

## B3 Command Reference

- Level determines the minimum level needed to run the command.
- Scope determines whether the message is displayed in public view, private view, or both.

`!command <required parameters> [<optional parameters>]`

description

### Time Suffixes

Commands that deal with time duration like `!tempban` can use time suffixes.

```
m = minutes
d = days
h = hours
w = weeks
```

Example:

```
1d = 1 day
3h = 3 hours
```

### Player Identification

Commands that accept player designations can use several inputs.

### Partial Name

The simplest player identifier is the players name. You can use any part of the player name. Only enough characters to match the players name uniquely is needed. If more than one player on the server has a similar name, you will be prompted with all players matching that name and their client id.

Example:

```
!warn playe cuss
```

This will first search for players with "playe" in their name; including "player", "unkownplayer", and "played". If more than one player is found a list of results will be shown to pick a more specific user.

### Tip:

You can use the !find to show what players match a given name.

## Client ID

The client ID is the number assigned to the player by the game itself. The client ID only works for the current gaming session. For a list of players' client IDs, use the !list command. If a players name is too hard to type or there are more than one player with similar names, you can use the client id to single them out.

Example:

```
!kick 3 tk
```

## Database ID

The Database ID is the players unique identification within the B3 database. It is prepended with an "@" and is often referred to as the "at ID". This ID is displayed with the ! \* Leveltest command and the !lookup command. You can use this ID to perform actions against a player even when that player is not connected.

Example:

```
!makereg @1235
```

### Tip:

You can use the !lookup command to find offline users in the database.

## Admin Plugin

### !register

- Level 0
- Scope Private

### !register

register yourself as a basic user

### !help [<command> \* Level>]

- Level 0
- Scope Private

get info on how to use a command, you can use "\*" for partial matches

### **!regtest**

- Level 0
- Scope Public or Private

display your current user status

### **!time**

- Level 1
- Scope Public or Private

display the servers current time

### **!maps**

- Level 2
- Scope Public or Private

list the server map rotation

### **!nextmap**

- Level 2
- Scope Public or Private

display the next map in rotation

### **!seen <name>**

- Level 2
- Scope Public or Private

when was this player last seen?

### **!admins**

- Level 20
- Scope Public or Private

lists all the online admins

### **!b3**

- Level 20
- Scope Public or Private

say b3 version info

### **!greeting [<greeting>]**

- Level 20
- Scope Private

set or list your greeting

### **!list**

- Level 20
- Scope Public or Private

list all connected players

### **!say**

- Level 20
- Scope Public

say a message to all players

### **!spam <name> <message>**

- Level 20
- Scope Public

spam a predefined message

### **!spams**

- Level 20
- Scope Private

list spam messages

### **!warn <name> [<warning>]**

- Level 20
- Scope Public

warn user

### **!warninfo <name>**

- Level 20
- Scope Public or Private

display how many warning points a user has

**!warnremove <name>**

- Level 20
- Scope Public

remove a users last warning

**!warns**

- Level 20
- Scope Private

list warnings

**!warntest <warning>**

- Level 20
- Scope Private

test a warning

**!admintest**

- Level 40
- Scope Public or Private

display your current user status

**!aliases <name>**

- Level 40
- Scope Public or Private

list a players aliases

**!baninfo <name>**

- Level 40
- Scope Public or Private

display how many bans a user has

**!find <name>**

- Level 40
- Scope Public or Private

test to find a connected player

**!kick <name> [<reason>]**

- Level 40
- Scope Public

kick a player

**!leveltest [<name>]**

- Level 40
- Scope Public or Private

display the status of a user

**!scream <message>**

- Level 40
- Scope Public

yell a message to all players

**!tempban <name> <duration> [<reason>]**

- Level 40
- Scope Public

Temporarily ban a player. You can use Time Suffixes for durations.

**!ban <name> [<reason>]**

- Level 60
- Scope Public

ban a player for settings.ban\_duration time

**!permban <name> [<reason>]**

- Level 80
- Scope Public

Permantly ban a player.

**!spank <name> [<reason>]**

- Level 60
- Scope Public

spank a player, naughty boy!

**!unban <name>**

- Level 60
- Scope Public

un-ban a player

**!clear [<player>]**

- Level 80
- Scope Public

clear all tk points and warnings

**!lookup <name>**

- Level 80
- Scope Private

lookup a player in the database

**!makereg <name>**

- Level 80
- Scope Public

make a name a regular \* Level 1 user

**!map <map>**

- Level 80
- Scope Public

switch current map

**!restart**

- Level 80
- Scope Public

restart b3

**!warnclear <name>**

- Level 80
- Scope Public

clear all of a users warnings

**!clientinfo <name> <field>**

- Level 90
- Scope Public or Private

get info about a client

**!cmdlevel <command> <level>**

- Level 90
- Scope Private

set a commands level

**!delgroup <group>**

- Level 90
- Scope Private

remove a group and remove all clients from the group

**!editgroup <group> <-n|-k|-l> <value>**

- Level 90
- Scope Private

change a group's settings

**!groups <name>**

- Level 90
- Scope Private

lists all the player's groups

**!newgroup <keyword> <level> <name>**

- Level 90
- Scope Private

create a new group

**!pause <duration>**

- Level 90
- Scope Public

pause the bot from parsing

**!putgroup <client> <group>**

- Level 90
- Scope Public or Private

add a client to a group

**!rebuild**

- Level 90
- Scope Private

sync up connected players

**!ungroup <client> <group>**

- Level 90
- Scope Public or Private

remove a client from a group

**!die**

- Level 100
- Scope Public or Private

shutdown b3

**!disable <plugin>**

- Level 100
- Scope Public or Private

disable a plugin

**!enable <plugin>**

- Level 100
- Scope Public or Private

enable a disabled plugin

**!reconfig**

- Level 100
- Scope Private

re-load all configs

## Stats Plugin

### **!mapstats [<name>]**

- Level 1
- Scope Public or Private

display the current maps stats for a user

### **!testscore <name>**

- Level 1
- Scope Public or Private

show how many skill points you would get if you killed {P name}

## Team Damage Plugin

### **!forgive**

- Level 0
- Scope Public

### **!forgive [<name>]**

forgive a player for team damaging

### **!forgiveall**

- Level 0
- Scope Public

forgive all attacker tk points

### **!forgiveprev**

- Level 0
- Scope Public

forgive the last person to tk you

### **!forgivelist**

- Level 0
- Scope Private

list all the players who have shot you

### **!grudge [<name>]**

- Level 0
- Scope Public

grudge a player for team damaging, a grudge player will not be auto-forgiven

### **!forgiveinfo <name>**

- Level 20
- Scope Public or Private

display a user's tk points

### **!forgiveclear**

- Level 60
- Scope Public or Private

### **!forgiveclear <name>**

clear a user's tk points