

Client Commands (these can be typed by all players in chat)

- !ready: marks a client's team as ready to begin
- !unready: marks a client's team as not-ready
- !pause: requests a freetime pause
- !unpause: requests an unpause, requires the other team to confirm
- !tech: requests a technical pause (technical pauses have no time limit or max number of uses)
- !coach: moves a client to coach for their team
- !stay: elects to stay after a knife round win
- !swap: elects to swap after a knife round win
- !stop: asks to reload the last match backup file, requires other team to confirm
- !forceready: force readies your team, letting your team start regardless of player numbers/whether they are ready

Server/Admin Commands (meant to be used by admins in console)

- get5_loadmatch: loads a match config file (JSON or keyvalues) relative from the `csgo` directory
- get5_loadbackup: loads a get5 backup file
- get5_loadteam: loads a team section from a file into a team
- get5_loadmatch_url: loads a remote (JSON formatted) match config by sending a HTTP GET to the given url, this requires the [Steamworks](#) extension
- get5_endmatch: force ends the current match
- get5_creatematch: creates a Bo1 match with the current players on the server on the current map
- get5_scrim: creates a Bo1 match with the using settings from `configs/get5/scrim_template.cfg`
- get5_addplayer: adds a steamid to a team (any format for steamid)
- get5_removeplayer: removes a steamid from all teams (any format for steamid)
- get5_forceready: marks all teams as ready
- get5_dumpstats: dumps current match stats to a file
- get5_status: replies with JSON formatted match state (available to all clients)
- get5_listbackups: lists backup files for the current matchid or a given matchid

Other commands

- !get5 opens a menu that wraps some common commands. It's mostly intended for people using scrim settings, and has menu buttons for starting a scrim, force-starting, force-ending, adding a ringer, and loading the most recent backup file.