

Namespace OpenGSQ.Protocols.Tests

Classes

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Test Class OpenGSQ.Protocols.Tests. ASETests

Test Methods

[GetStatusTest](#)

Test Method GetStatusTest

Here are the results for the test method.

```
{
  "GameName": "mta",
  "GamePort": 22003,
  "Hostname": "MTA Türkiye ✖ GÜL GAMİNG FREEROAM ✖
[Roleplay/Askeri/Drift/Drop/Turkey/Tr/Gül Gaming]",
  "GameType": "□□□□□□ □ □□□",
  "Map": "None",
  "Version": "1.6",
  "Password": false,
  "NumPlayers": 3,
  "MaxPlayers": 120,
  "Rules": {},
  "Players": [
    {
      "Name": "gulos",
      "Team": "",
      "Skin": "",
      "Score": 0,
      "Ping": 78,
      "Time": 0
    },
    {
      "Name": "YAKXJ",
      "Team": "",
      "Skin": "",
      "Score": 0,
      "Ping": 72,
      "Time": 0
    },
    {
      "Name": "Gidikla_Beni",
      "Team": "",
      "Skin": "",
      "Score": 0,
      "Ping": 68,
      "Time": 0
    }
  ]
}
```

Test Class OpenGSQ.Protocols.Tests. BattlefieldTests

Test Methods

[GetInfoTest](#)

[GetVersionTest](#)

[GetPlayersTest](#)

Test Method GetInfoTest

Here are the results for the test method.

```
{
  "Hostname": "[JAH] Warriors #01 - Metro Only - All Weapons - 64 Slots",
  "NumPlayers": 41,
  "MaxPlayers": 64,
  "GameType": "ConquestLarge0",
  "Map": "MP_Subway",
  "RoundsPlayed": 1,
  "RoundsTotal": 2,
  "Teams": [
    1985.7673,
    2001
  ],
  "TargetScore": 0,
  "Status": "",
  "Ranked": true,
  "PunkBuster": true,
  "Password": false,
  "Uptime": 72108,
  "RoundTime": 97,
  "Mod": "",
  "IpPort": "94.250.199.214:25200",
  "PunkBusterVersion": "v1.905 | A1386 C2.352",
  "JoinQueue": true,
  "Region": "EU",
  "PingSite": "ams",
  "Country": "DE",
  "QuickMatch": true
}
```

Test Method GetVersionTest

Here are the results for the test method.

```
{  
  "Mod": "BF3",  
  "Version": "3065862"  
}
```

Test Method GetPlayersTest

Here are the results for the test method.

```
[
  {
    "name": "COBPOMOH",
    "guid": "",
    "teamId": "1",
    "squadId": "6",
    "kills": "0",
    "deaths": "0",
    "score": "400",
    "rank": "145",
    "ping": "31"
  },
  {
    "name": "Wakes_Up_Mad",
    "guid": "",
    "teamId": "1",
    "squadId": "6",
    "kills": "0",
    "deaths": "0",
    "score": "0",
    "rank": "145",
    "ping": "124"
  },
  {
    "name": "veterinario1976",
    "guid": "",
    "teamId": "1",
    "squadId": "2",
    "kills": "0",
    "deaths": "1",
    "score": "40",
    "rank": "113",
    "ping": "149"
  },
  {
    "name": "BorZ_NOX_wolF",
    "guid": "",
    "teamId": "1",
    "squadId": "3",
    "kills": "0",
    "deaths": "0",
```

```

    "score": "0",
    "rank": "145",
    "ping": "17"
  },
  {
    "name": "I_Am_Alive_2020",
    "guid": "",
    "teamId": "2",
    "squadId": "3",
    "kills": "1",
    "deaths": "0",
    "score": "310",
    "rank": "145",
    "ping": "51"
  },
  {
    "name": "chhimp",
    "guid": "",
    "teamId": "2",
    "squadId": "3",
    "kills": "1",
    "deaths": "0",
    "score": "330",
    "rank": "131",
    "ping": "158"
  },
  {
    "name": "Guenh_war",
    "guid": "",
    "teamId": "1",
    "squadId": "5",
    "kills": "0",
    "deaths": "1",
    "score": "0",
    "rank": "145",
    "ping": "65535"
  },
  {
    "name": "Manchet1",
    "guid": "",
    "teamId": "2",
    "squadId": "4",
    "kills": "0",
    "deaths": "0",
    "score": "0",
    "rank": "145",

```

```
"ping": "33"
},
{
  "name": "Gerste1954isBACK",
  "guid": "",
  "teamId": "2",
  "squadId": "4",
  "kills": "0",
  "deaths": "0",
  "score": "0",
  "rank": "145",
  "ping": "16"
},
{
  "name": "Babahase99",
  "guid": "",
  "teamId": "2",
  "squadId": "4",
  "kills": "2",
  "deaths": "0",
  "score": "1460",
  "rank": "40",
  "ping": "16"
},
{
  "name": "worldimperator",
  "guid": "",
  "teamId": "2",
  "squadId": "2",
  "kills": "2",
  "deaths": "0",
  "score": "1420",
  "rank": "145",
  "ping": "54"
},
{
  "name": "happybollocks",
  "guid": "",
  "teamId": "1",
  "squadId": "3",
  "kills": "0",
  "deaths": "1",
  "score": "500",
  "rank": "145",
  "ping": "11"
},
```

```

{
  "name": "antonlopez4",
  "guid": "",
  "teamId": "1",
  "squadId": "4",
  "kills": "0",
  "deaths": "0",
  "score": "580",
  "rank": "32",
  "ping": "38"
},
{
  "name": "Rookie778910",
  "guid": "",
  "teamId": "1",
  "squadId": "6",
  "kills": "0",
  "deaths": "1",
  "score": "400",
  "rank": "145",
  "ping": "10"
},
{
  "name": "ZantedeschiaTR",
  "guid": "",
  "teamId": "2",
  "squadId": "2",
  "kills": "0",
  "deaths": "0",
  "score": "0",
  "rank": "127",
  "ping": "51"
},
{
  "name": "El_DIVIN091",
  "guid": "",
  "teamId": "1",
  "squadId": "2",
  "kills": "0",
  "deaths": "1",
  "score": "0",
  "rank": "64",
  "ping": "112"
},
{
  "name": "9032b57a6b49f900",

```

```
"guid": "",
"teamId": "2",
"squadId": "1",
"kills": "0",
"deaths": "0",
"score": "260",
"rank": "145",
"ping": "30"
},
{
  "name": "Raleb420",
  "guid": "",
  "teamId": "1",
  "squadId": "3",
  "kills": "0",
  "deaths": "0",
  "score": "0",
  "rank": "48",
  "ping": "108"
},
{
  "name": "gropoulpos",
  "guid": "",
  "teamId": "1",
  "squadId": "3",
  "kills": "0",
  "deaths": "0",
  "score": "0",
  "rank": "145",
  "ping": "18"
},
{
  "name": "IITrx",
  "guid": "",
  "teamId": "2",
  "squadId": "4",
  "kills": "1",
  "deaths": "0",
  "score": "200",
  "rank": "87",
  "ping": "91"
},
{
  "name": "MTS205",
  "guid": "",
  "teamId": "2",
```

```
    "squadId": "1",
    "kills": "1",
    "deaths": "0",
    "score": "450",
    "rank": "100",
    "ping": "65535"
  },
  {
    "name": "manara033",
    "guid": "",
    "teamId": "2",
    "squadId": "1",
    "kills": "0",
    "deaths": "0",
    "score": "0",
    "rank": "145",
    "ping": "65535"
  },
  {
    "name": "4etlanin",
    "guid": "",
    "teamId": "1",
    "squadId": "7",
    "kills": "0",
    "deaths": "1",
    "score": "0",
    "rank": "145",
    "ping": "36"
  },
  {
    "name": "Reactistov",
    "guid": "",
    "teamId": "1",
    "squadId": "7",
    "kills": "0",
    "deaths": "0",
    "score": "0",
    "rank": "34",
    "ping": "43"
  },
  {
    "name": "HJEC",
    "guid": "",
    "teamId": "1",
    "squadId": "4",
    "kills": "2",
```

```
"deaths": "1",
"score": "420",
"rank": "10",
"ping": "120"
},
{
  "name": "StanliMcKubrish",
  "guid": "",
  "teamId": "2",
  "squadId": "9",
  "kills": "1",
  "deaths": "0",
  "score": "730",
  "rank": "141",
  "ping": "167"
},
{
  "name": "kemiika",
  "guid": "",
  "teamId": "2",
  "squadId": "9",
  "kills": "0",
  "deaths": "0",
  "score": "0",
  "rank": "23",
  "ping": "25"
},
{
  "name": "KingBlade81",
  "guid": "",
  "teamId": "1",
  "squadId": "2",
  "kills": "0",
  "deaths": "1",
  "score": "20",
  "rank": "145",
  "ping": "14"
},
{
  "name": "JohnEMcCarthy",
  "guid": "",
  "teamId": "1",
  "squadId": "4",
  "kills": "0",
  "deaths": "1",
  "score": "200",
```

```
    "rank": "22",
    "ping": "98"
  },
  {
    "name": "AFRO_dEEzyACK",
    "guid": "",
    "teamId": "2",
    "squadId": "9",
    "kills": "0",
    "deaths": "0",
    "score": "0",
    "rank": "145",
    "ping": "157"
  },
  {
    "name": "uNreal_Niru",
    "guid": "",
    "teamId": "2",
    "squadId": "8",
    "kills": "0",
    "deaths": "0",
    "score": "0",
    "rank": "54",
    "ping": "39"
  },
  {
    "name": "Slyv13",
    "guid": "",
    "teamId": "2",
    "squadId": "7",
    "kills": "0",
    "deaths": "0",
    "score": "579",
    "rank": "21",
    "ping": "31"
  },
  {
    "name": "parchan",
    "guid": "",
    "teamId": "2",
    "squadId": "8",
    "kills": "0",
    "deaths": "0",
    "score": "523",
    "rank": "145",
    "ping": "26"
```

```

},
{
  "name": "Cohiba_Cutter",
  "guid": "",
  "teamId": "2",
  "squadId": "2",
  "kills": "0",
  "deaths": "0",
  "score": "250",
  "rank": "52",
  "ping": "121"
},
{
  "name": "54lr5",
  "guid": "",
  "teamId": "1",
  "squadId": "1",
  "kills": "0",
  "deaths": "1",
  "score": "10",
  "rank": "98",
  "ping": "21"
},
{
  "name": "edileepro",
  "guid": "",
  "teamId": "2",
  "squadId": "6",
  "kills": "2",
  "deaths": "0",
  "score": "475",
  "rank": "27",
  "ping": "48"
},
{
  "name": "PwnasourusBallin",
  "guid": "",
  "teamId": "1",
  "squadId": "4",
  "kills": "0",
  "deaths": "0",
  "score": "20",
  "rank": "27",
  "ping": "117"
},
{

```

```
    "name": "Watsonthe3rd",
    "guid": "",
    "teamId": "2",
    "squadId": "1",
    "kills": "0",
    "deaths": "0",
    "score": "0",
    "rank": "45",
    "ping": "19"
  },
  {
    "name": "Redstep6",
    "guid": "",
    "teamId": "1",
    "squadId": "2",
    "kills": "0",
    "deaths": "0",
    "score": "40",
    "rank": "45",
    "ping": "168"
  },
  {
    "name": "KPV19",
    "guid": "",
    "teamId": "1",
    "squadId": "1",
    "kills": "0",
    "deaths": "0",
    "score": "0",
    "rank": "145",
    "ping": "30"
  },
  {
    "name": "OscarMikeD2",
    "guid": "",
    "teamId": "0",
    "squadId": "0",
    "kills": "0",
    "deaths": "0",
    "score": "0",
    "rank": "62",
    "ping": "157"
  }
]
```

Test Class OpenGSQ.Protocols.Tests.Doom3 Tests

Test Methods

[GetStatusTest](#)

Test Method GetStatusTest

Here are the results for the test method.

```
{
  "Info": {
    "version": "10.21",
    "si_name": "EU Vanilla| Makron Horde",
    "si_version": "ETQW 1.5.12663.12663  linux-x86 May  9 2008 13:47:37",
    "net_serverPunkbusterEnabled": "0",
    "net_serverDedicated": "1",
    "si_teamForceBalance": "1",
    "si_gameReviewReadyWait": "0",
    "si_disableGlobalChat": "0",
    "si_noProficiency": "0",
    "si_allowLateJoin": "1",
    "si_minPlayers": "1",
    "si_readyPercent": "51",
    "si_disableVoting": "0",
    "si_adminStart": "0",
    "si_motd_4": "https://discord.gg/etqw",
    "si_motd_3": "",
    "si_motd_2": "EU Vanilla  ",
    "si_motd_1": "",
    "si_adminname": "The Makron",
    "si_website": "https://discord.gg/etqw",
    "si_timelimit": "20",
    "si_rules": "sdGameRulesCampaign",
    "si_spectators": "1",
    "si_pure": "1",
    "si_needPass": "0",
    "si_teamDamage": "1",
    "si_privateClients": "0",
    "si_maxPlayers": "32",
    "si_antiLagForgiving": "10",
    "si_antiLagOnly": "1",
    "si_antiLag": "1",
    "bot_enable": "1",
    "gamename": "baseETQW-1",
    "si_campaign": "campaign_northamerica",
    "si_map": "maps/outskirts",
    "si_campaignInfo": "2"
  },
  "Players": [
    {
```

```

    "id": 0,
    "ping": 0,
    "name": "Gumbii",
    "clantag_pos": 0,
    "clantag": "",
    "typeflag": 1
},
{
    "id": 1,
    "ping": 0,
    "name": "WAT|infected_remnants",
    "clantag_pos": 0,
    "clantag": "",
    "typeflag": 1
},
{
    "id": 2,
    "ping": 0,
    "name": "Vlad_Putimir",
    "clantag_pos": 0,
    "clantag": "",
    "typeflag": 1
},
{
    "id": 4,
    "ping": 0,
    "name": "Kettle",
    "clantag_pos": 0,
    "clantag": "",
    "typeflag": 1
},
{
    "id": 5,
    "ping": 0,
    "name": "Boss_Tweed",
    "clantag_pos": 0,
    "clantag": "",
    "typeflag": 1
},
{
    "id": 7,
    "ping": 0,
    "name": "iceT-bag",
    "clantag_pos": 0,
    "clantag": "",
    "typeflag": 1
}

```

```
},
{
  "id": 8,
  "ping": 0,
  "name": "FannyPack",
  "clantag_pos": 0,
  "clantag": "",
  "typeflag": 1
},
{
  "id": 10,
  "ping": 0,
  "name": "CTZN Kane",
  "clantag_pos": 0,
  "clantag": "",
  "typeflag": 1
},
{
  "id": 15,
  "ping": 0,
  "name": "NoobMcBoob",
  "clantag_pos": 0,
  "clantag": "",
  "typeflag": 1
},
{
  "id": 16,
  "ping": 0,
  "name": "NOSFERATU",
  "clantag_pos": 0,
  "clantag": "",
  "typeflag": 1
},
{
  "id": 17,
  "ping": 0,
  "name": "rumpleforeskin",
  "clantag_pos": 0,
  "clantag": "",
  "typeflag": 1
},
{
  "id": 18,
  "ping": 0,
  "name": "STFUandDIE",
  "clantag_pos": 0,
```

```
    "clantag": "",  
    "typeflag": 1  
  }  
]  
}
```

Test Class OpenGSQ.Protocols.Tests. EOSTests

Test Methods

[GetMatchmakingAsyncTest](#)

[GetInfoTest](#)

[GetInfoPalWorldTest](#)

Test Method GetMatchmakingAsyncTest

Here are the results for the test method.

```
{
  "Sessions": [
    {
      "deployment": "0a18471f93d448e2a1f60e47e03d3413",
      "id": "0ddd5e24cac0446ba0738ce15f4ec829",
      "bucket": "Pal_1",
      "settings": {
        "maxPublicPlayers": 3,
        "allowInvites": false,
        "shouldAdvertise": true,
        "allowReadById": true,
        "allowJoinViaPresence": true,
        "allowJoinInProgress": true,
        "allowConferenceRoom": false,
        "checkSanctions": false,
        "allowMigration": false,
        "rejoinAfterKick": "",
        "platforms": null
      },
      "totalPlayers": 0,
      "openPublicPlayers": 3,
      "publicPlayers": [],
      "started": true,
      "lastUpdated": null,
      "attributes": {
        "OWNINGUSERNAME_s": "DedicatedServer - steam",
        "BUSESSTATS_b": false,
        "GAMESERVER_PORT_l": 8211,
        "DAYS_l": 410,
        "WORLDGUID_s": "3DE478C92D464CFFA3059EA86C3FABB8",
        "NUMPRIVATECONNECTIONS_l": 0,
        "TYPE_s": "Community",
        "NAME_s": "Poke ServerName=",
        "CREATE_TIME_l": 1707084026,
        "SERVERTIME_l": 16,
        "DEDICATEDONLY_b": true,
        "ADDRESS_s": "208.104.220.68",
        "PRESENCESEARCH_b": true,
        "NUMPUBLICCONNECTIONS_l": 3,
        "BUILDUNIQUEID_l": 0,
        "ISPASSWORD_b": false,

```

```

    "VERSION_s": "v0.1.4.0",
    "NAMESPACE_s": "production",
    "BANTICHEATPROTECTED_b": false,
    "BISDEDICATED_b": true,
    "PLAYERS_l": 0,
    "MAPNAME_s": "MainWorld5"
  },
  "owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",
  "ownerPlatformId": null
},
{
  "deployment": "0a18471f93d448e2a1f60e47e03d3413",
  "id": "4c350612f3a4426bb4eb2cc5c4a4d162",
  "bucket": "Pal_1",
  "settings": {
    "maxPublicPlayers": 32,
    "allowInvites": false,
    "shouldAdvertise": true,
    "allowReadById": true,
    "allowJoinViaPresence": true,
    "allowJoinInProgress": true,
    "allowConferenceRoom": false,
    "checkSanctions": false,
    "allowMigration": false,
    "rejoinAfterKick": "",
    "platforms": null
  },
  "totalPlayers": 0,
  "openPublicPlayers": 32,
  "publicPlayers": [],
  "started": true,
  "lastUpdated": null,
  "attributes": {
    "OWNINGUSERNAME_s": "DedicatedServer - steam",
    "BUSESSTATS_b": false,
    "GAMESERVER_PORT_l": 8211,
    "DAYS_l": 226,
    "WORLDGUID_s": "FE581074D3E84DFFADC8B4C49C9EC903",
    "NUMPRIVATECONNECTIONS_l": 0,
    "TYPE_s": "Community",
    "NAME_s": "ragdoll",
    "CREATE_TIME_l": 1706985963,
    "SERVERTIME_l": 8,
    "DEDICATEDONLY_b": true,
    "ADDRESS_s": "174.165.66.52",
    "PRESENCESEARCH_b": true,

```

```

    "NUMPUBLICCONNECTIONS_l": 32,
    "DESCRIPTION_s": "Palworld dedicated server @ ragdoll",
    "BUILDUNIQUEID_l": 0,
    "ISPASSWORD_b": false,
    "VERSION_s": "v0.1.4.0",
    "NAMESPACE_s": "production",
    "BANTICHEATPROTECTED_b": false,
    "BISDEDICATED_b": true,
    "PLAYERS_l": 0,
    "MAPNAME_s": "MainWorld5"
  },
  "owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",
  "ownerPlatformId": null
},
{
  "deployment": "0a18471f93d448e2a1f60e47e03d3413",
  "id": "5a68ea00204a4a59875524138f35f93e",
  "bucket": "Pal_1",
  "settings": {
    "maxPublicPlayers": 16,
    "allowInvites": false,
    "shouldAdvertise": true,
    "allowReadById": true,
    "allowJoinViaPresence": true,
    "allowJoinInProgress": true,
    "allowConferenceRoom": false,
    "checkSanctions": false,
    "allowMigration": false,
    "rejoinAfterKick": "",
    "platforms": null
  },
  "totalPlayers": 0,
  "openPublicPlayers": 16,
  "publicPlayers": [],
  "started": true,
  "lastUpdated": null,
  "attributes": {
    "OWNINGUSERNAME_s": "DedicatedServer - steam",
    "BUSESSTATS_b": false,
    "GAMESERVER_PORT_l": 8211,
    "DAYS_l": 671,
    "WORLDGUID_s": "FD3DB9079A73456891D7F0471313CC72",
    "NUMPRIVATECONNECTIONS_l": 0,
    "TYPE_s": "Community",
    "NAME_s": "[Oceanic] PalWorld 24/7 Dedicated Server",
    "CREATE_TIME_l": 1707082292,

```

```

    "SERVERTIME_l": 20,
    "DEDICATEDONLY_b": true,
    "ADDRESS_s": "103.1.186.219",
    "PRESENCESEARCH_b": true,
    "NUMPUBLICCONNECTIONS_l": 16,
    "BUILDUNIQUEID_l": 0,
    "ISPASSWORD_b": false,
    "VERSION_s": "v0.1.4.0",
    "NAMESPACE_s": "production",
    "BANTICHEATPROTECTED_b": false,
    "BISDEDICATED_b": true,
    "PLAYERS_l": 0,
    "MAPNAME_s": "MainWorld5"
  },
  "owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",
  "ownerPlatformId": null
},
{
  "deployment": "0a18471f93d448e2a1f60e47e03d3413",
  "id": "b5ace1ea1c0b47e49a48b7206674a510",
  "bucket": "Pal_1",
  "settings": {
    "maxPublicPlayers": 10,
    "allowInvites": false,
    "shouldAdvertise": true,
    "allowReadById": true,
    "allowJoinViaPresence": true,
    "allowJoinInProgress": true,
    "allowConferenceRoom": false,
    "checkSanctions": false,
    "allowMigration": false,
    "rejoinAfterKick": "",
    "platforms": null
  },
  "totalPlayers": 0,
  "openPublicPlayers": 10,
  "publicPlayers": [],
  "started": true,
  "lastUpdated": null,
  "attributes": {
    "OWNINGUSERNAME_s": "DedicatedServer - euid999",
    "BUSESSTATS_b": false,
    "GAMESERVER_PORT_l": 8221,
    "DAYS_l": 467,
    "WORLDGUID_s": "4ACA00B71ABE45C5AAF1F927A94A30DA",
    "NUMPRIVATECONNECTIONS_l": 0,

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    "TYPE_s": "Community",
    "NAME_s": "VELAN PALWORLD SERVER",
    "CREATE_TIME_l": 1707052519,
    "SERVERTIME_l": 16,
    "DEDICATEDONLY_b": true,
    "ADDRESS_s": "185.166.232.20",
    "PRESENCESEARCH_b": true,
    "NUMPUBLICCONNECTIONS_l": 10,
    "BUILDUNIQUEID_l": 0,
    "ISPASSWORD_b": true,
    "VERSION_s": "v0.1.4.0",
    "GAMESERVER_ADDRESS_s": "185.166.232.20",
    "NAMESPACE_s": "production",
    "BANTICHEATPROTECTED_b": false,
    "BISDEDICATED_b": true,
    "PLAYERS_l": 0,
    "MAPNAME_s": "MainWorld5"
  },
  "owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",
  "ownerPlatformId": null
},
{
  "deployment": "0a18471f93d448e2a1f60e47e03d3413",
  "id": "3e5fe2dcd7b849ee85edb9fba12a2f30",
  "bucket": "Pal_1",
  "settings": {
    "maxPublicPlayers": 4,
    "allowInvites": false,
    "shouldAdvertise": true,
    "allowReadById": true,
    "allowJoinViaPresence": true,
    "allowJoinInProgress": true,
    "allowConferenceRoom": false,
    "checkSanctions": false,
    "allowMigration": false,
    "rejoinAfterKick": "",
    "platforms": null
  },
  "totalPlayers": 0,
  "openPublicPlayers": 4,
  "publicPlayers": [],
  "started": true,
  "lastUpdated": "2024-02-04T23:51:29.862Z",
  "attributes": {
    "OWNINGUSERNAME_s": "DedicatedServer - sid6015580",
    "BUSESSTATS_b": false,

```

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    "GAMESERVER_PORT_l": 29400,
    "DAYS_l": 278,
    "WORLDGUID_s": "CE6128164A7B03E8F8B9D29D44E51DEE",
    "NUMPRIVATECONNECTIONS_l": 0,
    "TYPE_s": "Community",
    "NAME_s": "VizMyServer",
    "CREATE_TIME_l": 1707010226,
    "SERVERTIME_l": 34,
    "DEDICATEDONLY_b": true,
    "ADDRESS_s": "92.204.240.238",
    "PRESENCESEARCH_b": true,
    "NUMPUBLICCONNECTIONS_l": 4,
    "BUILDUNIQUEID_l": 0,
    "ISPASSWORD_b": false,
    "VERSION_s": "v0.1.4.0",
    "GAMESERVER_ADDRESS_s": "92.204.240.238",
    "NAMESPACE_s": "production",
    "BANTICHEATPROTECTED_b": false,
    "BISDEDICATED_b": true,
    "PLAYERS_l": 1,
    "MAPNAME_s": "MainWorld5"
  },
  "owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",
  "ownerPlatformId": null
},
{
  "deployment": "0a18471f93d448e2a1f60e47e03d3413",
  "id": "246a56c800004ab5aad9570c0d980f23",
  "bucket": "Pal_1",
  "settings": {
    "maxPublicPlayers": 4,
    "allowInvites": false,
    "shouldAdvertise": true,
    "allowReadById": true,
    "allowJoinViaPresence": true,
    "allowJoinInProgress": true,
    "allowConferenceRoom": false,
    "checkSanctions": false,
    "allowMigration": false,
    "rejoinAfterKick": "",
    "platforms": null
  },
  "totalPlayers": 0,
  "openPublicPlayers": 4,
  "publicPlayers": [],
  "started": true,

```

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"lastUpdated": null,
"attributes": {
  "OWNINGUSERNAME_s": "DedicatedServer - ni13240531",
  "BUSESSTATS_b": false,
  "GAMESERVER_PORT_l": 10200,
  "DAYS_l": 85,
  "WORLDGUID_s": "6BBC06624C3E30B173F37FA1478290EA",
  "NUMPRIVATECONNECTIONS_l": 0,
  "TYPE_s": "Community",
  "NAME_s": "Palworld hosted by nitrado.net",
  "CREATE_TIME_l": 1707029195,
  "SERVERTIME_l": 25,
  "DEDICATEDONLY_b": true,
  "ADDRESS_s": "134.255.240.46",
  "PRESENCESEARCH_b": true,
  "NUMPUBLICCONNECTIONS_l": 4,
  "BUILDUNIQUEID_l": 0,
  "ISPASSWORD_b": true,
  "VERSION_s": "v0.1.4.0",
  "GAMESERVER_ADDRESS_s": "134.255.240.46",
  "NAMESPACE_s": "production",
  "BANTICHEATPROTECTED_b": false,
  "BISDEDICATED_b": true,
  "PLAYERS_l": 1,
  "MAPNAME_s": "MainWorld5"
},
"owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",
"ownerPlatformId": null
},
{
  "deployment": "0a18471f93d448e2a1f60e47e03d3413",
  "id": "1948bd455d4a470da6a020e6725cf466",
  "bucket": "Pal_1",
  "settings": {
    "maxPublicPlayers": 10,
    "allowInvites": false,
    "shouldAdvertise": true,
    "allowReadById": true,
    "allowJoinViaPresence": true,
    "allowJoinInProgress": true,
    "allowConferenceRoom": false,
    "checkSanctions": false,
    "allowMigration": false,
    "rejoinAfterKick": "",
    "platforms": null
  }
},

```

```

"totalPlayers": 0,
"openPublicPlayers": 10,
"publicPlayers": [],
"started": true,
"lastUpdated": null,
"attributes": {
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  "BUSESSTATS_b": false,
  "GAMESERVER_PORT_l": 28700,
  "DAYS_l": 639,
  "WORLDGUID_s": "33FDDA854315A0D7EBEA3893877053BD",
  "NUMPRIVATECONNECTIONS_l": 0,
  "TYPE_s": "Community",
  "NAME_s": "Eden's World",
  "CREATE_TIME_l": 1706742931,
  "SERVERTIME_l": 37,
  "DEDICATEDONLY_b": true,
  "ADDRESS_s": "144.126.128.93",
  "PRESENCESEARCH_b": true,
  "NUMPUBLICCONNECTIONS_l": 10,
  "BUILDUNIQUEID_l": 0,
  "ISPASSWORD_b": false,
  "VERSION_s": "v0.1.4.0",
  "GAMESERVER_ADDRESS_s": "144.126.128.93",
  "NAMESPACE_s": "production",
  "BANTICHEATPROTECTED_b": false,
  "BISDEDICATED_b": true,
  "PLAYERS_l": 0,
  "MAPNAME_s": "MainWorld5"
},
"owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",
"ownerPlatformId": null
},
{
  "deployment": "0a18471f93d448e2a1f60e47e03d3413",
  "id": "ca6d45ebf6c946baa95d43c8d11c8124",
  "bucket": "Pal_1",
  "settings": {
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    "allowInvites": false,
    "shouldAdvertise": true,
    "allowReadById": true,
    "allowJoinViaPresence": true,
    "allowJoinInProgress": true,
    "allowConferenceRoom": false,
    "checkSanctions": false,

```

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    "allowMigration": false,
    "rejoinAfterKick": "",
    "platforms": null
  },
  "totalPlayers": 0,
  "openPublicPlayers": 8,
  "publicPlayers": [],
  "started": true,
  "lastUpdated": null,
  "attributes": {
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    "BUSESSTATS_b": false,
    "GAMESERVER_PORT_l": 10800,
    "DAYS_l": 455,
    "WORLDGUID_s": "1AEB37214D8812C210526D8EA8D5D69D",
    "NUMPRIVATECONNECTIONS_l": 0,
    "TYPE_s": "Community",
    "NAME_s": "Obstkiste",
    "CREATE_TIME_l": 1707041073,
    "SERVERTIME_l": 19,
    "DEDICATEDONLY_b": true,
    "ADDRESS_s": "195.82.158.93",
    "PRESENCESEARCH_b": true,
    "NUMPUBLICCONNECTIONS_l": 8,
    "BUILDUNIQUEID_l": 0,
    "ISPASSWORD_b": true,
    "VERSION_s": "v0.1.4.0",
    "GAMESERVER_ADDRESS_s": "85.190.163.223",
    "NAMESPACE_s": "production",
    "BANTICHEATPROTECTED_b": false,
    "BISDEDICATED_b": true,
    "PLAYERS_l": 0,
    "MAPNAME_s": "MainWorld5"
  },
  "owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",
  "ownerPlatformId": null
},
{
  "deployment": "0a18471f93d448e2a1f60e47e03d3413",
  "id": "2b8375ca3ad94ad382bb2ae21248723f",
  "bucket": "Pal_1",
  "settings": {
    "maxPublicPlayers": 4,
    "allowInvites": false,
    "shouldAdvertise": true,
    "allowReadById": true,

```

```

    "allowJoinViaPresence": true,
    "allowJoinInProgress": true,
    "allowConferenceRoom": false,
    "checkSanctions": false,
    "allowMigration": false,
    "rejoinAfterKick": "",
    "platforms": null
  },
  "totalPlayers": 0,
  "openPublicPlayers": 4,
  "publicPlayers": [],
  "started": true,
  "lastUpdated": null,
  "attributes": {
    "OWNINGUSERNAME_s": "DedicatedServer - ni100404961",
    "BUSESSTATS_b": false,
    "GAMESERVER_PORT_l": 30000,
    "DAYS_l": 551,
    "WORLDGUID_s": "750CCE0E411D2F637D1AFFB55EE0D7F3",
    "NUMPRIVATECONNECTIONS_l": 0,
    "TYPE_s": "Community",
    "NAME_s": "Trifuerza",
    "CREATE_TIME_l": 1707091621,
    "SERVERTIME_l": 24,
    "DEDICATEDONLY_b": true,
    "ADDRESS_s": "94.242.210.188",
    "PRESENCESEARCH_b": true,
    "NUMPUBLICCONNECTIONS_l": 4,
    "BUILDUNIQUEID_l": 0,
    "ISPASSWORD_b": true,
    "VERSION_s": "v0.1.4.0",
    "GAMESERVER_ADDRESS_s": "212.117.162.116",
    "NAMESPACE_s": "production",
    "BANTICHEATPROTECTED_b": false,
    "BISDEDICATED_b": true,
    "PLAYERS_l": 0,
    "MAPNAME_s": "MainWorld5"
  },
  "owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",
  "ownerPlatformId": null
},
{
  "deployment": "0a18471f93d448e2a1f60e47e03d3413",
  "id": "8ff526331fd649ad992e20c6c010e079",
  "bucket": "Pal_1",
  "settings": {

```

```

    "maxPublicPlayers": 32,
    "allowInvites": false,
    "shouldAdvertise": true,
    "allowReadById": true,
    "allowJoinViaPresence": true,
    "allowJoinInProgress": true,
    "allowConferenceRoom": false,
    "checkSanctions": false,
    "allowMigration": false,
    "rejoinAfterKick": "",
    "platforms": null
  },
  "totalPlayers": 0,
  "openPublicPlayers": 32,
  "publicPlayers": [],
  "started": true,
  "lastUpdated": null,
  "attributes": {
    "OWNINGUSERNAME_s": "DedicatedServer - mc2181803",
    "BUSESSTATS_b": false,
    "GAMESERVER_PORT_l": 25780,
    "DAYS_l": 327,
    "WORLDGUID_s": "CAA1A7132E7F4303AD68800032FAFDFA",
    "NUMPRIVATECONNECTIONS_l": 0,
    "TYPE_s": "Community",
    "NAME_s": "[ApexHosting] My Palworld Server! (635782)",
    "CREATE_TIME_l": 1707023752,
    "SERVERTIME_l": 16,
    "DEDICATEDONLY_b": true,
    "ADDRESS_s": "45.159.6.80",
    "PRESENCESEARCH_b": true,
    "NUMPUBLICCONNECTIONS_l": 32,
    "BUILDUNIQUEID_l": 0,
    "ISPASSWORD_b": false,
    "VERSION_s": "v0.1.4.0",
    "GAMESERVER_ADDRESS_s": "45.159.6.80",
    "NAMESPACE_s": "production",
    "BANTICHEATPROTECTED_b": false,
    "BISDEDICATED_b": true,
    "PLAYERS_l": 1,
    "MAPNAME_s": "MainWorld5"
  },
  "owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",
  "ownerPlatformId": null
},
{

```

```

"deployment": "0a18471f93d448e2a1f60e47e03d3413",
"id": "3b74a74001124c4b817d1a96fdb5f789",
"bucket": "Pal_1",
"settings": {
  "maxPublicPlayers": 8,
  "allowInvites": false,
  "shouldAdvertise": true,
  "allowReadById": true,
  "allowJoinViaPresence": true,
  "allowJoinInProgress": true,
  "allowConferenceRoom": false,
  "checkSanctions": false,
  "allowMigration": false,
  "rejoinAfterKick": "",
  "platforms": null
},
"totalPlayers": 0,
"openPublicPlayers": 8,
"publicPlayers": [],
"started": true,
"lastUpdated": null,
"attributes": {
  "OWNINGUSERNAME_s": "DedicatedServer - zap1073847g608032",
  "GAMESERVER_PORT_l": 27108,
  "DAYS_l": 184,
  "NUMPRIVATECONNECTIONS_l": 0,
  "TYPE_s": "Community",
  "CREATE_TIME_l": 1707087882,
  "SERVERTIME_l": 28,
  "DEDICATEDONLY_b": true,
  "ISPASSWORD_b": true,
  "VERSION_s": "v0.1.4.0",
  "GAMESERVER_ADDRESS_s": "194.156.91.231",
  "NAMESPACE_s": "production",
  "BANTICHEATPROTECTED_b": false,
  "BUSESSTATS_b": false,
  "WORLDGUID_s": "6654C5ADEE2B480BA9C0676E66692F8C",
  "NAME_s": "RT PALWORLD ",
  "ADDRESS_s": "194.156.91.231",
  "PRESENCESEARCH_b": true,
  "NUMPUBLICCONNECTIONS_l": 8,
  "DESCRIPTION_s": "RT DEV power by ZAP-HOSTING",
  "BUILDUNIQUEID_l": 0,
  "BISDEDICATED_b": true,
  "PLAYERS_l": 1,
  "MAPNAME_s": "MainWorld5"
}

```

```

},
"owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",
"ownerPlatformId": null
},
{
"deployment": "0a18471f93d448e2a1f60e47e03d3413",
"id": "1c434301a2384286bbe6bfc0d82bb4d3",
"bucket": "Pal_1",
"settings": {
"maxPublicPlayers": 16,
"allowInvites": false,
"shouldAdvertise": true,
"allowReadById": true,
"allowJoinViaPresence": true,
"allowJoinInProgress": true,
"allowConferenceRoom": false,
"checkSanctions": false,
"allowMigration": false,
"rejoinAfterKick": "",
"platforms": null
},
"totalPlayers": 0,
"openPublicPlayers": 16,
"publicPlayers": [],
"started": true,
"lastUpdated": null,
"attributes": {
"OWNINGUSERNAME_s": "DedicatedServer - steam",
"BUSESSTATS_b": false,
"GAMESERVER_PORT_l": 8211,
"DAYS_l": 377,
"WORLDGUID_s": "E6FD034B4F58022B144D60A383FEA770",
"NUMPRIVATECONNECTIONS_l": 0,
"TYPE_s": "Community",
"NAME_s": "GacchiKoi",
"CREATE_TIME_l": 1706808178,
"SERVERTIME_l": 16,
"DEDICATEDONLY_b": true,
"ADDRESS_s": "35.221.109.223",
"PRESENCESEARCH_b": true,
"NUMPUBLICCONNECTIONS_l": 16,
"BUILDUNIQUEID_l": 0,
"ISPASSWORD_b": true,
"VERSION_s": "v0.1.4.0",
"NAMESPACE_s": "production",
"BANTICHEATPROTECTED_b": false,

```

```

    "BISDEDICATED_b": true,
    "PLAYERS_l": 0,
    "MAPNAME_s": "MainWorld5"
  },
  "owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",
  "ownerPlatformId": null
},
{
  "deployment": "0a18471f93d448e2a1f60e47e03d3413",
  "id": "1b9e6a779ce541609f0ba0ad4e4b6ed6",
  "bucket": "Pal_1",
  "settings": {
    "maxPublicPlayers": 32,
    "allowInvites": false,
    "shouldAdvertise": true,
    "allowReadById": true,
    "allowJoinViaPresence": true,
    "allowJoinInProgress": true,
    "allowConferenceRoom": false,
    "checkSanctions": false,
    "allowMigration": false,
    "rejoinAfterKick": "",
    "platforms": null
  },
  "totalPlayers": 0,
  "openPublicPlayers": 32,
  "publicPlayers": [],
  "started": true,
  "lastUpdated": null,
  "attributes": {
    "OWNINGUSERNAME_s": "DedicatedServer - gs11945",
    "GAMESERVER_PORT_l": 8241,
    "DAYS_l": 425,
    "NUMPRIVATECONNECTIONS_l": 0,
    "TYPE_s": "Community",
    "CREATE_TIME_l": 1706688265,
    "SERVERTIME_l": 16,
    "DEDICATEDONLY_b": true,
    "ISPASSWORD_b": true,
    "VERSION_s": "v0.1.3.0",
    "GAMESERVER_ADDRESS_s": "109.248.4.59",
    "NAMESPACE_s": "production",
    "BANTICHEATPROTECTED_b": false,
    "BUSESSTATS_b": false,
    "WORLDGUID_s": "DE25AE7849EC6365A39BA683C60CDD2D",
    "NAME_s": "Play_at_home_server",

```

```

    "ADDRESS_s": "109.248.4.59",
    "PRESENCESEARCH_b": true,
    "NUMPUBLICCONNECTIONS_l": 32,
    "DESCRIPTION_s": "Добро пожаловать на сервер! Приятной игры!",
    "BUILDUNIQUEID_l": 0,
    "BISDEDICATED_b": true,
    "PLAYERS_l": 0,
    "MAPNAME_s": "MainWorld5"
  },
  "owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",
  "ownerPlatformId": null
},
{
  "deployment": "0a18471f93d448e2a1f60e47e03d3413",
  "id": "477141261e374f8caaab6be07f03dafe",
  "bucket": "Pal_1",
  "settings": {
    "maxPublicPlayers": 10,
    "allowInvites": false,
    "shouldAdvertise": true,
    "allowReadById": true,
    "allowJoinViaPresence": true,
    "allowJoinInProgress": true,
    "allowConferenceRoom": false,
    "checkSanctions": false,
    "allowMigration": false,
    "rejoinAfterKick": "",
    "platforms": null
  },
  "totalPlayers": 0,
  "openPublicPlayers": 10,
  "publicPlayers": [],
  "started": true,
  "lastUpdated": null,
  "attributes": {
    "OWNINGUSERNAME_s": "DedicatedServer - sid5967628",
    "BUSESSTATS_b": false,
    "GAMESERVER_PORT_l": 29800,
    "DAYS_l": 733,
    "WORLDGUID_s": "4AB15B27428ADA21805E35A23129DF6B",
    "NUMPRIVATECONNECTIONS_l": 0,
    "TYPE_s": "Community",
    "NAME_s": "TSA_Palworld",
    "CREATE_TIME_l": 1706760803,
    "SERVERTIME_l": 16,
    "DEDICATEDONLY_b": true,

```

```

    "ADDRESS_s": "176.57.173.42",
    "PRESENCESEARCH_b": true,
    "NUMPUBLICCONNECTIONS_l": 10,
    "BUILDUNIQUEID_l": 0,
    "ISPASSWORD_b": true,
    "VERSION_s": "v0.1.4.0",
    "GAMESERVER_ADDRESS_s": "176.57.173.42",
    "NAMESPACE_s": "production",
    "BANTICHEATPROTECTED_b": false,
    "BISDEDICATED_b": true,
    "PLAYERS_l": 0,
    "MAPNAME_s": "MainWorld5"
  },
  "owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",
  "ownerPlatformId": null
},
{
  "deployment": "0a18471f93d448e2a1f60e47e03d3413",
  "id": "3ad8107f8384478b84caa737af34299a",
  "bucket": "Pal_1",
  "settings": {
    "maxPublicPlayers": 4,
    "allowInvites": false,
    "shouldAdvertise": true,
    "allowReadById": true,
    "allowJoinViaPresence": true,
    "allowJoinInProgress": true,
    "allowConferenceRoom": false,
    "checkSanctions": false,
    "allowMigration": false,
    "rejoinAfterKick": "",
    "platforms": null
  },
  "totalPlayers": 0,
  "openPublicPlayers": 4,
  "publicPlayers": [],
  "started": true,
  "lastUpdated": null,
  "attributes": {
    "OWNINGUSERNAME_s": "DedicatedServer - ni100905031",
    "BUSESSTATS_b": false,
    "GAMESERVER_PORT_l": 10900,
    "DAYS_l": 328,
    "WORLDGUID_s": "A5FA244A40B8722C4BD98884308DDFD6",
    "NUMPRIVATECONNECTIONS_l": 0,
    "TYPE_s": "Community",

```

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"NAME_s": "GayLords",
"CREATE_TIME_l": 1707044042,
"SERVERTIME_l": 26,
"DEDICATEDONLY_b": true,
"ADDRESS_s": "195.82.159.254",
"PRESENCESEARCH_b": true,
"NUMPUBLICCONNECTIONS_l": 4,
"BUILDUNIQUEID_l": 0,
"ISPASSWORD_b": false,
"VERSION_s": "v0.1.4.0",
"GAMESERVER_ADDRESS_s": "85.190.160.220",
"NAMESPACE_s": "production",
"BANTICHEATPROTECTED_b": false,
"BISDEDICATED_b": true,
"PLAYERS_l": 0,
"MAPNAME_s": "MainWorld5"
},
"owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",
"ownerPlatformId": null
}
],
"Count": 290148
}
```

Test Method GetInfoTest

Here are the results for the test method.

```
{
  "deployment": "ad9a8feffb3b4b2ca315546f038c3ae2",
  "id": "4ebb1f9272ec45eaab480f98fc8aa41f",
  "bucket": "TestGameMode_C:<None>:TheIsland_WP",
  "settings": {
    "maxPublicPlayers": 70,
    "allowInvites": true,
    "shouldAdvertise": true,
    "allowReadById": true,
    "allowJoinViaPresence": true,
    "allowJoinInProgress": true,
    "allowConferenceRoom": false,
    "checkSanctions": false,
    "allowMigration": false,
    "rejoinAfterKick": "",
    "platforms": null
  },
  "totalPlayers": 50,
  "openPublicPlayers": 20,
  "publicPlayers": [],
  "started": false,
  "lastUpdated": null,
  "attributes": {
    "MINORBUILDID_s": "78",
    "MODID_l": 0,
    "CUSTOMSERVERNAME_s": "NA-PVE-TheIsland5366",
    "ADDRESSDEV_s": "5.62.115.46,127.0.0.1",
    "ISPRIVATE_l": 0,
    "SERVERPASSWORD_b": false,
    "MATCHTIMEOUT_d": 120.0,
    "ENABLEDMODSFILEIDS_s": "4979340",
    "DAYTIME_s": "489",
    "SOTFMATCHSTARTED_b": false,
    "STEELSHIELDENABLED_l": 1,
    "SERVERUSESBATTLIEYE_b": true,
    "EOSSERVERPING_l": 199,
    "ALLOWDOWNLOADCHARS_l": 1,
    "OFFICIALSERVER_s": "1",
    "GAMEMODE_s": "TestGameMode_C",
    "ADDRESS_s": "5.62.115.46",
    "SEARCHKEYWORDS_s": "Custom",
```

```
"__EOS_BLISTENING_b": true,
"ALLOWDOWNLOADITEMS_l": 1,
"LEGACY_l": 0,
"ADDRESSBOUND_s": "0.0.0.0:7783",
"SESSIONISPVE_l": 1,
"__EOS_BUSESPRESENCE_b": true,
"ENABLEDMODS_s": "927090",
"SESSIONNAMEUPPER_s": "NA-PVE-THEISLAND5366 - (V33.78)",
"SERVERPLATFORMTYPE_s": "PC+XSX+WINGDK+PS5",
"MAPNAME_s": "TheIsland_WP",
"BUILDID_s": "33",
"SESSIONNAME_s": "NA-PVE-TheIsland5366 - (v33.78)"
},
"owner": "Client_xyza7891muomRmynIIHaJB9COBKkwj6n",
"ownerPlatformId": null
}
```

Test Method GetInfoPalWorldTest

Here are the results for the test method.

```
{
  "deployment": "0a18471f93d448e2a1f60e47e03d3413",
  "id": "73dccdf58bae4bbd8ca8ab6516e9c0b5",
  "bucket": "Pal_1",
  "settings": {
    "maxPublicPlayers": 32,
    "allowInvites": false,
    "shouldAdvertise": true,
    "allowReadById": true,
    "allowJoinViaPresence": true,
    "allowJoinInProgress": true,
    "allowConferenceRoom": false,
    "checkSanctions": false,
    "allowMigration": false,
    "rejoinAfterKick": "",
    "platforms": null
  },
  "totalPlayers": 0,
  "openPublicPlayers": 32,
  "publicPlayers": [],
  "started": true,
  "lastUpdated": null,
  "attributes": {
    "OWNINGUSERNAME_s": "DedicatedServer - euid65532",
    "GAMESERVER_PORT_l": 30111,
    "DAYS_l": 254,
    "NUMPRIVATECONNECTIONS_l": 0,
    "TYPE_s": "Official",
    "CREATE_TIME_l": 1707082563,
    "SERVERTIME_l": 39,
    "DEDICATEDONLY_b": true,
    "ISPASSWORD_b": false,
    "VERSION_s": "v0.1.4.0",
    "NAMESPACE_s": "production",
    "BANTICHEATPROTECTED_b": false,
    "BUSESSTATS_b": false,
    "WORLDGUID_s": "0F4EAE5CD6D14FBA86E3C95DAF86E61B",
    "REGION_s": "NA",
    "NAME_s": "Official NA Server 0111",
    "ADDRESS_s": "35.226.201.18",
    "PRESENCESEARCH_b": true,
  }
}
```

```
"NUMPUBLICCONNECTIONS_l": 32,  
"DESCRIPTION_s": "All guild items, buildings and Pals will be REMOVED if no  
guild members have logged in to the server in the last 168 hours.",  
"BUILDUNIQUEID_l": 0,  
"BISDEDICATED_b": true,  
"PLAYERS_l": 11,  
"MAPNAME_s": "MainWorld5"  
},  
"owner": "Client_xyza78918C8ZyYGcxMcpvTQjPFdjtykx",  
"ownerPlatformId": null  
}
```

Test Class OpenGSQ.Protocols.Tests.Five MTests

Test Methods

[GetInfoTest](#)

[GetPlayersTest](#)

[GetDynamicTest](#)

Test Method GetInfoTest

Here are the results for the test method.

[illegible]

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"supracatneon",
"qb-policejob",
"qb-radialmenu",
"qb-streetraces",
"qb-tunerchip",
"qb-vehiclekeys",
"qbx_binoculars",
"qb-vehiclesales",
"qb-vehicleshop",

"qbx_apartments",
"r14-evidence",
"qbx_divegear",
"screenshot-basic",
"kc-sitting",
"qbx_diving",
"qbx_fireworks",
"varhack",
"r14-smallresources",
"rolldice",
"MugShotBase64",
"FiveM-Golf",
"devcore_watergun",
"angelicxs_flipcar",
"AntiVehiclePowergame",
"armwrestling",
"sd-dongleped",
"BackwardMovement",
"basketball",
"popcornrp-jewelryheist",
"IDsAboveHead",
"bbv-betterfp",
"bbv-yachtheist",
"CarryPeople",
"lf-megaphone",
"connectqueue",
"datacrack",
"flight-atmprops",
"rcore_pool",
"flight-atmrobbery",
"Flight-CruiseControl",
"frobbski-stunts",
"gfg_contractkiller",
"MR43DoubleBarrelFluffysMods",
"gg-frisbeegolf",
"mapmanager",
"NMCOMET",
"prp-delivery",
"hacking",
"HeliCam",
"improved-bike-falls",
"inferno-weapons",
"kq_driftsmoke",
"inside-gardener",
"ixhal-weightlimit",
"progressbar",

"keep-companion",
"ps-dispatch",
"knockout",
"lb-phone",
"lb-phoneprop",
"lifesentence",
"LoadingScreen",
"loaf_lib",
"lvc",
"lx_damages",
"mka-lasers",
"nkpolicepackumv1",
"NorthYankton",
"obackweapon",
"ocrp_postal_map",
"rpemotes",
"OT_weaponrepair",
"MarkoMods-M17C-Addon",
"pickle_weaponthrowing",
"pixel_antiCL",
"popcornrp_houserobbery",
"popcornrp-laundering",
"popcornrp-truckheist",
"pp_bananapeel",
"prp-jobhall",
"ps-mdt",
"rcore_casino",
"rcore_television",
"Renewed-Lib",
"bcat",
"rtx_themepark",
"rtx_themepark_objects",
"sessionmanager",
"SAS",
"sd-airdrop",
"sh-wingsuit",
"shootingrange",
"Skateboard",
"snipe-banking",
"snipe-bodycam",
"bzzz_medicalprops",
"starchase",
"taser_effect",
"tc-robmeter",
"nksamspack",
"tg-uwucats",

```

    "um-idcard",
    "voodoo_fdtruckw",
    "wasabi_mining",
    "voodoo_kebab",
    "wasabi_elevators",
    "wasabi_tireslash",
    "wk_wars2x",
    "xsound",
    "xv-dev",
    "brum_allprops",
    "cdev_eyebrow_pack",
    "gg-frisbeeprops",
    "nkelegy2",
    "nkpolicpackv2",
    "nkpolicvariouspack",
    "nkvariouspack",
    "NMBEAST",
    "NMBUFFALO",
    "NMCOQUETTE",
    "NMGAUNTLET",
    "voodoo_vdcoffin",
    "weilher_colorized_radio_icons",
    "xtxvtx_female_male_body_remastered",
    "qb-radio",
    "basic-gamemode",
    "chat",
    "Los_Santos",
    "webpack",
    "yarn",
    "monitor"
  ],
  "server": "FXServer-master SERVER v1.0.0.7345 win32",
  "vars": {
    "Discord": "https://discord.gg/popcornroleplay",
    "banner_connecting": "https://i.imgur.com/MVpUwKT.png",
    "banner_detail": "https://i.imgur.com/MVpUwKT.png",
    "gamename": "gta5",
    "locale": "en-US",
    "onesync_enabled": "true",
    "sv_disableClientReplays": "false",
    "sv_enforceGameBuild": "3095",
    "sv_enhancedHostSupport": "true",
    "sv_lan": "false",
    "sv_licenseKeyToken":
"3810104x000000000000000000_2007521:1a85c851bcb74379d2c17a8d88706d8c53734bca0dce40695f
102c328d20da7f",

```

```
    "sv_maxClients": "64",
    "sv_projectDesc": "A place for creative roleplay, serious economy, and
balanced mechanics!",
    "sv_projectName": "[Popcorn Roleplay] Popcorn Roleplay",
    "sv_pureLevel": "0",
    "sv_scriptHookAllowed": "false",
    "tags": "Roleplay, Casual, Economy, LSPD, EMS, Gangs, Cars, Motorcycles,
Secrets, qbx_core, gunplay, Customs, Crime, territories, semi-serious,
original, qbxcore",
    "txAdmin-version": "7.0.0"
  },
  "version": 2040499442
}
```

Test Method GetPlayersTest

Here are the results for the test method.

```
[
  {
    "endpoint": "127.0.0.1",
    "id": 14,
    "identifiers": [
      "license:feef646718d2283c786d9d1377decd3b4ee45e63",
      "xbl:2535405211024165",
      "live:844428391057578",
      "discord:759117825481900084",
      "fivem:8999311",
      "license2:a7ce2d61a2c4f61fb19cd7d845cede4c708b8580"
    ],
    "name": "Mswubz",
    "ping": 40
  },
  {
    "endpoint": "127.0.0.1",
    "id": 8,
    "identifiers": [
      "license:546a58dd390002fe6fdda16d63c1dbfef0942431",
      "xbl:2535450452952571",
      "live:985154013491421",
      "discord:694662759593410601",
      "license2:2a29c36aeb15fcb1cd471252df5367fc3cc0c783"
    ],
    "name": "YOU",
    "ping": 45
  },
  {
    "endpoint": "127.0.0.1",
    "id": 10,
    "identifiers": [
      "license:f2791635dc281679e2c111054792bf8c5502afc6",
      "xbl:2535472678279323",
      "live:985154577587668",
      "discord:964914608206921879",
      "fivem:10447649",
      "license2:f2791635dc281679e2c111054792bf8c5502afc6"
    ],
    "name": "joe",
    "ping": 87
  }
]
```

```

},
{
  "endpoint": "127.0.0.1",
  "id": 9,
  "identifiers": [
    "license:bbada5b121e84819b01cd58d0ec7c108c10a3355",
    "discord:754206775074357280",
    "fivem:7299594",
    "license2:28d05a915e18844d446a7c9feb54ddbfd8147069"
  ],
  "name": "Malva",
  "ping": 94
},
{
  "endpoint": "127.0.0.1",
  "id": 13,
  "identifiers": [
    "license:5d8b2226ca05636525640044d66ea4a5e8e946ee",
    "xbl:2535445861278644",
    "live:844426061837810",
    "discord:744674113129414787",
    "fivem:4760982",
    "license2:5d8b2226ca05636525640044d66ea4a5e8e946ee"
  ],
  "name": "Mr.RJ",
  "ping": 75
},
{
  "endpoint": "127.0.0.1",
  "id": 17,
  "identifiers": [
    "license:b194d90cc4092b4251d6a46aa6faae236b644ecc",
    "live:844426395880854",
    "discord:1047717680804790302",
    "fivem:13136793",
    "license2:5bfe8ad1368bdd9024c52e9194f1bbf5561b7135"
  ],
  "name": "sheena.beenaa",
  "ping": 63
},
{
  "endpoint": "127.0.0.1",
  "id": 12,
  "identifiers": [
    "license:a1a4b4b883fb179743acb4ed7b4592ddb61f4d5f",
    "xbl:2533274856734579",

```

```

        "live:914800179605634",
        "discord:240886211114303488",
        "fivem:2007521",
        "license2:a1a4b4b883fb179743acb4ed7b4592ddb61f4d5f"
    ],
    "name": "P3TC0CK",
    "ping": 19
},
{
    "endpoint": "127.0.0.1",
    "id": 15,
    "identifiers": [
        "license:4515ff31156436bc72b5966432087f2c5542271a",
        "xbl:2533275060070174",
        "live:985157278476605",
        "discord:219214811685322754",
        "fivem:1865931",
        "license2:4515ff31156436bc72b5966432087f2c5542271a"
    ],
    "name": "Swift",
    "ping": 56
},
{
    "endpoint": "127.0.0.1",
    "id": 16,
    "identifiers": [
        "license:7fa37e9aa95db40f3489fc53f5eb04af0a5f4ec3",
        "xbl:2533275025295227",
        "live:914801137482275",
        "discord:629795617744355333",
        "license2:13db3f498e739d136f549f83e11edf63885bc424"
    ],
    "name": "xXshAd0w92697Xx",
    "ping": 50
},
{
    "endpoint": "127.0.0.1",
    "id": 18,
    "identifiers": [
        "license:46162fd5044a6f4d29681f517e303fad77dcee1",
        "xbl:2533274934667515",
        "live:914800932941839",
        "discord:424089529763495984",
        "fivem:12231526",
        "license2:c6fb36e20b780132fb0cf53ec4312e2e54c17eff"
    ],

```

```

    "name": "tony",
    "ping": 132
  },
  {
    "endpoint": "127.0.0.1",
    "id": 19,
    "identifiers": [
      "license:3f5bb1f4854136de19d38eb1b03a88a1c2aac57e",
      "xbl:2535446531519554",
      "live:1055518608811340",
      "discord:757351003766128901",
      "fivem:4612748",
      "license2:c1404e13dc8734ba9c287da646b3482d4a9cd382"
    ],
    "name": "LilBoozy2",
    "ping": 178
  },
  {
    "endpoint": "127.0.0.1",
    "id": 20,
    "identifiers": [
      "license:6a74f8160ed01827190cc106922077d7e6817455",
      "xbl:2535415696363055",
      "live:914798415047380",
      "discord:853398619058733076",
      "fivem:5408537",
      "license2:6a74f8160ed01827190cc106922077d7e6817455"
    ],
    "name": "BIGSwervoo",
    "ping": 93
  }
]

```

Test Method GetDynamicTest

Here are the results for the test method.

```
{
  "clients": 12,
  "gametype": "Roleplay",
  "hostname": "^3Popcorn Roleplay \uD83C\uDF7F ^7| Player Driven Roleplay! Player-
run Economy, Restaurants, Mechanic Shops with custom crafting, 70+ Custom Weapons,
Custom Cars, custom businesses, and endless possibilities!",
  "iv": "2040499442",
  "mapname": "Los_Santos",
  "sv_maxclients": "64"
}
```

Test Class OpenGSQ.Protocols.Tests.GameSpy1Tests

Test Methods

[GetBasicTest](#)

[GetInfoTest](#)

[GetRulesTest](#)

[GetPlayersTest](#)

[GetStatusTest](#)

[GetTeamsTest](#)

[GetEchoTest](#)

Test Method GetBasicTest

Here are the results for the test method.

```
{  
  "gamename": "ut",  
  "gamever": "469",  
  "minnetver": "432",  
  "location": "0"  
}
```

Test Method GetInfoTest

Here are the results for the test method.

```
{
  "hostname": " --- ComboGib CTF (Grapple) -- London --- EatSleepUT.com",
  "hostport": "7777",
  "maptitle": "Less Bleak",
  "mapname": "CTF-Bleak-CE100",
  "gametype": "CTFGame",
  "numplayers": "7",
  "maxplayers": "18",
  "gamemode": "openplaying",
  "gamever": "469",
  "minnetver": "432",
  "worldlog": "false",
  "wantworldlog": "false"
}
```

Test Method GetRulesTest

Here are the results for the test method.

```
{
  "mutators": "NDdj4, NDgrap49c, Revenge 2, Player Commands V01a, NoSelfDamage,
MapVoteLAv2 Big21a, Auto Team Balance, SmartCTF 4E ESU2",
  "listenerserver": "False",
  "password": "False",
  "timelimit": "20",
  "goalteamscore": "7",
  "minplayers": "6",
  "changelevels": "True",
  "maxteams": "2",
  "balanceteams": "True",
  "playersbalanceteams": "True",
  "friendlyfire": "0%",
  "tournament": "False",
  "gamestyle": "Hardcore",
  "botskill": "Skilled",
  "AdminName": "snowguy",
  "AdminEMail": "negruler@gmail.com"
}
```

Test Method GetPlayersTest

Here are the results for the test method.

```
[
  {
    "player": "Jamally",
    "frags": "34",
    "ping": " 38",
    "team": "0",
    "mesh": "Male Commando",
    "skin": "CommandoSkins.cmdo",
    "face": "CommandoSkins.Gorn",
    "ngsecret": "true"
  },
  {
    "player": "uranus",
    "frags": "0",
    "ping": " 98",
    "team": "255",
    "mesh": "Spectator",
    "skin": "None",
    "face": "",
    "ngsecret": "true"
  },
  {
    "player": "Player2",
    "frags": "0",
    "ping": " 220",
    "team": "255",
    "mesh": "Spectator",
    "skin": "None",
    "face": "",
    "ngsecret": "true"
  },
  {
    "player": "Ichthys-BOT",
    "frags": "26",
    "ping": "0",
    "team": "1",
    "mesh": "Male Soldier",
    "skin": "SoldierSkins.RawS",
    "face": "SoldierSkins.Arkon",
    "ngsecret": "Bot"
  },
]
```

```
{
  "player": "KFV",
  "frags": "0",
  "ping": " 89",
  "team": "255",
  "mesh": "Spectator",
  "skin": "None",
  "face": "",
  "ngsecret": "true"
},
{
  "player": "LST.RUIN",
  "frags": "62",
  "ping": " 190",
  "team": "1",
  "mesh": "Male Soldier",
  "skin": "SoldierSkins.Blkt",
  "face": "SoldierSkins.Malcom",
  "ngsecret": "true"
},
{
  "player": "ObrintPas",
  "frags": "139",
  "ping": " 202",
  "team": "0",
  "mesh": "",
  "skin": "CommandoSkins.cmdo",
  "face": "CommandoSkins.Blake",
  "ngsecret": "true"
}
]
```

Test Method GetStatusTest

Here are the results for the test method.

```
{
  "IsXServerQuery": false,
  "Info": {
    "gamename": "ut",
    "gamever": "469",
    "minnetver": "432",
    "location": "0",
    "hostname": " --- ComboGib CTF (Grapple) -- London --- EatSleepUT.com",
    "hostport": "7777",
    "maptitle": "Less Bleak",
    "mapname": "CTF-Bleak-CE100",
    "gametype": "CTFGame",
    "numplayers": "7",
    "maxplayers": "18",
    "gamemode": "openplaying",
    "worldlog": "false",
    "wantworldlog": "false",
    "mutators": "NDdj4, NDgrap49c, Revenge 2, Player Commands V01a, NoSelfDamage,
MapVoteLAV2 Big21a, Auto Team Balance, SmartCTF 4E ESU2",
    "listenserver": "False",
    "password": "False",
    "timelimit": "20",
    "goalteamscore": "7",
    "minplayers": "6",
    "changelevels": "True",
    "maxteams": "2",
    "balanceteams": "True",
    "playersbalanceteams": "True",
    "friendlyfire": "0%",
    "tournament": "False",
    "gamestyle": "Hardcore",
    "botskill": "Skilled",
    "AdminName": "snowguy",
    "AdminEMail": "negruler@gmail.com"
  },
  "Players": [
    {
      "player": "Jamally",
      "frags": "34",
      "ping": " 40",
      "team": "0",

```

```

    "mesh": "Male Commando",
    "skin": "CommandoSkins.cmdo",
    "face": "CommandoSkins.Gorn",
    "ngsecret": "true"
},
{
    "player": "uranus",
    "frags": "0",
    "ping": " 100",
    "team": "255",
    "mesh": "Spectator",
    "skin": "None",
    "face": "",
    "ngsecret": "true"
},
{
    "player": "Player2",
    "frags": "0",
    "ping": " 218",
    "team": "255",
    "mesh": "Spectator",
    "skin": "None",
    "face": "",
    "ngsecret": "true"
},
{
    "player": "Ichthys-BOT",
    "frags": "26",
    "ping": "0",
    "team": "1",
    "mesh": "Male Soldier",
    "skin": "SoldierSkins.RawS",
    "face": "SoldierSkins.Arkon",
    "ngsecret": "Bot"
},
{
    "player": "KFV",
    "frags": "0",
    "ping": " 89",
    "team": "255",
    "mesh": "Spectator",
    "skin": "None",
    "face": "",
    "ngsecret": "true"
},
{

```

```
    "player": "LST.RUIN",
    "frags": "62",
    "ping": " 188",
    "team": "1",
    "mesh": "Male Soldier",
    "skin": "SoldierSkins.Blkt",
    "face": "SoldierSkins.Malcom",
    "ngsecret": "true"
  },
  {
    "player": "ObrintPas",
    "frags": "139",
    "ping": " 57",
    "team": "0",
    "mesh": "",
    "skin": "CommandoSkins.cmdo",
    "face": "CommandoSkins.Blake",
    "ngsecret": "true"
  }
],
"Teams": []
}
```

Test Method GetTeamsTest

Here are the results for the test method.

```
[
  {
    "team": "Red",
    "score": "3.000000",
    "size": "3"
  },
  {
    "team": "Blue",
    "score": "3.000000",
    "size": "3"
  },
  {
    "team": "Green",
    "score": "0.000000",
    "size": "0"
  },
  {
    "team": "Gold",
    "score": "0.000000",
    "size": "0"
  }
]
```

Test Method GetEchoTest

Here are the results for the test method.

```
{  
  "echo_replay": "this is a test"  
}
```

Test Class OpenGSQ.Protocols.Tests.Game Spy2Tests

Test Methods

[GetStatusTest](#)

Test Method GetStatusTest

Here are the results for the test method.

```
{
  "Info": {
    "hostname": "*Easy Prey/Death*",
    "hostport": "15567",
    "mapname": "Hastings [Extra Vehicles] -SSM-",
    "gametype": "coop",
    "numplayers": "0",
    "maxplayers": "50",
    "gamemode": "openplaying",
    "password": "0",
    "gamever": "v1.21",
    "dedicated": "2",
    "status": "4",
    "game_id": "bfvietnam",
    "map_id": "BFVietnam",
    "sv_punkbuster": "0",
    "timelimit": "60",
    "number_of_rounds": "1",
    "spawn_wave_time": "4s",
    "spawn_delay": "10s",
    "soldier_friendly_fire": "30%",
    "vehicle_friendly_fire": "50%",
    "game_start_delay": "75s",
    "ticket_ratio": "271%",
    "allow_nose_cam": "yes",
    "external_view": "on",
    "us_team_ratio": "1",
    "nva_team_ratio": "1",
    "bandwidth_choke_limit": "0",
    "free_camera": "off",
    "auto_balance_teams": "off",
    "name_tag_distance": "100",
    "name_tag_distance_scope": "300",
    "kickback": "30%",
    "kickback_on_splash": "30%",
    "soldier_friendly_fire_on_splash": "100%",
    "vehicle_friendly_fire_on_splash": "100%",
    "cpu": "3599",
    "bot_skill": "100%",
    "reservedslots": "0",
    "spectatorsallowed": "1",
```

```
    "spectatorvoting": "0",
    "spectatorswitchtime": "30s",
    "active_mods": "",
    "all_active_mods": "bfvietnam",
    "game_id_name": "BFVietnam"
  },
  "Players": [],
  "Teams": [
    {
      "team": "red",
      "tickets": "582"
    },
    {
      "team": "blue",
      "tickets": "762"
    }
  ]
}
```

Test Class OpenGSQ.Protocols.Tests.Game Spy3Tests

Test Methods

[GetStatusTest](#)

Test Method GetStatusTest

Here are the results for the test method.

```
{
  "Info": {
    "hostname": "2F4Y.com - Best Maps No Rules!",
    "gamename": "battlefield2",
    "gamever": "1.5.3153-802.0",
    "mapname": "Kubra Dam",
    "gametype": "gpm_cq",
    "gamevariant": "bf2",
    "numplayers": "61",
    "maxplayers": "64",
    "gamemode": "openplaying",
    "password": "0",
    "timelimit": "0",
    "roundtime": "2",
    "hostport": "16567",
    "bf2_dedicated": "1",
    "bf2_ranked": "1",
    "bf2_anticheat": "1",
    "bf2_os": "linux-64",
    "bf2_autorec": "1",
    "bf2_d_idx": "http://br.2f4y.com/upload/s01/",
    "bf2_d_dl": "http://br.2f4y.com/upload/s01/",
    "bf2_voip": "1",
    "bf2_autobalanced": "1",
    "bf2_friendlyfire": "0",
    "bf2_tkmode": "No Punish",
    "bf2_startdelay": "15",
    "bf2_spawntime": "15.000000",
    "bf2_sponsortext": "http://2f4y.com",
    "bf2_sponsorlogo_url":
"http://2f4y.com/dezignerz/upload/Image/serverpromo_best_maps.jpg",
    "bf2_communitylogo_url":
"http://2f4y.com/dezignerz/upload/Image/serverpromo_best_maps.jpg",
    "bf2_scorelimit": "0",
    "bf2_ticketratio": "100",
    "bf2_teamratio": "100.000000",
    "bf2_team1": "MEC",
    "bf2_team2": "US",
    "bf2_bots": "0",
    "bf2_pure": "1",
    "bf2_mapsize": "64",
```

```

    "bf2_globalunlocks": "1",
    "bf2_fps": "36.000000",
    "bf2_plasma": "0",
    "bf2_reservedslots": "1",
    "bf2_coopbotratio": "",
    "bf2_coopbotcount": "",
    "bf2_coopbotdiff": "",
    "bf2_novehicles": "0"
  },
  "Players": [
    {
      "name": "blackra1n",
      "score": "40",
      "ping": "38",
      "team": "1",
      "deaths": "4",
      "pid": "500292075",
      "skill": "16",
      "AIBot": "0"
    },
    {
      "name": "cz milla-sri",
      "score": "38",
      "ping": "14",
      "team": "2",
      "deaths": "5",
      "pid": "320176407",
      "skill": "16",
      "AIBot": "0"
    },
    {
      "name": "Zezoo123",
      "score": "35",
      "ping": "92",
      "team": "1",
      "deaths": "4",
      "pid": "500540652",
      "skill": "9",
      "AIBot": "0"
    },
    {
      "name": "COH_BETEPAHA",
      "score": "34",
      "ping": "44",
      "team": "1",
      "deaths": "6",

```

```

    "pid": "128585106",
    "skill": "6",
    "AIBot": "0"
  },
  {
    "name": "Warfighter974Germany",
    "score": "33",
    "ping": "21",
    "team": "1",
    "deaths": "6",
    "pid": "272641197",
    "skill": "12",
    "AIBot": "0"
  },
  {
    "name": "Jensen_Ackles",
    "score": "32",
    "ping": "74",
    "team": "2",
    "deaths": "3",
    "pid": "500270459",
    "skill": "16",
    "AIBot": "0"
  },
  {
    "name": "=DOG= unleash_He|l",
    "score": "29",
    "ping": "13",
    "team": "1",
    "deaths": "4",
    "pid": "500509553",
    "skill": "11",
    "AIBot": "0"
  },
  {
    "name": "[SYR] S.W.A.T.99",
    "score": "29",
    "ping": "67",
    "team": "1",
    "deaths": "9",
    "pid": "500593385",
    "skill": "10",
    "AIBot": "0"
  },
  {
    "name": "Szimek_Hlowna",

```

```
"score": "28",
"ping": "26",
"team": "1",
"deaths": "4",
"pid": "500582955",
"skill": "15",
"AIBot": "0"
},
{
  "name": "trsa73",
  "score": "28",
  "ping": "36",
  "team": "1",
  "deaths": "3",
  "pid": "500303911",
  "skill": "13",
  "AIBot": "0"
},
{
  "name": "al cohole",
  "score": "28",
  "ping": "22",
  "team": "2",
  "deaths": "4",
  "pid": "335304532",
  "skill": "6",
  "AIBot": "0"
},
{
  "name": "Tramp-pam-pam",
  "score": "27",
  "ping": "56",
  "team": "2",
  "deaths": "7",
  "pid": "500142152",
  "skill": "9",
  "AIBot": "0"
},
{
  "name": "UA brylik001",
  "score": "25",
  "ping": "14",
  "team": "2",
  "deaths": "11",
  "pid": "227826843",
  "skill": "4",
```

```
    "AIBot": "0"
  },
  {
    "name": "4shizll",
    "score": "23",
    "ping": "125",
    "team": "1",
    "deaths": "4",
    "pid": "418239808",
    "skill": "8",
    "AIBot": "0"
  },
  {
    "name": "PARTY frozen_fish2000",
    "score": "21",
    "ping": "33",
    "team": "1",
    "deaths": "2",
    "pid": "255794072",
    "skill": "6",
    "AIBot": "0"
  },
  {
    "name": "FarEastWarrior",
    "score": "21",
    "ping": "157",
    "team": "1",
    "deaths": "4",
    "pid": "500115240",
    "skill": "5",
    "AIBot": "0"
  },
  {
    "name": "CUlater",
    "score": "19",
    "ping": "179",
    "team": "1",
    "deaths": "6",
    "pid": "500308921",
    "skill": "8",
    "AIBot": "0"
  },
  {
    "name": "Norway themightyheliman",
    "score": "19",
    "ping": "38",
```

```

    "team": "1",
    "deaths": "7",
    "pid": "120553570",
    "skill": "8",
    "AIBot": "0"
  },
  {
    "name": "Gunzo",
    "score": "19",
    "ping": "136",
    "team": "2",
    "deaths": "11",
    "pid": "500345729",
    "skill": "7",
    "AIBot": "0"
  },
  {
    "name": "El_Merrrrrrico",
    "score": "19",
    "ping": "28",
    "team": "2",
    "deaths": "9",
    "pid": "46510335",
    "skill": "5",
    "AIBot": "0"
  },
  {
    "name": "=fast= colombo7788",
    "score": "18",
    "ping": "33",
    "team": "2",
    "deaths": "7",
    "pid": "500269123",
    "skill": "7",
    "AIBot": "0"
  },
  {
    "name": "Deathtender",
    "score": "17",
    "ping": "17",
    "team": "2",
    "deaths": "2",
    "pid": "500591178",
    "skill": "5",
    "AIBot": "0"
  },

```

```
{
  "name": "MajorLeeStoned",
  "score": "17",
  "ping": "31",
  "team": "2",
  "deaths": "9",
  "pid": "44444980",
  "skill": "3",
  "AIBot": "0"
},
{
  "name": "shelly tobi8080",
  "score": "17",
  "ping": "11",
  "team": "2",
  "deaths": "13",
  "pid": "129473957",
  "skill": "2",
  "AIBot": "0"
},
{
  "name": "MarioGomeS",
  "score": "17",
  "ping": "88",
  "team": "2",
  "deaths": "2",
  "pid": "500591494",
  "skill": "1",
  "AIBot": "0"
},
{
  "name": "kunice HULIMOC",
  "score": "16",
  "ping": "13",
  "team": "1",
  "deaths": "6",
  "pid": "167476536",
  "skill": "6",
  "AIBot": "0"
},
{
  "name": "Michal1996",
  "score": "14",
  "ping": "43",
  "team": "2",
  "deaths": "7",
```

```

    "pid": "500553808",
    "skill": "2",
    "AIBot": "0"
  },
  {
    "name": "der zamblookder zamblook",
    "score": "13",
    "ping": "73",
    "team": "2",
    "deaths": "7",
    "pid": "440016900",
    "skill": "4",
    "AIBot": "0"
  },
  {
    "name": "WARman TheManOfWar",
    "score": "12",
    "ping": "137",
    "team": "1",
    "deaths": "4",
    "pid": "43712877",
    "skill": "6",
    "AIBot": "0"
  },
  {
    "name": "Forumski",
    "score": "12",
    "ping": "33",
    "team": "2",
    "deaths": "7",
    "pid": "500438638",
    "skill": "5",
    "AIBot": "0"
  },
  {
    "name": "goerge2",
    "score": "9",
    "ping": "100",
    "team": "1",
    "deaths": "7",
    "pid": "500539607",
    "skill": "4",
    "AIBot": "0"
  },
  {
    "name": "blaZe Samsemilia",

```

```

    "score": "9",
    "ping": "36",
    "team": "1",
    "deaths": "4",
    "pid": "500533528",
    "skill": "3",
    "AIBot": "0"
  },
  {
    "name": "tomatoRow",
    "score": "8",
    "ping": "42",
    "team": "2",
    "deaths": "5",
    "pid": "145579139",
    "skill": "3",
    "AIBot": "0"
  },
  {
    "name": "durelllooklike01",
    "score": "7",
    "ping": "133",
    "team": "2",
    "deaths": "8",
    "pid": "242181291",
    "skill": "2",
    "AIBot": "0"
  },
  {
    "name": "willynilly",
    "score": "6",
    "ping": "150",
    "team": "2",
    "deaths": "6",
    "pid": "500057765",
    "skill": "0",
    "AIBot": "0"
  },
  {
    "name": "~-<:BIG*DICK:>~-",
    "score": "5",
    "ping": "62",
    "team": "1",
    "deaths": "1",
    "pid": "500592329",
    "skill": "2",

```

```
    "AIBot": "0"
  },
  {
    "name": "brunou3",
    "score": "5",
    "ping": "47",
    "team": "1",
    "deaths": "6",
    "pid": "500131438",
    "skill": "2",
    "AIBot": "0"
  },
  {
    "name": "TacosStarz",
    "score": "5",
    "ping": "187",
    "team": "1",
    "deaths": "7",
    "pid": "5005500538408",
    "skill": "2",
    "AIBot": "0"
  },
  {
    "name": "Lock-n-Code",
    "score": "4",
    "ping": "134",
    "team": "2",
    "deaths": "1",
    "pid": "95712469",
    "skill": "2",
    "AIBot": "0"
  },
  {
    "name": "babyboss72",
    "score": "4",
    "ping": "19",
    "team": "1",
    "deaths": "8",
    "pid": "500322134",
    "skill": "2",
    "AIBot": "0"
  },
  {
    "name": "ribas355",
    "score": "4",
    "ping": "47",
```

```

    "team": "1",
    "deaths": "9",
    "pid": "286572514",
    "skill": "2",
    "AIBot": "0"
  },
  {
    "name": "ryuuuuuu",
    "score": "3",
    "ping": "72",
    "team": "1",
    "deaths": "1",
    "pid": "500571157",
    "skill": "0",
    "AIBot": "0"
  },
  {
    "name": "John_40",
    "score": "2",
    "ping": "37",
    "team": "2",
    "deaths": "4",
    "pid": "500397379",
    "skill": "2",
    "AIBot": "0"
  },
  {
    "name": "ABODOREDsy",
    "score": "1",
    "ping": "85",
    "team": "2",
    "deaths": "3",
    "pid": "500445531",
    "skill": "0",
    "AIBot": "0"
  },
  {
    "name": "Greatblade_Shinobi",
    "score": "0",
    "ping": "149",
    "team": "2",
    "deaths": "5",
    "pid": "59418000",
    "skill": "1",
    "AIBot": "0"
  },

```

```

{
  "name": "HadschiHalefOmar",
  "score": "0",
  "ping": "18",
  "team": "2",
  "deaths": "0",
  "pid": "500592105",
  "skill": "0",
  "AIBot": "0"
},
{
  "name": "DunstKirsten",
  "score": "0",
  "ping": "0",
  "team": "1",
  "deaths": "0",
  "pid": "500005853",
  "skill": "0",
  "AIBot": "0"
},
{
  "name": "CruzPenelope",
  "score": "0",
  "ping": "0",
  "team": "2",
  "deaths": "0",
  "pid": "500005854",
  "skill": "0",
  "AIBot": "0"
},
{
  "name": "WatsonEmma",
  "score": "0",
  "ping": "0",
  "team": "2",
  "deaths": "0",
  "pid": "500005852",
  "skill": "0",
  "AIBot": "0"
},
{
  "name": "KnowlesBeyonce",
  "score": "0",
  "ping": "0",
  "team": "2",
  "deaths": "0",

```

```

    "pid": "500005851",
    "skill": "0",
    "AIBot": "0"
  },
  {
    "name": "MooreDemi",
    "score": "0",
    "ping": "0",
    "team": "1",
    "deaths": "0",
    "pid": "500001847",
    "skill": "0",
    "AIBot": "0"
  },
  {
    "name": "DiazCameron",
    "score": "0",
    "ping": "0",
    "team": "2",
    "deaths": "0",
    "pid": "500001851",
    "skill": "0",
    "AIBot": "0"
  },
  {
    "name": "WhiterspoonReese",
    "score": "0",
    "ping": "0",
    "team": "2",
    "deaths": "0",
    "pid": "500001848",
    "skill": "0",
    "AIBot": "0"
  },
  {
    "name": "BarrymoreDrew",
    "score": "0",
    "ping": "0",
    "team": "1",
    "deaths": "0",
    "pid": "500001850",
    "skill": "0",
    "AIBot": "0"
  },
  {
    "name": "inox",

```

```

    "score": "0",
    "ping": "24",
    "team": "1",
    "deaths": "0",
    "pid": "43436430",
    "skill": "0",
    "AIBot": "0"
  },
  {
    "name": "WildGina",
    "score": "0",
    "ping": "0",
    "team": "2",
    "deaths": "0",
    "pid": "500001852",
    "skill": "0",
    "AIBot": "0"
  },
  {
    "name": "RobertsJulia",
    "score": "0",
    "ping": "0",
    "team": "1",
    "deaths": "0",
    "pid": "500001849",
    "skill": "0",
    "AIBot": "0"
  },
  {
    "name": "LongoriaEva",
    "score": "0",
    "ping": "0",
    "team": "1",
    "deaths": "0",
    "pid": "500001846",
    "skill": "0",
    "AIBot": "0"
  }
],
"Teams": [
  {
    "name": "MEC",
    "score": "0"
  },
  {
    "name": "US",

```

```
    "score": "0"  
  }  
]  
}
```

Test Class OpenGSQ.Protocols.Tests.Game Spy4Tests

Test Methods

[GetStatusTest](#)

Test Method GetStatusTest

Here are the results for the test method.

```
{
  "Info": {
    "hostname": "10bAvenge06Tech",
    "gametype": "SMP",
    "map": "WaterdogPE",
    "numplayers": "6",
    "maxplayers": "300",
    "hostport": "19132",
    "hostip": "0.0.0.0",
    "game_id": "MINECRAFTPE",
    "version": "",
    "plugins": "",
    "whitelist": "off"
  },
  "Players": [
    {
      "name": "pifflesrang"
    },
    {
      "name": "XxNE0BLAZExx777"
    },
    {
      "name": "shadowwolf32538"
    },
    {
      "name": "Blobber420"
    },
    {
      "name": "IronFlam3s"
    },
    {
      "name": "Muqadir"
    }
  ],
  "Teams": []
}
```

Test Class OpenGSQ.Protocols.Tests.KillingFloorTests

Test Methods

[GetDetailsTest](#)

[GetRulesTest](#)

[GetPlayersTest](#)

Test Method GetDetailsTest

Here are the results for the test method.

```
{
  "WaveCurrent": 5,
  "WaveTotal": 10,
  "ServerId": 0,
  "ServerIP": "",
  "GamePort": 7707,
  "QueryPort": 0,
  "ServerName": "WS-GAMING.EU | NORMAL | 60LVL [#1] (!PERK RESET!)",
  "MapName": "KF-WS-NoMercy",
  "GameType": "UZGameType",
  "NumPlayers": 13,
  "MaxPlayers": 25,
  "Ping": 0,
  "Flags": 64,
  "Skill": "0"
}
```

Test Method GetRulesTest

Here are the results for the test method.

```
{
  "Mutators": [
    "KillingFloorMut",
    "SpecimenHPConfigMut",
    "CleanAppIDMut",
    "MutSlotMachine",
    "KFShareCashMut",
    "ServerPerksMut"
  ],
  "ServerMode": "dedicated",
  "AdminName": "",
  "AdminEmail": "kf@ws-gaming.eu",
  "ServerVersion": "1065",
  "IsVacSecured": "true",
  "MaxSpectators": "20",
  "MapVoting": "true",
  "KickVoting": "true",
  "Slot Machines": "Ver 200",
  "Veterancy Handler": "Ver 700",
  "Veterancy saving": "Enabled",
  "Min perk level": "0",
  "Max perk level": "60",
  "Num trader weapons": "123"
}
```

Test Method GetPlayersTest

Here are the results for the test method.

```
[
  {
    "Id": 1529,
    "Name": "Specas",
    "Ping": 68,
    "Score": 500,
    "StatsId": 536870912
  },
  {
    "Id": 1434,
    "Name": "Jorji",
    "Ping": 92,
    "Score": 833,
    "StatsId": 536870912
  },
  {
    "Id": 879,
    "Name": "Warrior",
    "Ping": 168,
    "Score": 707,
    "StatsId": 536870912
  },
  {
    "Id": 700,
    "Name": "Kroman",
    "Ping": 68,
    "Score": 2347,
    "StatsId": 536870912
  },
  {
    "Id": 8,
    "Name": "S.L",
    "Ping": 40,
    "Score": 1492,
    "StatsId": 536870912
  },
  {
    "Id": 6,
    "Name": "KAKTUSAS",
    "Ping": 24,
    "Score": 913,
```

```
    "StatsId": 536870912
  },
  {
    "Id": 5,
    "Name": "hdsee",
    "Ping": 168,
    "Score": 1739,
    "StatsId": 536870912
  },
  {
    "Id": 4,
    "Name": "[LTU]ASTRALAS:)P",
    "Ping": 56,
    "Score": 2104,
    "StatsId": 536870912
  },
  {
    "Id": 3,
    "Name": "[kor]memberst",
    "Ping": 168,
    "Score": 1101,
    "StatsId": 536870912
  },
  {
    "Id": 1,
    "Name": "WhyYouStalk",
    "Ping": 44,
    "Score": 2239,
    "StatsId": 536870912
  }
]
```

Test Class OpenGSQ.Protocols.Tests. MinecraftTests

Test Methods

[GetStatusTest](#)

[GetStatusPre17Test](#)

Test Method GetStatusTest

Here are the results for the test method.

```
{
  "version": {
    "name": "Waterfall 1.8.x, 1.9.x, 1.10.x, 1.11.x, 1.12.x, 1.13.x, 1.14.x, 1.15.x, 1.16.x, 1.17.x, 1.18.x, 1.19.x, 1.20.x",
    "protocol": 47
  },
  "players": {
    "max": 2023,
    "online": 1,
    "sample": [
      {
        "name": "SaBe Player Haye Server",
        "id": "00000000-0000-0000-0000-000000000000"
      },
      {
        "name": "SaMolhagh Sho Va Khosh Begzaroon",
        "id": "00000000-0000-0000-0000-000000000000"
      },
      {
        "name": "",
        "id": "00000000-0000-0000-0000-000000000000"
      },
      {
        "name": "SeLast Online : Sa???",
        "id": "00000000-0000-0000-0000-000000000000"
      }
    ]
  },
  "description": {
    "extra": [
      {
        "color": "gold",
        "text": " "
      },
      {
        "strikethrough": true,
        "color": "gold",
        "text": "---"
      },
      {
        "color": "gold",

```

```

    "text": "|"
  },
  {
    "obfuscated": true,
    "color": "light_purple",
    "text": "!\\!"
  },
  {
    "bold": true,
    "color": "gold",
    "text": "GOLDCRAFT.IR"
  },
  {
    "obfuscated": true,
    "color": "light_purple",
    "text": "!\\!"
  },
  {
    "color": "gold",
    "text": "|"
  },
  {
    "strikethrough": true,
    "color": "gold",
    "text": "---"
  },
  {
    "color": "dark_blue",
    "text": "      "
  },
  {
    "color": "gray",
    "text": "v1.20.1\\n"
  },
  {
    "color": "white",
    "text": "          "
  },
  {
    "color": "green",
    "text": "New World To Enjoy"
  }
],
"text": ""
},
"favicon":

```

"

XeIVRDZdg0kX4Kjy1nAE nPpIFxbe2K0sydp1CvK/pGsC/eXym01W7hp5zPccmC9mPVkhZ3tsQ+AEwKEHqBdA
09qAQEtSm5vXA0B5/JnHmR9BfjTAvhd6nMKL62q1PeoBt9oGqphI7fXr0MW4vFzhaiCbAfa8vCPLZDLNpZMD
XL4S1dSDBa49uAQer1PcnNivBFw6nP8DkeLgpt3fxd9vkaM0CLS2Rkvet7TEQN9isH9mHsCeEsIfD0FknuAQ
EDDKghA1mceBr4c0dwzmePF7v7ffCezp2i20/JCAuc7BQ04W4Syj0P2mnXcUb9RjC0qBtrfBeBl8Cs9/MADD
+8fhLaiCLgAT+v0fQ4CydRY9q9F1r/DbXWRUp/3JAE4QEMDFB2x3NoSM2JqVv0PgL+9nHUC7mqSQhBQR1gFA
WfyZu6DP0XLSy7dEQFKTM0Zvwb2uFtJzJfDUxmeoMnJaGjP9R3ChvgZC7KUMat1chSU7jQAbonbw7JjywwK
4SuN2RqQgrvGUbV4Blr1UZupD6v2hQSxmTu0BYrsu2Vsm41NsW8cv2giunrVU9TrzsB3I2S9y0cjSCgAWMcY
a+LXg0BuTMPMp/jtZzIqkPGA7dPS6PN0J8eroNzM4AE+PanbYPpds2BsZCZR4iQpRs3SZuq3i0u9rkEMVss
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I1ShswzW1sMW6hRMuMRJXM0K9PutEPt65Td6mrFN66XyZ/3NkZ/KgioV6A9V0PAqZwZue7iRDabjI2CSp4yr
u/L+JG6020rwdgFjC+6zrVLzs6GJcbcm/p9Z08mzAz3iLkXQFH2na1ybi0FqKr1MDNJohoklU8Qz1DZW2FfR
Z/Xhos2oZIn4C4ovI+At6k+0NWrinT1SnbjsJIIt1CqZDqE9GM2MtdHsozLFX5nqov+LoSaa3SxXMHWFvNDbo
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P3jgCR6N0y9qd+jI2kTfLwaqyqZGjg8ZsZWZ+lJet58PLHFNyid0AgnByI8IIKybTmAtihbK7Ju2Qv7CiUXf
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+ikaxz3dsfRmJtfbIz5z+jzj8jGEmhrOVqgFL0/E65QbG7Ke7oaxTsLNdFfmj+oZiVv0c9S1t2Pgl/00gkcE
QDwHmTcWR3lcFTL/k69T8Y0+yPZwp7IXF8VlieA/y0ISJt5sLml0M4e5RtKFXN+thkV0A0CBqU3MJRFELBuc
Vn5G+0YoS1ura09rsWDzFPQsZQDGXdjrp0VhZe/S7109tZaupFb923gbhDlowOLBuXsbEU002DU6Q5hldFv
0DA3WRmVmY+lHUiGhrdhT7/pD6K39gj6xn/ZQS7uSeSze20YJriiFxfJQgoBwEIR2nEKggYTp0RmQ+trbqOp
KccPUk0z9n1phAB0qsn7u1L/FTdHPcVTXmSw2iC0DXH0bhjs3WxDH2f6uqIOePtksDTEvPgiArZ7krgtv1Yl
va+gH8HwaLULddp1BF4TYUCBCjWE3A3gRdZVzzIOoEPKbyrKop/Wifj8yWRFQ0/imAX3oxg6l0RbG5XhNyPz
LvLlIrj3QAR37fSNAUMgQIy4ZOHnte2J7Ya0h0fs3aiA xgRmOZ542d9PB50J6PEerm+La9C1xj6lwWJyq06Fw
LUhluLaYsV3fZPqP8HU6MQGd1QS0SLA3UkEb0S2EhBwLF7s6xhR9jgmP4gfHx5iABk3P1PZH0ZPCm8CyL3a
V0Uv7ozYnjs5xFMiwpQ744It5dGDHkB3n1gmYDwVRAwKDIjRpzw8JjvgxRJdwD41VnMcmTX/IcBIgAiR2Ln6
xGvn9zGttif3YRVvYnNjGyruh6fa20Yrgm+vUH1NVtLz077R1TNIKADW2IJCNi9HgTECTchQzNrPawCqkEAP
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fs6Kby5I2HCdCz+l4G+hE9gaIstpSMpEjofhM5+LOaKoTmmQAPwcyjj69VYXhAGVieOSMEK62lRemhnd7eDg

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Cz3hXMfwr lnyyoIE+69PhxNL2BEW9a+cc1sd9abI7dBAJGvD2wtF1C4YXQeXD109p6NKZPW6eKvIXtrfZ/y
9np4mjmb1UxG9ZYGB0NHVFR1m3FL3DbTrQA5j/t684jIOBQiIBSEFA0AkIK/xhwGm0IEj lXewSvZk/k0/q9E
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OfNjcqdza/L/7jtF3JmwTLjaLB+GUJnEKMNBwftBgE71mEEExop9HW5u1nhQLpYZzf4opiuLWk+Z96wAT/3uA
XB/tVD3y86yyPzFkkimLYlgppKIRM8y8BB4D8B7SraECFhNBfQmXV0JXDqSTuBU8m70/Uy lag0CGeDu5uphc
+tUXzS1qN7wdsTcJeDk5uwtkqHxtCr58PvypwbelTNTbTSDhQUB0QYx2tpikf313PY+CGiJJR/Psb3NGqujm
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+1ABbWHAiCK50NhZWeNVVHMSATslTFdqWw9lTsB91VJWTeXRhw27o3495piUvpIpt8TzjQ7t7DFnSBgT3ikl
8CXPADvLsa10IwvLYRx165VEIALJsreldDjhZuThC50CpS5Ez0e7I6bMDar4j6sVDItFpVfLLYBB0gRH1dFM
209KhW07vQSVdyJ3cC7sm8NvCNj5hoFg8h9GeANYrQRAdtRAe+u5e6mGHFg4TwUNWuqx5fBie3BwTslz3nQ
8aDpPTlkSdM+yJVNzHfdVTyeyLYrfcj2I13t7CFHeHMsic8HUJ3QWQ8LHUPwPv3hHE/CPDuCmudfXPzxkfxP
kaApjW0LcLVuY7H5Tk74y6Tm6NzeRI62tfdCG9nDDc2xdTpG1RP60DAPNbVGWA/fxgEQ03nqqNpd/+Rq1FhG
nlpTnkIBBgx2x21IOCIwKBz3d0ci7JvexsENCq5jxxdddSspULG5oWTawklku+7KiIXLaWRf62HtdXtjSR3x
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YaZWmP+J9yc00c2NiR0ZGio3z1HVV5zk+rVWQC+hrFLRJa1IOE62Vm0iLZa8Y36V2XfaPoHGbPj33z1iicw1
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U8C+6Wsu0K9TsC9u8P05u1hf6t504yZ3ke8t5nd+NVvQQCMDuxtDNMi9E0x3zY2qg7Riwh6zSzcHL15QQgP3
6j8QF8TXaSHibkBitSVCjHybuG66xUZ0/VuFPukSc6wqz8B8CYabW56U/P2eu741TqMQCX3H5RhNZad10DQM
M7yUPL6QGwk21MB4Cj3m9sBGuHcG86MxeE/QNZv+feHsr5H6vUA+pwyj14vBuiva94JY1oEKuD/jQA1wBtaY
hgZm+vIqKVZpbS3Kie9QuGLnZD05oW0pwJQfEdD9MBchTzKjHIHUHYDo+zMe1HMjtHmPyJnELkn40ZMdETla
VBxx1vruf1Xz2MERnPqdZT6h8h62+2DkdwHD+86EHELUA5CoPDxUe6G3eEJvtLwMR8B3xcq9xLqcynrzp1h3
dp3w7YYAdiyI4zp3v0dEUCHkn0wu0h59Lg4nPyeo0l5nYBTJumEho6nvI3SCwgIXZnp0PzJwyAAm9r9wEx/A
mPNJEYbsu54ay23vwECjkSTmRErK7k61wEBnsPRnTch+5odw75lLQmv98P0Siof6vMSKetujDeUf04iAM+/J
YH/ZyGAzuMtTVD+WiVTH1R+wVYX/bqnSbFEwGm200jcM0J89DKiVm41VsLf0ZZhrEHV7ZVRDI7uK4IAZJuyT
uVv/wUIIL9fLq2ttLiIgKGBqRnHbP+vMDW2Q0kD4KTws3uF0DnQ5z82vBfG3LvCmB5X9dufAQF6jd8SORP2d
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FV3BRGg4I5fgIDXQECNQgK9HCERK7k5CbyfgJPgFYcNAXD0tTckseZS+H9JAmh91WB5WUQsHICNrYz6oetwL
IZA02hz0b60kieVx9oaxPbmW0YmQDteBwH/+ByWHfn9rK9cYKjkvSHwAP6xZWfYS2YAg9Cxm2+GsUWAM/y+E
KCrXgIDC7tQSkum7E8Aejv1uu/gg7UVI02Eu4wIkHMHsm//hxABKzy8m6wsAd8rwAdsU8Jew3gn7I+0AGrbK
QH9vSVgkUQPbk5/AE5uX+Qm9HuHFysrBSk9gac+p1dVjn8EAa+uwbITJTK+nHXqcwJv3xnWgIw/awSYBQK7/
XNEACm/GtbVsC+SWUsjMqHw0wGqgNBBBWXdgezb/xciQIoSfS7GGmV975YJ0/bNSQTGRDMdoNwfrWJQAcxcG
sLM+6UFxLWS8Qp63eI7EC70wf73qICfrcHslwmBcxVvWTDtCHvZWUxgNguA1P0fewIsprHMGgqY3xFBK+ufw
caWeLH2nr9fw90/XYP9Xka7+nvo8a/04w927yF1/wMkQIMtZkZefvcwag+Z82drptw/WT0Grw+DDn889bqGT
M1nSMD/Aa3hTZwV0etVAAAAAE1FTkSuQmCC",

```
"modinfo": {  
  "type": "FML",  
  "modList": []  
}  
}
```

Test Method GetStatusPre17Test

Here are the results for the test method.

```
{
  "Protocol": "127",
  "Version": "Waterfall 1.8.x, 1.9.x, 1.10.x, 1.11.x, 1.12.x, 1.13.x, 1.14.x,
1.15.x, 1.16.x, 1.17.x, 1.18.x, 1.19.x, 1.20.x",
  "Motd": "$f$6          $6$m---$6|$d$k!\\!$6$!GOLDCRAFT.IR$d$k!\\!$6|$6$m--
-$1          $7v1.20.1",
  "NumPlayers": 1,
  "MaxPlayers": 2023
}
```

Test Class OpenGSQ.Protocols.Tests.Quake1Tests

Test Methods

[GetStatusTest](#)

Test Method GetStatusTest

Here are the results for the test method.

```
{
  "Info": {
    "spawn": "0",
    "*z_ext": "32",
    "*gamedir": "fortress",
    "hostname": "[BOTS] CustomTF For The People [BOTS]",
    "community": "https://discord.gg/fp9sSZ5",
    "admin/dev": "0Pulse0000-",
    "n": "4",
    "rj": "2",
    "curse": "5",
    "deathmatch": "3",
    "timelimit": "50",
    "fraglimit": "500",
    "maxclients": "32",
    "maxspectators": "16",
    "samelevel": "0",
    "money": "11000",
    "watervis": "0",
    "map": "dm3",
    "teampplay": "0"
  },
  "Players": [
    {
      "Id": 89,
      "Score": -1,
      "Time": 13,
      "Ping": 807,
      "Name": "Talus",
      "Skin": "tf_pyro",
      "Color1": 2,
      "Color2": 11
    },
    {
      "Id": 90,
      "Score": 0,
      "Time": 13,
      "Ping": 807,
      "Name": "Max",
      "Skin": "tf_spy",
      "Color1": 7,
```

```
    "Color2": 4
  },
  {
    "Id": 91,
    "Score": 0,
    "Time": 13,
    "Ping": 807,
    "Name": "T-1000",
    "Skin": "tf_sold",
    "Color1": 3,
    "Color2": 1
  },
  {
    "Id": 92,
    "Score": 0,
    "Time": 13,
    "Ping": 807,
    "Name": "Nomad",
    "Skin": "tf_eng",
    "Color1": 2,
    "Color2": 13
  },
  {
    "Id": 93,
    "Score": 0,
    "Time": 13,
    "Ping": 807,
    "Name": "Bender",
    "Skin": "tf_eng",
    "Color1": 12,
    "Color2": 13
  },
  {
    "Id": 94,
    "Score": 0,
    "Time": 13,
    "Ping": 807,
    "Name": "Optimus Prime",
    "Skin": "tf_pyro",
    "Color1": 6,
    "Color2": 7
  },
  {
    "Id": 95,
    "Score": 0,
    "Time": 13,
```

```
"Ping": 807,
"Name": "Gort",
"Skin": "tf_snipe",
"Color1": 5,
"Color2": 2
},
{
  "Id": 96,
  "Score": 0,
  "Time": 13,
  "Ping": 807,
  "Name": "Lore",
  "Skin": "tf_pyro",
  "Color1": 6,
  "Color2": 12
},
{
  "Id": 97,
  "Score": 0,
  "Time": 13,
  "Ping": 807,
  "Name": "Servo",
  "Skin": "tf_spy",
  "Color1": 4,
  "Color2": 4
},
{
  "Id": 98,
  "Score": 1,
  "Time": 13,
  "Ping": 807,
  "Name": "R2-D2",
  "Skin": "tf_hwguy",
  "Color1": 9,
  "Color2": 8
},
{
  "Id": 99,
  "Score": 0,
  "Time": 13,
  "Ping": 807,
  "Name": "Hadaly",
  "Skin": "tf_sold",
  "Color1": 2,
  "Color2": 0
},
```

```
{
  "Id": 100,
  "Score": 0,
  "Time": 13,
  "Ping": 807,
  "Name": "Gypsy",
  "Skin": "tf_sold",
  "Color1": 9,
  "Color2": 8
}
]
}
```

Test Class OpenGSQ.Protocols.Tests.Quake2Tests

Test Methods

[GetStatusTest](#)

Test Method GetStatusTest

Here are the results for the test method.

```
{
  "Info": {
    "JumpMod": "1.35ger",
    "capturelimit": "0",
    "cheats": "0",
    "competition": "0",
    "ctf": "1",
    "deathmatch": "1",
    "dmflags": "524308",
    "fraglimit": "0",
    "game": "jump",
    "gamedate": "May 31 2022",
    "gamedir": "jump",
    "gamename": "Q2JUMP 1.35ger",
    "hostname": ".german q2 jump",
    "mapname": "as16",
    "matchlock": "1",
    "matchtime": "20",
    "maxclients": "15",
    "port": "27910",
    "protocol": "34",
    "time_remaining": "08:29",
    "timelimit": "0",
    "version": "q2proded r1826~7ad132a Dec 28 2018 Linux x86_64",
    "uptime": "2 days, 13 hours, 58 mins, 53 secs"
  },
  "Players": [
    {
      "Frag": 1,
      "Ping": 116,
      "Name": "Killa"
    },
    {
      "Frag": 0,
      "Ping": 32,
      "Name": "sata"
    }
  ]
}
```

Test Class OpenGSQ.Protocols.Tests.Quake3 Tests

Test Methods

[GetInfoTest](#)

[GetStatusTest](#)

Test Method GetInfoTest

Here are the results for the test method.

```
{
  "version": "ET Legacy v2.81.1-406-g1428029 linux-i386 Nov 24 2023",
  "protocol": "84",
  "hostname": "F|A RECRUITING XP SAVE",
  "serverload": "2",
  "mapname": "warbell",
  "clients": "46",
  "humans": "46",
  "sv_maxclients": "60",
  "sv_privateclients": "0",
  "gametype": "2",
  "pure": "1",
  "game": "jaymod",
  "friendlyFire": "0",
  "maxlives": "0",
  "needpass": "0",
  "gamename": "et",
  "g_antilag": "1",
  "weaprestrict": "100",
  "balancedteams": "1"
}
```

Test Method GetStatusTest

Here are the results for the test method.

```
{
  "Info": {
    "omnibot_playing": "0",
    "P": "12122232121022133-221-2-233-3-231311-13123-1-213212-3-12",
    "voteFlags": "507903",
    "g_balancedteams": "1",
    "g_bluelimbotime": "15000",
    "g_redlimbotime": "10000",
    "gamename": "jaymod",
    "mod_version": "2.2.0",
    "mod_url": "http://jaymod.clanfu.org",
    "mod_binary": "linux-release",
    "sv_uptime": "00d15h29m",
    "sv_cpu": "AMD Ryzen 5 5600X 6-Core Proces",
    "g_axismaxlives": "0",
    "g_alliedmaxlives": "0",
    "g_voteFlags": "0",
    "g_minGameClients": "8",
    "g_needpass": "0",
    "sv_maxPing": "0",
    "sv_minPing": "0",
    "sv_minRate": "0",
    "sv_privateClients": "0",
    "mapname": "warbell",
    "protocol": "84",
    "g_gametype": "2",
    "timelimit": "18",
    "sv_hostname": "F|A RECRUITING XP SAVE",
    "sv_maxRate": "45000",
    "sv_dlRate": "100000",
    "sv_floodProtect": "1",
    "g_friendlyFire": "0",
    "g_maxlives": "0",
    "g_antilag": "1",
    "g_heavyWeaponRestriction": "100",
    "omnibot_enable": "1",
    "sv_userInfoFloodProtect": "1",
    "sv_maxclients": "60",
    "version": "ET Legacy v2.81.1-406-g1428029 linux-i386 Nov 24 2023"
  },
  "Players": [
```

```

{
  "FragS": 1944,
  "Ping": 103,
  "Name": "excedo~"
},
{
  "FragS": 481505,
  "Ping": 186,
  "Name": "Doronco"
},
{
  "FragS": 336634,
  "Ping": 173,
  "Name": "=F|A=Yorgu$"
},
{
  "FragS": 352772,
  "Ping": 215,
  "Name": "mikan"
},
{
  "FragS": 79573,
  "Ping": 48,
  "Name": "Delmarva"
},
{
  "FragS": 860,
  "Ping": 42,
  "Name": "landser"
},
{
  "FragS": 0,
  "Ping": 100,
  "Name": "=F|A=W$M"
},
{
  "FragS": 70061,
  "Ping": 98,
  "Name": "OoopssS"
},
{
  "FragS": 965764,
  "Ping": 156,
  "Name": "UnborN"
},
{

```

```
    "FragS": 1909467,  
    "Ping": 148,  
    "Name": "Fart"  
  },  
  {  
    "FragS": 125711,  
    "Ping": 160,  
    "Name": "StepOnDaddy"  
  },  
  {  
    "FragS": 17050,  
    "Ping": 999,  
    "Name": "r0adrunner"  
  },  
  {  
    "FragS": 664246,  
    "Ping": 98,  
    "Name": "MEATFACE"  
  },  
  {  
    "FragS": 417984,  
    "Ping": 62,  
    "Name": "=F|A=GamePlan"  
  },  
  {  
    "FragS": 38981,  
    "Ping": 46,  
    "Name": "bigBERRYballs"  
  },  
  {  
    "FragS": 0,  
    "Ping": 194,  
    "Name": "=F|A=Caipirinha"  
  },  
  {  
    "FragS": 0,  
    "Ping": 146,  
    "Name": "Motor8"  
  },  
  {  
    "FragS": 201179,  
    "Ping": 111,  
    "Name": "=F|A=Cloudy"  
  },  
  {  
    "FragS": 499946,
```

```
    "Ping": 100,
    "Name": "Mr. Legend"
  },
  {
    "Frag": 296706,
    "Ping": 100,
    "Name": "Jack Shit"
  },
  {
    "Frag": 191927,
    "Ping": 48,
    "Name": "Dingus!"
  },
  {
    "Frag": 645072,
    "Ping": 100,
    "Name": "[DookieShoes]*TheAbbot*"
  },
  {
    "Frag": 0,
    "Ping": 116,
    "Name": "Veive"
  },
  {
    "Frag": 0,
    "Ping": 83,
    "Name": "=F|A=Elf"
  },
  {
    "Frag": 0,
    "Ping": 248,
    "Name": "HEEHAW DONKEY PUNCH"
  },
  {
    "Frag": 565658,
    "Ping": 148,
    "Name": "db"
  },
  {
    "Frag": 0,
    "Ping": 148,
    "Name": "YASSPERS"
  },
  {
    "Frag": 1584759,
    "Ping": 150,
```

```

    "Name": "lisboa 1"
  },
  {
    "Frag": 0,
    "Ping": 34,
    "Name": "=F|A=Bl@@dSh0"
  },
  {
    "Frag": 4421584,
    "Ping": 106,
    "Name": "=F|A=EVILBUTTERS"
  },
  {
    "Frag": 76492,
    "Ping": 148,
    "Name": "Gen.Szwab****"
  },
  {
    "Frag": 695092,
    "Ping": 98,
    "Name": "Senbonzakura"
  },
  {
    "Frag": 0,
    "Ping": 98,
    "Name": "Your Mama"
  },
  {
    "Frag": 913019,
    "Ping": 103,
    "Name": "[xJFFx]_=NOIR=_ "
  },
  {
    "Frag": 2691,
    "Ping": 48,
    "Name": "Serunk"
  },
  {
    "Frag": 0,
    "Ping": 100,
    "Name": "unique101"
  },
  {
    "Frag": 53706,
    "Ping": 51,
    "Name": "Azure"
  }

```

```

},
{
  "FragS": 338539,
  "Ping": 98,
  "Name": "Penitent One"
},
{
  "FragS": 107052,
  "Ping": 130,
  "Name": "|WombAt|"
},
{
  "FragS": 0,
  "Ping": 110,
  "Name": "Ping=Sleestak"
},
{
  "FragS": 437709,
  "Ping": 100,
  "Name": "MrNotFunny"
},
{
  "FragS": 17539,
  "Ping": 48,
  "Name": "P1nky*"
},
{
  "FragS": 710884,
  "Ping": 48,
  "Name": "Zenithv1"
},
{
  "FragS": 336634,
  "Ping": 85,
  "Name": "-=AR=-McLov!n. SS"
},
{
  "FragS": 46991,
  "Ping": 148,
  "Name": "ArslAn*"
},
{
  "FragS": 733525,
  "Ping": 131,
  "Name": "><><De$TRuCToR><><"
}

```

]
}

Test Class OpenGSQ.Protocols.Tests.RakNet Tests

Test Methods

[GetStatusTest](#)

Test Method GetStatusTest

Here are the results for the test method.

```
{
  "Edition": "MCPE",
  "MotdLine1": "Advancius Network",
  "ProtocolVersion": 630,
  "VersionName": "1.20.50",
  "NumPlayers": 183,
  "MaxPlayers": 400,
  "ServerUniqueId": "9905151288191747164",
  "MotdLine2": "discord.advancius.net",
  "GameMode": "Survival",
  "GameModeNumeric": 1,
  "PortIPv4": 19132,
  "PortIPv6": 0
}
```

Test Class OpenGSQ.Protocols.Tests.Samp Tests

Test Methods

[GetStatusTest](#)

[GetPlayersTest](#)

[GetRulesTest](#)

Test Method GetStatusTest

Here are the results for the test method.

```
{  
  "Password": false,  
  "NumPlayers": 24,  
  "MaxPlayers": 250,  
  "ServerName": "[ENG] Valrise RPG [Est. 2017]",  
  "GameType": "Valrise RP 2.0.14 (RPG/RP)",  
  "Language": "English"  
}
```

Test Method GetPlayersTest

Here are the results for the test method.

```
[
  {
    "Id": 0,
    "Name": "Emiliano_Avitia",
    "Score": 22,
    "Ping": 87
  },
  {
    "Id": 1,
    "Name": "[SASD] Finnegan_Hilton",
    "Score": 22,
    "Ping": 113
  },
  {
    "Id": 2,
    "Name": "Lars_Vegas",
    "Score": 27,
    "Ping": 225
  },
  {
    "Id": 3,
    "Name": "Tomas_Milian",
    "Score": 28,
    "Ping": 45
  },
  {
    "Id": 5,
    "Name": "Frankie_OConnor",
    "Score": 21,
    "Ping": 41
  },
  {
    "Id": 6,
    "Name": "Adenzo_jemli",
    "Score": 12,
    "Ping": 93
  },
  {
    "Id": 7,
    "Name": "[VIP] Valentino_Reiner",
    "Score": 28,
```

```
    "Ping": 56
  },
  {
    "Id": 8,
    "Name": "[CDM] Gustav_Gaviria",
    "Score": 27,
    "Ping": 87
  },
  {
    "Id": 9,
    "Name": "Norman_Jayden",
    "Score": 26,
    "Ping": 56
  },
  {
    "Id": 10,
    "Name": "Brian_Dolf",
    "Score": 18,
    "Ping": 93
  },
  {
    "Id": 11,
    "Name": "[HE] Patricio_Cortes",
    "Score": 41,
    "Ping": 46
  },
  {
    "Id": 12,
    "Name": "Brandon_Carter",
    "Score": 18,
    "Ping": 175
  },
  {
    "Id": 13,
    "Name": "Ivan_Lugo",
    "Score": 2,
    "Ping": 81
  },
  {
    "Id": 14,
    "Name": "jesse_pinkmann",
    "Score": 14,
    "Ping": 139
  },
  {
    "Id": 15,
```

```
"Name": "[NBA] Nicola_Young",
"Score": 33,
"Ping": 97
},
{
  "Id": 16,
  "Name": "Bofade_Eznuts",
  "Score": 26,
  "Ping": 42
},
{
  "Id": 17,
  "Name": "[SAPD] Tyrone_Quintin",
  "Score": 22,
  "Ping": 112
},
{
  "Id": 18,
  "Name": "Dree_Clinton",
  "Score": 12,
  "Ping": 119
},
{
  "Id": 19,
  "Name": "Matthew_Reiner",
  "Score": 33,
  "Ping": 47
},
{
  "Id": 20,
  "Name": "[NBA] Josiah_Brown",
  "Score": 19,
  "Ping": 66
},
{
  "Id": 24,
  "Name": "Patrick_Young",
  "Score": 15,
  "Ping": 88
},
{
  "Id": 26,
  "Name": "Charles_Neil",
  "Score": 30,
  "Ping": 62
},
},
```

```
{
  "Id": 35,
  "Name": "Wazzak_Gaviria",
  "Score": 3,
  "Ping": 57
},
{
  "Id": 48,
  "Name": "Robin_Masters",
  "Score": 30,
  "Ping": 93
}
]
```

Test Method GetRulesTest

Here are the results for the test method.

```
{  
  "SAMPCAC version": "0.10.0",  
  "lagcomp": "On",  
  "mapname": "San Andreas",  
  "version": "0.3.7-R2",  
  "weather": "10",  
  "weblink": "valrisegaming.com",  
  "worldtime": "12:00"  
}
```

Test Class OpenGSQ.Protocols.Tests. SatisfactoryTests

Test Methods

[GetStatusTest](#)

Test Method GetStatusTest

Here are the results for the test method.

```
{  
  "State": 3,  
  "Version": 273254,  
  "BeaconPort": 15000  
}
```

Test Class OpenGSQ.Protocols.Tests.Scum Tests

Test Methods

[GetStatusTest](#)

Test Method GetStatusTest

Here are the results for the test method.

```
{
  "Ip": "15.235.181.19",
  "Port": 7042,
  "Name": "2.4□□★\u00A01100★\u00A0□□PVP★\u00A0□□□□□□★\u00A0□□□□★□□□□",
  "NumPlayers": 18,
  "MaxPlayers": 100,
  "Time": 7,
  "Password": false,
  "Version": "0.9.515.81588"
}
```

Test Class OpenGSQ.Protocols.Tests.Source Tests

Test Methods

[GetInfoTest](#)

[GetPlayersTest](#)

[GetRulesTest](#)

Test Method GetInfoTest

Here are the results for the test method.

```
{
  "ID": 440,
  "Version": "8622567",
  "EDF": 241,
  "Port": 27015,
  "SteamID": 85568392929506771,
  "SpectatorPort": 27020,
  "SpectatorName": "(stv bot)",
  "Keywords": "alltalk,increased_maxplayers,payload,shounic",
  "GameID": 440,
  "Protocol": 17,
  "Name": "shounic trenches (USA Chicago)",
  "Map": "pl_dustbowl",
  "Folder": "tf",
  "Game": "Team Fortress",
  "Players": 98,
  "MaxPlayers": 100,
  "Bots": 0,
  "ServerType": 100,
  "Environment": 119,
  "Visibility": 0,
  "VAC": 1
}
```

Test Method GetPlayersTest

Here are the results for the test method.

```
[
  {
    "Name": "CROTCH MASTER 69",
    "Score": 3,
    "Duration": 19922.498
  },
  {
    "Name": "Chasing8K",
    "Score": 4,
    "Duration": 15187.687
  },
  {
    "Name": "potato_aim.exe | □.□.□.0",
    "Score": 10,
    "Duration": 14218.086
  },
  {
    "Name": "Birdiot",
    "Score": 5,
    "Duration": 12128.64
  },
  {
    "Name": "Morelle",
    "Score": 9,
    "Duration": 10963.433
  },
  {
    "Name": "el rabbit",
    "Score": 16,
    "Duration": 10810.387
  },
  {
    "Name": "bwah",
    "Score": 2,
    "Duration": 9789.581
  },
  {
    "Name": "Xenon_Blaze",
    "Score": 17,
    "Duration": 8776.714
  },
]
```

```

{
  "Name": "Cønker",
  "Score": 15,
  "Duration": 8009.1313
},
{
  "Name": "SigmaGigaMegaMale",
  "Score": 26,
  "Duration": 7656.9917
},
{
  "Name": "canine defecation",
  "Score": 2,
  "Duration": 6967.4106
},
{
  "Name": "Baeplush",
  "Score": 7,
  "Duration": 6453.0195
},
{
  "Name": "5'11 pocket prince",
  "Score": 9,
  "Duration": 5959.336
},
{
  "Name": "Phernandus",
  "Score": 7,
  "Duration": 5948.2354
},
{
  "Name": "Laser Bean",
  "Score": 7,
  "Duration": 5903.7954
},
{
  "Name": "Mr. Clean",
  "Score": 11,
  "Duration": 5644.157
},
{
  "Name": "Ignus",
  "Score": 19,
  "Duration": 5557.2173
},
{

```

```

    "Name": "Dales_yo",
    "Score": 7,
    "Duration": 5459.1626
  },
  {
    "Name": "ShiverBorn",
    "Score": 0,
    "Duration": 5370.392
  },
  {
    "Name": "realhedgehog2082",
    "Score": 7,
    "Duration": 4854.215
  },
  {
    "Name": "Yautja [PAK9]",
    "Score": 5,
    "Duration": 4622.8247
  },
  {
    "Name": "a cat",
    "Score": 17,
    "Duration": 4320.3086
  },
  {
    "Name": "Scout",
    "Score": 9,
    "Duration": 4289.828
  },
  {
    "Name": "DuelReality",
    "Score": 8,
    "Duration": 4248.8135
  },
  {
    "Name": "TheEggoEffect",
    "Score": 6,
    "Duration": 3604.7673
  },
  {
    "Name": "It's Me",
    "Score": 23,
    "Duration": 3536.8022
  },
  {
    "Name": "ignorme",

```

```

    "Score": 15,
    "Duration": 3519.3123
  },
  {
    "Name": "KAOTIC",
    "Score": 5,
    "Duration": 3342.1753
  },
  {
    "Name": "BlupDrup",
    "Score": 5,
    "Duration": 3228.9553
  },
  {
    "Name": "Phoxphoric Kit-Kat",
    "Score": 8,
    "Duration": 3221.3352
  },
  {
    "Name": "Beyond Trash",
    "Score": 8,
    "Duration": 3102.895
  },
  {
    "Name": "freem22",
    "Score": 11,
    "Duration": 3067.7502
  },
  {
    "Name": "Jinx Itov",
    "Score": 9,
    "Duration": 3025.6453
  },
  {
    "Name": "MozuzZz",
    "Score": 10,
    "Duration": 2898.7002
  },
  {
    "Name": "JonasVenture",
    "Score": 13,
    "Duration": 2898.4001
  },
  {
    "Name": "Wolft3k",
    "Score": 10,

```

```

    "Duration": 2891.3052
  },
  {
    "Name": "the wild 2fort goblin",
    "Score": 0,
    "Duration": 2803.5852
  },
  {
    "Name": "Gaouetter",
    "Score": 7,
    "Duration": 2720.62
  },
  {
    "Name": "Joa",
    "Score": 7,
    "Duration": 2672.245
  },
  {
    "Name": "Trobjonr",
    "Score": 22,
    "Duration": 2526.0254
  },
  {
    "Name": "Wychlord02TTV",
    "Score": 15,
    "Duration": 2432.7551
  },
  {
    "Name": "Ludwig II of Bavaria",
    "Score": 11,
    "Duration": 2210.6804
  },
  {
    "Name": "modemstring",
    "Score": 11,
    "Duration": 2193.1604
  },
  {
    "Name": "vansting5",
    "Score": 15,
    "Duration": 2118.655
  },
  {
    "Name": "isib",
    "Score": 12,
    "Duration": 2099.845
  }

```

```

},
{
  "Name": "DeathKiller",
  "Score": 6,
  "Duration": 2082.6553
},
{
  "Name": "Spectacular",
  "Score": 4,
  "Duration": 2051.2305
},
{
  "Name": "edwinrestrepo2409",
  "Score": 13,
  "Duration": 2023.5695
},
{
  "Name": "Piston Ash",
  "Score": 14,
  "Duration": 1975.3602
},
{
  "Name": "RoseHeart",
  "Score": 7,
  "Duration": 1924.8401
},
{
  "Name": "hobbs",
  "Score": 0,
  "Duration": 1912.4352
},
{
  "Name": "C4r1s5a",
  "Score": 5,
  "Duration": 1908.7902
},
{
  "Name": "The Guy",
  "Score": 21,
  "Duration": 1865.3069
},
{
  "Name": "pyro gaming 4k ultra hd (real)",
  "Score": 14,
  "Duration": 1795.3
},

```

```
{
  "Name": "Pirate",
  "Score": 0,
  "Duration": 1768.7759
},
{
  "Name": "King Zarus",
  "Score": 17,
  "Duration": 1725.64
},
{
  "Name": "Pan",
  "Score": 22,
  "Duration": 1707.0249
},
{
  "Name": "julio.gonzales2014",
  "Score": 6,
  "Duration": 1625.65
},
{
  "Name": "RichieRich!",
  "Score": 21,
  "Duration": 1612.5698
},
{
  "Name": "violence :3",
  "Score": 6,
  "Duration": 1595.0198
},
{
  "Name": "happy wensday! love u!",
  "Score": 15,
  "Duration": 1501
},
{
  "Name": "rory438",
  "Score": 5,
  "Duration": 1411.165
},
{
  "Name": "MeLeo",
  "Score": 16,
  "Duration": 1376.8297
},
{
```

```

    "Name": "Atalis",
    "Score": 20,
    "Duration": 1335.34
  },
  {
    "Name": "Invader",
    "Score": 1,
    "Duration": 1333.5096
  },
  {
    "Name": "joe sour",
    "Score": 19,
    "Duration": 1291.7347
  },
  {
    "Name": "Glue Connoisseur",
    "Score": 8,
    "Duration": 1253.0344
  },
  {
    "Name": "grilledcheeseman37",
    "Score": 8,
    "Duration": 1246.225
  },
  {
    "Name": "DubbedC",
    "Score": 14,
    "Duration": 1184.6648
  },
  {
    "Name": "hzp",
    "Score": 0,
    "Duration": 1176.1134
  },
  {
    "Name": "WD-40",
    "Score": 13,
    "Duration": 1150.5098
  },
  {
    "Name": "Rixxy\uD81A\uDD10",
    "Score": 24,
    "Duration": 1108.8395
  },
  {
    "Name": "Regult",

```

```

    "Score": 20,
    "Duration": 1088.995
  },
  {
    "Name": "Andy (playing on a Deck)",
    "Score": 8,
    "Duration": 1060.4482
  },
  {
    "Name": "Fabio292",
    "Score": 0,
    "Duration": 1058.7383
  },
  {
    "Name": "Gold",
    "Score": 12,
    "Duration": 1046.3329
  },
  {
    "Name": "Shamus",
    "Score": 6,
    "Duration": 1035.668
  },
  {
    "Name": "Ahmed_k_",
    "Score": 15,
    "Duration": 1012.59814
  },
  {
    "Name": "super F",
    "Score": 3,
    "Duration": 957.89404
  },
  {
    "Name": "Borgor",
    "Score": 6,
    "Duration": 957.0836
  },
  {
    "Name": "Porpyy",
    "Score": 6,
    "Duration": 940.2241
  },
  {
    "Name": "is gooning the new meta",
    "Score": 12,

```

```

    "Duration": 930.384
  },
  {
    "Name": "dog nation",
    "Score": 2,
    "Duration": 905.15405
  },
  {
    "Name": "Fish! (with a Controller)",
    "Score": 1,
    "Duration": 900.38385
  },
  {
    "Name": "microscopic sea creature",
    "Score": 5,
    "Duration": 815.03394
  },
  {
    "Name": "CoochieStuffer",
    "Score": 15,
    "Duration": 794.919
  },
  {
    "Name": "SorcererCat",
    "Score": 5,
    "Duration": 760.764
  },
  {
    "Name": "TK",
    "Score": 8,
    "Duration": 740.7239
  },
  {
    "Name": "Delphox",
    "Score": 7,
    "Duration": 615.69446
  },
  {
    "Name": "Thot Tactician",
    "Score": 10,
    "Duration": 595.1446
  },
  {
    "Name": "Erick117",
    "Score": 1,
    "Duration": 518.9296
  }

```

```

},
{
  "Name": "The Sound of Progress",
  "Score": 7,
  "Duration": 512.72974
},
{
  "Name": "Monetary Policy",
  "Score": 0,
  "Duration": 487.725
},
{
  "Name": "swade",
  "Score": 7,
  "Duration": 466.87503
},
{
  "Name": "Dickbutt",
  "Score": 4,
  "Duration": 319.48486
},
{
  "Name": "Marcofox19",
  "Score": 1,
  "Duration": 312.95987
},
{
  "Name": "BearlyMasked",
  "Score": 13,
  "Duration": 309.05988
},
{
  "Name": "American bird",
  "Score": 9,
  "Duration": 277.42502
},
{
  "Name": "Walt Jr",
  "Score": 6,
  "Duration": 154.85959
}
]

```

Test Method GetRulesTest

Here are the results for the test method.

```
{
  "connect_version": "1.2.1",
  "coop": "0",
  "deathmatch": "1",
  "decalfrequency": "10",
  "discord_sourcebans_version": "1.0",
  "discord_sourcecomms_version": "1.1",
  "discord_version": "1.0",
  "metamod_version": "2.0.0-dev+1278V",
  "mp_allowNPCs": "1",
  "mp_autocrosshair": "1",
  "mp_autoteambalance": "1",
  "mp_disable_respawn_times": "0",
  "mp_fadetoblack": "0",
  "mp_falldamage": "0",
  "mp_flashlight": "0",
  "mp_footsteps": "1",
  "mp_forceautoteam": "1",
  "mp_forcerespawn": "1",
  "mp_fraglimit": "0",
  "mp_friendlyfire": "0",
  "mp_highlander": "0",
  "mp_holiday_nogifts": "0",
  "mp_match_end_at_timelimit": "1",
  "mp_maxrounds": "2",
  "mp_respawnwavetime": "10.0",
  "mp_scrambleteams_auto": "1",
  "mp_scrambleteams_auto_windifference": "2",
  "mp_stalemate_enable": "0",
  "mp_stalemate_meleeonly": "0",
  "mp_teamlist": "hgrunt;scientist",
  "mp_teamplay": "0",
  "mp_timelimit": "60",
  "mp_tournament": "0",
  "mp_tournament_readymode": "0",
  "mp_tournament_readymode_countdown": "10",
  "mp_tournament_readymode_min": "2",
  "mp_tournament_readymode_team_size": "0",
  "mp_tournament_stopwatch": "1",
  "mp_weaponstay": "0",
  "mp_windifference": "0",
```

```
"mp_windifference_min": "0",
"mp_winlimit": "0",
"nextlevel": "",
"rf_scr_version": "$SCRVER",
"r_AirboatViewDampenDamp": "1.0",
"r_AirboatViewDampenFreq": "7.0",
"r_AirboatViewZHeight": "0.0",
"r_JeepViewDampenDamp": "1.0",
"r_JeepViewDampenFreq": "7.0",
"r_JeepViewZHeight": "10.0",
"r_VehicleViewDampen": "1",
"sbchecker_version": "1.8.0",
"sbpp_report_version": "1.8.0",
"sb_version": "1.8.0",
"sc_module_version": "2.0.0.0",
"sc_version": "2.0.0.0",
"sm_afkm_version": "4.3.0",
"sm_algobalance__version": "1.0.0-dev.17",
"sm_autorecord_version": "1.3.0",
"sm_nextmap": "pl_badwater",
"sm_prof_version": "1.1",
"sm_sourcesleuth_version": "1.8.0",
"sm_spray_version": "1.3.8",
"sm_ssh_version": "1.3.8",
"sm_tf2_instantrespawn": "1.0",
"sm_tidychat_version": "0.5",
"sourcecomms_version": "1.8.0",
"sourcemod_version": "1.12.0.7101",
"stripper_current_file": "pl_rainbowride_b7e",
"stripper_version": "1.2.2",
"sv_accelerate": "10",
"sv_airaccelerate": "10",
"sv_alltalk": "1",
"sv_bounce": "0",
"sv_cheats": "0",
"sv_contact": "",
"sv_footsteps": "1",
"sv_friction": "4",
"sv_gravity": "800",
"sv_maxspeed": "320",
"sv_maxusrcmdprocessticks": "29",
"sv_noclipaccelerate": "5",
"sv_noclipspeed": "5",
"sv_password": "0",
"sv_pausable": "0",
"sv_registration_message": "No account specified",
```

```
"sv_registration_successful": "0",
"sv_rollangle": "0",
"sv_rollspeed": "200",
"sv_specaccelerate": "5",
"sv_specnoclip": "1",
"sv_specspeed": "3",
"sv_steamgroup": "",
"sv_stepsize": "18",
"sv_stopspeed": "100",
"sv_tags": "alltalk,increased_maxplayers,payload,shounic",
"sv_voiceenable": "1",
"sv_vote_quorum_ratio": "0.6",
"sv_wateraccelerate": "10",
"sv_waterfriction": "1",
"tftrue_whitelist_id": "-1",
"tf_allow_player_name_change": "1",
"tf_allow_player_use": "0",
"tf_arena_change_limit": "1",
"tf_arena_first_blood": "1",
"tf_arena_force_class": "0",
"tf_arena_max_streak": "3",
"tf_arena_override_cap_enable_time": "-1",
"tf_arena_preround_time": "10",
"tf_arena_round_time": "0",
"tf_arena_use_queue": "1",
"tf_beta_content": "0",
"tf_birthday": "0",
"tf_bot_count": "0",
"tf_classlimit": "0",
"tf_ctf_bonus_time": "10",
"tf_damage_disablespread": "1",
"tf_force_holidays_off": "0",
"tf_gamemode_arena": "0",
"tf_gamemode_community": "0",
"tf_gamemode_cp": "0",
"tf_gamemode_ctf": "0",
"tf_gamemode_misc": "0",
"tf_gamemode_mvm": "0",
"tf_gamemode_passtime": "0",
"tf_gamemode_payload": "1",
"tf_gamemode_pd": "0",
"tf_gamemode_rd": "0",
"tf_gamemode_sd": "0",
"tf_gamemode_tc": "0",
"tf_gravetalk": "1",
"tf_halloween_allow_truce_during_boss_event": "0",
```

```
"tf_max_charge_speed": "750",
"tf_medieval": "0",
"tf_medieval_autorp": "1",
"tf_mm_servermode": "0",
"tf_mm_strict": "0",
"tf_mm_trusted": "0",
"tf_mvm_death_penalty": "0",
"tf_mvm_defenders_team_size": "6",
"tf_mvm_min_players_to_start": "3",
"tf_overtime_nag": "0",
"tf_passtime_ball_damping_scale": "0.01f",
"tf_passtime_ball_drag_coefficient": "0.01f",
"tf_passtime_ball_inertia_scale": "1.0f",
"tf_passtime_ball_mass": "1.0f",
"tf_passtime_ball_model": "models/passtime/ball/passtime_ball.mdl",
"tf_passtime_ball_reset_time": "15",
"tf_passtime_ball_rot damping_scale": "1.0f",
"tf_passtime_ball_seek_range": "128",
"tf_passtime_ball_seek_speed_factor": "3f",
"tf_passtime_ball_sphere_collision": "1",
"tf_passtime_ball_sphere_radius": "7.2f",
"tf_passtime_ball_takedamage": "1",
"tf_passtime_ball_takedamage_force": "800.0f",
"tf_passtime_experiment_autopass": "0",
"tf_passtime_experiment_instapass": "0",
"tf_passtime_experiment_instapass_charge": "0",
"tf_passtime_experiment_telepass": "0",
"tf_passtime_flinch_boost": "0",
"tf_passtime_mode_homing_lock_sec": "1.5f",
"tf_passtime_mode_homing_speed": "1000.0f",
"tf_passtime_overtime_idle_sec": "5",
"tf_passtime_pack_hp_per_sec": "2.0f",
"tf_passtime_pack_range": "512",
"tf_passtime_pack_speed": "1",
"tf_passtime_player_reticles_enemies": "1",
"tf_passtime_player_reticles_friends": "2",
"tf_passtime_powerball_airtimebonus": "40",
"tf_passtime_powerball_decayamount": "1",
"tf_passtime_powerball_decaysec": "4.5f",
"tf_passtime_powerball_decaysec_neutral": "1.5f",
"tf_passtime_powerball_decay_delay": "10",
"tf_passtime_powerball_maxairtimebonus": "100",
"tf_passtime_powerball_passpoints": "25",
"tf_passtime_powerball_threshold": "80",
"tf_passtime_save_stats": "0",
"tf_passtime_scores_per_round": "5",
```

```
"tf_passtime_score_crit_sec": "5.0f",
"tf_passtime_speedboost_on_get_ball_time": "2.0f",
"tf_passtime_steal_on_melee": "1",
"tf_passtime_teammate_steal_time": "45",
"tf_passtime_throwarc_demoman": "0.15f",
"tf_passtime_throwarc_engineer": "0.2f",
"tf_passtime_throwarc_heavy": "0.175f",
"tf_passtime_throwarc_medic": "0.0f",
"tf_passtime_throwarc_pyro": "0.1f",
"tf_passtime_throwarc_scout": "0.1f",
"tf_passtime_throwarc_sniper": "0.0f",
"tf_passtime_throwarc_soldier": "0.1f",
"tf_passtime_throwarc_spy": "0.0f",
"tf_passtime_throwspeed_demoman": "850.0f",
"tf_passtime_throwspeed_engineer": "850.0f",
"tf_passtime_throwspeed_heavy": "850.0f",
"tf_passtime_throwspeed_medic": "900.0f",
"tf_passtime_throwspeed_pyro": "750.0f",
"tf_passtime_throwspeed_scout": "700.0f",
"tf_passtime_throwspeed_sniper": "900.0f",
"tf_passtime_throwspeed_soldier": "800.0f",
"tf_passtime_throwspeed_spy": "900.0f",
"tf_passtime_throwspeed_velocity_scale": "0.33f",
"tf_playergib": "1",
"tf_powerup_mode": "0",
"tf_server_identity_disable_quickplay": "0",
"tf_spawn_glow_duration": "10",
"tf_spec_xray": "1",
"tf_spells_enabled": "0",
"tf_use_fixed_weaponspreads": "1",
"tf_weapon_criticals": "1",
"tf_weapon_criticals_melee": "1",
"tv_enable": "1",
"tv_password": "1",
"tv_relaypassword": "0",
"yamcp_version": "1.0.4"
}
```

Test Class OpenGSQ.Protocols.Tests.TeamSpeak3Tests

Test Methods

[GetInfoTest](#)

[GetClientsTest](#)

[GetChannelsTest](#)

Test Method GetInfoTest

Here are the results for the test method.

```
{
  "virtualserver_unique_identifier": "SkwemF6BtPDAvp7dnMTMm1enfdQ=",
  "virtualserver_name": "\uD83C\uDFAE SameTeemSpeak Public |
Free Channels\uD83C\uDFAE",
  "virtualserver_welcomemessage": "[b>Welcome to [url=https://www.sameteem.com]
[color=#07C]SameTeem[/color][url]![/b]\n\nWe offer free channels to all users,
claim your channel here :
[url=https://sameteem.com/teamspeak/makechannel[url]\n\n[b]If you like the server
please vote! [url=https://teamspeak-
servers.org/server/6231/vote/]here[url]\n\n[b][color=#07C]Check the description
of the Welcome Room for information.\n[/color][color=#FF1493]",
  "virtualserver_platform": "Linux",
  "virtualserver_version": "3.13.7 [Build: 1655727713]",
  "virtualserver_maxclients": "512",
  "virtualserver_password": "",
  "virtualserver_clientsonline": "134",
  "virtualserver_channelsonline": "204",
  "virtualserver_created": "1354223623",
  "virtualserver_uptime": "921783",
  "virtualserver_codec_encryption_mode": "2",
  "virtualserver_hostmessage": "[b]Hey! If you enjoy this server
[URL=https://teamspeak-servers.org/server/6231/vote/]please vote here![/URL][b]",
  "virtualserver_hostmessage_mode": "1",
  "virtualserver_filebase": "files/virtualserver_1",
  "virtualserver_default_server_group": "8",
  "virtualserver_default_channel_group": "8",
  "virtualserver_flag_password": "0",
  "virtualserver_default_channel_admin_group": "5",
  "virtualserver_max_download_total_bandwidth": "18446744073709551615",
  "virtualserver_max_upload_total_bandwidth": "18446744073709551615",
  "virtualserver_hostbanner_url": "https://teamspeak-servers.org/server/6231/vote/",
  "virtualserver_hostbanner_gfx_url": "https://banner.sameteem.com/imagick.php",
  "virtualserver_hostbanner_gfx_interval": "60",
  "virtualserver_complain_autoban_count": "256",
  "virtualserver_complain_autoban_time": "3600",
  "virtualserver_complain_remove_time": "3600",
  "virtualserver_min_clients_in_channel_before_forced_silence": "100",
  "virtualserver_priority_speaker_dimm_modifier": "-12.0000",
  "virtualserver_id": "1",
  "virtualserver_antiflood_points_tick_reduce": "30",
  "virtualserver_antiflood_points_needed_command_block": "300",
```

```
"virtualserver_antiflood_points_needed_ip_block": "3000",
"virtualserver_client_connections": "3267",
"virtualserver_query_client_connections": "115393",
"virtualserver_hostbutton_tooltip": "SameTeem",
"virtualserver_hostbutton_url": "https://sameteem.com/",
"virtualserver_hostbutton_gfx_url": "https://sameteem.com/images/STSmall.png",
"virtualserver_queryclientsonline": "4",
"virtualserver_download_quota": "18446744073709551615",
"virtualserver_upload_quota": "18446744073709551615",
"virtualserver_month_bytes_downloaded": "75586592",
"virtualserver_month_bytes_uploaded": "0",
"virtualserver_total_bytes_downloaded": "1725533204562",
"virtualserver_total_bytes_uploaded": "1288423472011",
"virtualserver_port": "9987",
"virtualserver_autostart": "1",
"virtualserver_machine_id": "",
"virtualserver_needed_identity_security_level": "8",
"virtualserver_log_client": "1",
"virtualserver_log_query": "1",
"virtualserver_log_channel": "1",
"virtualserver_log_permissions": "1",
"virtualserver_log_server": "1",
"virtualserver_log_filetransfer": "1",
"virtualserver_min_client_version": "1588756070",
"virtualserver_name_phonetic": "SameTeemSpeak",
"virtualserver_icon_id": "274103382",
"virtualserver_reserved_slots": "8",
"virtualserver_total_packetloss_speech": "23.6251",
"virtualserver_total_packetloss_keepalive": "0.5629",
"virtualserver_total_packetloss_control": "0.2817",
"virtualserver_total_packetloss_total": "0.0004",
"virtualserver_total_ping": "55.0234",
"virtualserver_ip": "0.0.0.0, ::",
"virtualserver_weblist_enabled": "0",
"virtualserver_ask_for_privilegekey": "0",
"virtualserver_hostbanner_mode": "2",
"virtualserver_channel_temp_delete_delay_default": "2592000",
"virtualserver_min_android_version": "1582117478",
"virtualserver_min_ios_version": "1605182235",
"virtualserver_nickname": "sameteem",
"virtualserver_antiflood_points_needed_plugin_block": "0",
"virtualserver_capability_extensions": "",
"virtualserver_file_storage_class": "",
"virtualserver_status": "online",
"connection_filetransfer_bandwidth_sent": "44580",
"connection_filetransfer_bandwidth_received": "0",
```

```
"connection_filetransfer_bytes_sent_total": "181746974",  
"connection_filetransfer_bytes_received_total": "97963",  
"connection_packets_sent_speech": "344536551",  
"connection_bytes_sent_speech": "43662430021",  
"connection_packets_received_speech": "439705687",  
"connection_bytes_received_speech": "70412306993",  
"connection_packets_sent_keepalive": "209621280",  
"connection_bytes_sent_keepalive": "8594472480",  
"connection_packets_received_keepalive": "209561625",  
"connection_bytes_received_keepalive": "8804104791",  
"connection_packets_sent_control": "115741918",  
"connection_bytes_sent_control": "26966317688",  
"connection_packets_received_control": "115627343",  
"connection_bytes_received_control": "9205678703",  
"connection_packets_sent_total": "669899749",  
"connection_bytes_sent_total": "79223220189",  
"connection_packets_received_total": "764894655",  
"connection_bytes_received_total": "88422090487",  
"connection_bandwidth_sent_last_second_total": "284028",  
"connection_bandwidth_sent_last_minute_total": "165430",  
"connection_bandwidth_received_last_second_total": "136720",  
"connection_bandwidth_received_last_minute_total": "112899"  
}
```

Test Method GetClientsTest

Here are the results for the test method.

```
[
  {
    "clid": "53238",
    "cid": "122",
    "client_database_id": "56950",
    "client_nickname": "Unknown1",
    "client_type": "1"
  },
  {
    "clid": "53236",
    "cid": "122",
    "client_database_id": "77118",
    "client_nickname": "7LESTAD7",
    "client_type": "0"
  },
  {
    "clid": "53220",
    "cid": "122",
    "client_database_id": "56950",
    "client_nickname": "Unknown",
    "client_type": "1"
  },
  {
    "clid": "53189",
    "cid": "127",
    "client_database_id": "77729",
    "client_nickname": "SilverlitRogers",
    "client_type": "0"
  },
  {
    "clid": "53165",
    "cid": "338",
    "client_database_id": "55739",
    "client_nickname": "Thiago - REEED",
    "client_type": "0"
  },
  {
    "clid": "53147",
    "cid": "1206",
    "client_database_id": "74000",
    "client_nickname": "scorpionvnt",
```

```

    "client_type": "0"
  },
  {
    "clid": "53039",
    "cid": "338",
    "client_database_id": "41432",
    "client_nickname": "Lucas/ Alfanabeto",
    "client_type": "0"
  },
  {
    "clid": "52959",
    "cid": "1206",
    "client_database_id": "77021",
    "client_nickname": "Kevito",
    "client_type": "0"
  },
  {
    "clid": "52954",
    "cid": "1846",
    "client_database_id": "77000",
    "client_nickname": "pho bang mi heau curry",
    "client_type": "0"
  },
  {
    "clid": "52556",
    "cid": "128",
    "client_database_id": "61753",
    "client_nickname": "Hail Hail",
    "client_type": "0"
  },
  {
    "clid": "52554",
    "cid": "128",
    "client_database_id": "61192",
    "client_nickname": "Bucky",
    "client_type": "0"
  },
  {
    "clid": "52496",
    "cid": "637",
    "client_database_id": "62221",
    "client_nickname": "...",
    "client_type": "0"
  },
  {
    "clid": "52402",

```

```
"cid": "637",
"client_database_id": "41430",
"client_nickname": "Pika",
"client_type": "0"
},
{
  "clid": "52392",
  "cid": "1717",
  "client_database_id": "76389",
  "client_nickname": "4k1s4m3",
  "client_type": "0"
},
{
  "clid": "52097",
  "cid": "1627",
  "client_database_id": "61926",
  "client_nickname": "[-T.W-] Fragwit",
  "client_type": "0"
},
{
  "clid": "52054",
  "cid": "1746",
  "client_database_id": "76324",
  "client_nickname": "TheDaughterOfLillith",
  "client_type": "0"
},
{
  "clid": "51421",
  "cid": "1",
  "client_database_id": "25219",
  "client_nickname": "Hooty",
  "client_type": "0"
},
{
  "clid": "51183",
  "cid": "637",
  "client_database_id": "58626",
  "client_nickname": "Anonist228",
  "client_type": "0"
},
{
  "clid": "51051",
  "cid": "10",
  "client_database_id": "5921",
  "client_nickname": "GreyGhost",
  "client_type": "0"
}
```

```

},
{
  "clid": "51992",
  "cid": "1898",
  "client_database_id": "77056",
  "client_nickname": "Dobbie7",
  "client_type": "0"
},
{
  "clid": "50564",
  "cid": "873",
  "client_database_id": "71164",
  "client_nickname": "Ice",
  "client_type": "0"
},
{
  "clid": "50552",
  "cid": "873",
  "client_database_id": "39153",
  "client_nickname": "kernelu",
  "client_type": "0"
},
{
  "clid": "50506",
  "cid": "1662",
  "client_database_id": "40862",
  "client_nickname": "Void",
  "client_type": "0"
},
{
  "clid": "49814",
  "cid": "1662",
  "client_database_id": "56594",
  "client_nickname": "xZqkii",
  "client_type": "0"
},
{
  "clid": "49331",
  "cid": "1846",
  "client_database_id": "73980",
  "client_nickname": "Dit me may",
  "client_type": "0"
},
{
  "clid": "52003",
  "cid": "1898",

```

```

    "client_database_id": "76958",
    "client_nickname": "jo-",
    "client_type": "0"
  },
  {
    "clid": "49224",
    "cid": "1679",
    "client_database_id": "76305",
    "client_nickname": "kmalbasic",
    "client_type": "0"
  },
  {
    "clid": "51193",
    "cid": "122",
    "client_database_id": "25219",
    "client_nickname": "Hooty1",
    "client_type": "0"
  },
  {
    "clid": "48326",
    "cid": "338",
    "client_database_id": "71422",
    "client_nickname": "lHell",
    "client_type": "0"
  },
  {
    "clid": "44351",
    "cid": "1528",
    "client_database_id": "56641",
    "client_nickname": "Bazyl.",
    "client_type": "0"
  },
  {
    "clid": "42754",
    "cid": "122",
    "client_database_id": "2",
    "client_nickname": "Echo4191",
    "client_type": "1"
  },
  {
    "clid": "42549",
    "cid": "1717",
    "client_database_id": "76731",
    "client_nickname": "gandamalha",
    "client_type": "0"
  },

```

```
{
  "clid": "42297",
  "cid": "10",
  "client_database_id": "2",
  "client_nickname": "RankBot",
  "client_type": "1"
},
{
  "clid": "37670",
  "cid": "50",
  "client_database_id": "66099",
  "client_nickname": "Сепрей",
  "client_type": "0"
},
{
  "clid": "24784",
  "cid": "1372",
  "client_database_id": "48395",
  "client_nickname": "Player 3",
  "client_type": "0"
},
{
  "clid": "24783",
  "cid": "1372",
  "client_database_id": "53906",
  "client_nickname": "NubCake",
  "client_type": "0"
},
{
  "clid": "24782",
  "cid": "1372",
  "client_database_id": "48398",
  "client_nickname": "Friendly Jordan",
  "client_type": "0"
},
{
  "clid": "22545",
  "cid": "1654",
  "client_database_id": "71489",
  "client_nickname": "sauna",
  "client_type": "0"
},
{
  "clid": "22544",
  "cid": "1654",
  "client_database_id": "64633",
```

```

    "client_nickname": "poop",
    "client_type": "0"
  },
  {
    "clid": "22542",
    "cid": "1654",
    "client_database_id": "63278",
    "client_nickname": "bochek",
    "client_type": "0"
  },
  {
    "clid": "22538",
    "cid": "1654",
    "client_database_id": "64631",
    "client_nickname": "couscous",
    "client_type": "0"
  },
  {
    "clid": "19849",
    "cid": "1567",
    "client_database_id": "58978",
    "client_nickname": "pepe",
    "client_type": "0"
  },
  {
    "clid": "19442",
    "cid": "1",
    "client_database_id": "2",
    "client_nickname": "Echo419",
    "client_type": "0"
  },
  {
    "clid": "17605",
    "cid": "1",
    "client_database_id": "32290",
    "client_nickname": "210",
    "client_type": "0"
  },
  {
    "clid": "13693",
    "cid": "1504",
    "client_database_id": "55455",
    "client_nickname": "EricAFK",
    "client_type": "0"
  },
  {

```

```

    "clid": "13692",
    "cid": "122",
    "client_database_id": "49786",
    "client_nickname": "VoteBot",
    "client_type": "0"
  },
  {
    "clid": "9329",
    "cid": "1546",
    "client_database_id": "60348",
    "client_nickname": "Max1",
    "client_type": "0"
  },
  {
    "clid": "52595",
    "cid": "1717",
    "client_database_id": "77123",
    "client_nickname": "Ta__Lento",
    "client_type": "0"
  },
  {
    "clid": "9322",
    "cid": "1546",
    "client_database_id": "60804",
    "client_nickname": "Cr4ck4",
    "client_type": "0"
  },
  {
    "clid": "9321",
    "cid": "1564",
    "client_database_id": "58674",
    "client_nickname": "Jan",
    "client_type": "0"
  },
  {
    "clid": "9317",
    "cid": "1546",
    "client_database_id": "57877",
    "client_nickname": "Herr Freund",
    "client_type": "0"
  },
  {
    "clid": "9316",
    "cid": "1546",
    "client_database_id": "58980",
    "client_nickname": "fille",

```

```

    "client_type": "0"
  },
  {
    "clid": "9314",
    "cid": "1567",
    "client_database_id": "58979",
    "client_nickname": "frogg",
    "client_type": "0"
  },
  {
    "clid": "45558",
    "cid": "1372",
    "client_database_id": "57129",
    "client_nickname": "Ikroth",
    "client_type": "0"
  },
  {
    "clid": "45557",
    "cid": "1372",
    "client_database_id": "57131",
    "client_nickname": "U Mungo?",
    "client_type": "0"
  },
  {
    "clid": "45556",
    "cid": "1372",
    "client_database_id": "57130",
    "client_nickname": "Cosine",
    "client_type": "0"
  },
  {
    "clid": "45555",
    "cid": "1372",
    "client_database_id": "48397",
    "client_nickname": "Send Noodz",
    "client_type": "0"
  },
  {
    "clid": "45554",
    "cid": "1372",
    "client_database_id": "57056",
    "client_nickname": "Scummo",
    "client_type": "0"
  },
  {
    "clid": "45553",

```

```

    "cid": "1372",
    "client_database_id": "48399",
    "client_nickname": "#KoalaKiller",
    "client_type": "0"
  },
  {
    "clid": "34688",
    "cid": "1654",
    "client_database_id": "63392",
    "client_nickname": "Abberz",
    "client_type": "0"
  },
  {
    "clid": "31",
    "cid": "1200",
    "client_database_id": "42510",
    "client_nickname": "Radio Swing",
    "client_type": "0"
  },
  {
    "clid": "25",
    "cid": "1372",
    "client_database_id": "48396",
    "client_nickname": "Twiglet",
    "client_type": "0"
  },
  {
    "clid": "53234",
    "cid": "122",
    "client_database_id": "77793",
    "client_nickname": "wlhamu",
    "client_type": "0"
  },
  {
    "clid": "36",
    "cid": "1789",
    "client_database_id": "74952",
    "client_nickname": "90's",
    "client_type": "0"
  },
  {
    "clid": "46512",
    "cid": "122",
    "client_database_id": "73041",
    "client_nickname": "TeamSpeakUser",
    "client_type": "0"
  }

```

```
},
{
  "clid": "63",
  "cid": "1539",
  "client_database_id": "56933",
  "client_nickname": "memelord",
  "client_type": "0"
},
{
  "clid": "19853",
  "cid": "1564",
  "client_database_id": "58975",
  "client_nickname": "Oskar",
  "client_type": "0"
},
{
  "clid": "3",
  "cid": "10",
  "client_database_id": "36737",
  "client_nickname": "Baguette",
  "client_type": "0"
},
{
  "clid": "60",
  "cid": "1539",
  "client_database_id": "56937",
  "client_nickname": "BRYBABY",
  "client_type": "0"
},
{
  "clid": "26",
  "cid": "10",
  "client_database_id": "31566",
  "client_nickname": "Hans",
  "client_type": "0"
},
{
  "clid": "86",
  "cid": "1222",
  "client_database_id": "43015",
  "client_nickname": "Hip Hop",
  "client_type": "0"
},
{
  "clid": "59319",
  "cid": "1746",
```

```

    "client_database_id": "76323",
    "client_nickname": "Our Lord And Savior",
    "client_type": "0"
  },
  {
    "clid": "166",
    "cid": "122",
    "client_database_id": "77574",
    "client_nickname": "weeb",
    "client_type": "0"
  },
  {
    "clid": "165",
    "cid": "122",
    "client_database_id": "66517",
    "client_nickname": "kawaii",
    "client_type": "0"
  },
  {
    "clid": "164",
    "cid": "122",
    "client_database_id": "66514",
    "client_nickname": "UwU",
    "client_type": "0"
  },
  {
    "clid": "24777",
    "cid": "1372",
    "client_database_id": "57128",
    "client_nickname": "The Acid Man",
    "client_type": "0"
  },
  {
    "clid": "163",
    "cid": "1263",
    "client_database_id": "71487",
    "client_nickname": "miller USN",
    "client_type": "0"
  },
  {
    "clid": "162",
    "cid": "122",
    "client_database_id": "66516",
    "client_nickname": "owo",
    "client_type": "0"
  },

```

```

{
  "clid": "161",
  "cid": "1263",
  "client_database_id": "71486",
  "client_nickname": "jeff",
  "client_type": "0"
},
{
  "clid": "50542",
  "cid": "1662",
  "client_database_id": "41383",
  "client_nickname": "\uD83D\uDC18extraordinary elephant",
  "client_type": "0"
},
{
  "clid": "123",
  "cid": "1539",
  "client_database_id": "68486",
  "client_nickname": "jrm",
  "client_type": "0"
},
{
  "clid": "122",
  "cid": "1539",
  "client_database_id": "56920",
  "client_nickname": "xxx",
  "client_type": "0"
},
{
  "clid": "120",
  "cid": "122",
  "client_database_id": "58982",
  "client_nickname": "PiP",
  "client_type": "0"
},
{
  "clid": "115",
  "cid": "1535",
  "client_database_id": "60347",
  "client_nickname": "kurwa",
  "client_type": "0"
},
{
  "clid": "114",
  "cid": "1535",
  "client_database_id": "56938",

```

```
"client_nickname": "Suka",
"client_type": "0"
},
{
  "clid": "113",
  "cid": "1535",
  "client_database_id": "56915",
  "client_nickname": "Rooney",
  "client_type": "0"
},
{
  "clid": "47355",
  "cid": "1654",
  "client_database_id": "63280",
  "client_nickname": "perkele",
  "client_type": "0"
},
{
  "clid": "112",
  "cid": "1535",
  "client_database_id": "56760",
  "client_nickname": "Crow",
  "client_type": "0"
},
{
  "clid": "111",
  "cid": "1535",
  "client_database_id": "56913",
  "client_nickname": "Toby",
  "client_type": "0"
},
{
  "clid": "52514",
  "cid": "637",
  "client_database_id": "55950",
  "client_nickname": "Tyrone",
  "client_type": "0"
},
{
  "clid": "110",
  "cid": "1535",
  "client_database_id": "56759",
  "client_nickname": "FuzzyKripp",
  "client_type": "0"
},
{
```

```

    "clid": "109",
    "cid": "1535",
    "client_database_id": "56914",
    "client_nickname": "#Justice4Rooney",
    "client_type": "0"
  },
  {
    "clid": "108",
    "cid": "1535",
    "client_database_id": "56761",
    "client_nickname": "Evri Driver",
    "client_type": "0"
  },
  {
    "clid": "107",
    "cid": "1535",
    "client_database_id": "59458",
    "client_nickname": "SHAGGER",
    "client_type": "0"
  },
  {
    "clid": "52095",
    "cid": "1898",
    "client_database_id": "76957",
    "client_nickname": "sir-ace",
    "client_type": "0"
  },
  {
    "clid": "88",
    "cid": "1213",
    "client_database_id": "42749",
    "client_nickname": "Dance",
    "client_type": "0"
  },
  {
    "clid": "85",
    "cid": "1263",
    "client_database_id": "44076",
    "client_nickname": "80's",
    "client_type": "0"
  },
  {
    "clid": "84",
    "cid": "1235",
    "client_database_id": "53070",
    "client_nickname": "Merde",

```

```

    "client_type": "0"
  },
  {
    "clid": "83",
    "cid": "1262",
    "client_database_id": "44077",
    "client_nickname": "Metal",
    "client_type": "0"
  },
  {
    "clid": "82",
    "cid": "1220",
    "client_database_id": "43012",
    "client_nickname": "Rock Radio",
    "client_type": "0"
  },
  {
    "clid": "81",
    "cid": "1221",
    "client_database_id": "43013",
    "client_nickname": "Punk",
    "client_type": "0"
  },
  {
    "clid": "80",
    "cid": "1235",
    "client_database_id": "56931",
    "client_nickname": "FDP^0laf",
    "client_type": "0"
  },
  {
    "clid": "52880",
    "cid": "1662",
    "client_database_id": "62820",
    "client_nickname": "n3LLy",
    "client_type": "0"
  },
  {
    "clid": "79",
    "cid": "1235",
    "client_database_id": "66498",
    "client_nickname": "FDP^1338",
    "client_type": "0"
  },
  {
    "clid": "78",

```

```

    "cid": "1235",
    "client_database_id": "56925",
    "client_nickname": "FDP^M00ny",
    "client_type": "0"
  },
  {
    "clid": "77",
    "cid": "1235",
    "client_database_id": "56923",
    "client_nickname": "FDP^meme",
    "client_type": "0"
  },
  {
    "clid": "75",
    "cid": "1215",
    "client_database_id": "58981",
    "client_nickname": "teamspeak",
    "client_type": "0"
  },
  {
    "clid": "74",
    "cid": "1564",
    "client_database_id": "58673",
    "client_nickname": "Polan Ball",
    "client_type": "0"
  },
  {
    "clid": "62",
    "cid": "1535",
    "client_database_id": "56944",
    "client_nickname": "Pappa Smurf",
    "client_type": "0"
  },
  {
    "clid": "61",
    "cid": "1535",
    "client_database_id": "59459",
    "client_nickname": "Mike Ashley",
    "client_type": "0"
  },
  {
    "clid": "68",
    "cid": "1546",
    "client_database_id": "57117",
    "client_nickname": "Marnie",
    "client_type": "0"
  }

```

```

},
{
  "clid": "67",
  "cid": "1564",
  "client_database_id": "58977",
  "client_nickname": "Jakub",
  "client_type": "0"
},
{
  "clid": "59",
  "cid": "1546",
  "client_database_id": "57099",
  "client_nickname": "Ich Bin Besser",
  "client_type": "0"
},
{
  "clid": "66",
  "cid": "1539",
  "client_database_id": "56918",
  "client_nickname": "tl;dr",
  "client_type": "0"
},
{
  "clid": "65",
  "cid": "1535",
  "client_database_id": "56971",
  "client_nickname": "Kek",
  "client_type": "0"
},
{
  "clid": "51674",
  "cid": "1627",
  "client_database_id": "61925",
  "client_nickname": "[-T.W-] Allucination",
  "client_type": "0"
},
{
  "clid": "64",
  "cid": "1539",
  "client_database_id": "68487",
  "client_nickname": "Joe Mumma",
  "client_type": "0"
},
{
  "clid": "55",
  "cid": "1546",

```

```

    "client_database_id": "57127",
    "client_nickname": "Tobias",
    "client_type": "0"
  },
  {
    "clid": "54",
    "cid": "1546",
    "client_database_id": "57045",
    "client_nickname": "Max",
    "client_type": "0"
  },
  {
    "clid": "53",
    "cid": "1564",
    "client_database_id": "58976",
    "client_nickname": "Julia",
    "client_type": "0"
  },
  {
    "clid": "35",
    "cid": "1792",
    "client_database_id": "74803",
    "client_nickname": "60's",
    "client_type": "0"
  },
  {
    "clid": "34",
    "cid": "1214",
    "client_database_id": "65703",
    "client_nickname": "Hardstyle",
    "client_type": "0"
  },
  {
    "clid": "29",
    "cid": "865",
    "client_database_id": "30051",
    "client_nickname": "WelcomeBot",
    "client_type": "0"
  },
  {
    "clid": "28",
    "cid": "1790",
    "client_database_id": "74953",
    "client_nickname": "70's",
    "client_type": "0"
  },

```

```

{
  "clid": "27",
  "cid": "1791",
  "client_database_id": "74954",
  "client_nickname": "Dubstep",
  "client_type": "0"
},
{
  "clid": "19",
  "cid": "1372",
  "client_database_id": "57046",
  "client_nickname": "Cav",
  "client_type": "0"
},
{
  "clid": "53214",
  "cid": "127",
  "client_database_id": "77093",
  "client_nickname": "Ades",
  "client_type": "0"
},
{
  "clid": "16",
  "cid": "1654",
  "client_database_id": "63395",
  "client_nickname": "123",
  "client_type": "0"
},
{
  "clid": "52017",
  "cid": "1898",
  "client_database_id": "76959",
  "client_nickname": "Bov",
  "client_type": "0"
},
{
  "clid": "10",
  "cid": "1654",
  "client_database_id": "71488",
  "client_nickname": "vittu dc",
  "client_type": "0"
},
{
  "clid": "52409",
  "cid": "10",
  "client_database_id": "56899",

```

```
    "client_nickname": "Rainman",
    "client_type": "0"
  },
  {
    "clid": "5",
    "cid": "10",
    "client_database_id": "31567",
    "client_nickname": "Alfons",
    "client_type": "0"
  },
  {
    "clid": "6",
    "cid": "10",
    "client_database_id": "31637",
    "client_nickname": "Piere",
    "client_type": "0"
  },
  {
    "clid": "4",
    "cid": "10",
    "client_database_id": "36736",
    "client_nickname": "Rapid",
    "client_type": "0"
  }
]
```

Test Method GetChannelsTest

Here are the results for the test method.

```
[
  {
    "cid": "1377",
    "pid": "0",
    "channel_order": "0",
    "channel_name": "[cspacer10]FREE PUBLIC TEAMSPEAK SERVER",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "962",
    "pid": "0",
    "channel_order": "1377",
    "channel_name": "[spacer100]___",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1757",
    "pid": "0",
    "channel_order": "962",
    "channel_name": "[cspacer15]\\uD83D\\uDED1△TEAMSPEAK 5 DOWNLOAD△\\uD83D\\uDED1",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "778",
    "pid": "0",
    "channel_order": "1757",
    "channel_name": "[cspacer15]\\uD83E\\uDD11FREE TEAMSPEAK CHANNELS\\uD83E\\uDD11",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "601",
    "pid": "0",
    "channel_order": "778",
```

```

    "channel_name": "[cspacer15]\uD83D\uDDF3VOTE FOR THE SERVER\uD83D\uDDF3",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "901",
    "pid": "0",
    "channel_order": "601",
    "channel_name": "[cspacer15]\uD83D\uDC4FFollow us on Social Media\uD83D\uDC4F",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "960",
    "pid": "0",
    "channel_order": "901",
    "channel_name": "[cspacer15]Where's My Channel !? CTRL+F",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "225",
    "pid": "0",
    "channel_order": "960",
    "channel_name": "[spacer20]____",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "122",
    "pid": "225",
    "channel_order": "0",
    "channel_name": "Welcome | Rules in Channel Description",
    "channel_topic": "",
    "total_clients": "13",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1",
    "pid": "225",
    "channel_order": "122",
    "channel_name": "Lobby 1",

```

```

    "channel_topic": "",
    "total_clients": "3",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "43",
    "pid": "225",
    "channel_order": "1",
    "channel_name": "Lobby 2",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "50",
    "pid": "225",
    "channel_order": "43",
    "channel_name": "Lobby 3",
    "channel_topic": "",
    "total_clients": "1",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "605",
    "pid": "225",
    "channel_order": "50",
    "channel_name": "Lobby 4",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "127",
    "pid": "225",
    "channel_order": "605",
    "channel_name": "Lobby 5",
    "channel_topic": "We'll eat your tendies",
    "total_clients": "2",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "128",
    "pid": "225",
    "channel_order": "127",
    "channel_name": "Lobby 6",
    "channel_topic": "",

```

```

    "total_clients": "2",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "338",
    "pid": "225",
    "channel_order": "128",
    "channel_name": "Lobby 7",
    "channel_topic": "",
    "total_clients": "3",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "714",
    "pid": "225",
    "channel_order": "338",
    "channel_name": "Lobby 8",
    "channel_topic": "Sheep Shaggers United",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "802",
    "pid": "225",
    "channel_order": "714",
    "channel_name": "Lobby 9",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "959",
    "pid": "225",
    "channel_order": "802",
    "channel_name": "Lobby 10",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1846",
    "pid": "225",
    "channel_order": "959",
    "channel_name": "Lobby 11",
    "channel_topic": "",
    "total_clients": "2",

```

```

    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1548",
    "pid": "225",
    "channel_order": "1846",
    "channel_name": "Lobby 15",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
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    "cid": "1577",
    "pid": "225",
    "channel_order": "1548",
    "channel_name": "Lobby \uD83D\uDCAF",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
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    "cid": "1209",
    "pid": "225",
    "channel_order": "1577",
    "channel_name": "English",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1207",
    "pid": "225",
    "channel_order": "1209",
    "channel_name": "Italian",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1580",
    "pid": "225",
    "channel_order": "1207",
    "channel_name": "Dutch",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  }

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},
{
  "cid": "1304",
  "pid": "225",
  "channel_order": "1580",
  "channel_name": "Ukrainian",
  "channel_topic": "Slava Ukraini!",
  "total_clients": "0",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "1206",
  "pid": "225",
  "channel_order": "1304",
  "channel_name": "Portuguese",
  "channel_topic": "",
  "total_clients": "2",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "1208",
  "pid": "225",
  "channel_order": "1206",
  "channel_name": "French",
  "channel_topic": "",
  "total_clients": "0",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "1210",
  "pid": "225",
  "channel_order": "1208",
  "channel_name": "German",
  "channel_topic": "",
  "total_clients": "0",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "1211",
  "pid": "225",
  "channel_order": "1210",
  "channel_name": "Polish",
  "channel_topic": "",
  "total_clients": "0",
  "channel_needed_subscribe_power": "0"
},

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{
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  "channel_order": "1211",
  "channel_name": "Arabic",
  "channel_topic": "",
  "total_clients": "0",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "1578",
  "pid": "225",
  "channel_order": "1281",
  "channel_name": "Americanese",
  "channel_topic": "",
  "total_clients": "0",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "1746",
  "pid": "225",
  "channel_order": "1578",
  "channel_name": "Norwegian",
  "channel_topic": "",
  "total_clients": "2",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "1908",
  "pid": "225",
  "channel_order": "1746",
  "channel_name": "Iran",
  "channel_topic": "",
  "total_clients": "0",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "18",
  "pid": "225",
  "channel_order": "1908",
  "channel_name": "Admin Lobby",
  "channel_topic": "Brits AFK/ Spawn Room and tendies room",
  "total_clients": "-1",
  "channel_needed_subscribe_power": "5000"
},
{

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    "cid": "501",
    "pid": "18",
    "channel_order": "0",
    "channel_name": "Better lobby",
    "channel_topic": "",
    "total_clients": "-1",
    "channel_needed_subscribe_power": "95"
  },
  {
    "cid": "1504",
    "pid": "501",
    "channel_order": "0",
    "channel_name": "Horny Jail",
    "channel_topic": "Stop saying weird shit",
    "total_clients": "1",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "865",
    "pid": "18",
    "channel_order": "501",
    "channel_name": "Happy Fun House",
    "channel_topic": "",
    "total_clients": "1",
    "channel_needed_subscribe_power": "50"
  },
  {
    "cid": "1077",
    "pid": "18",
    "channel_order": "865",
    "channel_name": "Staff Bots",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1591",
    "pid": "225",
    "channel_order": "18",
    "channel_name": "Hootys DV Centre",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "231",

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    "pid": "0",
    "channel_order": "225",
    "channel_name": "[cspacer30]---=[ GAMES ]---",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "207",
    "pid": "0",
    "channel_order": "231",
    "channel_name": "[spacer31]___",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "213",
    "pid": "207",
    "channel_order": "0",
    "channel_name": "Minecraft",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1179",
    "pid": "213",
    "channel_order": "0",
    "channel_name": "NOBSMC",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "208",
    "pid": "207",
    "channel_order": "213",
    "channel_name": "Counter Strike",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1174",
    "pid": "208",

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    "channel_order": "0",
    "channel_name": "CSS GunGame",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1177",
    "pid": "208",
    "channel_order": "1174",
    "channel_name": "CS 1.6",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1178",
    "pid": "208",
    "channel_order": "1177",
    "channel_name": "Condition Zero",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "211",
    "pid": "207",
    "channel_order": "208",
    "channel_name": "Team Fortress 2",
    "channel_topic": "TF2",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1171",
    "pid": "211",
    "channel_order": "0",
    "channel_name": "TF2 #1",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1172",
    "pid": "211",
    "channel_order": "1171",

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    "channel_name": "TF2 #2",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
},
{
    "cid": "963",
    "pid": "207",
    "channel_order": "211",
    "channel_name": "Garry's Mod",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
},
{
    "cid": "964",
    "pid": "207",
    "channel_order": "963",
    "channel_name": "Half-Life 2: Deathmatch",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
},
{
    "cid": "968",
    "pid": "207",
    "channel_order": "964",
    "channel_name": "Day of Defeat Source",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
},
{
    "cid": "965",
    "pid": "207",
    "channel_order": "968",
    "channel_name": "Left 4 Dead",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
},
{
    "cid": "967",
    "pid": "207",
    "channel_order": "965",
    "channel_name": "Unreal Tournament 2004",

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    "channel_topic": "",
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    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1134",
    "pid": "207",
    "channel_order": "967",
    "channel_name": "Rust",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "246",
    "pid": "207",
    "channel_order": "1134",
    "channel_name": "Battlefield",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1313",
    "pid": "207",
    "channel_order": "246",
    "channel_name": "VALORANT",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1133",
    "pid": "207",
    "channel_order": "1313",
    "channel_name": "Rainbow Six Siege",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "218",
    "pid": "207",
    "channel_order": "1133",
    "channel_name": "Dota 2",
    "channel_topic": "",

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    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "274",
    "pid": "207",
    "channel_order": "218",
    "channel_name": "World Of Warcraft",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "740",
    "pid": "207",
    "channel_order": "274",
    "channel_name": "Fortnite",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "818",
    "pid": "207",
    "channel_order": "740",
    "channel_name": "PUBG",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1123",
    "pid": "207",
    "channel_order": "818",
    "channel_name": "DayZ",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1130",
    "pid": "207",
    "channel_order": "1123",
    "channel_name": "Rocket League",
    "channel_topic": "",
    "total_clients": "0",

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    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1131",
    "pid": "207",
    "channel_order": "1130",
    "channel_name": "Overwatch",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1132",
    "pid": "207",
    "channel_order": "1131",
    "channel_name": "Apex Legends",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1135",
    "pid": "207",
    "channel_order": "1132",
    "channel_name": "Grand Theft Auto",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1180",
    "pid": "1135",
    "channel_order": "0",
    "channel_name": "FiveM",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1181",
    "pid": "1135",
    "channel_order": "1180",
    "channel_name": "MTA",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  }

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},
{
  "cid": "1146",
  "pid": "207",
  "channel_order": "1135",
  "channel_name": "Call Of Duty",
  "channel_topic": "",
  "total_clients": "0",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "1412",
  "pid": "207",
  "channel_order": "1146",
  "channel_name": "Killing Floor 2",
  "channel_topic": "",
  "total_clients": "0",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "1076",
  "pid": "0",
  "channel_order": "207",
  "channel_name": "[cspacer30]--==[ RADIO ]==--",
  "channel_topic": "",
  "total_clients": "0",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "1067",
  "pid": "0",
  "channel_order": "1076",
  "channel_name": "[spacer41]____",
  "channel_topic": "",
  "total_clients": "0",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "1070",
  "pid": "1067",
  "channel_order": "0",
  "channel_name": "HYFM MUSIC 1",
  "channel_topic": "HYFM MUSIC 1 ▯ HyFM.us",
  "total_clients": "0",
  "channel_needed_subscribe_power": "0"
},

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{
  "cid": "1071",
  "pid": "1067",
  "channel_order": "1070",
  "channel_name": "LATE NIGHT DRIVE (No Chat)",
  "channel_topic": "LATE NIGHT DRIVE ▯ HyFM.us",
  "total_clients": "0",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "1200",
  "pid": "1067",
  "channel_order": "1071",
  "channel_name": "Swing",
  "channel_topic": "",
  "total_clients": "1",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "1213",
  "pid": "1067",
  "channel_order": "1200",
  "channel_name": "Dance",
  "channel_topic": "",
  "total_clients": "1",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "1214",
  "pid": "1067",
  "channel_order": "1213",
  "channel_name": "Hardstyle",
  "channel_topic": "",
  "total_clients": "1",
  "channel_needed_subscribe_power": "0"
},
{
  "cid": "1220",
  "pid": "1067",
  "channel_order": "1214",
  "channel_name": "Rock",
  "channel_topic": "",
  "total_clients": "1",
  "channel_needed_subscribe_power": "0"
},
{

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    "cid": "1221",
    "pid": "1067",
    "channel_order": "1220",
    "channel_name": "Punk",
    "channel_topic": "",
    "total_clients": "1",
    "channel_needed_subscribe_power": "0"
},
{
    "cid": "1222",
    "pid": "1067",
    "channel_order": "1221",
    "channel_name": "Hip Hop (Soulja Boy)",
    "channel_topic": "",
    "total_clients": "1",
    "channel_needed_subscribe_power": "0"
},
{
    "cid": "1262",
    "pid": "1067",
    "channel_order": "1222",
    "channel_name": "Metal",
    "channel_topic": "",
    "total_clients": "1",
    "channel_needed_subscribe_power": "0"
},
{
    "cid": "1791",
    "pid": "1067",
    "channel_order": "1262",
    "channel_name": "Dubstep",
    "channel_topic": "",
    "total_clients": "1",
    "channel_needed_subscribe_power": "0"
},
{
    "cid": "1792",
    "pid": "1067",
    "channel_order": "1791",
    "channel_name": "60's",
    "channel_topic": "",
    "total_clients": "1",
    "channel_needed_subscribe_power": "0"
},
{
    "cid": "1790",

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```

    "pid": "1067",
    "channel_order": "1792",
    "channel_name": "70s",
    "channel_topic": "",
    "total_clients": "1",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1263",
    "pid": "1067",
    "channel_order": "1790",
    "channel_name": "80's",
    "channel_topic": "",
    "total_clients": "3",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1789",
    "pid": "1067",
    "channel_order": "1263",
    "channel_name": "90's",
    "channel_topic": "",
    "total_clients": "1",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "230",
    "pid": "0",
    "channel_order": "1067",
    "channel_name": "[spacer30]___",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "233",
    "pid": "0",
    "channel_order": "230",
    "channel_name": "[cspacer10]--==[ GROUPS ]==--",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "471",
    "pid": "0",

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    "channel_order": "233",
    "channel_name": "[cspacer15]information | need a channel?",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "590",
    "pid": "0",
    "channel_order": "471",
    "channel_name": "[cspacer15]AUTOMATIC CHANNEL CREATION",
    "channel_topic": "Automatic Channel Creator",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "17",
    "pid": "0",
    "channel_order": "590",
    "channel_name": "[spacer60]____",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1894",
    "pid": "17",
    "channel_order": "0",
    "channel_name": "Random Bar",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "637",
    "pid": "17",
    "channel_order": "1894",
    "channel_name": "Pika",
    "channel_topic": "",
    "total_clients": "4",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "745",
    "pid": "17",
    "channel_order": "637",

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    "channel_name": "Hollywood",
    "channel_topic": "pornhub gang",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "905",
    "pid": "745",
    "channel_order": "0",
    "channel_name": "Akihabara",
    "channel_topic": "Im gamefir im Führer!",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1007",
    "pid": "745",
    "channel_order": "905",
    "channel_name": "wow klubík",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "873",
    "pid": "17",
    "channel_order": "745",
    "channel_name": "Campionii_Pa_Sate",
    "channel_topic": "",
    "total_clients": "2",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1016",
    "pid": "17",
    "channel_order": "873",
    "channel_name": "Zoo Słoniolandia",
    "channel_topic": "Słoń",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1662",
    "pid": "1016",
    "channel_order": "0",
    "channel_name": "Słoniontka \uD83D\uDC18",

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    "channel_topic": "Słonio",
    "total_clients": "4",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1215",
    "pid": "17",
    "channel_order": "1016",
    "channel_name": "Repère Magma",
    "channel_topic": "",
    "total_clients": "1",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1235",
    "pid": "17",
    "channel_order": "1215",
    "channel_name": "ocanada",
    "channel_topic": "",
    "total_clients": "5",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1315",
    "pid": "17",
    "channel_order": "1235",
    "channel_name": "Where's George At?",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1372",
    "pid": "17",
    "channel_order": "1315",
    "channel_name": "NO KIWIS",
    "channel_topic": "",
    "total_clients": "12",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1466",
    "pid": "17",
    "channel_order": "1372",
    "channel_name": "Porsche",
    "channel_topic": "Czemu?",

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    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1486",
    "pid": "17",
    "channel_order": "1466",
    "channel_name": "zDarkKnights",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1528",
    "pid": "17",
    "channel_order": "1486",
    "channel_name": "Dogs",
    "channel_topic": "",
    "total_clients": "1",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1535",
    "pid": "17",
    "channel_order": "1528",
    "channel_name": "Wastemen Norf F.C.",
    "channel_topic": "",
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    "channel_order": "1539",
    "channel_name": "shemale",
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  },
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    "channel_name": "PL",
    "channel_topic": "",
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    "channel_topic": "Hanging out \uD83C\uDF7B ",
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    "channel_needed_subscribe_power": "0"
  },
  {
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    "pid": "17",
    "channel_order": "1625",
    "channel_name": "Tellurian Works",
    "channel_topic": "",
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  }

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{
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},
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  "channel_topic": "",
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  "channel_needed_subscribe_power": "0"
},
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  "channel_order": "1635",
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  "channel_topic": "",
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  "channel_topic": "",
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  "channel_needed_subscribe_power": "0"
},
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  "channel_order": "1647",
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  "channel_topic": "",
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  "channel_needed_subscribe_power": "0"
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  "channel_needed_subscribe_power": "0"
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  "channel_topic": "",
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  "channel_needed_subscribe_power": "0"
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  "channel_needed_subscribe_power": "0"
},
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  "channel_order": "1674",
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  "channel_topic": "",
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  },
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    "pid": "17",
    "channel_order": "1693",
    "channel_name": "Egzon le boss",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
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    "channel_name": "Platoon 2",
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    "channel_topic": "diddleriddle",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
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    "channel_order": "1721",
    "channel_name": "Magical",
    "channel_topic": "",
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  },
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    "channel_order": "1722",
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    "channel_topic": "",
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    "channel_needed_subscribe_power": "0"
  },
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    "channel_order": "1732",
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    "channel_topic": "",
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    "channel_needed_subscribe_power": "0"
  },
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    "channel_order": "1754",
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    "channel_topic": "",
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    "channel_topic": "Boosting Haris",
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    "channel_needed_subscribe_power": "0"
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    "channel_order": "1763",
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    "channel_topic": "",
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  },
  {
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    "channel_order": "1801",
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    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
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    "pid": "17",
    "channel_order": "1803",
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    "channel_topic": "",
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    "channel_needed_subscribe_power": "0"
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    "channel_order": "1815",
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  },
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    "channel_name": "ImGabry",
    "channel_topic": "",
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    "channel_needed_subscribe_power": "0"
  },
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    "channel_topic": "",
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    "channel_needed_subscribe_power": "0"
  },
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    "channel_order": "1821",
    "channel_name": "Hauptkanal",
    "channel_topic": "",
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  {
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    "pid": "17",
    "channel_order": "1824",
    "channel_name": "Tigar Tyres Pirot",
    "channel_topic": "",
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    "channel_topic": "",
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    "channel_order": "1827",
    "channel_name": "Nima and Rofaqa",
    "channel_topic": "League Of Legends",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
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    "channel_order": "1828",
    "channel_name": "☐☐THE GOD ☐FATHER☐☐",
    "channel_topic": "",
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    "channel_needed_subscribe_power": "0"
  },
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    "channel_topic": "POINT BLANK INDONESIA",
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    "channel_needed_subscribe_power": "0"
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    "channel_name": "MABAR 2",
    "channel_topic": "GFR SELALU DIHATIKU",
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  }

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  "channel_topic": "KHUSUS AFK JANGAN DIPAKE",
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  "channel_needed_subscribe_power": "0"
},
{
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  "channel_order": "1835",
  "channel_name": "\uD83D\uDD34\uD83D\uDD35( -_•)≡\u2014\uD83D\uDD35\uD83D\uDD34",
  "channel_topic": "",
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  "channel_needed_subscribe_power": "0"
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  "channel_order": "1847",
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  "channel_topic": "",
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  "channel_needed_subscribe_power": "0"
},
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  "channel_name": "Magia",
  "channel_topic": "",
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},
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  "channel_order": "1853",
  "channel_name": "-=Game Night's=-",
  "channel_topic": "",
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  "channel_needed_subscribe_power": "0"
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  "channel_topic": "",
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  "channel_needed_subscribe_power": "0"
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  "channel_order": "1856",
  "channel_name": "SUKI DUO CUKO",
  "channel_topic": "",
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},
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  "channel_order": "1857",
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  "channel_topic": "",
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},
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  "channel_order": "1871",
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  "channel_topic": "",
  "total_clients": "0",
  "channel_needed_subscribe_power": "0"
},
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  "cid": "1875",
  "pid": "17",
  "channel_order": "1874",
  "channel_name": "Peppa pig y su krika",
  "channel_topic": "Viva el bollo y CR7",
  "total_clients": "0",
  "channel_needed_subscribe_power": "0"
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    "channel_needed_subscribe_power": "0"
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    "pid": "17",
    "channel_order": "1876",
    "channel_name": "CAIT",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
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    "pid": "17",
    "channel_order": "1879",
    "channel_name": "GiogioneIlgiggiolone",
    "channel_topic": "",
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    "pid": "17",
    "channel_order": "1880",
    "channel_name": "whomce",
    "channel_topic": "",
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    "channel_needed_subscribe_power": "0"
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    "channel_name": "cag arma",
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    "total_clients": "0",
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  {
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    "channel_needed_subscribe_power": "0"
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    "pid": "17",
    "channel_order": "1885",
    "channel_name": "Finiti e spolverati",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
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    "pid": "17",
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    "channel_topic": "",
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  },
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    "pid": "17",
    "channel_order": "1887",
    "channel_name": "Veromida",
    "channel_topic": "",
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    "channel_needed_subscribe_power": "0"
  },
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    "channel_order": "1888",
    "channel_name": "E.M.P.",
    "channel_topic": "",
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    "channel_needed_subscribe_power": "0"
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    "pid": "17",

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    "channel_name": "Utas Fanradio",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
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    "pid": "17",
    "channel_order": "1891",
    "channel_name": "MacchiatoExtravaganza",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
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    "pid": "17",
    "channel_order": "1892",
    "channel_name": "GAMERS",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
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    "pid": "17",
    "channel_order": "1893",
    "channel_name": "Medal of Honor",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
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    "pid": "17",
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    "pid": "17",
    "channel_order": "1897",
    "channel_name": "xx_acebaby_xx",
    "channel_topic": "",
    "total_clients": "4",
    "channel_needed_subscribe_power": "0"
  },
  {
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    "pid": "17",
    "channel_order": "1898",
    "channel_name": "CSGO Lounge 1",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
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    "pid": "17",
    "channel_order": "1899",
    "channel_name": "Arma",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1901",
    "pid": "17",
    "channel_order": "1900",
    "channel_name": "Die Ziegos",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
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    "pid": "17",
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    "channel_needed_subscribe_power": "0"
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    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
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    "pid": "17",
    "channel_order": "1903",
    "channel_name": "000000000000000",
    "channel_topic": "",
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  },
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    "pid": "17",
    "channel_order": "1906",
    "channel_name": "Rambazamba",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
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    "pid": "17",
    "channel_order": "1907",
    "channel_name": "vandagr Hole",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1910",
    "pid": "17",
    "channel_order": "1909",
    "channel_name": "mamsmakanamaka",
    "channel_topic": "",

```

```

    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1911",
    "pid": "17",
    "channel_order": "1910",
    "channel_name": "Aze's Channel",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1912",
    "pid": "17",
    "channel_order": "1911",
    "channel_name": "MENAREFUN",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "1913",
    "pid": "17",
    "channel_order": "1912",
    "channel_name": "Strix-9",
    "channel_topic": "Strix 9 team ",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "235",
    "pid": "0",
    "channel_order": "17",
    "channel_name": "[cspacer10]--==[ MISC ]==--",
    "channel_topic": "",
    "total_clients": "0",
    "channel_needed_subscribe_power": "0"
  },
  {
    "cid": "10",
    "pid": "0",
    "channel_order": "235",
    "channel_name": "AFK/Muted",
    "channel_topic": "",
    "total_clients": "8",

```

```
    "channel_needed_subscribe_power": "0"  
  }  
]
```

Test Class OpenGSQ.Protocols.Tests.Unreal2Tests

Test Methods

[GetDetailsTest](#)

[GetRulesTest](#)

[GetPlayersTest](#)

Test Method GetDetailsTest

Here are the results for the test method.

```
{
  "ServerId": 0,
  "ServerIP": "",
  "GamePort": 7777,
  "QueryPort": 0,
  "ServerName": "[MiA] WARFARE | miasma.rocks",
  "MapName": "VCTF-SoccerMania",
  "GameType": "ONSONslaughtGame",
  "NumPlayers": 26,
  "MaxPlayers": 28,
  "Ping": 0,
  "Flags": 0,
  "Skill": "0"
}
```

Test Method GetRulesTest

Here are the results for the test method.

```
{
  "Mutators": [
    "DMMutator"
  ],
  "ServerMode": "dedicated",
  "AdminName": "Server Admins",
  "AdminEmail": "piglet@miasma.rocks",
  "ServerVersion": "3369",
  "GameStats": "True",
  "MaxSpectators": "16",
  "MapVoting": "true",
  "KickVoting": "false",
  "MinPlayers": "26",
  "EndTimeDelay": "4.00",
  "GoalScore": "5",
  "TimeLimit": "20",
  "Translocator": "False",
  "WeaponStay": "True",
  "ForceRespawn": "False",
  "BalanceTeams": "True",
  "PlayersBalanceTeams": "True",
  "FriendlyFireScale": "0%"
}
```

Test Method GetPlayersTest

Here are the results for the test method.

```
[
  {
    "Id": 57,
    "Name": "BornInACasket (US)",
    "Ping": 0,
    "Score": 0,
    "StatsId": 0
  },
  {
    "Id": 51,
    "Name": "TOOSWEET (US)",
    "Ping": 104,
    "Score": 1,
    "StatsId": 536870912
  },
  {
    "Id": 46,
    "Name": "wito13ch (PL)",
    "Ping": 44,
    "Score": 0,
    "StatsId": 0
  },
  {
    "Id": 45,
    "Name": "Unclegrandma (IT)",
    "Ping": 36,
    "Score": 8,
    "StatsId": 1073741824
  },
  {
    "Id": 39,
    "Name": "<TOL>Glassman (US)",
    "Ping": 96,
    "Score": 7,
    "StatsId": 1073741824
  },
  {
    "Id": 32,
    "Name": "B.52 (UK)",
    "Ping": 20,
    "Score": 23,
```

```

    "StatsId": 1073741824
  },
  {
    "Id": 30,
    "Name": "Fudge (UK)",
    "Ping": 20,
    "Score": 19,
    "StatsId": 536870912
  },
  {
    "Id": 29,
    "Name": "Plakatowy (PL)",
    "Ping": 52,
    "Score": 42,
    "StatsId": 536870912
  },
  {
    "Id": 24,
    "Name": "Resike (HU)",
    "Ping": 48,
    "Score": 0,
    "StatsId": 0
  },
  {
    "Id": 22,
    "Name": "FrankFrankFrank (US)",
    "Ping": 112,
    "Score": 62,
    "StatsId": 1073741824
  },
  {
    "Id": 21,
    "Name": "Xanath (MX)",
    "Ping": 184,
    "Score": 15,
    "StatsId": 1073741824
  },
  {
    "Id": 20,
    "Name": "L00n (AR)",
    "Ping": 216,
    "Score": 75,
    "StatsId": 536870912
  },
  {
    "Id": 19,

```

```
    "Name": "7 (SE)",
    "Ping": 40,
    "Score": 35,
    "StatsId": 536870912
  },
  {
    "Id": 17,
    "Name": "SaintHappening (US)",
    "Ping": 112,
    "Score": 27,
    "StatsId": 536870912
  },
  {
    "Id": 16,
    "Name": "Grim_Fandango (UK)",
    "Ping": 28,
    "Score": 32,
    "StatsId": 1073741824
  }
]
```

Test Class OpenGSQ.Protocols.Tests.Vcmp Tests

Test Methods

[GetStatusTest](#)

[GetPlayersTest](#)

Test Method GetStatusTest

Here are the results for the test method.

```
{
  "Version": "04rel006",
  "Password": true,
  "NumPlayers": 16,
  "MaxPlayers": 30,
  "ServerName": "[0.4] Vice Paradise - Roleplay - OneVice Hosting",
  "GameType": "Roleplay EN/SPA",
  "Language": "Vice City"
}
```

Test Method GetPlayersTest

Here are the results for the test method.

```
[
  {
    "Name": "Aitor_Tilla"
  },
  {
    "Name": "Elena_Nito"
  },
  {
    "Name": "Lola_Mento"
  },
  {
    "Name": "Dolores_Delano"
  },
  {
    "Name": "Elba_Ginon"
  },
  {
    "Name": "Elvis_Ko"
  },
  {
    "Name": "Helen_Chufe"
  },
  {
    "Name": "Paco_Gerte"
  },
  {
    "Name": "Tommy_Vercetti"
  },
  {
    "Name": "Jorge_Nitales"
  },
  {
    "Name": "Paul_Vazo"
  },
  {
    "Name": "Susana_Torio"
  },
  {
    "Name": "Rosa_Melano"
  },
  {
```

```
    "Name": "Larry_Capija"  
  },  
  {  
    "Name": "Benito_Camelo"  
  },  
  {  
    "Name": "Elton_Tito"  
  }  
]
```

Test Class OpenGSQ.Protocols.Tests. WONTests

Test Methods

[GetInfoTest](#)

[GetPlayersTest](#)

[GetRulesTest](#)

Test Method GetInfoTest

Here are the results for the test method.

```
{
  "Address": "212.227.190.150:27020",
  "Mod": 1,
  "Link": "murka-terroristka.de",
  "DownloadLink": "",
  "Version": 1,
  "Size": 184000000,
  "Type": 0,
  "DLL": 1,
  "Protocol": 46,
  "Name": "[Murka] NEW CS1.5 DeathMatch s4ke murka-terroristka.de",
  "Map": "as_tundra",
  "Folder": "cstrike",
  "Game": "CounterStrike",
  "Players": 6,
  "MaxPlayers": 32,
  "Bots": 6,
  "ServerType": 100,
  "Environment": 108,
  "Visibility": 0,
  "VAC": 0
}
```

Test Method GetPlayersTest

Here are the results for the test method.

```
[
  {
    "Name": "[P*D]DaTa (21)",
    "Score": 4,
    "Duration": 843656.44
  },
  {
    "Name": "[P0D]Stacy_Keech (41)",
    "Score": 1,
    "Duration": 843656.44
  },
  {
    "Name": "[POD]Al_Pacino (61)",
    "Score": 10,
    "Duration": 843656.44
  },
  {
    "Name": "[P*D]Bruce_Lee (21)",
    "Score": 6,
    "Duration": 843656.44
  },
  {
    "Name": "[P0D]Adam_Sandler (41)",
    "Score": 2,
    "Duration": 843656.44
  },
  {
    "Name": "[POD]Die_Humans (61)",
    "Score": 4,
    "Duration": 843656.44
  }
]
```

Test Method GetRulesTest

Here are the results for the test method.

```
{
  "allow_spectators": "0",
  "amx_client_languages": "0",
  "amx_nextmap": "cs_747",
  "amx_timeleft": "08:31",
  "amxmodx_version": "1.8.1.3746",
  "coop": "0",
  "csdmsake_version": "1.1e",
  "deathmatch": "1",
  "decalfrequency": "30",
  "max_queries_sec": "1",
  "max_queries_sec_global": "1",
  "max_queries_window": "1",
  "metamod_version": "1.19",
  "mp_allowmonsters": "0",
  "mp_autokick": "0",
  "mp_autoteambalance": "1",
  "mp_buytime": "0.50",
  "mp_c4timer": "45",
  "mp_chattime": "10",
  "mp_consistency": "1",
  "mp_fadetoblack": "0",
  "mp_footsteps": "1",
  "mp_forcecamera": "0",
  "mp_forcechasecam": "0",
  "mp_freezetime": "6",
  "mp_friendlyfire": "1",
  "mp_ghostfrequency": "0.1",
  "mp_hostagepenalty": "13",
  "mp_kickpercent": "0.66",
  "mp_limitteams": "1",
  "mp_logdetail": "0",
  "mp_logfile": "1",
  "mp_logmessages": "0",
  "mp_mapvoteratio": "0.67",
  "mp_maxrounds": "0",
  "mp_mirrordamage": "0",
  "mp_playerid": "0",
  "mp_roundtime": "3",
  "mp_startmoney": "800",
  "mp_timeleft": "0",
```

```
"mp_timelimit": "15",
"mp_tkpunish": "0",
"mp_winlimit": "0",
"nsv_list": "",
"pb_aim_damper_coefficient_x": "0.22",
"pb_aim_damper_coefficient_y": "0.22",
"pb_aim_deviation_x": "2.0",
"pb_aim_deviation_y": "1.0",
"pb_aim_influence_x_on_y": "0.25",
"pb_aim_influence_y_on_x": "0.17",
"pb_aim_notarget_slowdown_ratio": "0.5",
"pb_aim_offset_delay": "1.2",
"pb_aim_spring_stiffness_x": "13.0",
"pb_aim_spring_stiffness_y": "13.0",
"pb_aim_target_anticipation_ratio": "2.2",
"pb_aim_type": "4",
"pb_autokill": "0",
"pb_autokilldelay": "5",
"pb_bot_join_team": "ANY",
"pb_bot_quota_match": "0",
"pb_chat": "0",
"pb_dangerfactor": "800",
"pb_detailnames": "1",
"pb_ffa": "0",
"pb_jasonmode": "0",
"pb_latencybot": "1",
"pb_mapstartbotdelay": "2",
"pb_maxbots": "0",
"pb_maxbotskill": "100",
"pb_maxcamptime": "30",
"pb_maxweaponpickup": "10",
"pb_minbots": "0",
"pb_minbotskill": "1",
"pb_numfollowuser": "5",
"pb_radio": "0",
"pb_restrequipammo": "0000000000",
"pb_restrweapons": "000000000000000000000000000000",
"pb_shootthruwalls": "1",
"pb_skin": "1",
"pb_spray": "1",
"pb_timer_grenade": "0.5",
"pb_timer_pickup": "0.3",
"pb_timer_sound": "0.5",
"pb_usespeech": "0",
"pb_version": "V3B20q",
"pb_welcomemsgs": "0",
```

```
"pb_wptfolder": "wptdefault",  
"sv_aim": "0",  
"sv_cheats": "0",  
"sv_contact": "www.murka-terroristka.de",  
"sv_friction": "4",  
"sv_godmodetime": "1.5",  
"sv_gravity": "800",  
"sv_logblocks": "1",  
"sv_maxrate": "0",  
"sv_maxspeed": "320",  
"sv_minrate": "0",  
"sv_password": "0",  
"sv_proxies": "0",  
"sv_restart": "0",  
"sv_restartround": "0",  
"sv_voiceenable": "1",  
"sv_weapons": "4194303"  
}
```

Namespace OpenGSQ.RconProtocols.Tests

Classes

[SourceRconTests](#)

Test Class OpenGSQ.RconProtocols.Tests. SourceRconTests

Test Methods

[AuthenticateTest](#)

Test Method AuthenticateTest

Here are the results for the test method.

cvar list

_resetgamestats	: cmd	:	: Erases
current game stats and writes out a blank stats file			
_restart	: cmd	:	: Shutdown
and restart the engine.			
achievement_debug	: 0	: , "sv", "cheat", "rep"	: Turn
on achievement debug msgs.			
addip	: cmd	:	: Add an IP
address to the ban list.			
ai_auto_contact_solver	: 1	: , "sv"	:
ai_block_damage	: 0	: , "sv"	:
ai_debug_assault	: 0	: , "sv"	:
ai_debug_avoidancebounds	: 0	: , "sv"	:
ai_debug_directnavprobe	: 0	: , "sv"	:
ai_debug_doors	: 0	: , "sv"	:
ai_debug_dyninteractions	: 0	: , "sv"	: Debug the
NPC dynamic interaction system.			
ai_debug_efficiency	: 0	: , "sv"	:
ai_debug_enemies	: 0	: , "sv"	:
ai_debug_expressions	: 0	: , "sv"	: Show random
expression decisions for NPCs.			
ai_debug_follow	: 0	: , "sv"	:
ai_debug_loners	: 0	: , "sv"	:
ai_debug_looktargets	: 0	: , "sv"	:
ai_debug_los	: 0	: , "sv", "cheat"	: NPC Line-
Of-Sight debug mode. If 1, solid entities that block NPC LOC will be highlighted			
with white bounding boxes. If 2, it'll show non-solid entities that would do it if			
they were solid.			
ai_debug_nav	: 0	: , "sv"	:
ai_debug_node_connect	: cmd	:	: Debug the
attempted connection between two nodes			
ai_debug_ragdoll_magnets	: 0	: , "sv"	:
ai_debug_shoot_positions	: 0	: , "sv", "cheat", "rep"	:
ai_debug_speech	: 0	: , "sv"	:
ai_debug_squads	: 0	: , "sv"	:
ai_debug_think_ticks	: 0	: , "sv"	:
ai_debugscriptconditions	: 0	: , "sv"	:
ai_default_efficient	: 0	: , "sv"	:
ai_drawbattlelines	: 0	: , "sv", "cheat"	:
ai_drop_hint	: cmd	:	: Drop an

```

ai_hint at the player's current eye position.
ai_dump_hints                : cmd          :
ai_efficiency_override       : 0          : , "sv"      :
ai_enable_fear_behavior      : 1          : , "sv"      :
ai_expression_frametime      : 0          : , "sv"      : Maximum
frametime to still play background expressions.
ai_expression_optimization    : 0          : , "sv"      : Disable npc
background expressions when you can't see them.
ai_fear_player_dist          : 720        : , "sv"      :
ai_find_lateral_cover        : 1          : , "sv"      :
ai_find_lateral_los          : 1          : , "sv"      :
ai_follow_use_points         : 1          : , "sv"      :
ai_follow_use_points_when_moving : 1          : , "sv"      :
ai_force_serverside_ragdoll  : 0          : , "sv"      :
ai_frametime_limit           : 50         : , "sv"      : frametime
limit for min efficiency AIE_NORMAL (in sec's).
ai_inhibit_spawnners        : 0          : , "sv", "cheat" :
ai_lead_time                 : 0          : , "sv"      :
ai_LOS_mode                  : 0          : , "sv", "rep"  :
ai_moveprobe_debug           : 0          : , "sv"      :
ai_moveprobe_jump_debug      : 0          : , "sv"      :
ai_moveprobe_usetracelist    : 0          : , "sv"      :
ai_navigator_generate_spikes : 0          : , "sv"      :
ai_navigator_generate_spikes_strength : 8          : , "sv"      :
ai_no_local_paths            : 0          : , "sv"      :
ai_no_node_cache             : 0          : , "sv"      :
ai_no_select_box             : 0          : , "sv"      :
ai_no_steer                  : 0          : , "sv"      :
ai_no_talk_delay             : 0          : , "sv"      :
ai_norebuildgraph            : 0          : , "sv"      :
ai_path_adjust_speed_on_immediate_turns : 1          : , "sv"      :
ai_path_insert_pause_at_est_end : 1          : , "sv"      :
ai_path_insert_pause_at_obstruction : 1          : , "sv"      :
ai_post_frame_navigation     : 0          : , "sv"      :
ai_radial_max_link_dist      : 512        : , "sv"      :
ai_reaction_delay_alert      : 0          : , "sv"      :
ai_reaction_delay_idle       : 0          : , "sv"      :
ai_rebalance_thinks          : 1          : , "sv"      :
ai_report_task_timings_on_limit : 0          : , "a", "sv"   :
ai_sequence_debug            : 0          : , "sv"      :
ai_set_move_height_epsilon   : cmd        :
high AI bumps up ground walkers when checking steps
ai_setupbones_debug          : 0          : , "sv"      : Shows that
bones that are setup every think
ai_shot_bias                 : 1          : , "sv"      :
ai_shot_bias_max             : 1          : , "sv", "rep" :

```

ai_shot_bias_min	: -1	: , "sv", "rep"	:
ai_shot_stats	: 0	: , "sv"	:
ai_shot_stats_term	: 1000	: , "sv"	:
ai_show_hull_attacks	: 0	: , "sv"	:
ai_show_think_tolerance	: 0	: , "sv"	:
ai_simulate_task_overtime	: 0	: , "sv"	:
ai_spread_cone_focus_time	: 0	: , "sv"	:
ai_spread_defocused_cone_multiplier	: 3	: , "sv"	:
ai_spread_pattern_focus_time	: 0	: , "sv"	:
ai_strong_optimizations	: 0	: , "sv"	:
ai_strong_optimizations_no_checkstand	: 0	: , "sv"	:
ai_task_pre_script	: 0	: , "sv"	:
ai_test_moveprobe_ignoresmall	: 0	: , "sv"	:
ai_think_limit_label	: 0	: , "a", "sv"	:
ai_use_clipped_paths	: 1	: , "sv"	:
ai_use_efficiency	: 1	: , "sv"	:
ai_use_frame_think_limits	: 1	: , "sv"	:
ai_use_think_optimizations	: 1	: , "sv"	:
ai_use_visibility_cache	: 1	: , "sv"	:
ai_vehicle_avoidance	: 1	: , "sv", "cheat"	:
air_density	: cmd	:	: Changes the
density of air for drag computations.			
alias	: cmd	:	: Alias
a command.			
ammo_max	: 5000	: , "sv", "rep"	:
anim_3wayblend	: 1	: , "sv", "rep"	: Toggle the
3-way animation blending code.			
async_allow_held_files	: 1	:	:
Allow AsyncBegin/EndRead()			
async_mode	: 0	:	: Set the
async filesystem mode (0 = async, 1 = synchronous)			
async_resume	: cmd	:	:
async_serialize	: 0	:	: Force async
reads to serialize for profiling			
async_simulate_delay	: 0	:	: Simulate a
delay of up to a set msec per file operation			
async_suspend	: cmd	:	:
autoaim_max_deflect	: 0	: , "sv"	:
autoaim_max_dist	: 2160	: , "sv"	:
banid	: cmd	:	: Add a user
ID to the ban list.			
banip	: cmd	:	: Add an IP
address to the ban list.			
bench_end	: cmd	:	: Ends
gathering of info.			
bench_start	: cmd	:	: Starts

gathering of info. Arguments: filename to write results into

bidirectional_teleports_version	: 1	: , "sp", "nf"	:
Bidirectional Teleports Version			
bind	: cmd	:	: Bind a key.
bind_mac	: cmd	:	: Bind this
key but only on Mac, not win32			
BindToggle	: cmd	:	: Performs a
bind <key> 'increment var <cvar> 0 1 1'			
bloodspray	: cmd	:	: blood
bot	: cmd	:	: Add a bot.
bot_changeclass	: cmd	:	: Forces the
specified bot to change class (e.g. bot_changeclass bot01 soldier).			
bot_changeteams	: cmd	:	: Make all
bots change teams			
bot_com_meleerange	: 80	: , "sv", "cheat"	: Distance to
a target that a melee bot wants to be within to attack.			
bot_com_viewrange	: 2000	: , "sv", "cheat"	: Distance
within which bots looking for any enemies will find them.			
bot_com_wpnrange	: 400	: , "sv", "cheat"	: Distance to
a target that a ranged bot wants to be within to attack.			
bot_command	: cmd	:	: <bot id>
<command string...>. Sends specified command on behalf of specified bot			
bot_crouch	: 0	: , "sv", "cheat"	: Force all
bots to crouch.			
bot_debug	: 0	: , "sv", "cheat"	:
Bot debugging.			
bot_dontmove	: 0	: , "sv", "cheat"	:
bot_drop	: cmd	:	: Force the
specified bot to drop his active weapon. Usage: bot_drop <bot name>			
bot_forceattack	: 0	: , "sv"	: When on,
all bots fire their guns.			
bot_forceattack2	: 0	: , "sv"	: When
firing, use attack2.			
bot_forceattack_down	: 1	: , "sv"	: When
firing, don't tap fire, hold it down.			
bot_forcefireweapon	: 0	: , "sv"	: Force bots
with the specified weapon to fire.			
bot_hurt	: cmd	:	: Hurt a bot
by team, or all bots ('all').			
bot_jump	: 0	: , "sv", "cheat"	: Force all
bots to repeatedly jump.			
bot_kick	: cmd	:	: Remove a
bot by name, or an entire team ('red' or 'blue'), or all bots ('all').			
bot_kill	: cmd	:	: Kills a
bot. Usage: bot_kill <bot name>			
bot_mimic	: 0	: , "sv"	: Bot uses

usercmd of player by index.

bot_mimic_inverse : 0 : , "sv" : Bot uses

usercmd of player by index.

bot_mimic_yaw_offset : 180 : , "sv" : Offsets the
bot yaw.

bot_mirror : cmd : : Forces the
specified bot to be the same class, and use the same items, as you.

bot_moveto : cmd : : Force
the specified bot to move to the point under your crosshair. Usage: bot_moveto
<bot name>

bot_nav_offsetpathinset : 20 : , "sv", "cheat" : Distance
into an area that waypoints should be generated when pathfinding through portals.

bot_nav_recomputetime : 0 : , "sv", "cheat" : Delay
before bots recompute their path to targets that have moved when moving to them.

bot_nav_simplifypaths : 1 : , "sv", "cheat" : If set,
bots will skip waypoints if they already see the waypoint post.

bot_nav_turnspeed : 5 : , "sv", "cheat" : Rate at
which bots turn to face their targets.

bot_nav_usefeelers : 1 : , "sv", "cheat" : If set,
bots will extend feelers to their sides to find & avoid upcoming collisions.

bot_nav_useoffsetpaths : 1 : , "sv", "cheat" : If set,
bots will generate waypoints on both sides of portals between waypoints when
building paths.

bot_nav_wpdeceldistance : 128 : , "sv", "cheat" : Distance to
a waypoint to which a bot starts to decelerate to reach it.

bot_nav_wpdistance : 16 : , "sv", "cheat" : Distance to
a waypoint within which a bot considers as having reached it.

bot_randomnames : 0 : , "sv", "cheat" :

bot_refill : cmd : : Refill all

bot ammo counts

bot_saveme : 0 : , "sv", "cheat" :

bot_selectweaponslot : -1 : , "sv", "cheat" : set to
weapon slot that bot should switch to.

bot_teleport : cmd : : Teleport
the specified bot to the specified position & angles. Format: bot_teleport <bot
name> <X> <Y> <Z> <Pitch> <Yaw> <Roll>

bot_whack : cmd : : Deliver
lethal damage from player to specified bot. Usage: bot_whack <bot name>

breakable_disable_gib_limit : 0 : , "sv" :

breakable_multiplayer : 1 : , "sv" :

buddha : cmd : : Toggle.
Player takes damage but won't die. (Shows red cross when health is zero)

budget_toggle_group : cmd : : Turn a
budget group on/off

bug_swap : cmd : :
Automatically swaps the current weapon for the bug bait and back again.

```

cache_print                                : cmd          : : cache_print
[section] Print out contents of cache memory.
cache_print_lru                            : cmd          : :
cache_print_lru [section] Print out contents of cache memory.
cache_print_summary                        : cmd          : :
cache_print_summary [section] Print out a summary contents of cache memory.
callvote                                  : cmd          : : Start a
vote on an issue.
cast_hull                                 : cmd          : : Tests hull
collision detection
cast_ray                                  : cmd          : : Tests
collision detection
catapult_physics_drag_boost               : 2            : , "sv", "rep" :
cc_bot_selectweapon                       : cmd          : : Force a bot
to select a weapon in a slot. Usage: bot_selectweapon <bot name> <weapon slot>
cc_spawn_merasmus_at_level                : cmd          : : Force
Merasmus to spawn at a specific difficulty level
ch_createairboat                          : cmd          : : Spawn
airboat in front of the player.
ch_createjeep                             : cmd          : : Spawn jeep
in front of the player.
changelevel                               : cmd          : : Change
server to the specified map
changelevel2                              : cmd          : : Transition
to the specified map in single player
changelevel_next                          : cmd          : : Immediately
changes to the next map in the map rotation for the server.
cl_backspeed                             : 450          : , "sv", "cheat", "rep" :
cl_clock_correction                       : 1            : , "cheat"      :
Enable/disable clock correction on the client.
cl_clock_correction_adjustment_max_amount : 200          : , "cheat"      : Sets the
maximum number of milliseconds per second it is allowed to correct the client clock.
It will only correct this amount if the difference between the client and server
clock is equal to or larger than cl_clock_correction_adjustment_max_offset.
cl_clock_correction_adjustment_max_offset : 90           : , "cheat"      : As the
clock offset goes from cl_clock_correction_adjustment_min_offset to this value (in
milliseconds), it moves towards applying cl_clock_correction_adjustment_max_amount
of adjustment. That way, the response is small when the offset is small.
cl_clock_correction_adjustment_min_offset : 10           : , "cheat"      : If the
clock offset is less than this amount (in milliseconds), then no clock correction
is applied.
cl_clock_correction_force_server_tick     : 999          : , "cheat"      : Force clock
correction to match the server tick + this offset (-999 disables it).
cl_clock_showdebuginfo                   : 0            : , "cheat"      : Show
debugging info about the clock drift.
cl_clockdrift_max_ms                     : 150          : , "cheat"      : Maximum

```

number of milliseconds the clock is allowed to drift before the client snaps its clock to the server's.

cl_clockdrift_max_ms_threadmode : 0 : , "cheat" : Maximum number of milliseconds the clock is allowed to drift before the client snaps its clock to the server's.

cl_flag_return_height : 82 : , "sv", "cheat" :

cl_forwardspeed : 450 : , "sv", "cheat", "rep" :

cl_resend : 6 : : Delay in seconds before the client will resend the 'connect' attempt

cl_show_connectionless_packet_warnings : 0 : : Show console messages about ignored connectionless packets on the client.

cl_sidespeed : 450 : , "sv", "cheat", "rep" :

cl_upspeed : 320 : , "sv", "cheat", "rep" :

clear_debug_overlays : cmd : : clears debug overlays

clientport : 27000 : : Host game client port

closecaption : 0 : , "a", "user" : Enable close captioning.

cmd : cmd : : Forward command to server.

collision_shake_amp : 0 : , "sv" :

collision_shake_freq : 0 : , "sv" :

collision_shake_time : 0 : , "sv" :

collision_test : cmd : : Tests collision system

commentary : 0 : , "sv" : Desired commentary mode state.

commentary_available : 0 : , "sv" : Automatically set by the game when a commentary file is available for the current map.

commentary_cvarsnatching : cmd : :

commentary_finishnode : cmd : :

con_logfile : 0 : : Console output gets written to this file

con_timestamp : 0 : : Prefix console.log entries with timestamps

coop : 0 : , "nf" :

Cooperative play.

create_flashlight : cmd : :

creditsdone : cmd : :

currency_give : cmd : : Have some in-game money.

cvarlist : cmd : : Show the list of convars/concommands.

datacachesize : 256 : : Size in MB.

```

dbg_spew_connected_players_level      : 0      : , "sv"      : If enabled,
server will spew connected player GC updates
dbghist_addline                       : cmd      :              : Add a line
to the debug history. Format: <category id> <line>
dbghist_dump                         : cmd      :              : Dump the
debug history to the console. Format: <category id>      Categories:      0: Entity
I/O      1: AI Decisions      2: Scene Print      3: Alyx Blind      4: Log of
damage done to player
deathmatch                          : 1      : , "nf"      : Running a
deathmatch server.
debug_materialmodifycontrol           : 0      : , "sv"      :
debug_physimpact                     : 0      : , "sv"      :
debug_touchlinks                     : 0      : , "sv"      : Spew touch
link activity
decalfrequency                       : 10     : , "sv", "nf" :
developer                           : 0      :              : Set
developer message level
devshots_nextmap                     : cmd      :              : Used by the
devshots system to go to the next map in the devshots maplist.
differences                          : cmd      :              : Show all
convars which are not at their default values.
disconnect                           : cmd      :              : Disconnect
game from server.
disp_dynamic                         : 0      :              :
dispcoll_drawplane                   : 0      : , "sv"      :
displaysoundlist                     : 0      : , "sv"      :
drawcross                            : cmd      :              : Draws a
cross at the given location Arguments: x y z
drawline                             : cmd      :              : Draws line
between two 3D Points. Green if no collision Red is collides with something
Arguments: x1 y1 z1 x2 y2 z2
dropitem                             : cmd      :              : Drop
the flag.
dt_ShowPartialChangeEnts             : 0      :              :
(SP only) - show entities that were copied using small optimized
lists (FL_EDICT_PARTIAL_CHANGE).
dt_UsePartialChangeEnts              : 1      :              : (SP only) -
enable FL_EDICT_PARTIAL_CHANGE optimization.
dti_flush                            : cmd      :              : Write out
the datatable instrumentation files (you must run with -dti for this to work).
dtwarning                            : 0      :              : Print data
table warnings?
dtwatchclass                         : 0      :              : Watch all
fields encoded with this table.
dtwatchent                           : -1     :              : Watch this
entities data table encoding.

```

dtwatchvar	: 0	:	:	Watch the
named variable.				
dump_all_caches	: cmd	:	:	Dump the
contents all subscribed SOCaches				
dump_entity_sizes	: cmd	:	:	
Print sizeof(entclass)				
dump_globals	: cmd	:	:	Dump all
global entities/states				
dumpentityfactories	: cmd	:	:	Lists all
entity factory names.				
dumpeventqueue	: cmd	:	:	Dump the
contents of the Entity I/O event queue to the console.				
dumpgamestringtable	: cmd	:	:	Dump the
contents of the game string table to the console.				
dumplongticks	: cmd	:	:	Enables
generating minidumps on long ticks.				
dumpstringtables	: cmd	:	:	Print
string tables to console.				
echo	: cmd	:	:	Echo text
to console.				
engine_no_focus_sleep	: 50	:	:	
ensure_so_trackers_for_steamid	: cmd	:	:	Ensures a
steamID has all the trackers it should have, with extra spew along the way				
ent_absbox	: cmd	:	:	Displays
the total bounding box for the given entity(s) in green. Some entites will also				
display entity specific overlays. Arguments: {entity_name} / {class_name} / no				
argument picks what player is looking at				
ent_attachments	: cmd	:	:	Displays
the attachment points on an entity. Arguments: {entity_name} / {class_name} / no				
argument picks what player is looking at				
ent_autoaim	: cmd	:	:	Displays
the entity's autoaim radius. Arguments: {entity_name} / {class_name} / no				
argument picks what player is looking at				
ent_bbox	: cmd	:	:	Displays
the movement bounding box for the given entity(ies) in orange. Some entites will				
also display entity specific overlays. Arguments: {entity_name} / {class_name} /				
no argument picks what player is looking at				
ent_call	: cmd	:	:	ent_call
<funcname> <option:entname> calls function on current look target or filtername,				
checks on ent, then root, then mode, then map scope				
ent_cancelpendingentfires	: cmd	:	:	Cancels all
ent_fire created outputs that are currently waiting for their delay to expire.				
ent_create	: cmd	:	:	Creates an
entity of the given type where the player is looking. Additional parameters can be				
passed in in the form: ent_create <entity name> <param 1 name> <param 1> <param 2				
name> <param 2>...<param N name> <param N>				

```

ent_debugkeys          : 0          : , "sv"          :
ent_dump               : cmd        :                  : Usage:
ent_dump <entity name>
ent_fire               : cmd        :                  : Usage:
ent_fire <target> [action] [value] [delay]
ent_info               : cmd        :                  : Usage:
ent_info <class name>
ent_keyvalue           : cmd        :                  : Applies the
comma delimited key=value pairs to the entity with the given Hammer ID. Format:
ent_keyvalue <entity id> <key1> <value1> <key2> <value2> ... <keyN> <valueN>
ent_messages           : cmd        :                  : Toggles
input/output message display for the selected entity(ies). The name of the entity
will be displayed as well as any messages that it sends or receives. Arguments:
{entity_name} / {class_name} / no argument picks what player is looking at
ent_messages_draw      : 0          : , "sv", "cheat" : Visualizes
all entity input/output activity.
ent_name               : cmd        :                  :
ent_orient             : cmd        :                  : Orient the
specified entity to match the player's angles. By default, only orients target
entity's YAW. Use the 'allangles' option to orient on all axis. Format: ent_orient
<entity name> <optional: allangles>
ent_pause              : cmd        :                  : Toggles
pausing of input/output message processing for entities. When turned on processing
of all message will stop. Any messages displayed with 'ent_messages' will stop
fading and be displayed indefinitely. To step through the messages one by one
use 'ent_step'.
ent_pivot              : cmd        :                  : Displays
the pivot for the given entity(ies). (y=up=green, z=forward=blue, x=left=red).
Arguments: {entity_name} / {class_name} / no argument picks what player is
looking at
ent_rbox               : cmd        :                  : Displays
the total bounding box for the given entity(s) in green. Some entites will also
display entity specific overlays. Arguments: {entity_name} / {class_name} / no
argument picks what player is looking at
ent_remove             : cmd        :                  : Removes the
given entity(s) Arguments: {entity_name} / {class_name} / no argument picks what
player is looking at
ent_remove_all         : cmd        :                  : Removes all
entities of the specified type Arguments: {entity_name} / {class_name}
ent_rotate             : cmd        :                  : Rotates an
entity by a specified # of degrees
ent_script_dump        : cmd        :                  : Dumps the
names and values of this entity's script scope to the console Arguments:
{entity_name} / {class_name} / no argument picks what player is looking at
ent_setname            : cmd        :                  : Sets the
targetname of the given entity(s) Arguments: {new entity name} {entity_name} /

```

```

{class_name} / no argument picks what player is looking at
ent_show_response_criteria      : cmd      :      : Print, to
the console, an entity's current criteria set used to select responses. Arguments:
{entity_name} / {class_name} / no argument picks what player is looking at
ent_step                       : cmd      :      : When
'ent_pause' is set this will step through one waiting input / output message at
a time.
ent_teleport                   : cmd      :      : Teleport
the specified entity to where the player is looking. Format: ent_teleport
<entity name>
ent_text                       : cmd      :      : Displays
text debugging information about the given entity(ies) on top of the entity (See
Overlay Text) Arguments:      {entity_name} / {class_name} / no argument picks what
player is looking at
ent_viewoffset                 : cmd      :      : Displays
the eye position for the given entity(ies) in red. Arguments:      {entity_name} /
{class_name} / no argument picks what player is looking at
exec                           : cmd      :      : Execute
script file.
exit                           : cmd      :      : Exit
the engine.
explode                        : cmd      :      : Kills the
player with explosive damage
explodevector                   : cmd      :      : Kills a
player applying an explosive force. Usage: explodevector <player> <x value> <y
value> <z value>
fadein                         : cmd      :      : fadein
{time r g b}: Fades the screen in from black or from the specified color over the
given number of seconds.
fadeout                        : cmd      :      : fadeout
{time r g b}: Fades the screen to black or to the specified color over the given
number of seconds.
ff                             : cmd      :      :
filesystem_buffer_size         : 0      :      : Size of per
file buffers. 0 for none
filesystem_max_stdio_read      : 16     :      :
filesystem_native              : 1      :      : Use native
FS or STDIO
filesystem_report_buffered_io   : 0      :      :
filesystem_unbuffered_io       : 1      :      :
find                           : cmd      :      : Find
concommands with the specified string in their name/help text.
find_ent                       : cmd      :      : Find and
list all entities with classnames or targetnames that contain the specified
substring. Format: find_ent <substring>
find_ent_index                 : cmd      :      : Display

```

```

data for entity matching specified index. Format: find_ent_index <index>
findflags                                : cmd      :          : Find
concommands by flags.
fire_absorbrate                          : 3         : , "sv"    :
fire_dmgbase                             : 1         : , "sv"    :
fire_dmginterval                         : 1         : , "sv"    :
fire_dmgscale                            : 0         : , "sv"    :
fire_extabsorb                           : 5         : , "sv"    :
fire_extscale                            : 12        : , "sv"    :
fire_growthrate                          : 1         : , "sv"    :
fire_heatscale                           : 1         : , "sv"    :
fire_incomingheatscale                  : 0         : , "sv"    :
fire_maxabsorb                           : 50        : , "sv"    :
firetarget                              : cmd       :          :
fish_dormant                             : 0         : , "sv", "cheat", "rep" : Turns
off interactive fish behavior. Fish become immobile and unresponsive.
flex_expression                          : 0         : , "sv"    :
flex_looktime                            : 5         : , "sv"    :
flex_maxawaytime                         : 1         : , "sv"    :
flex_maxplayertime                       : 7         : , "sv"    :
flex_minawaytime                         : 0         : , "sv"    :
flex_minplayertime                       : 5         : , "sv"    :
flex_talk                                : 0         : , "sv"    :
flush                                    : cmd       :          : Flush
unlocked cache memory.
flush_locked                             : cmd       :          : Flush
unlocked and locked cache memory.
fog_enable_water_fog                     : 1         : , "cheat"  :
fov                                       : cmd       :          : Change
players FOV
fps_max                                  : 300       :          : Frame rate
limiter, cannot be set while connected to a server.
free_pass_peek_debug                     : 0         : , "sv"    :
fs_monitor_read_from_pack                 : 0         :          : 0:Off,
1:Any, 2:Sync only
fs_printopenfiles                         : cmd       :          : Show all
files currently opened by the engine.
fs_report_sync_opens                     : 0         :          : 0:Off,
1:Blocking only, 2:All
fs_warning_level                          : cmd       :          : Set the
filesystem warning level.
fs_warning_mode                           : 0         :          : 0:Off,
1:Warn main thread, 2:Warn other threads
func_break_max_pieces                     : 15        : , "a", "sv", "rep" :
func_break_reduction_factor               : 0         : , "sv"    :
func_breakdmg_bullet                     : 0         : , "sv"    :

```

```

func_breakdmg_club          : 1          : , "sv"          :
func_breakdmg_explosive     : 1          : , "sv"          :
g_debug_angularsensor       : 0          : , "sv", "cheat" :
g_debug_constraint_sounds   : 0          : , "sv", "cheat" : Enable
debug printing about constraint sounds.
g_debug_doors               : 0          : , "sv"          :
g_debug_npc_vehicle_roles   : 0          : , "sv"          :
g_debug_ragdoll_removal     : 0          : , "sv", "cheat", "rep" :
g_debug_trackpath          : 0          : , "sv", "cheat" :
g_debug_transitions         : 0          : , "sv"          : Set to 1
and restart the map to be warned if the map has no trigger_transition volumes. Set
to 2 to see a dump of all entities & associated results during a transition.
g_debug_vehiclebase        : 0          : , "sv", "cheat" :
g_debug_vehicledriver       : 0          : , "sv", "cheat" :
g_debug_vehicleexit        : 0          : , "sv", "cheat" :
g_debug_vehiclesound        : 0          : , "sv", "cheat" :
g_language                 : 0          : , "sv", "rep"   :
g_ragdoll_important_maxcount : 2          : , "sv", "rep"   :
g_ragdoll_maxcount         : 8          : , "sv", "rep"   :
ghost_spawn                : cmd        :                  : Spawns a
Ghost where the player is looking.
give                        : cmd        :                  : Give item
to player. Arguments: <item_name>
givecurrentammo            : cmd        :                  : Give a
supply of ammo for current weapon..
global_set                 : cmd        :                  : global_set
<globalname> <state>: Sets the state of the given env_global (0 = OFF, 1 = ON, 2
= DEAD).
god                         : cmd        :                  : Toggle.
Player becomes invulnerable.
groundlist                 : cmd        :                  : Display
ground entity list <index>
hammer_update_entity       : cmd        :                  : Updates the
entity's position/angles when in edit mode
hammer_update_safe_entities : cmd        :                  : Updates
entities in the map that can safely be updated (don't have parents or are affected
by constraints). Also excludes entities mentioned in any hammer_updateignorelist
objects in this map.
heartbeat                  : cmd        :                  : Force
heartbeat of master servers
help                       : cmd        :                  : Find help
about a convar/concommand.
hide_server                : 0          : , "sv"          : Whether the
server should be hidden from the master server
hl2_episodic               : 0          : , "sv", "rep"   :
host_flush_threshold       : 20         :                  : Memory

```

```

threshold below which the host should flush caches between server instances
host_framerate           : 0           : Set to lock
per-frame time elapse.
host_limitlocal          : 0           : Apply
cl_cmdrate and cl_updaterate to loopback connection
host_map                 : 0           : Current
map name.
host_profile             : 0           :
host_runofftime          : cmd         : Run off
some time without rendering/updating sounds
host_showcachemiss       : 0           : Print a
debug message when the client or server cache is missed.
host_ShowIPCCallCount    : 0           : Print # of
IPC calls this number of times per second. If set to -1, the # of IPC calls is shown
every frame.
host_sleep               : 0           : , "cheat"      : Force the
host to sleep a certain number of milliseconds each frame.
host_speeds              : 0           : Show
general system running times.
host_thread_mode         : 0           : Run the
host in threaded mode, (0 == off, 1 == if multicore, 2 == force)
host_timer_report        : cmd         : Spew CPU
timer jitter for the last 128 frames in microseconds (dedicated only)
host_timer_spin_ms       : 0           : Use CPU
busy-loop for improved timer precision (dedicated only)
host_timescale           : 1           : , "rep"      : Prescale
the clock by this amount.
hostip                   : 2055237120.000 :           : Host
game server ip
hostname                 : 0           : Hostname
for server.
hostport                 : 27010        : Host game
server port
hurtme                   : cmd         : Hurts the
player. Arguments: <health to lose>
ifm_basecamera_camerastate : cmd         : Set
camera state
incrementvar             : cmd         : Increment
specified convar value.
ip                       : 122          : Overrides
IP for multihomed hosts
item_show_whitelistable_definitions : cmd         : Lists the
item definitions that can be whitelisted in the item_whitelist.txt file in
tournament mode.
-jetpack                 : cmd         :
+jetpack                 : cmd         :

```

kdtree_test	: cmd	:	: Tests
spatial partition for entities queries.			
key_findbinding	: cmd	:	: Find key
bound to specified command string.			
key_listboundkeys	: cmd	:	: List bound
keys with bindings.			
kick	: cmd	:	: Kick a
player by name.			
kickall	: cmd	:	: Kicks
everybody connected with a message.			
kickid	: cmd	:	: Kick a
player by userid or uniqueid, with a message.			
kill	: cmd	:	: Kills the
player with generic damage			
killfeed_secret	: 0	:	: , "prot", "norecord" : Change
this from DEFAULT to something secret or killfeed will not function.			
killserver	: cmd	:	: Shutdown
the server.			
killvector	: cmd	:	: Kills a
player applying force. Usage: killvector <player> <x value> <y value> <z value>			
listid	: cmd	:	: Lists
banned users.			
listip	: cmd	:	: List IP
addresses on the ban list.			
listissues	: cmd	:	: List all
the issues that can be voted on.			
listmaps	: cmd	:	:
listmodels	: cmd	:	: List
loaded models.			
listRecentNPCSpeech	: cmd	:	: Displays a
list of the last 5 lines of speech from NPCs.			
loader_dump_table	: cmd	:	:
loader_spew_info	: 0	:	: 0:Off,
1:Timing, 2:Completions, 3:Late Completions, 4:Purges, -1:All			
loader_spew_info_ex	: 0	:	: (internal)
lockplayername	: cmd	:	: Prevent
name changes for this userID.			
log	: cmd	:	: Enables
logging to file, console, and udp < on off >.			
log_verbose_enable	: 0	:	: , "sv" : Set to 1 to
enable verbose server log on the server.			
log_verbose_interval	: 3	:	: , "sv" : Determines
the interval (in seconds) for the verbose server log.			
logaddress_add	: cmd	:	: Set address
and port for remote host <ip:port>.			
logaddress_del	: cmd	:	: Remove

address and port for remote host <ip:port>.

logaddress_delall	: cmd	:	:	Remove all
udp addresses being logged to				
logaddress_list	: cmd	:	:	List all
addresses currently being used by logaddress.				
lservercfgfile	: 0	:	:	, "sv"
lzma_persistent_buffer	: 0	:	:	If set,
attempt to keep a persistent buffer for the LZMA decoder dictionary. This avoids re-allocating a ~16-64meg buffer for each operation, at the expensive of keeping extra memory around when it is not in-use.				
map	: cmd	:	:	Start
playing on specified map.				
map_background	: cmd	:	:	Runs a map
as the background to the main menu.				
map_commentary	: cmd	:	:	Start
playing, with commentary, on a specified map.				
map_noareas	: 0	:	:	Disable
area to area connection testing.				
map_showspawnpoints	: cmd	:	:	Dev - test
the spawn points, draws for 60 seconds				
mapcyclefile	: 0	:	:	, "sv"
.txt file used to cycle the maps on multiplayer servers				
maps	: cmd	:	:	Displays
list of maps.				
mat_aaquality	: 0	:	:	, "a"
mat_accelerate_adjust_exposure_down	: 3	:	:	, "cheat"
mat_antialias	: 0	:	:	, "a"
mat_bufferprimitives	: 0	:	:	
mat_bumpbasis	: 0	:	:	, "cheat"
mat_bumpmap	: 1	:	:	
mat_compressedtextures	: 1	:	:	
mat_configcurrent	: cmd	:	:	show the
current video control panel config for the material system				
mat_debugalttab	: 0	:	:	, "cheat"
mat_debugdepth	: 0	:	:	
mat_depthbias_decals	: -262144	:	:	, "cheat"
mat_depthbias_normal	: 0	:	:	, "cheat"
mat_depthbias_shadowmap	: 0	:	:	, "cheat"
mat_diffuse	: 1	:	:	, "cheat"
mat_drawflat	: 0	:	:	, "cheat"
mat_dxlevel	: 92	:	:	
mat_enable_vrmode	: cmd	:	:	Switches
the material system to VR mode (after restart)				
mat_envmapsize	: 128	:	:	
mat_envmaptexsize	: 32	:	:	
mat_evict_all	: cmd	:	:	Evict all

```

fine mipmaps from the gpu
mat_excludetextures      : 0      : , "cheat"      :
mat_fastnobump           : 0      : , "cheat"      :
mat_fastspecular         : 1      :                :
Enable/Disable specularity for visual testing. Will not reload materials and will
not affect perf.
mat_fillrate             : 0      : , "cheat"      :
mat_filterlightmaps      : 1      :                :
mat_filtertextures       : 1      :                :
mat_forceaniso           : 1      : , "a"          :
mat_forcedynamic         : 0      : , "cheat"      :
mat_forcehardwaresync    : 1      :                :
mat_fullbright           : 0      : , "cheat"      :
mat_hdr_enabled          : cmd    :                : Report if
HDR is enabled for debugging
mat_hdr_level            : 2      : , "a"          : Set to 0
for no HDR, 1 for LDR+bloom on HDR maps, and 2 for full HDR on HDR maps.
mat_hdr_manual_tonemap_rate : 1      :                :
mat_hdr_tonemapscale     : 1      : , "cheat"      : The HDR
tonemap scale. 1 = Use autoexposure, 0 = eyes fully closed, 16 = eyes wide open.
mat_info                 : cmd    :                : Shows
material system info
mat_levelflush           : 1      :                :
mat_lightmap_pfms        : 0      :                : Outputs
.pfm files containing lightmap data for each lightmap page when a level exits.
mat_loadtextures         : 1      : , "cheat"      :
mat_luxels               : 0      : , "cheat"      :
mat_measurefillrate      : 0      : , "cheat"      :
mat_mipmaptextures       : 1      :                :
mat_monitorgamma         : 2      : , "a"          : monitor
gamma (typically 2.2 for CRT and 1.7 for LCD)
mat_monitorgamma_tv_enabled : 0      : , "a"          :
mat_monitorgamma_tv_exp  : 2      :                :
mat_monitorgamma_tv_range_max : 255    :                :
mat_monitorgamma_tv_range_min : 16     :                :
mat_morphstats           : 0      : , "cheat"      :
mat_motion_blur_enabled  : 0      : , "a"          :
mat_norendering          : 0      : , "cheat"      :
mat_normalmaps           : 0      : , "cheat"      :
mat_normals              : 0      : , "cheat"      :
mat_phong                : 1      :                :
mat_picmip               : 0      : , "a"          :
mat_powersavingsmode     : 0      : , "a"          : Power
Savings Mode
mat_proxy                : 0      : , "cheat"      :
mat_queue_mode           : -1     : , "a"          : The

```

queue/thread mode the material system should use: -1=default, 0=synchronous single thread, 2=queued multithreaded

mat_queue_report	: 0	: , "a"	: Report
thread stalls. Positive number will filter by stalls >= time in ms. -1 reports all locks.			
mat_reducefillrate	: 0	:	:
mat_reduceparticles	: 0	:	:
mat_reloadallmaterials	: cmd	:	: Reloads
all materials			
mat_reloadmaterial	: cmd	:	: Reloads a
single material			
mat_reloadtextures	: cmd	:	: Reloads
all textures			
mat_report_queue_status	: 0	:	:
mat_reporthwmmorphmemory	: cmd	:	: Reports the
amount of size in bytes taken up by hardware morph textures.			
mat_reset_rendertargets	: cmd	:	: Resets all
the render targets			
mat_reversedepth	: 0	: , "cheat"	:
mat_savechanges	: cmd	:	: saves
current video configuration to the registry			
mat_show_ab_hdr	: 0	:	:
mat_showenvmapmask	: 0	:	:
mat_showlowresimage	: 0	: , "cheat"	:
mat_showmaterials	: cmd	:	:
Show materials.			
mat_showmaterialsverbose	: cmd	:	: Show
materials (verbose version).			
mat_showmiplevels	: 0	: , "cheat"	: color-code
miplevels 2: normalmaps, 1: everything else			
mat_showtextures	: cmd	:	: Show
used textures.			
mat_slopescaledepthbias_decals	: 0	: , "cheat"	:
mat_slopescaledepthbias_normal	: 0	: , "cheat"	:
mat_slopescaledepthbias_shadowmap	: 16	: , "cheat"	:
mat_softwarelighting	: 0	:	:
mat_softwareskin	: 0	: , "cheat"	:
mat_specular	: 1	:	:
Enable/Disable specularity for perf testing. Will cause a material reload upon change.			
mat_spew_on_texture_size	: 0	:	: Print
warnings about vtf content that isn't of the expected size			
mat_texture_reload_frame_swap_workaround	: 0	:	: Workaround
certain GL drivers holding unnecessary amounts of data when loading many materials by forcing synthetic frame swaps			
mat_texture_tracking	: 0	:	:

mat_tonemap_algorithm	: 1	: , "cheat"	: 0 =
Original Algorithm 1 = New Algorithm			
mat_tonemapping_occlusion_use_stencil	: 0	:	:
mat_trilinear	: 0	:	:
mat_vrmode_adapter	: -1	:	:
mat_vsync	: 0	:	: Force sync
to vertical retrace			
mat_wireframe	: 0	: , "cheat"	:
matchmakingport	: 27025	:	: Host
Matchmaking port			
maxplayers	: cmd	:	: Change the
maximum number of players allowed on this server.			
mem_compact	: cmd	:	:
mem_dump	: cmd	:	: Dump memory
stats to text file.			
mem_dumpstats	: 0	:	: Dump
current and max heap usage info to console at end of frame (set to 2 for continuous output)			
mem_eat	: cmd	:	:
mem_force_flush	: 0	: , "cheat"	: Force cache
flush of unlocked resources on every alloc			
mem_max_heapsize	: 256	:	: Maximum
amount of memory to dedicate to engine hunk and datacache (in mb)			
mem_max_heapsize_dedicated	: 64	:	: Maximum
amount of memory to dedicate to engine hunk and datacache, for dedicated server (in mb)			
mem_min_heapsize	: 48	:	: Minimum
amount of memory to dedicate to engine hunk and datacache (in mb)			
mem_periodicdumps	: 0	:	: Write
periodic memstats dumps every n seconds.			
mem_test	: cmd	:	:
mem_test_each_frame	: 0	:	: Run heap
check at end of every frame			
mem_test_every_n_seconds	: 0	:	: Run heap
check at a specified interval			
mem_vcollide	: cmd	:	: Dumps the
memory used by vcollides			
memory	: cmd	:	: Print
memory stats.			
memory_diff	: cmd	:	: show memory
stats relative to snapshot			
memory_list	: cmd	:	: dump memory
list (linux only)			
memory_mark	: cmd	:	: snapshot
current allocation status			
memory_status	: cmd	:	: show memory

```

stats (linux only)
meta                                : cmd      :
Metamod:Source control options
metamod_version                    : 1        : , "sp", "nf" :
Metamod:Source Version
mission_list                       : cmd      :              : List all
available tactical missions
mission_show                       : cmd      :              : Show the
given mission
mm_basedir                        : 0        : , "sp"       :
Metamod:Source Base Folder
mm_pluginsfile                    : 0        : , "sp"       :
Metamod:Source Plugins File
mod_forcedata                      : 1        :              : Forces all
model file data into cache on model load.
mod_forcetouchdata                : 1        :              : Forces all
model file data into cache on model load.
mod_load_anims_async              : 0        :              :
mod_load_fakestall                : 0        :              : Forces all
ANI file loading to stall for specified ms
mod_load_mesh_async               : 0        :              :
mod_load_showstall                : 0        :              : 1 - show
hitches , 2 - show stalls
mod_load_vcollide_async           : 0        :              :
mod_lock_mdls_on_load             : 0        :              :
mod_offline_hdr_switch            : 1        :              : Re-order
the HDR/LDR mode switch to do most of the material system reloading with the device
offline. This reduces unnecessary device resource uploads and may drastically reduce
load time and memory pressure on certain drivers, but may trigger bugs in some very
old source engine pathways.
mod_test_mesh_not_available        : 0        : , "cheat"    :
mod_test_not_available             : 0        : , "cheat"    :
mod_test_verts_not_available       : 0        : , "cheat"    :
mod_touchalldata                  : 1        :              : Touch model
data during level startup
mod_trace_load                    : 0        :              :
motd                              : cmd      :              :
motdfile                          : 0        : , "sv"       : The MOTD
file to load.
motdfile_text                     : 0        : , "sv"       : The text-
only MOTD file to use for clients that have disabled HTML MOTDs.
mp_allowNPCs                      : 1        : , "sv", "nf" :
mp_allowspectators                : 1        : , "sv", "rep" : toggles
whether the server allows spectator mode or not
mp_autocrosshair                  : 1        : , "sv", "nf" :
mp_autoteambalance                : 0        : , "sv", "nf" :

```

Automatically balance the teams based on mp_teams_unbalance_limit. 0 = off, 1 = forcibly switch, 2 = ask volunteers

mp_bonusroundtime : 15 : , "sv", "rep" : Time after round win until round restarts

mp_chattime : 10 : , "sv", "rep" : amount of time players can chat after the game is over

mp_clan_ready_signal : 0 : , "sv" : Text that team leader from each team must speak for the match to begin

mp_clan_readyrestart : 0 : , "sv" : If non-zero, game will restart once someone from each team gives the ready signal

mp_decals : 200 : , "a" :

mp_defaultteam : 0 : , "sv" :

mp_disable_autokick : cmd : : Prevents a userid from being auto-kicked

mp_disable_respawn_times : 0 : , "sv", "nf", "rep" :

mp_enableroundwaittime : 1 : , "sv", "rep" : Enable timers to wait between rounds.

mp_fadetoblack : 0 : , "sv", "nf", "rep" : fade a player's screen to black when he dies

mp_falldamage : 0 : , "sv", "nf" :

mp_flashlight : 0 : , "sv", "nf" :

mp_footsteps : 1 : , "sv", "nf" :

mp_forceautoteam : 0 : , "sv", "nf", "rep" :

Automatically assign players to teams when joining.

mp_forcecamera : 1 : , "sv", "rep" : Restricts spectator modes for dead players

mp_forcerespawn : 1 : , "sv", "nf" :

mp_forcerespawnplayers : cmd : : Force all players to respawn.

mp_forcewin : cmd : : Forces team to win

mp_fraglimit : 0 : , "sv", "nf", "rep" : The number of kills at which the map ends

mp_friendlyfire : 0 : , "sv", "nf", "rep" : Allows team members to injure other members of their team

mp_highlander : 0 : , "sv", "nf", "rep" : Allow only 1 of each player class type.

mp_holiday_nogifts : 0 : , "sv", "nf" : Set to 1 to prevent holiday gifts from spawning when players are killed.

mp_humans_must_join_team : 0 : , "sv", "rep" : Restricts human players to a single team {any, blue, red, spectator}

mp_idledealmethod : 0 : , "sv" : Deals with Idle Players. 1 = Sends them into Spectator mode then kicks them if they're still idle, 2 = Kicks them out of the game;

mp_idlemaxtime : 15 : , "sv" : Maximum time a player is allowed to be idle (in minutes)

```

mp_mapcycle_empty_timeout_seconds      : 0          : , "sv", "rep"      : If nonzero,
server will cycle to the next map if it has been empty on the current map for
N seconds
mp_match_end_at_timelimit              : 0          : , "sv", "nf"       : Allow
the match to end when mp_timelimit hits instead of waiting for the end of the
current round.
mp_maxrounds                          : 0          : , "sv", "nf", "rep" : max
number of rounds to play before server changes maps
mp_respawnwavetime                    : 10         : , "sv", "nf", "rep" : Time
between respawn waves.
mp_restartgame                        : 0          : , "sv"             : If non-
zero, game will restart in the specified number of seconds
mp_restartgame_immediate              : 0          : , "sv"             : If non-
zero, game will restart immediately
mp_restartround                      : 0          : , "sv"             : If non-
zero, the current round will restart in the specified number of seconds
mp_scrambleteams                     : cmd        :                   : Scramble
the teams and restart the game
mp_scrambleteams_auto                : 1          : , "sv", "nf"       : Server will
automatically scramble the teams if criteria met. Only works on dedicated servers.
mp_scrambleteams_auto_windifference  : 2          : , "sv", "nf"       : Number of
round wins a team must lead by in order to trigger an auto scramble.
mp_show_voice_icons                  : 1          : , "sv", "rep"      : Show
overhead player voice icons when players are speaking.
mp_showrespawntimes                 : cmd        :                   : Show the
min respawn times for the teams
mp_simulatemultiplecappers           : 1          : , "sv", "cheat"    :
mp_spectators_restricted              : 0          : , "sv"             : Prevent
players on game teams from joining team spectator if it would unbalance the teams.
mp_stalemate_enable                  : 0          : , "sv", "nf"       :
Enable/Disable stalemate mode.
mp_stalemate_meleeonly               : 0          : , "sv", "nf", "rep" : Restrict
everyone to melee weapons only while in Sudden Death.
mp_stalemate_timelimit               : 240        : , "sv", "rep"      : Timelimit
(in seconds) of the stalemate round.
mp_switchteams                      : cmd        :                   : Switch
teams and restart the game
mp_teamlist                          : 0          : , "sv", "nf"       :
mp_teamoverride                      : 1          : , "sv"             :
mp_teamplay                          : 0          : , "sv", "nf"       :
mp_teams_unbalance_limit              : 0          : , "sv", "rep"      : Teams
are unbalanced when one team has this many more players than the other team. (0
disables check)
mp_time_between_capscoreing           : 30         : , "sv"             : Delay
between scoring of owned capture points.
mp_timelimit                         : 0          : , "sv", "nf", "rep" : game

```

time per map in minutes

mp_tournament : 0 : , "sv", "nf", "rep" :

mp_tournament_allow_non_admin_restart : 1 : , "sv" : Allow
mp_tournament_restart command to be issued by players other than admin.

mp_tournament_post_match_period : 90 : , "sv", "rep" : The amount
of time (in seconds) before the server resets post-match.

mp_tournament_prevent_team_switch_on_readyup : 1 : , "sv" : Prevent
switching teams on ready-up for subsequent rounds in tournament mode.

mp_tournament_readymode : 0 : , "sv", "nf", "rep" : Enable
per-player ready status for tournament mode.

mp_tournament_readymode_countdown : 10 : , "sv", "nf", "rep" : The
number of seconds before a match begins when both teams are ready.

mp_tournament_readymode_min : 2 : , "sv", "nf", "rep" : Minimum
number of players required on the server before players can toggle ready status.

mp_tournament_readymode_team_size : 0 : , "sv", "nf", "rep" : Minimum
number of players required to be ready per-team before the game can begin.

mp_tournament_restart : cmd : : Restart
Tournament Mode on the current level.

mp_tournament_stopwatch : 1 : , "sv", "nf", "rep" : Use
Stopwatch mode while using Tournament mode (mp_tournament)

mp_tournament_whitelist : 0 : , "sv" : Specifies
the item whitelist file to use.

mp_waitingforplayers_cancel : 0 : , "sv" : Set to 1 to
end the WaitingForPlayers period.

mp_waitingforplayers_restart : 0 : , "sv" : Set to 1 to
start or restart the WaitingForPlayers period.

mp_weaponstay : 0 : , "sv", "nf" :

mp_windifference : 0 : , "sv", "nf", "rep" : Score
difference between teams before server changes maps

mp_windifference_min : 0 : , "sv", "nf", "rep" : Minimum
score needed for mp_windifference to be applied

mp_winlimit : 0 : , "sv", "nf", "rep" : Max
score one team can reach before server changes maps

multvar : cmd : : Multiply
specified convar value.

name : 0 : , "a", "user", "print",
"server_can_execute" : Current user name

namelockid : cmd : : Prevent
name changes for this userID.

nav_add_to_selected_set : cmd : : Add current
area to the selected set.

nav_add_to_selected_set_by_id : cmd : : Add
specified area id to the selected set.

nav_analyze : cmd : : Re-analyze
the current Navigation Mesh and save it to disk.

nav_area_bgcolor : 0 : , "sv", "cheat" : RGBA color

to draw as the background color for nav areas while editing.

nav_area_max_size	: 50	: , "sv", "cheat"	: Max area size created in nav generation
nav_avoid	: cmd	:	: Toggles the 'avoid this area when possible' flag used by the AI system.
nav_begin_area	: cmd	:	: Defines a corner of a new Area or Ladder. To complete the Area or Ladder, drag the opposite corner to the desired location and issue a 'nav_end_area' command.
nav_begin_deselecting	: cmd	:	: Start continuously removing from the selected set.
nav_begin_drag_deselecting	: cmd	:	: Start dragging a selection area.
nav_begin_drag_selecting	: cmd	:	: Start dragging a selection area.
nav_begin_selecting	: cmd	:	: Start continuously adding to the selected set.
nav_begin_shift_xy	: cmd	:	: Begin shifting the Selected Set.
nav_build_ladder	: cmd	:	: Attempts to build a nav ladder on the climbable surface under the cursor.
nav_check_file_consistency	: cmd	:	: Scans the maps directory and reports any missing/out-of-date navigation files.
nav_check_floor	: cmd	:	: Updates the blocked/unblocked status for every nav area.
nav_check_stairs	: cmd	:	: Update the nav mesh STAIRS attribute
nav_chop_selected	: cmd	:	: Chops all selected areas into their component 1x1 areas
nav_clear_attribute	: cmd	:	: Remove given nav attribute from all areas in the selected set.
nav_clear_selected_set	: cmd	:	: Clear the selected set.
nav_clear_walkable_marks	: cmd	:	: Erase any previously placed walkable positions.
nav_compress_id	: cmd	:	: Re-orders area and ladder ID's so they are continuous.
nav_connect	: cmd	:	: To connect two Areas, mark the first Area, highlight the second Area, then invoke the connect command. Note that this creates a ONE-WAY connection from the first to the second Area. To make a two-way connection, also connect the second area to the first.
nav_coplanar_slope_limit	: 0	: , "sv", "cheat"	:
nav_coplanar_slope_limit_displacement	: 0	: , "sv", "cheat"	:
nav_corner_adjust_adjacent	: 18	: , "sv", "cheat"	: radius used to raise/lower corners in nearby areas when raising/lowering corners.
nav_corner_lower	: cmd	:	: Lower the selected corner of the currently marked Area.

nav_corner_place_on_ground	: cmd	:	: Places the selected corner of the currently marked Area on the ground.
nav_corner_raise	: cmd	:	: Raise the selected corner of the currently marked Area.
nav_corner_select	: cmd	:	: Select a corner of the currently marked Area. Use multiple times to access all four corners.
nav_create_area_at_feet	: 0	: , "sv", "cheat"	: Anchor
nav_begin_area Z to editing player's feet			
nav_create_place_on_ground	: 0	: , "sv", "cheat"	: If true, nav areas will be placed flush with the ground when created by hand.
nav_crouch	: cmd	:	: Toggles the 'must crouch in this area' flag used by the AI system.
nav_debug_blocked	: 0	: , "sv", "cheat"	:
nav_delete	: cmd	:	: Deletes the currently highlighted Area.
nav_delete_marked	: cmd	:	: Deletes the currently marked Area (if any).
nav_disconnect	: cmd	:	: To disconnect two Areas, mark an Area, highlight a second Area, then invoke the disconnect command. This will remove all connections between the two Areas.
nav_disconnect_outgoing_oneways	: cmd	:	: For each area in the selected set, disconnect all outgoing one-way connections.
nav_displacement_test	: 10000	: , "sv", "cheat"	: Checks for nodes embedded in displacements (useful for in-development maps)
nav_dont_hide	: cmd	:	: Toggles the 'area is not suitable for hiding spots' flag used by the AI system.
nav_drag_selection_volume_zmax_offset	: 32	: , "sv", "rep"	: The offset of the nav drag volume top from center
nav_drag_selection_volume_zmin_offset	: 32	: , "sv", "rep"	: The offset of the nav drag volume bottom from center
nav_draw_limit	: 500	: , "sv", "cheat"	: The maximum number of areas to draw in edit mode
nav_dump_selected_set_positions	: cmd	:	: Write the (x,y,z) coordinates of the centers of all selected nav areas to a file.
nav_edit	: 0	: , "sv", "cheat"	: Set to one to interactively edit the Navigation Mesh. Set to zero to leave edit mode.
nav_end_area	: cmd	:	: Defines the second corner of a new Area or Ladder and creates it.
nav_end_deselecting	: cmd	:	: Stop continuously removing from the selected set.
nav_end_drag_deselecting	: cmd	:	: Stop dragging a selection area.
nav_end_drag_selecting	: cmd	:	: Stop dragging a selection area.
nav_end_selecting	: cmd	:	: Stop continuously adding to the selected set.

nav_end_shift_xy	: cmd	:	:	Finish
shifting the Selected Set.				
nav_flood_select	: cmd	:	:	Selects the
current Area and all Areas connected to it, recursively. To clear a selection, use this command again.				
nav_gen_cliffs_approx	: cmd	:	:	Mark cliff
areas, post-processing approximation				
nav_generate	: cmd	:	:	Generate a
Navigation Mesh for the current map and save it to disk.				
nav_generate_fencetops	: 1	:	:	, "sv", "cheat" :
Autogenerate nav areas on fence and obstacle tops				
nav_generate_fixup_jump_areas	: 1	:	:	, "sv", "cheat" : Convert
obsolete jump areas into 2-way connections				
nav_generate_incremental	: cmd	:	:	Generate a
Navigation Mesh for the current map and save it to disk.				
nav_generate_incremental_range	: 2000	:	:	, "sv", "cheat" :
nav_generate_incremental_tolerance	: 0	:	:	, "sv", "cheat" : Z tolerance
for adding new nav areas.				
nav_generate_jump_connections	: 1	:	:	, "sv", "cheat" : If
disabled, don't generate jump connections from jump areas				
nav_jump	: cmd	:	:	Toggles the
'traverse this area by jumping' flag used by the AI system.				
nav_ladder_flip	: cmd	:	:	Flips the
selected ladder's direction.				
nav_load	: cmd	:	:	Loads the
Navigation Mesh for the current map.				
nav_lower_drag_volume_max	: cmd	:	:	Lower the
top of the drag select volume.				
nav_lower_drag_volume_min	: cmd	:	:	Lower the
bottom of the drag select volume.				
nav_make_sniper_spots	: cmd	:	:	Chops the
marked area into disconnected sub-areas suitable for sniper spots.				
nav_mark	: cmd	:	:	Marks the
Area or Ladder under the cursor for manipulation by subsequent editing commands.				
nav_mark_attribute	: cmd	:	:	Set nav
attribute for all areas in the selected set.				
nav_mark_unnamed	: cmd	:	:	Mark an
Area with no Place name. Useful for finding stray areas missed when Place Painting.				
nav_mark_walkable	: cmd	:	:	Mark the
current location as a walkable position. These positions are used as seed locations when sampling the map to generate a Navigation Mesh.				
nav_max_view_distance	: 6000	:	:	, "sv", "cheat" : Maximum
range for precomputed nav mesh visibility (0 = default 1500 units)				
nav_max_vis_delta_list_length	: 64	:	:	, "sv", "cheat" :
nav_merge	: cmd	:	:	To merge
two Areas into one, mark the first Area, highlight the second by pointing your				

cursor at it, and invoke the merge command.

nav_merge_mesh	: cmd	:	: Merges a
saved selected set into the current mesh.			
nav_no_hostages	: cmd	:	: Toggles the
'hostages cannot use this area' flag used by the AI system.			
nav_no_jump	: cmd	:	: Toggles the
'dont jump in this area' flag used by the AI system.			
nav_place_floodfill	: cmd	:	: Sets the
Place of the Area under the cursor to the curent Place, and 'flood-fills' the Place			
to all adjacent Areas. Flood-filling stops when it hits an Area with the same Place,			
or a different Place than that of the initial Area.			
nav_place_list	: cmd	:	: Lists all
place names used in the map.			
nav_place_pick	: cmd	:	: Sets the
current Place to the Place of the Area under the cursor.			
nav_place_replace	: cmd	:	: Replaces
all instances of the first place with the second place.			
nav_place_set	: cmd	:	: Sets the
Place of all selected areas to the current Place.			
nav_potentially_visible_dot_tolerance	: 0	: , "sv", "cheat"	:
nav_precise	: cmd	:	: Toggles the
'dont avoid obstacles' flag used by the AI system.			
nav_quicksave	: 1	: , "sv", "cheat"	: Set to
one to skip the time consuming phases of the analysis. Useful for data collection			
and testing.			
nav_raise_drag_volume_max	: cmd	:	: Raise the
top of the drag select volume.			
nav_raise_drag_volume_min	: cmd	:	: Raise the
bottom of the drag select volume.			
nav_recall_selected_set	: cmd	:	: Re-selects
the stored selected set.			
nav_remove_from_selected_set	: cmd	:	: Remove
current area from the selected set.			
nav_remove_jump_areas	: cmd	:	: Removes
legacy jump areas, replacing them with connections.			
nav_run	: cmd	:	: Toggles the
'traverse this area by running' flag used by the AI system.			
nav_save	: cmd	:	: Saves the
current Navigation Mesh to disk.			
nav_save_selected	: cmd	:	: Writes the
selected set to disk for merging into another mesh via nav_merge_mesh.			
nav_select_blocked_areas	: cmd	:	: Adds all
blocked areas to the selected set			
nav_select_damaging_areas	: cmd	:	: Adds all
damaging areas to the selected set			
nav_select_half_space	: cmd	:	: Selects any

areas that intersect the given half-space.

nav_select_invalid_areas	: cmd	:	:	Adds all invalid areas to the Selected Set.
nav_select_larger_than	: cmd	:	:	Select nav areas where both dimensions are larger than the given size.
nav_select_obstructed_areas	: cmd	:	:	Adds all obstructed areas to the selected set
nav_select_orphans	: cmd	:	:	Adds all orphan areas to the selected set (highlight a valid area first).
nav_select_overlapping	: cmd	:	:	Selects nav areas that are overlapping others.
nav_select_radius	: cmd	:	:	Adds all areas in a radius to the selection set
nav_select_stairs	: cmd	:	:	Adds all stairway areas to the selected set
nav_selected_set_border_color	: 100	:	:	, "sv", "cheat" : Color used to draw the selected set borders while editing.
nav_selected_set_color	: 255	:	:	, "sv", "cheat" : Color used to draw the selected set background while editing.
nav_set_place_mode	: cmd	:	:	Sets the editor into or out of Place mode. Place mode allows labelling of Area with Place names.
nav_shift	: cmd	:	:	Shifts the selected areas by the specified amount
nav_show_approach_points	: 0	:	:	, "sv", "cheat" : Show Approach Points in the Navigation Mesh.
nav_show_area_info	: 0	:	:	, "sv", "cheat" : Duration in seconds to show nav area ID and attributes while editing
nav_show_compass	: 0	:	:	, "sv", "cheat" :
nav_show_contiguous	: 0	:	:	, "sv", "cheat" : Highlight non-contiguous connections
nav_show_danger	: 0	:	:	, "sv", "cheat" : Show current 'danger' levels.
nav_show_dumped_positions	: cmd	:	:	Show the (x,y,z) coordinate positions of the given dump file.
nav_show_func_nav_avoid	: 0	:	:	, "sv", "cheat" : Show areas of designer-placed bot avoidance due to func_nav_avoid entities
nav_show_func_nav_prefer	: 0	:	:	, "sv", "cheat" : Show areas of designer-placed bot preference due to func_nav_prefer entities
nav_show_func_nav_prerequisite	: 0	:	:	, "sv", "cheat" : Show areas of designer-placed bot preference due to func_nav_prerequisite entities
nav_show_light_intensity	: 0	:	:	, "sv", "cheat" :
nav_show_node_grid	: 0	:	:	, "sv", "cheat" :
nav_show_node_id	: 0	:	:	, "sv", "cheat" :
nav_show_nodes	: 0	:	:	, "sv", "cheat" :
nav_show_player_counts	: 0	:	:	, "sv", "cheat" : Show

current player counts in each area.

nav_show_potentially_visible	: 0	: , "sv", "cheat"	: Show areas that are potentially visible from the current nav area
nav_simplify_selected	: cmd	:	: Chops all selected areas into their component 1x1 areas and re-merges them together into larger areas
nav_slope_limit	: 0	: , "sv", "cheat"	: The ground unit normal's Z component must be greater than this for nav areas to be generated.
nav_slope_tolerance	: 0	: , "sv", "cheat"	: The ground unit normal's Z component must be this close to the nav area's Z component to be generated.
nav_snap_to_grid	: 0	: , "sv", "cheat"	: Snap to the nav generation grid when creating new nav areas
nav_solid_props	: 0	: , "sv", "cheat"	: Make props solid to nav generation/editing
nav_splice	: cmd	:	: To splice, mark an area, highlight a second area, then invoke the splice command to create a new, connected area between them.
nav_split	: cmd	:	: To split an Area into two, align the split line using your cursor and invoke the split command.
nav_split_place_on_ground	: 0	: , "sv", "cheat"	: If true, nav areas will be placed flush with the ground when split.
nav_stand	: cmd	:	: Toggles the 'stand while hiding' flag used by the AI system.
nav_stop	: cmd	:	: Toggles the 'must stop when entering this area' flag used by the AI system.
nav_store_selected_set	: cmd	:	: Stores the current selected set for later retrieval.
nav_strip	: cmd	:	: Strips all Hiding Spots, Approach Points, and Encounter Spots from the current Area.
nav_subdivide	: cmd	:	: Subdivides all selected areas.
nav_test_node	: 0	: , "sv", "cheat"	:
nav_test_node_crouch	: 0	: , "sv", "cheat"	:
nav_test_node_crouch_dir	: 4	: , "sv", "cheat"	:
nav_test_stairs	: cmd	:	: Test the selected set for being on stairs
nav_toggle_deselecting	: cmd	:	: Start or stop continuously removing from the selected set.
nav_toggle_in_selected_set	: cmd	:	: Remove current area from the selected set.
nav_toggle_place_mode	: cmd	:	: Toggle the editor into and out of Place mode. Place mode allows labelling of Area with Place names.
nav_toggle_place_painting	: cmd	:	: Toggles Place Painting mode. When Place Painting, pointing at an Area will 'paint' it with

the current Place.

nav_toggle_selected_set	: cmd	:	: Toggles all areas into/out of the selected set.
nav_toggle_selecting	: cmd	:	: Start or stop continuously adding to the selected set.
nav_transient	: cmd	:	: Toggles the 'area is transient and may become blocked' flag used by the AI system.
nav_unmark	: cmd	:	: Clears the marked Area or Ladder.
nav_update_blocked	: cmd	:	: Updates the blocked/unblocked status for every nav area.
nav_update_lighting	: cmd	:	: Recomputes lighting values
nav_update_visibility_on_edit	: 0	: , "sv", "cheat"	: If nonzero editing the mesh will incrementally recompue visibility
nav_use_place	: cmd	:	: If used without arguments, all available Places will be listed. If a Place argument is given, the current Place is set.
nav_walk	: cmd	:	: Toggles the 'traverse this area by walking' flag used by the AI system.
nav_warp_to_mark	: cmd	:	: Warps the player to the marked area.
nav_world_center	: cmd	:	: Centers the nav mesh in the world
nb_allow_avoiding	: 1	: , "sv", "cheat"	:
nb_allow_climbing	: 1	: , "sv", "cheat"	:
nb_allow_gap_jumping	: 1	: , "sv", "cheat"	:
nb_blind	: 0	: , "sv", "cheat"	:
Disable vision			
nb_command	: cmd	:	: Sends a command string to all bots
nb_debug	: cmd	:	: Debug NextBots. Categories are: BEHAVIOR, LOOK_AT, PATH, ANIMATION, LOCOMOTION, VISION, HEARING, EVENTS, ERRORS.
nb_debug_climbing	: 0	: , "sv", "cheat"	:
nb_debug_filter	: cmd	:	: Add items to the NextBot debug filter. Items can be entindexes or part of the indentifier of one or more bots.
nb_debug_history	: 1	: , "sv", "cheat"	: If true, each bot keeps a history of debug output in memory
nb_debug_known_entities	: 0	: , "sv", "cheat"	: Show the 'known entities' for the bot that is the current spectator target
nb_delete_all	: cmd	:	: Delete all non-player NextBot entities.
nb_force_look_at	: cmd	:	: Force selected bot to look at the local player's position

```

nb_goal_look_ahead_range      : 50      : , "sv", "cheat" :
nb_head_aim_resettle_angle    : 100     : , "sv", "cheat" : After
rotating through this angle, the bot pauses to 'recenter' its virtual mouse on its
virtual mousepad
nb_head_aim_resettle_time      : 0       : , "sv", "cheat" : How long
the bot pauses to 'recenter' its virtual mouse on its virtual mousepad
nb_head_aim_settle_duration    : 0       : , "sv", "cheat" :
nb_head_aim_steady_max_rate    : 100     : , "sv", "cheat" :
nb_ladder_align_range         : 50      : , "sv", "cheat" :
nb_last_area_update_tolerance  : 4       : , "sv", "cheat" : Distance a
character needs to travel in order to invalidate cached area
nb_move_to_cursor             : cmd     :           : Tell all
NextBots to move to the cursor position
nb_path_draw_inc              : 100     : , "sv", "cheat" :
nb_path_draw_segment_count    : 100     : , "sv", "cheat" :
nb_path_segment_influence_radius : 100     : , "sv", "cheat" :
nb_player_crouch              : 0       : , "sv", "cheat" : Force bots
to crouch
nb_player_move                : 1       : , "sv", "cheat" : Prevents
bots from moving
nb_player_move_direct         : 0       : , "sv"       :
nb_player_stop                : 0       : , "sv", "cheat" : Stop all
NextBotPlayers from updating
nb_player_walk                : 0       : , "sv", "cheat" : Force bots
to walk
nb_saccade_speed              : 1000    : , "sv", "cheat" :
nb_saccade_time               : 0       : , "sv", "cheat" :
nb_select                     : cmd     :           : Select the
bot you are aiming at for further debug operations.
nb_speed_look_ahead_range     : 150     : , "sv", "cheat" :
nb_stop                       : 0       : , "sv", "cheat", "rep" : Stop
all NextBots
nb_update_debug               : 0       : , "sv", "cheat" :
nb_update_framelimit         : 15      : , "sv", "cheat" :
nb_update_frequency           : 0       : , "sv", "cheat" :
nb_update_maxslide           : 2       : , "sv", "cheat" :
nb_warp_selected_here        : cmd     :           : Teleport
the selected bot to your cursor position
net_blockmsg                 : 0       : , "cheat"     : Discards
incoming message: <0|1|name>
net_chan_limit_msec          : 0       :           : Netchannel
processing is limited to so many milliseconds, abort connection if exceeding budget
net_chan_stats_dump          : 0       :           : Netchannel
statistics will dump in the logs upon request
net_chan_stats_dump_top_msgs : 5       :           : Netchannel
statistics will dump so many top messages in each category

```

net_chan_stats_lru	: 3	:	:	Netchannel
statistics LRU accumulation buffer size				
net_channels	: cmd	:	:	Shows net
channel info				
net_chokeloop	: 0	:	:	Apply
bandwidth choke to loopback packets				
net_compresspackets	: 1	:	:	Use
compression on game packets.				
net_compresspackets_minsize	: 1024	:	:	Don't
bother compressing packets below this size.				
net_compressvoice	: 0	:	:	Attempt to
compress out of band voice payloads (360 only).				
net_disconnect_reason	: 0	:	:	Whether the
server should relay the disconnect reason to clients.				
net_drawslider	: 0	:	:	Draw
completion slider during signon				
net_droponsendoverflow	: 0	:	:	If enabled,
channel will drop client when sending too much data causes buffer overrun				
net_droppackets	: 0	:	: , "cheat"	Drops next
n packets on client				
net_fakejitter	: 0	:	: , "cheat"	Jitter
fakelag packet time				
net_fakelag	: 0	:	: , "cheat"	Lag all
incoming network data (including loopback) by this many milliseconds.				
net_fakeloss	: 0	:	: , "cheat"	Simulate
packet loss as a percentage (negative means drop 1/n packets)				
net_maxcleartime	: 4	:	:	Max #
of seconds we can wait for next packets to be sent based on rate setting (0 ==				
no limit).				
net_maxfilesize	: 64	:	:	Maximum
allowed file size for uploading in MB				
net_maxfragments	: 1260	:	:	Max
fragment bytes per packet				
net_maxpacketdrop	: 5000	:	:	Ignore any
packets with the sequence number more than this ahead (0 == no limit)				
net_maxroutable	: 1260	:	: , "a", "user"	Requested
max packet size before packets are 'split'.				
net_queue_trace	: 0	:	:	
net_queued_packet_thread	: 1	:	:	Use a high
priority thread to send queued packets out instead of sending them each frame.				
net_showdrop	: 0	:	:	Show
dropped packets in console				
net_showevents	: 0	:	: , "cheat"	Dump game
events to console (1=client only, 2=all).				
net_showfragments	: 0	:	:	Show
netchannel fragments				

net_showmsg	: 0	:	: Show
incoming message: <0 1 name>			
net_showpeaks	: 0	:	: Show
messages for large packets only: <size>			
net_showsplits	: 0	:	: Show info
about packet splits			
net_showtcp	: 0	:	: Dump TCP
stream summary to console			
net_showudp	: 0	:	: Dump UDP
packets summary to console			
net_showudp_wire	: 0	:	: Show
incoming packet information			
net_splitpacket_maxrate	: 80000	:	: Max bytes
per second when queueing splitpacket chunks			
net_splitrate	: 1	:	: Number of
fragments for a splitpacket that can be sent per frame			
net_start	: cmd	:	: Inits
multiplayer network sockets			
net_status	: cmd	:	: Shows
current network status			
net_udp_rcvbuf	: 131072	:	: Default UDP
receive buffer size			
net_usesocketsforloopback	: 0	:	: Use network
sockets layer even for listen server local player's packets (multiplayer only).			
net_warningthrottle	: 5	:	: Network
warning throttling to specified Hz rate			
next	: 0	: , "cheat"	: Set to 1 to
advance to next frame (when singlestep == 1)			
nextlevel	: 0	: , "sv", "nf"	: If set
to a valid map name, will trigger a changelevel to the specified map at the end of the round			
nextmap	: cmd	:	:
noclip	: cmd	:	: Toggle.
Player becomes non-solid and flies.			
notarget	: cmd	:	: Toggle.
Player becomes hidden to NPCs.			
npc_ally_deathmessage	: 1	: , "sv", "cheat"	:
npc_height_adjust	: 1	: , "a", "sv"	: Enable test
mode for ik height adjustment			
npc_sentences	: 0	: , "sv"	:
npc_speakall	: cmd	:	: Force the
npc to try and speak all their responses			
npc_vphysics	: 0	: , "sv"	:
obj_capture_damage	: 0	: , "sv"	: Captures
all damage taken by objects for dumping later.			
obj_dump_damage	: cmd	:	:

```

obj_sapper_amount           : 25           : , "sv"           : Amount of
health inflicted by a Sapper object per second
obj_show_damage             : 0           : , "sv"           : Show all
damage taken by objects.
object_deterioration_time   : 30           : , "sv"           : Time it
takes for a fully-healed object to deteriorate.
old_radiusdamage            : 0           : , "sv", "rep"    :
opt_EnumerateLeavesFastAlgorithm : 1           :                  : Use the new
SIMD version of CEngineBSPTree::EnumerateLeavesInBox.
option_duck_method          : 1           : , "a", "sv", "rep" :
pads_announce               : 347         : , "nf"           : Interval
between chat announcements about the plugin. 0.0 to disable.
pads_block_eureka          : 1           : , "nf"           : Toggle
blocking Eureka Effect from teleporting to Pads that are Exits.
pads_boost_airblast        : 1           : , "nf"           : Should
boosted players lose their boost when airblasted?
pads_boost_block_aiming     : 1           : , "nf"           : Set to 1 to
prevent scoped-in/revved up players from being speed boosted.
pads_boost_cooldown        : 3           : , "nf"           : How long in
seconds should Boost Pads take to recharge?
pads_boost_damage_threshold : 35          : , "nf"           : How much
damage can a boosted player take before losing their boost? 0 to disable.
pads_boost_duration        : 5           : , "nf"           : How long,
in seconds, should Boost Pads boost players for?
pads_boost_speed           : 520         : , "nf"           : What
minimum speed should players be boosted to when using Boost Pads?
pads_bots_can_build         : 0           : , "nf"           : If enabled,
Bots will build Boost Pads instead of Teleporters.
pads_enabled               : 1           : , "nf"           :
Enables/Disables the plugin. (2 - BoostPads only, 3 - JumpPads only)
pads_health                : 100         : , "nf"           : How much HP
Pads will have.
pads_jump_block_snipers    : 1           : , "nf"           : If enabled,
prevents Snipers from scoping in while using Jump Pads.
pads_jump_cooldown         : 3           : , "nf"           : How long,
in seconds, should Jump Pads take to recharge?
pads_jump_crouch_height_mult : 1           : , "nf"           : Multiply
crouching players' height by this much when using Jump Pads.
pads_jump_crouch_speed_mult : 1           : , "nf"           : Multiply
crouching players' speed by this much when using Jump Pads.
pads_jump_height           : 700         : , "nf"           : How fast
players will be launched vertically by Jump Pads.
pads_jump_speed            : 700         : , "nf"           : How fast
players will be launched horizontally by Jump Pads.
pads_size                  : 0           : , "nf"           : Pad
size multiplier.

```

```

pads_version                : 1          : , "cheat", "nf", "norecord" :
EngiPads version number. Don't touch this!
particle_test_attach_attachment : 0          : , "sv", "cheat" : Attachment
index for attachment mode
particle_test_attach_mode    : 0          : , "sv",
"cheat" : Possible Values: 'start_at_attachment', 'follow_attachment',
'start_at_origin', 'follow_origin'
particle_test_file           : 0          : , "sv", "cheat" : Name of the
particle system to dynamically spawn
particle_test_start          : cmd          : : Dispatches
the test particle system with the parameters specified in particle_test_file,
particle_test_attach_mode and particle_test_attach_param on the entity the player is
looking at. Arguments: {entity_name} / {class_name} / no argument picks what
player is looking at
particle_test_stop           : cmd          : : Stops all
particle systems on the selected entities. Arguments: {entity_name} /
{class_name} / no argument picks what player is looking at
password                     : 0          : , "a", "norecord" : Current
server access password
path                         : cmd          : : Show the
engine filesystem path.
pause                        : cmd          : : Toggle the
server pause state.
PerfMark                     : cmd          : : inserts a
telemetry marker into the stream. If args are provided, they will be included.
phys_impactforcescale        : 1          : , "sv"          :
phys_penetration_error_time  : 10         : , "sv"          : Controls
the duration of vphysics penetration error boxes.
phys_pushscale               : 1          : , "sv", "rep"   :
phys_speeds                  : 0          : , "sv"          :
phys_stressbodyweights       : 5          : , "sv"          :
phys_timescale               : 1          : , "sv"          : Scale time
for physics
phys_upimpactforcescale      : 0          : , "sv"          :
physics_budget               : cmd          : : Times the
cost of each active object
physics_constraints           : cmd          : : Highlights
constraint system graph for an entity
physics_debug_entity         : cmd          : : Dumps debug
info for an entity
physics_highlight_active     : cmd          : : Turns on
the absbox for all active physics objects
physics_report_active        : cmd          : : Lists all
active physics objects
physics_select               : cmd          : : Dumps debug
info for an entity

```

```

physicsshadowupdate_render      : 0      : , "sv"      :
picker                          : cmd    :              : Toggles
'picker' mode. When picker is on, the bounding box, pivot and debugging text is
displayed for whatever entity the player is looking at. Arguments: full - enables
all debug information
ping                            : cmd    :              : Display
ping to server.
pipeline_static_props           : 1      :              :
player_debug_print_damage       : 0      : , "sv", "cheat" : When true,
print amount and type of all damage received by player to console.
player_old_armor                : 0      : , "sv"      :
plugin_load                     : cmd    :              : plugin_load
<filename> : loads a plugin
plugin_pause                    : cmd    :              :
plugin_pause <index> : pauses a loaded plugin
plugin_pause_all                : cmd    :              : pauses all
loaded plugins
plugin_print                    : cmd    :              : Prints
details about loaded plugins
plugin_unload                   : cmd    :              :
plugin_unload <index> : unloads a plugin
plugin_unpause                  : cmd    :              :
plugin_unpause <index> : unpauses a disabled plugin
plugin_unpause_all              : cmd    :              : unpauses
all disabled plugins
pr_allowBotStats                : 1      :              : If 1: Bots
are counted in kills, deaths, assists, backstabs, headshots, and feigns.
pr_autoupdate                   : 1      :              : If set to
1, this plugin will check for and update itself.
pr_cleanupinterval              : 60     :              : Amount of
minutes before the expiration cleaner runs a cleanup on the server.
pr_cleanupmode                  : 1      :              : 0: Disables
cleanup, 1: Run cleanup only on map start. 2: Run cleanup on an interval and on
every map start.
pr_dumpinfo                     : cmd    :              : Dumps debug
related information to command issuer's console.
pr_exempt                       : cmd    :              : Turns off
stat tracking for you in Player Ranks.
pr_expiretime                   : 130    :              : Amount of
unplayed days before a user record is removed from the ranking system.
pr_forcecleanup                 : cmd    :              : Forces the
plugin to clean old records from the system.
pr_forcesave                    : cmd    :              : Forces the
plugin to save all clients.
pr_maxSearchResults             : 25     :              : Limits how
many search results can be displayed with !rank, set to 0 to disable searching.

```

pr_menudisablerank	: 0	:	:	If 1: !rank
command will cease to function.				
pr_menufilterbots	: 0	:	:	If 1: Bots
will be hidden from the menu.				
pr_notifications	: 3	:	:	Notifies
the user when they receive points, 0 = No notifications, 3 = Maximum. Values 0-3				
are accepted.				
pr_playerminimum	: 0	:	:	Amount of
players required to be connected to the server for this plugin to track scoring.				
pr_pointLossMode	: 0	:	:	If 0:
No points are taken. 1: One point is lost on death. 2: Equal points are stolen by				
the killer.				
pr_rankingversion	: 3	:	:	, "sp", "nf", "rep" : Current
version of the plugin. Read Only				
pr_reload	: cmd	:	:	Renews the
database connection if dropped.				
pr_reset	: cmd	:	:	Safely
clears all ranks out of the system.				
pr_resetMode	: 0	:	:	If
0: Database never resets. 1: Database resets every month. 2: Database resets				
every year.				
pr_revoke	: cmd	:	:	Removes
points from the specified client.				
pr_reward	: cmd	:	:	Gives the
specified client points.				
pr_rewardadmin	: 1	:	:	Point
reward for killing an admin.				
pr_rewardassist	: 0	:	:	Point
reward multiplier for assisting a bot/player kill. At 0.75, this would give 75% of				
the reward to the assister.				
pr_rewardbackstab	: 1	:	:	Point
reward multiplier for backstabbing a bot/player.				
pr_rewardbosssdmgmin	: 250	:	:	Amount of
damage required for a player to receive the boss reward.				
pr_rewardbot	: 0	:	:	Point
reward for killing a bot.				
pr_rewardcapcapture	: 2	:	:	Point
reward for capturing a point.				
pr_rewardcapdefense	: 1	:	:	Point
reward for defending a point.				
pr_rewarddefendcooldown	: 15	:	:	Time
between credited capture point defends. This prevents spamming of defend-rewards.				
pr_rewarddeflect	: 1	:	:	Point
reward multiplier for killing a bot/player via a deflected projectile.				
pr_rewardddispenser	: 0	:	:	Point
reward for destroying a dispenser.				

pr_rewardflagCap	: 2	:	: Amount of points a player should receive for capturing a flag.
pr_rewardflagDefend	: 1	:	: Amount of points a player should receive for defending a flag capture.
pr_rewardheadshot	: 1	:	: Point reward multiplier for killing a bot/player via a headshot.
pr_rewardhhhkill	: 5	:	: Base point amount for killing Horseless Headless Horsemann.
pr_rewardkillstreak	: 0	:	: Point reward bonus for each killstreak the player has.
pr_rewardkillstreakmax	: 1	:	: Point reward maximum that the killstreak bonus is allowed to offer.
pr_rewardlevel1mult	: 0	:	: Point reward multiplier for destroying a level 1 building.
pr_rewardlevel2mult	: 0	:	: Point reward multiplier for destroying a level 2 building.
pr_rewardlevel3mult	: 1	:	: Point reward multiplier for destroying a level 3 building.
pr_rewardmerasmuskill	: 5	:	: Base point amount for killing Merasmus.
pr_rewardmerasmusmult	: 0	:	: Base point amount per level for killing Merasmus.
pr_rewardminisentry	: 0	:	: Point reward for destroying a mini sentry.
pr_rewardmonoculuskill	: 5	:	: Base point amount for killing Monoculus.
pr_rewardmonoculusmult	: 0	:	: Base point amount per level for killing the eye boss.
pr_rewardmultbase	: 0	:	: The level scale multiplier for killing a boss.
pr_rewardplayer	: 1	:	: Point reward for killing a player.
pr_rewardplayertele	: 0	:	: Point reward for teleporting a player.
pr_rewardrbmin	: 5	:	: Point reward requirement for player to receive round bonus.
pr_rewardroundbonus	: 7	:	: Point reward for being in the game for an entire round.
pr_rewardsentry	: 3	:	: Point reward for destroying a sentry.
pr_rewardteleporter	: 1	:	: Point reward for destroying a teleporter.
pr_showcmds	: 1	:	: If 1: When a player types a chat command such as !rank, it will be shown in chat.
pr_suppressRankMsg	: 0	:	: If 1: This plugin will not display any rank on player connect.

```

pr_threshold                : 10          : Points
required before the user is actually put in the ranking system, keeps the database
nice and tidy.
pr_updateinterval           : 30          : Amount
of seconds before the top player listing updates and all clients have their
scores autosaved.
pr_useHUD                   : 1          : If 1: The
score text will be drawn when a client earns points.
pr_useHUDDeath              : 1          : If 1: The
HUD will be shown when a player dies.
prop_active_gib_limit       : 999999    : , "sv"      :
prop_active_gib_max_fade_time : 999999    : , "sv"      :
prop_crosshair              : cmd       : Shows name
for prop looking at
prop_debug                  : cmd       : Toggle prop
debug mode. If on, props will show colorcoded bounding boxes. Red means ignore all
damage. White means respond physically to damage but never break. Green maps health
in the range of 100 down to 1.
prop_dynamic_create         : cmd       : Creates a
dynamic prop with a specific .mdl aimed away from where the player is looking.
Arguments: {.mdl name}
prop_physics_create         : cmd       : Creates a
physics prop with a specific .mdl aimed away from where the player is looking.
Arguments: {.mdl name}
props_break_max_pieces      : -1        : , "sv"      : Maximum
prop breakable piece count (-1 = model default)
props_break_max_pieces_perframe : -1        : , "sv", "rep" : Maximum
prop breakable piece count per frame (-1 = model default)
quit                        : cmd       : Exit
the engine.
r_3dnow                     : cmd       :
Enable/disable 3DNow code
r_AirboatViewDampenDamp     : 1         : , "sv", "cheat", "nf", "rep" :
r_AirboatViewDampenFreq     : 7         : , "sv", "cheat", "nf", "rep" :
r_AirboatViewZHeight        : 0         : , "sv", "cheat", "nf", "rep" :
r_ambientboost              : 1         : , "a"       : Set to
boost ambient term if it is totally swamped by local lights
r_ambientfactor             : 5         : , "a"       : Boost
ambient cube by no more than this factor
r_ambientfraction           : 0         : , "cheat"    : Fraction of
direct lighting that ambient cube must be below to trigger boosting
r_ambientmin                : 0         : , "a"       : Threshold
above which ambient cube will not boost (i.e. it's already sufficiently bright
r_colorstaticprops          : 0         : , "cheat"    :
r_debugrandomstaticlighting : 0         : , "cheat"    : Set to 1 to
randomize static lighting for debugging. Must restart for change to take affect.

```


of pixels wide an eyeball has to be before rendering an eyeglint. Is a floating point value.

r_eyemove	: 1	: , "a"	:
r_eyes	: 1	:	:
r_eyeshift_x	: 0	: , "a"	:
r_eyeshift_y	: 0	: , "a"	:
r_eyeshift_z	: 0	: , "a"	:
r_eyesize	: 0	: , "a"	:
r_fastzreject	: 0	:	:

Activate/deactivates a fast z-setting algorithm to take advantage of hardware with fast z reject. Use -1 to default to hardware settings

r_fastzrejectdisp	: 0	:	:
-------------------	-----	---	---

Activates/deactivates fast z rejection on displacements (360 only). Only active when r_fastzreject is on.

r_flashlightdepthtexture	: 1	:	:
r_flashlightscissor	: 1	:	:
r_flex	: 1	:	:
r_flushlod	: cmd	:	: Flush and

reload LODs.

r_glint_alwaysdraw	: 0	:	:
r_glint_procedural	: 0	:	:
r_hunkalloclightmaps	: 1	:	:
r_hwmorph	: 1	: , "cheat"	:
r_itemblinkmax	: 0	: , "cheat"	:
r_itemblinkrate	: 4	: , "cheat"	:
r_JeepFOV	: 90	: , "sv", "cheat", "rep"	:
r_JeepViewDampenDamp	: 1	: , "sv", "cheat", "nf", "rep"	:
r_JeepViewDampenFreq	: 7	: , "sv", "cheat", "nf", "rep"	:
r_JeepViewZHeight	: 10	: , "sv", "cheat", "nf", "rep"	:
r_lightaverage	: 1	:	:

Activates/deactivate light averaging

r_lightcachemodel	: -1	: , "cheat"	:
r_lightinterp	: 5	: , "cheat"	: Controls

the speed of light interpolation, 0 turns off interpolation

r_lightmap	: -1	: , "cheat"	:
r_lightstyle	: -1	: , "cheat"	:
r_lockpvs	: 0	: , "cheat"	: Lock the

PVS so you can fly around and inspect what is being drawn.

r_lod	: -1	:	:
r_maxmodeldecal	: 50	:	:
r_modelwireframedecal	: 0	: , "cheat"	:
r_nohw	: 0	: , "cheat"	:
r_norefresh	: 0	:	:
r_nosw	: 0	: , "cheat"	:
r_novis	: 0	: , "cheat"	: Turn off

the PVS.

```

r_occludeemaxarea          : 0          : Prevents
occlusion testing for entities that take up more than X% of the screen. 0 means use
whatever the level said to use.
r_occluderminarea          : 0          : Prevents
this occluder from being used if it takes up less than X% of the screen. 0 means use
whatever the level said to use.
r_occludermincount         : 0          : At least
this many occluders will be used, no matter how big they are.
r_occlusion                  : 1          :
Activate/deactivate the occlusion system.
r_occlusionspew             : 0          : , "cheat"      :
Activate/deactivates spew about what the occlusion system is doing.
r_overlayfadeenable        : 0          :
r_overlayfademax           : 2000        :
r_overlayfademin           : 1750        :
r_overlaywireframe         : 0          :
r_partition_level          : -1          : , "cheat"      : Displays a
particular level of the spatial partition system. Use -1 to disable it.
r_printdecalinfo           : cmd         :
r_proplightingfromdisk     : 1          : , "cheat"      : 0=Off,
1=On, 2=Show Errors
r_proplightingpooling      : -1          : , "cheat"      : 0 - off, 1
- static prop color meshes are allocated from a single shared vertex buffer (on
hardware that supports stream offset)
r_queued_decals            : 0          : Offloads a
bit of decal rendering setup work to the material system queue when enabled.
r_randomflex               : 0          : , "cheat"      :
r_renderoverlayfragment    : 1          :
r_rootlod                  : 0          : , "a"          : Root LOD
r_shadowrendertotexture    : 0          : , "a"          :
r_showenvcubemap           : 0          : , "cheat"      :
r_skin                     : 0          : , "cheat"      :
r_spray_lifetime           : 2          : Number of
rounds player sprays are visible
r_sse2                     : cmd         :
Enable/disable SSE2 code
r_staticprop_lod           : -1          :
r_staticpropinfo           : 0          :
r_studio_stats             : 0          : , "cheat"      :
r_teeth                    : 1          :
r_unloadlightmaps          : 0          : , "cheat"      :
r_vehicleBrakeRate         : 1          : , "sv", "cheat" :
r_VehicleViewDampen        : 1          : , "sv", "cheat", "nf", "rep" :
r_visocclusion              : 0          : , "cheat"      :
Activate/deactivate wireframe rendering of what the occlusion system is doing.
r_visualizetraces          : 0          : , "sv", "cheat" :

```

```

r_waterforceexpensive      : 0      : , "a"      :
r_waterforcereflectentities : 0      :      :
randommap                  : cmd     :      : Changelevel
to a random map in the mapcycle file
rcon_password              : 0      : , "norecord" : remote
console password.
recompute_speed            : cmd     :      : Recomputes
clock speed (for debugging purposes).
reload                     : cmd     :      : Reload the
most recent saved game (add setpos to jump to current view position on reload).
removeid                   : cmd     :      : Remove a
user ID from the ban list.
removeip                   : cmd     :      : Remove an
IP address from the ban list.
replay_block_dump_interval : 10      : , "norecord", "cl" : The
server will write partial replay files at this interval when recording.
replay_buffersize          : 32      : , "norecord", "cl" : Maximum
size for the replay memory buffer.
replay_data_lifespan       : 1        : , "rep", "norecord", "cl" :
The number of days before replay data will be removed from the server. Server
operators can expect that any data written more than replay_data_lifespan days will
be considered stale, and any subsequent execution of replay_docleanup (or automatic
cleanup, which can be enabled with replay_fileservers_autocleanup) will remove
that data.
replay_debug               : 0      : , "norecord" : Show Replay
debug info.
replay_docleanup           : cmd     :      : Deletes
stale session data from the fileserver. 'replay_docleanup force' will remove all
replay session data.
replay_dofileservers_cleanup_on_start : 1      : , "sv", "cl" : Cleanup any
stale replay data (both locally and on fileservers) at startup.
replay_dopublishtest       : cmd     :      : Do a replay
publish test using the current setup.
replay_enable              : 0      : , "rep", "norecord", "cl" :
Enable Replay recording on server
replay_fileservers_autocleanup : 0      : , "sv", "cl" :
Automatically do fileservers cleanup in between rounds? This is the same as
explicitly calling replay_docleanup.
replay_fileservers_host     : 0      : , "rep", "norecord", "cl" :
The hostname of the Web server hosting replays. This can be an IP or a hostname,
e.g. '1.2.3.4' or 'www.myserver.com'
replay_fileservers_offload_aborttime : 60      : , "sv", "cl" : The time
after which publishing will be aborted for a session block or session info file.
replay_fileservers_path     : 0      : , "rep", "norecord", "cl" : If
your replays are stored at 'http://123.123.123.123:4567/tf/replays',
replay_fileservers_path should be set to '/tf/replays'

```

```

replay_fileservers_port      : 80      : , "rep", "norecord", "cl"
: The port for the Web server hosting replays. For example, if your replays are
stored at 'http://123.123.123.123:4567/tf/replays', replay_fileservers_port should
be 4567.
replay_fileservers_protocol  : 0      : , "rep", "norecord", "cl" :
Can be 'http' or 'https'
replay_flushinterval        : 15     : , "a", "norecord", "cl" :
Replay system will flush to disk a maximum of every replay_flushinterval seconds.
replay_local_fileservers_path : 0      : , "norecord", "cl" : The file
server local path. For example, 'c:\MyWebServer\htdocs\replays' or
'/MyWebServer/htdocs/replays'.
replay_max_publish_threads   : 4      : , "sv", "cl"      : The max
number of threads allowed for publishing replay data, e.g. FTP threads.
replay_name                  : 0      : , "sv", "cl"      : Replay
bot name
replay_printsessioninfo      : cmd     :                  : Print
session info
replay_publish_simulate_delay_local_http : 0      : , "norecord", "cl" : Simulate
a delay (in seconds) when publishing replay data via local HTTP.
replay_publish_simulate_rename_fail      : 0      : , "norecord", "cl" : Simulate
a rename failure during local HTTP publishing, which will force a manual copy
& delete.
replay_record                 : cmd     :                  : Starts
Replay demo recording.
replay_record_voice           : 1      : , "sv", "cl"      : If enabled,
voice data is recorded into the replay files.
replay_stoprecord             : cmd     :                  : Stop Replay
demo recording.
report_entities               : cmd     :                  : Lists
all entities
report_simthinklist           : cmd     :                  : Lists all
simulating/thinking entities
report_soundpatch             : cmd     :                  : reports
sound patch count
report_touchlinks             : cmd     :                  : Lists
all touchlinks
respawn_entities              : cmd     :                  : Respawn all
the entities in the map.
restart                       : cmd     :                  : Restart the
game on the same level (add setpos to jump to current view position on restart).
rr_debug_qa                   : 0      : , "sv"              : Set to 1 to
see debug related to the Question & Answer system used to create conversations
between allied NPCs.
rr_debugresponses             : 0      : , "sv"              : Show
verbose matching output (1 for simple, 2 for rule scoring). If set to 3, it will
only show response success/failure for npc_selected NPCs.

```

```

rr_debugrule                : 0          : , "sv"          : If set to
the name of the rule, that rule's score will be shown whenever a concept is passed
into the response rules system.
rr_dumpresponses             : 0          : , "sv"          : Dump all
response_rules.txt and rules (requires restart)
rr_reloadresponsesystems     : cmd       :                  : Reload all
response system scripts.
say                           : cmd       :                  : Display
player message
say_team                     : cmd       :                  : Display
player message to team
sb_reload                     : cmd       :                  : Reload
sourcebans config and ban reason menu options
sb_version                   : 1          : , "sp", "nf", "rep" :
sbchecker_version            : 1          : , "nf"          :
sbpp_report_cooldown         : 60         :                  : Cooldown in
seconds between per report per user
sbpp_report_minlen           : 10         :                  : Minimum
reason length
sbpp_report_version          : 1          : , "sp", "nf", "rep",
"norecord" : SBPP Report Version
sbr_version                   : 1          : , "sp", "nf", "rep" :
sc_fw_block                  : cmd       :                  : Blocking
player comms by command from sourceban web site
sc_fw_ungag                  : cmd       :                  : Ungagging
player by command from sourceban web site
sc_fw_unmute                 : cmd       :                  : Unmuting
player by command from sourceban web site
scene_async_prefetch_spew    : 0          : , "sv"          : Display
async .ani file loading info.
scene_clamplookat            : 1          : , "sv"          : Clamp head
turns to a max of 20 degrees per think.
scene_clientflex              : 1          : , "sv", "rep"    : Do client
side flex animation.
scene_flatturn                : 1          : , "sv"          :
scene_flush                   : cmd       :                  : Flush all
.vcds from the cache and reload from disk.
scene_forcecombined           : 0          : , "sv"          : When
playing back, force use of combined .wav files even in english.
scene_maxcaptionradius        : 1200       : , "sv"          :
Only show closed captions if recipient is within this many units of speaking
actor (0==disabled).
scene_print                   : 0          : , "sv", "rep"    : When
playing back a scene, print timing and event info to console.
scene_showfaceto              : 0          : , "a", "sv"      : When
playing back, show the directions of faceto events.

```

scene_showlook	: 0	: , "a", "sv"	: When
playing back, show the directions of look events.			
scene_showmoveto	: 0	: , "a", "sv"	: When
moving, show the end location.			
scene_showunlock	: 0	: , "a", "sv"	: Show when a
vcd is playing but normal AI is running.			
script	: cmd	:	: Run the
text as a script			
script_add_debug_filter	: cmd	:	: Add a
filter to the game debug overlay			
script_add_watch	: cmd	:	: Add a watch
to the game debug overlay			
script_add_watch_pattern	: cmd	:	: Add a watch
to the game debug overlay			
script_attach_debugger	: cmd	:	: Connect the
vscript VM to the script debugger			
script_attach_debugger_at_startup	: 0	: , "sv"	:
script_break_in_native_debugger_on_error	: 0	: , "sv"	:
script_clear_watches	: cmd	:	: Clear all
watches from the game debug overlay			
script_connect_debugger_on_mapspawn	: 0	: , "sv"	:
script_debug	: cmd	:	: Connect the
vscript VM to the script debugger			
script_debug	: cmd	:	: Toggle the
in-game script debug features			
script_dump_all	: cmd	:	: Dump the
state of the VM to the console			
script_execute	: cmd	:	: Run a
vscript file			
script_find	: cmd	:	: Find a key
in the VM			
script_help	: cmd	:	: Output help
for script functions, optionally with a search string			
script_reload_code	: cmd	:	: Execute a
vscript file, replacing existing functions with the functions in the run script			
script_reload_entity_code	: cmd	:	: Execute all
of this entity's VScripts, replacing existing functions with the functions in the			
run scripts			
script_reload_think	: cmd	:	: Execute an
activation script, replacing existing functions with the functions in the run script			
script_remove_debug_filter	: cmd	:	: Remove a
filter from the game debug overlay			
script_remove_watch	: cmd	:	: Remove a
watch from the game debug overlay			
script_remove_watch_pattern	: cmd	:	: Remove a
watch from the game debug overlay			

script_trace_disable	: cmd	:	: Turn off a
particular trace output by file or function name			
script_trace_disable_all	: cmd	:	: Turn off
all trace output			
script_trace_disable_key	: cmd	:	: Turn off a
particular trace output by table/instance			
script_trace_enable	: cmd	:	: Turn on a
particular trace output by file or function name			
script_trace_enable_all	: cmd	:	: Turn on all
trace output			
script_trace_enable_key	: cmd	:	: Turn on a
particular trace output by table/instance			
sdr	: cmd	:	: View/edit
SteamNetworkingSockets configuration variables			
sdr_spew_level	: 4	:	: Verbosity
level for SteamNetworkingSockets spew. 4=warning, 5=msg, 6=verbose, 7=debug			
server_game_time	: cmd	:	: Gives the
game time in seconds (server's curtime)			
servercfgfile	: 0	: , "sv"	:
setang	: cmd	:	: Snap player
eyes to specified pitch yaw <roll:optional> (must have sv_cheats).			
setang_exact	: cmd	:	: Snap player
eyes and orientation to specified pitch yaw <roll:optional> (must have sv_cheats).			
setmodel	: cmd	:	: Changes's
player's model			
setpause	: cmd	:	: Set the
pause state of the server.			
setpos	: cmd	:	: Move player
to specified origin (must have sv_cheats).			
setpos_exact	: cmd	:	: Move player
to an exact specified origin (must have sv_cheats).			
shake	: cmd	:	: Shake
the screen.			
showhitlocation	: 0	: , "sv"	:
showtriggers	: 0	: , "sv", "cheat"	: Shows
trigger brushes			
showtriggers_toggle	: cmd	:	: Toggle
show triggers			
simple_bot_add	: cmd	:	: Add a
simple bot.			
singlestep	: 0	: , "cheat"	: Run engine
in single step mode (set next to 1 to advance a frame)			
sk_ally_regen_time	: 0	: , "sv"	: Time taken
for an ally to regenerate a point of health.			
sk_autoaim_mode	: 1	: , "a", "sv", "rep"	:
sk_npc_arm	: 1	: , "sv"	:

sk_npc_chest	: 1	: , "sv"	:
sk_npc_head	: 2	: , "sv"	:
sk_npc_leg	: 1	: , "sv"	:
sk_npc_stomach	: 1	: , "sv"	:
sk_player_arm	: 1	: , "sv"	:
sk_player_chest	: 1	: , "sv"	:
sk_player_head	: 2	: , "sv"	:
sk_player_leg	: 1	: , "sv"	:
sk_player_stomach	: 1	: , "sv"	:
sk_plr_dmg_grenade	: 0	: , "sv"	:
skill	: 1	: , "a"	: Game skill
level (1-3).			
skip_next_map	: cmd	:	: Skips the
next map in the map rotation for the server.			
sm	: cmd	:	:
SourceMod Menu			
sm_addban	: cmd	:	: sm_addban
<time> <steamid> [reason]			
sm_admin	: cmd	:	: Displays
the admin menu			
sm_ban	: cmd	:	: sm_ban
<#userid name> <minutes 0> [reason]			
sm_banip	: cmd	:	: sm_banip
<ip #userid name> <time> [reason]			
sm_basepath	: 0	:	: SourceMod
base path (set via command line)			
sm_beacon	: cmd	:	: sm_beacon
<#userid name> [0/1]			
sm_beacon_radius	: 375	:	: Sets the
radius for beacon's light rings.			
sm_bet	: cmd	:	:
sm_bhats_enabled	: 1	:	: Enable Hats
on Buildings 0 = Disabled 1 = Enabled			
sm_bhats_reloadconfig	: cmd	:	:
sm_bhats_rollcooldown	: 30	:	: Hat reroll
cooldown (in seconds)			
sm_bhats_unusualchance	: 0	:	: Chance for
a building to get an unusual effect on it's hat upon being built. 0.1 = 10%			
sm_bhats_version	: 2	: , "sp", "nf", "rep"	: Current
Building Hats Version			
sm_blind	: cmd	:	: sm_blind
<#userid name> [amount] - Leave amount off to reset.			
sm_buildinghateffect	: cmd	:	:
sm_buildinghats	: cmd	:	:
sm_buildrestrict_blu_dispensers	: 5	:	: Limit for
Blu dispensers in TF2.			

sm_buildrestrict_blu_sentries	: 1	:	:	Limit for Blu sentries in TF2.
sm_buildrestrict_blu_teleport_entrances	: 5	:	:	Limit for Blu teleport entrances in TF2.
sm_buildrestrict_blu_teleport_exits	: 5	:	:	Limit for Blu teleport exits in TF2.
sm_buildrestrict_enabled	: 1	:	:	Enable/disable restricting buildings in TF2.
sm_buildrestrict_immunity	: 0	:	:	Enable/disable admin immunity for restricting buildings in TF2.
sm_buildrestrict_red_dispensers	: 5	:	:	Limit for Red dispensers in TF2.
sm_buildrestrict_red_sentries	: 1	:	:	Limit for Red sentries in TF2.
sm_buildrestrict_red_teleport_entrances	: 5	:	:	Limit for Red teleport entrances in TF2.
sm_buildrestrict_red_teleport_exits	: 5	:	:	Limit for Red teleport exits in TF2.
sm_buildrestrict_version	: 0	:	:, "sp", "nf", "rep"	Restrict buildings in TF2.
sm_burn	: cmd	:	:	sm_burn <#userid name> [time]
sm_burn_duration	: 20	:	:	Sets the default duration of sm_burn and firebomb victims.
sm_cancelvote	: cmd	:	:	
sm_cancelvote				
sm_chat	: cmd	:	:	sm_chat <message> - sends message to admins
sm_chat_mode	: 1	:	:	Allows player's to send messages to admin chat.
sm_chatprocessor_addgotv	: 1	:	:, "nf"	Add GOTV client to recipients list. (Only effects games with GOTV or SourceTV)
sm_chatprocessor_allchat	: 0	:	:, "nf"	Allows both teams to communicate with each other through team chat. (0 = off, 1 = on)
sm_chatprocessor_colors_flag	: 0	:	:, "nf"	Flags required to use the color name and message. Needs sm_chatprocessor_strip_colors 1
sm_chatprocessor_config	: 0	:	:, "nf"	Name of the message formats config.
sm_chatprocessor_deadchat	: 1	:	:, "nf"	Controls how dead communicate. (0 = off, 1 = on)
sm_chatprocessor_process_colors_default	: 1	:	:, "nf"	Default setting to give forwards to process colors.
sm_chatprocessor_remove_colors_default	: 0	:	:, "nf"	Default setting to give forwards to remove colors.
sm_chatprocessor_restrictdeadchat	: 0	:	:, "nf"	Restricts all chat for the dead entirely. (0 = off, 1 = on)

sm_chatprocessor_status	: 1	: , "nf"	: Status of the plugin.
sm_chatprocessor_strip_colors	: 1	: , "nf"	: Remove color tags from the name and the message before processing the output.
sm_chatprocessor_version	: 2	: , "sp", "nf", "rep",	"norecord" : Replacement for Simple Chat Processor.
sm_comms	: cmd	:	: Shows current player communications status
sm_conhook_start	: cmd	:	:
sm_conhook_stop	: cmd	:	:
sm_cookies	: cmd	:	: sm_cookies
<name> [value]			
sm_corecfgfile	: 0	:	: SourceMod core configuration file
sm_credits	: cmd	:	:
sm_csay	: cmd	:	: sm_csay
<message> - sends centered message to all players			
sm_cvar	: cmd	:	: sm_cvar
<cvar> [value]			
sm_datetime_format	: 0	:	: Default formatting time rules
sm_deadtalk	: 0	:	: Controls how dead communicate. 0 - Off. 1 - Dead players ignore teams. 2 - Dead players talk to living teammates.
sm_debug_connect	: 1	:	: Log Debug information about potential connection issues.
sm_drug	: cmd	:	: sm_drug
<#userid name> [0/1]			
sm_dump_admcache	: cmd	:	: Dumps the admin cache for debugging
sm_dump_classes	: cmd	:	: Dumps the class list as a text file
sm_dump_datamaps	: cmd	:	: Dumps the data map list as a text file
sm_dump_datamaps_xml	: cmd	:	: Dumps the data map list as an XML file
sm_dump_handles	: cmd	:	: Dumps Handle usage to a file for finding Handle leaks
sm_dump_netprops	: cmd	:	: Dumps the networkable property table as a text file
sm_dump_netprops_xml	: cmd	:	: Dumps the networkable property table as an XML file
sm_dump_teprops	: cmd	:	: Dumps tempentity props to a file
sm_execcfg	: cmd	:	:
sm_execcfg <filename>			

```

sm_firebomb                                : cmd      :      : sm_firebomb
<#userid|name> [0/1]
sm_firebomb_mode                          : 0          :      : Who is
targetted by the FireBomb? 0 = Target only, 1 = Target's team, 2 = Everyone
sm_firebomb_radius                        : 600        :      : Sets the
bomb blast radius.
sm_firebomb_ticks                        : 10         :      : Sets how
long the FireBomb fuse is.
sm_flood_time                            : 0          :      : Amount of
time allowed between chat messages
sm_forcerpd                               : cmd        :      : Applies
perk to selected player(s).
sm_fp                                    : cmd        :      :
sm_freeze                                : cmd        :      : sm_freeze
<#userid|name> [time]
sm_freeze_duration                      : 10         :      : Sets the
default duration for sm_freeze and freezebomb victims
sm_freezebomb                            : cmd        :      :
sm_freezebomb <#userid|name> [0/1]
sm_freezebomb_mode                      : 0          :      : Who is
targetted by the freezebomb? 0 = Target only, 1 = Target's team, 2 = Everyone
sm_freezebomb_radius                    : 600        :      : Sets the
freezebomb blast radius.
sm_freezebomb_ticks                    : 10         :      : Sets how
long the freezebomb fuse is.
sm_gag                                  : cmd        :      : sm_gag
<player> - Removes a player's ability to use chat.
sm_gamedesr                             : cmd        :      :
sm_gift                                 : cmd        :      :
sm_givecredits                          : cmd        :      :
sm_gravity                              : cmd        :      : sm_gravity
<#userid|name> [amount] - Leave amount off to reset. Amount is 0.0 through 5.0
sm_help                                 : cmd        :      : Displays
SourceMod commands and descriptions
sm_hide_slots                          : 0          :      : If set to
1, reserved slots will hidden (subtracted from the max slot count)
sm_hostname                             : cmd        :      :
sm_hsay                                : cmd        :      : sm_hsay
<message> - sends hint message to all players
sm_immunity_mode                        : 1          : , "sp" : Mode for
deciding immunity protection
sm_internal                             : cmd        :      :
sm_inv                                  : cmd        :      :
sm_inventory                            : cmd        :      :
sm_kick                                 : cmd        :      : sm_kick
<#userid|name> [reason]

```

sm_listbans	: cmd	:	: sm_listbans
<#userid name> - Lists a user's prior bans from Sourcebans			
sm_listcomms	: cmd	:	:
sm_listcomms <#userid name> - Lists a user's prior comms from Sourcebans			
sm_map	: cmd	:	:
sm_map <map>			
sm_maphistory	: cmd	:	: Shows the
most recent maps played			
sm_maphistory_size	: 20	:	:
sm_menu_sounds	: 1	:	: Sets
whether SourceMod menus play trigger sounds			
sm_msay	: cmd	:	: sm_msay
<message> - sends message as a menu panel			
sm_mute	: cmd	:	: sm_mute
<player> - Removes a player's ability to use voice.			
sm_nextmap	: 0	: , "nf"	:
sm_noclip	: cmd	:	:
sm_noclip <#userid name>			
sm_offer	: cmd	:	:
sm_pad	: cmd	:	:
sm_pad_help	: cmd	:	:
sm_padhelp	: cmd	:	:
sm_pads	: cmd	:	:
sm_panzerrockets_damage	: 120	:	: Rocket
base damage			
sm_panzerrockets_lockforced	: 0	:	: Force lock
aim to turret angle			
sm_panzerrockets_locksnap	: 80	:	: Mouse
movement needed before disabling aim lock (0 to disable aim lock)			
sm_panzerrockets_speed	: 4000	:	:
Rocket speed			
sm_panzerrockets_team	: 1	:	: Enable for
team (0: none, 1: any, 2: red, 3: blue)			
sm_panzerrockets_version	: 0	: , "nf", "norecord"	: Panzer
rockets version -- Do not modify			
sm_perks	: cmd	:	: Display a
description menu of RTD perks.			
sm_play	: cmd	:	: sm_play
<#userid name> <filename>			
sm_pose	: cmd	:	: Taunt
Poser Menu.			
sm_poser	: cmd	:	: Taunt
Poser Menu.			
sm_print_telist	: cmd	:	: Prints the
temp entity list			
sm_psay	: cmd	:	: sm_psay

<name or #userid> <message> - sends private message

sm_rcon	: cmd	:	:
sm_rcon <args>			
sm_refreshplugins	: cmd	:	:
sm_refreshplugins			
sm_rehash	: cmd	:	: Reload
SQL admins			
sm_reload_databases	: cmd	:	: Reparse
database configurations file			
sm_reload_translations	: cmd	:	: Reparses
all loaded translation files			
sm_reloadadmins	: cmd	:	:
sm_reloadadmins			
sm_reloadrtd	: cmd	:	: Reloads the
config files.			
sm_removertd	: cmd	:	: Removes
perk from selected player(s).			
sm_rename	: cmd	:	:
sm_rename <#userid name>			
sm_report	: cmd	:	:
Initialize Report			
sm_rerollhat	: cmd	:	:
sm_reserve_kicktype	: 0	:	: How to
select a client to kick (if appropriate)			
sm_reserve_maxadmins	: 1	:	: Maximum
amount of admins to let in the server with reserve type 2			
sm_reserve_type	: 0	:	: Method of
reserving slots			
sm_reserved_slots	: 0	:	: Number of
reserved player slots			
sm_resetcvar	: cmd	:	:
sm_resetcvar <cvar>			
sm_resetplayer	: cmd	:	:
sm_revote	: cmd	:	:
sm_rtd	: cmd	:	: Roll
a perk.			
sm_rtd2_accessflags	: 0	: , "nf"	: Admin flags
which are required to use RTD. If blank, all is assumed.			
sm_rtd2_autoupdate	: 1	: , "nf"	: 0/1 -
Enable or disable automatic updating of the plugin when Updater is installed.			
sm_rtd2_chance	: 0	: , "nf"	: 0.0-1.0 -
Chance of rolling a good perk. If there are no good perks available, a bad one will be tried to be rolled instead.			
sm_rtd2_chat	: 63	: , "nf"	:
Add/substract these values to control messages: 1 - RTD ad (round start) 2 - Perk applic. for rollers 4 - P. applic. for others 8 - P. removal for rollers 16 - P.			

removal for others 32 - Can't-roll reasons EXAMPLE: '6' - show applications only (2 + 4)

sm_rtd2_dchance : 0 : , "nf" : 0.0-1.0 -
Chance of rolling a good perk if roller is a donator. If there are no good perks available, a bad one will be tried to roll instead.

sm_rtd2_disabled : 0 : , "nf" : Enter the
effects you'd like to disable, seperated by commas. You can use IDs, tokens or tags which occur in a single perk. ('0, toxic, sandvich' disables first 3)

sm_rtd2_donatorflag : 0 : , "nf" : Admin flag
required for donators.

sm_rtd2_duration : 25 : , "nf" :
Default time for the perk to last. This value can be overridden for any perk in rtd2_perks.cfg

sm_rtd2_enabled : 1 : , "nf" : 0/1 -
Enable or disable the plugin.

sm_rtd2_insetup : 0 : , "nf" : 0/1 - Can
RTD be used during Setup?

sm_rtd2_interval : 60 : , "nf" : Time in
seconds a client has to wait to roll again after a perk has finished.

sm_rtd2_log : 0 : , "nf" : 0/1 - Log
RTD actions to SourceMod logs?

sm_rtd2_mode : 0 : , "nf" : 0 - No
restrain except the interval, 1 - Limit by rollers, 2 - Limit by rollers in team.

sm_rtd2_playerlimit : 2 : , "nf" : How many
players could use RTD at once. Active only when RTD Mode is 1

sm_rtd2_reloadupdate : 1 : , "nf" : 0/1 -
Enable or disable automatic plugin reloading when a new version has been downloaded.

sm_rtd2_repeat_perk : 2 : , "nf" : How many
perks are NOT allowed to repeat, per perk.

sm_rtd2_repeat_player : 2 : , "nf" : How many
perks are NOT allowed to repeat, per player.

sm_rtd2_respawnstuck : 1 : , "nf" : 0/1 -
Should a player be forcibly respawned when a perk has ended and he's detected stuck?

sm_rtd2_show_description : 0 : , "nf" : 0.0-1.0 -
Show perk description to roller after applying effect.

sm_rtd2_showtime : 0 : , "nf" : 0/1 -
Should time the perk was applied for be displayed?

sm_rtd2_showtriggers : 0 : , "nf" : 0/1 -
Should the chat triggers be shown once they're typed?

sm_rtd2_team : 0 : , "nf" : 0 - both
teams can roll, 1 - only BLU team can roll, 2 - only RED team can roll.

sm_rtd2_teamlimit : 2 : , "nf" : How many
players in each team could use RTD at once. Active only when RTD Mode is 2

sm_rtd2_timerpos_x : -1 : , "nf" : 0.0-1.0 -
The X position of the perk HUD timer display. -1.0 to center.

sm_rtd2_timerpos_y : 0 : , "nf" : 0.0-1.0 -

The Y position of the perk HUD timer display. -1.0 to center.

sm_rtd2_triggers	: 0	: , "nf"	: Chat
triggers which will initiate rolls, seperated by comma.			
sm_rtd2_version	: 2	: , "sp", "nf", "norecord"	:
Current RTD2 Version			
sm_rtds	: cmd	:	: Displays
customized perk list.			
sm_rtdsearch	: cmd	:	: Displays
customized perk list.			
sm_say	: cmd	:	: sm_say
<message> - sends message to all players			
sm_saysounds_admin_delay	: 5	:	: User flags
to bypass the Time between sounds check			
sm_saysounds_admin_limit	: 0	:	: Maximum
sounds per saysounds_admin (0 for unlimited)			
sm_saysounds_block_trigger	: 0	:	: If set,
block the sound trigger to be displayed in the chat window			
sm_saysounds_donor_delay	: 5	:	: User flags
to bypass the Time between sounds check			
sm_saysounds_donor_limit	: 0	:	: Maximum
sounds for saysounds_donor (0 for unlimited)			
sm_saysounds_enable	: 1	:	: Turns
Sounds On/Off			
sm_saysounds_exclude	: 2	:	: Number of
sounds that must be different before this sound can be replayed			
sm_saysounds_exclude_admin	: 0	:	: If set,
admins obey exclude count			
sm_saysounds_exclude_client	: 1	:	: If set,
clients obey exclude count			
sm_saysounds_exclude_donor	: 1	:	: If set,
donors obey exclude count			
sm_saysounds_playingame	: 0	:	: Play as an
emit sound or direct (0 / 1)			
sm_saysounds_redux_version	: 1	: , "sp", "nf", "rep",	
"norecord" : Say Sounds Version			
sm_saysounds_round	: 0	:	: If set,
sm_saysoundhe_sound_limit is the limit per round instead of per map			
sm_saysounds_sound_delay	: 10	:	: Time
between each sound trigger, 0.0 to disable checking			
sm_saysounds_sound_limit	: 0	:	: Maximum
sounds per person (0 for unlimited)			
sm_saysounds_sound_sentence	: 0	:	: When set,
will trigger sounds if keyword is embedded in a sentence			
sm_saysounds_volume	: 1	:	: Volume
setting for Say Sounds (0.0 <= x <= 1.0)			
sm_searchcmd	: cmd	:	: Searches

SourceMod commands

```

sm_settings          : cmd      :
sm_shop              : cmd      :
sm_show_activity     : 13      : , "sp"      : Activity
display setting (see sourcemod.cfg)
sm_silence           : cmd      :             : sm_silence
<player> - Removes a player's ability to use voice or chat.
sm_slap              : cmd      :             : sm_slap
<#userid|name> [damage]
sm_slay              : cmd      :             :
sm_slay <#userid|name>
sm_sleuth_actions    : 3        :             : Sleuth
Ban Type: 1 - Original Length, 2 - Custom Length, 3 - Double Length, 4 - Notify
Admins Only
sm_sleuth_adminbypass : 0        :             : 0 -
Inactivated, 1 - Allow all admins with ban flag to pass the check
sm_sleuth_bansallowed : 0        :             : How many
active bans are allowed before we act
sm_sleuth_bantype     : 0        :             : 0 - ban all
type of lengths, 1 - ban only permanent bans
sm_sleuth_duration    : 0        :             : Required:
sm_sleuth_actions 1: Bantime to ban player if we got a match (0 = permanent (defined
in minutes) )
sm_sleuth_excludeold  : 0        :             : 0 -
Inactivated, 1 - Allow old bans to be excluded from ban check
sm_sleuth_excludetime : 31536000 :             : Amount of
time in seconds to allow old bans to be excluded from ban check
sm_sleuth_prefix      : 0        :             : Prefix for
sourcebans tables: Default sb
sm_sleuth_reloadlist  : cmd      :             :
sm_sound_ban          : cmd      :             :
sm_sound_ban <user> : Bans a player from using sounds
sm_sound_reset        : cmd      :             :
sm_sound_reset <user | all> : Resets sound quota for user, or everyone if all
sm_soundlist          : cmd      :             : Display a
menu sounds to play
sm_sounds             : cmd      :             :
Toggle Saysounds
sm_sourcesleuth_version : 1        : , "sp", "nf", "rep",
"norecord" : SourceSleuth plugin version
sm_startup_version     : 1        : , "sp", "nf"    :
sm_store              : cmd      :             :
sm_store_admin_flag    : 0        :             : Flag for
admin access. Leave blank to disable.
sm_store_betting       : 1        :             :
Enable/disable betting of credits

```

sm_store_betting_period	: 15	:	: How many
seconds betting should be enabled for after round start			
sm_store_chat_tag	: 0	:	: The chat
tag to use for displaying messages.			
sm_store_confirmation_windows	: 1	:	:
Enable/disable confirmation windows.			
sm_store_credit_amount_active	: 1	:	: Number of
credits to give out for active players			
sm_store_credit_amount_inactive	: 1	:	: Number of
credits to give out for inactive players (spectators)			
sm_store_credit_amount_kill	: 1	:	: Number of
credits to give out for killing a player			
sm_store_credit_interval	: 60	:	: Interval in
seconds to give out credits			
sm_store_credit_messages	: 1	:	:
Enable/disable messages when a player earns credits.			
sm_store_database	: 0	:	: Name of the
default store database entry			
sm_store_database_retries	: 4	:	: Number of
retries if the connection fails to establish with timeout			
sm_store_database_timeout	: 10	:	: Timeout in
seconds to wait for database connection before retry			
sm_store_enable_credit_gifting	: 1	:	:
Enable/disable gifting of credits.			
sm_store_enable_gifting	: 1	:	:
Enable/disable gifting of already bought items. [1=everyone, 2=admins only]			
sm_store_enable_selling	: 1	:	:
Enable/disable selling of already bought items.			
sm_store_godmode_round_limit	: 1	:	: Number of
times you can buy godmode in a round			
sm_store_godmode_team	: 0	:	: Team that
can use godmode. 0=Any 2=Terrorist 3=Counter-Terrorist			
sm_store_health_maximum	: 0	:	: Maximum
amount of health one can get, 0 means unlimited			
sm_store_health_round_limit	: 1	:	: Number of
times you can buy health in a round			
sm_store_item_source	: 0	:	: Source of
the item list, can be set to flatfile and database, sm_store_items_table must be set			
if database is chosen (THIS IS HIGHLY EXPERIMENTAL AND MAY NOT WORK YET)			
sm_store_items_table	: 0	:	: Name of the
items table			
sm_store_jetpack_command	: 0	:	: Command for
the jetpack. +/- will be applied to it for toggling			
sm_store_jetpack_force	: 12	:	:
Lifting velocity.			
sm_store_jetpack_fuel	: 1	:	: A full fuel

tank, in seconds.

sm_store_jetpack_minimum	: 0	:	: Minimum
amount of fuel in seconds needed to start the jetpack.			
sm_store_jetpack_regen	: 0	:	: Fuel in
seconds regenerated per second.			
sm_store_jihad_activation_sound	: 0	:	: Path to the
activation sound			
sm_store_jihad_explosion_sound	: 0	:	: Path to the
explosion sound			
sm_store_jihad_team	: 0	:	: Team that
can use the bomb. 0=Any 2=Terrorist 3=Counter-Terrorist			
sm_store_jihad_teamkill	: 0	:	: Defines
whether the bombs kill teammates or not.			
sm_store_lasersight_dot_material	: 0	:	: Material to
be used with the dot of the laser sights			
sm_store_lasersight_material	: 0	:	: Material to
be used with laser sights			
sm_store_logging	: 0	:	: Set this to
1 for file logging and 2 to SQL logging (only MySQL). Leaving on 0 means disabled.			
sm_store_playerskin_default_ct	: 0	:	: Path of the
default CT skin.			
sm_store_playerskin_default_t	: 0	:	: Path of the
default T skin.			
sm_store_playerskin_delay	: -1	:	: Delay after
spawn before applying the skin. -1 means no delay			
sm_store_playerskin_force_default	: 0	:	: If it's set
to 1, default skins will be enforced.			
sm_store_playerskin_instant	: 0	:	: Defines
whether the skin should be changed instantly or on next spawn.			
sm_store_required_flag	: 0	:	: Flag to
access the !store menu			
sm_store_respawn_round_limit	: 1	:	: Number of
times you can buy respawn in a round			
sm_store_save_on_death	: 0	:	:
Enable/disable client data saving on client death.			
sm_store_sell_ratio	: 0	:	: Ratio of
the original price to get for selling an item.			
sm_store_show_vip_items	: 0	:	: If you
enable this VIP items will be shown in grey.			
sm_store_silent_givecredits	: 0	:	: Controls
the give credits message visibility. 0 = public 1 = private 2 = no message			
sm_store_spray_distance	: 115	:	: Distance
from wall to spray			
sm_store_spray_limit	: 30	:	: Number of
seconds between two sprays			
sm_store_startcredits	: 0	:	: Number of

credits a client starts with			
sm_store_trade_cooldown	: 300	:	: Time in
seconds between trade ATTEMPTS			
sm_store_trade_enabled	: 1	:	:
Enable/disable the Store trade system			
sm_store_trade_ready_delay	: 5	:	: Time in
seconds before finishing trade			
sm_store_trails_columns	: 3	:	: Number of
columns before starting to increase altitude			
sm_store_trails_life	: 1	:	: Life of a
trail in seconds			
sm_store_trails_padding	: 30	:	: Space
between two trails			
sm_store_vip_flag	: 0	:	: Flag for
VIP access (all items unlocked). Leave blank to disable.			
sm_store_zrclass_default_human	: 0	:	: Name of the
default human class.			
sm_store_zrclass_default_zombie	: 0	:	: Name of the
default zombie class.			
sm_taunt	: cmd	:	: Shows the
taunts menu			
sm_taunt_force	: cmd	:	: Forces a
player to taunt			
sm_taunt_list	: cmd	:	: Shows a
list of taunts ordered by class			
sm_taunts	: cmd	:	: Shows the
taunts menu			
sm_taunts_force	: cmd	:	: Forces a
player to taunt			
sm_taunts_list	: cmd	:	: Shows a
list of taunts ordered by class			
sm_tf2_taunts_tf2idb_version	: 1	:	: , "sp", "nf", "rep" : Version
of TF2 Taunts TF2IDB			
sm_tf2idb_version	: 0	:	: , "sp", "nf", "rep" :
TF2IDB version			
sm_tidychat_alltext	: 0	:	: 0/1 Tidy
all chat messages from plugins			
sm_tidychat_arena_maxstreak	: 1	:	: 0/1 Tidy
(arena) team scramble messages			
sm_tidychat_arena_resize	: 1	:	: 0/1 Tidy
arena team resize messages			
sm_tidychat_class	: 1	:	: 0/1 Tidy
class change messages			
sm_tidychat_connect	: 0	:	: 0/1 Tidy
connect messages			
sm_tidychat_cvar	: 1	:	: 0/1 Tidy

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cvar messages
sm_tidychat_disconnect          : 0          :          : 0/1 Tidy
disconnect messages
sm_tidychat_on                  : 1          :          : 0/1 On/off
sm_tidychat_team                : 1          :          : 0/1 Tidy
team join messages
sm_tidychat_version            : 0          : , "sp", "nf", "rep" : Tidy
Chat Version
sm_tidychat_voice              : 1          :          : 0/1 Tidy
(Voice) messages
sm_time_adjustment             : 0          :          : Adjusts the
server time in seconds
sm_timebomb                    : cmd        :          : sm_timebomb
<#userid|name> [0/1]
sm_timebomb_mode               : 0          :          : Who is
killed by the timebomb? 0 = Target only, 1 = Target's team, 2 = Everyone
sm_timebomb_radius             : 600        :          : Sets the
bomb blast radius.
sm_timebomb_ticks              : 10         :          : Sets how
long the timebomb fuse is.
sm_timeleft_interval           : 0          :          : Display
timeleft every x seconds. Default 0.
sm_tp                          : cmd        :          :
sm_trade                       : cmd        :          :
sm_trigger_show                : 0          :          : Display
triggers message to all players? (0 off, 1 on, def. 0)
sm_tsay                        : cmd        :          : sm_tsay
[color] <message> - sends top-left message to all players
sm_unban                       : cmd        :          : sm_unban
<steamid|ip> [reason]
sm_ungag                       : cmd        :          : sm_ungag
<player> - Restores a player's ability to use chat.
sm_unmute                      : cmd        :          : sm_unmute
<player> - Restores a player's ability to use voice.
sm_unsilence                   : cmd        :          :
sm_unsilence <player> - Restores a player's ability to use voice and chat.
sm_updatertd                   : cmd        :          : Force an
update check. Does nothing if Updater is not installed.
sm_vip                         : cmd        :          : Doctor
server VIP - Control Panel
sm_vipr                        : cmd        :          : Doctor
server VIP - Refresh VIP
sm_vote                         : cmd        :          : sm_vote
<question> [Answer1] [Answer2] ... [Answer5]
sm_vote_alltalk                : 0          :          : percent
required for successful alltalk vote.

```

sm_vote_ban	: 0	:	:	percent
required for successful ban vote.				
sm_vote_burn	: 0	:	:	percent
required for successful burn vote.				
sm_vote_delay	: 30	:	:	Sets the
recommended time in between public votes				
sm_vote_ff	: 0	:	:	percent
required for successful friendly fire vote.				
sm_vote_gravity	: 0	:	:	percent
required for successful gravity vote.				
sm_vote_kick	: 0	:	:	percent
required for successful kick vote.				
sm_vote_map	: 0	:	:	percent
required for successful map vote.				
sm_vote_progress_chat	: 0	:	:	Show
current vote progress as chat messages				
sm_vote_progress_client_console	: 0	:	:	Show
current vote progress as console messages to clients				
sm_vote_progress_console	: 0	:	:	Show
current vote progress as console messages				
sm_vote_progress_hintbox	: 0	:	:	Show
current vote progress in a hint box				
sm_vote_slay	: 0	:	:	percent
required for successful slay vote.				
sm_votealltalk	: cmd	:	:	
sm_votealltalk				
sm_voteban	: cmd	:	:	sm_voteban
<player> [reason]				
sm_voteburn	: cmd	:	:	
sm_voteburn <player>				
sm_voteff	: cmd	:	:	sm_voteff
sm_votegravity	: cmd	:	:	
sm_votegravity <amount> [amount2] ... [amount5]				
sm_votekick	: cmd	:	:	sm_votekick
<player> [reason]				
sm_votemap	: cmd	:	:	sm_votemap
<mapname> [mapname2] ... [mapname5]				
sm_voteslay	: cmd	:	:	
sm_voteslay <player>				
sm_who	: cmd	:	:	
sm_who [#userid name]				
smoothstairs	: 1	:	:	, "sv", "rep" : Smooth
player eye z coordinate when traversing stairs.				
snd_foliage_db_loss	: 4	:	:	, "cheat" :
snd_gain	: 1	:	:	, "cheat" :
snd_gain_max	: 1	:	:	, "cheat" :

snd_gain_min	: 0	: , "cheat"	:
snd_refdb	: 60	: , "cheat"	:
snd_refdist	: 36	: , "cheat"	:
snd_restart	: cmd	:	: Restart
sound system.			
snd_vox_captiontrace	: 0	:	: Shows
sentence name for sentences which are set not to show captions.			
snd_vox_globaltimeout	: 300	:	:
snd_vox_sectimetout	: 300	:	:
snd_vox_seqtimetout	: 300	:	:
soundpatch_captionlength	: 2	: , "sv", "rep"	: How long
looping soundpatch captions should display for.			
soundscape_debug	: 0	: , "sv", "cheat"	: When on,
draws lines to all env_soundscape entities. Green lines show the active soundscape,			
red lines show soundscapes that aren't in range, and white lines show soundscapes			
that are in range, but not the active soundscape.			
soundscape_flush	: cmd	:	: Flushes the
server & client side soundscapes			
sourcecomms_version	: 1	: , "sp", "nf", "rep"	:
sourcemod_version	: 1	: , "sp", "nf"	:
SourceMod Version			
spec_freeze_time	: 4	: , "sv", "cheat", "rep"	: Time
spend frozen in observer freeze cam.			
spec_freeze_traveltime	: 0	: , "sv", "cheat", "rep"	: Time
taken to zoom in to frame a target in observer freeze cam.			
spew_consolelog_to_debugstring	: 0	:	: Send
console log to PLAT_DebugString()			
spike	: cmd	:	: generates a
fake spike			
st_gamedesc_override	: 0	:	: What to
override your game description to			
st_gamedesc_override_auto_update	: 1	:	: Enables
automatic updating. Has no effect if Updater is not installed.			
st_gamedesc_override_version	: 1	: , "cheat", "nf", "norecord"	:
SteamTools Game Description Override Version			
star_memory	: cmd	:	: Dump
memory stats			
stats	: cmd	:	: Prints
server performance variables			
status	: cmd	:	: Display map
and connection status.			
steamtools_dump_tickets	: 0	:	:
steamtools_version	: 0	: , "nf", "rep"	: SteamWorks
for SourceMod			
step_spline	: 0	: , "sv"	:
studio_queue_mode	: 1	:	:

```

stuffcmds                                : cmd      :           : Parses and
stuffs command line + commands to command buffer.
suitvolume                               : 0         : , "a", "sv" :
surfaceprop                              : cmd       :           : Reports the
surface properties at the cursor
sv_accelerate                            : 10        : , "sv", "nf", "rep" :
sv_airaccelerate                         : 10        : , "sv", "nf", "rep" :
sv_allow_color_correction                 : 1         : , "rep"      : Allow or
disallow clients to use color correction on this server.
sv_allow_point_servercommand              : 0         : , "sv"       : Allow use
of point_servercommand entities in map. Potentially dangerous for untrusted maps.
disallow : Always disallow    official : Allowed for valve maps only    always :
Allow for all maps
sv_allow_voice_from_file                  : 1         : , "rep"      : Allow or
disallow clients from using voice_inputfromfile on this server.
sv_allow_votes                            : 1         : , "sv"       :
Allow voting?
sv_allow_wait_command                     : 1         : , "rep"      : Allow or
disallow the wait command on clients connected to this server.
sv_allowdownload                          : 1         :             : Allow
clients to download files
sv_allowupload                            : 1         :             : Allow
clients to upload customizations files
sv_alltalk                                : 1         : , "sv", "nf", "rep" : Players
can hear all other players, no team restrictions
sv_alternateticks                        : 0         : , "sp"       : If set,
server only simulates entities on even numbered ticks.
sv_autosave                              : 1         : , "sv"       : Set to 1 to
autosave game on level transition. Does not affect autosave triggers.
sv_backspeed                              : 0         : , "a", "sv", "rep" : How much
to slow down backwards motion
sv_benchmark_autovprofrecord              : 0         : , "sv"       : If running
a benchmark and this is set, it will record a vprof file over the duration of the
benchmark with filename benchmark.vprof.
sv_benchmark_force_start                  : cmd       :             : Force start
the benchmark. This is only for debugging. It's better to set sv_benchmark to 1 and
restart the level.
sv_benchmark_freeroam                    : 0         : , "sv"       : Allow the
local player to move freely in the benchmark. Only used for debugging. Don't use for
real benchmarks because it will make the timing inconsistent.
sv_benchmark_numticks                     : 3300      : , "sv"       : If > 0,
then it only runs the benchmark for this # of ticks.
sv_bonus_challenge                       : 0         : , "sv", "rep" : Set to
values other than 0 to select a bonus map challenge type.
sv_bounce                                 : 0         : , "sv", "nf", "rep" : Bounce
multiplier for when physically simulated objects collide with other objects.

```

sv_cacheencodedents	: 1	:	: If set to
1, does an optimization to prevent extra SendTable_Encode calls.			
sv_chat_bucket_size_tier1	: 4	: , "sv"	: The
maximum size of the short term chat msg bucket.			
sv_chat_bucket_size_tier2	: 30	: , "sv"	: The
maximum size of the long term chat msg bucket.			
sv_chat_seconds_per_msg_tier1	: 3	: , "sv"	: The number
of seconds to accrue an additional short term chat msg.			
sv_chat_seconds_per_msg_tier2	: 10	: , "sv"	: The number
of seconds to accrue an additional long term chat msg.			
sv_cheats	: 0	: , "nf", "rep"	: Allow
cheats on server			
sv_clearhinthistory	: cmd	:	: Clear
memory of server side hints displayed to the player.			
sv_client_cmdrate_difference	: 20	: , "rep"	: cl_cmdrate
is moved to within sv_client_cmdrate_difference units of cl_updaterate before it is			
clamped between sv_mincmdrate and sv_maxcmdrate.			
sv_client_max_interp_ratio	: 5	: , "rep"	: This can be
used to limit the value of cl_interp_ratio for connected clients (only while they			
are connected). If sv_client_min_interp_ratio is -1, then this cvar has no effect.			
sv_client_min_interp_ratio	: 1	: , "rep"	: This can be
used to limit the value of cl_interp_ratio for connected clients (only while they			
are connected). -1 = let clients set cl_interp_ratio to anything any			
other value = set minimum value for cl_interp_ratio			
sv_client_predict	: -1	: , "rep"	: This can be
used to force the value of cl_predict for connected clients (only while they are			
connected). -1 = let clients set cl_predict to anything 0 = force cl_predict			
to 0 1 = force cl_predict to 1			
sv_clockcorrection_msecs	: 60	: , "sv"	: The server
tries to keep each player's m_nTickBase within this many msecs of the server			
absolute tickcount			
sv_compressedstringtablebaselines_threshold	: 2048	:	: Minimum
size (in bytes) for stringtablebaseline buffer to be compressed.			
sv_consistency	: 1	: , "rep"	: Legacy
variable with no effect! This was deleted and then added as a temporary kludge to			
prevent players from being banned by servers running old versions of SMAC			
sv_contact	: 0	: , "nf"	: Contact
email for server sysop			
sv_debug_player_use	: 0	: , "sv", "rep"	:
Visualizes +use logic. Green cross=trace success, Red cross=trace too far, Green			
box=radius success			
sv_debugmanualmode	: 0	:	: Make sure
entities correctly report whether or not their network data has changed.			
sv_debugtempentities	: 0	:	: Show temp
entity bandwidth usage.			
sv_deltaprint	: 0	:	: Print

accumulated CalcDelta profiling data (only if sv_deltatime is on)

sv_deltatime	: 0	:	:	Enable
profiling of CalcDelta calls				
sv_disable_querycache	: 0	:	: , "sv", "cheat"	debug -
disable trace query cache				
sv_downloadlist_include_navfile	: 0	:	:	Include map
nav files in the download list for clients.				
sv_downloadurl	: 0	:	: , "rep"	Location
from which clients can download missing files				
sv_dump_edicts	: cmd	:	:	Display a
list of edicts allocated on the server.				
sv_dumpstringtables	: 0	:	: , "cheat"	:
sv_enableoldqueries	: 0	:	:	Enable
support for old style (HL1) server queries				
sv_filterban	: 1	:	:	Set packet
filtering by IP mode				
sv_footsteps	: 1	:	: , "sv", "nf", "rep"	Play
footstep sound for players				
sv_forcepreload	: 0	:	: , "a"	Force
server side preloading.				
sv_friction	: 4	:	: , "sv", "nf", "rep"	:
World friction.				
sv_gravity	: 800	:	: , "sv", "nf", "rep"	:
World gravity.				
sv_hudhint_sound	: 1	:	: , "sv", "rep"	:
sv_lan	: 0	:	:	Server is a
lan server (no heartbeat, no authentication, no non-class C addresses)				
sv_log_onefile	: 0	:	: , "a"	Log server
information to only one file.				
sv_logbans	: 0	:	: , "a"	Log server
bans in the server logs.				
sv_logblocks	: 0	:	:	If true
when log when a query is blocked (can cause very large log files)				
sv_logdownloadlist	: 1	:	:	:
sv_logecho	: 1	:	: , "a"	Echo log
information to the console.				
sv_logfile	: 1	:	: , "a"	Log server
information in the log file.				
sv_logfilecompress	: 0	:	: , "a"	Gzip
compress logfile and rename to logfile.log.gz on close.				
sv_logfilename_format	: 0	:	: , "a"	Log
filename format. See strftime for formatting codes.				
sv_logflush	: 0	:	: , "a"	Flush the
log file to disk on each write (slow).				
sv_logdir	: 0	:	: , "a"	Folder in
the game directory where server logs will be stored.				

```

sv_logsecret                : 0                : If set
then include this secret when doing UDP logging (will use 0x53 as packet type, not
usual 0x52)
sv_lowedict_action          : 0                : 0 - no
action, 1 - warn to log file, 2 - attempt to restart the game, if applicable, 3 -
restart the map, 4 - go to the next map in the map cycle, 5 - spew all edicts.
sv_lowedict_threshold       : 8                : When only
this many edicts are free, take the action specified by sv_lowedict_action.
sv_massreport               : 0                : , "sv"
sv_master_share_game_socket : 1                : Use the
game's socket to communicate to the master server. This is recommended.If this is
0, then it will create a socket on -steampoint to handle server browser traffic
sv_max_connects_sec         : 2                : Maximum
connections per second to respond to from a single IP address.
sv_max_connects_sec_global  : 0                : Maximum
connections per second to respond to from anywhere.
sv_max_connects_window     : 4                : Window over
which to average connections per second averages.
sv_max_dropped_packets_to_process : 10            : Max dropped
packets to process. Lower settings prevent lagged players from simulating too far in
the past. Setting of 0 disables cap.
sv_max_queries_sec         : 3                : Maximum
queries per second to respond to from a single IP address.
sv_max_queries_sec_global  : 3000            : Maximum
queries per second to respond to from anywhere.
sv_max_queries_window     : 30              : Window over
which to average queries per second averages.
sv_max_usercmd_move_magnitude : 1000           : , "sv" : Maximum
move magnitude that can be requested by client.
sv_maxcmdrate              : 66              : , "rep" : (If
sv_mincmdrate is > 0), this sets the maximum value for cl_cmdrate.
sv_maxrate                 : 0                : , "rep" : Max
bandwidth rate allowed on server, 0 == unlimited
sv_maxreplay               : 0                : Maximum
replay time in seconds
sv_maxroutable             : 1260            : Server
upper bound on net_maxroutable that a client can use.
sv_maxspeed                : 320             : , "sv", "nf", "rep" :
sv_maxupdaterate          : 66              : , "rep" : Maximum
updates per second that the server will allow
sv_maxuptimelimit         : 0                : If set,
whenever a game ends, if the server uptime exceeds this number of hours, the server
will exit.
sv_maxusrcmdprocessticks   : 24              : , "sv", "nf" : Maximum
number of client-issued usrcmd ticks that can be replayed in packet loss conditions,
0 to allow no restrictions

```

```

sv_maxusrcmdprocessticks_holdaim      : 1      : , "sv", "cheat" : Hold client
aim for multiple server sim ticks when client-issued usrcmd contains multiple
actions (0: off; 1: hold this server tick; 2+: hold multiple ticks)
sv_maxusrcmdprocessticks_warning      : -1      : , "sv"          : Print a
warning when user commands get dropped due to insufficient usrcmd ticks allocated,
number of seconds to throttle, negative disabled
sv_maxvelocity                        : 3500    : , "sv", "rep"   : Maximum
speed any ballistically moving object is allowed to attain per axis.
sv_memlimit                           : 0       :              : If set,
whenever a game ends, if the total memory used by the server is greater than this #
of megabytes, the server will exit.
sv_mincmdrate                        : 10      : , "rep"        : This sets
the minimum value for cl_cmdrate. 0 == unlimited.
sv_minrate                           : 3500    : , "rep"        : Min
bandwidth rate allowed on server, 0 == unlimited
sv_minupdaterate                     : 10      : , "rep"        : Minimum
updates per second that the server will allow
sv_minuptimelimit                    : 0       :              : If set,
whenever a game ends, if the server uptime is less than this number of hours, the
server will continue running regardless of sv_memlimit.
sv_motd_unload_on_dismissal          : 0       : , "sv"          : If enabled,
the MOTD contents will be unloaded when the player closes the MOTD.
sv_namechange_cooldown_seconds        : 30      :              : When a
client name change is received, wait N seconds before allowing another name change
sv_netspike                           : cmd     :              : Write
network trace if amount of data sent to client exceeds N bytes. Use zero to disable
tracing. Note that having this enabled, even if never triggered, impacts
performance. Set to zero when not in use. For compatibility reasons, this command
can be initialized on the command line with the -netspike option.
sv_netspike_on_reliable_snapshot_overflow : 0       :              : If
nonzero, the server will dump a netspike trace if a client is dropped due to
reliable snapshot overflow
sv_netspike_output                    : 1       :              : Where the
netspike data be written? Sum of the following values: 1=netspike.txt, 2=ordinary
server log
sv_netspike_sendtime_ms                : 0       :              : If nonzero,
the server will dump a netspike trace if it takes more than N ms to prepare a
snapshot to a single client. This feature does take some CPU cycles, so it should
be left off when not in use.
sv_no_name_changes                     : 0       :              :
sv_noclipaccelerate                   : 5       : , "a", "sv", "nf", "rep" :
sv_noclipduringpause                  : 0       : , "sv", "cheat", "rep"
: If cheats are enabled, then you can noclip with the game paused (for doing
screenshots, etc.).
sv_noclipspeed                         : 5       : , "a", "sv", "nf", "rep" :
sv_npc_talker_maxdist                  : 1024    : , "sv"          : NPCs over

```

this distance from the player won't attempt to speak.

sv_parallel_packentities	: 1	:	:
sv_parallel_sendsnapshot	: 0	:	:
sv_password	: 0	:	, "nf", "prot", "norecord" :

Server password for entry into multiplayer games

sv_pausable	: 0	:	, "nf" : Is the
-------------	-----	---	-----------------

server pausable.

sv_player_display_usercommand_errors	: 0	:	, "sv", "cheat" : 1 = Display
--------------------------------------	-----	---	-------------------------------

warning when command values are out-of-range. 2 = Spew invalid ranges.

sv_player_usercommand_timeout	: 3	:	, "sv", "cheat" : After this
-------------------------------	-----	---	------------------------------

many seconds without a usercommand from a player, the server will RunNullCommand as if client sends an empty command.

sv_playerperfhistorycount	: 60	:	, "sv" : Number of
---------------------------	------	---	--------------------

samples to maintain in player perf history

sv_precacheinfo	: cmd	:	: Show
-----------------	-------	---	--------

precache info.

sv_pure	: cmd	:	: Show
---------	-------	---	--------

user data.

sv_pure_consensus	: 5	:	: Minimum
-------------------	-----	---	-----------

number of file hashes to agree to form a consensus.

sv_pure_kick_clients	: 1	:	: If set to
----------------------	-----	---	-------------

1, the server will kick clients with mismatching files. Otherwise, it will issue a warning to the client.

sv_pure_retiretime	: 900	:	: Seconds of
--------------------	-------	---	--------------

server idle time to flush the sv_pure file hash cache.

sv_pure_trace	: 0	:	: If set to
---------------	-----	---	-------------

1, the server will print a message whenever a client is verifying a CRC for a file.

sv_pvsskipanimation	: 1	:	, "a", "sv" : Skips
---------------------	-----	---	---------------------

SetupBones when npc's are outside the PVS

sv_querycache_stats	: cmd	:	: Display
---------------------	-------	---	-----------

status of the query cache (client only)

sv_quota_stringcmdspersecond	: 40	:	: How
------------------------------	------	---	-------

many string commands per second clients are allowed to submit, 0 to disallow all string commands

sv_rcon_banpenalty	: 0	:	: Number of
--------------------	-----	---	-------------

minutes to ban users who fail rcon authentication

sv_rcon_log	: 1	:	:
-------------	-----	---	---

Enable/disable rcon logging.

sv_rcon_maxfailures	: 10	:	: Max number
---------------------	------	---	--------------

of times a user can fail rcon authentication before being banned

sv_rcon_maxpacketbans	: 1	:	: Ban IPs for
-----------------------	-----	---	---------------

sending RCON packets exceeding the value specified in sv_rcon_maxpacketsize

sv_rcon_maxpacketsize	: 1024	:	: The maximum
-----------------------	--------	---	---------------

number of bytes to allow in a command packet

sv_rcon_minfailures	: 5	:	: Number
---------------------	-----	---	----------

of times a user can fail rcon authentication in sv_rcon_minfailuretime before

being banned

sv_rcon_minfailuretime	: 30	:	:	Number of seconds to track failed rcon authentications
sv_rcon_whitelist_address	: 0	:	:	When set, rcon failed authentications will never ban this address, e.g. '127.0.0.1'
sv_region	: 255	:	:	The region of the world to report this server in.
sv_restrict_aspect_ratio_fov	: 1	:	, "rep"	This can be used to limit the effective FOV of users using wide-screen resolutions with aspect ratios wider than 1.85:1 (slightly wider than 16:9). 0 = do not cap effective FOV 1 = limit the effective FOV on windowed mode users using resolutions greater than 1.85:1 2 = limit the effective FOV on both windowed mode and full-screen users
sv_rollangle	: 0	:	, "sv", "nf", "rep"	Max view roll angle
sv_rollspeed	: 200	:	, "sv", "nf", "rep"	:
sv_runcmds	: 1	:	, "sv"	:
sv_script_think_interval	: 0	:	, "sv"	:
sv_setsteamaccount	: cmd	:	:	token Set game server account token to use for logging in to a persistent game server account
sv_showladders	: 0	:	, "sv"	Show bbox and dismount points for all ladders (must be set before level load.)
sv_showlagcompensation	: 0	:	, "sv", "cheat"	Show lag compensated hitboxes whenever a player is lag compensated.
sv_shutdown	: cmd	:	:	Sets the server to shutdown next time it's empty
sv_shutdown_cancel	: cmd	:	:	Cancels pending sv_shutdown command
sv_shutdown_timeout_minutes	: 360	:	, "rep"	If sv_shutdown is pending, wait at most N minutes for server to drain before forcing shutdown.
sv_signon_dos_disconnect	: 20	:	:	Number of extra signon state confirmations required to disconnect a misbehaving client.
sv_skyname	: 0	:	, "a", "sv", "rep"	Current name of the skybox texture
sv_soundemitter_trace	: 0	:	, "sv", "rep"	Show all EmitSound calls including their symbolic name and the actual wave file they resolved to
sv_specaccelerate	: 5	:	, "a", "sv", "nf", "rep"	:
sv_specnoclip	: 1	:	, "a", "sv", "nf", "rep"	:
sv_specspeed	: 3	:	, "a", "sv", "nf", "rep"	:
sv_stats	: 1	:	:	Collect CPU usage stats
sv_steamblockingcheck	: 0	:	:	Check each new player for Steam blocking compatibility, 1 = message only, 2 >= drop if any member of owning clan blocks, 3 >= drop if any player has blocked, 4 >= drop if

player has blocked anyone on server

sv_steamgroup	: 0	: , "nf"	: The ID of the steam group that this server belongs to. You can find your group's ID on the admin profile page in the steam community.
sv_stepsize	: 18	: , "sv", "nf", "rep"	:
sv_stopspeed	: 100	: , "sv", "nf", "rep"	: Minimum stopping speed when on ground.
sv_strict_notarget	: 0	: , "sv"	: If set, notarget will cause entities to never think they are in the pvs
sv_tags	: 0	: , "nf"	: Server tags. Used to provide extra information to clients when they're browsing for servers. Separate tags with a comma.
sv_test_scripted_sequences	: 0	: , "sv"	: Tests for scripted sequences that are embedded in the world. Run through your map with this set to check for NPCs falling through the world.
sv_teststepsimulation	: 1	: , "sv"	:
sv_thinktimecheck	: 0	: , "sv"	: Check for thinktimes all on same timestamp.
sv_timeout	: 900	:	: After this many seconds without a message from a client, the client is dropped
sv_turbophysics	: 1	: , "sv", "rep"	: Turns on turbo physics
sv_unlockedchapters	: 99	: , "a", "sv"	:
sv_usercmd_custom_random_seed	: 1	: , "sv", "cheat"	: When enabled server will populate an additional random seed independent of the client
sv_vehicle_autoaim_scale	: 8	: , "sv"	:
sv_visiblenumplayers	: -1	:	: Overrides the max players reported to prospective clients
sv_voicecodec	: 0	:	: Specifies which voice codec to use. Valid options are: vaudio_speex - Legacy Speex codec (lowest quality) vaudio_celt - Newer CELT codec (22kHz, 22kbps) vaudio_celt_high - Newer CELT codec, higher bitrate (44kHz, 44kbps) steam - Use Steam voice API
sv_voiceenable	: 1	: , "a", "nf"	:
sv_vote_allow_spectators	: 0	: , "sv"	: Allow spectators to vote?
sv_vote_bots_allowed	: 0	: , "sv"	: Allow bots to vote or not.
sv_vote_creation_timer	: 150	: , "sv"	: How long before a player can attempt to call another vote (in seconds).
sv_vote_failure_timer	: 300	: , "sv"	: A vote that fails cannot be re-submitted for this long
sv_vote_failure_timer_mvm	: 120	: , "sv"	: A vote that fails in MvM cannot be re-submitted for this long
sv_vote_holder_may_vote_no	: 0	: , "sv", "rep"	: 1 = Vote caller is not forced to vote yes on yes/no votes.
sv_vote_issue_autobalance_allowed	: 0	: , "sv"	: Can players

call votes to enable or disable auto team balance?

sv_vote_issue_autobalance_cooldown	: 300	: , "sv"	: Minimum
time before another auto team balance vote can occur (in seconds).			
sv_vote_issue_changellevel_allowed	: 0	: , "sv"	: Can players
call votes to change levels?			
sv_vote_issue_changellevel_allowed_mvm	: 0	: , "sv"	: Can players
call votes to change levels in MvM?			
sv_vote_issue_classlimits_allowed	: 0	: , "sv"	: Can players
call votes to enable or disable per-class limits?			
sv_vote_issue_classlimits_allowed_mvm	: 0	: , "sv"	: Can players
call votes in Mann-Vs-Machine to enable or disable per-class limits?			
sv_vote_issue_classlimits_cooldown	: 300	: , "sv"	: Minimum
time before another classlimits vote can occur (in seconds).			
sv_vote_issue_classlimits_max	: 4	: , "sv"	: Maximum
number of players (per-team) that can be any one class.			
sv_vote_issue_classlimits_max_mvm	: 2	: , "sv"	: Maximum
number of players (per-team) that can be any one class.			
sv_vote_issue_extendlevel_allowed	: 1	: , "sv"	: Can players
call votes to set the next level?			
sv_vote_issue_extendlevel_quorum	: 0	: , "sv"	: What is the
ratio of voters needed to reach quorum?			
sv_vote_issue_kick_allowed	: 0	: , "sv"	: Can players
call votes to kick players from the server?			
sv_vote_issue_kick_allowed_mvm	: 1	: , "sv"	: Can players
call votes to kick players from the server in MvM?			
sv_vote_issue_kick_min_connect_time_mvm	: 300	: , "sv"	: How long a
player must be connected before they can be kicked (in seconds).			
sv_vote_issue_kick_namelock_duration	: 120	: , "sv"	: How long to
prevent kick targets from changing their name (in seconds).			
sv_vote_issue_kick_spectators_mvm	: 1	: , "sv"	: Allow
players to kick spectators in MvM.			
sv_vote_issue_mvm_challenge_allowed	: 1	: , "sv"	: Can players
call votes to set the challenge level?			
sv_vote_issue_nextlevel_allowed	: 1	: , "sv"	: Can players
call votes to set the next level?			
sv_vote_issue_nextlevel_allowextend	: 1	: , "sv"	: Allow
players to extend the current map?			
sv_vote_issue_nextlevel_choicesmode	: 0	: , "sv"	: Present
players with a list of lowest playtime maps to choose from?			
sv_vote_issue_nextlevel_prevent_change	: 1	: , "sv"	: Not allowed
to vote for a nextlevel if one has already been set.			
sv_vote_issue_restart_game_allowed	: 0	: , "sv"	: Can players
call votes to restart the game?			
sv_vote_issue_restart_game_allowed_mvm	: 1	: , "sv"	: Can players
call votes to restart the game in Mann-Vs-Machine?			
sv_vote_issue_restart_game_cooldown	: 300	: , "sv"	: Minimum

time before another restart vote can occur (in seconds).

sv_vote_issue_scramble_teams_allowed	: 1	: , "sv"	: Can players call votes to scramble the teams?
sv_vote_issue_scramble_teams_cooldown	: 1200	: , "sv"	: Minimum time before another scramble vote can occur (in seconds).
sv_vote_kick_ban_duration	: 20	: , "sv"	: The number of minutes a vote ban should last. (0 = Disabled)
sv_vote_late_join_cooldown	: 300	: , "sv"	: Length of the vote-creation cooldown when joining the server after the grace period has expired
sv_vote_late_join_time	: 90	: , "sv"	: Grace period after the match starts before players who join the match receive a vote-creation cooldown
sv_vote_quorum_ratio	: 0	: , "sv", "nf"	: The minimum ratio of eligible players needed to pass a vote. Min 0.1, Max 1.0.
sv_vote_timer_allow_early_finish	: 1	: , "sv"	: If all votes are in, whether to end the vote (for debugging)
sv_vote_timer_duration	: 15	: , "sv"	: How long to allow voting on an issue
sv_vote_ui_hide_disabled_issues	: 1	: , "sv"	: Suppress listing of disabled issues in the vote setup screen.
sv_wateraccelerate	: 10	: , "sv", "nf", "rep"	:
sv_waterdist	: 12	: , "sv", "rep"	: Vertical view fixup when eyes are near water plane.
sv_waterfriction	: 1	: , "sv", "nf", "rep"	:
sys_minidumpexpandedspew	: 1	:	:
sys_minidumpspewlines	: 500	:	: Lines of crash dump console spew to keep.
systemlinkport	: 27030	:	: System Link port
telemetry_demoend	: 0	:	: When playing demo, stop telemetry on tick #
telemetry_demostart	: 0	:	: When playing demo, start telemetry on tick #
telemetry_framecount	: 0	:	: Set Telemetry count of frames to capture
telemetry_level	: 0	:	: Set Telemetry profile level: 0 being off.
telemetry_pause	: 0	:	:
telemetry_resume	: 0	:	:
telemetry_server	: 0	:	: Set Telemetry server
template_debug	: 0	: , "sv"	:
Test_CreateEntity	: cmd	:	:

```

test_dispatcheffect          : cmd          :          : Test a
clientside dispatch effect. Usage: test_dispatcheffect <effect name> <distance
away> <flags> <magnitude> <scale> Defaults are: <distance 1024> <flags 0>
<magnitude 0> <scale 0>

Test_EHandle                 : cmd          :          :
test_entity_blocker          : cmd          :          : Test
command that drops an entity blocker out in front of the player.

Test_InitRandomEntitySpawner : cmd          :          :
Test_ProxyToggle_EnableProxy : cmd          :          :
Test_ProxyToggle_SetValue    : cmd          :          :
Test_RandomizeInPVS           : cmd          :          :
Test_RandomPlayerPosition     : cmd          :          :
Test_RemoveAllRandomEntities  : cmd          :          :
Test_SpawnRandomEntities      : cmd          :          :
testscript_debug             : 0            :          : Debug
test scripts.

tf2attributes_version         : 1            : , "nf"    :
TF2Attributes version number

tf2items_bothook             : 1            :          : Hook
intelligent TF2 bots.

tf2items_version              : 1            : , "sp", "nf", "rep" : TF2
Items Version

tf_airblast_cray              : 1            : , "sv", "cheat" : Use
alternate cray airblast logic globally.

tf_airblast_cray_debug        : 0            : , "sv", "cheat" : Enable
debugging overlays & output for cray airblast. Value is length of time to show
debug overlays in seconds.

tf_airblast_cray_ground_minz   : 100          : , "sv", "cheat" : If set,
cray airblast ensures the target has this minimum Z velocity after reflections
and impulse have been applied. Set to 268.3281572999747 for exact old airblast
Z behavior.

tf_airblast_cray_ground_reflect : 1            : , "sv", "cheat" : If set,
cray airblast reflects any airblast power directed into the ground off of it, to
prevent ground-stuck and provide a bit more control over up-vs-forward vectoring

tf_airblast_cray_lose_footing_duration : 0            : , "sv", "cheat" : How long
the player should be unable to regain their footing after being airblast, separate
from air-control stun.

tf_airblast_cray_pitch_control : 0            : , "sv", "cheat" : If set,
allow controlling the pitch of the airblast, in addition to the yaw.

tf_airblast_cray_power         : 600          : , "sv", "cheat" : Amount of
force cray airblast should apply unconditionally. Set to 0 to only perform player
momentum reflection.

tf_airblast_cray_power_relative : 0            : , "sv", "cheat" : If set, the
blast power power also inherits from the blast's forward momentum.

tf_airblast_cray_reflect_coeff : 2            : , "sv", "cheat" : The
coefficient of reflective power cray airblast employs. 0 - No reflective powers

```

0-1 - Cancel out some/all incoming velocity 1-2 - Reflect some/all incoming velocity outwards 2+ - Reflect incoming velocity outwards and then some

tf_airblast_cray_reflect_cost_coeff : 0 : , "sv", "cheat" : What portion of power used for reflection is removed from the push effect. Note that reflecting incoming momentum requires 2x the momentum - to first neutralize and then reverse it. Setting this to 1 means that a target running towards the blast at more than 50% blast-speed would have a net pushback half that of a stationary target, since half the power was used to negate their incoming momentum. A value of 0.5 would mean that running towards the blast would not be beneficial vs being still, while values

tf_airblast_cray_reflect_relative : 0 : , "sv", "cheat" : If set, the relative, rather than absolute, target velocity is considered for reflection.

tf_airblast_cray_stun_amount : 0 : , "sv", "cheat" : Amount of control loss to apply if stun_duration is set.

tf_airblast_cray_stun_duration : 0 : , "sv", "cheat" : If set, apply this duration of stun when initially hit by an airblast. Does not apply to repeated airblasts.

tf_allow_player_name_change : 1 : , "sv", "nf" : Allow player name changes.

tf_allow_player_use : 0 : , "sv", "nf" : Allow players to execute +use while playing.

tf_allow_server_hibernation : 1 : , "sv" : Allow the server to hibernate when empty.

tf_allow_sliding_taunt : 0 : , "sv" : 1 - Allow player to slide for a bit after taunting

tf_allow_taunt_switch : 0 : , "sv", "rep" : 0 - players are not allowed to switch weapons while taunting, 1 - players can switch weapons at the start of a taunt (old bug behavior), 2 - players can switch weapons at any time during a taunt.

tf_always_loser : 0 : , "sv", "cheat", "rep" : Force loserstate to true.

tf_archer_proxy_fire_rate : 1 : , "sv", "cheat" :

tf_arena_first_blood : 1 : , "sv", "nf", "rep" : Rewards the first player to get a kill each round.

tf_arena_max_streak : 3 : , "sv", "nf", "rep" : Teams will be scrambled if one team reaches this streak

tf_arena_override_cap_enable_time : -1 : , "sv", "nf", "rep" : Overrides the time (in seconds) it takes for the capture point to become enable, -1 uses the level designer specified time.

tf_arena_override_team_size : 0 : , "sv", "rep" : Overrides the maximum team size in arena mode. Set to zero to keep the default behavior of 1/3 maxplayers.

tf_arena_preround_time : 10 : , "sv", "nf", "rep" : Length of the Pre-Round time

tf_arena_round_time : 0 : , "sv", "nf", "rep" :

tf_arena_use_queue : 0 : , "sv", "nf", "rep" : Enables

the spectator queue system for Arena.

tf_autobalance_ask_candidates_maxtime	: 10	: , "sv", "rep"	:
tf_autobalance_dead_candidates_maxtime	: 15	: , "sv", "rep"	:
tf_autobalance_force_candidates_maxtime	: 5	: , "sv", "rep"	:
tf_autobalance_xp_bonus	: 500	: , "sv", "rep"	:
tf_avoidteammates_pushaway	: 1	: , "sv", "rep"	: Whether or
not teammates push each other away when occupying the same space			
tf_base_boss_max_turn_rate	: 25	: , "sv", "cheat"	:
tf_base_boss_speed	: 75	: , "sv", "cheat"	:
tf_birthday	: 0	: , "sv", "nf", "rep"	:
tf_birthday_ball_chance	: 100	: , "sv", "rep"	: Percent
chance of a birthday beach ball spawning at each round start			
tf_bison_tick_time	: 0	: , "sv", "cheat"	:
tf_bot_add	: cmd	:	: Add a bot.
tf_bot_always_full_reload	: 0	: , "sv", "cheat"	:
tf_bot_ammo_search_range	: 5000	: , "sv", "cheat"	: How far
bots will search to find ammo around them			
tf_bot_arrow_elevation_rate	: 0	: , "sv", "cheat"	: When firing
arrows at far away targets, this is the degree/range slope to raise our aim			
tf_bot_auto_vacate	: 1	: , "sv"	: If nonzero,
bots will automatically leave to make room for human players.			
tf_bot_ballistic_elevation_rate	: 0	: , "sv", "cheat"	: When
lobbing grenades at far away targets, this is the degree/range slope to raise			
our aim			
tf_bot_capture_seek_and_destroy_max_duration	: 30	: , "sv", "cheat"	: If a
capturing bot decides to go hunting, this is the max duration he will hunt for			
before reconsidering			
tf_bot_capture_seek_and_destroy_min_duration	: 15	: , "sv", "cheat"	: If a
capturing bot decides to go hunting, this is the min duration he will hunt for			
before reconsidering			
tf_bot_cart_push_radius	: 60	: , "sv", "cheat"	:
tf_bot_choose_target_interval	: 0	: , "sv", "cheat"	: How often,
in seconds, a TFBot can reselect his target			
tf_bot_debug_ammo_scavenging	: 0	: , "sv", "cheat"	:
tf_bot_debug_destroy_enemy_sentry	: 0	: , "sv", "cheat"	:
tf_bot_debug_payload_guard_vantage_points	: 0	: , "sv", "cheat"	:
tf_bot_debug_retreat_to_cover	: 0	: , "sv", "cheat"	:
tf_bot_debug_seek_and_destroy	: 0	: , "sv", "cheat"	:
tf_bot_debug_sentry_placement	: 0	: , "sv", "cheat"	:
tf_bot_debug_sniper	: 0	: , "sv", "cheat"	:
tf_bot_debug_spy	: 0	: , "sv", "cheat"	:
tf_bot_debug_stuck_log	: cmd	:	: Given a
server logfile, visually display bot stuck locations.			
tf_bot_debug_stuck_log_clear	: cmd	:	: Clear
currently loaded bot stuck data			
tf_bot_debug_tags	: 0	: , "sv", "cheat"	: ent_text

will only show tags on bots

tf_bot_defend_owned_point_percent	: 0	: , "sv", "cheat"	: Stay on the contested point we own until enemy cap percent falls below this
tf_bot_defense_debug	: 0	: , "sv", "cheat"	:
tf_bot_defense_must_defend_time	: 300	: , "sv", "cheat"	: If timer is less than this, bots will stay near point and guard
tf_bot_difficulty	: 1	: , "sv"	: Defines the skill of bots joining the game. Values are: 0=easy, 1=normal, 2=hard, 3=expert.
tf_bot_engineer_building_health_multiplier	: 2	: , "sv", "cheat"	:
tf_bot_engineer_exit_near_sentry_range	: 2500	: , "sv", "cheat"	: Maximum travel distance between a bot's Sentry gun and its Teleporter Exit
tf_bot_engineer_max_sentry_travel_distance_to_point	: 2500	: , "sv", "cheat"	: Maximum travel distance between a bot's Sentry gun and the currently contested point
tf_bot_engineer_mvm_hint_min_distance_from_bomb	: 1300	: , "sv", "cheat"	:
tf_bot_engineer_mvm_sentry_hint_bomb_backward_range	: 3000	: , "sv", "cheat"	:
tf_bot_engineer_mvm_sentry_hint_bomb_forward_range	: 0	: , "sv", "cheat"	:
tf_bot_engineer_retaliate_range	: 750	: , "sv", "cheat"	: If attacker who destroyed sentry is closer than this, attack. Otherwise, retreat
tf_bot_escort_range	: 300	: , "sv", "cheat"	:
tf_bot_fetch_lost_flag_time	: 10	: , "sv", "cheat"	: How long busy TFBots will ignore the dropped flag before they give up what they are doing and go after it
tf_bot_fire_weapon_allowed	: 1	: , "sv", "cheat"	: If zero, TFBots will not pull the trigger of their weapons (but will act like they did)
tf_bot_fire_weapon_min_time	: 1	: , "sv", "cheat"	:
tf_bot_flag_escort_give_up_range	: 1000	: , "sv", "cheat"	:
tf_bot_flag_escort_max_count	: 4	: , "sv", "cheat"	:
tf_bot_flag_escort_range	: 500	: , "sv", "cheat"	:
tf_bot_flag_kill_on_touch	: 0	: , "sv", "cheat"	: If nonzero, any bot that picks up the flag dies. For testing.
tf_bot_force_class	: 0	: , "sv"	: If set to a class name, all TFBots will respawn as that class
tf_bot_force_jump	: 0	: , "sv", "cheat"	: Force bots to continuously jump
tf_bot_formation_debug	: 0	: , "sv", "cheat"	:
tf_bot_health_critical_ratio	: 0	: , "sv", "cheat"	:
tf_bot_health_ok_ratio	: 0	: , "sv", "cheat"	:
tf_bot_health_search_far_range	: 2000	: , "sv", "cheat"	:
tf_bot_health_search_near_range	: 1000	: , "sv", "cheat"	:
tf_bot_hitscan_range_limit	: 1800	: , "sv", "cheat"	:
tf_bot_join_after_player	: 1	: , "sv"	: If nonzero, bots wait until a player joins before entering the game.
tf_bot_keep_class_after_death	: 0	: , "sv"	:
tf_bot_kick	: cmd	:	: Remove a TFBot by name, or all bots ('all').
tf_bot_kill	: cmd	:	: Kill a

TFBot by name, or all bots ('all').

tf_bot_max_grenade_launch_at_sentry_range : 1500 : , "sv", "cheat" :
tf_bot_max_point_defend_range : 1250 : , "sv", "cheat" : How far (in
travel distance) from the point defending bots will take up positions
tf_bot_max_setup_gate_defend_range : 2000 : , "sv", "cheat" : How far
from the setup gate(s) defending bots can take up positions
tf_bot_max_sticky_launch_at_sentry_range : 1500 : , "sv", "cheat" :
tf_bot_max_teleport_entrance_travel : 1500 : , "sv", "cheat" : Don't plant
teleport entrances farther than this travel distance from our spawn room
tf_bot_max_teleport_exit_travel_to_point : 2500 : , "sv", "cheat" : In an
offensive engineer bot's tele exit is farther from the point than this, destroy it
tf_bot_medic_cover_test_resolution : 8 : , "sv", "cheat" :
tf_bot_medic_debug : 0 : , "sv", "cheat" :
tf_bot_medic_max_call_response_range : 1000 : , "sv", "cheat" :
tf_bot_medic_max_heal_range : 600 : , "sv", "cheat" :
tf_bot_medic_start_follow_range : 250 : , "sv", "cheat" :
tf_bot_medic_stop_follow_range : 75 : , "sv", "cheat" :
tf_bot_melee_attack_abandon_range : 500 : , "sv", "cheat" : If threat
is farther away than this, bot will switch back to its primary weapon and attack
tf_bot_melee_only : 0 : , "sv" : If nonzero,
TFBots will only use melee weapons
tf_bot_min_setup_gate_defend_range : 750 : , "sv", "cheat" : How close
from the setup gate(s) defending bots can take up positions. Areas closer than this
will be in cover to ambush.
tf_bot_min_setup_gate_sniper_defend_range : 1500 : , "sv", "cheat" : How far
from the setup gate(s) a defending sniper will take up position
tf_bot_min_teleport_travel : 3000 : , "sv", "cheat" : Minimum
travel distance between teleporter entrance and exit before engineer bot will
build one
tf_bot_mvm_show_engineer_hint_region : cmd : : Show the
nav areas MvM engineer bots will consider when selecting sentry and teleporter hints
tf_bot_near_point_travel_distance : 750 : , "sv", "cheat" : If within
this travel distance to the current point, bot is 'near' it
tf_bot_notice_backstab_chance : 25 : , "sv", "cheat" :
tf_bot_notice_backstab_max_range : 750 : , "sv", "cheat" :
tf_bot_notice_backstab_min_range : 100 : , "sv", "cheat" :
tf_bot_notice_gunfire_range : 3000 : , "sv" :
tf_bot_notice_quiet_gunfire_range : 500 : , "sv" :
tf_bot_npc_archer_arrow_damage : 75 : , "sv", "cheat" :
tf_bot_npc_archer_health : 100 : , "sv", "cheat" :
tf_bot_npc_archer_shoot_interval : 2 : , "sv", "cheat" :
tf_bot_npc_archer_speed : 100 : , "sv", "cheat" :
tf_bot_offense_must_push_time : 120 : , "sv", "cheat" : If timer is
less than this, bots will push hard to cap
tf_bot_offline_practice : 0 : , "sv" : Tells the
server that it is in offline practice mode.

tf_bot_path_lookahead_range	: 300	: , "sv"	:
tf_bot_payload_guard_range	: 1000	: , "sv", "cheat"	:
tf_bot_prefix_name_with_difficulty	: 0	: , "sv"	: Append the skill level of the bot to the bot's name
tf_bot_pyro_always_reflect	: 0	: , "sv", "cheat"	: Pyro bots will always reflect projectiles fired at them. For testing/debugging purposes.
tf_bot_pyro_deflect_tolerance	: 0	: , "sv", "cheat"	:
tf_bot_pyro_shove_away_range	: 250	: , "sv", "cheat"	: If a Pyro bot's target is closer than this, compression blast them away
tf_bot_quota	: 0	: , "sv"	: Determines the total number of tf bots in the game.
tf_bot_quota_mode	: 0	: , "sv"	: Determines the type of quota. Allowed values: 'normal', 'fill', and 'match'. If 'fill', the server will adjust bots to keep N players in the game, where N is bot_quota. If 'match', the server will maintain a 1:N ratio of humans to bots, where N is bot_quota.
tf_bot_reevaluate_class_in_spawnroom	: 1	: , "sv", "cheat"	: If set, bots will opportunistically switch class while in spawnrooms if their current class is no longer their first choice.
tf_bot_retreat_to_cover_range	: 1000	: , "sv", "cheat"	:
tf_bot_sniper_aim_error	: 0	: , "sv", "cheat"	:
tf_bot_sniper_aim_steady_rate	: 10	: , "sv", "cheat"	:
tf_bot_sniper_allow_opportunistic	: 1	: , "sv"	: If set, Snipers will stop on their way to their preferred lurking spot to snipe at opportunistic targets
tf_bot_sniper_choose_target_interval	: 3	: , "sv", "cheat"	: How often, in seconds, a zoomed-in Sniper can reselect his target
tf_bot_sniper_flee_range	: 400	: , "sv", "cheat"	: If threat is closer than this, retreat
tf_bot_sniper_goal_entity_move_tolerance	: 500	: , "sv", "cheat"	:
tf_bot_sniper_linger_time	: 5	: , "sv", "cheat"	: How long Sniper will wait around after losing his target before giving up
tf_bot_sniper_melee_range	: 200	: , "sv", "cheat"	: If threat is closer than this, attack with melee weapon
tf_bot_sniper_patience_duration	: 10	: , "sv", "cheat"	: How long a Sniper bot will wait without seeing an enemy before picking a new spot
tf_bot_sniper_personal_space_range	: 1000	: , "sv", "cheat"	: Enemies beyond this range don't worry the Sniper
tf_bot_sniper_spot_epsilon	: 100	: , "sv", "cheat"	:
tf_bot_sniper_spot_max_count	: 10	: , "sv", "cheat"	: Stop searching for sniper spots when each side has found this many
tf_bot_sniper_spot_min_range	: 1000	: , "sv", "cheat"	:
tf_bot_sniper_spot_point_tolerance	: 750	: , "sv", "cheat"	:
tf_bot_sniper_spot_search_count	: 10	: , "sv", "cheat"	: Search this many times per behavior update frame
tf_bot_sniper_target_linger_duration	: 2	: , "sv", "cheat"	: How long a

Sniper bot will keep toward at a target it just lost sight of

tf_bot_spawn_use_preset_roster	: 1	: , "sv", "cheat"	: Bot will choose class from a preset class table.
tf_bot_spy_change_target_range_threshold	: 300	: , "sv", "cheat"	:
tf_bot_spy_knife_range	: 300	: , "sv", "cheat"	: If threat is closer than this, prefer our knife
tf_bot_squad_escort_range	: 500	: , "sv", "cheat"	:
tf_bot_sticky_base_range	: 800	: , "sv", "cheat"	:
tf_bot_sticky_charge_rate	: 0	: , "sv", "cheat"	: Seconds of charge per unit range beyond base
tf_bot_stickybomb_density	: 0	: , "sv", "cheat"	: Number of stickies to place per square inch
tf_bot_suicide_bomb_friendly_fire	: 1	: , "sv", "cheat"	:
tf_bot_suicide_bomb_range	: 300	: , "sv", "cheat"	:
tf_bot_suspect_spy_forget_cooldown	: 5	: , "sv", "cheat"	: How long to consider a suspicious spy as suspicious
tf_bot_suspect_spy_touch_interval	: 5	: , "sv", "cheat"	: How many seconds back to look for touches against suspicious spies
tf_bot_taunt_victim_chance	: 20	: , "sv"	:
tf_bot_teleport_build_surface_normal_limit	: 0	: , "sv", "cheat"	: If the ground normal Z component is less than this value, Engineer bots won't place their entrance teleporter
tf_bot_wait_in_cover_max_time	: 2	: , "sv", "cheat"	:
tf_bot_wait_in_cover_min_time	: 1	: , "sv", "cheat"	:
tf_bot_warp_team_to_me	: cmd	:	:
tf_cart_spell_drop_rate	: 4	: , "sv"	:
tf_clamp_airducks	: 1	: , "sv", "rep"	:
tf_classlimit	: 0	: , "sv", "nf", "rep"	: Limit on how many players can be any class (i.e. tf_class_limit 2 would limit 2 players per class).
tf_clear_attribute	: cmd	:	: Remove given attribute from all areas in the selected set.
tf_competitive_preround_duration	: 3	: , "sv", "rep"	: How long we stay in pre-round when in competitive games.
tf_ctf_bonus_time	: 10	: , "sv", "nf"	: Length of team crit time for CTF capture.
tf_damage_disablespread	: 1	: , "sv", "nf", "rep"	: Toggles the random damage spread applied to all player damage.
tf_damage_multiplier_blue	: 1	: , "sv", "cheat"	: All incoming damage to a blue player is multiplied by this value
tf_damage_multiplier_red	: 1	: , "sv", "cheat"	: All incoming damage to a red player is multiplied by this value
tf_debug_damage	: 0	: , "sv", "cheat"	:
tf_debug_flamethrower	: 0	: , "sv", "cheat", "rep"	: Visualize the flamethrower damage.
tf_debug_placement_failure	: 0	: , "sv", "cheat"	:

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tf_decoy_lifetime           : 5           : , "sv", "cheat" : The
lifetime of a decoy, in seconds
tf_demoman_charge_frametime_scaling : 1           : , "sv", "cheat", "rep" : When
enabled, scale yaw limiting based on client performance (frametime).
tf_dropped_weapon_lifetime   : 30          : , "sv", "cheat" :
tf_duck_edict_limit          : 1900        : , "sv", "rep"    : Maximum
number of edicts allowed before spawning a duck
tf_duck_edict_warning        : 1800        : , "sv", "rep"    : Maximum
number of edicts allowed before slowing duck spawn rate
tf_escort_recede_time        : 30          : , "sv"          :
tf_escort_recede_time_overtime : 5           : , "sv"          :
tf_escort_score_rate         : 1           : , "sv", "cheat" : Score for
escorting the train, in points per second
tf_eyeball_boss_acceleration : 500         : , "sv", "cheat" :
tf_eyeball_boss_attack_range : 750         : , "sv", "cheat" :
tf_eyeball_boss_debug        : 0           : , "sv", "cheat" :
tf_eyeball_boss_debug_orientation : 0          : , "sv", "cheat" :
tf_eyeball_boss_health_at_level_2 : 17000      : , "sv", "cheat" :
tf_eyeball_boss_health_base   : 8000       : , "sv", "cheat" :
tf_eyeball_boss_health_per_level : 3000       : , "sv", "cheat" :
tf_eyeball_boss_health_per_player : 400        : , "sv", "cheat" :
tf_eyeball_boss_horiz_damping : 2           : , "sv", "cheat" :
tf_eyeball_boss_hover_height  : 200        : , "sv", "cheat" :
tf_eyeball_boss_lifetime      : 120        : , "sv", "cheat" :
tf_eyeball_boss_lifetime_spell : 8           : , "sv", "cheat" :
tf_eyeball_boss_speed         : 250        : , "sv", "cheat" :
tf_eyeball_boss_vert_damping  : 1           : , "sv", "cheat" :
tf_fall_damage_disablespread  : 0           : , "sv"          :
tf_fireball_airblast_recharge_penalty : 0          : , "sv", "cheat", "rep" :
tf_fireball_burn_duration     : 2           : , "sv", "cheat", "rep" :
tf_fireball_burning_bonus     : 3           : , "sv", "cheat", "rep" :
tf_fireball_damage            : 25          : , "sv", "cheat", "rep" :
tf_fireball_distance          : 500         : , "sv", "cheat", "rep" :
tf_fireball_draw_debug_radius : 0           : , "sv", "cheat", "rep" :
tf_fireball_hit_recharge_boost : 1           : , "sv", "cheat", "rep" :
tf_fireball_max_lifetime      : 0           : , "sv", "cheat", "rep" :
tf_fireball_radius            : 22          : , "sv", "cheat", "rep" :
tf_fireball_speed             : 3000        : , "sv", "cheat", "rep" :
tf_flag_caps_per_round        : 3           : , "sv", "rep"    : Number of
captures per round on CTF and PASS Time maps. Set to 0 to disable.
tf_flag_return_on_touch       : 0           : , "sv", "rep"    : If this is
set, your flag must be at base in order to capture the enemy flag. Remote friendly
flags return to your base instantly when you touch them
tf_flag_return_time_credit_factor : 1           : , "sv", "rep"    : Number
of seconds the flag's return time will be credited for each second the flag is
being carried.

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tf_flamethrower_boxsize	: 12	: , "sv", "cheat", "rep"	: Size of flame damage entities.
tf_forced_holiday	: 0	: , "sv", "rep"	: Forced holiday, Birthday = 1 Halloween = 2
tf_fortune_teller_fortune_duration	: 30	: , "sv", "cheat"	: Duration of the fortune time.
tf_fortune_teller_interval_time	: 120	: , "sv", "cheat"	: Time until the next fortune teller event (in second).
tf_fortune_teller_warning_time	: 2	: , "sv", "cheat"	: Warning time (in second) before fortune teller tells a fortune.
tf_ghost_up_speed	: 300	: , "sv", "cheat", "rep"	: Speed that ghost go upward while holding jump key
tf_ghost_xy_speed	: 300	: , "sv", "cheat", "rep"	:
tf_grapplinghook_acceleration	: 3500	: , "sv", "cheat", "rep"	:
tf_grapplinghook_dampening	: 500	: , "sv", "cheat", "rep"	:
tf_grapplinghook_enable	: 0	: , "sv", "rep"	:
tf_grapplinghook_fire_delay	: 0	: , "sv", "cheat", "rep"	:
tf_grapplinghook_follow_distance	: 64	: , "sv", "cheat", "rep"	:
tf_grapplinghook_jump_up_speed	: 375	: , "sv", "cheat", "rep"	:
tf_grapplinghook_los_force_detach_time	: 1	: , "sv", "cheat"	:
tf_grapplinghook_max_distance	: 2000	: , "sv", "cheat", "rep"	: Valid distance for grappling hook to travel
tf_grapplinghook_medic_latch_speed_scale	: 0	: , "sv", "cheat", "rep"	:
tf_grapplinghook_move_speed	: 750	: , "sv", "cheat", "rep"	:
tf_grapplinghook_prevent_fall_damage	: 0	: , "sv", "cheat", "rep"	:
tf_grapplinghook_projectile_speed	: 1500	: , "sv", "cheat", "rep"	: How fast does the grappling hook projectile travel
tf_grapplinghook_use_acceleration	: 0	: , "sv", "rep"	: Use full acceleration calculation for grappling hook movement
tf_gravetalk	: 1	: , "sv", "nf"	: Allows living players to hear dead players using text/voice chat.
tf_halloween_allow_ghost_hit_by_kart_delay	: 0	: , "sv", "cheat"	:
tf_halloween_allow_truce_during_boss_event	: 0	: , "sv", "nf"	:
Determines if RED and BLU can damage each other while fighting Monoculus or Merasmus on non-Valve maps.			
tf_halloween_boss_spawn_interval	: 480	: , "sv", "cheat"	: Average interval between boss spawns, in seconds
tf_halloween_boss_spawn_interval_variation	: 60	: , "sv", "cheat"	: Variation of spawn interval +/-
tf_halloween_bot_attack_range	: 200	: , "sv", "cheat"	:
tf_halloween_bot_chase_duration	: 30	: , "sv", "cheat"	:
tf_halloween_bot_chase_range	: 1500	: , "sv", "cheat"	:
tf_halloween_bot_health_base	: 3000	: , "sv", "cheat"	:
tf_halloween_bot_health_per_player	: 200	: , "sv", "cheat"	:
tf_halloween_bot_min_player_count	: 10	: , "sv", "cheat"	:
tf_halloween_bot_quit_range	: 2000	: , "sv", "cheat"	:

```

tf_halloween_bot_speed           : 400           : , "sv", "cheat" :
tf_halloween_bot_speed_recovery_rate : 100       : , "sv", "cheat" :
Movement units/second
tf_halloween_bot_terrify_radius    : 500       : , "sv", "cheat" :
tf_halloween_eyeball_boss_spawn_interval : 180       : , "sv", "cheat" : Average
interval between boss spawns, in seconds
tf_halloween_eyeball_boss_spawn_interval_variation : 30       : , "sv", "cheat" :
Variation of spawn interval +/-
tf_halloween_force_boss_spawn      : cmd       :
For testing.
tf_halloween_giant_health_scale    : 10        : , "sv", "cheat" :
tf_halloween_gift_lifetime         : 240       : , "sv", "cheat", "rep" :
tf_halloween_hhh_attack_kart_radius : 300       : , "sv", "cheat" :
tf_halloween_kart_air_turn_scale    : 1         : , "sv", "cheat", "rep" :
tf_halloween_kart_aircontrol        : 1         : , "sv", "cheat", "rep" :
Multiplier for how much air control players have when in Kart Mode
tf_halloween_kart_bomb_head_damage_scale : 2         : , "sv", "cheat" :
tf_halloween_kart_bomb_head_impulse_scale : 2         : , "sv", "cheat" :
tf_halloween_kart_bombhead_scale     : 1         : , "sv", "cheat", "rep" :
tf_halloween_kart_boost_duration     : 1         : , "sv", "cheat", "rep" :
tf_halloween_kart_boost_impact_force : 0         : , "sv", "cheat" : Impact
force scaler on boosts
tf_halloween_kart_boost_recharge     : 5         : , "sv", "cheat", "rep" :
tf_halloween_kart_brake_accel        : 500       : , "sv", "cheat", "rep" :
tf_halloween_kart_brake_speed        : 0         : , "sv", "cheat", "rep" :
tf_halloween_kart_coast_accel        : 300       : , "sv", "cheat", "rep" :
tf_halloween_kart_damage_to_force    : 300       : , "sv", "cheat" :
tf_halloween_kart_dash_accel         : 750       : , "sv", "cheat", "rep" :
tf_halloween_kart_dash_speed         : 1000      : , "sv", "cheat", "rep" :
tf_halloween_kart_fast_turn_accel_speed : 400       : , "sv", "cheat", "rep" :
tf_halloween_kart_fast_turn_speed    : 60        : , "sv", "cheat", "rep" :
tf_halloween_kart_idle_speed         : 0         : , "sv", "cheat", "rep" :
tf_halloween_kart_impact_air_scale    : 0         : , "sv", "cheat" :
tf_halloween_kart_impact_bounds_scale : 1         : , "sv", "cheat" :
tf_halloween_kart_impact_damage      : 1         : , "sv", "cheat" : Impact
damage scaler
tf_halloween_kart_impact_feedback     : 0         : , "sv", "cheat" :
tf_halloween_kart_impact_force        : 0         : , "sv", "cheat" : Impact
force scaler
tf_halloween_kart_impact_lookahead   : 12        : , "sv", "cheat" :
tf_halloween_kart_impact_rate        : 0         : , "sv", "cheat" : rate of
allowing impact damage
tf_halloween_kart_normal_accel       : 300       : , "sv", "cheat", "rep" :
tf_halloween_kart_normal_speed       : 650       : , "sv", "cheat", "rep" :
tf_halloween_kart_punting_ghost_force_scale : 4         : , "sv", "cheat" :
tf_halloween_kart_return_turn_accell : 200       : , "sv", "cheat", "rep" :

```

tf_halloween_kart_reverse_speed	: -50	: , "sv", "cheat", "rep" :
tf_halloween_kart_reverse_turn_speed	: 50	: , "sv", "cheat", "rep" :
tf_halloween_kart_rocketspell_force	: 900	: , "sv", "cheat" :
tf_halloween_kart_rocketspell_lifetime	: 0	: , "sv", "cheat" :
tf_halloween_kart_rocketspell_speed	: 1500	: , "sv", "cheat" :
tf_halloween_kart_slow_turn_accel_speed	: 200	: , "sv", "cheat", "rep" :
tf_halloween_kart_slow_turn_speed	: 100	: , "sv", "cheat", "rep" :
tf_halloween_kart_slowmoving_accel	: 500	: , "sv", "cheat", "rep" :
tf_halloween_kart_slowmoving_threshold	: 300	: , "sv", "cheat", "rep" :
tf_halloween_kart_stationary_turn_speed	: 50	: , "sv", "cheat", "rep" :
tf_halloween_kart_stun_amount	: 1	: , "sv", "cheat" :
tf_halloween_kart_stun_duration_scale	: 0	: , "sv", "cheat" :
tf_halloween_kart_stun_enabled	: 1	: , "sv", "cheat" :
tf_halloween_kart_turning_curve_peak_position	: 0	: , "sv", "cheat", "rep" :
tf_halloween_unlimited_spells	: 0	: , "sv", "cheat" :
tf_halloween_zombie_damage	: 10	: , "sv", "cheat" : How much damage a zombie melee hit does.
tf_halloween_zombie_mob_enabled	: 0	: , "sv", "cheat" : If set to 1, spawn zombie mobs on non-Halloween Valve maps
tf_halloween_zombie_mob_spawn_count	: 20	: , "sv", "cheat" : How many zombies to spawn
tf_halloween_zombie_mob_spawn_interval	: 180	: , "sv", "cheat" : Average interval between zombie mob spawns, in seconds
tf_highfive_debug	: 0	: , "sv" : Turns on some console spew for debugging high five issues.
tf_item_based_forced_holiday	: 0	: , "sv", "rep" :
tf_listrounds	: cmd	: : List the rounds for the current map
tf_mark	: cmd	: : Set attribute of selected area.
tf_max_active_zombie	: 30	: , "sv", "cheat" :
tf_medieval	: 0	: , "sv", "nf", "rep" : Enable Medieval Mode.
tf_medieval_autorp	: 1	: , "sv", "nf", "rep" : Enable Medieval Mode auto-roleplaying.
tf_merasmus_attack_range	: 200	: , "sv", "cheat" :
tf_merasmus_bomb_head_duration	: 15	: , "sv", "cheat" :
tf_merasmus_bomb_head_per_team	: 1	: , "sv", "cheat" :
tf_merasmus_chase_duration	: 7	: , "sv", "cheat" :
tf_merasmus_chase_range	: 2000	: , "sv", "cheat" :
tf_merasmus_disguise_debug	: 0	: , "sv", "cheat" :
tf_merasmus_health_base	: 33750	: , "sv", "cheat" :
tf_merasmus_health_per_player	: 2500	: , "sv", "cheat" :
tf_merasmus_health_regen_rate	: 0	: , "sv", "cheat" : Percentage of Max HP per sec that Merasmus will regenerate while in disguise
tf_merasmus_lifetime	: 120	: , "sv", "cheat" :

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tf_merasmus_min_player_count      : 10      : , "sv", "cheat" :
tf_merasmus_min_props_to_reveal   : 0      : , "sv", "cheat" : Percentage
of total fake props players have to destroy before Merasmus reveals himself
tf_merasmus_prop_health           : 150     : , "sv", "cheat" :
tf_merasmus_should_disguise_threshold : 0      : , "sv", "cheat" :
tf_merasmus_spawn_interval        : 180     : , "sv", "cheat" : Average
interval between boss spawns, in seconds
tf_merasmus_spawn_interval_variation : 30      : , "sv", "cheat" : Variation
of spawn interval +/-
tf_merasmus_speed                 : 600     : , "sv", "cheat" :
tf_merasmus_speed_recovery_rate    : 100     : , "sv", "cheat" :
Movement units/second
tf_merasmus_stun_duration         : 2        : , "sv", "cheat" :
tf_minigame_suddendeath_time      : -1       : , "sv", "cheat" : Override
Sudden Death Time.
tf_mm_match_size_ladder_12v12     : 24       : , "sv", "rep"   : Number of
players required to play a 12v12 ladder game.
tf_mm_match_size_ladder_12v12_minimum : 12       : , "sv", "rep"   : Specifies
the minimum number of players needed to launch a 12v12 match. Set to -1 to disable.
tf_mm_match_size_ladder_6v6       : 12       : , "sv", "rep"   : Number of
players required to play a 6v6 ladder game.
tf_mm_match_size_ladder_9v9       : 18       : , "sv", "rep"   : Number of
players required to play a 9v9 ladder game.
tf_mm_match_size_mvm              : 6        : , "sv", "rep"   : How many
players in an MvM matchmade group?
tf_mm_next_map_result_hold_time    : 7        : , "sv"          :
tf_mm_next_map_vote_time          : 30       : , "sv", "rep"   :
tf_mm_servermode                  : 0        : , "sv", "nf"    : Activates /
deactivates Lobby-based hosting mode. 0 = not active 1 = Put in matchmaking
pool (Lobby will control current map)
tf_mm_strict                      : 0        : , "sv", "nf"    : 0 = Show
in server browser, and allow ad-hoc joins 1 = Hide from server browser and only
allow joins coordinated through GC matchmaking 2 = Hide from server browser, but
allow ad-hoc joins
tf_movement_aircurrent_aircontrol_mult : 0        : , "sv", "cheat", "rep" :
Multiplier on air control when player is in an air current (such as airblast)
tf_movement_aircurrent_friction_mult : 0        : , "sv", "cheat", "rep" :
Friction multiplier when sliding against surfaces while trapped in an air current
tf_movement_lost_footing_friction    : 0        : , "sv", "cheat", "rep" :
Ground friction for players who have lost their footing
tf_movement_lost_footing_restick     : 50       : , "sv", "cheat", "rep" : Early
escape the lost footing condition if the player is moving slower than this across
the ground
tf_mvm_bot_allow_flag_carrier_to_fight : 1        : , "sv", "cheat" :
tf_mvm_bot_flag_carrier_health_regen : 45       : , "sv", "cheat" :
tf_mvm_bot_flag_carrier_interval_to_1st_upgrade : 5        : , "sv", "cheat" :

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tf_mvm_bot_flag_carrier_interval_to_2nd_upgrade : 15      : , "sv", "cheat" :
tf_mvm_bot_flag_carrier_interval_to_3rd_upgrade : 15      : , "sv", "cheat" :
tf_mvm_bot_flag_carrier_movement_penalty : 0              : , "sv", "cheat", "rep" :
tf_mvm_bot_sniper_target_by_dps                : 1              : , "sv", "cheat" : If set,
Snipers in MvM mode target the victim that has the highest DPS
tf_mvm_checkpoint                             : cmd           :                  : Save a
checkpoint snapshot
tf_mvm_checkpoint_clear                       : cmd           :                  : Clear the
saved checkpoint
tf_mvm_debugstats                           : cmd           :                  : Dumpout
MvM Data
tf_mvm_defenders_team_size                   : 6             : , "sv", "nf", "rep" : Maximum
number of defenders in MvM
tf_mvm_disconnect_on_victory                 : 0             : , "sv", "rep"      : Enable to
Disconnect Players after completing MvM
tf_mvm_engineer_teleporter_uber_duration : 5             : , "sv", "cheat" :
tf_mvm_force_victory                         : cmd           :                  : Force
immediate victory.
tf_mvm_jump_to_wave                         : cmd           :                  : Jumps
directly to the given Mann Vs Machine wave number
tf_mvm_max_connected_players                 : 10            : , "sv"            : Maximum
number of connected real players in MvM
tf_mvm_min_players_to_start                  : 3             : , "sv", "nf", "rep" : Minimum
number of players connected to start a countdown timer
tf_mvm_miniboss_scale                       : 1             : , "sv", "cheat", "rep" : Full
body scale for minibosses.
tf_mvm_missioncyclefile                     : 0             : , "sv"            : Name of the
.res file used to cycle mvm misisions
tf_mvm_nextmission                          : cmd           :                  : Load the
next mission
tf_mvm_popfile                              : cmd           :                  : Change to a
target popfile for MvM
tf_mvm_respec_credit_goal                    : 2000          : , "sv", "cheat", "rep" : When
tf_mvm_respec_limit is non-zero, the total amount of money the team must collect to
earn a respec credit.
tf_mvm_respec_enabled                       : 1             : , "sv", "cheat", "rep" : Allow
players to refund credits spent on player and item upgrades.
tf_mvm_respec_limit                         : 0             : , "sv", "cheat", "rep" : The
total number of respecs a player can earn. Default: 0 (no limit).
tf_mvm_skill                                : 3             : , "sv", "cheat", "rep",
"norecord" : Sets the challenge level of the invading bot army. 1 = easiest, 3 =
normal, 5 = hardest
tf_mvm_tank_health                          : cmd           :                  :
tf_mvm_tank_kill                            : cmd           :                  :
tf_mvm_victory_disconnect_time               : 180           : , "sv", "rep"      : Seconds to
wait after MvM victory before kicking players. (Only used if

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tf_mvm_disconnect_on_victory is true.)
tf_mvm_victory_reset_time          : 60          : , "sv", "rep"      : Seconds to
wait after MvM victory before cycling to the next mission. (Only used if
tf_mvm_disconnect_on_victory is false.)
tf_nav_combat_build_rate           : 0           : , "sv", "cheat"    :
Gunfire/second increase (combat caps at 1.0)
tf_nav_combat_decay_rate           : 0           : , "sv", "cheat"    :
Decay/second toward zero
tf_nav_in_combat_duration          : 30        : , "sv", "cheat"    : How long
after gunfire occurs is this area still considered to be 'in combat'
tf_nav_in_combat_range             : 1000      : , "sv", "cheat"    :
tf_nav_show_bomb_target_distance   : 0         : , "sv", "cheat"    : Display
travel distances to bomb target (MvM mode)
tf_nav_show_incursion_distance     : 0         : , "sv", "cheat"    : Display
travel distances from current spawn room (1=red, 2=blue)
tf_nav_show_turf_ownership         : 0         : , "sv", "cheat"    : Color nav
area by smallest incursion distance
tf_overtime_nag                   : 0         : , "sv", "nf"       : Announcer
overtime nag.
tf_passtime_ball_damping_scale     : 0         : , "sv", "nf", "rep" :
tf_passtime_ball_drag_coefficient  : 0         : , "sv", "nf", "rep" :
tf_passtime_ball_inertia_scale     : 1         : , "sv", "nf", "rep" :
tf_passtime_ball_mass              : 1         : , "sv", "nf", "rep" :
tf_passtime_ball_model             : 0         : , "sv", "nf", "rep" : Needs a
model with collision info. Map change required.
tf_passtime_ball_reset_time        : 15        : , "sv", "nf", "rep" : How long
the ball can be neutral before being automatically reset
tf_passtime_ball_rotdamping_scale  : 1         : , "sv", "nf", "rep" : Higher
values will prevent the ball from rolling on the ground.
tf_passtime_ball_seek_range        : 128       : , "sv", "nf", "rep" : How
close players have to be for the ball to be drawn to them.
tf_passtime_ball_seek_speed_factor : 3         : , "sv", "nf", "rep" : How fast
the ball will move toward nearby players as a ratio of that player's max speed.
tf_passtime_ball_sphere_collision  : 1         : , "sv", "nf", "rep" : Boolean
value. If nonzero, override mdl collision with a perfect sphere collider.
tf_passtime_ball_sphere_radius     : 7         : , "sv", "nf", "rep" :
tf_passtime_ball_takedamage        : 1         : , "sv", "nf", "rep" : Enables
shooting the ball
tf_passtime_ball_takedamage_force  : 800       : , "sv", "nf", "rep" : Controls
how much the ball responds to being shot
tf_passtime_experiment_autopass    : 0         : , "sv", "nf", "rep" :
tf_passtime_experiment_instapass   : 0         : , "sv", "nf", "rep" :
tf_passtime_experiment_instapass_charge : 0         : , "sv", "nf", "rep" :
tf_passtime_experiment_telepass    : 0         : , "sv", "nf", "rep" : None,
TeleportToCatcher, SwapWithCatcher, TeleportToCatcherMaintainPossession,
tf_passtime_flinch_boost           : 0         : , "sv", "nf", "rep" :

```

Intensity of flinch on taking damage while carrying the ball. 0 to use TF defaults.

tf_passtime_mode_homing_lock_sec : 1 : , "sv", "nf", "rep" : Number of seconds the ball carrier will stay locked on to a teammate after line of sight is broken.

tf_passtime_mode_homing_speed : 1000 : , "sv", "nf", "rep" : How fast the ball moves during a pass.

tf_passtime_overtime_idle_sec : 5 : , "sv", "nf", "rep" : How many seconds the ball can be idle in overtime before the round ends.

tf_passtime_pack_hp_per_sec : 2 : , "sv", "nf", "rep" : How many HP per second pack members are healed.

tf_passtime_pack_range : 512 : , "sv", "nf", "rep" : How close players must be to the ball carrier to be included in the pack.

tf_passtime_pack_speed : 1 : , "sv", "nf", "rep" : When set to 1, all players near the ball carrier will move the same speed.

tf_passtime_player_reticles_enemies : 1 : , "sv", "nf", "rep" : Controls HUD reticles for enemies. 0 = never, 1 = when carrying ball, 2 = always.

tf_passtime_player_reticles_friends : 2 : , "sv", "nf", "rep" : Controls HUD reticles for teammates. 0 = never, 1 = when carrying ball, 2 = always.

tf_passtime_powerball_airtimebonus : 40 : , "sv", "nf", "rep" : Ball meter points added per second of time a pass is in the air.

tf_passtime_powerball_decay_delay : 10 : , "sv", "nf", "rep" : Number of seconds between ball reaching full charge and decay beginning.

tf_passtime_powerball_decayamount : 1 : , "sv", "nf", "rep" : How many points are removed are removed per decay. (must be integer)

tf_passtime_powerball_decaysec : 4 : , "sv", "nf", "rep" : How many seconds per decay when the ball is held.

tf_passtime_powerball_decaysec_neutral : 1 : , "sv", "nf", "rep" : How many seconds per decay when the ball is neutral.

tf_passtime_powerball_maxairtimebonus : 100 : , "sv", "nf", "rep" : Cap on extra points added by tf_passtime_powerball_airtimebonus.

tf_passtime_powerball_passpoints : 25 : , "sv", "nf", "rep" : How many ball meter points are awarded for a complete pass.

tf_passtime_powerball_threshold : 80 : , "sv", "nf", "rep" : How many ball meter points it takes to unlock bonus goals.

tf_passtime_save_stats : 0 : , "sv", "nf", "rep" :

tf_passtime_score_crit_sec : 5 : , "sv", "nf", "rep" : How long a scoring team's crits last.

tf_passtime_scores_per_round : 5 : , "sv", "nf", "rep" : Number of scores it takes to win a round. Similar to tf_flag_caps_per_round.

tf_passtime_speedboost_on_get_ball_time : 2 : , "sv", "nf", "rep" : How many seconds of speed boost players get when they get the ball.

tf_passtime_steal_on_melee : 1 : , "sv", "nf", "rep" : Enables melee stealing.

tf_passtime_teammate_steal_time : 45 : , "sv", "nf", "rep" : How many seconds a player can hold the ball before teammates can steal it.

tf_passtime_throwarc_demoman : 0 : , "sv", "nf", "rep" :

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tf_passtime_throwarc_engineer      : 0      : , "sv", "nf", "rep" :
tf_passtime_throwarc_heavy         : 0      : , "sv", "nf", "rep" :
tf_passtime_throwarc_medic         : 0      : , "sv", "nf", "rep" :
tf_passtime_throwarc_pyro          : 0      : , "sv", "nf", "rep" :
tf_passtime_throwarc_scout         : 0      : , "sv", "nf", "rep" :
tf_passtime_throwarc_sniper        : 0      : , "sv", "nf", "rep" :
tf_passtime_throwarc_soldier       : 0      : , "sv", "nf", "rep" :
tf_passtime_throwarc_spy           : 0      : , "sv", "nf", "rep" :
tf_passtime_throwspeed_demoman     : 850     : , "sv", "nf", "rep" :
tf_passtime_throwspeed_engineer    : 850     : , "sv", "nf", "rep" :
tf_passtime_throwspeed_heavy       : 850     : , "sv", "nf", "rep" :
tf_passtime_throwspeed_medic       : 900     : , "sv", "nf", "rep" :
tf_passtime_throwspeed_pyro        : 750     : , "sv", "nf", "rep" :
tf_passtime_throwspeed_scout       : 700     : , "sv", "nf", "rep" :
tf_passtime_throwspeed_sniper      : 900     : , "sv", "nf", "rep" :
tf_passtime_throwspeed_soldier     : 800     : , "sv", "nf", "rep" :
tf_passtime_throwspeed_spy         : 900     : , "sv", "nf", "rep" :
tf_passtime_throwspeed_velocity_scale : 0      : , "sv", "nf", "rep" : How much
player velocity to add when tossing (0=none 1=100%)
tf_player_drop_bonus_ducks         : -1      : , "sv", "rep"      : -1 Default
(Holiday-based) 0 - Force off 1 - Force on
tf_player_movement_restart_freeze   : 1       : , "sv", "rep"      : When set,
prevent player movement during round restart
tf_player_spell_drop_on_death_rate  : 0       : , "sv", "rep"      :
tf_playergib                       : 1       : , "sv", "nf"       : Allow
player gibbing. 0: never, 1: normal, 2: always
tf_playround                       : cmd     :                  : Play the
selected round Argument: {round name given by 'tf_listrounds' command}
tf_populator_active_buffer_range    : 3000    : , "sv", "cheat"    : Populate
the world this far ahead of lead raider, and this far behind last raider
tf_populator_damage_multiplier     : 1       : , "sv", "cheat", "rep",
"norecord" :
tf_populator_debug                 : 0       : , "sv", "cheat"    :
tf_populator_health_multiplier     : 1       : , "sv", "cheat", "rep",
"norecord" :
tf_powerup_max_charge_time          : 30      : , "sv", "cheat"    :
tf_powerup_mode                    : 0       : , "sv", "nf"       :
Enable/disable powerup mode. Not compatible with Mann Vs Machine mode
tf_powerup_mode_dominant_multiplier : 3       : , "sv", "cheat"    : The
multiple by which a player must exceed the median kills by in order to be
considered dominant
tf_powerup_mode_imbalance_consecutive_min_players : 10      : , "sv", "cheat"    :
Minimum number of players on the server before consecutive imbalance measures
trigger team balancing
tf_powerup_mode_imbalance_consecutive_time : 1200    : , "sv", "cheat"    : Teams are
balanced if consecutive imbalance measures for the same team are triggered in less

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time (seconds)
tf_powerup_mode_imbalance_delta      : 24      : , "sv", "cheat" : Powerup
kill score lead one team must have before imbalance measures are initiated
tf_powerup_mode_killcount_timer_length : 300     : , "sv", "cheat" : How long to
wait between kill count tests that determine if a player is dominating
tf_preround_push_from_damage_enable   : 0       : , "sv"          : If enabled,
this will allow players using certain type of damage to move during pre-round
freeze time.
tf_quests_spew_trackers                : cmd     :                : Spews all
currently active quest trackers
tf_rd_max_points_override              : 0       : , "sv"          : When
changed, overrides the current max points
tf_rd_return_max_time                  : 90      : , "sv"          :
tf_rd_return_min_time                  : 30      : , "sv"          :
tf_resolve_stuck_players                : 1       : , "sv", "rep"   :
tf_select_ambush_areas                 : cmd     :                : Add good
ambush spots to the selected set. For debugging.
tf_select_ambush_areas_close_range     : 300     : , "sv", "cheat" :
tf_select_ambush_areas_max_enemy_exposure_area : 500000  : , "sv", "cheat" :
tf_select_ambush_areas_radius          : 750     : , "sv", "cheat" :
tf_select_with_attribute                : cmd     :                : Selects
areas with the given attribute.
tf_server_identity_account_id           : 0       : , "a", "sv"     : Server
identity account id, used to authenticate with the TF2 Game Coordinator.
tf_server_identity_disable_quickplay    : 0       : , "a", "sv", "nf" : Disable
this server from being chosen by the quickplay matchmaking.
tf_server_identity_token                : 0       : , "a", "sv", "prot" : Server
identity token, used to authenticate with the TF2 Game Coordinator.
tf_server_lobby_debug                  : cmd     :                : Prints
server lobby object
tf_show_actor_potential_visibility      : 0       : , "sv", "cheat" :
tf_show_blocked_areas                  : 0       : , "sv", "cheat" : Highlight
areas that are considered blocked for TF-specific reasons
tf_show_bomb_drop_areas                : 0       : , "sv", "cheat" :
tf_show_control_points                 : 0       : , "sv", "cheat" :
tf_show_enemy_invasion_areas           : 0       : , "sv", "cheat" : Highlight
areas where the enemy team enters the visible environment of the local player
tf_show_gate_defense_areas             : 0       : , "sv", "cheat" :
tf_show_in_combat_areas                : 0       : , "sv", "cheat" :
tf_show_incursion_flow                 : 0       : , "sv", "cheat" :
tf_show_incursion_flow_gradient        : 0       : , "sv", "cheat" : 1 = red, 2
= blue
tf_show_incursion_flow_range           : 150     : , "sv", "cheat" : 1 = red, 2
= blue
tf_show_incursion_range                : 0       : , "sv", "cheat" : 1 = red, 2
= blue

```

```

tf_show_incursion_range_max      : 0      : , "sv", "cheat" : Highlight
areas with incursion distances between min and max cvar values
tf_show_incursion_range_min      : 0      : , "sv", "cheat" : Highlight
areas with incursion distances between min and max cvar values
tf_show_mesh_decoration          : 0      : , "sv", "cheat" : Highlight
special areas
tf_show_mesh_decoration_manual    : 0      : , "sv", "cheat" : Highlight
special areas marked by hand
tf_show_point_defense_areas       : 0      : , "sv", "cheat" :
tf_show_sentry_danger            : 0      : , "sv", "cheat" : Show sentry
danger areas. 1:Use m_sentryAreas. 2:Check all nav areas.
tf_show_sniper_areas             : 0      : , "sv", "cheat" :
tf_show_sniper_areas_safety_range : 1000    : , "sv", "cheat" :
tf_show_train_path               : 0      : , "sv", "cheat" :
tf_skillrating_update_interval    : 180     : , "a", "sv"      : How often
to update the GC and OGS.
tf_so_tracker_spew_type_toggle    : cmd     :              :
tf_soccer_ball_min_speed          : 30      : , "sv", "cheat" :
tf_soccer_ball_multiplier         : 4       : , "sv", "cheat" :
tf_soccer_ball_up_max             : 350     : , "sv", "cheat" :
tf_soccer_front_hit_range         : 0       : , "sv", "cheat" :
tf_spawn_glow_duration            : 10      : , "sv", "nf", "rep" : How long
should teammates glow after respawning
tf_spec_xray                     : 1       : , "sv", "nf", "rep" : Allows
spectators to see player glows. 1 = same team, 2 = both teams
tf_spells_enabled                 : 0       : , "sv", "nf", "rep" : Enable
to Allow Halloween Spells to be dropped and used by players
tf_stats_nogameplaycheck          : 0       : , "sv"          : Disable
normal check for valid gameplay, send stats regardless.
tf_tauntcam_fov_override          : 0       : , "sv", "cheat" :
tf_test_spellindex                : -1      : , "sv", "cheat", "rep" : Set
to index to always get a specific spell
tf_test_teleport_home_fx          : 0       : , "sv", "cheat" :
tf_teststr                        : cmd     :              : Force the
player under your crosshair to speak a response rule concept. Format is tf_teststr
<concept>, or tf_teststr <player name> <concept>
tf_testvcd                       : cmd     :              : Run a vcd
on the player currently under your crosshair. Optional parameter is the .vcd name
(default is 'scenes/heavy_test.vcd')
tf_tournament_classchange_allowed  : 1       : , "sv", "rep"    : Allow
players to change class while the game is active?.
tf_tournament_classchange_ready_allowed : 1       : , "sv", "rep"    : Allow
players to change class after they are READY?.
tf_tournament_classlimit_demoman   : -1      : , "sv", "rep"    : Tournament
mode per-team class limit for Demomenz.
tf_tournament_classlimit_engineer  : -1      : , "sv", "rep"    : Tournament

```

mode per-team class limit for Engineers.
tf_tournament_classlimit_heavy : -1 : , "sv", "rep" : Tournament
mode per-team class limit for Heavies.
tf_tournament_classlimit_medic : -1 : , "sv", "rep" : Tournament
mode per-team class limit for Medics.
tf_tournament_classlimit_pyro : -1 : , "sv", "rep" : Tournament
mode per-team class limit for Pyros.
tf_tournament_classlimit_scout : -1 : , "sv", "rep" : Tournament
mode per-team class limit for Scouts.
tf_tournament_classlimit_sniper : -1 : , "sv", "rep" : Tournament
mode per-team class limit for Snipers.
tf_tournament_classlimit_soldier : -1 : , "sv", "rep" : Tournament
mode per-team class limit for Soldiers.
tf_tournament_classlimit_spy : -1 : , "sv", "rep" : Tournament
mode per-team class limit for Spies.
tf_tournament_hide_domination_icons : 0 : , "sv", "rep" : Tournament
mode server convar that forces clients to not display the domination icons above
players dominating them.
tf_training_client_message : 0 : , "sv", "cheat", "rep" : A
simple way for the training client to communicate with the server.
tf_use_fixed_weaponspreads : 0 : , "sv", "nf", "rep" :
If set to 1, weapons that fire multiple pellets per shot will use a non-random
pellet distribution.
tf_weapon_criticals : 1 : , "sv", "nf", "rep" : Whether
or not random crits are enabled
tf_weapon_criticals_bucket_bottom : -250 : , "sv", "cheat", "rep" :
tf_weapon_criticals_bucket_cap : 1000 : , "sv", "cheat", "rep" :
tf_weapon_criticals_bucket_default : 300 : , "sv", "cheat", "rep" :
tf_weapon_criticals_distance_falloff : 0 : , "sv", "cheat" : Critical
weapon damage will take distance into account.
tf_weapon_criticals_melee : 1 : , "sv", "nf", "rep" : Controls
random crits for melee weapons. 0 - Melee weapons do not randomly crit. 1 - Melee
weapons can randomly crit only if tf_weapon_criticals is also enabled. 2 - Melee
weapons can always randomly crit regardless of the tf_weapon_criticals setting.
tf_weapon_criticals_nopred : 1 : , "sv", "cheat", "rep" :
tf_weapon_minicrits_distance_falloff : 0 : , "sv", "cheat" : Mini-crit
weapon damage will take distance into account.
tf_wipe_attributes : cmd : : Clear all
TF-specific attributes of selected area.
tf_workshop_map_status : cmd : : Print
information about workshop maps and their status
tf_workshop_map_sync : cmd : : Add a map
to the workshop auto-sync list
tf_workshop_refresh : cmd : :
tf_workshop_refresh :
think_limit : 0 : , "sv", "rep" : Maximum

```

think time in milliseconds, warning is printed if this is exceeded.
threadpool_affinity          : 1          :          : Enable
setting affinity
timeleft                     : cmd       :          :
toggle                       : cmd       :          : Toggles a
convar on or off, or cycles through a set of values.
trace_report                  : 0        : , "sv"   :
training_can_build_dispenser : 1        : , "sv", "rep" : Player can
build dispenser as engineer.
training_can_build_sentry     : 1        : , "sv", "rep" : Player can
build sentry as engineer.
training_can_build_tele_entrance : 1        : , "sv", "rep" : Player can
build teleporter entrance as engineer.
training_can_build_tele_exit   : 1        : , "sv", "rep" : Player can
build teleporter exit as engineer.
training_can_destroy_buildings : 1        : , "sv", "rep" : Player can
destroy buildings as engineer.
training_can_pickup_dispenser  : 1        : , "sv", "rep" : Player can
pickup dispenser as engineer.
training_can_pickup_sentry     : 1        : , "sv", "rep" : Player can
pickup sentry gun as engineer.
training_can_pickup_tele_entrance : 1        : , "sv", "rep" : Player can
pickup teleporter entrance as engineer.
training_can_pickup_tele_exit   : 1        : , "sv", "rep" : Player can
pickup teleporter entrance as engineer.
training_can_select_weapon_building : 1        : , "sv", "rep" : In training
player select building tool.
training_can_select_weapon_item1 : 1        : , "sv", "rep" : In training
player select item 1.
training_can_select_weapon_item2 : 1        : , "sv", "rep" : In training
player select item 2.
training_can_select_weapon_melee : 1        : , "sv", "rep" : In training
player select melee weapon.
training_can_select_weapon_pda   : 1        : , "sv", "rep" : In training
player select pda.
training_can_select_weapon_primary : 1        : , "sv", "rep" : In training
player select primary weapon.
training_can_select_weapon_secondary : 1        : , "sv", "rep" : In training
player select secondary weapon.
training_class                  : 3        : , "sv", "rep" : Class to
use in training.
training_continue               : cmd       :          : Tells
training that it should continue.
tv_allow_camera_man             : 1        : , "sv"   : Auto
director allows spectators to become camera man
tv_allow_static_shots           : 1        : , "sv"   : Auto

```

director uses fixed level cameras for shots

tv_autorecord	: 0	:	:
---------------	-----	---	---

Automatically records all games as SourceTV demos.

tv_autoretry	: 1	:	: Relay
--------------	-----	---	---------

proxies retry connection after network timeout

tv_chatgroupsize	: 0	:	: Set the
------------------	-----	---	-----------

default chat group size

tv_chattimelimit	: 8	:	: Limits
------------------	-----	---	----------

spectators to chat only every n seconds

tv_clients	: cmd	:	: Shows list
------------	-------	---	--------------

of connected SourceTV clients.

tv_debug	: 0	:	: SourceTV
----------	-----	---	------------

debug info.

tv_delay	: 30	:	: , "sv" : SourceTV
----------	------	---	---------------------

broadcast delay in seconds

tv_delaymapchange	: 0	:	: , "sv" : Delays map
-------------------	-----	---	-----------------------

change until broadcast is complete

tv_delaymapchange_protect	: 1	:	: , "sv" : Protect
---------------------------	-----	---	--------------------

against doing a manual map change if HLTV is broadcasting and has not caught up with a major game event such as round_end

tv_deltacache	: 2	:	: Enable
---------------	-----	---	----------

delta entity bit stream cache

tv_dispatchmode	: 1	:	: Dispatch
-----------------	-----	---	------------

clients to relay proxies: 0=never, 1=if appropriate, 2=always

tv_enable	: 0	:	: , "nf" : Activates
-----------	-----	---	----------------------

SourceTV on server.

tv_maxclients	: 128	:	: Maximum
---------------	-------	---	-----------

client number on SourceTV server.

tv_maxrate	: 8000	:	: Max
------------	--------	---	-------

SourceTV spectator bandwidth rate allowed, 0 == unlimited

tv_msg	: cmd	:	: Send a
--------	-------	---	----------

screen message to all clients.

tv_name	: 0	:	: SourceTV
---------	-----	---	------------

host name

tv_overridemaster	: 0	:	: Overrides
-------------------	-----	---	-------------

the SourceTV master root address.

tv_password	: 0	:	: , "nf", "prot", "norecord" :
-------------	-----	---	--------------------------------

SourceTV password for all clients

tv_port	: 27020	:	: Host
---------	---------	---	--------

SourceTV port

tv_record	: cmd	:	: Starts
-----------	-------	---	----------

SourceTV demo recording.

tv_relay	: cmd	:	: Connect to
----------	-------	---	--------------

SourceTV server and relay broadcast.

tv_relaypassword	: 0	:	: , "nf", "prot", "norecord" :
------------------	-----	---	--------------------------------

SourceTV password for relay proxies

tv_relayvoice	: 1	:	: Relay voice
data: 0=off, 1=on			
tv_retry	: cmd	:	: Reconnects
the SourceTV relay proxy.			
tv_snapshotrate	: 16	:	: Snapshots
broadcasted per second			
tv_status	: cmd	:	: Show
SourceTV server status.			
tv_stop	: cmd	:	: Stops the
SourceTV broadcast.			
tv_stoprecord	: cmd	:	: Stops
SourceTV demo recording.			
tv_timeout	: 30	:	: SourceTV
connection timeout in seconds.			
tv_title	: 0	:	: Set title
for SourceTV spectator UI			
tv_transmitall	: 0	: , "rep"	: Transmit
all entities (not only director view)			
unbind	: cmd	:	: Unbind
a key.			
unbind_mac	: cmd	:	: Unbind a
key on the Mac only.			
unbindall	: cmd	:	: Unbind
all keys.			
unpause	: cmd	:	: Unpause
the game.			
use	: cmd	:	: Use a
particular weapon Arguments: <weapon_name>			
user	: cmd	:	: Show
user data.			
users	: cmd	:	: Show user
info for players on server.			
vcr_verbose	: 0	:	: Write extra
information into .vcr file.			
vehicle_flushscript	: cmd	:	: Flush and
reload all vehicle scripts			
version	: cmd	:	: Print
version info string.			
violence_ablood	: 1	:	: Draw
alien blood			
violence_agibs	: 1	:	: Show alien
gib entities			
violence_hblood	: 1	:	: Draw
human blood			
violence_hgibs	: 1	:	: Show human
gib entities			

```

voice_debugfeedbackfrom      : 0      :
voice_inputfromfile          : 0      : Get voice
input from 'voice_input.wav' rather than from the microphone.
voice_player_speaking_delay_threshold : 0      : , "sv", "cheat" :
voice_recordtofile           : 0      :
Record mic data and decompressed voice data into 'voice_micdata.wav'
and 'voice_decompressed.wav'
voice_serverdebug            : 0      : , "sv"      :
vox_reload                   : cmd     : Reload
sentences.txt file
voxeltree_box                : cmd     : View
entities in the voxel-tree inside box <Vector(min), Vector(max)>.
voxeltree_playerview         : cmd     : View
entities in the voxel-tree at the player position.
voxeltree_sphere             : cmd     : View
entities in the voxel-tree inside sphere <Vector(center), float(radius)>.
voxeltree_view               : cmd     : View
entities in the voxel-tree.
vprof                        : cmd     : Toggle
VProf profiler
vprof_cachemiss              : cmd     : Toggle
VProf cache miss checking
vprof_cachemiss_off          : cmd     : Turn off
VProf cache miss checking
vprof_cachemiss_on           : cmd     : Turn on
VProf cache miss checking
vprof_counters               : 0      :
vprof_dump_groupnames        : cmd     : Write the
names of all of the vprof groups to the console.
vprof_dump_oninterval        : 0      : Interval
(in seconds) at which vprof will batch up data and dump it to the console.
vprof_dump_spikes            : 0      : Framerate
at which vprof will begin to dump spikes to the console. 0 = disabled, negative to
reset after dump
vprof_dump_spikes_budget_group : 0      : Budget
gtNode to start report from when doing a dump spikes
vprof_dump_spikes_node       : 0      : Node to
start report from when doing a dump spikes
vprof_generate_report         : cmd     : Generate a
report to the console.
vprof_generate_report_AI      : cmd     : Generate a
report to the console.
vprof_generate_report_AI_only : cmd     : Generate a
report to the console.
vprof_generate_report_budget  : cmd     : Generate a
report to the console based on budget group.

```

vprof_generate_report_hierarchy report to the console.	: cmd	:	: Generate a
vprof_generate_report_map_load report to the console.	: cmd	:	: Generate a
vprof_off	: cmd	:	: Turn off
VProf profiler			
vprof_on	: cmd	:	: Turn on
VProf profiler			
vprof_playback_average next N frames.	: cmd	:	: Average the
vprof_playback_start playing back a recorded .vprof file.	: cmd	:	: Start
vprof_playback_step playing back a .vprof file, step to the next tick.	: cmd	:	: While
vprof_playback_stepback playing back a .vprof file, step to the previous tick.	: cmd	:	: While
vprof_playback_stop playing back a recorded .vprof file.	: cmd	:	: Stop
vprof_record_start recording vprof data for playback later.	: cmd	:	: Start
vprof_record_stop recording vprof data	: cmd	:	: Stop
vprof_report_oninterval (in seconds) at which vprof will batch up a full report to the console -- more detailed than vprof_dump_oninterval.	: 0	:	: Interval
vprof_reset stats in VProf profiler	: cmd	:	: Reset the
vprof_reset_peaks the peak time in VProf profiler	: cmd	:	: Reset just
vprof_scope_entity_gamephys	: 0	: , "sv"	:
vprof_scope_entity_thinks	: 0	: , "sv"	:
vprof_vtune_group vtune for a particular vprof group ('disable' to disable)	: cmd	:	: enable
vscrip_perf_warning_spew_ms	: 1	:	:
vscrip_script_hooks	: 1	: , "sv"	:
wc_air_edit_further edit mode and editing air nodes, moves position of air node crosshair and placement location further away from player	: cmd	:	: When in WC
wc_air_edit_nearer edit mode and editing air nodes, moves position of air node crosshair and placement location nearer to from player	: cmd	:	: When in WC
wc_air_node_edit edit mode, toggles laying down or air nodes instead of ground nodes	: cmd	:	: When in WC
wc_create edit mode, creates a node where the player is looking if a node is allowed at that location for the currently selected hull size (see ai_next_hull)	: cmd	:	: When in WC

```

wc_destroy                                : cmd      :           : When in WC
edit mode, destroys the node that the player is nearest to looking at. (The node
will be highlighted by a red box).
wc_destroy_undo                          : cmd      :           : When in WC
edit mode restores the last deleted node
wc_link_edit                            : cmd      :           :
weapon_showproficiency                  : 0         : , "sv"    :
wipe_nav_attributes                      : cmd      :           : Clear all
nav attributes of selected area.
writeid                                 : cmd      :           : Writes a
list of permanently-banned user IDs to banned_user.cfg.
writeip                                 : cmd      :           : Save the
ban list to banned_ip.cfg.
xbox_autothrottle                       : 1         : , "a", "sv" :
xbox_steering_deadzone                  : 0         : , "sv"    :
xbox_throttlebias                       : 100       : , "a", "sv" :
xbox_throttlespoof                     : 200       : , "a", "sv" :
xc_crouch_debounce                      : 0         : , "sv"    :
-----
2454 total convars/concommands

```