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.

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