
Subject: Server-State-Script
Posted by [BladeX](#) on Wed, 17 Dec 2003 01:09:54 GMT
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Server-State-Script

I've coded an above called script, using php and showing some infos, like SC, FF, MaxPlayers....

I have the problem with the right command for getting the player list!
Till now I'm using the "status"-Command

Is here anybody, who knows the other server-commands???

I mean, Blaze is using this commands to write some shit on an IRC-channel!

Wanna have this shitty Comands

PLZ @ Blase-Team! - HELP!!!

ps: havalook on this?
<http://ilja.dyn.ee/ccrserver>

Subject: Server-State-Script
Posted by [\[young\]mann](#) on Sun, 21 Dec 2003 19:33:28 GMT
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Hallo,

I'd like to write you an email, can u give me you adress?

sincerely youngmann

Subject: Server-State-Script
Posted by [Cpo64](#) on Sun, 21 Dec 2003 19:51:29 GMT
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Right out of the readme

Quote:ADMIN_MESSAGE <message> Sends an admin(popup) message to all clients. Host only.
(amsg)

GAME_INFO Print info about a game in progress to console box

GAMEOVER End current game (server only).

KICK <id|nickname> Kick nickname/playerid from the server.

BAN <id|nickname> Permanently ban nickname/playerid from the server. This doesn't
actually kick the user, it just adds them to the ban list.

(GameSpy Servers only)

MESSAGE <message> Sends a chat message to all clients. Host only. (msg)

NET_UPDATE_RATE Set the max. net update think rate (times per second). (nur)

PLAYER_INFO Print the info/id's of players in the game to the console box.

** See Known Issues

QUIT End game and quit to desktop (dedicated server only).

RESTART Quit and restart process (dedicated master server only).

SCREEN_UV_BIAS Toggles the half pixel bias in screen text.

SET_BW_BUDGET_OUT <bps> Set total bps budget out. (sbbo)

TOGGLE_SORTING Toggles WW3D sorting

Subject: Server-State-Script

Posted by [BladeX](#) on Sun, 21 Dec 2003 20:02:56 GMT

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@Cpo64: not the console-commands...

i need the query-commands included for gamespy (\\status\\ is one of them)

@[young]mann

my mail:

ilja_m@gmx.de

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Posted by [Cpo64](#) on Sun, 21 Dec 2003 20:04:31 GMT

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oh, :oops:

srry