Sniper Elite V2

Console command and variable reference

NOTE: Console commands and variables are not case sensitive

Client command reference (selected)

Command/Variable	Arguments	Description
Connect	<ip>:<port>	Connect to a server
ListCmds	[<prefix>]	List available commands. If a prefix is provided list only commands beginning with that string.
ListVars	[<prefix>]	List available variables. If a prefix is provided list only variables beginning with that string.
Lobby.ClearPassword		Clear the lobby password
Lobby.Password	<password>	Set the password to use when joining a password protected game (variable)
Rcon	<command & arguments>	Execute a console command on the server
Rcon.Password		The password for remote console commands (variable)
Voice.Mute	<player string>	Mute the incoming voice chat for a player. You may provide any substring of the player name to be kicked and it will attempt be matched.
Voice.UnMute	<player string>	Clear the mute status for a player. You may provide any substring of the player name to be kicked and it will attempt be matched.
Vote.Call	<vote type & arguments> The following vote types are allowed: startgame endgame kick <player string>	Call a vote
Vote.CastNo		Cast a 'no' vote while a vote is in progress
Vote.CastYes		Cast a 'yes' vote while a vote is in progress

Dedicated server command reference

Command	Arguments	Description
?		Display possible help options
Clear		Clear the display
Exec	<configuration file name>	Executes the commands listed in the specified configuration file
ExecPath	<path>	Set the config execution path. Config files executed with 'Exec' will have this path prepended. (variable)
Game.End		Force the game to end and return to the lobby
Game.ShowInfo		Display information about the active game
Game.Start		Force the game to start when in the lobby
Help	[<command>]	Display help information for a console command
IP	<dotted ip address>	specify which IP address to bind to
ListCmds	[<prefix>]	List available commands. If a prefix is provided list only commands beginning with that string.
ListVars	[<prefix>]	List available variables. If a prefix is provided list only variables beginning with that string.
Lobby.ClearPassword		Clear the password required to join the game
Lobby.Password		Set the password required to join the game
Lobby.StartTimer	<time>	Set the duration for the countdown timer in the multiplayer lobby. Set to 0 to disable the automatic countdown.

MapRotation.AddMap	<Map> <Type> [tl=<time>] [sl=<score>] Supported game types: DM (Deathmatch) TDM (Team Deathmatch) DK (Distance King) TDK (Team Distance King) CTF (Capture the Flag)	Add a map to the end of the map rotation. E.g. > MapRotation.AddMap "MITTELWERK FACILITY" DM 'sl' and 'tl' are both optional and specify a new scorelimit and/or timelimit to be applied when the map changes.
MapRotation.ClearMapRotation		Remove all maps from the map rotation
MapRotation.ListMapRotation		Display the current map rotation list
MapRotation.ListMaps		Display a list of valid maps for use with map rotation commands
MapRotation.RemoveMap		Remove a map from the map rotation
MapRotation.RotateMapIndex	<map index>	Jump to a specific slot in the map rotation (after the round has ended)
Quit		Exit the dedicated server
Rcon.Password		The password for remote console commands (variable)
Server.AddTimedText	<message>	Add a message to the timed text list. These messages are displayed at regular intervals during the game (see also Server.TimedTextInterval)
Server.AuthPort	<port number>	Specify the port used for steam authentication
Server.ClearTimedText		Clear the list of timed text messages
Server.GamePort	<port number>	Specify the port used for game data
Server.Host		Begin hosting a multiplayer game
Server.Kick	<player string>	Kick a player from the server. You may provide any substring of the player name to be kicked and it will attempt be matched.
Server.KickIndex	<player index>	Kick a player from the server. Use Server.ListPlayers to find the index of the player.
Server.KickBan	<player string>	Kick a player from the server and add them to the ban list. You may provide any substring of the player name to be kicked and it will attempt be matched.
Server.KickBanIndex	<player index>	Kick a player from the server and add them to the ban list. Use Server.ListPlayers to find the index of the player.
Server.ListBans		List all active bans
Server.ListPlayers		List all players connected to the server
Server.ListTimedText		Display a list of all the timed text messages
Server.LobbyPort	<port number>	Specify the port used for lobby data
Server.MoTD	<message>	Set the message of the day to be printed when users join
Server.Name	<server name string>	Specify the server name as broadcast to potential clients
Server.NetInfo		Display the current network upload and download utilisation, as well as the peak values recorded since the server was started. Note: These figures are only for UDP game traffic sent over the game port
Server.Say	<message>	Broadcast a chat message to clients
Server.TimedTextInterval	<interval in minutes>	Set the interval between timed text messages being displayed
Server.UnBan	<ban index>	Remove a player from the ban list. Provide the index of the ban in the ban list, use Server.ListBans to show a list of bans and their indices.
Server.UpdatePort	<port number>	Specify the port used for steam master server updates
Settings.AimAssist	<0/1>	Enable or disable aim assistance
Settings.AutoBalance	<0/1>	Enable or disable the automatic balancing of team numbers
Settings.BulletCam	<0/1>	Enable or disable the kill camera for long range kills
Settings.BulletDrop	<0/1>	Turn ballistics on or off
Settings.BulletTrails	<0/1>	Turn bullet trails on or off
Settings.DefaultScoreLimit	<score limit>	Specify the default score limit. This is overriden by score limits specified in the map rotation

Settings.DefaultTimeLimit	<time limit>	Specify the default time limit. This is overriden by score limits specified in the map rotation
Settings.ForceRespawn	<0/1>	Force players to respawn (on/off)
Settings.FriendlyFire	<0/1>	Turn friendly fire on or off
Settings.Grenades	<0/1>	Enable or disable grenades
Settings.HeadshotsOnly	<0/1>	Enable or disable headshot only mode
Settings.InfinitePistolAmmo	<0/1>	Give all players unlimited pistol ammo (on/off)
Settings.Items	<0/1>	Enable or disable the use of carried items such as tripmines and landmines
Settings.LandMines	<0/1>	Enable or disable land mines
Settings.MaxLatency	<latency>	Specify the maximum latency from clients beyond which they will be kicked from the server (NOTE: We recommend you are as lenient as possible with this vale)
Settings.MaxPlayers	<maximum players>	Specify the maximum number of players allow on the server
Settings.NoCross	<0/1>	Enable or disable 'No Cross' variants of multiplayer maps (teams are not able to approach each other)
Settings.OneShotKills	<0/1>	Turn one shot kills on or off
Settings.Pistols	<0/1>	Enable or disable the use of pistols
Settings.RespawnTime	<respawn time>	Specify the time in seconds between players dying and being allowed to respawn
Settings.ShowPlayersKiller	<0/1>	Enable or disable the kill camera for short range kills
Settings.SingleBulletReload	<0/1>	Enable or disable reloading sniper rifles after each shot
Settings.SMGs	<0/1>	Enable or disable the use of sub machine guns
Settings.SniperRifles	<0/1>	Enable or disable the use of sniper rifles
Settings.SniperScopeGlint	<0/1>	Turn enemy sniper scope glints on or off
Settings.SuddenDeath	<0/1>	Enable or disable 'sudden death' (team games continue until one team has taken the lead)
Settings.Tagging	<0/1>	Enable or disable the use of player tagging
Settings.TNT	<0/1>	Enable or disable TNT
Settings.TripMines	<0/1>	Enable or disable trip mines
Settings.WarmupTime	<warmup time>	Specify the pre-game wamup time in seconds
Settings.WindStrength	<0/1/2/3> The following values are allowed: 0 - No wind 1 - Light wind 2 - Medium wind 3 - Heavy wind	Specify the wind level
Settings.ZoomOutToReload	<0/1>	Allow or disallow reloading of sniper rifles while scoped