EvoSC Competition Guide

A guide that shows you how to use EvoSC in competitions.

- Useful Commands
- Maps
- Admin Controls
- Match Settings

Useful Commands

Command	Example	Description
`/help`		Displays list of commands.
`//setpw <password>`	`//setpw myawesomepassword`	Sets the entry password for the server. Leave empty to clear.
`/reset`		Resets the interface if it broke.
`//mute <player>`	`//mute player`	Mute player.
`//unmute <player>`	`//unmute player`	Unmute player.
`//asay <text>`	`//asay Hello everyone!`	Displays a big message in the center of the screen. Leave empty to clear. This command can be very useful to gain players attention.
`//mode <mode>`		Change the game instantly mode.
`//ban <player>`	`//ban player`	Ban and blacklist a player.
`//kick <player>`	`//kick player`	Kick a player from the server.
`//addtime <minutes>`	`//addtime 10`	Add time to the time attack timer, negative time to remove.
`/maps`		Open the map list.
`/jukebox`		Open the jukebox.
`//vote <text>`	`//vote Do you like pizza?`	Start a vote with a custom text.
`//skip`		Skip to the next map instantly.
`//res`		Queue the current map for replay.
`//add <mx-id>`	`//add 3425`	Add a track from Trackmania Exchange.
`//addpack <pack-id>`	`//addpack 325`	Add all tracks from a map pack from Trackmania Exchange.

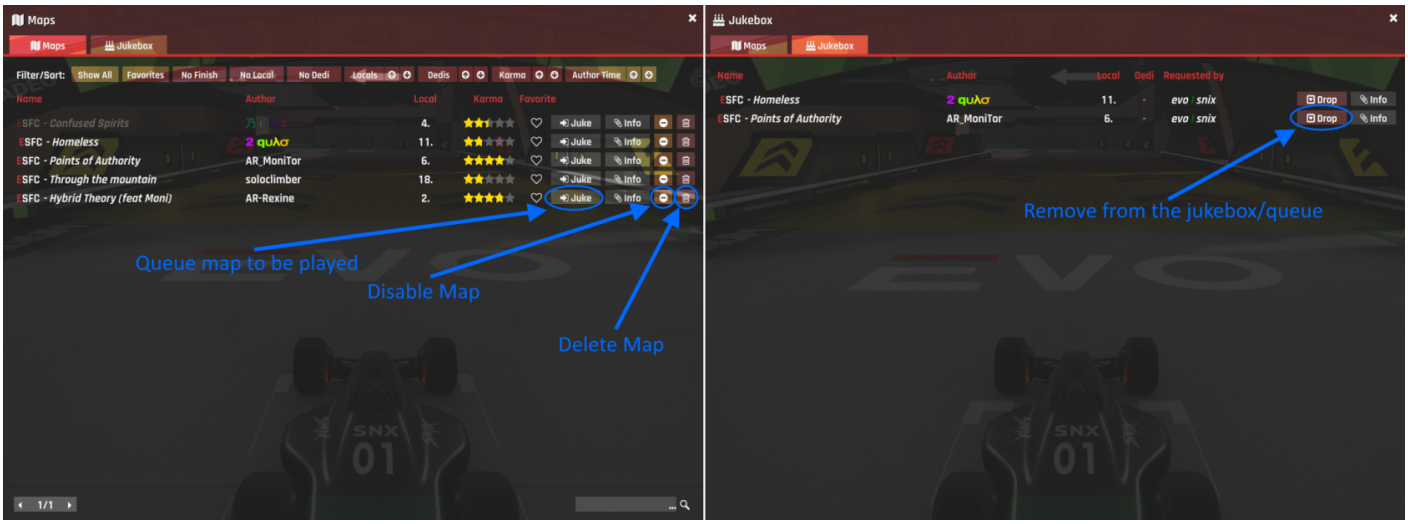
`//addpoints <points>`	`//addpoints 50`	Add points to the points limit, negative number to remove.
`//msm`		Open the match settings manager where you can load match configurations.
`//shuffle`		Randomize the current map list order.

Maps

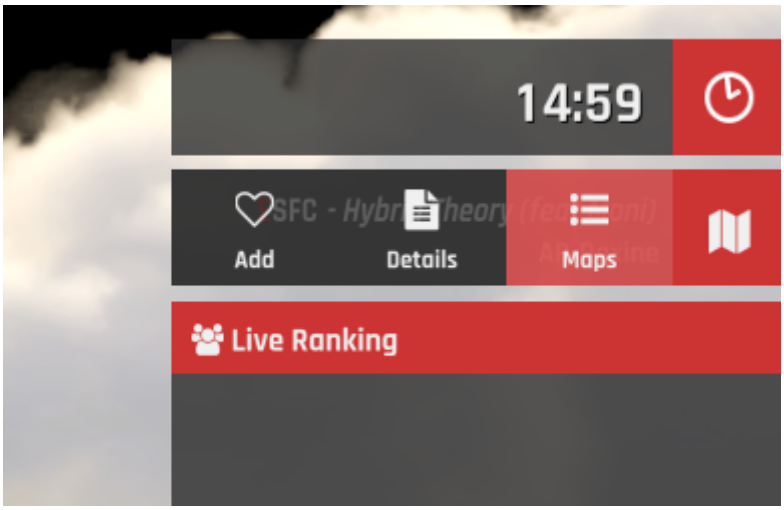
Commands

Command	Example	Description
/maps		Open the map list.
/jukebox		Open the jukebox.
//add <tmx id>	//add 2352	Add a track from Trackmania Exchange.
//addpack <pack id>	//addpack 352	Add all tracks from a map pack from Trackmania Exchange.
//shuffle		Randomize the map order.

Map List



To open the map list there are two options. You can type **/list** or click the **Maps button** in the current map widget near the *top left of the screen*:


14:59
Add
Details
Maps
Live Ranking

Admin Controls

EvoSC provides several ways for you as an admin to manage players and the match during competitions.

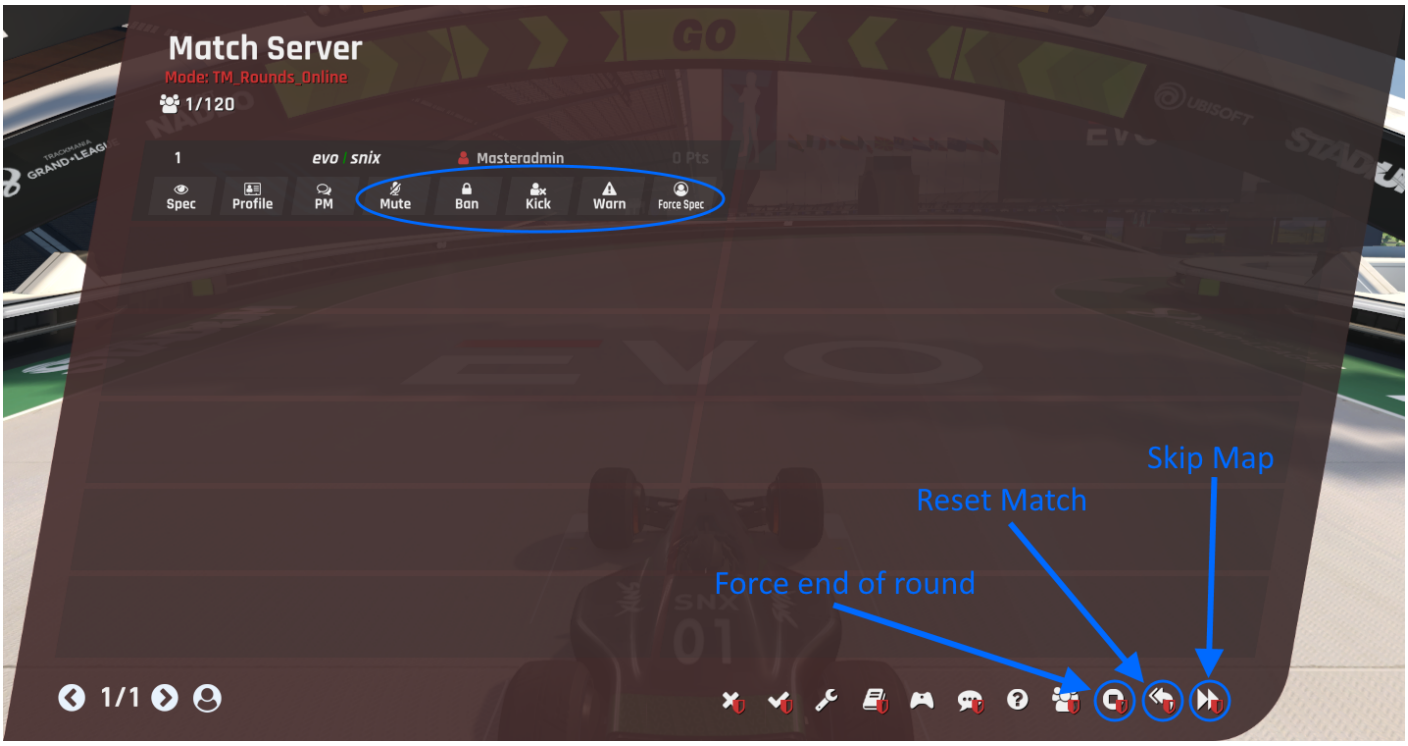
Commands

Command	Example	Description
`//mute <player>`	`//mute playername`	Mute player.
`//unmute <player>`	`//unmute playername`	Unmute player.
`//ban <player>`	`//ban playername`	Ban and blacklist a player.
`//kick <player>`	`//kick playername`	Kick a player from the server.
`//addtime <minutes>`	`//addtime 10`	Add time to the time attack timer, negative time to remove.
`//addpoints <points>`	`//addpoints 50`	Add points to the points limit, negative number to remove.
`//skip`		Skip to the next map instantly.
`//res`		Queue the current map for replay.

Interface

Scoreboard

The scoreboard has various admin controls for easy access:



The scoreboard offers flow control of the game as well as buttons for moderating players (move your mouse over the player item). Depending on the current game mode running, the flow controls like Force end of round may or may not show.

Flow Control	
Force end of round	This instantly ends the current round and skips to the next one.
Reset Match	Reset all points and times gathered by the players and start the whole match from fresh again.
Skip Map	Skips instantly to the next map.
Player Control	
Mute	Mute/Unmute the player, which prevents them from sending messages in the chat.
Ban	Ban and add the player to the blacklist.
Kick	Disconnect the player.
Warn	Sends the player a warning.
Force Spec	Forcefully put the player in spectator mode.

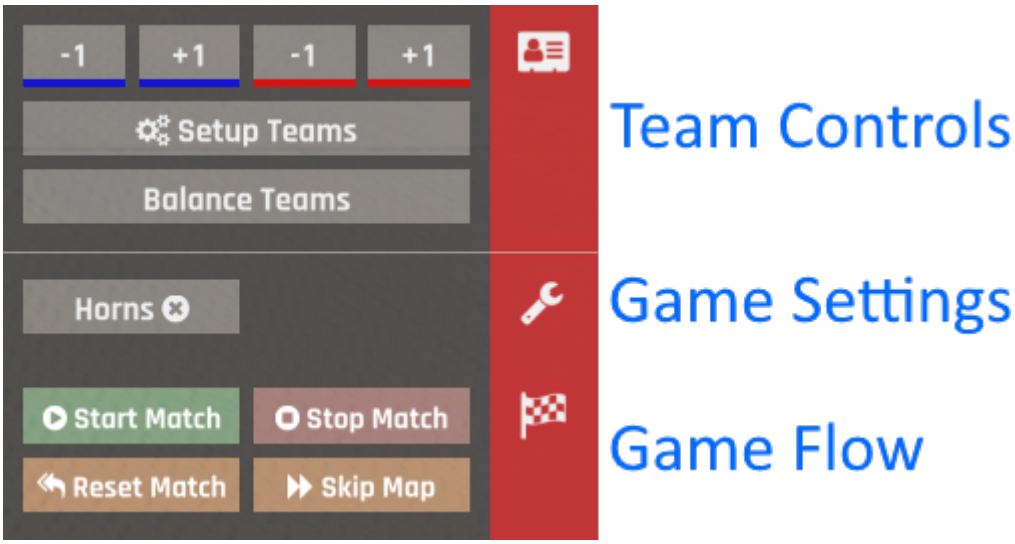
Warmup

During warmup admins have the option to instantly skip it at any time by clicking the **Skip WarmUp** button in the warmup widget:



Teams

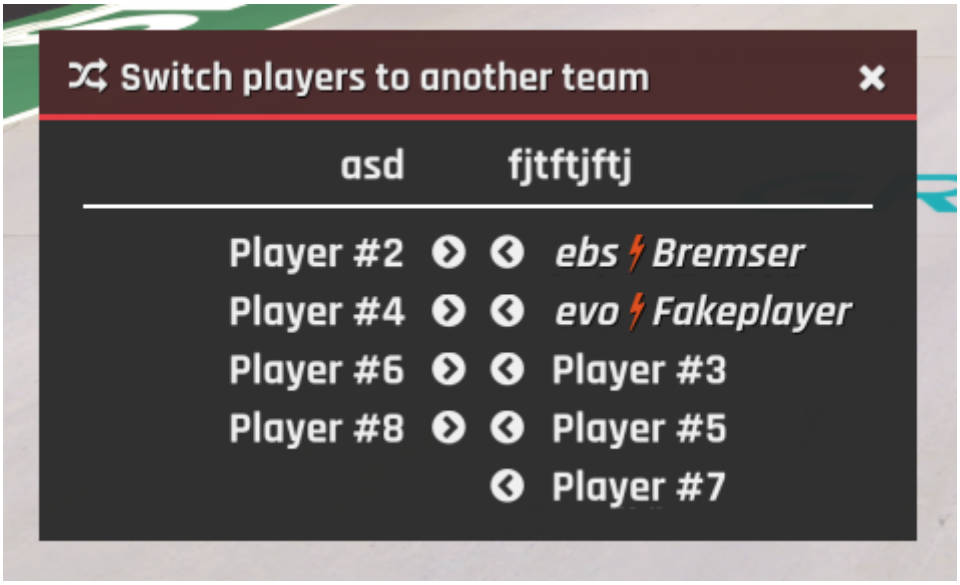
During team mode, EvoSC offer admins a bunch of control over teams and the flow of the match. This is provided by the team controls widget as shown in this image:



Team Controls	
-1, +1	Add or remove points from the teams. The color indicates which team it is for.
Setup Teams	Configure team information like color and names.
Balance Teams	Automatically balance teams that are uneven in size.
Game Settings	
Horns	Toggle the ability for players to use their horns.
Game Flow	
Start Match	
Stop Match	
Reset Match	Reset all points and times gathered by the players and start the whole match from fresh again.
Skip Map	Skips instantly to the next map.

Switch player to another team

To switch the team of a player, call **//switchplayer** or click "Switch player team" on the scoreboard. A window will open that allows you to switch players to another team.

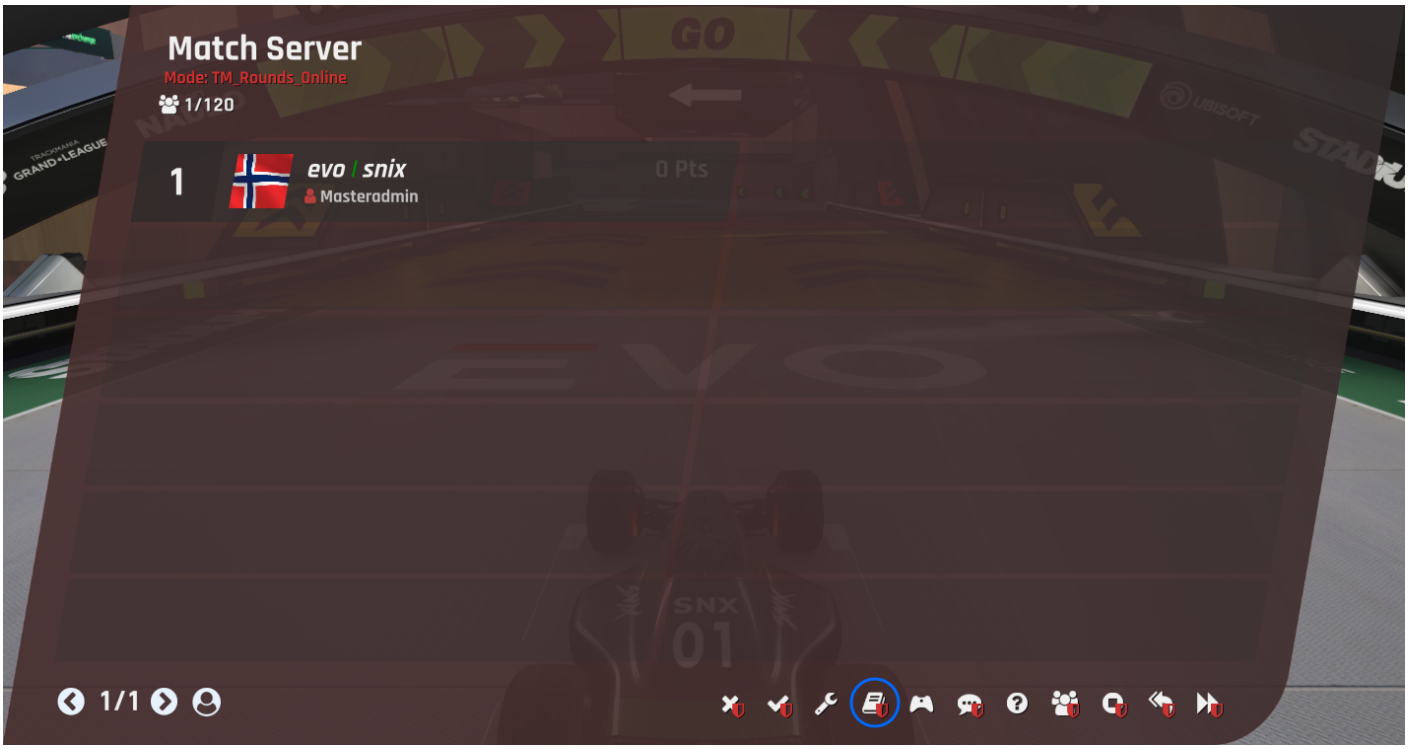


Match Settings

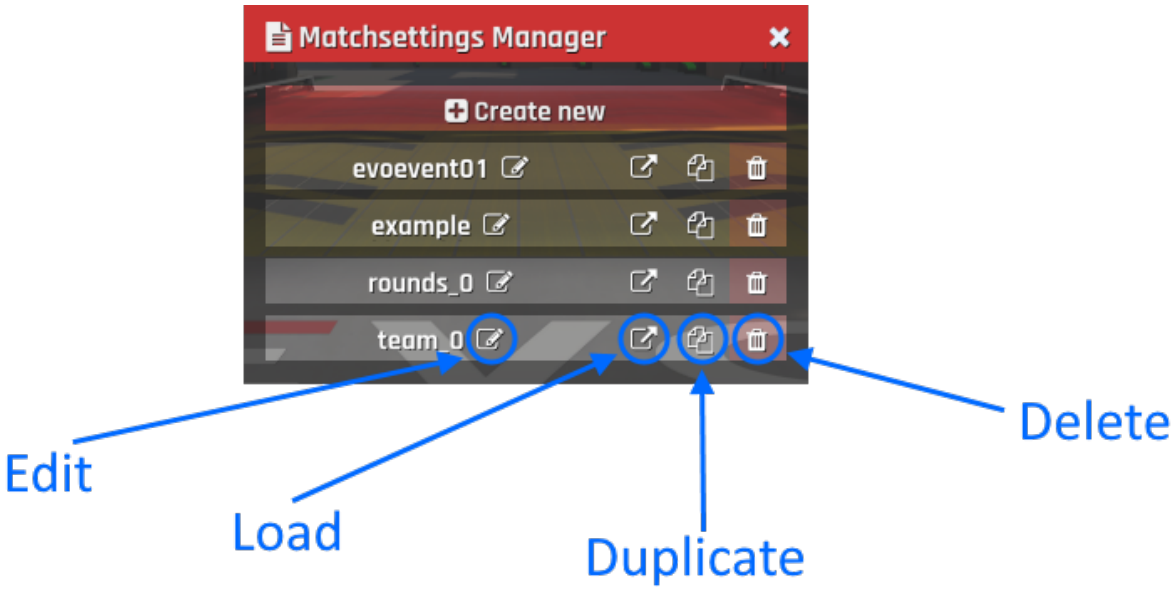
Match settings is the core configuration for all game modes and matches in Trackmania. This is where you configure how the match will play out.

Match Settings Manager

The server's match settings is a tool that allows you to create, edit and load different match settings profiles. There are two ways to open it, you can either type **//msm** or click this button in the scoreboard:



This window is then shown:



As an admin you most likely don't have to worry about creating and editing the match settings profiles, but what might interest you is loading them. The button with the arrow pointing up will load the profile and automatically configure the server. The process for loading match settings is as following:

1. Click the load button on the profile you want to load.
2. Reset the match or skip to the next map to let the changes take effect.

Quickly changing modes

You can quickly change between time attack, rounds, cup mode etc. by just typing **//mode** and select the mode you want to load. Then reset the match or skip to the next map.