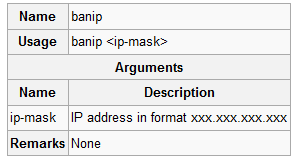
**Reborn RCON Commands**

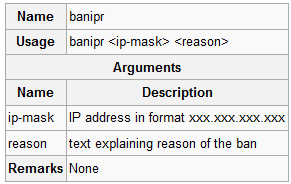


**banip**  
Bans given IP from connecting to the server. IP bans are stored in [ipfilter.cfg](https://www.x-null.net/wiki/index.php?title=Ipfilter.cfg) file.



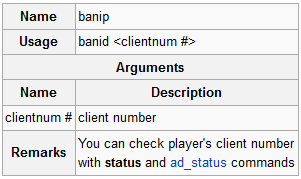
**banipr**

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](https://www.x-null.net/wiki/index.php?title=Ipfilter.cfg) file.



**banid**

This command bans IP of player with given ID (clientnum). You can check player's clientnum with **status** and [ad\_status](https://www.x-null.net/wiki/index.php?title=Ad_status) commands. Banned IPs are stored in [ipfilter.cfg](https://www.x-null.net/wiki/index.php?title=Ipfilter.cfg) file.

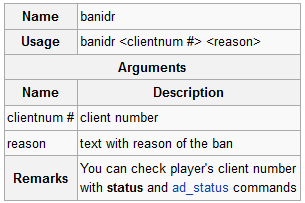


**banidr**

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.



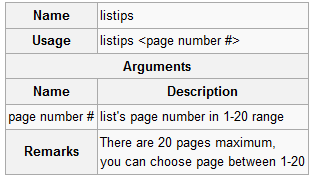
**unbanip**

Removes banned IP from list of banned IPs (stored in [ipfilter.cfg](https://www.x-null.net/wiki/index.php?title=Ipfilter.cfg) file) and re-initializes the bans list. Players with certain IPs that was banned will be able to join the server again.



**listips**

Lists all banned IPs (stored in [ipfilter.cfg](https://www.x-null.net/wiki/index.php?title=Ipfilter.cfg) file).

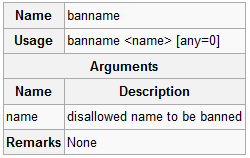


**banname**

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 occurence of the given word in players name.

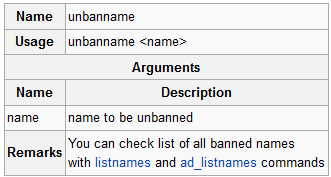
For example: **banname shit 1** will ban all names with word **shit** in them.

Name bans are stored in [namefilter.cfg](https://www.x-null.net/wiki/index.php?title=Namefilter.cfg) file



**unbanname**

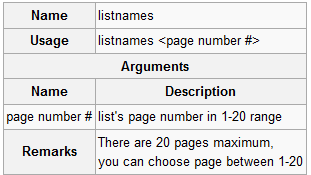
Removes the name from list of banned names. Players with that name (or word in the name) will be able to connect to the server again.



**listnames**

Lists banned names.

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



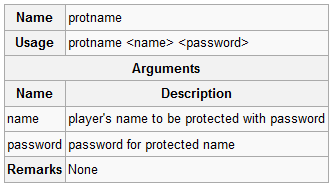
**protname**

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.

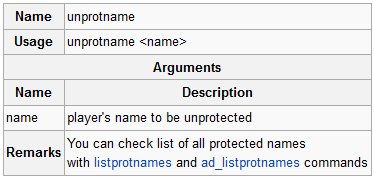
For example: **protname RazoRapiD testpassword**

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



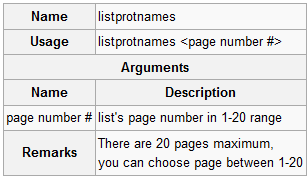
**unprotname**

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.



**listprotnames**

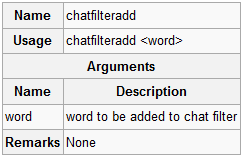
Lists protected names (stored in [protectednamefilter.cfg](https://www.x-null.net/wiki/index.php?title=Protectednamefilter.cfg)).



**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](https://www.x-null.net/wiki/index.php?title=G_badchatlimit) CVar, he will get kicked from the server.



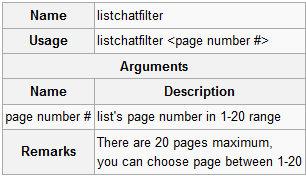
**chatfilterremove**

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



**listchatfilter**

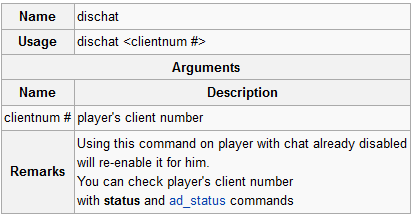
Lists all words that are filtered from the chat (stored in [chatfilter.cfg](https://www.x-null.net/wiki/index.php?title=Chatfilter.cfg) file).



**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](https://www.x-null.net/wiki/index.php?title=Ad_status) command.

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

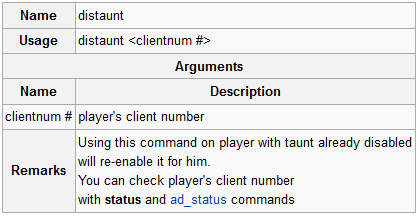


**distaunt**

This command disabled all taunt using abilities for player with given ID (clientnum). You can check player's clientnum with **status** and [ad\_status](https://www.x-null.net/wiki/index.php?title=Ad_status) command.

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

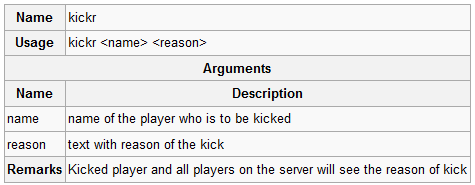
To disable taunts globally for all players see [sv\_disabletaunt](https://www.x-null.net/wiki/index.php?title=Sv_disabletaunt).



**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.

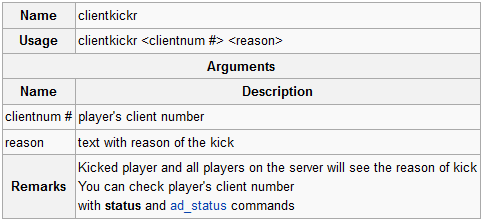


**clientkickr**

Kicks player with given ID (clientnum). You can check player's clientnum with **status** and [ad\_status](https://www.x-null.net/wiki/index.php?title=Ad_status) commands.

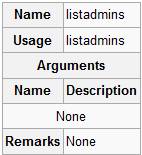
The reason of the kick will be displayed both to players on the server and kicked player.

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



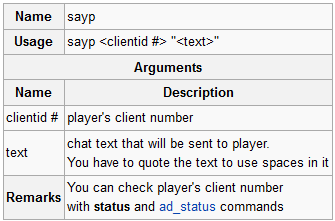
**listadmins**

Lists ClientAdmins logins (stored in [admins.ini](https://www.x-null.net/wiki/index.php?title=Admins.ini) file).



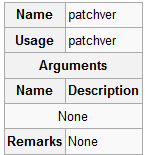
**sayp**

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



**patchver**

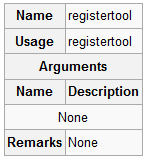
This command shows extended information about current Reborn Patch version used by the server and basic CVar settings.



**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



**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.

