

# MOHAA RCON GUIDE

[WWW.GAMESERVERS.NET](http://WWW.GAMESERVERS.NET)

## A list of Rcon commands for Medal of Honor : Allied Assault

|                                 |  |
|---------------------------------|--|
| rconpassword xxx                | Connect to the server (when entered properly you won't get an message)   |
| rcon set rconpassword xxx       | Sets the rconpassword  |
| rcon set password xxx           | Do before connecting to server. To remove password use "" in stead off xxx   |
| rcon set sv_privatepassword xxx | Sets the password required for private clients to connect. If all (public) slots are full and a user wich logs in with a private password then user without a password gets kicked |
| rcon say xxx                    | Displays "Console: xxxx"   |
| rcon status                     | Shows player info (number, score, IP) for all the players on your server   |
| rcon serverinfo                 | Shows current server settings  |
| rcon kick all                   | Kicks everyone off the server at once  |
| rcon kick playername            | Kick a player off the server by his playername   |
| rcon clientkick id              | Kick a player by id, rcon status will list the player id under <num>   |
| rcon set sv_maxping xxx         | Keeps anyone with a higher ping value than this from connecting to the server.   |
| rcon set sv_minping xxx         | Sets the minimal ping that for connecting to the server.   |
| rcon set sv_maxclients xx       | Sets a xx player limit   |
| rcon set sv_privateclients xx   | Sets the number of player slots of the maxclients are reserved for private clients or clients that have the password.  |
| rcon set g_inactivity xxx       | Client will be moved to spectator mode after xxx seconds of not moving   |
| rcon set g_inactiveKick xx      | Time (in seconds) that a client will be kicked for inactivity  |
| rcon set g_inactivespectate xx  | Time (in seconds) that a client will be moved to spectator for inactivity  |
| rcon set g_teamdamage 1/0       | Sets friendly fire 0=off 1=on  |
| rcon set sv_hostname xxx        | Name of the server, what people will see in the browser  |
| rcon set Admin xxx              | Set admin name   |
| rcon set Email xxx              | Set server admin email   |
| rcon set Location xxx           | Set server location  |
| rcon set URL xxx                | Set server URL   |

|                              |  |
|------------------------------|--|
| rcon set Connection xxx      | Set server connection shown in server info   |
| rcon set username xxx        | Set user shown in server info  |
| rcon set sv_pure 1/0         | Checks .pk3 files if clients are same as server. if not no connection. 0=off 1=on        |
| set sv_gamespy 1/0           | Allow server to show up in in-game browser, gamespy and All Seeing Eye 1=on 0=off        |
| rcon set g_allowvote 1/0     | 1=allow vote, 0=no voting  |
| rcon set g_allowjointime xx  | set to 30 to stop "re-spwan cheaters" in round based games                               |
| rcon set sv_floodprotect 1/0 | 1=on, 0=on   |
| rcon set flood_msgs xx       | Max. number of messages a person can send in the time specified in flood_persecond       |
| rcon set flood_persecond xx  | The max. amount of time a person can send the amount of messages specified in flood_msgs |
| rcon set flood_waitdelay xx  | Amount of time in sec. someone cannot send any messages after exceeding the limit        |
| rcon set sv_maplist "map"    | Load the map you selected (also look at the maplist below)                               |
| rcon set g_gametype 1/2/3/4  | 1 = Free for all<br>2 = Team DM<br>3 = Round Based DM<br>4 = Objective rounds            |
| rcon set fraglimit xx        | Sets limit of frags that will end the map (0=no limit)                                   |
| rcon set timelimit xx        | Sets time limit before map change (0=no time limit)                                      |

## Maplist

### Objective:

obj/obj\_team1  
obj/obj\_team2  
obj/obj\_team3  
obj/obj\_team4

### TeamDeatmatch/Roundbased:

dm/mohdm1  
dm/mohdm2  
dm/mohdm3  
dm/mohdm4  
dm/mohdm5  
dm/mohdm6  
dm/mohdm7

### Objective:

The Hunt  
V2 Rocket Facility  
Omaha Beach  
The Bridge

### TeamDeatmatch/Roundbased:

Southern France  
Destroyed Village  
Remagen  
The Crossroads  
Snowy Park  
Stalingrad  
Algiers