

# Useful Commands

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

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

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