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Server Command Table for Far Cry™ Patch 1.4

This is a list of all new and modified commands available for Far Cry™ Multiplayer. The left column shows the command and the respective information to activate it properly. The right column gives you an explanation about the command and the default value if there is one.

Additional information:

Passing "NetSynch" as third parameter means server synchronized (cannot be changed on client and is synchronized if changed on the server)

gr_ScoreLimit	Score limit when a round will end (default value is 0)
gr_TimeLimit	Time limit when a round will end (default value is 20, "NetSynch")
gr_DamageScale	Affects damage of all weapons (default value is 1)
gr_HeadshotMultiplier	Normal damage multiplied by this number for headshots (default value is 2)
gr_NextMap	Shows/loads the next map set in the mapcycle.txt
gr_RespawnTime	Time until respawn after death; 0 deactivates respawning in waves (default is 20, "NetSynch")
gr_PrewarOn	1 = Prewar state on, 0 = Prewar state off (default is 0, "NetSynch"); do not alter since gr_minteamlimit does the correct work on pre-war now.
gr_CountDown	Countdown for round start (default value is 5)
gr_DropFadeTime	[1..100], time in seconds it takes for pickups to fade away (default value is 20, "NetSynch")
gr_RespawnAtDeathPos	Respawns the player at death position; works only in FFA/TDM (default value is 1)
gr_FriendlyFire	Determines if teammates can hurt each other (default value is 1)
gr_Detonate	(default is 0, "NetSynch")
gr_votetime	System variable; do not alter (default value is 60)

gr_MinTeamLimit	Defines minimum player number that needs to be spawned before the game starts (default value is 1)
gr_MaxTeamLimit	Maximum number of players per team side (default value is 16)
gr_InvulnerabilityTimer	Amount of time player is invulnerable after spawning (default value is 5, "NetSynch")
gr_CrossName	Determines whether enemy names appear on crosshair (default value is 1, "NetSynch")
g_vehicleBulletDamage	1=on/0=off, determines whether vehicles get damage from bullets
gr_checkpoint	In ASSAULT gametype, sets the current flag to capture; requires map restart
gr_task_enable	Turns the task list on/off (default value is 1)
gr_task_autoload	Autoloads the task list on server start (default value is 1)
gr_allow_teamkilling	Allows teamkilling (default = 0 (no))
gr_free_teamkills	Number of teamkills without time punishment (default value is 0)
gr_teamkill_extra_time	Adds respawn time for each teamkill after number of free teamkills exceeded (default value is 10)
gr_teamkill_force_spectate	Forces player who reached maximum number of teamkills to be spectator for the remaining time on the map (default value is 5)
gr_punish_protected	If "protected names" should be punished for teamkills (default value is 1)
gr_log_teamkillers	Creates a log of teamkillers to teamkillers_[x].log (default value is 0)
gr_spawnmessage1	First message that will appear on HUD when player spawns
gr_spawnmessage2	Second message that will appear on HUD when player spawns
gr_spawnmessage3	Third message that will appear on HUD when player spawns
gr_spawnmessage4	Fourth message that will appear on HUD when player spawns
gr_initial_ag36_nades	Amount of AG36 nades the player has equipped on spawn (default value is 5)

gr_pickup_ag36_nades	Amount of AG36 nades the player gets when at ammobox (default value is 0)
gr_droppickup_ag36_nades	Amount of AG36 nades the player gets from picking up a dropped box (default value is 2)
gr_max_ag36_nades	Maximum amount of AG36 nades on a player at one time (default value is 5)
gr_initial_oicw_nades	Amount of OICW nades the player has equipped on spawn (default value is 5)
gr_pickup_oicw_nades	Amount of OICW nades the player gets when at ammobox (default value is 0)
gr_droppickup_oicw_nades	Amount of OICW nades the player gets from picking up a dropped box (default value is 2)
gr_max_oicw_nades	Maximum amount of OICW nades on a player at one time (default value is 5)
gr_initial_rockets	Amount of rockets the player has equipped on spawn (default value is 5)
gr_pickup_rockets	Amount of rockets the player gets when at ammobox (default value is 0)
gr_droppickup_rockets	Amount of rockets the player gets from picking up a dropped box (default value is 2)
gr_max_rockets	Maximum amount of rockets on a player at one time (default value is 5)
gr_initial_sticky_explosives	Amount of bombs the player has equipped on spawn (default value is 3)
gr_pickup_sticky_explosives	Amount of bombs the player gets when at ammobox (default value is 3)
gr_droppickup_sticky_explosives	Amount of bombs the player gets from picking up a dropped box (default value is 1)
gr_max_sticky_explosives	Maximum amount of bombs on a player at one time (default value is 4)
gr_initial_sniper_ammo	Amount of sniper rounds the player has equipped on spawn (default value is 20)
gr_pickup_sniper_ammo	Amount of sniper rounds the player gets when at ammobox (default value is 10)
gr_droppickup_sniper_ammo	Amount of sniper rounds the player gets from picking up a dropped box (default value is 10)

gr_max_sniper_ammo	Maximum amount of sniper rounds on a player at one time (default value is 30)
gr_max_rockets_ffa	Maximum number of rockets allowed in FFA (default value is 10)
gr_max_oicw_nades_ffa	Maximum number of OICW nades allowed in FFA (default value is 10)
gr_max_ag36_nades_ffa	Maximum number of AG36 nades allowed in FFA (default value is 10)
gr_rocket_damage_factor	Percentage damage rockets due based on default amount (1=100%, 0.5=50%) (default value is 1)
gr_oicw_nade_damage_factor	Percentage damage OICW nades due based on default amount (1=100%, 0.5=50%) (default value is 1)
gr_ag36_nade_damage_factor	Percentage damage OICW nades due based on default amount (1=100%, 0.5=50%) (default value is 1)
gr_sniper_flashbang	Sets snipers to spawn with flashbang grenades (1=yes/0=no) (default value is 0)
gr_grunt_flashbang	Sets grunts to spawn with flashbang grenades (1=yes/0=no) (default value is 0)
gr_engineer_flashbang	Sets engineers to spawn with flashbang grenades (1=yes/0=no) (default value is 0)
gr_killing_spree	Sets the amount of kills needed to have a killing spree (default value is 5)
gr_killing_spree_display	0 = displays every kill after spree announced, 1 = display only the total at end of the spree
gr_max_average_ping	Sets the maximum allowed ping on the server; 0 means no ping kick
gr_ping_check_interval	Check each player's ping each every X seconds (default value is 8)
gr_ping_warnings	Number of sequential warnings before kick (default value is 3)
gr_ping_reset_on_connect	Sets whether ping stats are reset upon player reconnect; 0 = player gets kicked again immediately (default value is 0)
gr_last_checked	System variable; do not alter (default value is 0)

gr_last_spawn_checked	System variable; do not alter (default value is 0)
gr_announce_headshot	0 = no message, 1 = message on headshot kill (default value is 1)
gr_headshot_message_private	0 = message to all players, 1 = message to shooter only (default value is 0)
gr_flag_saved_message	Displays who saves flag (default value is 1)
gr_flag_captured_message	Displays who captures flag (default value is 1)
gr_flag_startcapture_message	Displays who starts flag capture (default value is 1)
gr_rm_needed_kills	Number of kills needed to get Rambo move message (0 to disable Rambo move) (default value is 5)
gr_rm_kill_addtime	Time added for each kill. While time > game time, Rambo move is active (when flag is activated no time will be reduced) (default value is 5)
gr_stats_export	Export stats to a file called stats_[x].txt, while x being a number set here (default value is 0)
gr_stats_dir	Directory to put logfiles in, defaults to Far Cry/ (use / instead of \)
gr_runspeed_factor	Percentage of run speed based on 1 = default 100%, 0.5 = 50% (default value is 1)
gr_stamina_use_run	Percentage of stamina depletion when running based on 1 = default 100%, 0.5 = 50% (default value is 1)
gr_realistic_reload	1 = discard any ammo left in clip when reloading (default value is 0)
gr_keep_lock	1 = Keep teamlocks on mapchange (no auto release) (default value is 1)
gr_fulltime	Both teams get same amount of time to capture all flags equal to gr_timelimit (default value is 0)
gr_static_respawn	Respawn timer is set to this fixed amount (overrides respawntime), 0 is off (default value is 0)
gr_allow_spectators	1 = Spectating allowed, 0 = no spectating allowed

gr_customdamagescale	Damage scale factor (overrides standard damage scale, if set higher than 1) (not added, just overrides) (default value is 1)
gr_keep_score	1 = Keeps a player's score even when they join spectators and then rejoin game (default value is 0)
gr_walkspeed_factor	Percentage of walk speed based on 1 = default 100%, 0.5 = 50% (default value is 1)
gr_swimspeed_factor	Percentage of swim speed based on 1 = default 100%, 0.5=50% (default value is 1)
gr_crouchespeed_factor	Percentage of speed when prone based on 1 = default 100%, 0.5 = 50% (default value is 1)
gr_jumpforce_factor	Percentage of jump based on 1 = default 100%, 0.5 = 50% (default value is 1)
gr_max_snipers	Max snipers on a team (default is 99)
gr_max_grunts	Max grunts on a team (default is 99)
gr_max_engineers	Max engineers on a team (default is 99)
gr_point_per_flag	1 = For scoring in Assault, each capture gives one point (default value is 1)
gr_norl	1 = Eliminates all Rocket Launchers (default value is 0)
gr_autokick_connecting	Autokick players stuck connection after X seconds (default value is 45)
gr_lastConnectCheck	System variable; do not alter (default value is 0)
gr_map_restart_delay	Number of seconds that pass before admin panel calls sv_restart (default value is 5)
gr_first_person_spectator	First person spectator mode, 1=on/0=off; not supported (default value is 0)
gr_allow_voting	Disables/Enables voting on a server, 1=on/0=off (default value is 1)

Server side flood protection variables

sv_message_flood_protection	Server message flood protection, 1=on/0=off (default value is 1)
sv_kick_flood_offender	If flood protection is on this will toggle whether or not to kick a flooder, 1=on/0=off (default value is 1)
sv_pb_kick_flood_offender_time	Unused console variable
sv_message_repeat	Number of times a message can be repeated by client (default value is 3)
sv_flood_reset_time	Number of seconds until client message count is reset to 0 (default value is 5)
sv_max_messages_per_timeframe	Maximum number of messages a player can send within X number of seconds (default value is 6)
sv_flood_protection_timeframe	X number of seconds for max messages in timeframe kick (default value is 10)

Client side flood protection variables

cl_message_flood_protection	Client message flood protection, 1=on/0=off (default value is 1)
cl_message_repeat	Number of times a message can be repeated by other clients (default value is 3)

Player movement controls

gr_move [pld] [team=blue/red/spectators] <forceteam>	Move player to team. Optional: <forceteam>. 1 = make them stay
gr_moveall [team=blue/red/spectators]	Move all but protected to team (can return)
gr_release [pld]	Release teamforcing on player
gr_lock [team=red/blue]	Players (except protected) cannot join a team
gr_unlock [team=red/blue]	Unlocks teams
gr_unlockall	Release ALL locks (forced player teams (gr_move) + (gr_lock))

gr_switchteams	All players switch teams
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Player admin utilities

gr_list	Displays detailed players list
gr_punish [pld] <extra time> <reason>	When a player dies, they receive extra respawn time. [pld] = scoreboard slot number Option1: amount of extra respawn time in seconds Option2: reason person is punished
gr_cpc [pld] [class = sniper1..4/engy1..4/grunt1..6]	Changes the players' class on next respawn
gr_switchobjectives	Players stay on same teams, but switches from offense to defense or vice versa
gr_load_protected	Reloads the protected names file (profiles/server/p_names.txt)
gr_add_protected [pld]	Add a player to protected name list
gr_list_protected	Displays all current protected names
gr_clear_protected	Clears all protected names
gr_save_protected	Saves protected names to p_names.txt

Server settings

The following commands change the mapcycle to file in server.cfg [gr_mapcycle_ffa / gr_mapcycle_assault / gr_mapcycle_tdm]

gr_ffa	(changes mapcycle to gr_mapcycle_ffa)
gr_tdm	(changes mapcycle to gr_mapcycle_tdm)
gr_assault	(changes mapcycle to gr_mapcycle_assault)

Server utilities

gr_ss [text]	Sends HUD message to all players
gr_config [configfile]	(Re)loads a config file and restarts the server
gr_config1 [configfile]	(Re)loads an alternate config file and restarts the server
gr_reboot_server	Reboots the server
gr_nextmap	go to the next map in the map cycle