

Game hosting Counter Strike – Admin guide

<http://www.game-hosting.com>

Getting rcon access

```
rcon_password <admin rcon password>  
Enter the admin rcon password
```

Useful rcon commands

```
rcon say <message>  
Sends a message to all players on the server
```

```
rcon sv_password <password>  
Set the server password which the players need to set to be able to join the server
```

```
rcon changelevel <mapname>  
This changes the map on the server to mapname, e.g. rcon changelevel de_dust2.
```

Useful map names:

```
as_oilrig  
cs_747 cs_assault cs_backalley cs_estate cs_havana cs_italy cs_militia cs_office cs_siege  
de_airstrip de_aztec de_cbble de_chateau de_dust de_dust2 de_inferno de_nuke de_piranesi  
de_prodigy de_storm de_survivor de_torn de_train de_vertigo
```

```
rcon map <mapname>  
Changes map and kicks everybody off the server(use rcon changelevel most of the times).
```

```
rcon sv_restartround <seconds>  
Restarts the game in number <seconds> time.
```

```
rcon users  
Show the users on the server
```

```
rcon kick <steamid>  
Kick the player with steamid .
```

```
rcon kick #<playerid>  
Kick the player with player id(from the rcon users command)
```

```
rcon ban <minutes> <steamid> kick  
Bans the player for <minutes> with steamid <steamid>
```

Misc useful rcon commands

`rcon mp_autoteambalance <1/0>`

Set to 1 if you want to balance the teams, set to 0 if you dont want this.

`rcon mp_friendlyfire <1/0>`

Set to 1 if you want friendly fire on, set to 0

`rcon mp_timelimit <minutes>`

Set timelimit to <minutes> for each map in the game

`rcon mp_roundtime <seconds>`

Set the time in seconds before the map starts in each round of the game