

Find in this document a comprehensive list of commands for using the Vector eSports Warmod Servers. Open chat by pushing T and enter the alias after a forward slash, example: */ready /unready /info*

Client Commands

Ready Up:

- **Description:** Sets the client to be marked ready
- **Aliases:** ready, rdy & r

Ready Down:

- **Description:** Sets the client to be marked not ready
- **Aliases:** unready, urdy & ur

Ready Information:

- **Description:** Shows the ready info panel to client
- **Aliases:** info & i

Ready List:

- **Description:** Shows who is ready and not ready
- **Aliases:** wm_readylist & wmrl

Show Score:

- **Description:** Shows the current score to the client
- **Aliases:** score & s

Show Team Money:

- **Description:** Shows teams money to the client
- **Aliases:** wm_cash

Stay:

- **Description:** Stay command for knife round
- **Aliases:** stay

Switch:

- **Description:** Switch command for knife round
- **Aliases:** switch & swap

Pause:

- **Description:** Pauses the match or offers to pause the match

- **Aliases:** pause

Unpause:

- **Description:** Resumes the match or offers to resume the match
- **Aliases:** unpause

Veto:

- **Description:** Offers a Veto to the other team
- **Aliases:** veto

Veto Bo1:

- **Description:** Offers a Bo1 Veto to the other team
- **Aliases:** vetobo1

Veto Bo2:

- **Description:** Offers a Bo2 Veto to the other team
- **Aliases:** vetobo2

Veto Bo3:

- **Description:** Offers a Bo3 Veto to the other team
- **Aliases:** vetob3

Veto Maps:

- **Description:** Shows the list of maps for the current veto
- **Aliases:** vetomaps, vm

Play Out:

- **Description:** Sets the match to be in play out mode
- **Aliases:** playout, pl & hardprac

Over Time:

- **Description:** Sets the match to be in overtime mode
- **Aliases:** overtime & ot

Default:

- **Description:** Sets the match to be in default mode
- **Aliases:** normal, norm, default & def

Admin Commands

Not Live:

- **Description:** Declares half not live and restarts the round
- **Aliases:** notlive, nl, cancelhalf & ch

Cancel Match:

- **Description:** Declares match not live and restarts round
- **Aliases:** cancelmatch & cm

Force Start:

- **Description:** Starts the match regardless of player and ready count
- **Aliases:** forcestart, fs & lo3

Force End:

- **Description:** Ends the match regardless of status
- **Aliases:** forceend & fe

Ready On:

- **Description:** Turns on or restarts the ReadyUp System
- **Aliases:** readyon & ron

Ready Off:

- **Description:** Turns off the ReadyUp System if enabled
- **Aliases:** readyoff & roff

Ready Toggle:

- **Description:** Starts or stops the ReadyUp System
- **Aliases:** readyup & ru
-

Force All Ready:

- **Description:** Forces all players to become ready
- **Aliases:** forceallready & far

Force All Unready:

- **Description:** Forces all players to become unready
- **Aliases:** forceallunready & faur

Force All Spectate:

- **Description:** Forces all players to become a spectator

- **Aliases:** forceallspectate & fas

Swap All:

- **Description:** Swap all players to the opposite team
- **Aliases:** aswap

Active Toggle:

- **Description:** Toggle if warmod is active
- **Aliases:** active

Change Minimum Ready:

- **Description:** Set or display the minimum ready for the ready system
- **Aliases:** minready

Change Maximum Rounds:

- **Description:** Set or display the maximum rounds console variable "mp_maxrounds"
- **Aliases:** maxrounds

Knife On 3:

- **Description:** Removes all weapons except knife and then executes live on 3
- **Aliases:** knife & ko3

Cancel Knife:

- **Description:** Declares knife round not live and restarts round
- **Aliases:** cancelknife & ck11111111

Cancel Knife:

- **Description:** Declares knife round not live and restarts round
- **Aliases:** cancelknife & ck

Practice:

- **Description:** Puts server into a practice mode state (executes the "wm_prac_config" file)
- **Aliases:** prac

Warm Up:

- **Description:** Puts server into a warm up mode state (executes the "wm_warmup_config" file)
- **Aliases:** warmup

Change Terrorists Name:

- **Description:** Changes the Terrorists name on the scoreboard and warmod display

- **Aliases:** t

Change Counter Terrorists Name:

- **Description:** Changes the Counter Terrorists name on the scoreboard and warmod display
- **Aliases:** ct

Change Terrorists Score:

- **Description:** Changes the Terrorists score on the scoreboard and warmod display
- **Aliases:** sst

Change Counter Terrorists Score:

- **Description:** Changes the Counter Terrorists score on the scoreboard and warmod display
- **Aliases:** ssct

