	Set server test variable 2
9	settest3	Set server test variable 3
0	ignore	Ignore Player

Level	Command	Comment
0	ignore	Ignore Player
0	ignore_spammer	Ignore As Spammer
0	unignore	Unignore User
0	gunignore	Unignore User
0	ignorelist	Displays a list of ignored users
10	ignore_spammer_threshold	set the number of ignores needed to auto-chatbanned someone to [int], 0 disables
10	ignore_spammer_multiplier	set the number of ignores generated by ignore_spammer to [int]
10	ignore_spammer_duration	set how long auto-chatbanned players are silenced to [int] seconds
10	releaseplayer	Frees controlled player character.
9	enablecontrollog	enable control log on a client for an amount of time.
2	smapname	get name of <map id>
2	maplist	Displays a list of all static maps
9	entgenmsg	print debug messages when generating entities
9	grpfindtest	perform group find on all trays in the map
9	validatespawns	Enables collecting of bad (embedded in stuff) spawn points from encounters.
9	nextbadspawn	Goes to next bad spawn point.
9	nextbadvolume	Goes to next pair of intersecting material volumes.
9	rescanbadvolume	Rebuilds the list of overlapping volumes.
3	nextspawn	Goes to next active encounter.
3	nextspawnpoint	Goes to next encounter group.
3	nextmissionspawn	Goes to next spawn overridden by mission system.
3	nextunconqueredmissionspawn	Goes to next unconquered spawn overridden by mission system.
3	nextunconqueredmissionspawn	Goes to next unconquered spawn overridden by mission system.
9	encounterreset	Reset all random encounter spawn points, or a specific one
10	encounterdebug	Turns encounter debugging on or off
9	encounterreload	Reload encounter spawn definitions
2	encounterteamsize	Force the encounter spawns to pretend you have a team size of X
10	encounterspawn	Spawn a specific encounter group (manual spawning groups only)
2	encounterspawnclosest	Spawn the closest encounter group to the player
10	encounterignoregroups	Causes the encounter system to ignore how encounters are grouped, -1 to return to default
10	entityencounterspawn	Respawn the encounter for specified entity id.

Level	Command	Comment
10	encounteralwaysspawn	Make all encounters go off instead of checking spawn probabilities (for testing)
10	encountermem	Show memory usage for the encounter system
10	encounterneighborhoodlist	List all encounters on map, broken down by neighborhood
9	encounterprocessing	Turn on or off all encounter processing
9	encounterstat	Show how many encounters are running
9	encountertweak	Change the encounter spawn numbers (dangerous)
9	encounterpanicthreshold	Change the encounter spawn numbers (dangerous)
9	encountermode	Change the encounter mode to city/mission
9	encountercoverage	Print what villains and what layouts this city zone has
9	encounterminautostart	Add a minimum for the autostart time (for debugging autostart spawns)
9	critterlimits	Change the min/max number of critters on map (0 for no limit)
9	scriptdefstart	Syntax: <ScriptDefPath> Starts any non-Location type scriptDef on the targeted entity
9	scriptluastart	Syntax: <Lua(Zone/Mission/Encounter/Entity)> <LuaPath> Starts a script running the given Lua file on the targeted entity
9	scriptluastring	Syntax: <Lua(Zone/Mission/Encounter/Entity)> <LuaString> Starts a script running the given Lua string on the targeted entity
9	scriptluaexec	Syntax: <ScriptId> <LuaString> Runs the given Lua string inside the specified script
4	zonescriptstart	Start a particular zone script
4	zoneeventstart	Start a particular zone event
4	zoneeventstop	Stop a particular zone event
4	zoneeventsignal	Send a named signal to a zone event
4	shardeventstart	Start a shard event
4	shardeventstop	Stops the running shard event
4	shardeventsignal	Send a named signal to the shard event
9	scriptlocationprint	Print a list of script locations on this map
9	scriptlocationstart	Starts a named script location
9	scriptlocationstop	Stops a named script location
9	scriptlocationsignal	Sends a signal to a named script location
4	scriptdebugserver	turns on script debugging for client
0	scriptshowvars	turns on showing script vars to client
9	scriptsetvar	turns on showing script vars to client

Level	Command	Comment
4	scriptpause	pauses the selected script
0	scriptreset	resets and restarts the script
9	scriptstop	stops the script
0	scriptsignal	signals the script
9	scriptcombatlevel	sets the exemplar/sidekick of everyone in the zone to this level + 1. Use 0 to unset.
9	destroy	test destroy world geometry
11	omnipotent	Gives character all powers someone of his class can have.
9	defsrerload	Reload class, origin, and power defs. Warning: Will leak some memory.
10	inspire	Gives the player a specific inspiration.
9	inspirex	Gives the player a random inspiration.
9	inspirearena	Give the player a standard set of arena inspirations.
10	boost	Gives the player a specific enhancement.
10	boostset	Gives the player the full set of enhancements.
9	boostx	Gives the player a random enhancement. optional param is #combines
9	boosts_setlevel	Sets all slotted boosts to the given level.
0	boost_convert	Converts the specified boost into something else. <idx> <conversion set>
11	temppower	Gives the player a specific temp power.
11	temppower_revoke	Removes specific temp power from a player.
11	temppowerx	Gives the player a random temp power.
9	pvp_switch	Sets your permanent PvP preference. (1 turns on, 0 turns off).
9	pvp_active	Sets your current PvP mode. (1 turns on, 0 turns off).
9	pvp_logging	enable/disable pvp logging [on/off]
9	combatstatsreset	Reset all combat stats.
9	combatstatsdump	Dump combat stats for individual ents to combat.log.
9	combatstatsdump_player	Dump combat stats for all player entities and pets to combat.log.
9	combatstatsdump_agg	Dump all aggregate combat stats for all powers used to combat.log.
9	combatstatsdump_aggregate	Dump all aggregate combat stats for all powers used to combat.log.
9	teamcreate	5 = teamup, 6 = supergroup
9	teamleave	5 = teamup, 6 = supergroup
9	teamjoin	5 = teamup, 6 = supergroup
9	smmonitor	dump server memory usage
9	smemchecknow	does a server side _CrtMemCheck

Level	Command	Comment
9	stringtablememdumpserver	Dumps the mem usage of the string tables to the console
9	stashtablememdumpserver	Dumps the mem usage of the hash tables to the console
10	storyarcprint	print information on your story arc
10	storyarcdetail	more detailed information on your story arc
9	storyarcreload	reloads story arc scripts (contacts, missions, tasks); affects everyone on server
9	sadialog	sends the client a test storyarc complete dialog
10	fixupstoryarcs	clears any story arc episode issued tasks which have not been completed and are not in the player's tasklist
9	contactdetail	detailed info on the state of a given contact
10	reward	Give your entity a reward for defeating a villain of the specified level
9	rewardreload	Reload reward definitions
9	rewardinfo	Print reward debugging info in server console window
9	rewarddefapply	(internal command) rewarddefapply <db_id> <reward_def_name> <villain group> <level> <source>
9	rewardstory	(internal command) rewardstory <db_id> <villain group> <level> <level adjust> <source> <storyarc> <reward_def_name>
9	rewarddebugtarget	Aggregate rewards from killing the the current target X iterations
9	getcontacttask	get a specific task, specify contact and logical name
9	gettask	get a specific task, specify the logical name of task (a suitable contact will be randomly selected)
9	gettaskqa	get a specific task, specify the logical name of task (a suitable contact will be randomly selected) (Identical to '/gettask')
9	getcontactstoryarc	get a specific storyarc, specify contact and storyarc filenames
9	getstoryarc	get a specific storyarc, specify the logical name (a suitable contact will be randomly selected)
9	getstoryarctask	get a specific storyarc, specify the story arc and episode
9	accepttask	get issued a task, specify contact and whether you want a long one (1) or short (0)
9	startmission	Assign and teleport to a specific mission and map. Syntax: startmission <mission name> <mission map name> If '*' is given for map name, a default map will be selected
9	startstoryarcmission	Assign and teleport to a specific mission and map. Syntax: startmission <arc name> <episode name> <map name> If '*' is given for map name, a default map will be selected
9	initmission	Reinitializes the mission as if the player just entered.
9	missionreseed	Reseeds and initializes the mission as if the player just entered.

Level	Command	Comment
2	exitmission	jump out of mission map
2	exitbase	jump out of your base
2	enterbase	jump into your base
2	enterbasebysgid	jump into your base
0	enter_base_from_passcode	jump into a base using its passcode
9	enterbaseexplicit	jump to the specified base/raid/apt map
9	returntobase	return to your base from a raid
9	apartment	jump into your apartment
9	missionkickme	ask the mission to kick you from map (debug)
9	missionunkickme	ask the mission to stop kicking you from map (debug)
9	resetpredict	Reset my prediction vars.
9	printcontrolqueue	Print my control queue to the mapserver console.
9	missionaddtime	Debugging, adds time to your current mission
9	rewardbonustime	Relays that the player has been granted bonus time for a task <db_id> <task id> <task subid> <bonustime>
9	newspaperteamcompleteinternal	Relays that a newspaper or broker task was completed
9	taskteamcompleteinternal	taskteamcompleteinternal <db_id> <task id> <task subid> <task cpos> <bPlayerCreated> <leveladjust> <level> <seed>
9	taskcompleteinternal	(internal command) taskcompleteinternal <db_id> <task id> <task subid> <task cpos> <bPlayerCreated> <success>
9	taskadvancecomplete	(internal command) taskadvancecomplete <db_id>
9	objectivecompleteinternal	(internal command) objectivecompleteinternal <db_id> <task id> <task subid> <task cpos> <bPlayerCreated> <objective num> <success>
9	missionrequestshutdown	(internal command) missionrequestshutdown <map_id> <owner_id> <task id> <task subid> <task cpos> <bPlayerCreated>
9	missionforceshutdown	(internal command) missionforceshutdown <map_id> <owner_id> <task id> <task subid> <task cpos> <bPlayerCreated>
9	missionokshutdown	(internal command) missionokshutdown
9	missionchangeowner	(internal command) missionchangeowner <owner_id> <task id> <task subid> <task cpos>
9	clueaddremoveinternal	(internal command) clueaddremoveinternal <adding?> <db_id> <task id> <task subid> <clue name>
9	clueaddremove	add or remove clue to the Xth task on your list - clueaddremove <task id> <clue name> <adding?>
9	missionreattachinternal	(internal command) missionreattachinternal <db_id> <map_id>
9	missionkickplayerinternal	(internal command) missionkickplayerinternal <db_id>
3	completemission	complete the mission for your current map
3	completetask	complete the Xth task on your list

Level	Command	Comment
10	completesgtask	Complete the supergroup task
10	failsgtask	Fail your supergroup task
10	failtask	fail the Xth task on your list
9	taskselectvalidate	(internal command) taskselectvalidate <db_id> <task id> <task subid> <task cpos> <bPlayerCreated>
9	taskselectvalidateack	(internal command) taskselectvalidateack <db_id> <task id> <task subid> <task cpos> <bPlayerCreated> <valid> <response dbid>
9	flashbackteamrequiresvalidate	(internal command) flashbackteamrequiresvalidate <db_id> <filename>
9	flashbackteamrequiresvalidateack	(internal command) flashbackteamrequiresvalidateack <db_id> <result>
9	taskstarttimer	taskstarttimer <owner_id> <task id> <task subid> <timeoutvalue in seconds>
9	taskstartnofailtimer	Starts the task timer in no-fail mode. If timeout value is -1, starts counting up from now. Timeout is in seconds.
9	taskcleartimer	Clears the task timer.
9	showcutscene	Shows the cutscene on the current mission
9	taskforcecreate	create a basic task force (no contacts)
9	taskforcedestroy	destroy your current task force
9	taskforcemode	set your task force mode to x
9	taskforcejoin	Add yourself to player's task force
10	levelup_xp	levelup_xp <level> Increases the character's level to the given level.
10	levelup_wisdom	levelup_wisdom <level> Increases the character's wisdom level to the given level.
10	train	Train command, 0 = power, 1 = skill
9	spacketdebug	turns on packet debugging from client
9	slocale	sets the server locale
9	showallcontacts	Show all available contacts.
9	dataminecontacts	Dump datamining info for contacts. 0 for mission counts, 1 for more detail.
9	showmycontacts	Show all contacts the player has.
9	addcontact	Add a single contact to the player, specify filename
10	add_all_contacts	Adds all contacts to the player. Used for testing and debugging only
2	gotocontact	Teleport immediately to the contact position, across mapservers
9	gotoandselectcontact	Teleport immediately to the contact position, across mapservers, then add the contact to your list and select it in the UI
9	contactintroductions	Show how the specified contact will do introductions
9	contactintropeer	Force the contact to introduce you to a peer
9	contactintronext	Force the contact to introduce you to the next level

Level	Command	Comment
9	contactdialog	Talk to the specified contact.
10	validateContacts	Validate all the contact data. Give error messages where appropriate.
10	validateMyContacts	Validate all the contact data. Give error messages where appropriate.
10	sendMessageIfOnAlignmentMission	Send a message to the specified db_id (tmp_int2) if I (tmp_int) am on an Alignment mission.
10	printMessageOnAlignmentMission	Pop up a message box telling me about the alignment mission that I can't earn points for.
9	contactcell	Talk to the specified contact on cell phone.
9	contactgetall	Resend all contact status info.
9	contactcxp	set your contact points
9	taskgetall	Resend all task status info.
9	taskdetailpage	Get detail on the given task
9	uniquetaskinfo	Show info on all unique tasks
10	influence	Set player influence to the given number.
10	sg_influence	Set player's supergroup influence to the given number.
10	prestige	Set player's supergroup prestige to the given number.
9	experience	Set player experience to the given number.
9	xpdebt	Set player experience debt to the given number.
9	wisdom	Set player wisdom to the given number.
9	showdoors	Prints a list of all doors
9	showpnpcs	Prints all the persistent npcs on this map
9	showvisitlocations	Prints all the visit locations on this map
3	showmissioninfo	Prints out mission info
9	showmissiondoors	Prints a list of all mission doors
9	showmissiondoortypes	Prints a list of the mission door types available in this zone
9	showmissioncontact	Shows the fake mission contact for all players (server-wide)
9	storyinforeset	Resets the player's StoryInfo structure
9	storytogglecontact	Toggles between the two starting contacts for villains(Burke/Kalinda)
9	goingroguetipsreset	Dismisses all tip contacts and resets all alignment point timers.
9	pnpreload	Reloads all persistent NPCs from beacons and script files
9	dooranimerter	Find a nearby door and run the enter animation
9	dooranimerterarena	Act like you are heading into the arena
9	dooranimexit	Find a nearby door and run the exit animation
9	dooranimexitarena	Act like you are emerging onto an arena map
9	famestringadd	Add a string to your random fame table

Level	Command	Comment
9	famestringping	See if a nearby npc will say your random fame string
0	emaildelete	Delete message <message num>
0	emailsend	Send message <player names> <subject> <body>
0	emailsendattachment	Send message <player names> <subject> <body> <influence>
9	emailsystem	Send message <system name> <subject> <body> <influence> <attachment> <delay>
9	xpscale	Scales the amount of XP awarded.
3	showobjectives	Shows a list of objectives for the mission and their current status
3	gotoobjective	Takes the player to the specified objective
3	nextobjective	Takes the player to the next objective
3	csr_assist	Help the given player by autotargeting whatever he targets
0	stuck	Try to get unstuck.
0	sync	Try to resync.
0	synch	Try to resync.
9	onmissionmap	load the mapserver as if it were a mission map - for debugging
10	missionmapstats	print some stats about mission beacons on map
10	missionmapstatstofile	Save the stats about mission beacons on the map to a file.
10	mapcheckstats	checks if the current randomly generated map meets the missions.spec reqs
10	mapstats_checkall	Checks all maps against the missions.spec
10	servermissioncontrol	Request from the client for some info for Mission Control
9	gotospawn	jump to specified door location on current map - POPUP ERROR MESSAGE
9	scanlog	scans the dbserver log cache for the given terms
9	net_profile	Dumps statistics collected in net_profile.c
9	nosharedmemory	Disables shared memory
9	server_profiling_memory	Set the number of MB of memory to use for profiling
9	server_profile	Save a profile of the current frame for up to the specified number of frames
9	server_profile_spikes	Save profiles of any frame longer than the specified time in ms
1	benpc	Allows you to become a villain or npc
1	beself	Switches you to your normal model and costume
0	afk	Marks the player as Away From Keyboard (with given message)
9	becritter	Get the costume and powers of a villain of the given level.
10	debug	print out basic player info
10	debug_detail	print out detailed player info
10	debug_tray	print out a player's tray contents

Level	Command	Comment
10	debug_spec	print out a player's specializations
2	goto	move yourself to a player's map and location
9	goto_internal	helper function for /goto
9	editmessage	Sends an edit message to the client (for output in scripts/macros)
2	gotomission	Teleport to mission entrance. Will work across maps.
9	testmission	Get a specific task & teleports to mission door, if possible. (Combines 'gettaskqa' and 'gotomission')
9	stats	Shows a player's stats
9	clearstats	Clears a player's stats
0	kiosk	Pop up the kiosk info for the nearest kiosk. (Assuming you're close enough.)
0	nojumprepeat	Disable jump auto-repeat
9	missionx	Assign yourself a random mission of a compatible status level. (Level 1-5 == Status Level 1, 6-10 == 2, etc)
9	missionxmap	Assign yourself a random mission that requires transfer to an instance map. Also see 'missionx'.
10	scget	Give the user the specified souvenir clue
10	scremove	Remove the specified souvenir clue from user, for debugging only
10	scapply	(internal) Give souvenir clue to db_id
9	debug_power	show the power's enhancement results
10	title_1	Set the character's first title
10	title_2	Set the character's second title
10	title_the	Set the character's The setting
3	title_special	Set the character's special, free-form title
10	title_expires	When does the special title expire in hours.
10	title_and_expires_special	Set the character's special, free-form title and expiration duration
2	csr_title_and_expires_special	Set the character's special, free-form title and expiration duration
10	fx_special	Set the character's special costume FX
10	fx_expires	When does the special costume FX expire in hours.
9	safe_player_count	The count of players that causes the server to degrade itself.
9	saccessviolation	Cause the server to crash with an accessviolation
9	delinkme	delinks this map from dbserver.
2	mapshutdown	Move all players to another map and attempt to exit gracefully.
11	emergencyshutdown	Emergency shutdown command, attempts to save all current entities and shut down the map.
2	showandtell	Toggles show-and-tell mode for this map

Level	Command	Comment
9	collrecord	start recording collision queries.
9	collrecordstop	stop recording collision queries.
9	nextdoor	Cycle through doors on current map
9	nextmissiondoor	Cycle through all mission doors on current map.
9	showtaskdoor	Show all of the potential doors for a task.
9	teamlogdump	Dump the team log to the debug window
9	teamlogecho	Start echoing the team log to the server console
9	trickortreat	Set Trick-or-Treat mode
9	s_timeoffsetsecs	Seconds to offset the timing functions ON THE MAP from the real time (debug)
9	s_timeoffset	set the mapserver time offset with the format days:hours:minutes:seconds. If you want to set the offset to 2 hours, 3 minutes, you'd use s_timeoffset 0:2:3:0
9	s_timedebug	Get debug information on the timing offset ON THE MAP (debug)
2	map_send_buffs	Enables or disables sending buff data to all players on the mapserver. 2 = send buffs and numbers; 1 = do not send buff numbers; 0 = do not send buffs at all.
2	timeset	sets current time of day for all maps
9	timesetall	sets current time of day for all maps
9	playermorph	Changes a player into another common character. Specify the AT, Primary Power, Secondary Power, level.
9	packageent	Packages and saves the player into a local file so that the player can be that can be reloaded later.
3	playerrename	Changes a player's name. Specify the current name first, then the new name.
9	set_player_rename_token	Set this player's rename token state: 1 on 0 off
9	unlock_character	Remove the slot lock on a character
9	adjust_server_slots	Adjust the number of on a character
3	playerrename_paid	Changes a player's name (if they have a rename token). Specify the current name first, then the new name.
9	playerrenamerelay	Internal command (player_id, new_name, admin_id, allow_reserved)
2	sgrename	Changes a supergroup's name. Specify the name of a player in the supergroup, the old supergroup name, then the new name of the supergroup.
9	sgrenamerelay	Internal command (player_id, old_sg_name, new_sg_name, admin_id)
9	arena_join	Join an arena event

Level	Command	Comment
9	arena_create	Create a new named arena event
9	arena_destroy	Destroy an existing arena event
9	arena_setside	Set what side player is for this event
9	arena_ready	Set player ready state for an event
9	arena_setmap	Set the map for an event
9	arena_camera	Test command that turns the player into a camera
9	arena_uncamera	Test command that turns the player back from being a camera
9	arena_enter	Starts the event and enters this player
9	arena_popup	Pop up the event's create window
9	arena_debug	Show detail information for each event you belong to
10	arena_player_stats	Show arena stats (wins, losses, etc
0	arena_list	Open the arena list window no matter where you are. Opens the score window if you are in an Arena match.
0	arena_score	Open the arena score window if you are in an Arena match. Does nothing if you aren't in an Arena match.
9	sgraid_length	Set the time for the supergroup raid
9	sgraid_size	Set the time for the force field to respawn
9	sgraid_challenge	Challenge the given supergroup to the next available time slot
9	sgraid_challenge_internal	Challenge the given supergroup to the next available time slot
9	sgraid_warp	Test warping to an attacker location in a supergroup base
9	sgraid_setvar	Set any var on the raidserver
9	sgraid_stat	Look at what mapserver is getting for your raid stats
9	sgraid_baseinfo	Manually set raid size & mount availability, sgraid_baseinfo <raidsize> <openmount?>
0	sgraid_window	Set your supergroup raid window <daybits> <hour>
3	csrbug_internal	Internal command for processing /csrbug command
3	powers_cashin	Cashes in all enhancements a player has slotted and removes them from all powers. Keeps inventory enhancements.
3	powers_reset	Removes all of a player's powers and sets their primary and secondary power sets. Player can go to trainer and train back up to their level. ([primary set] [first power] [secondary set])
10	powers_buypower_dev	Developer version of powers_buypower. Buys a power for the character. ([category] [power set] [power])
9	powers_revoke_dev	Revoke specified power from the character. ([category] [power set] [power])

Level	Command	Comment
9	powers_cancel_dev	Cancel all effects of specified power from the character. ([ent id] [category.powerset.power])
0	powers_cancel	Cancel all effects of specified power from the character if power is cancelable and target is you or your pet. ([ent id] [category.powerset.power])
10	autoenhance	Place Standard enhancements in all slots
10	autoenhanceIO	Try to place IO's in all slots
10	autoenhanceset	Try to place Invention sets in all slots
11	maxslots	Get every slot possible
9	powers_recalc	Force all ents to recalc their power strengths
9	setPowerDiminish	enable/disable power diminishing [on/off]
9	showPowerDiminish	display current state of power diminishing
9	showPowerTargetInfo	Developer version of powers_buypower. Buys a power for the character. ([category] [power set] [power])
10	powers_buypower	Buys a power for the character. ([category] [power set] [power])
9	powers_check	Does a check on a player's powers and tries to determine if they're sane. Suggest fixes if they aren't
9	powers_info	Lists all powers and the level they were bought at.
9	powers_show	Lists all powers and the level they were bought at.
9	powers_info_build	Lists all powers and the level they were bought at.
9	powers_show_build	Lists all powers and the level they were bought at.
10	powers_set_level	Sets the level the given power was bought at to the given value. [cat] [set] [pow] [level]
10	power_set_level	Sets the level the given power was bought at to the given value. [cat] [set] [pow] [level]
10	influence_add	Adds the given influence.
10	cs_pactmember_inf_add	Adds the given influence or infamy.
9	pactmember_inf_add	Adds the given influence or infamy.
9	pactmember_experience_get	<internal> adds player's full xp to a pact
9	levelingpact_exit	Adds the given experience and updates the level time of a member of a leveling pact even if the pact has already been dissolved.
10	sg_influence_add	Adds the given influence to player's supergroup.
9	power_color_p1	Set Primary powerset first color.
9	pcp1	Set Primary powerset first color.
9	power_color_p2	Set Primary powerset second color.
9	pcp2	Set Primary powerset second color.
9	power_color_s1	Set Secondary powerset first color.

Level	Command	Comment
9	pcs1	Set Secondary powerset first color.
9	power_color_s2	Set Secondary powerset second color.
9	pcs2	Set Secondary powerset second color.
10	prestige_add	Adds the given prestige to player's supergroup.
10	experience_add	Adds the given experience.
10	xpdebt_remove	Removes the given experience debt.
10	wisdom_add	Adds the given wisdom.
10	reputation	Sets your reputation.
10	reputation_add	Adds the given reputation.
9	badge_show	Lists the badges owned by the player.
9	sgrp_badge_show	Lists the badges owned by the player's supergroup.
2	badges_show	Lists the badges owned by the player. (synonym for badge_show)
10	badge_show_all	Lists all badges, with the badges owned by the player marked.
10	badges_show_all	Lists all badges, with the badges owned by the player marked. (synonym for badge_show_all)
10	badge_add	Gives the named badge to the player.
10	badge_grant	Gives the named badge to the player.
10	badge_grant_bits	set the badges owned by the player. a string of hex values: 0f13c....
10	badge_show_bits	show the badges owned by the player. a string of hex values: 0f13c....
11	badge_add_all	Gives all badges to the player.
11	badge_grant_all	Gives all badges to the player.
10	badge_remove_all	Removes all badges from the player.
10	badge_revoke_all	Removes all badges from the player.
9	badge_remove	Removes the named badge from the player.
9	badge_revoke	Removes the named badge from the player.
10	badge_stat_show	Show all of the basic stats tracked for badges for the player. Optional parameter shows stats with the given string in the stat name.
2	badge_stats_show	Show all of the basic stats tracked for badges for the player. Optional parameter shows stats with the given string in the stat name. (synonym of badge_stat_show)
10	badge_stat_set	Sets the given basic badge stat for the player.
10	badge_stat_add	Adds the given value to the given basic badge stat for the player.
9	badge_stat_add_relay	Adds the given value to the given basic badge stat for the player.
10	Architect-Token-Grant	Grant a mission server token to the player
2	Architect_Slot_Grant	Grant X publish slots to the player

Level	Command	Comment
0	gfriend	Add a player to your global friends list.
0	gunfriend	Remove a player from your global friends list.
0	chan_invite	Invite player or chat handle to a chat channel Syntax: chan_invite <CHANNEL NAME> <USER NAME> Invite player or chat handle to a chat channel Syntax: gininvite <CHANNEL NAME> <USER NAME>
0	chan_invite_sg	Invite your entire supergroup to a chat channel. Only leaders may use this command. You must specify the minimum rank to invite: <div style="border: 1px dashed black; padding: 5px; margin: 10px 0;"> <ul style="list-style-type: none"> 0 - invite entire supergroup (members, captains and leaders) 1 - invite captains and leaders only 2 - invite leaders only </div> Syntax: chan_invite_sg <CHANNEL NAME> <RANK>
0	gininvite_sg	Invite your entire supergroup to a chat channel. Only leaders may use this command. You must specify the minimum rank to invite: 0 - invite entire supergroup (members, captains and leaders) 1 - invite captains and leaders only 2 - invite leaders only Syntax: gininvite_sg <CHANNEL NAME> <RANK>
0	chan_send	Send message to chat channel. You must be in the channel and have Send privileges. (alias is "/send") Syntax: chan_send <CHANNEL NAME> <MESSAGE>
0	send	Send message to chat channel. You must be in the channel and have Send privileges. Syntax: send <CHANNEL NAME> <MESSAGE>
0	gmotd	View the global message again.
0	get_global_name	Gets the global name from character name.
0	get_global_silent	Gets the global name without reporting results to chat window
0	gmail_claim	Claim Attachments on a Global Email
0	gmail_return	Claim Attachments on a Global Email
10	chan_kill	Shutdown a chat channel
3	handlerename	Change a player's chat handle
10	silenceall_channels	Blocks everyone from channel chat
10	unsilenceall_channels	Restores channel chat
9	chatserver_shutdown	Broadcast message to all users and shutdown the Chatserver.
9	sendall	Send message to all players logged in to chatserver
10	silence_handle	Silence a handle from all channel chat.
9	allow_change_handle_all	Allow ALL players to change their Global Handle again.
3	grant_handle_change	Allow a player to change their Global Handle again.

Level	Command	Comment
10	chan_members_mode	Changes permissions for all members of a channel. Syntax: chan_members_mode <CHANNEL NAME> <OPTIONS...> Valid Options: -join kicks user from channel +send / -send gives/removes user ability to send messages to channel +operator / -operator gives/removes operator status from another user in the channel
10	global_remove_handle	Removes the player from all global friends lists, ignore lists and channels.
3	gethandle	Displays a player's global chat handle
9	chat_cmd_relay	Internal command for inserting player's chat handle and executing a command.
9	gethandle_relay	Relay command to get a player's global chat handle
10	check_mail_sent	Allows GM to check a player's emails
10	check_mail_recv	Allows GM to check a player's emails
10	bounce_mail_sent	Allows GM to bounce a player's emails
10	bounce_mail_recv	Allows GM to bounce a player's emails
10	check_mail_pending	Show pending emails on this player.
3	respec_grant	Give a free respec
10	respec_grant_token	Modify an existing token
10	respec_grant_counter	increment available counter respects by specified amount
9	cape_grant	unlock capes
9	glow_grant	unlock glow
9	costumepart_grant	grant a reward costume part
10	respec_remove	take away free respec
10	respec_remove_token	Modify an existing token
10	respec_remove_counter	decrement available counter respects by specified amount
10	cape_remove	lock capes
10	glow_remove	lock glow
10	costumepart_remove	remove a reward costume part
9	newScene	new scene file
10	costume_reset	reset a player's costume
10	costume_add_tailor	gives the player a free tailor session
10	costume_add_tailor_per_slot	gives the player a free tailor session for each owned costume slot
10	costume_free_tailor	sets the player's free tailor sessions
10	costume_ultra_tailor	Gives player tailor with ability to change gender/scale
9	villain_list	Print a list of all the villains on map
9	goto_id	Goto a villain ID
3	goto_name	Goto next villain with given name

Level	Command	Comment
10	authkick	Kick an authname: <name> <reason>
9	archvillain	Goto the next archvillain
10	listen	Receive all chat going to a user
9	viewattributes	View the attributes of the player (while they are on same map)
0	clearAttributeView	Clear the attribute target
9	auth_user_data_set	Set auth user data values. See value names via /auth_user_data_show, also Raw[0-3] and OrRaw[0-3].
9	auth_user_data_show	Shows auth user data values.
0	respec	Go to respec screen if you have recieved a free holiday respec
9	alwaysknockplayers	Knock players every time they get hit.
9	no_melee_prediction	Disables server-side melee-target backwards-in-time position prediction.
9	disableConsiderEnemyLevel	Debug disables ai considering your level when deciding whether ot attack you.
3	description_set	Change a players description
0	setdifficultylevel	Set your level (no influence charge)
0	setdifficultyteamsize	Set your team size (no influence charge)
0	setdifficultyav	Set your AV spawning (no influence charge). 1 to make AV's always appear, 0 for always EB
0	setdifficultyboss	Set your Boss downgrade (no influence charge). 1 to make bosses not downgrade when solo
0	getarenastats	Get your arena stats.
0	get Rated arena stats	Get your arena stats.
0	get_all_arena_stats	Get your arena stats.
10	rw_salvage	Give your entity one of the specified salvage items
9	rw_conceptitem	Give your entity a conceptitem with given values: <name> <amount> <var0> <var1> <var2> <var3>
9	rw_conceptdef	Give your entity a conceptdef with rolled values: <name>
10	rw_recipe	Give your entity one of the specified recipe items
9	rw_recipex	give a bunch of recipes: testing only...
10	rw_detail	Give your entity one of the specified details
9	rw_detailrecipe	Give your entity one of the specified detailrecipe items, 1 if infinite
10	rw_costume_slot	Give character an additional costume slot
10	check_costume_slots	Prints out costume slot information
9	rw_invention_all	give every salvage
9	clear_inv	Clears all of your inventory
10	rm_recipe	Remove recipe from your inventory

Level	Command	Comment
9	debug_expr	Turns on or off combat expression debugging.
0	servertime	Print the current server time
0	citytime	Print the current city time
9	fill_powerupslot	Unlocks the skill system
10	base_save	Saves the current base
9	base_teleport	Teleport into your supergroups base, if possible
11	base_destroy	LAST RESORT. Closes map and removes the base entirely.
9	makepets	Debug: makes the pets in your pet army
9	nxs_init_world	creates NovodeX world geometry data
9	nxs_deinit_world	deletes NovodeX world geometry data
9	nxs_debug	enables NovodeX debugging
9	nxs_maxActorCount	max total dynamic actors per instance
9	rwtoken	reward the named token to the player
9	rwtokentoplayer	reward the named token to the player with the specified db_id.
9	rmtoken	remove the named token from the player
9	rmtokenfromplayer	remove the named token from the player with the specified db_id.
9	lstown	list tokens for the player
9	lsactivetoken	list active player tokens for the player's team
9	lsphase	list current phases seen by the player
9	isvip	returns whether the player is currently a VIP.
9	map_rwtoken	reward the named token to the map
9	map_rmtoken	remove the named token to the map
9	map_lstown	list tokens for the map
9	sgrp_rwtoken	reward the named token to the player's supergroup
9	sgrp_rmtoken	remove the named token to the player's supergroup
9	sgrp_lstown	list tokens in the player's supergroup
9	sgrp_stat	update supergroup stats sgrp_stat <stat name> amount
0	show_petnames	Displays the names of all your named pets
0	clear_petnames	Clear the names of all your named pets
0	release_pets	Release your current pets
9	sgrp_badgestates	set the stats for a supergroup. (used by statserver).
9	serve_floater	serves a floater up to a given entity.
9	sgrp_badgeawardnotify_relay	<badgename>
3	salvage_names	List internal and display names of all salvage

Level	Command	Comment
3	salvage_list	List all the salvage owned by character
10	salvage_grant	Adds the given salvage to character
10	salvage_revoke	Revokes the given salvage from character
3	detail_categories	List the names of all detail categories
3	detail_names	List the internal and display names of all details in an internal category
3	detail_list	List all the details owned by character
10	detail_grant	Adds the given detail to character
10	detail_revoke	Revokes the given detail from character
3	sg_detail_names	List the internal and display names of all special details
3	sg_detail_list	List all the special details owned by this supergroup
10	sg_detail_grant	Adds the given detail to the supergroup
10	sg_detail_revoke	Revokes the given detail with given creation time from supergroup
3	sg_set_rank	Sets the rank of this person directly (without checking for permission)
9	sg_updatemember	Flags a supergroup member for an update, regardless of which mapserver he/she is on
9	sg_taskcomplete	Flags a player to let them know that their SG has completed an SG mission, regardless of which mapserver he/she is on
9	sgiop_grant	<name> <duration> Debug: Grant player's SG Item of Power
9	sgiop_revoke	Debug: Revoke player's SG Item of Power
9	sgiop_list	Debug: Show list of player's SG Item of Power
9	sgiop_grant_new	Debug: Instruct the Raid Server to Grant SG #X a New, Random Item of Power (0 == My SG)
9	sgiop_synch	Debug: Instruct the SG #X To Synchronize its Items of Power with the Raidserver (0 == My SG)
9	sgiop_transfer	Unused: Instruct the Raid Server to transfer Item of Power from Sg 1 to Sg 2
9	sgiop_update	Unused: Instruct the Raid Server to tell this Super Group about all its Items of Power
9	sgIopGameState	Instruct the Raid Server Set the Item of Power Game State on this shard. Restart, CloseCathedral, or End, plus DebugAllowRaidsAndTrials and NoDebug
9	showIopGame	Show everything this server currently knows about the Item of Power Game
1	sg_grant_raid_points	Grants points to current SG, <points> <isRaid>
1	sg_show_raid_points	show current raid points
0	sg_passcode	Sets the Supergroup Base access passcode.
0	sg_music	Sets the Supergroup Base background music.
9	imebug	test ime bug

Level	Command	Comment
3	sg_csr_join	Allows a CSR to addthemselves to a SG
9	baseaccess_froment_relay	get the baseaccess for a given ent: <idEntRequesting> <base entry requested> <id ent>
9	baseaccess_response_relay	get the baseaccess for a given ent: <'[idSgrp,baseAccess,base name]+'> <idEnt>. can take multiple if separated by tabs
9	sgrp_base_prestige_fixed	clear the base prestige fixed flag
1	sgrp_base_prestige_show	show the amount of base prestige
10	sgrp_base_prestige_set	set the amount of base prestige
10	storage_adj	usage: <adj amount> <name item to adjust> <optional:level> adjust the named salvage by N for the currently selected detail
10	storage_set	usage: <set amount> <name item to adjust> <optional:level> set the named item to N for the currently selected detail
10	offline_character	usage: <db_id> or <char name>. Force a character to go offline, as if their account were inactive
3	restore_deleted_char	usage: <auth> <char name> <sequence-#> <MM/YYYY>. Restores character deleted during this time period.
3	list_deleted_chars	usage: <auth> <MM/YYYY> Lists characters in the deletion file for this user for this time period.
9	editvillaincostume	Edit critter costume by villain def name.
9	editnpccostume	Edit critter costume by costume def name.
9	debug_powers	Controls powers debugging
10	backup_player	Force a backup of a currently logged in player
10	backup_search	Get list of backups available for a player
10	backup_view	View indepth backup from current search
10	backup_apply	Apply selected backup, player must be off line
10	backup_sg	Force a backup of players supergroup
10	backup_search_sg	Get list of backups available for a supergroup
10	backup_view_sg	View in depth backup text from current search
10	backup_apply_sg	Apply selected backup, supergroup must be off line
9	forcelogout	Debug Kick
9	playereval	Run player eval
9	combateval	Run combat eval using my current target and the specified power.
2	complete_stuck_mission	completes the current mission. arg for complete successfully/failed. for use only when stuck. you get one use per week.
9	auc_trust_gameclient	use in conjunction with cmd auc_SellAndBuyAll to hammer the auction house
10	acc_unlock	USE ACC_ACCOUNTINFO FIRST. Make sure all orders have succeeded or failed. remove account server lock, use with csroffline

Level	Command	Comment
9	dump_storyarcinfo	USE ACC_ACCOUNTINFO FIRST. Make sure all orders have succeeded or failed. test the csv printing code
10	account_grant_charslot	grants <int> more character slots for current account
10	account_certification_buy	buys a <0=cert/1=voucher> <count> <description>
0	account_certification_claim	claims certification
0	account_certification_refund	refunds the price of certification to player
10	account_certification_delete	hides certification from player (adds to delete count)
10	account_certification_erase	removes certification from player inventory (for debugging)
3	account_certification_show	displays all certification records in player inventory (for debugging)
10	account_certification_delete_all	removes all certification records from player inventory (for debugging)
9	account_certification_test	Four digit number: thousands place: 0 -> message is dropped, 1 -> message failed and respond. Hundreds place: 0 -> only affect the next message, 1 -> affect all messages until /account_certification_test is run again to clear the setting. Tens/ones: index to denote where in the certification process to fail. Currently used values are 1 through 8.
3	account_inventory_list	list the account inventory for current account
9	account_inventory_change	modifies account item <product> by <delta>
10	account_loyalty_refund	refunds loyalty reward <name> for current account
10	account_loyalty_earned	adds <amount> to earned loyalty points for current account
3	account_loyalty_show	displays the state of the loyalty rewards for the current account
10	account_loyalty_reset	resets all loyalty rewards for current account
9	relay_conprintf	Relays conprintf commands
9	unspamme	Unbans and removes spam flags from this player
0	select_build	Select current build
1	architect_userinfo	Print architect user info
1	architect_otheruserinfo	Print architect user info about player <authname> <region>
1	architect_useridinfo	Print architect user info
9	relay_architect_join	send message to teammate to put him on the taskforce
0	architect_claim_tickets	Claim architect tickets earned from authored story arcs
2	architect_grant_tickets	Grant architect tickets to an account.
9	architect_grant_overflow_tickets	Grant architect overflow tickets to an account.
2	architect_set_best_arc_stars	Set maximum stars earned from any arc.
2	architect_csr_get_arc	Get the arc with the given ID and save it to local disc.
9	dayjob	Add <seconds> to day job.
2	dbflags	show DbFlags status
2	dbflags_show	show DbFlags status

Level	Command	Comment
2	dbflag_show	show DbFlags status
10	dbflag_set	set DbFlag <name> to <value>
0	architect_invisible	Toggle invisibility on an architect test mode map
0	architect_invincible	Toggle invincibility on an architect test mode map
0	architect_completemission	Complete the current mission in Architect Test Mode
0	architect_nextobjective	Go to next object on an architect test mode map
0	architect_nextcritter	Go to the next critter on an architect test mode map
0	architect_killtarget	kill the currently selected target on an architect test mode map
0	architect_loginupdate	Report how many architect tickets are waiting to be claimed
1	rogue_stats	Get current going-rogue-relevant stats
1	roguepoints_add_paragon	Add a paragon point (roguepoints_paragon reward token)
1	roguepoints_add_hero	Add a hero point (roguepoints_hero reward token)
1	roguepoints_add_vigilante	Add a vigilante point (roguepoints_vigilante reward token)
1	roguepoints_add_rogue	Add a rogue point (roguepoints_rogue reward token)
1	roguepoints_add_villain	Add a villain point (roguepoints_villain reward token)
1	roguepoints_add_tyrant	Add a tyrant point (roguepoints_tyrant reward token)
1	roguepoints_reset_paragon	Reset paragon points to zero (roguepoints_paragon reward token)
1	roguepoints_reset_hero	Reset hero points to zero (roguepoints_hero reward token)
1	roguepoints_reset_vigilante	Reset vigilante points to zero (roguepoints_vigilante reward token)
1	roguepoints_reset_rogue	Reset rogue points to zero (roguepoints_rogue reward token)
1	roguepoints_reset_villain	Reset villain points to zero (roguepoints_villain reward token)
1	roguepoints_reset_tyrant	Reset tyrant points to zero (roguepoints_tyrant reward token)
1	roguepoints_set_paragon	Set paragon points to tmp_int (roguepoints_paragon reward token)
1	roguepoints_set_hero	Set hero points to tmp_int (roguepoints_hero reward token)
1	roguepoints_set_vigilante	Set vigilante points to tmp_int (roguepoints_vigilante reward token)
1	roguepoints_set_rogue	Set rogue points to tmp_int (roguepoints_rogue reward token)
1	roguepoints_set_villain	Set villain points to tmp_int (roguepoints_villain reward token)
1	roguepoints_set_tyrant	Set tyrant points to tmp_int (roguepoints_tyrant reward token)
1	newalignment_switch_paragon	Switch to paragon alignment, reset roguepoints
1	newalignment_switch_hero	Switch to hero alignment, reset roguepoints
1	newalignment_switch_vigilante	Switch to hero vigilante, reset roguepoints
1	newalignment_switch_rogue	Switch to rogue alignment, reset roguepoints
1	newalignment_switch_villain	Switch to villain alignment, reset roguepoints
1	newalignment_switch_tyrant	Switch to tyrant alignment, reset roguepoints

Level	Command	Comment
1	alignment_tip_drop	Drop a tip for the going rogue alignment system
1	alignment_reset_timers	Reset the timers that limit you to earning five alignment points per day
1	alignment_reset_single_timer	Reset a single timer that is limiting your alignment point earnings.
1	tip_drop_designer	Drop a designer tip specified.
1	tip_drop_designer_show_all	Show which tips can be dropped
9	incarnateslot_activate	Activates the named Incarnate slot if it is unlocked.
9	incarnateslot_activate_all	Activates all Incarnate slots that aren't locked.
9	incarnateslot_deactivate	Deactivates the named Incarnate slot.
9	incarnateslot_deactivate_all	Deactivates all Incarnate slots.
9	incarnateslot_debugprint	Outputs to chat whether the named Incarnate slot is locked or not.
9	incarnateslot_debugprint_all	Outputs to chat whether all Incarnate slots are locked or not.
9	incarnateslot_reward_xp	Rewards the player with Incarnate XP. [Type] [Count]
9	power_disable	Disables the given power. [cat] [set] [pow]
9	power_enable	Enables the given power. [cat] [set] [pow]
9	power_debugprint_disabled	Prints whether the given power is disabled or enabled. [cat] [set] [pow]
9	incarnate_grant	Grants the given Incarnate Ability, but does not slot that ability. [slot name] [abil name]
9	incarnate_revoke	Revokes the given Incarnate Ability. [slot name] [abil name]
9	incarnate_grant_all	Grants all Incarnate Abilities, but does not slot any of them.
9	incarnate_revoke_all	Revokes all Incarnate Abilities.
9	incarnate_grant_all_by_slot	Grants all Incarnate Abilities that fit into the given slot, but does not slot any of those abilities. [slot name]
9	incarnate_revoke_all_by_slot	Revokes all Incarnate Abilities that fit into the given slot. [slot name]
9	incarnate_debugprint_has_in_inventory	Prints whether you have the specified Incarnate Ability or not. [slot name] [abil name]
0	incarnate_equip	Equips the specified Incarnate Ability. Does nothing if you don't have it or its slot is locked. Also does nothing if you or your teammates are in combat, if the currently equipped IA is recharging, or if it's been less than five minutes since that slot was last equipped. [slot name] [abil name]
0	incarnate_unequip	Unequips the specified Incarnate Ability. Does nothing if you don't have it or its slot is locked. Also does nothing if you or your teammates are in combat, if the currently equipped IA is recharging, or if it's been less than five minutes since that slot was last equipped. [slot name] [abil name]
0	incarnate_unequip_by_slot	Unequips whatever ability is in the specified Incarnate slot. Does nothing if the slot is locked or empty. Also does nothing if you or your teammates are in combat, if the currently equipped IA is recharging, or if it's been less than five minutes since that slot was last equipped. [slot name]
0	incarnate_unequip_all	Unequips all equipped Incarnate Abilities.

Level	Command	Comment
9	incarnate_force_equip	Equips the specified Incarnate Ability. Does nothing if you don't have it or its slot is locked. Ignores other restrictions on equipping IAs. [slot name] [abil name]
9	incarnate_force_unequip	Unequips the specified Incarnate Ability. Does nothing if you don't have it or its slot is locked. Ignores other restrictions on equipping IAs. [slot name] [abil name]
9	incarnate_force_unequip_by_slot	Unequips whatever ability is in the specified Incarnate slot. Does nothing if the slot is locked or empty. Ignores other restrictions on equipping IAs. [slot name] [abil name]
9	incarnate_debugprint_is_equipped	Prints whether the specified Incarnate Ability is equipped or not. [slot name] [abil name]
9	incarnate_debugprint_get_equipped	Prints what ability is equipped in the specified Incarnate slot. [slot name]
9	start_zone_event	Load and start a zone event
9	stop_zone_event	Stop a zone event
9	goto_stage	Go to a particular stage in a zone event
9	disable_zone_event	Disable a zone event, to prevent it being started
9	zone_event_kill_debug	Toggle zone event debug info for kills
9	turnstile_debug_set_map_info	Debug command to set the map info for local mapserver
9	turnstile_debug_get_map_info	Debug command to get the map info for local mapserver
9	zone_event_set_karma_mod	Override karma modifier value
9	set_combat_mod_shift	Sets your CombatModShift to the specified value (0-6 is valid).
9	goto_marker	Go to a named script marker
0	title_change	players can now change their titles
9	named_teleport	Go to a named location (map.spawn) or special place (eg. "Ouroboros").
9	fakeauc_add_salvage	Pump salvage on AuctionServer for fake seller: <salvagename> <copies> <price>
9	fakeauc_add_recipe	Pump recipe on AuctionServer for fake seller: <item> <copies> <price> <ingredients>
9	fakeauc_add_set	Pump set on AuctionServer for fake seller: <setbase> <minlvl> <maxlvl> <copies> <price>
9	fakeauc_purge	Purge AuctionServer of all fake sales
9	lock_doors	Lock/unlock all doors
9	mempooldebug	turns on mempool debugging
9	tss_xfer_out	Tell the turnstileservers to shard visitor xfer the character out
9	tss_xfer_back	Tell the turnstileservers to shard visitor xfer the character back
9	group_hide	Set the gameplay visibility state for a named world group. 1 to hide the group; 0 to unhide
2	eventhistory_find	Search for Karma event history rewards.

Level	Command	Comment
9	autocommand_add	Create an Auto Command that will be run at a specified number of days, hours, and minutes from now. Format: /autocommand_create "command_name param1 param2 ... paramN" days hours minutes
9	autocommand_delete	Delete the Auto Command specified by the ID parameter
9	autocommand_showall	Display all Auto Commands.
9	autocommand_showbycommand	Display all Auto Commands that run the specified command.
9	autocommand_testrun	Perform a test run on the AutoCommands system as though you just logged in now and the last time you logged in was at the specified time. Format: "MM/DD/YYYY HH:MM"
9	weeklyTF_addToken	Adds the token to the weekly TF token list
9	weeklyTF_removeToken	Removes the token from the weekly TF token list
9	weeklyTF_setEpochTime	Set the time when the epoch starts
9	weeklyTF_db_updateTokenList	DB relay command to update the weekly token list
3	weeklyTF_printActiveTokens	Prints the current weekly TF token list
9	weeklyTF_printAllToken	Prints the list of all available weekly TF tokens
9	contactdebugoutputflowchartfile	Creates the C:/contactFlowchartInfo.txt file that is used as input for the flowchart program.
0	sethelperstatus	Sets your helper status. 0 = off, 1 = help me., 2 = mentor
9	testlogging	Prints out a log message for each logging level
9	nx_server_PhysXDebug	Connects server PhysX to physx visual debugger.
4	setragdoll	Sets the number of ragdolls allowed on this server
9	accessiblecontactdebug_getfirst	Resets your current accessible contact index to zero and then prints out what that contact is.
9	accessiblecontactdebug_getnext	Increases your current accessible contact index by one and then prints out what that contact is.
9	accessiblecontactdebug_getprevious	Decreases your current accessible contact index by one and then prints out what that contact is.
9	accessiblecontactdebug_getcurrent	Prints out what the currently accessible contact is.
0	contactfinder_showcurrent	Shows the current contact in the Contact Finder window.
0	contactfinder_shownext	Shows the next contact in the Contact Finder window.
0	contactfinder_showprevious	Shows the previous contact in the Contact Finder window.
0	contactfinder_teleporttocurrent	Teleports you to the contact currently detailed in the Contact Finder window. Only works if you have not yet been introduced to the contact.
0	contactfinder_selectcurrent	Selects the contact currently detailed in the Contact Finder window. Only works if you have already been introduced to the contact.
0	debug_disableautodismiss	Enables you to turn on and off auto-dismissal of contacts.
9	get_MARTY_status	get MARTY for current map
9	set_MARTY_status	Enable/disable MARTY for entire shard

Level	Command	Comment
9	SetMARTYStatusRelay	Enable/disable MARTY for server
2	csr_clearMARTY	clear MARTY history of <player>
2	csr_printMARTY	print MARTY history of <player>
9	nokick	sets the noKick flag on player
9	idle_exit_timeout	shutdown the server if it is idle for this many minutes, 0 means there is no idle exit timeout
9	flashback_left_reward_apply	Tell the specified player to reward himself FlashbackLeft from the specified story arc.
9	debug_set_vip	Sets the vip state on development shards.
10	account_recover_unsaved	Attempts force recovery of unsaved transactions.
0	salvage_open	Open a salvage. Takes a string parameter that is the internal name of the salvage to open. You must have that salvage in your inventory.
3	support_home	Show the support home page
3	support_kb	Show a support KB article
9	show_lua_lib	Show functions of a specific Lua Library
9	show_lua_all	Show functions of all Lua Libraries
9	new_feature_open	Opens the New Feature on the client <featureId>
9	display_product_page	Open a store product page on the client
9	force_queue_for_events	Force queue client for turnstile event, by internal event name.
9	set_zmq_connect_state	set_zmq_connect_state <0 or 1> - 0: disconnects ZMQ socket, stopping logserver from sending log messages to CoH Metrics system, 1: connects ZMQ socket.
9	get_zmq_status	get status of CoH Metrics system's ZeroMQ socket
9	bin_map	Write a single bin file for the current map
9	time	sets current time of day for this map
2	timescale	sets rate time passes
9	timestepscale	Runs simulation at this time scale.
9	pause	<0/1> pauses game logic on server
9	disablegurneys	allows player to resurrect in place
9	nodynamiccollisions	disables placing dynamic collisions
9	noentcollisions	disables entity-entity collisions
9	pvpmap	flags this map as pvp enabled
9	svr_fog_dist	Sets the fog on the server, overrides scene file
9	svr_fog_color	Sets the fog on the server, overrides scene file
0	tell	Send a message to only one player.
0	t	Send a message to only one player.

Level	Command	Comment
0	tfl	Send a message to the team leader.
0	ttl	Send a message to the league leader.
0	private	Send a message to only one player.
0	p	Send a message to only one player.
0	whisper	Send a message to only one player.
0	friendlist	Display friend list.
0	fl	Display friend list.
0	group	Send message to group channel.
0	g	Send message to group channel.
0	team	Send message to group channel.
0	yell	Send message to entire map.
0	y	Send message to entire map.
0	broadcast	Send message to entire map.
0	b	Send message to entire map.
0	r	Reply to last person that sent you a tell.
0	reply	Reply to last person that sent you a tell.
0	say	Send message to your area.
0	local	Send message to your area.
0	l	Send message to your area.
0	s	Send message to your area.
0	request	Send message to request channel.
0	req	Send message to request channel.
0	sell	Send message to request channel.
0	auction	Send message to request channel.
0	lookingforgroup	Send message to Looking for Group channel.
0	lfg	Send message to Looking for Group channel.
0	supergroup	Send message to super group channel.
0	sg	Send message to super group channel.
0	lp	Send message to leveling pact channel.
0	coalition	Send message to coalition channel.
0	c	Send message to coalition channel.
0	league_chat	Send message to league channel.
0	league	Send message to league channel.
0	lc	Send message to league channel.

Level	Command	Comment
2	a	Admin chat command
2	mapadmin	Admin chat command to just current map
0	ac	Arena chat channel
0	arena	Arena chat channel
0	ma	Architect chat channel
0	mission_architect	Architect chat channel
0	h	Help/guide chat channel
0	help	Help/guide chat channel
0	hc	Help/guide chat channel
0	helpchat	Help/guide chat channel
0	guide	Help/guide chat channel
9	sendchat	Send chat message across mapservers.
0	e	Emotes a text string.
0	me	Emotes a text string.
0	em	Emotes a text string.
0	emote	Emotes a text string.
0	cc_e	Uses an emote to change costumes.
0	cc_emote	Uses an emote to change costumes.
0	friend	Add player to friend list.
0	f	Talk to friends channel.
0	estrangle	Remove player from friend list.
0	unfriend	Remove player from friend list.
9	debug_enable_levelingpack	Enable leveling pacts
0	levelingpack	Invite player to join your leveling pact.
10	levelingpack_add_no_xp	Forcibly join two players in a leveling pact by name.
10	levelingpack_add	Forcibly join two players in a leveling pact by name.
10	levelingpack_set_experience	Set the total experience that a leveling pact shares.
10	levelingpack_set_influence	Set the total influence that a leveling pact shares.
10	levelingpack_info	Set the total influence that a leveling pact shares.
0	invite	Invite player to join team.
0	i	Invite player to join team.
9	invite_long	Invite player to join team
9	team_accept_relay	Asks a player to add himself (player_id, team_id, invited_by, inviter_pvp)

Level	Command	Comment
9	team_accept_offer_relay	Asks a player to add himself (player_id, team_id, invited_by, inviter_pvp, addEvenIfNotLeader)
0	kick	Kick player from team.
0	k	Kick player from team.
9	team_kick_relay	Asks player to kick himself (kicked_id, kicked_by)
9	team_map_relay	Asks player to send map update
0	leaveTeam	Leave your current team and league.
9	team_quit_relay	Relays a team_quit_internal command
9	tf_quit_relay	Relays a task force quit internal command - synonymous with team_quit_relay
0	lfgtoggle	Toggle looking for group status.
0	lfgset	Set looking for group status
0	buffs	Toggle team buff display.
0	makeleader	Change the team leader.
0	ml	Change the team leader.
9	makeleader_relay	Change the team leader.
0	teamMoveToLeague	Create a new league.
0	tmtl	Create a new league.
0	sginvite	Invite player to join supergroup.
0	sgi	Invite player to join supergroup.
9	sginvite_long	Invite player to join supergroup
0	altinvite	Joins a different character on your account to your supergroup.
9	sg_accept_relay	Asks a player to add themselves to supergroup (player_id, sg_id, inviter_id)
9	sg_alt_relay	Joins a player to a supergroup if they are on the same account as the inviter (player_id, sg_id, sg_type, inviter_id, inviter_authid)
0	sg_kick_yes	Kick player from supergroup.
9	sg_kick_relay	Kick player from join supergroup
0	sgleave	Leave your current supergroup.
0	sgstats	Display supergroup info in chat window.
9	sgstatsrelay	force given db_id to reload stats
0	promote	Promote supergroup member one rank.
0	demote	Demote supergroup member one rank.
9	promote_long	internal promote command
9	csr_promote_long	internal promote command
9	sg_initiate	internal initiate command

Level	Command	Comment
9	sgcreate	Create supergroup for development testing
3	sgjoin	join a supergroup for development testing and csr
9	sgreg	Simulate click on the supergroup registrar
0	nameLeader	Renames the 'Leader' supergroup rank.
0	nameOverlord	Renames the 'Overlord' supergroup rank.
0	nameCommander	Renames the 'Commander' supergroup rank.
0	nameRingleader	Renames the 'Ringleader' supergroup rank.
0	nameCaptain	Renames the 'Captain' supergroup rank.
0	nameTaskmaster	Renames the 'TaskMaster' supergroup rank.
0	nameLieutenant	Renames the 'Lieutenant' supergroup rank.
0	nameEnforcer	Renames the 'Enforcer' supergroup rank.
0	nameMember	Renames the 'Member' supergroup rank.
0	nameFlunky	Renames the 'Flunky' supergroup rank.
0	sgSetMOTD	Sets supergroup MOTD.
0	sgSetMotto	Sets supergroup motto.
0	sgSetDescription	Sets supergroup description.
0	sgSetDemoteTimeout	Sets supergroup demote timeout.
0	sgmode	Toggle supergroup mode.
0	sgmodeset	Sets supergroup mode.
0	sgwho	see who is in a supergroup
10	sgleader	find leader of a supergroup.
9	sgrefreshrelay	force given db_id to reload supergroup
10	sgrankname	Change rank #<int> name to <str>
10	sgrankprint	Print rank information
0	coalition_invite	Invite player's supergroup to join coalition.
0	ci	Invite player's supergroup to join coalition.
0	coalition_cancel	Cancel coalition with a supergroup.
0	coalition_sg_mintalkrank	Set the minimum rank of members of your Supergroup who can use coalition chat.
0	coalition_mintalkrank	Set the minimum rank of members of a coalition Supergroup who your Supergroup can hear.
0	coalition_nosend	Stop your Supergroup from sending coalition chat to an ally Supergroup.
0	trade	Invite player to trade.
0	costume_change	Change current costume.
0	cc	Change current costume.

Level	Command	Comment
10	costume_add_slot	Get another costume slot
0	search	Find a player.
0	sea	Find a player.
0	findmember	Find a player.
0	get_comment	Get search comment.
0	comment	Set search comment.
0	arenainvite	Invite player to join your arena event.
0	ai	Invite player to join your arena event.
9	arenainvite_long	Invite player to join arena event
0	sgraid_invite	Invite player's supergroup to an instant raid.
0	raid_invite	Invite player's supergroup to an instant raid.
0	league_invite	Invite player to join league.
0	li	Invite player to join league.
9	leagueinvite_long	Invite player to join league
9	league_accept_relay	Inviter relay
9	league_accept_offer_relay	Asks a player to add himself (player_id, team_id, invited_by, inviter_pvp)
0	leaveLeague	Leave your current team and league.
9	leaveLeagueRelay	Leave your current league.
0	leagueWithdrawTeam	Withdraw your team from current league.
9	leagueWithdrawTeamRelay	Withdraw your team from current league. Internal command version
0	leagueToggleTeamLock	Lock your team from league swap
0	league_kick	Kick player from league.
0	lk	Kick player from league.
9	league_kick_relay	Asks player to kick himself (kicked_id, kicked_by)
9	league_map_relay	Asks player to send map update
0	league_make_leader	Change the team leader.
0	lml	Change the team leader.
0	league_teamswap	Swap the teams of 2 players
0	league_teammove	Move selected player to selected team
9	league_remove_accept_block	Remove the league block
9	turnstile_player_left_league	Player has left league and the turnstile needs to know
9	tut_invite	Invite player to the leaders instance
9	turnstile_invite_player_relay	Relay invite player to the leaders instance
0	turnstile_invite_player_accept	Invite player to the leaders instance

Level	Command	Comment
9	turnstile_invite_player_accept_relay	Invite player to the leaders instance
9	turnstile_join_specific_mission_instance	Player is joining a specific mission instance
0	clearRewardChoice	Choose no item in your current reward choice
0	tut_votekick	Start a vote kick request
0	tut_votekick_opinion	Vote kick opinion

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