Admin Controls

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

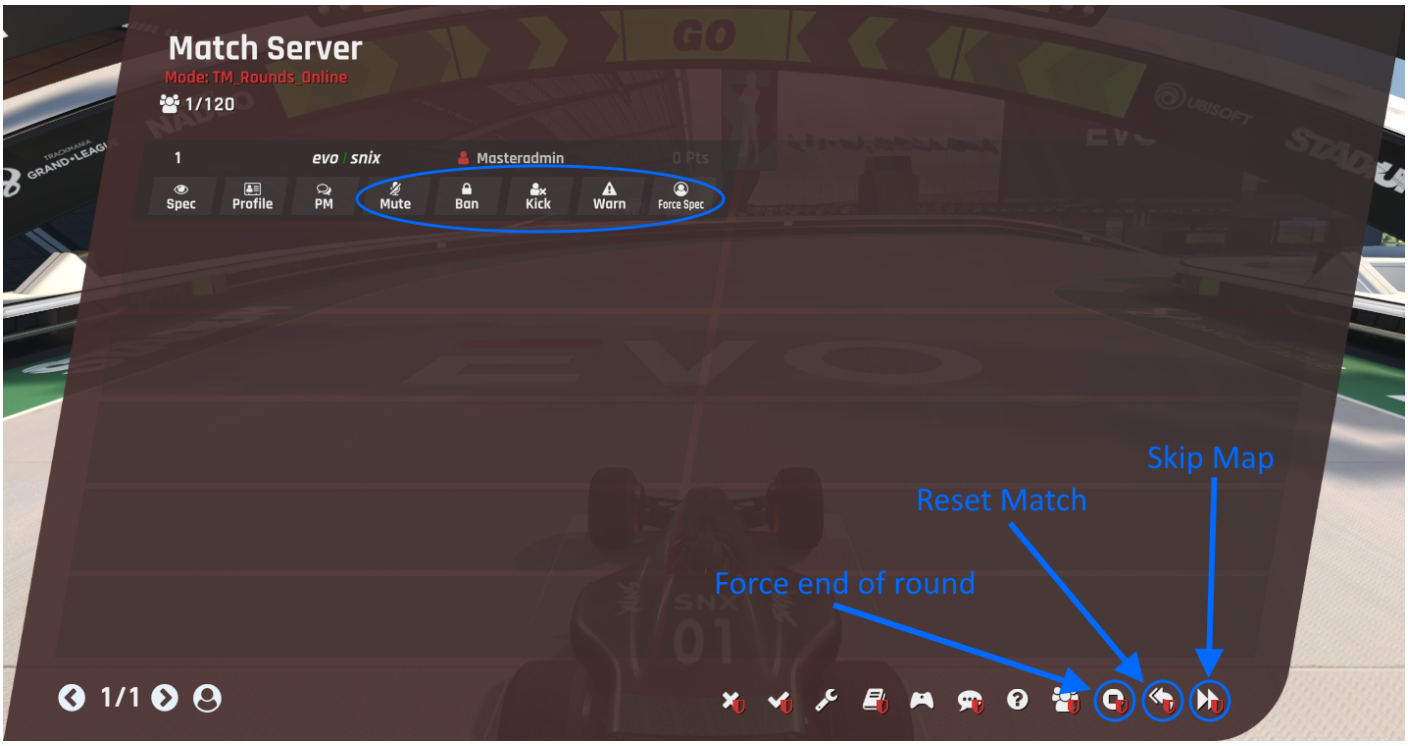
Commands

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.

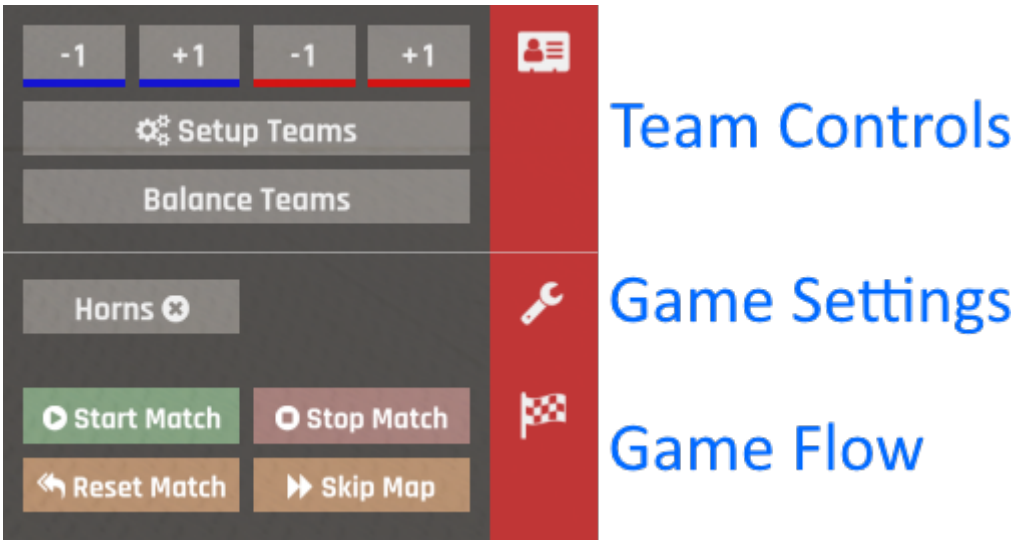
Warmup

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



Teams

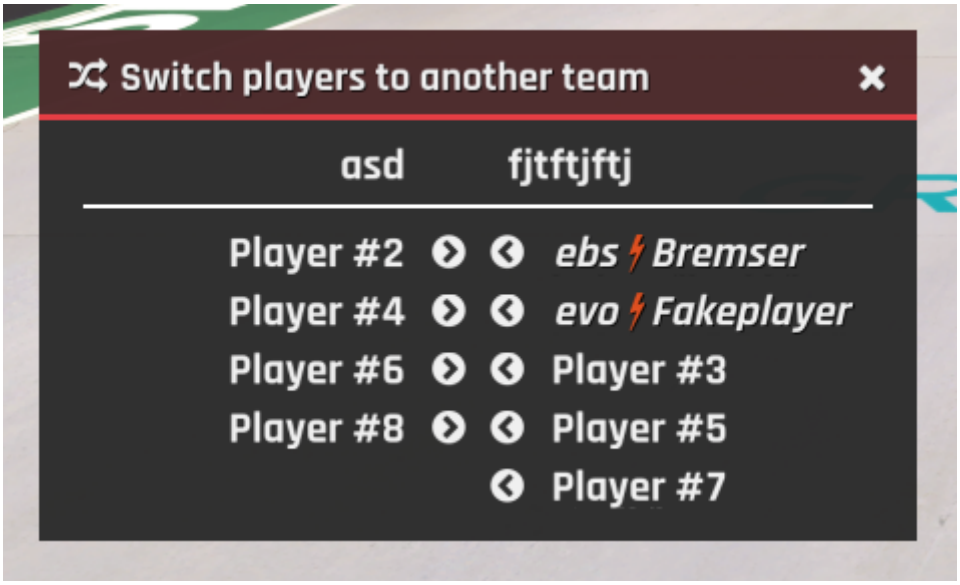
During team mode, EvoSC offer admins a bunch of control over teams and the flow of the match. This is provided by the team controls widget as shown in this image:



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.



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