

Commands

Name		Command/Explanation	Trial Only		Admin	
			In Game	GCP	In Game	GCP
Punishments	Punish	/punish <user> <reason> Adds 1 infraction point to user and issues punishment	✓	✓	✓	✓
	Language Punish	/langp <user> <reason> Automatic punishment is applied (4/5 step)	✓	✗	✓	✗
	Mute	/mute <user> <reason> Mutes player for 1 round –If they talk they'll be punished	✓	✓	✓	✓
	Persistent Mute	/pmute <duration> <user> <reason> Persistently mutes player –If they talk they'll be punished	✓	✗	✓	✗
	Kick Player	/kick <user> <reason> Kicks player from the server – they can rejoin	✗	✗	✗	✗
	Kill Player	/kill <user> <reason> Kills Player	✗	✗	✗	✗
	Warn Player	/warn <user> <reason> Warns the player with the given reason	✓	✓	✓	✓
	T-Ban	/tban <duration> <user> <reason>	✗	✗	✗	✗
	Permaban	/ban <user> <reason>	✗	✗	✓	✓
	Unban	/unban <user> <reason>	✗	✗	✗	✗
Communication & Balance	Rules	/rules OR /rules <user> Tells the rules to the entire server or specific player	✓	✗	✓	✗
	List Round Reports	/reportlist Shows the latest 6 unanswered round reports.	✓	✗	✓	✗
	Move (On Death)	/move <user> <reason> On next death, Player is switched to the opposing team	✗	✗	✓	✓
	Force Move (Kills)	/fmove <user> <reason> Player is killed and switches to opposing team (Instant)	✗	✗	✓	✓
	Pull Player	/pull <user> <reason> kills and pulls player into your team	✗	✗	✓	✗
	Yell or pyell Screen Message	/yell <message> OR /pyell <user> <message> Yells message across screen to all players ()	✓	✓	✓	✓
	Say or psay Chat Message	/say <message> Sends a message in chat as ADMIN	✓	✓	✓	✓
	Tell or ptell Screen & Chat	/tell <message> OR /ptell <user> <message> Yells and sends message in chat as ADMIN	✓	✓	✓	✓
	Fetch Player Info	/pinfo <user> Fetches detailed information on the player	✓	✓	✓	✓
	Fetch player Chat	/pchat <no. of lines> <player1> <player2> ... Fetches chat history between player(s)	✓	✓	✓	✓
	Translate Not Working???	!trans en_ru <text> en_de or de_en (en = English de = German ru = Russian)				
Miscellaneous	Run Next Round	/nextlevel Followed by either /yes or /no Ends current round and runs next (After confirmation)	✗	✗	✓	✗
	Accept Round Report	/accept <reportID> Accepting report as confirmed	✓	✓	✓	✓
	Deny Round Report	/deny <reportID> Denying reports	✓	✓	✓	✓
	Ignore Round Report	/ignore <reportID> Ignores reports	✓	✓	✓	✓
	Force Manuel Player Ping	/fping <user> Forces a manual ping fetch from procon	✓	✗	✓	✗

	Player Watchlist	/watch <duration> <user> <reason> Sends notification in-game & discord when player joins/leaves a server	X	X	✓	X
	Log Player Info	/log <user> <reason> Logs the reason of the player to the DB	✓	X	✓	X
	Mark Player	/mark <user> Informs admins if player leaves the server	✓	X	✓	X
	Fetch Player Perks	/perks <user> Returns current active perks & expiry	✓	X	✓	X
	Fetch Player Loadout	/loadout <user> If loadout enforcer is enabled, this will fetch the player's current loadout	✓	X	✓	X
	Force player loadout	/floadout <user> If loadout enforcer is enabled, this will force a loadout enforcement on the player	✓	X	✓	X
	Ignore player Loadout	/iloadout <user> If loadout enforcer is enabled, this will ignore the player's current loadout	✓	X	✓	X

NOTES:

In Chat Commands Prefix ! (Public – commands will appear publicly in chat) | @ (Only Admins Can See) | / (Private)

Punishment Duration; | d=Days | w=Weeks | m= Months | y=Years | - i.e. 1d or 2w or 3m)

Permabans Require evidence uploaded