

## Reborn RCON Commands

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### banip

Bans given IP from connecting to the server. IP bans are stored in [ipfilter.cfg](#) file.

<b>Name</b>	banip
<b>Usage</b>	banip <ip-mask>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
ip-mask	IP address in format xxx.xxx.xxx.xxx
<b>Remarks</b>	None

### banipr

Bans given IP from connecting to the server and shows the reason of the ban both to players on the server and to kick players with banned IPs. Banned IPs are stored in [ipfilter.cfg](#) file.

<b>Name</b>	banipr
<b>Usage</b>	banipr <ip-mask> <reason>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
ip-mask	IP address in format xxx.xxx.xxx.xxx
reason	text explaining reason of the ban
<b>Remarks</b>	None

### banid

This command bans IP of player with given ID (clientnum). You can check player's clientnum with **status** and [ad\\_status](#) commands. Banned IPs are stored in [ipfilter.cfg](#) file.

<b>Name</b>	banid
<b>Usage</b>	banid <clientnum #>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
clientnum #	client number
<b>Remarks</b>	You can check player's client number with <b>status</b> and <a href="#">ad_status</a> commands

### banidr

This command bans IP of player with given ID (clientnum). You can check player's clientnum with status and ad\_status commands.

Reason of the ban will be displayed both for players on the server and kicked player with banned IP. Banned IPs are stored in ipfilter.cfg file.

<b>Name</b>	banidr
<b>Usage</b>	banidr <clientnum #> <reason>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
clientnum #	client number
reason	text with reason of the ban
<b>Remarks</b>	You can check player's client number with <b>status</b> and <b>ad_status</b> commands

### unbanip

Removes banned IP from list of banned IPs (stored in [ipfilter.cfg](#) file) and re-initializes the bans list. Players with certain IPs that was banned will be able to join the server again.

<b>Name</b>	unbanip
<b>Usage</b>	unbanip <ip-mask>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
ip-mask	IP address in format xxx.xxx.xxx.xxx
<b>Remarks</b>	You can check the list of banned IP addresses with <b>listips</b> and <b>ad_listips</b> commands

### listips

Lists all banned IPs (stored in [ipfilter.cfg](#) file).

<b>Name</b>	listips
<b>Usage</b>	listips <page number #>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
page number #	list's page number in 1-20 range
<b>Remarks</b>	There are 20 pages maximum, you can choose page between 1-20

### **bannname**

Bans the given name. Players with banned names won't be able to join the server unless they change the name. You can use additional parameter **any** (by default set to 0) by setting it to 1, to ban any occurrence of the given word in players name.

For example: **bannname shit 1** will ban all names with word **shit** in them.

Name bans are stored in [namefilter.cfg](#) file

<b>Name</b>	bannname
<b>Usage</b>	bannname <name> [any=0]
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
name	disallowed name to be banned
<b>Remarks</b>	None

### **unbannname**

Removes the name from list of banned names. Players with that name (or word in the name) will be able to connect to the server again.

<b>Name</b>	unbannname
<b>Usage</b>	unbannname <name>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
name	name to be unbanned
<b>Remarks</b>	You can check list of all banned names with <a href="#">listnames</a> and <a href="#">ad_listnames</a> commands

### **listnames**

Lists banned names.

**~any** tag next to the word means that all names containing this word are banned from the server.

<b>Name</b>	listnames
<b>Usage</b>	listnames <page number #>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
page number #	list's page number in 1-20 range
<b>Remarks</b>	There are 20 pages maximum, you can choose page between 1-20

### protname

Protects the name with the password. Only players that will provide a correct password will be able to use given name.

To set the password, player has to type: **setu cl\_namepass <password>** in the MoHAA game console in order to use protected name.

For example: **protname RazoRapiD testpassword**

Now if player wants to use this name, he has to type **setu cl\_namepass testpassword** in his game console before joining the server.

<b>Name</b>	protname
<b>Usage</b>	protname <name> <password>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
name	player's name to be protected with password
password	password for protected name
<b>Remarks</b>	None

### unprotname

Removes the name from the list of protected names. From this point, given name can be used by anyone without the need of providing server with password.

<b>Name</b>	unprotname
<b>Usage</b>	unprotname <name>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
name	player's name to be unprotected
<b>Remarks</b>	You can check list of all protected names with <a href="#">listprotnames</a> and <a href="#">ad_listprotnames</a> commands

### listprotnames

Lists protected names (stored in [protectednamefilter.cfg](#)).

<b>Name</b>	listprotnames
<b>Usage</b>	listprotnames <page number #>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
page number #	list's page number in 1-20 range
<b>Remarks</b>	There are 20 pages maximum, you can choose page between 1-20

### chatfilteradd

Adds the given word to the list of chat filtered words. When player will use this word in chat, he will be awarded with punishment point.

If he exceeds the limit of punishment points set by [g\\_badchatlimit](#) CVar, he will get kicked from the server.

<b>Name</b>	chatfilteradd
<b>Usage</b>	chatfilteradd <word>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
word	word to be added to chat filter
<b>Remarks</b>	None

### chatfilterremove

Removes the word from chat filtered words list. Players will be able to use that word without punishment again.

<b>Name</b>	chatfilterremove
<b>Usage</b>	chatfilterremove <word>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
word	word to be removed from chat filtered words list
<b>Remarks</b>	You can check list of all chat filtered words with <a href="#">listchatfilter</a> and <a href="#">ad_listchatfilter</a> commands

### listchatfilter

Lists all words that are filtered from the chat (stored in [chatfilter.cfg](#) file).

<b>Name</b>	listchatfilter
<b>Usage</b>	listchatfilter <page number #>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
page number #	list's page number in 1-20 range
<b>Remarks</b>	There are 20 pages maximum, you can choose page between 1-20

### dischat

This command disabled all chat using abilities for player with given ID (clientnum). You can check player's clientnum with **status** and [ad\\_status](#) command.

If the command will be used on player with chat already disabled, it will re-enable it for him.

<b>Name</b>	dischat
<b>Usage</b>	dischat <clientnum #>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
clientnum #	player's client number
<b>Remarks</b>	Using this command on player with chat already disabled will re-enable it for him. You can check player's client number with <b>status</b> and <a href="#">ad_status</a> commands

### distaunt

This command disabled all taunt using abilities for player with given ID (clientnum). You can check player's clientnum with **status** and [ad\\_status](#) command.

If the command will be used on player with taunt already disabled, it will re-enable it for him.

To disable taunts globally for all players see [sv\\_disabletaunt](#).

<b>Name</b>	distaunt
<b>Usage</b>	distaunt <clientnum #>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
clientnum #	player's client number
<b>Remarks</b>	Using this command on player with taunt already disabled will re-enable it for him. You can check player's client number with <b>status</b> and <a href="#">ad_status</a> commands

### kickr

Kick players with given name from the server. Both players on the server and kicked players will be provided with the reason of the kick.

Note: This command works just like standard MoHAA's **kick** command, except that it takes additional argument for the reason of the kick.

<b>Name</b>	kickr
<b>Usage</b>	kickr <name> <reason>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
name	name of the player who is to be kicked
reason	text with reason of the kick
<b>Remarks</b>	Kicked player and all players on the server will see the reason of kick

### clientkickr

Kicks player with given ID (clientnum). You can check player's clientnum with **status** and [ad\\_status](#) commands.

The reason of the kick will be displayed both to players on the server and kicked player.

Note: This command works like standard MoHAA's **clientkick** command, but it takes additional argument for the reason of the kick.

<b>Name</b>	clientkickr
<b>Usage</b>	clientkickr <clientnum #> <reason>
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
clientnum #	player's client number
reason	text with reason of the kick
<b>Remarks</b>	Kicked player and all players on the server will see the reason of kick You can check player's client number with <b>status</b> and <a href="#">ad_status</a> commands

### listadmins

Lists ClientAdmins logins (stored in [admins.ini](#) file).

<b>Name</b>	listadmins
<b>Usage</b>	listadmins
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
None	
<b>Remarks</b>	None

### sayp

Allows you to send a private chat text to player with given ID (clientnum).

<b>Name</b>	sayp
<b>Usage</b>	sayp <clientid #> "<text>"
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
clientid #	player's client number
text	chat text that will be sent to player. You have to quote the text to use spaces in it
<b>Remarks</b>	You can check player's client number with <b>status</b> and <a href="#">ad_status</a> commands

### patchver

This command shows extended information about current Reborn Patch version used by the server and basic CVar settings.

<b>Name</b>	patchver
<b>Usage</b>	patchver
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
None	
<b>Remarks</b>	None

### registertool

This command should be used by external third-party RCon applications like CI, Foresight, Scapp, AutoKick, etc.

It gets the IP from which the command has been sent and registers it as a trusted IP which won't get blocked by Packet AntiFlood System

<b>Name</b>	registertool
<b>Usage</b>	registertool
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
None	
<b>Remarks</b>	None

### forceupdate

This command forces Reborn Patch to check its current version and see whether new versions are available for currently used auto-update release channel. When it finds newer version it will trigger update procedure after map change like it happens during normal auto-update process.

<b>Name</b>	forceupdate
<b>Usage</b>	forceupdate
<b>Arguments</b>	
<b>Name</b>	<b>Description</b>
None	
<b>Remarks</b>	None