Sunder II Monitor Commands (as of May 2010)

On the Sunder II server you will find MW4 Monitor (version 1.7.7) is the control bot program. Players on the server have some control as to what occurs on the server by means of this monitor.

Game chat commands:

All server commands start with a '-' (minus) character. Those commands are divided into Public Command Vote Commands and Administrator (Admin) Commands.

Public Commands:

Public Commands are available to anyone on the server. The actual command is in bold type, followed by the command's description. These commands provide a basic informational service for the server.

- **-help** - Displays Sunder II map updater information.

- **-info** - Displays Sunder II TeamSpeak comms information.

- **-hi, -hello** - Makes the server control bot (bot) greet you.

- **-tip** - Prints a random, admin defined, tip. There are around a dozen or so tips. These tips also randomly appear when a player connects to a server.

- **-list players** - Displays a list of all players with their Player ID number (PlayerID). The player id is the number that comes after the players name you can use this ID to boot them if needed.

- **-list cycle** - Displays a list of maps in the current server cycle. You must use map names exactly as listed to vote them.

- **-list maps, -list missions** - Displays a list of voteable missions. You must use map names exactly as listed to vote them. DON'T USE THIS unless you are SURE you need to, it will post a list of ALL maps (the chat screen will fill many time after using this command). **Note: This option is disabled on Sunder II; please use the -list cycle command instead.**

- **-balance** - Prints the teams balance as both numbers of players and tonnage. The tonnage only prints the number of players when the game is forming, when in game it prints both the number of players and the team tonnage.

- **-dropdec** - Prints a NBT-style drop declaration (this command only works at mission running and if typed when in game).

- **-puretech, -mixtech** - Prints definition of these server rules. Helpful reminder for when you see people using configurations contrary to the server rules.

- **-rats** - Lists all the server lobby rats (this command works only when the mission is

- running – it does not work when you are in the server lobby).

- **-myscore** - Prints a summary of kills/deaths/suicides for the player (this command work sonly when the mission is running – it does not work when you are in the server lobby).

- **-myscore** - Prints the kill, death, and suicide score for the player who executed it (this command only works while you are in the map – it does not work when you are in the server lobby).

- **-myteam** - Prints the team the player who executed it is on (this command works only when the mission is running – it does not work when you are in the server lobby).

Custom Commands:

Custom Commands are available to anyone on the server. The actual command is in bold type, followed by the command's description (This list is not complete, because Custom Commands are optional and can be added or deleted as time goes on).

- **-maps** - Non-mission maps available (these maps must be voted in, or activated by a server admin).

- **-motm** - Provides the names of the Sunder Junkies Mechs Of The Month (MOTM) – see http://bb.evilgeniuses.us/forum/viewtopic.php?t=354 for MOTM information.

- **-**<**mechname**> - Where <mechname> is the name of the mech you would like information on. Example **-Sunder** will return *"SUNDER: IS text, 90T. Very capable omnimech, ECM capable, high threat."* (Note - This command is not available for all mechs at this time).

- **-ecm** - returns a description of Electronic Counter Measures (ECM) for a mech.

- **-bap** - returns a description of Beagle Active Probe (BAP) for a mech.

- **-lams** - returns a description of Laser Anti Missile System (LAMS).

- Other server smack talk commands are also available – this will change as time goes on (there are too many smack talk commands to display here).

Vote Commands:

Vote Commands enable a limited degree of control over the server setup and players; from choosing maps to kicking players. The actual command is in bold type, followed by the command's description.

-vote map "mapname", -vote mission "mapname" - Starts a vote to change map, note that the map name must be one of that listed by the "-list maps" command and enclosed in " ". The quotes can be omitted only if the map name does not contain spaces or symbols. Example: **-vote map "TalonSiege"**

- **-vote stop map, -vote stop mission** - This can be used while in game lobby OR after dropping onto the map. If used while playing on a map, the map stops, and all players are returned to the game lobby.

- -**vote start mission, -vote start map** - Starts a vote to launch the currently selected map. Useful for starting a map once all players are ready, but time remains on the start timers.

- **-vote kick "playername", -vote kick <playerID>** - Starts a vote to kick a player (by name or by ID, the ID is the number preceding the players name). The quotes can be omitted only if the name does not contain spaces or symbols. A successful kick/vote player is kicked and temporarily banned from the server for 10 minutes (600 seconds). Example **–vote kick 123** (where "123" is the player ID – see the "-list players" command in Public command section above).

- **-yes** - Lets you vote yes on the running vote. Once cast a vote cannot be changed.

- **-no** - Lets you vote no on the running vote. Once cast a vote cannot be changed.

- **-vote admin "playername"** - Starts a vote to make a Public Admin. The Public Admin will then have access to the Admin Commands listed next.

Admin Commands:

Admins Commands are only available to a player that has been voted in as a Public Admin (PA) in-game or has been designated an Admin by the server controller. Once this is done, that player will have extended control over the server settings and connected players. The actual command is in bold type, followed by the command's description.

- **-kickrats** - Posts warning message and then starts a timer, when the timer elapses all the lobby rats are kicked. This command only works if the mission is running.

- **-kick "playername"**, **-kick <playerId>** - Kicks the specified player (by name or by ID).

- The quotes can be omitted only if the map name does not contain spaces or symbols.

- **-ban "playername"**, **-ban <playerId>** - Bans the specified player (by name or by ID).The quotes can be omitted only if the map name does not contain spaces or symbols.

- **-map "mapname"** - Changes the map. The quotes can be omitted ONLY if the map name does NOT contain spaces or symbols.

- **-start map**, **-start mission** - Starts a vote to launch the currently selected map. Useful for starting a map once all players are ready, but time remains on the start timers.

- **-stop map**, **-stop mission** - This can be used while in game lobby OR after dropping onto the map. If used while playing on a map , the map stops and all players are returned to the game lobby.

- **-set <param> <mode>** - Sets a mission parameter, this command is only valid in Tournament Mode. You must be in the lobby to activate this command. <mode> MUST be enclosed in " ". The <param> and "<mode>" variables can be chosen from the <param> and <mode> choices table below (Table 2):

<param>	<mode>			
NoRespawn	On	Off		
Visibility	Default	Clear	Light Fog	Heavy Fog
TimeLimit	10	15	30	60
TimeOfDay	Day	Night		
Weather	On	Off		
StockMechs	On	Off		
Radar	Normal	Team Only	No Radar	
Waves	1	3	5	Unlimited
MaxTon	Range: 20-100; increments of 5. Sets player tonnage limit.			
Tonnage	Range: 150-600; increments of 25. Sets team tonnage limit.			

Table 2 - <param> and <mode> choices.

-set Visibility "clear"	*-set tonnage "550"*
-set maxton "55"	*-set Visibility "heavy fog"*
-start map	*-set NoRespawn "on"*
-set Visibility "default"	*-set StockMechs "On"*
-set TimeOfDay "Night"	*-start map*

Table 3 - Examples of **-set** command using <param> and <mode> selections.

SUNDER II Map Listing:

The following is a complete list of all map names as they are used by MW4 Monitor in Sunder II. Table four has a list of the mission play map on Sunder II (these are mission maps are in the server cycle Monday through Saturday – USA time, On Sundays, Sunder II does not have mission maps running). The mission play maps used in Sunder II are custom versions of standard mission maps; you must have installed the free special Lord Magnus modified maps installed or you will be kicked out of the server. These modified maps are available here: http://www.sunderjunkies.com/downloads/MapUpdater.zip . Map names must be typed in exactly as listed in order to work. Public map command examples are in Table 6.

Sunder II custom mission play map listing	
RuinedCityHolds	*CrosscountryAssault*
DefianceHolds	*TalonSiege*
CantinaAssault	*EvergreenAssault*
ArcticWastelandAssault	*FloodedCityDefense*
BA_Oilspill	*BA_RoyalGuardCity*
BrokenSkyAssault	*LunarBaseAssault*
ParadiseHolds	*AlpineHolds*
TestingGrounds-M	*CarseRaid*
ShorelineHolds	*DeltaBase*
AvalonProBase	*EndorAssault*
TumbleweedAssault	*FogboundHolds*
RoyalGuard	*GreenPathsAssault*
GriffonBase	*HesperusHolds*
Asteroid-M	*ManorhouseSiege*
DeathTrapAssault	*ResistanceClash*
Plains-M	*Switchbackholds*
Krakatau-M	*MaxThrottle-M*
SolarDesert-M	*SpaceportAssault*
Cerberus-M	

Table 4 – A list of the custom mission play maps on Sunder II.

(continued)

Table five has a list of the team battle play map on Sunder II. These are team battle maps are NOT in the server cycle, these maps can only be run with a public vote or by a server admin. These maps are stock maps that are included MP 3.1. However, if you need to get a specific map, you can do so at: http://www.mechwarriorleagues.com/cgi-bin/ops/mapman.cgi .

Sunder II team battle map listing	
GatorBaitTB	BattleField10
FactoryTB	BattleField11
OilspillTB	ColiseumLegacyTB
RubblePileTB	Pier18TB
AlpineTB	UrbanWreckTB
ColiseumTB	GladiatorPitLegacyTB
ConcourseTB	IceCubeTB
DefianceTB	CityscapeTB
GladiatorPitTB	HarlechTB
JungleTB	ArenaEgyptTB
ManorhouseTB	MossValleyTB
ParadiseTB	MiningCorpTB
SandDunesTB	GreenPathsTB
ShorelineTB	FloodedCityTB
TropicalTB	LunarBaseTB
TumbleweedTB	DeepFreezeTB
BattleField1	DeathTrapTB
BattleField2	RollingDesertTB
BattleField3	IronmountainTB
BattleField4	TitanBaseTB
BattleField5	BloodpitTB
BattleField6	CrosscountryTB
BattleField7	MountDooMTB
BattleField8	MRPyramidsProTB
BattleField9	LostCity2TB

Table 5 – A list of the team battle maps on Sunder II.

-vote map "TestingGrounds-M"	*-vote map ColiseumTB*
-vote map BrokenSkyAssault	*-vote map ArenaEgyptTB*

Table 6 – Public map vote command examples.