

## Lineage II Chronicle 1 - GM Commands [v1.0]

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### Server

**//servername** – Displays the server name.

**//serverstat** – Displays server build date and current server up-time.

**//ping** - Ping server.

**//netping** - Connection to the network cache.

**//dropping** – Ping drop.

**//bbs** - Brings up community board. (C1 doesn't work community board)

**//show\_tutorial\_html** - Show the introductory HTML. (If you can't close use //close\_html)

**//close\_html** – Closing html pages.

**//who** – Online information. (e.g. current players – private stores)

**//closeauth** - Close Auth Server.

**//actorcount** - You get the players' number and NPC's in the area.

**//quiet [ on | off ]** - Players can not speak in public.

**//ask\_now** – Current Server Time.

**//worlddebug** - Gives you the server side chords where you are currently standing example.

**//debug [CHAR\_NAME]** - Shows you player stats chords, quests by number and some other handy stuff.

**//debugnpc [ TARGET ]** - Parse NPC info on L2NPC.exe screen.

**//viewcomment [ TARGET ]** - Browsing player comment.

**//addcomment [COMMENT]** - Adding a comment in the player.

## Server Announce

**//announce** [MESSAGE] - It is a direct message to the server.

*Example: //announce Hello World!*

**//set\_interval\_announce** [TYPE] [INTERVAL] [ANNOUNCE\_ID] [ANNOUNCE\_MESSAGE]

**INTERVAL:** 10 20 30 40 50 60 120 240 360

**TYPE:** start | end | add | del

**ANNOUNCE\_ID:** 0 .... 6

**ANNOUNCE\_MESSAGE:** Your message!

*Example: //set\_interval\_announce - Show list with active announcements.*

*//set\_interval\_announce add - Add new announcement.*

*//set\_interval\_announce start - Stop interval announcements.*

*//set\_interval\_announce del 10 1 - Delete announcement.*

*//set\_interval\_announce end - Start interval announcement's.*

*General Example:*

*//set\_interval\_announce add 60 1 Vote for US!*

**//setannounce** [ANNOUNCE\_ID] [INTERVAL] [MESSAGE] - [?]

**//setannounce** [ANNOUNCE\_ID] [MESSAGE] - This announcement will see players when connected .

*Example: //setannounce 1 Welcome to our Server*

*Example2: //setannounce 1 Hello World!*

*//setannounce 2 Welcome to our Server!*

*//setannounce 3 Vote for us!*

( \*It has been tested up to 10 lines .)

**//delannounce** [ANNOUNCE\_ID] - Deleting an announcement.

*Example: //delannounce 1*

## GM

**//polymorph** [ NPC\_ID | NPC\_NAME ] - You can look like a mob or npc. Only players see the difference.

Example: *//polymorph karik*

*//polymorph taurin*

**//gmon** - Turns **ON** all features of a GM.

**//gmoff** - Turns **OFF** all features of a GM.

GM features: *SYS: Now, you cannot die.*

*SYS: registered into GM list*

*SYS: Your speed is [150] fast*

*SYS: Diet mode on.*

*Message refusal mode.*

*SYS: builder command[friendaddoff] accepted*

*SYS: builder command[tradeaddoff] accepted*

**//undying** [ on | off ] - You cannot die.

**//gmliston** – Active on GM list. (To disable it, type again the same command.)

**//gmspeed** [0...5] - Increases your speed.

Example: *//gmspeed 5*

**//diet** [ on | off ] - There is no weight problem.

**//hide** [ on | off ] – Invisibility.

**//whisper** [ on | off ] - so when whisper is off means no one can message you when whispers on they can message you..

**//killme** – Suicide...

**//combat** – Combat mode.

**//setkarma** [NUMBER] – Take karma. (Only for GM)

Example: *//setkarma 1000*

**//setbuilder** [CHAR\_NAME] [BUILDER\_LEVEL] – ( 0 ... 9 - Level 1 is higher builder level )

Example: *//setbuilder Bob 1*

**//gmchat** [CHAR\_NAME] [MESSAGE] – Chat only to GMs online.

Example: *//gmchat admin2 Hello world!*

**//tradeoff** - Players can not send you trade request.

**//tradeon** – Players can send you trade request.

## GM Teleport Bookmarks

**//getbookmark** – See your bookmark list.

Example: **//getbookmark**

**//addbookmark** [BOOKMARK\_NAME]- adds a bookmark teleport to wherever u set it.

Example: **//addbookmark giran**

**//telbookmark** [BOOKMARK\_NAME] - teleports u to selected bookmark.

Example: **//telbookmark giran**

**//delbookmark** [BOOKMARK\_NAME] - deletes a bookmark that u set.

Example: **//delbookmark giran**

## Teleports

**//home** - Sends you back to the town you started. (**ONLY GM**)

**//sendhome** [CHAR\_NAME] - This command basically sends the player to closest city.. Good for when there stuck or being a prick or w/e they want...

Example: **//sendhome User**

**//recall** [CHAR\_NAME] - This just warps the player to you. Good for when there stuck also or when you want them to come to you..

Example: **//recall User**

**//teleportto** [CHAR\_NAME] - This makes so you warp to the player. Good when they report a bug or when your hidden and your spying on them...

Example: **//teleportto User**

**//partytel** - Teleports current party to you.

## NPC

**//killnpc** [SELECTED NPC] – Kill selected mob or even immobile NPC.

**//summon** [NPC\_NAME] [NUMBER] – Summon NPC.

Example: **//summon orc\_archer** – You summon 1 Orc Archer

**//summon orc\_archer 5** – You summon 5 Orc Archers

**//reset\_npc\_db** – Reload the npc database. [?]

**//spawn\_npcs count ai** – Spawn group of NPC's with desired ai. [?]

**//debugnpc** [ TAGET ] - Parse NPC info on L2NPC.exe screen.

**//reset\_respawn** [npc\_db\_name] – Reset spawn. [?]

**//spawn\_all\_npc** - Spawn of NPCs (Client maybe CRASH!! )

**//spawn\_npcs** – [?]

## Clan & Alliance

**//load\_pledge** [CLAN\_NAME]- *Loading Clan.*

Example: `//load_pledge soulsavers`

**//set\_pledge\_level** [CLAN\_NAME] [1...5] – *Change Clan Level.*

Example: `//set_pledge_level soulsavers 5`

**//show\_clan\_info** [CLAN\_NAME] – *Clan information (eg Clan Level, Leader, Members)*

Example: `//show_clan_info soulsavers`

**//reset\_clan\_name** [CURRENT\_NAME] [NEW\_CAME] – *Change Clan name.*

Example: `//reset_clan_name dokimi SoulSavers`

**//reset\_clan\_leader** [CURRENT\_LEADER\_CHAR\_NAME] [NEW\_LEADER\_CHAR\_NAME] – *Change Clan leader.*

Example: `//reset_clan_leader dokimi MimisK`

**//cease\_fire** [ clan1 ] [clan2 ] - *Stop clan wars. (Probably not available for low builders)*

Example: `//cease_fire soulsavers myrmidons`

**//cease\_fire2** [ ally1 ] [ally2 ] - *Stop ally wars. (Probably not available for low builders)*

**//disband** [CLAN\_NAME] - *delete clan.(Clan should not consist in an alliance or is in a condition of war)*

**//view\_enemy\_list** [CLAN\_NAME] – *View Clan wars.*

Example: `//view_enemy_list soulsavers`

**//view\_enemy\_list2** [ALLY\_NAME] – *View Ally wars.*

Example: `//view_enemy_list2 theally`

**//invite** [USER\_NAME] - *The removal of the fine on the output from the player's clan*

**//join** [CLAN\_NAME] – *Removing fine with Clan.*

**//declare\_clan\_war** [CLAN\_NAME\_1] [CLAN\_NAME\_2] – *Add Clan war.*

**//declare\_truce** [CLAN\_NAME] – *Remove Clan war.*

**//show\_bp** - *Show clan system settings.*

**//set\_bp param value (sec)** – *Change clan system settings.*

Example: `//set_bp param [1] [86401]`

## Clan Hall

**//show\_agit\_info** [AGIT\_NAME] – *Clan hall information.*

Example: `//show_agit_info giran_castle_agit_001`

**//auction\_open** [AGIT\_NAME] - *Open the auction for the Clan Hall.*

Example: `//auction_open giran_castle_agit_001`

**//auction\_close** [AGIT\_NAME] – *Close the auction for the Clan Hall.*

Example: `//auction_close giran_castle_agit_001`

## Skills & Classes

**//setclass** [CLASS\_ID] – *set Class.*

**//setskill** [ SKILL\_ID ] [ level ] - *Give the SKILL ID / LEVEL to TARGET*

Example: `//setskill 150 3` ( We are setting "Weight Limit lvl 3" skill to our target )

**//delskill** [ SKILL\_ID ] – *Delete SKILL ID to TARGET.*

Example: `//delskill 150`

**//set\_skill\_all** - *Sets all skills for ones class that one is*

**//reset\_skill** - *delets all skills in ones player, or selected charcter*

**//skillmod** - *Information about the rollback skill less is faster rollback.*

## Quest

**//setquest** [QUEST\_ID] [STATE] – *Change the status of the quest.*

**//setonetimequest** [QUEST\_ID] [STATE] - *Change the state of one-time quest.*

**//delquest** [QUEST\_ID] – *Delete the record of quest.*

## Player punishment

**//stopsay** [CHAR\_NAME] [TIME] – *Ban Chat.*

**//kick** [CHAR\_NAME] - *kicks the player out of the game.. Does not banned them just kicks them out and they can just relog in.*

**//stoplogin** [CHAR\_NAME] [STOP\_MINUTE] – *Ban character.*

## Event

**//eventview** – *View event.*

**//event**

## Siege

**//set\_siege\_period** [CASTLE\_NAME] [SEC] – *Is not more than 3 hours.*

Example: `//set_siege_period giran_castle 60`

**//set\_siege\_end** [CASTLE\_NAME] [YYYY] [MM] [DD] [HH] [MM] – *End the Siege.*

Example: `//set_siege_end giran_castle 2016 03 25 22 00`

**//set\_siege** [CASTLE\_NAME] [YYYY] [MM] [DD] [HH] [MM] - *Set during the siege.*

Example: `//set_siege giran_castle 2016 03 25 22 00`

**//set\_quick\_siege** [CASTLE\_NAME] [SEC] – *If you want attack on castle NOW!*

Example: `//set_quick_siege giran_castle 60` (*Siege start in 1 min*)

**//attack** [CASTLE] [CLAN\_NAME] – *Clan name the attacker.*

Example: `//attack giran_castle soulsavers`

**//defend** [CASTLE] [CLAN\_NAME] – *Name of the defense Clan.*

Example: `//defend giran_castle soulsavers`

**//unregister** [CASTLE] [CLAN\_NAME] – *Cancel Clan attack.s*

**//set\_pausable** [CASTLE\_NAME] [ ON | OFF ] - *Pause siege (you can move, but the time is not)*

**//set\_freeze\_field** [CASTLE\_NAME] [ ON | OFF ] - *Freeze all in the siege zone.*

**//mid\_victory** [CASTLE\_NAME] [CLAN\_NAME] – *Take the castle without pray.*

Example: `//mid_victory giran_castle soulsavers`

**//set\_castle\_owner** [CASTLE\_ID] [CLAN\_NAME] – *Give a Castle to Clan.*

Example: `//set_castle_owner 3 soulsavers`

**//reset\_castle\_owner** [CASTLE\_NAME] – *Reset Castle owner.*

Example: `//reset_castle_owner giran_castle`

**//controltower\_levelup** [ controltower\_name | all ] [LEVEL] - *Restoration of the crystals in the castle (not sure).*

Example: `//controltower_levelup all 5`

**//set\_controltower\_status** [ control\_tower\_name ] [ idle | dest | work | breakable | unbreakable ] – *Change status of the crystals in the castle.*

Example: `//set_controltower_status giran_life3_ctrltower dest`

**//set\_castle\_status** castle no - *[?]*

## Castle

**//show\_castle\_info** [CASTLE\_NAME] – *Information about castle.*

Example: `//show_castle_info giran_castle`

**//expel\_from\_castle** [CASTLE\_NAME] – *He keeps only the owners of the castle.*

Example: `//expel_from_castle giran_castle`

## Doors

**//show\_door\_hp** [DOOR\_NAME] – *Shows door HP.*

Example: `//show_door_hp giran_castle_outter_001`

**//show\_castle\_door\_hp** [CASTLE] – *Shows all door HP.*

Example: `//show_castle_door_hp giran_castle`

**//set\_door\_status** [DOOR\_NAME] [ INT | BREAKABLE | UNBREAKBLE | OPEN | CLOSE ] – *Status door.*

Example: `//set_door_status giran_castle_outter_001 open`

**//set\_door\_hp** [DOOR\_NAME] [HP] - *Set the castle doors HP.*

Example: `//set_door_hp giran_castle_outter_001 100`

**//door\_levelup** [ DOOR\_NAME | all ] [ LEVEL ( TOTAL % ) ] - *Make door stronger.*

Example: `//door_levelup all 5`

Example: `//door_levelup giran_castle_outter_001 5`

Example: `//door_levelup giran_castle_outter_001 50%`

## Taxes – Incomes

**//castleincome** - *Castle income, some figures are clear.*

**//setcastleincome** – *Sets how much a castle makes. [?]*

**//updatecastleincome** - *checks how much money a castle makes [?]*

**//show\_castle\_tax** [CASTLE\_NAME] - *The castle show tax %.*

Example: `//show_castle_tax giran_castle`

**//settax** - *Change the amount of tax on the castles town.*



## Summon

**//summon** [ Object ID | Object name ] [ NUMBER ] – *Summon the object and the amount of.*

Example (with ID): `//summon 10` ( *Earned Dagger* )

`//summon 10 5` ( *Earned 5 Dagger's* )

Example (with name): `//summon dagger` ( *Earned Dagger* )

`//summon dagger 5` ( *Earned 5 Dagger's* )

**//summon2** [ Enchanted ] [ Object ID | Object name ] – *Summon enchanted object's.*

Example (with ID): `//summon2 3 10` ( *Earned +3 Dagger* )

Example (with name): `//summon2 5 dagger` ( *Earned +5 Dagger* )

**//summonnpc** [ npc ID | npc name ] [ NUMBER ] – *Summon NPC.*

Example (with ID): `//summonnpc 1000629` ( *Summon 1 Karik* )

`//summonnpc 1000629 15` ( *Summon 15 Karik* )

Example (with name): `//summonnpc karik` ( *Summon 1 Karik* )

`//summonnpc karik 15` ( *Summon 15 Karik* )

## Pets

**//create\_pet** [ID] – *Create a pet in our Inventory*

Example: `//create_pet 8`

1. Wolf
2. Hatchling of the Wind
3. Hatchling of the Stars
4. Hatchling of Twilight
5. Wind Strider
6. Star Strider
7. Twilight Strider
8. Wyrven
9. Baby Buffalo – (no texture)
10. Baby Kookaburra – (no texture)
11. Baby Cougar – (no texture)

**//delete\_pet**

**//ride** - *available to everyone in a server with striders of wyverns, made to /mount*

## **OTHER**

**//snoop** [CHAR\_NAME] [on | off] – *Interception of messages.*

**//setparam** [ PARAMETER ] [ VALUE ] - *Changing parameters (param = all stats, exp, sp, pk\_counter).*

### **Values:**

**Level** – *Set character level.*

Example: `//setparam level 55`

**Exp** - *Sets the amount of EXP a person has.*

Example: `//setparam exp 10000`

**Sp** - *Sets the amount of SP a person has.*

Example: `//setparam sp 10000`

### **Basic:**

Example: `//setparam str 99`

**STR** – 0 ...

**INT** – 0 ...

**DEX** – 0 ...

**WIT** - 0 ...

**CON** – 0 ...

**MEN** - 0 ...

### **Social:**

**PK** –

Example: `//setparam pk_counter 15`

**//healthy** - *On other player or oneself, make hp/mp full*

**//infectedskill** - *Check character buffs.*

**//social [NUM]** - *Social Action.*

Example: **//social 15**

1. Nothing?
2. Greeting
3. Victory
4. Advance
5. Yes
6. No
7. Bow
8. Unaware
9. Waiting
10. Laugh
11. Applaud
12. Dance
13. Sorrow
14. Nothing?
15. Level UP Animation

## **Petition – (dosen't work petition Server)**

**//startpet**

**//endpet**

**//petans - [?]**

**//leavepetimsg [USERNAME] [MESSAGE]**

**//cancelmpeti [USERNAME]**

**//force\_peti [USER] [MESSAGE]**

**//left\_peti\_chat [USER]**

**//add\_peti\_chat [USER]**

## Not working

//escape - [?]

//croplist - [?]

//delcrop - [?]

//setcrop - [?]

//reset\_time - [?]

//ask\_residence - [?]

//enable\_plane\_collision [COLLISION\_NAME] 1/0 – I don't have no idea...

//setai - [?]

//time\_info [CHAR\_NAME] | .(target) – Char time [?]

//time\_limit [CHAR\_NAME] (add | del) min – The time limit char. [?]

//play\_music [MUSIC\_NAME] – Playing music.