

Deine schnelle Spielhilfe

Die wichtigsten Befehle für Skrabiadmin, Kompazio und deine Bot-Gruppe.

So geht es: Enter drücken, Befehl eingeben und mit Enter bestätigen. Serverbefehle beginnen mit einem Punkt, Clientbefehle mit einem Schrägstrich. NAME, KONT0 und TEXT ersetzt du durch deine Angaben. Einen NPC oder Spieler vorher auswählen, wenn der Befehl ein Ziel braucht.

Hilfe und Information

- .help - Befehlsübersicht für deine Rechte anzeigen.
- .help teleport - Die genaue Hilfe zu einem Befehl anzeigen; hinter .help steht kein zweiter Punkt.
- .commands - Verfügbare Serverbefehle deines Kontos auflisten.
- .server info - Serverversion und tatsächliche Spielerzahl anzeigen.
- .save - Deinen Charakter speichern.

Kompazio - nur für Skrabiadmin

- .skrabi rufen - Kompazio herbeirufen und folgen lassen.
- .skrabi folgen - Er folgt dir wieder und schützt dich.
- .skrabi bleiben - Er wartet an seinem Ort; erneut folgen lassen mit .skrabi folgen.
- .skrabi pause - Begleiter vorübergehend entlassen. Beim nächsten Login erscheint er wieder.

Reisen und Betreiberflug

- .teleport Skrabi - Zurück zum Skrabi-Start in Burg Sturmwind; .tele Skrabi ist die übliche Kurzform.
- .gm fly on - Freien Betreiberflug aktivieren.
- .gm fly off - Freien Betreiberflug ausschalten.
- .modify speed fly 2 - Flugtempo auf den Faktor 2 setzen.
- .modify speed all 1 - Bewegungstempo wieder auf normale Grundwerte setzen.
- /use item:900100 - Bordmenü deiner Skrabi-Flugmaschine öffnen; neue Gegenstandsdaten müssen im Client geladen sein.

Nützliche Betreiberwerkzeuge

- .cheat god on - Unverwundbarkeit für dich einschalten.
- .cheat god off - Unverwundbarkeit ausschalten.
- .revive - Angewählten Spieler wiederbeleben; ohne ausgewählten Spieler dich selbst.
- .npc info - Informationen zum angewählten NPC anzeigen.
- .lookup item NAME - Gegenstand anhand des Namens suchen. Die Treffer enthalten die Gegenstands-ID.
- .account set gmlevel KONT0 2 -1 - Ein anderes Konto zum GM machen: 0 Spieler, 1 Moderator, 2 GM, 3 Administrator; -1 alle Realms. Keine Selbständerung.

Gruppen und Spielerbots

Bots zuerst zur Gruppe einladen. Kommandos gehen als Flüstern an den Bot, zum Beispiel `/whisper BOTNAME follow`. BOTNAME durch den tatsächlichen Namen ersetzen. Rechte, Entfernung und Situation können eine Aktion begrenzen.

`/whisper BOTNAME help` - Hilfe und verfügbare Strategien erfragen.
`/whisper BOTNAME follow` - Dem Gruppenführer folgen.
`/whisper BOTNAME stay` - Warten und Position halten.
`/whisper BOTNAME attack` - Dein Ziel angreifen, wenn der Bot dafür verfügbar und berechtigt ist.
`/whisper BOTNAME flee` - Den Kampf verlassen und zurückziehen.
`/whisper BOTNAME stats` - Bot-Werte anzeigen.
`/whisper BOTNAME quests` - Quests des Bots anzeigen.
`/whisper BOTNAME spells` - Bekannte Zauber anzeigen.
`/whisper BOTNAME talents` - Talente und Spezialisierung anzeigen.
`/whisper BOTNAME formation` - Informationen zur Gruppenformation erfragen.
`/whisper BOTNAME repair` - Bei geeignetem Händler Ausrüstung reparieren.
`/whisper BOTNAME leave` - Die Gruppe verlassen.

Chat und Oberfläche

`/say TEXT` - In der näheren Umgebung sprechen.
`/party TEXT` - Mit der Gruppe sprechen.
`/raid TEXT` - Mit dem Schlachtzug sprechen.
`/guild TEXT` - Mit der Gilde sprechen.
`/whisper NAME TEXT` - Einem Spieler oder Gruppenbot schreiben.
`/reply TEXT` - Auf das letzte Flüstern antworten.
`/invite NAME` - Zur Gruppe einladen.
`/follow` - Dem angewählten Spieler folgen; für Bots stattdessen `follow` flüstern.
`/target NAME` - Spieler oder NPC anwählen.
`/assist NAME` - Das Ziel eines Gruppenmitglieds übernehmen.
`/who NAME` - Online-Spieler suchen.
`/roll` - Einen Würfelwurf ausführen.
`/reload` - Oberfläche und Add-ons neu laden.
`/logout` - Zur Charakterauswahl zurückkehren.
`/quit` - Das Spiel normal beenden.

Spielerhilfe online: wow.skrabi.com/commands.html

Abenteuerhalle: wow.skrabi.com/hall.html

Einstieg und Downloads: wow.skrabi.com/download.html

Das vollständige Serverregister

690 registrierte Serverbefehle aus unserem installierten Build; dazu 137 aktive Bot-Chattrigger.

Rechte: 0 = Spieler, 1 = Moderator, 2 = GM, 3 = Administrator. Das Register nennt die kleinste Standardrolle. Individuelle RBAC-Rechte und die Prüfung im jeweiligen Handler haben Vorrang. Einige administrative Funktionen stehen nur in der Serverkonsole zur Verfügung oder dürfen nicht auf gleichberechtigte Konten angewendet werden.

Parameter: In den Originalhilfen bezeichnet \$ einen Text und # eine Zahl. Eckige Klammern markieren meist optionale Angaben. Klammern und Platzhalter nicht wörtlich eingeben. Zum Nachfragen: `.help BEFEHL`.

Bedacht verwenden: Account-, Bann-, Lösch-, Spawn-, Quest-, Rechte- und Neustartbefehle verändern Spiel- oder Betriebsdaten. Erst das Ziel und die genaue Hilfe prüfen. Dieses Heft führt diese Befehle nicht aus.

Umfang: Vollständige Pfade aus 59 Befehlsquellen einschließlich der aktiven Module. Das ist ein Serverregister, keine vollständige Liste sämtlicher Client-Emotes oder Lua-Funktionen. Häufige Clientbefehle stehen vorne. Die Datei `Skrabi-WoW-Befehle.txt` enthält die ungekürzte Datenbankhilfe.

Ab hier: kompakter alphabetischer Katalog

Jeder Eintrag nennt Befehl, Rolle und Originalsyntax, soweit vorhanden. Beschreibung und Syntax werden für den Ausdruck gekürzt; die vollständige Hilfe steht in der Textdatei und im Spiel.

ACCOUNT · 20

.account [R0]

.account

Display the access level of your account and the email adress if you possess the necessary permissions.

.account 2fa remove [R0]

.account 2fa remove <token>

Disables two-factor authentication for this account, if enabled.

.account 2fa setup [R0]

.account 2fa setup <token>

Sets up two-factor authentication for this account. Run .account 2fa setup 1 to get your 2FA key, then confirm with .account 2fa setup <token>.

.account addon [R0]

.account addon #addon

Set expansion addon level allowed. Addon values: 0 - normal, 1 - tbc, 2 - wotlk.

.account create [R3; Konsole]

.account create \$account \$password \$email

Create account and set password to it. \$email is optional, can be left blank.

.account delete [R3; Konsole]

.account delete \$account

Delete account with all characters.

.account flag add [R3; Konsole]

.account flag add \$account \$flag

Sets an AccountFlag on \$account. \$flag is a symbolic name in either its full form (e.g. ACCOUNT_FLAG_TRIAL) or short form (e.g. TRIAL). ACCOUNT_FLAG_GM is managed automatically and...

.account flag list [R2; Konsole]

.account flag list [\$account]

Lists every AccountFlag currently set on \$account. Defaults to your own account when no argument is given.

.account flag remove [R3; Konsole]

.account flag remove \$account \$flag

Clears an AccountFlag on \$account. \$flag is a symbolic name in either its full form (e.g. ACCOUNT_FLAG_TRIAL) or short form (e.g. TRIAL). ACCOUNT_FLAG_GM is managed automatically...

.account info [R2; Konsole]

.account info [\$account]

Displays account level information for \$account, given either as an account name or an account id. Defaults to the account of the selected player, or your own account when nothing...

.account lock country [R0; Konsole]

.account lock country [on|off]

Allow login from account only from current used Country or remove this requirement.

.account lock ip [R0; Konsole]

.account lock ip [on|off]

Allow login from account only from current used IP or remove this requirement.

.account onlinelist [R3; Konsole]

.account onlinelist

Show list of online accounts.

.account password [R0]

.account password \$old_password \$new_password
\$new_password [\$email]

Change your account password. You may need to check the actual security mode to see if email input is necessary.

.account remove country [R0; Konsole]

.account remove country <account>

Removes the country information associated with the specified account.

.account set 2fa [R3; Konsole]

.account set 2fa <account> <secret/off>

Provide a base32 encoded secret to setup two-factor authentication for the account. Specify 'off' to disable two-factor authentication for the account.

.account set addon [R3; Konsole]

.account set addon [\$account] #addon

Set user (possible targeted) expansion addon level allowed. Addon values: 0 - normal, 1 - tbc, 2 - wotlk.

.account set email [R3; Konsole]

.account set email \$account \$email

\$email_confirmation

Add or change an email to the account.

.account set gmlevel [R3; Konsole]

.account set gmlevel [\$account] #level #realmID

Set the security level for targeted player (can't be used at self) or for an account name (\$account) to a level of #level on the realm #realmID. #level may range from 0 to 3....

.account set password [R3; Konsole]

.account set password \$account \$password \$password

Set password for account.

ACHIEVEMENT · 2

.achievement add [R2; Konsole]

.achievement add \$achievement

Add an achievement to the targeted player. \$achievement: can be either achievement id or achievement link

.achievement checkall [R2; Konsole]

.achievement checkall

Check all achievement criteria of the selected player.

ADDITEM · 2

.additem [R2; Konsole]

.additem Optional(playerName/playerGUID)

#itemID/#itemName/#itemLink #itemCount

Adds the specified item to you, the selected character or the specied character name/GUID. If #itemCount is negative, you will remove #itemID.

.additem set [R2]

.additemset #itemsetid

Add items from itemset of id #itemsetid to your or selected character inventory. Will add by one example each item from itemset.

AHBOTOPTIONS · 1

.ahbotoptions [R2; Konsole]

Genaue Parameter mit .help ahbotoptions erfragen.

ANNOUNCE · 1

.announce [R1; Konsole]

.announce \$MessageToBroadcast

Send a global message to all players online in chat log.

ANTICHEAT · 7

.anticheat delete [R3; Konsole]`.anticheat delete [$charactername]`

Deletes anticheat statistics of current session of player.

.anticheat global [R2; Konsole]`.anticheat global`

Display if anticheat is active with global statistics.

.anticheat jail [R2; Konsole]`.anticheat jail [$charactername]`

Jails and restricts player and teleports GM cmd user to jail with no restrictions

.anticheat parole [R3; Konsole]`.anticheat parole [$charactername]`

Deletes anticheat statistics, removes jail restrictions, and sends to faction capital of player.

.anticheat player [R2; Konsole]`.anticheat player [$charactername]`

Display anticheat statistics of current session of player.

.anticheat purge [R3; Konsole]`.anticheat purge`

Deletes stored statistics of daily_players_reports table.

.anticheat warn [R2; Konsole]`.anticheat warn [$charactername]`

Sends individual player they are being monitored for possible cheating.

AOELOOT · 2

.aoeloot off [R0]

Genaue Parameter mit .help aoeloot off erfragen.

.aoeloot on [R0]

Genaue Parameter mit .help aoeloot on erfragen.

APPEAR · 1

.appear [R2]`.appear [$charactername]`

Teleport to the given character. Either specify the character name or click on the character's portrait, e.g. when you are in a group. Character can be offline.

ARENA · 10

.arena captain [R2]`.arena captain #TeamID $name`

A command to set new captain to the team \$name must be in the team

.arena create [R2; Konsole]`.arena create $name "arena name" #type`

A command to create a new Arena-team in game. #type = [2/3/5]

.arena disband [R2; Konsole]`.arena disband #TeamID`

A command to disband Arena-team in game.

.arena info [R2; Konsole]`.arena info #TeamID`

A command that show info about arena team

.arena lookup [R2; Konsole]`.arena lookup $name`

A command that give a list of arename with the given \$name

.arena rename [R2; Konsole]`.arena rename "oldname" "newname"`

A command to rename Arena-team name.

.arena season deleteteams [R3; Konsole]`.arena season deleteteams`

Deletes ALL arena teams.

.arena season reward [R3; Konsole]`.arena season reward $brackets`

Builds a ladder by combining team brackets and provides rewards from the arena_season_reward table. Example usage: # Combine all brackets, build a ladder, and distribute rewards...

.arena season set state [R3; Konsole]`.arena season set state $state`

Changes the state for the current season. Available states: 0 - disabled. Players can't queue for the arena. 1 - in progress. Players can use arena-related functionality.

.arena season start [R3; Konsole]`.arena season start $season_id`

Starts a new arena season, places the correct vendors, and sets the new season state to IN PROGRESS.

AURA · 2

.aura [R2]`.aura #spellid`

Add the aura from spell #spellid to the selected Unit.

.aura stack [R2]`.aurastack #spellid #stacks`

Modify #stacks of an already applied #spellid to the selected Unit.

AUTOBROADCAST · 4

.autobroadcast add [R3; Konsole]`.autobroadcast add $weight $text`

Add a new autobroadcast entry with the given weight and text.

.autobroadcast list [R2; Konsole]`.autobroadcast list`

List all autobroadcast entries.

.autobroadcast locale [R3; Konsole]`.autobroadcast locale $id $locale $text`

Add or replace a localized text for the autobroadcast entry with the given ID.

.autobroadcast remove [R3; Konsole]`.autobroadcast remove $id`

Remove the autobroadcast entry with the given ID and its locale entries.

BAGS · 1

.bags clear [R2]`.bags clear $itemQuality`

Clear from players' bags all items including and below \$itemQuality (or all items if used .bags clear all).

BAN · 4

.ban account [R1; Konsole]`.ban account $Name $bantime $reason`

Ban account kick player. \$bantime: negative value leads to permaban, otherwise use a timestring like "4d20h3s".

.ban character [R1; Konsole]`.ban character $Name $bantime $reason`

Ban character and kick player. \$bantime: negative value leads to permaban, otherwise use a timestring like "4d20h3s".

.ban ip [R1; Konsole]

.ban ip \$Ip \$bantime \$reason

Ban IP. \$bantime: negative value leads to permaban, otherwise use a timestring like "4d20h3s".

.ban playeraccount [R1; Konsole]

.ban playeraccount \$Name \$bantime \$reason

Ban account and kick player. \$bantime: negative value leads to permaban, otherwise use a timestring like "4d20h3s".

BANINFO · 3

.baninfo account [R1; Konsole]

.baninfo account \$accountid

Watch full information about a specific ban.

.baninfo character [R1; Konsole]

.baninfo character \$charactername

Watch full information about a specific ban.

.baninfo ip [R1; Konsole]

.baninfo ip \$ip

Watch full information about a specific ban.

BANLIST · 3

.banlist account [R1; Konsole]

.banlist account [\$Name]

Searches the banlist for a account name pattern or show full list account bans.

.banlist character [R1; Konsole]

.banlist character \$Name

Searches the banlist for a character name pattern. Pattern required.

.banlist ip [R1; Konsole]

.banlist ip [\$Ip]

Searches the banlist for a IP pattern or show full list of IP bans.

BF · 6

.bf enable [R3; Konsole]

.bf enable [#battleid]

#battleid is optional and defaults to 1 (Wintergrasp).

.bf queue [R2; Konsole]

.bf queue [#battleid]

Displays all players currently in queue, invited, or actively in war for the specified battlefield. #battleid is optional and defaults to 1 (Wintergrasp).

.bf start [R3; Konsole]

.bf start [#battleid]

#battleid is optional and defaults to 1 (Wintergrasp).

.bf stop [R3; Konsole]

.bf stop [#battleid]

#battleid is optional and defaults to 1 (Wintergrasp).

.bf switch [R3; Konsole]

.bf switch [#battleid]

#battleid is optional and defaults to 1 (Wintergrasp).

.bf timer [R3; Konsole]

.bf timer [#battleid] #timer

#battleid is optional and defaults to 1 (Wintergrasp). #timer: use a timestring like "1h15m30s".

BINDSIGHT · 1

.bindsight [R2]

.bindsight

Binds vision to the selected unit indefinitely. Cannot be used while currently possessing a target.

BM · 1

.bm [R2]

.bm [on/off]

Enable or Disable in game Beastmaster mode or show current state if on/off not provided.

CACHE · 3

.cache delete [R2; Konsole]

.cache delete \$playerName

Deletes the cached data for the selected character. Use for debugging only!

.cache info [R2; Konsole]

.cache info \$playerName

Displays cached data for the selected character.

.cache refresh [R2; Konsole]

.cache refresh \$playerName

Deletes the current cache and refreshes it with updated data.

CAST · 6

.cast [R2]

.cast #spellid [triggered]

Cast #spellid to selected target. If no target selected cast to self. If 'triggered' or part provided then spell cast with triggered flag.

.cast back [R2]

.cast back #spellid [triggered]

Selected target will cast #spellid to your character. If 'triggered' or part provided then spell cast with triggered flag.

.cast dest [R2]

.cast dest #spellid #x #y #z [triggered]

Selected target will cast #spellid at provided destination. If 'triggered' or part provided then spell cast with triggered flag.

.cast dist [R2]

.cast dist #spellid [#dist [triggered]]

You will cast spell to point at distance #dist. If 'triggered' or part provided then spell cast with triggered flag. Not all spells can be cast as area spells.

.cast self [R2]

.cast self #spellid [triggered]

Cast #spellid by target at target itself. If 'triggered' or part provided then spell cast with triggered flag.

.cast target [R2]

.cast target #spellid [triggered]

Selected target will cast #spellid to his victim. If 'triggered' or part provided then spell cast with triggered flag.

CHARACTER · 16

.character changeaccount [R3; Konsole]

.character changeaccount \$NewAccountName \$Name.

Moves the specified character to the provided account. Kicks the player if the character is online.

.character changefaction [R2; Konsole]

.character changefaction \$name

Change character faction.

.character changerace [R2; Konsole]`.character changerace $name`

Change character race.

.character check bag [R2; Konsole]`.character check bag [$target_player] #bagSlot 1 - 4`**.character check bank** [R2; Konsole]`.character check bank`

Show your bank inventory.

.character check profession [R2; Konsole]`.character check profession [$target_player]`

Show known professions list for selected player

.character customize [R2; Konsole]`.character customize [$name]`

Mark selected in game or by \$name in command character for customize at next login.

.character deleted delete [R3; Konsole]`.character deleted delete #guid|$name`

Completely deletes the selected characters. If \$name is supplied, only characters with that string in their name will be deleted, if #guid is supplied, only the character with that...

.character deleted list [R2; Konsole]`.character deleted list [#guid|$name]`

Shows a list with all deleted characters. If \$name is supplied, only characters with that string in their name will be selected, if #guid is supplied, only the character with that...

.character deleted purge [R3; Konsole]`.character deleted purge [#keepDays]`

Completely removes all characters from the database that where deleted more than #keepDays ago. If #keepDays not provided the used value from worldserver.conf option...

.character deleted restore [R2; Konsole]`.character deleted restore #guid|$name [$newname] [#new account]`

Restores deleted characters. If \$name is supplied, only characters with that string in their name will be restored, if \$guid is supplied, only the character with that GUID will be...

.character erase [R3; Konsole]`.character erase $name`

Delete character \$name. Character finally deleted in case any deleting options.

.character level [R2; Konsole]`.character level [$playername] [#level]`

Set the level of character with \$playername (or the selected if not name provided) by #numberoflevels Or +1 if no #numberoflevels provided). If #numberoflevels is omitted, the level...

.character rename [R2; Konsole]`.character rename [$name] [reserveName] [$newName]`

Mark selected in game or by \$name in command character for rename at next login. If [reserveName] is 1 then the player's current name is added to the list of reserved names. If...

.character reputation [R2; Konsole]`.character reputation [$player_name]`

Show reputation information for selected player or player find by \$player_name.

.character titles [R2; Konsole]`.character titles [$player_name]`

Show known titles list for selected player or player find by \$player_name.

CHATFILTER · 3**.chatfilter add** [R2; Konsole]`.chatfilter add $word`

Add \$word to the `chat\_filter` table and reload the chat filter.

.chatfilter list [R2; Konsole]`.chatfilter list`

List all entries from the `chat\_filter` table.

.chatfilter remove [R2; Konsole]`.chatfilter remove $word`

Remove \$word from the `chat\_filter` table and reload the chat filter.

CHEAT · 8**.cheat casttime** [R2]`.cheat casttime [on/off]`

Remove spells' casting time.

.cheat cooldown [R2]`.cheat cooldown [on/off]`

Disable spells' cooldowns.

.cheat explore [R2]`.cheat explore #flag`

Reveal or hide all maps for the selected player. If no player is selected, hide or reveal maps to you. Use a #flag of value 1 to reveal, use a #flag value of 0 to hide all maps.

.cheat god [R2]`.cheat god [on/off]`

Turn the user invulnerable.

.cheat power [R2]`.cheat power [on/off]`

Remove spells' cost (mana, energy, rage...).

.cheat status [R2]`.cheat status`

Shows the cheats you currently have enabled.

.cheat taxi [R2]`.cheat taxi on/off`

Temporary grant access to all taxi routes for the selected character. If no character is selected, hide or reveal all routes to you. Visited taxi nodes are still accessible after...

.cheat waterwalk [R2]`.cheat waterwalk on/off`

Allow to walk on water (self or selected character).

COMBATSTOP · 1**.combatstop** [R2; Konsole]`.combatstop [$playername]`

Stop combat for selected character. If selected non-player then command applied to self. If \$playername provided then attempt applied to online player \$playername.

COMETOME · 1**.cometome** [R2]`.cometome $parameter`

Make selected creature come to your current location (new position not saved to DB).

COMMANDS · 1**.commands** [R0; Konsole]`.commands`

Display a list of available commands for your account level.

COMMENTATOR · 1

.commentator [R2]

`.commentator [on/off]`

Enable or Disable in game Commentator tag or show current state if on/off not provided.

COOLDOWN · 1

.cooldown [R2]

`.cooldown [#spell_id]`

Remove all (if `spell_id` not provided) or `#spell_id` spell cooldown from selected character or you (if no selection).

DAMAGE · 1

.damage [R2]

`.damage $damage_amount [$school [$spellid]]`

Apply `$damage` to target. If not `$school` and `$spellid` provided then this flat clean melee damage without any modifiers. If `$school` provided then damage modified by armor reduction...

DEBUG · 52

.debug Mod32Value [R2]

`.debug Mod32Value #field #value`

Add `#value` to field `#field` of your character.

.debug anim [R2]

TODO

.debug areatriggers [R2]

`.debug areatriggers`

Toggle debug mode for areatriggers. In debug mode GM will be notified if reaching an areatrigger

.debug arena [R2]

`.debug arena`

Toggle debug mode for arenas. In debug mode GM can start arena with single player.

.debug bg [R2; Konsole]

`.debug bg`

Toggle debug mode for battlegrounds. In debug mode GM can start battleground with single player.

.debug boundary [R2]

`.debug boundary [duration] [fill] [z]`

Optional arguments: - duration: Duration in ms (default: 5000, max: 180000). - fill: Fills the boundary with markers. - z: Includes z-axis in visualization.

.debug combat [R2]

`.debug combat`

Lists PvP and PvE combat references of the selected unit (or self).

.debug cooldown [R2]

`.debug cooldown #spellID #cooldownTime #itemID`

Apply a cooldown of the given duration (in milliseconds) for the given spell and item ID.

.debug dummy [R2]

`.debug dummy <???`

Catch-all debug command. Does nothing by default. If you want it to do things for testing, add the things to its script in `cs_debug.cpp`.

.debug entervehicle [R2]

`.debug entervehicle #entry #seatID`

Enter the targeted or given vehicle ID in the given seat.

.debug factionchange [R2; Konsole]

`.debug factionchange [$playerName]`

Checks all faction/race change requirements for the target player and reports pass/fail for each condition (AT_LOGIN flags, guild, arena captain, mail, auctions, gold limit).

.debug getitemstate [R2]

`.debug getitemstate #itemState`

[unchanged/changed/new/removed/queue/check_all]

Returns all items in a given player's inventory with a given item state.

.debug getitemvalue [R2]

`.debug getitemvalue #GUID #index`

Returns the value of the given index for the given item GUID.

.debug getvalue [R2]

`.debug getvalue #index #isInt`

Returns either an integer or float value at a given index of your target.

.debug hostile [R2]

`.debug hostile`

Returns the hostile reference list of a given player.

.debug itemexpire [R2]

`.debug itemexpire #GUID`

Destroy an item with the given GUID.

.debug lfg [R2; Konsole]

`.debug lfg`

Toggle debug mode for lfg. In debug mode GM can start lfg queue with one player.

.debug loot [R2; Konsole]

`.debug loot <type> <id> [count]`

Simulates loot generation for the given loot type and ID, outputting the results to chat without creating items. Optional count (1-100) repeats the simulation and shows aggregated...

.debug lootrecipient [R2]

`.debug lootrecipient`

Returns the loot recipient of the targeted creature.

.debug los [R2]

`.debug los`

Returns line of sight status between you and your target.

.debug mapdata [R2]

`.debug mapdata`

Displays debug information about the current map.

.debug moveflags [R2]

`.debug moveflags [$newMoveFlags [$newMoveFlags2]]`

No params given will output the current moveflags of the target

.debug objectcount [R2; Konsole]

`.debug objectcount <optional map id>` Shows the number of Creatures and GameObjects for the specified map id or for all maps if none is specified

.debug play cinematic [R2]

`.debug play cinematic #cinematicid`

Play cinematic `#cinematicid` for you. You stay at place while your mind fly.

.debug play movie [R2]

`.debug play movie #movieid`

Play movie `#movieid` for you.

.debug play music [R2]

`.debug play music <musicId>`

Play music with `<musicId>`. Music will be played only for you. Other players will not hear this.

.debug play sound [R2]

.debug play sound #soundid

Play sound with #soundid. Sound will be play only for you. Other players do not hear this. Warning: client may have more 5000 sounds...

.debug play visual [R2]

.debug play visual #visualid

Play spell visual with #visualid. #visualid refers to the ID from SpellVisualKit.dbc

.debug send buyerror [R2]

.debug send buyerror #error

Sends the given buy error result.

.debug send channelnotify [R2]

.debug send channelnotify #type

Sends a channel notify message of the given type.

.debug send chatmessage [R2]

.debug send chatmessage #type

Sends a chat message of the given type.

.debug send equiperror [R2]

.debug send equiperror #error

Sends the given equip error result.

.debug send largepacket [R2]

.debug send largepacket

Sends a system message of 128 kilobytes.

.debug send opcode [R2]

.debug send opcode

Sends opcodes contained in "opcode.txt".

.debug send qinvalidmsg [R2]

.debug send qinvalidmsg #error

Sends the given quest error result.

.debug send qpartymsg [R2]

.debug send qpartymsg #message

Sends the given party quest share message.

.debug send sellerror [R2]

.debug send sellerror #error

Sends the given sell error result.

.debug send setphaseshift [R2]

.debug send setphaseshift #phaseShift

Sends a phase shift message with the given phase shift value.

.debug send spellfail [R2]

.debug send spellfail #result #failArgument1

#failArgument2

Sends a spell failure message with the given result and argument values.

.debug setaurastate [R2]

.debug setaurastate #state #apply

Sets the selected units aura state using the given apply value.

.debug setbit [R2]

.debug setbit #index #bit

Sets the unsigned 32-bit integer value of the target at the given index to the given bit.

.debug setitemvalue [R2]

.debug setitemvalue #GUID #index #value

Sets the value of the given index for the given item GUID to the given value.

.debug setvalue [R2]

.debug setvalue #index #value

Sets the unsigned 32-bit integer or float value of the target at the given index to the given value.

.debug setvid [R2]

.debug setvid #ID

Currently disabled. Sets the given target's vehicle ID to the given value.

.debug spawnvehicle [R2]

.debug spawnvehicle #entry #ID

Creates a vehicle with the given ID.

.debug threat [R2]

.debug threat

Returns the threat list of a given creature.

.debug threatinfo [R2]

.debug threatinfo

Displays various debug information about the target's threat state, modifiers, redirects and similar.

.debug unitstate [R2]

.debug unitstate [#unitstate]

Sets the unit state for the selected unit or displays current unit and react state.

.debug update [R2]

.debug update #index [#value]

USE WITH CAUTION, CAN CRASH THE SERVER Reads or writes the raw 32-bit update field at #index on the selected unit. With no #value, prints the current value; with #value, sets it....

.debug uws [R2]

.debug uws #variable #value

Sends a worldstate update for the given variable to the given value.

.debug visibilitydata [R2]

.debug visibilitydata

Displays debug information related to object visibility around the player.

.debug zonestats [R2; Konsole]

.debug zonestats [\$playerName] Displays the amount of players in the player's current zone.

DESERTER · 6

.deserter bg add [R2; Konsole]

.deserter bg add \$playerName <\$time>

Adds the bg deserter debuff to a player or your target with \$time. Optional \$time: use a timestring like "1h15m30s". Default: 15m

.deserter bg remove [R2; Konsole]

.deserter bg remove \$playerName

Removes the bg deserter debuff from a player or your target.

.deserter bg remove all [R2; Konsole]

.deserter bg remove all <\$maxDuration>

Removes the bg deserter debuff from all online and offline players. Optional \$maxDuration sets the maximum duration to be removed. Use a timestring like "1h45m". "-1" for any...

.deserter instance add [R2; Konsole]

.deserter instance add \$playerName <\$time>

Adds the instance deserter debuff to a player or your target with \$time. Optional \$time: use a timestring like "1h15m30s". Default: 30m

.deserter instance remove [R2; Konsole]

.deserter instance remove \$playerName

Removes the instance deserter debuff from a player or your target.

.deserter instance remove all [R2; Konsole]

.deserter instance remove all <\$maxDuration>

Removes the instance deserter debuff from all online and offline players. Optional \$maxDuration sets the maximum duration to be removed. Use a timestring like "1h45m". "-1" for any...

DEV · 1

.dev [R2]
.dev [on/off]
Enable or Disable in game Dev tag or show current state if on/off not provided.

DIE · 1

.die [R2]
.die
Kill the selected player. If no player is selected, it will kill you.

DISABLE · 12

.disable add battleground [R3; Konsole]
.disable add battleground \$entry \$flag \$comment

.disable add map [R3; Konsole]
.disable add map \$entry \$flag \$comment

.disable add outdoorpvp [R3; Konsole]
.disable add outdoorpvp \$entry \$flag \$comment

.disable add quest [R3; Konsole]
.disable add quest \$entry \$flag \$comment

.disable add spell [R3; Konsole]
.disable add spell \$entry \$flag \$comment

.disable add vmap [R3; Konsole]
.disable add vmap \$entry \$flag \$comment

.disable remove battleground [R3; Konsole]
.disable remove battleground \$entry

.disable remove map [R3; Konsole]
.disable remove map \$entry

.disable remove outdoorpvp [R3; Konsole]
.disable remove outdoorpvp \$entry

.disable remove quest [R3; Konsole]
.disable remove quest \$entry

.disable remove spell [R3; Konsole]
.disable remove spell \$entry

.disable remove vmap [R3; Konsole]
.disable remove vmap \$entry

DISMOUNT · 1

.dismount [R0]
.dismount
Dismount you, if you are mounted.

DISTANCE · 1

.distance [R2]
.distance
Display the distance from your character to the selected creature.

EVENT · 4

.event activist [R2; Konsole]
.event activist
Show list of currently active events.

.event info [R2; Konsole]
.event info [event_id]
Displays information about game events.

.event start [R2; Konsole]
.event start #event_id
Start event #event_id. Set start time for event to current moment (change not saved in DB).

.event stop [R2; Konsole]
.event stop #event_id
Stop event #event_id. Set start time for event to time in past that make current moment is event stop time (change not saved in DB).

FLUSHARENAPOINTS · 1

.flusharenapoints [R3; Konsole]
.flusharenapoints
Use it to distribute arena points based on arena team ratings, and start a new week.

FREEZE · 1

.freeze [R2]
.freeze (#player)
"Freezes" #player and disables his chat. When using this without #name it will freeze your target.

GEAR · 2

.gear repair [R2]
.gear repair
Repair all selected player's items.

.gear stats [R0]
.gear stats

GM · 8

.gm chat [R2]
.gm chat [on/off]
Enable or disable chat GM MODE (show gm badge in messages) or show current state of on/off not provided.

.gm fly [R2]
.gm fly [on/off]
Enable/disable gm fly mode.

.gm ingame [R0; Konsole]
.gm ingame
Display a list of available in game Game Masters.

.gm list [R0; Konsole]
.gm list
Display a list of all Game Masters accounts and security levels.

.gm off [R2]
.gm off
Turns off GM flag.

.gm on [R2]
.gm on
Turns on GM flag.

.gm spectator [R2]
.gm spectator on|off
Requires .gm on. Allows the GM character to follow members of the opposite faction. You may need to change zones for the effect to apply.

.gm visible [R2]
.gm visible on/off
Output current visibility state or make GM visible(on) and invisible(off) for other players.

GMANNOUNCE · 1

.gmannounce [R1; Konsole]

`.gmannounce $announcement`

Send an announcement to online Gamemasters.

GMNAMEANNOUNCE · 1

.gmnameannounce [R1; Konsole]

`.gmnameannounce $announcement.`

Send an announcement to all online GM's, displaying the name of the sender.

GMNOTIFY · 1

.gmnotify [R1; Konsole]

`.gmnotify $notification`

Displays a notification on the screen of all online GM's.

GO · 13

.go creature [R2]

`.go creature $creature.guid`

Teleports you to the creature using `guid` value of `creature` table.

.go creature id [R2]

`.go creature id #creature_entry [#spawn]` Teleports you to first (if no #spawn provided) spawn the given creature entry.

.go creature name [R2]

`.go creature name $creature_template.name`

Teleports you to a creature using the `name` value of `creature\_template` table. In the case of multiple creature of the same `name` existing in the world, you will be teleported to...

.go gameobject [R2]

`.go gameobject $gameobject.guid`

Teleports you to the gameobject using `guid` value of `gameobject` table.

.go gameobject id [R2]

`.go gameobject id #gameobject_entry [#spawn]`

Teleports you to first (if no #spawn provided) spawn the given gameobject entry.

.go graveyard [R2]

`.go graveyard #graveyardId`

Teleport to graveyard with the graveyardId specified.

.go grid [R2]

`.go grid #gridX #gridY [#mapId]`

Teleport the gm to center of grid with provided indexes at map #mapId (or current map if it not provided).

.go quest [R2]

`.go quest <starter/ender> <quest>.`

Teleports you to the quest starter/ender creature or object.

.go taxinode [R2]

`.go taxinode #taxinode`

Teleport player to taxinode coordinates. You can look up zone using `.lookup taxinode $namepart`

.go ticket [R2]

`.go ticket #ticketid`

Teleports the user to the location where \$ticketid was created.

.go trigger [R2]

`.go trigger #trigger_id`

Teleport your character to areatrigger with id #trigger_id. Character will be teleported to trigger target if selected areatrigger is telporting trigger.

.go xyz [R2]

`.go xyz #x #y [#z [#mapid [#orientation]]]`Teleport

player to point with (#x,#y,#z) coordinates at map #mapid with orientation #orientation.If #z is not provided, ground/water level will be used. If #mapid is not provided, the current map will be used. If #orientation is not provided, the current orientation will be used.Non-numbers are allowed and will be ignored.

.go zonexy [R2]

`.go zonexy #x #y [#zone]`

Teleport player to point with (#x,#y) client coordinates at ground(water) level in zone #zoneid or current zone if #zoneid not provided. You can look up zone using `.lookup area...`

GOBJECT · 15

.gobject activate [R2]

`.gobject activate #guid`

Activates an object like a door or a button.

.gobject add [R2]

`.gobject add #id <spawntimeSecs>`

Add a game object from game object templates to the world at your current location using the #id. spawntimesecs sets the spawntime, it is optional. Note: this is a copy of `.gameobject`.

.gobject add temp [R2]

Adds a temporary gameobject that is not saved to DB.

.gobject delete [R2]

`.gobject delete #go_guid`

Delete gameobject with guid #go_guid.

.gobject despawngroup [R2]

`.gobject despawngroup #groupId`

Despawns all gameobjects in the given spawn group.

.gobject info [R2]

`.gobject info [$object_entry]` Query Gameobject information for selected gameobject or given entry.

.gobject load [R3; Konsole]

`.gobject load #spawnId`

Load a gameobject spawn from the database into the world by its GUID.

.gobject move [R2]

`.gobject move #goguid [#x #y #z]`

Move gameobject #goguid to character coordinates (or to (#x,#y,#z) coordinates if its provide).

.gobject near [R2]

`.gobject near [#distance]`

Output gameobjects at distance #distance from player. Output gameobject guids and coordinates sorted by distance from character. If #distance not provided use 10 as default value.

.gobject respawn [R2]

`.gobject respawn #guid./nRespawns` the target gameobject.

.gobject set phase [R2]

.gobject set phase #guid #phasemask
Gameobject with DB guid #guid phasemask changed to #phasemask with related world vision update for players.
Gameobject state saved to DB and persistent.

.gobject set state [R2]

.gobject set state #GUIDLow, #objectType, #objectState
Sets the byte value or sends a custom animation for a given gameobject GUID.

.gobject spawn group [R2]

.gobject spawn group #groupId
Spawns all gameobjects in the given spawn group.

.gobject target [R2]

.gobject target [#go_id|#go_name_part]
Locate and show position nearest gameobject. If #go_id or #go_name_part provide then locate and show position of nearest gameobject with gameobject template id #go_id or name...

.gobject turn [R2]

.gobject turn #goguid
Set for gameobject #goguid orientation same as current character orientation.

GPS · 1**.gps** [R0]

.gps [\$name|\$shift-link]
Display the position information for a selected character or creature (also if player name \$name provided then for named player, or if creature/gameobject shift-link provided then...

GROUP · 7**.group disband** [R2]

.group disband [\$characterName]
Disbands the given character's group.

.group invites [R2]

.group invites on|off
Enable/disable accepting group invites.

.group join [R2]

.group join \$AnyCharacterNameFromGroup [\$CharacterName]
Adds to group of player \$AnyCharacterNameFromGroup player \$CharacterName (or selected).

.group leader [R2]

.group leader [\$characterName]
Sets the given character as his group's leader.

.group list [R2; Konsole]

.group list [\$CharacterName]
Lists all the members of the group/party the player is in.

.group remove [R2]

.group remove [\$characterName]
Removes the given character from his group.

.group revive [R2]

.group revive \$characterName
Revives all group members of the given character or self if not provided.

GROUPSUMMON · 1**.groupsummon** [R2]

.groupsummon [\$charactername]
Teleport the given character and his group to you. Teleported only online characters but original selected group member can be offline.

GUID · 1**.guid** [R2]

.guid
Display the GUID for the selected character.

GUILD · 7**.guild create** [R2; Konsole]

.guild create [\$GuildLeaderName] "\$GuildName"
Create a guild named \$GuildName with the player \$GuildLeaderName (or selected) as leader. Guild name must in quotes.

.guild delete [R2; Konsole]

.guild delete "\$GuildName"
Delete guild \$GuildName. Guild name must in quotes.

.guild info [R2; Konsole]

Shows information about the target's guild or a given Guild Id or Name.

.guild invite [R2; Konsole]

.guild invite [\$CharacterName] "\$GuildName"
Add player \$CharacterName (or selected) into a guild \$GuildName. Guild name must in quotes.

.guild rank [R2; Konsole]

.guild rank [\$CharacterName] #RankNumber
Set for player \$CharacterName (or selected) rank #Rank in a guild. Ranks value are numeric, 0 = Guild Master, 1 = Officer, etc...

.guild rename [R2; Konsole]

.guild rename "\$GuildName" "\$NewGuildName"
Rename a guild named \$GuildName with \$NewGuildName. Guild name and new guild name must in quotes.

.guild uninvite [R2; Konsole]

.guild uninvite [\$CharacterName]
Remove player \$CharacterName (or selected) from a guild.

HELP · 1**.help** [R0; Konsole]

.help [\$command]
Display usage instructions for the given \$command. If no \$command provided show list available commands.

HIDEAREA · 1**.hidearea** [R2]

.hidearea #areaid
Hide the area of #areaid to the selected character. If no character is selected, hide this area to you.

HONOR · 3**.honor add** [R2]

.honor add \$amount
Add a certain amount of honor (gained today) to the selected player.

.honor add kill [R2]

.honor add kill
Add the targeted unit as one of your pvp kills today (you only get honor if it's a racial leader or a player)

.honor update [R2]

.honor update

Force the yesterday's honor fields to be updated with today's data, which will get reset for the selected player.

INSTANCE · 6

.instance getbossstate [R2; Konsole]

.instance getbossstate [\$Name]

Displays the state for every available encounter. If no character name is provided, the current map will be used as target.

.instance listbinds [R2]

.instance listbinds

Lists the binds of the selected player.

.instance savedata [R2]

.instance savedata

Save the InstanceData for the current player's map to the DB.

.instance setbossstate [R2; Konsole]

.instance setbossstate \$bossId \$encounterState

[\$Name]

Sets the EncounterState for the given boss id to a new value. EncounterStates range from 0 to 5. If no character name is provided, the current map will be used as target.

.instance stats [R2; Konsole]

.instance stats

Shows statistics about instances.

.instance unbind [R2]

.instance unbind <mapid|all> [difficulty]

Clear all/some of player's binds

INVENTORY · 1

.inventory count [R2]

.inventory count \$playerName or \$plaerGuid

Count free slots in bags divided into different bag types.

ITEM · 4

.item move [R2; Konsole]

.itemmove #sourceslotid #destinationslotid

Move an item from slots #sourceslotid to #destinationslotid in your inventory Not yet implemented

.item refund [R3; Konsole]

.item refund <name> <item> <extendedCost>

Removes the item and restores honor/arena/items according to extended cost.

.item restore [R3; Konsole]

.item restore [#recoveryItemId] [#playername]

Restore an disposed item for the specified player. Get recoveryId from ".item restore list" command.

.item restore list [R3; Konsole]

.item restore list [#playername]

See restorable items for the specified player.

KICK · 1

.kick [R1; Konsole]

.kick [\$charactername] [\$reason]

Kick the given character name from the world with or without reason. If no character name is provided then the selected player (except for yourself) will be kicked. If no reason is...

LEARN · 11

.learn [R2]

.learn #spell [all]

Selected character learn a spell of id #spell. If 'all' provided then all ranks learned.

.learn all crafts [R2]

.learn crafts

Learn all professions and recipes.

.learn all default [R2]

.learn all default [\$playername]

Learn for selected/\$playername player all default spells for his race/class and spells rewarded by completed quests.

.learn all gm [R2]

.learn all gm

Learn all default spells for Game Masters.

.learn all lang [R2]

.learn all lang

Learn all languages

.learn all my class [R2]

.learn all my class Learn all spells (trainer, talent, and quest rewards) for your class.

.learn all my pettalents [R2]

.learn all my pettalents

Learn all talents for your pet available for his creature type (only for hunter pets).

.learn all my quest [R2]

.learn all my quest Learn all spells rewarded from quest for your class.

.learn all my talents [R2]

.learn all my talents

Learn all talents (and spells with first rank learned as talent) available for his class.

.learn all my trainer [R2]

.learn all my trainer Learn all spells taught by trainers for your class.

.learn all recipes [R2]

.learn all recipes [\$profession]Learns all recipes of specified profession and sets skill level to max.Example: .learn all recipes enchanting

LEVELUP · 1

.levelup [R2]

.levelup [\$playername] [#numberoflevels]

Increase/decrease the level of character with \$playername (or the selected if not name provided) by #numberoflevels Or +1 if no #numberoflevels provided). If #numberoflevels is...

LFG · 6

.lfg clean [R2; Konsole]

.lfg clean

Cleans current queue, only for debugging purposes.

.lfg cooldown [R2; Konsole]

.lfg cooldown

Clears all LFG dungeon cooldowns for all players.

.lfg group [R2]

.lfg group

Shows information about all players in the group (state, roles, comment, dungeons selected).

.lfg options [R2; Konsole]`.lfg options [new value]`

Shows current lfg options. New value is set if extra param is present.

.lfg player [R2]`.lfg player`

Shows information about player (state, roles, comment, dungeons selected).

.lfg queue [R2; Konsole]`.lfg queue`

Shows info about current lfg queues.

LINKGRAVE · 1

.linkgrave [R3]`.linkgrave #graveyard_id [alliance|horde]`

Link current zone to graveyard for any (or alliance/horde faction ghosts). This let character ghost from zone teleport to graveyard after die if graveyard is nearest from linked to...

LIST · 7

.list auras [R2]`.list auras`

List auras (passive and active) of selected creature or player. If no creature or player is selected, list your own auras.

.list auras id [R2]`.list auras id`

Lists all active auras on the selected unit by spell ID.

.list auras name [R2]`.list auras name`

Lists all active auras on the selected unit by spell name.

.list creature [R2; Konsole]`.list creature #creature_id [#max_count]`

Output creatures with creature id #creature_id found in world. Output creature guids and coordinates sorted by distance from character. Will be output maximum #max_count creatures....

.list item [R2; Konsole]`.list item #item_id [#max_count]`

Output items with item id #item_id found in all character inventories, mails, auctions, and guild banks. Output item guids, item owner guid, owner account and owner name (guild name...

.list object [R2; Konsole]`.go object #object_guid`

[DEPRECATED]: use ".list gobject" instead. Teleport your character to gameobject with guid #object_guid

.list respawns [R2; Konsole]`.list respawns [entryId]`

In-game: shows all pending creature and gameobject respawns on the current map, filtered by entryId if provided. Console: .list respawns #mapId [#instanceId [#entryId]] - specify...

LOOKUP · 19

.lookup area [R0; Konsole]`.lookup area $namepart`

Looks up an area by \$namepart, and returns all matches with their area ID's.

.lookup creature [R0; Konsole]`.lookup creature $namepart`

Looks up a creature by \$namepart, and returns all matches with their creature ID's.

.lookup event [R2; Konsole]`.lookup event $name`

Attempts to find the ID of the event with the provided \$name.

.lookup faction [R0; Konsole]`.lookup faction $name`

Attempts to find the ID of the faction with the provided \$name.

.lookup gobject [R2; Konsole]`.lookup object $objname`

Looks up an gameobject by \$objname, and returns all matches with their Gameobject ID's.

.lookup item [R0; Konsole]`.lookup item $itemname`

Looks up an item by \$itemname, and returns all matches with their Item ID's.

.lookup item set [R2; Konsole]`.lookup itemset $itemname`

Looks up an item set by \$itemname, and returns all matches with their Item set ID's.

.lookup map [R2; Konsole]`.lookup map $namepart`

Looks up a map by \$namepart, and returns all matches with their map ID's.

.lookup object [R2; Konsole]`.go object #object_guid`

[DEPRECATED]: use ".lookup gobject" instead. Teleport your character to gameobject with guid #object_guid

.lookup player account [R2; Konsole]`.lookup player account $account ($limit)`

Searchs players, which account username is \$account with optional parametr \$limit of results.

.lookup player email [R2; Konsole]`.lookup player email $email ($limit)`

Searchs players, which account email is \$email with optional parametr \$limit of results.

.lookup player ip [R2; Konsole]`.lookup player ip $ip ($limit)`

Searchs players, which account ast_ip is \$ip with optional parametr \$limit of results.

.lookup quest [R0; Konsole]`.lookup quest $namepart`

Looks up a quest by \$namepart, and returns all matches with their quest ID's.

.lookup skill [R0; Konsole]`.lookup skill $$namepart`

Looks up a skill by \$namepart, and returns all matches with their skill ID's.

.lookup spell [R0; Konsole]`.lookup spell $namepart`

Looks up a spell by \$namepart, and returns all matches with their spell ID's.

.lookup spell id [R2; Konsole]`.lookup spell id #spellid`

Looks up a spell by #spellid, and returns the match with its spell name.

.lookup taxinode [R2; Konsole]`.lookup taxinode $substring`

Search and output all taxinodes with provide \$substring in name.

.lookup teleport [R0; Konsole]

.lookup teleport \$substring

Search and output all .teleport command locations with provide \$substring in name.

.lookup title [R2; Konsole]

.lookup title \$\$namepart

Looks up a title by \$namepart, and returns all matches with their title ID's and index's.

MAIL · 2

.mail list [R2; Konsole]

.mail list [\$player]

Displays all mail data (except subject and body) for the target player.

.mail return [R2; Konsole]

.mail return \$player \$mailId

Returns the specified mail to its original sender.

MAILBOX · 1

.mailbox [R3]

.mailbox

Show your mailbox content.

MAXSKILL · 1

.maxskill [R2]

.maxskill

Sets all skills of the targeted player to their maximum values for its current level.

MMAP · 5

.mmap loadedtiles [R2]

.mmap loadedtiles to show which tiles are currently loaded

.mmap loc [R2]

.mmap loc to print on which tile one is

.mmap path [R2]

.mmap path to calculate and show a path to current select unit

.mmap stats [R2]

.mmap stats to show information about current state of mmap

.mmap testarea [R2]

.mmap testarea to calculate paths for all nearby npcs to player

MODIFY · 25

.modify arenapoints [R2]

.modify arenapoints #value

Add \$amount arena points to the selected player.

.modify bit [R2]

.modify bit #field #bit

Toggle the #bit bit of the #field field for the selected player. If no player is selected, modify your character.

.modify drunk [R2]

.modify drunk #value

Set drunk level to #value (0..100). Value 0 remove drunk state, 100 is max drunk state.

.modify energy [R2]

.modify energy #energy

Modify the energy of the selected player. If no player is selected, modify your energy.

.modify faction [R2]

.modify faction #factionid #flagid #npcflagid
#dynamicflagid

Modify the faction and flags of the selected creature. Without arguments, display the faction and flags of the selected creature.

.modify gender [R2]

.modify gender male/female

Change gender of selected player.

.modify honor [R2]

.modify honor \$amount

Add \$amount honor points to the selected player.

.modify hp [R2]

.modify hp #newhp

Modify the hp of the selected player. If no player is selected, modify your hp.

.modify mana [R2]

.modify mana #newmana

Modify the mana of the selected player. If no player is selected, modify your mana.

.modify money [R2]

.modify money #money

.money #money Add or remove money to the selected player. If no player is selected, modify your money. #gold can be negative to remove money.

.modify mount [R2]

.modify mount #id #speed

Set CreatureDisplayID as #id and set speed to #speed value between 0.1 - 50.0

.modify phase [R2]

.modify phase #phasemask

Selected character phasemask changed to #phasemask with related world vision update. Change active until in game phase changed, or GM-mode enable/disable, or re-login. Character pts...

.modify rage [R2]

.modify rage #newrage

Modify the rage of the selected player. If no player is selected, modify your rage.

.modify reputation [R2]

.modify reputation #repId (#repvalue | \$rankname
[#delta])

Sets the selected players reputation with faction #repId to #repvalue or to \$reprank. If the reputation rank name is provided, the resulting reputation will be the lowest reputation...

.modify runicpower [R2]

.modify runicpower #newrunicpower

Modify the runic power of the selected player. If no player is selected, modify your runic power.

.modify scale [R2]

.modify scale #scale Modify size of the selected player or creature to "normal scale"*rate. If no player or creature is selected, modify your size. #rate may range from 0.1 to 10.

.modify speed [R2]

.modify speed \$speedtype #rate

Modify the running speed of the selected player to "normal base run speed" = 1. If no player is selected, modify your speed. \$speedtypes may be fly, all, walk, backwalk, or swim....

.modify speed all [R2]

.modify aspeed #rate

Modify all speeds -run,swim,run back,swim back- of the selected player to "normalbase speed for this move type"*rate. If no player is selected, modify your speed. #rate may range...

.modify speed backwalk [R2]

.modify speed backwalk #rate

Modify the speed of the selected player while running backwards to "normal walk back speed"*rate. If no player is selected, modify your speed. #rate may range from 0.1 to 50.

.modify speed fly [R2]

.modify speed fly #rate Modify the flying speed of the selected player to "normal flying speed"*rate. If no player is selected, modify your speed. #rate may range from 0.1 to 50.

.modify speed swim [R2]

.modify speed swim #rate

Modify the swim speed of the selected player to "normal swim speed"*rate. If no player is selected, modify your speed. #rate may range from 0.1 to 50.

.modify speed walk [R2]

.modify speed bwalk #rate

Modify the speed of the selected player while running to "normal walk speed"*rate. If no player is selected, modify your speed. #rate may range from 0.1 to 50.

.modify spell [R2]

TODO

.modify standstate [R2]

.modify standstate #emoteid

Change the emote of your character while standing to #emoteid.

.modify talentpoints [R2]

.modify talentpoints #amount

Set free talent points for selected character or character's pet. It will be reset to default expected at next levelup/login/quest reward.

MORPH • 3

.morph mount [R2]

.morph mount #displayid - Change the selected target's mount's model ID to #displayid.

.morph reset [R2]

.morph reset - Doesn't use any parameters to reset the selected target's model

.morph target [R2]

.morph target #displayid - Change the selected target's current model id to #displayid.

MOVEGENS • 1

.movegens [R2]

.movegens

Show movement generators stack for selected creature or player.

MUTE • 1

.mute [R1; Konsole]

.mute [\$playerName] \$mutetime [\$reason]

Disable chat messaging for any character from account of character \$playerName (or currently selected) at \$mutetime time. Player can be offline. \$mutetime: use a timestring like...

MUTEHISTORY • 1

.mutehistory [R1; Konsole]

.mutehistory \$accountName. Shows mute history for an account.

NAMEANNOUNCE • 1

.nameannounce [R1; Konsole]

.nameannounce \$announcement.

Send an announcement to all online players, displaying the name of the sender.

NEARGRAVE • 1

.neargrave [R2]

.neargrave [alliance|horde]

Find nearest graveyard linked to zone (or only nearest from accepts alliance or horde faction ghosts).

NOTIFY • 1

.notify [R1; Konsole]

.notify \$MessageToBroadcast

Send a global message to all players online in screen.

NPC • 38

.npc add [R2]

.npc add #creatureid

Spawn a creature by the given template id of #creatureid.

.npc add formation [R2]

.npc add formation \$leader

Add selected creature to a leader's formation.

.npc add item [R2]

.npc add item #itemId

<#maxcount><#incrtime><#extendedcost>r

Add item #itemid to item list of selected vendor. Also optionally set max count item in vendor item list and time to item count restoring and items ExtendedCost.

.npc add move [R2]

.npc add move #creature_guid [#waittime]

Add your current location as a waypoint for creature with guid #creature_guid. And optional add wait time.

.npc add temp [R2]

.npc add temp

Adds temporary NPC, not saved to database.

.npc delete [R2]

.npc delete [#guid]

Delete creature with guid #guid (or the selected if no guid is provided)

.npc delete item [R2]

.npc delete item #itemId

Remove item #itemid from item list of selected vendor.

.npc despawngroup [R2]

.npc despawngroup #groupId

Despawns all creatures in the given spawn group.

.npc do [R2]

.npc do \$action

Requests the NPC to perform DoAction with the specified ActionID. Used for testing scripts.

.npc follow [R2]

.npc follow start

Selected creature start follow you until death/fight/etc.

.npc follow stop [R2]

.npc follow stop

Selected creature (non pet) stop follow you.

.npc guid [R2]

.npc guid

Displays GUID, faction, NPC flags, Entry ID, Model ID for selected creature.

.npc info [R2]

.npc info [#creature_guid]

Display a list of details for the selected creature, or for the creature with the given GUID if no target is selected. When a creature is targeted or found in the current map, the...

.npc load [R3; Konsole]

.npc load #spawnId

Load a creature spawn from the database into the world by its GUID.

.npc move [R2]

.npc move [#creature_guid]

Move the targeted creature spawn point to your coordinates.

.npc near [R2]

.npc near #distance

Returns all database creature spawns in a given distance.

.npc playemote [R2]

.npc playemote #emoteid

Make the selected creature emote with an emote of id #emoteid.

.npc say [R2]

.npc say \$message

Make selected creature say specified message.

.npc set allowmove [R2]

.npc set allowmove

Enable or disable movement creatures in world. Not implemented.

.npc set data [R2]

.npc set data \$field \$data

Sets data for the selected creature. Used for testing Scripting

.npc set entry [R2]

.npc set entry \$entry

Switch selected creature with another entry from creature_template. - New creature.id value not saved to DB.

.npc set faction original [R2]

.npc set faction original

Revert the temporal faction of the selected creature.

.npc set faction permanent [R2]

.npc set faction permanent #factionid

Permanently set the faction of the selected creature to #factionid.

.npc set faction temp [R2]

.npc set faction temp #factionid

Temporarily set the faction of the selected creature to #factionid.

.npc set flag [R2]

.npc set flag #npcflag

Set the NPC flags of creature template of the selected creature and selected creature to #npcflag. NPC flags will applied to all creatures of selected creature template after server...

.npc set level [R2]

.npc set level #level

Change the level of the selected creature to #level. #level may range from 1 to (CONFIG_MAX_PLAYER_LEVEL) + 3.

.npc set link [R2]

.npc set link \$creatureGUID

Links respawn of selected creature to the condition that \$creatureGUID defined is alive.

.npc set model [R2]

.npc set model #displayid

Change the model id of the selected creature to #displayid.

.npc set movetype [R2]

.npc set movetype [#creature_guid] stay/random/way

[MODEL]

Set for creature pointed by #creature_guid (or selected if #creature_guid not provided) movement type and move it to respawn position (if creature alive). Any existing waypoints for...

.npc set phase [R2]

.npc set phase #phasemask

Selected unit or pet phasemask changed to #phasemask with related world vision update for players. In creature case state saved to DB and persistent. In pet case change active until...

.npc set spawntime [R2]

.npc set spawntime #time

Adjust spawntime of selected creature to #time. #time: use a timestring like "10m30s".

.npc set wanderdistance [R2]

.npc set wanderdistance #dist

Adjust wander distance of selected creature to dist.

.npc showloot [R2]

.npc showloot

Shows the loot generated on the selected creature's corpse.

.npc spawn group [R2]

.npc spawn group #groupId

Spawns all creatures in the given spawn group.

.npc tame [R2]

.npc tame

Creates a player pet of the targeted creature.

.npc textemote [R2]

.npc textemote #emoteid

Make the selected creature to do textemote with an emote of id #emoteid.

.npc whisper [R2]

.npc whisper #playername #text

Make the selected npc whisper #text to #playername.

.npc yell [R2]

.npc yell \$message

Make selected creature yell specified message.

OPENDOOR · 1

.opendoor [R2]

.opendoor [\$range]

Opens the nearest door within the range provided (default 5.0yd)

PACKETLOG · 1

.packetlog [R3; Konsole]

.packetlog [on/off]

Toggles to allow the character using the command to start to log their packets into the server, PacketLogFile needs to be set with a valid filename

PDUMP · 3

.pdump copy [R3; Konsole]

```
.pdump copy $playerNameOrGUID $account [$newname]
[$newguid]
```

Copy character with name/guid \$playerNameOrGUID into character list of \$account with \$newname, with first free or \$newguid guid.

.pdump load [R3; Konsole]

```
.pdump load $filename $account [$newname]
[$newguid]
```

Load character dump from dump file into character list of \$account with saved or \$newname, with saved (or first free) or \$newguid guid.

.pdump write [R3; Konsole]

```
.pdump write $filename $playerNameOrGUID
```

Write character dump with name/guid \$playerNameOrGUID to file \$filename.

PET • 6

.pet create [R2]

```
.pet create
```

Creates a pet of the selected creature.

.pet delete [R3; Konsole]

```
.pet delete $playerNameOrGUID #petNumber
```

Deletes the pet with the given pet number belonging to the specified player.

.pet learn [R2]

```
.pet learn
```

Learn #spellid to pet.

.pet list [R1; Konsole]

```
.pet list $playerNameOrGUID
```

Lists all pets owned by the specified player (id, entry, level, slot, name, type).

.pet rename [R3; Konsole]

Genaue Parameter mit .help pet rename erfragen.

.pet unlearn [R2]

```
.pet unlearn
```

unLearn #spellid to pet.

PINFO • 1

.pinfo [R1; Konsole]

```
.pinfo [$player_name/#GUID]
```

Output account information and guild information for selected player or player find by \$player_name or #GUID.

PLAYALL • 1

.playall [R2]

```
.playall #soundid
```

Player a sound to whole server.

PLAYER • 2

.player learn [R2; Konsole]

```
.player learn #playername #spell [all].
```

.player unlearn [R2; Konsole]

```
.player unlearn #playername #spell [all].
```

PLAYERBOTS • 9

.playerbots account link [R0]

Genaue Parameter mit .help playerbots account link erfragen.

.playerbots account linkedAccounts [R0]

Genaue Parameter mit .help playerbots account linkedAccounts erfragen.

.playerbots account setKey [R0]

Genaue Parameter mit .help playerbots account setKey erfragen.

.playerbots account unlink [R0]

Genaue Parameter mit .help playerbots account unlink erfragen.

.playerbots bot [R0]

Genaue Parameter mit .help playerbots bot erfragen.

.playerbots debug bg [R2; Konsole]

Genaue Parameter mit .help playerbots debug bg erfragen.

.playerbots gtask [R2; Konsole]

Genaue Parameter mit .help playerbots gtask erfragen.

.playerbots pmon [R2; Konsole]

Genaue Parameter mit .help playerbots pmon erfragen.

.playerbots rndbot [R2; Konsole]

Genaue Parameter mit .help playerbots rndbot erfragen.

POOL • 2

.pool info [R2; Konsole]

```
.pool info #poolId
```

Shows pool details: description, max active, all creature/gameobject/sub-pool members with active/inactive status.

.pool lookup [R2]

```
.pool lookup
```

Target a creature or stand near a gameobject to find which pool it belongs to and its current spawn status.

POOLTOOLS • 6

.pooltools add [R2]

```
.pooltools add [radius]
```

Adds nearby gameobjects to the pooling session. Default radius is 5y.

.pooltools clear [R2]

```
.pooltools clear
```

Clears the current pooling session.

.pooltools def [R2]

```
.pooltools def #GameObjectID #Chance #GameObjectID
```

```
#Chance (...)
```

Defines the GameObject entries to be detected along with their associated chances.

.pooltools end [R2]

```
.pooltools end
```

Logs the current pooling session and clears it.

.pooltools remove [R2]

```
.pooltools remove
```

Removes the last group from the pooling session.

.pooltools start [R2]

```
.pooltools start #description
```

Starts a pooling session with the specified description.

POSSESS • 1

.possess [R2]

```
.possess
```

Possesses indefinitely the selected creature.

QUEST • 5

.quest add [R2; Konsole]

.quest add #quest_id

Add to character quest log quest #quest_id. Quest started from item can't be added by this command but correct .additem call provided in command output.

.quest complete [R2; Konsole]

.quest complete #questid

Mark all quest objectives as completed for target character active quest. After this target character can go and get quest reward.

.quest remove [R2; Konsole]

.quest remove #quest_id

Set quest #quest_id state to not completed and not active (and remove from active quest list) for selected player.

.quest reward [R2; Konsole]

.quest reward #questId

Grants quest reward to selected player and removes quest from his log (quest must be in completed state).

.quest status [R2; Konsole]

.quest status \$id [\$name]. Displays the selected player's status for the specified quest.

RBAC • 5

.rbac account deny [R3; Konsole]

Genaue Parameter mit .help rbac account deny erfragen.

.rbac account grant [R3; Konsole]

Genaue Parameter mit .help rbac account grant erfragen.

.rbac account list [R3; Konsole]

Genaue Parameter mit .help rbac account list erfragen.

.rbac account revoke [R3; Konsole]

Genaue Parameter mit .help rbac account revoke erfragen.

.rbac list [R3; Konsole]

.rbac list [#id]

View list of all permissions. If #id is given will show only info for that permission.

RECALL • 1

.recall [R2]

.recall [\$playername]

Teleport \$playername or selected player to the place where he has been before last use of a teleportation command. If no \$playername is entered and no player is selected, it will...

RELOAD • 115

.reload achievement_criteria_data [R3; Konsole]

.reload achievement_criteria_data

Reload achievement_criteria_data table.

.reload achievement_reward [R3; Konsole]

.reload achievement_reward

Reload achievement_reward table.

.reload achievement_reward_locale [R3; Konsole]

.reload achievement_reward_locale

Reload achievement_reward_locale table.

.reload acore_string [R3; Konsole]

.reload acore_string

Reload acore_string table.

.reload all [R3; Konsole]

.reload all

Reload all tables with reload support added and that can be _safe_ reloaded.

.reload all achievement [R3; Konsole]

.reload all achievement

Reload achievement_reward, achievement_criteria_data tables.

.reload all area [R3; Konsole]

.reload all area

Reload areatrigger_teleport, areatrigger_tavern, game_graveyard_zone tables.

.reload all gossips [R3; Konsole]

.reload all gossips

Reload gossip_menu, gossip_menu_option, gossip_scripts, points_of_interest tables.

.reload all item [R3; Konsole]

.reload all item

Reload page_text, item_enchantment_table tables.

.reload all locales [R3; Konsole]

.reload all locales

Reload all `locales\_\*` tables with reload support added and that can be _safe_ reloaded.

.reload all loot [R3; Konsole]

.reload all loot

Reload all `\*\_loot\_template` tables. This can be slow operation with lags for server run.

.reload all npc [R3; Konsole]

.reload all npc

Reload npc_option, npc_trainer, npc_vendor, points of interest tables.

.reload all quest [R3; Konsole]

.reload all quest

Reload all quest related tables if reload support added for this table and this table can be _safe_ reloaded.

.reload all scripts [R3; Konsole]

.reload all scripts

Reload gameobject_scripts, event_scripts, quest_end_scripts, quest_start_scripts, spell_scripts, db_script_string, waypoint_scripts tables.

.reload all spell [R3; Konsole]

.reload all spell

Reload all `spell\_\*` tables with reload support added and that can be _safe_ reloaded.

.reload antidos_opcode_policies [R3; Konsole]

.reload antidos_opcode_policies

Reloads antidos_opcode_policies table.

.reload areatrigger [R3; Konsole]

.reload areatrigger

Reloads areatrigger table.

.reload areatrigger_involvedrelation [R3; Konsole]

.reload areatrigger_involvedrelation

Reload areatrigger_involvedrelation table.

.reload areatrigger_tavern [R3; Konsole]

.reload areatrigger_tavern

Reload areatrigger_tavern table.

.reload areatrigger_teleport [R3; Konsole]

.reload areatrigger_teleport

Reload areatrigger_teleport table.

.reload auctions [R3; Konsole]

.reload auctions

Reload dynamic data tables from the database.

.reload autobroadcast [R3; Konsole]

.reload autobroadcast

Reload autobroadcast table.

.reload battleground_template [R3; Konsole]

.reload battleground_template

Reload Battleground Templates.

.reload broadcast_text [R3; Konsole]

.reload broadcast_text

Reload broadcast_text table.

.reload chat_filter [R3; Konsole]

.reload chat_filter

Reload the 'chat_filter' table.

.reload command [R3; Konsole]

.reload command

Reload command table.

.reload conditions [R3; Konsole]

Reload conditions table.

.reload config [R3; Konsole]

.reload config

Reload config settings (by default stored in worldserver.conf). Not all settings can be change at reload: some new setting values will be ignored until restart, some values will...

.reload creature_linked_respawn [R3; Konsole]

.reload creature_linked_respawn

Reload creature_linked_respawn table.

.reload creature_loot_template [R3; Konsole]

.reload creature_loot_template

Reload creature_loot_template table.

.reload creature_movement_override [R3; Konsole]

.reload creature_movement_override

Reload creature_movement_override table.

.reload creature_onkill_reputation [R3; Konsole]

.reload creature_onkill_reputation

Reload creature_onkill_reputation table.

.reload creature_questender [R3; Konsole]

.reload creature_questender

Reload creature_questender table.

.reload creature_queststarter [R3; Konsole]

.reload creature_queststarter

Reload creature_queststarter table.

.reload creature_template [R3; Konsole]

.reload creature_template \$entry

Reload the specified creature's template.

.reload creature_template_locale [R3; Konsole]

.reload creature_template_locale

Reload creature_template_locale table.

.reload creature_text [R3; Konsole]

.reload creature_text

Reload creature_text table.

.reload creature_text_locale [R3; Konsole]

.reload creature_text_locale

Reload creature_text_locale Table.

.reload disables [R3; Konsole]

.reload disables

Reload disables table.

.reload disenchant_loot_template [R3; Konsole]

.reload disenchant_loot_template

Reload disenchant_loot_template table.

.reload dungeon_access_requirements [R3; Konsole]

.reload dungeon_access_requirements Reload

dungeon_access_requirements table.

.reload dungeon_access_template [R3; Konsole]

.reload dungeon_access_template Reload

dungeon_access_template table.

.reload event_scripts [R3; Konsole]

.reload event_scripts

Reload event_scripts table.

.reload fishing_loot_template [R3; Konsole]

.reload fishing_loot_template

Reload fishing_loot_template table.

.reload game_event_npc_vendor [R3; Konsole]

.reload game_event_npc_vendor Reload

game_event_npc_vendor table.

.reload game_graveyard [R3; Konsole]

.reload game_graveyard

Reload game_graveyard table.

.reload game_tele [R3; Konsole]

.reload game_tele

Reload game_tele table.

.reload gameobject_loot_template [R3; Konsole]

.reload gameobject_loot_template

Reload gameobject_loot_template table.

.reload gameobject_questender [R3; Konsole]

.reload gameobject_questender\nReload

gameobject_questender table.

.reload gameobject_queststarter [R3; Konsole]

.reload gameobject_queststarter

Reload gameobject_queststarter table.

.reload gameobject_template_locale [R3; Konsole]

.reload gameobject_template_locale

Reload gameobject_template_locale table.

.reload gm_tickets [R3; Konsole]

.reload gm_tickets

Reload gm_tickets table.

.reload gossip_menu [R3; Konsole]

.reload gossip_menu

Reload gossip_menu table.

.reload gossip_menu_option [R3; Konsole]

.reload gossip_menu_option

Reload gossip_menu_option table.

.reload gossip_menu_option_locale [R3; Konsole]

.reload gossip_menu_option_locale

Reload gossip_menu_option_locale table.

.reload graveyard_zone [R3; Konsole]

.reload graveyard_zone

.reload item_enchantment_template [R3; Konsole]

.reload item_enchantment_template

Reload item_enchantment_template table.

.reload item_loot_template [R3; Konsole]

.reload item_loot_template

Reload item_loot_template table.

.reload item_set_name_locale [R3; Konsole]

.reload item_set_name_locale
Reload item_set_name_locale table.

.reload item_set_names [R3; Konsole]

.reload item_set_names
Reload item_set_names table.

.reload item_template_locale [R3; Konsole]

.reload item_template_locale
Reload item_template_locale table.

.reload lfg_dungeon_rewards [R3; Konsole]

.reload lfg_dungeon_rewards
Reload lfg_dungeon_rewards table.

.reload mail_level_reward [R3; Konsole]

.reload mail_level_reward
Reload mail_level_reward table.

.reload mail_loot_template [R3; Konsole]

.reload quest_mail_loot_template
Reload quest_mail_loot_template table.

.reload mail_server_template [R3; Konsole]

.reload mail_server_template
Reload server_mail_template table.

.reload milling_loot_template [R3; Konsole]

.reload milling_loot_template
Reload milling_loot_template table.

.reload module_string [R3; Konsole]

.reload module_string

.reload motd [R3; Konsole]

.reload motd
Reload motd table.

.reload npc_spellclick_spells [R3; Konsole]

.reload npc_spellclick_spells
Reload npc_spellclick_spells table.

.reload npc_text_locale [R3; Konsole]

.reload npc_text_locale
Reload npc_text_locale table.

.reload npc_vendor [R3; Konsole]

.reload npc_vendor
Reload npc_vendor table.

.reload page_text [R3; Konsole]

.reload page_text
Reload page_text table. You need to delete your client cache or change the cache number in the config in order for your players see the changes.

.reload page_text_locale [R3; Konsole]

.reload page_text_locale
Reload page_text_locale table. You need to delete your client cache or change the cache number in config in order for your players see the changes.

.reload pickpocketing_loot_template [R3; Konsole]

.reload pickpocketing_loot_template
Reload pickpocketing_loot_template table.

.reload player_loot_template [R3; Konsole]

.reload player_loot_template
Reload player_loot_template table.

.reload points_of_interest [R3; Konsole]

.reload points_of_interest
Reload points_of_interest table.

.reload points_of_interest_locale [R3; Konsole]

.reload points_of_interest_locale
Reload points_of_interest_locale table.

.reload profanity_name [R3; Konsole]

.reload profanity_name
Reloads profanity_name table.

.reload prospecting_loot_template [R3; Konsole]

.reload prospecting_loot_template
Reload prospecting_loot_template table.

.reload quest_greeting [R3; Konsole]

.reload quest_greeting
Reload quest_greeting table.

.reload quest_offer_reward_locale [R3; Konsole]

.reload quest_offer_reward_locale
Reloads quest_offer_reward_locale table.

.reload quest_poi [R3; Konsole]

.reload quest_poi
Reload quest_poi table.

.reload quest_request_item_locale [R3; Konsole]

.reload quest_request_item_locale
Reloads quest_request_item_locale table.

.reload quest_template [R3; Konsole]

.reload quest_template
Reload quest_template table.

.reload quest_template_locale [R3; Konsole]

.reload quest_template_locale
Reload quest_template_locale table.

.reload rbac [R3; Konsole]

.reload rbac
Reload rbac system.

.reload reference_loot_template [R3; Konsole]

.reload reference_loot_template
Reload reference_loot_template table.

.reload reputation_reward_rate [R3; Konsole]

.reload reputation_reward_rate
Reloads reputation_reward_rate table.

.reload reputation_spillover_template [R3; Konsole]

.reload reputation_spillover_template
Reloads reputation_spillover_template table.

.reload reserved_name [R3; Konsole]

.reload reserved_name
Reload reserved_name table.

.reload skill_discovery_template [R3; Konsole]

.reload skill_discovery_template
Reload skill_discovery_template table.

.reload skill_extra_item_template [R3; Konsole]

.reload skill_extra_item_template
Reload skill_extra_item_template table.

.reload skill_fishing_base_level [R3; Konsole]

.reload skill_fishing_base_level
Reload skill_fishing_base_level table.

.reload skinning_loot_template [R3; Konsole]

.reload skinning_loot_template
Reload skinning_loot_template table.

.reload smart_scripts [R3; Konsole]

.reload smart_scripts
Reload smart_scripts table.

.reload spawn_group [R3; Konsole]

.reload spawn_group

Reloads the spawn_group_template and spawn_group tables.

.reload spell_area [R3; Konsole]

.reload spell_area

Reload spell_area table.

.reload spell_bonus_data [R3; Konsole]

.reload spell_bonus_data

Reload spell_bonus_data table.

.reload spell_cone [R3; Konsole]

Genaue Parameter mit .help reload spell_cone erfragen.

.reload spell_group [R3; Konsole]

.reload spell_group

Reload spell_group table.

.reload spell_group_stack_rules [R3; Konsole]

.reload spell_group

Reload spell_group_stack_rules table.

.reload spell_linked_spell [R3; Konsole]

Usage: .reload spell_linked_spell Reloads the spell_linked_spell DB table.

.reload spell_loot_template [R3; Konsole]

.reload spell_loot_template

Reload spell_loot_template table.

.reload spell_pet_auras [R3; Konsole]

.reload spell_pet_auras

Reload spell_pet_auras table.

.reload spell_proc [R3; Konsole]

.reload spell_proc

Reload spell_proc table.

.reload spell_required [R3; Konsole]

.reload spell_required

Reload spell_required table.

.reload spell_scripts [R3; Konsole]

.reload spell_scripts

Reload spell_scripts table.

.reload spell_target_position [R3; Konsole]

.reload spell_target_position

Reload spell_target_position table.

.reload spell_threats [R3; Konsole]

.reload spell_threats

Reload spell_threats table.

.reload trainer [R3; Konsole]

.reload trainer

Reloads trainer, trainer_locale, trainer_spell and creature_default_trainer tables.

.reload vehicle_accessory [R3; Konsole]

.reload vehicle_accessory

Reloads GUID-based vehicle accessory definitions from the database.

.reload vehicle_template_accessory [R3; Konsole]

.reload vehicle_template_accessory

Reloads entry-based vehicle accessory definitions from the database.

.reload warden_action [R3; Konsole]

.reload warden_action

Reloads warden_action table.

.reload waypoint_data [R3; Konsole]

.reload waypoint_data will reload waypoint_data table.

.reload waypoint_scripts [R3; Konsole]

.reload waypoint_scripts

Reload waypoint_scripts table.

RESET • 15

.reset achievements [R3; Konsole]

.reset achievements [\$playername]

Reset achievements data for selected or named (online or offline) character. Achievements for persistence progress data like completed quests/etc re-filled at reset. Achievements...

.reset all [R3; Konsole]

.reset all spells

Requests a reset of spells or talents (including talents for all of a character's pets, if any) at the next login for each existing character, or immediately resets honor points or...

.reset honor [R3; Konsole]

.reset honor [Playername]

Reset all honor data for targeted character.

.reset items all [R3; Konsole]**.reset items allbags** [R3; Konsole]**.reset items bags** [R3; Konsole]**.reset items bank** [R3; Konsole]**.reset items currency** [R3; Konsole]**.reset items equipped** [R3; Konsole]**.reset items keyring** [R3; Konsole]**.reset items vendor_buyback** [R3; Konsole]**.reset level** [R3; Konsole]

.reset level [Playername]

Reset level to 1 including reset stats and talents. Equipped items with greater level requirement can be lost.

.reset spells [R3; Konsole]

.reset spells [Playername]

Removes all non-original spells from spellbook. . Playername can be name of offline character.

.reset stats [R3; Konsole]

.reset stats [Playername]

Resets(recalculate) all stats of the targeted player to their original VALUESat current level.

.reset talents [R3; Konsole]

.reset talents [Playername]

Removes all talents of the targeted player or pet or named player. Playername can be name of offline character. With player talents also will be reset talents for all character's...

RESPAWN • 6

.respawn [R2]

.respawn

Respawn the selected unit without waiting respawn time expiration.

.respawn all [R3]

.respawn all

Respawn all nearest creatures and GO without waiting respawn time expiration.

.respawn creature entry [R2; Konsole]

```
.respawn creature entry #entry [#mapId
[#instanceId]]
```

In-game: forces all creatures with the given #entry to respawn on the current map. Console: specify #mapId (required) and optionally #instanceId. Pooled creatures are skipped in the...

.respawn creature guid [R2; Konsole]

```
.respawn creature guid #spawnGuid
```

Forces the creature with the given spawn GUID (database GUID) to respawn. Usable from console.

.respawn gameobject entry [R2; Konsole]

```
.respawn gameobject entry #entry [#mapId
[#instanceId]]
```

In-game: forces all gameobjects with the given #entry to respawn on the current map. Console: specify #mapId (required) and optionally #instanceId. Pooled gameobjects are skipped in...

.respawn gameobject guid [R2; Konsole]

```
.respawn gameobject guid #spawnGuid
```

Forces the gameobject with the given spawn GUID (database GUID) to respawn. Usable from console.

REVIVE · 1

.revive [R2; Konsole]

```
.revive
```

Revive the selected player. If no player is selected, it will revive you.

SAVE · 1

.save [R0]

```
.save
```

Saves your character.

SAVEALL · 1

.saveall [R3; Konsole]

```
.saveall
```

Save all characters in game.

SEND · 4

.send items [R2; Konsole]

```
.send items #playername "#subject" "#text"
itemid1[:count1] itemid2[:count2] ...
itemidN[:countN]
```

Send a mail to a player. Subject and mail text must be in "". If for itemid not provided related count values then expected 1, if count > max items in stack then items will be send...

.send mail [R2; Konsole]

```
.send mail #playername "#subject" "#text"
```

Send a mail to a player. Subject and mail text must be in "".

.send message [R2; Konsole]

```
.send message $playername $message
```

Send screen message to player from ADMINISTRATOR.

.send money [R2; Konsole]

```
.send money #playername "#subject" "#text" #money
```

Send mail with money to a player. Subject and mail text must be in "".

SERVER · 17

.server corpses [R3; Konsole]

```
.server corpses
```

Triggering corpses expire check in world.

.server debug [R3; Konsole]

```
.server debug
```

Shows detailed information about the server setup, useful when reporting a bug.

.server exit [R3; Konsole]

```
.server exit
```

Terminate AzerothCore NOW. Exit code 0.

.server idlerestart [R3; Konsole]

```
.server idlerestart #delay
```

Restart the server after #delay if no active connections are present (no players). Use #exist_code or 2 as program exist code. #delay: use a timestring like "1h15m30s".

.server idlerestart cancel [R3; Konsole]

```
.server idlerestart cancel
```

Cancel the restart/shutdown timer if any.

.server idleshutdown [R3; Konsole]

```
.server idleshutdown #delay [#exist_code]
```

Shut the server down after #delay if no active connections are present (no players). Use #exist_code or 0 as program exist code. #delay: use a timestring like "1h15m30s".

.server idleshutdown cancel [R3; Konsole]

```
.server idleshutdown cancel
```

Cancel the restart/shutdown timer if any.

.server info [R0; Konsole]

```
.server info
```

Display server version and the number of connected players.

.server motd [R3; Konsole]

```
.server motd
```

Show server Message of the day.

.server restart [R3; Konsole]

```
.server restart #delay
```

Restart the server after #delay. Use #exist_code or 2 as program exist code. #delay: use a timestring like "1h15m30s".

.server restart cancel [R3; Konsole]

```
.server restart cancel
```

Cancel the restart/shutdown timer if any.

.server set closed [R3; Konsole]

```
server set closed on/off
```

Sets whether the world accepts new client connections.

.server set loglevel [R3; Konsole]

```
.server set loglevel $facility $name $loglevel.
```

\$facility can take the values: appender (a) or logger (l). \$loglevel can take the values: disabled (0), trace (1), debug (2), info (3), warn (4), error (5) or fatal (6)

.server set motd [R3; Konsole]

```
.server set motd Optional($realmId)
```

Optional(\$locale) \$MOTD Set server Message of the day for the specified \$realmId. If \$realmId is not provided it will update for the current realm. Use \$realmId -1 to set motd for all realms. If \$locale is not provided enUS will be used.

.server set security [R3; Konsole]

```
.server set security $level
```

Sets the minimum account security level (0 = player, 1 = moderator, 2 = gamemaster, 3 = administrator) allowed to log into the current realm. Updates realmlist.allowedSecurityLevel...

.server shutdown [R3; Konsole]

```
.server shutdown #delay [#exit_code]
```

Shut the server down after #delay. Use #exit_code or 0 as program exit code. #delay: use a timestring like "1h15m30s".

.server shutdown cancel [R3; Konsole]

.server shutdown cancel

Cancel the restart/shutdown timer if any.

SETSKILL · 1

.setskill [R2]

.setskill #skill #level [#max]

Set a skill of id #skill with a current skill value of #level and a maximum value of #max (or equal current maximum if not provide) for the selected character. If no character is...

SETTINGS · 1

.settings announcer [R2]

.settings announcer <type> <on/off>.

Disables receiving announcements. Valid announcement types are: 'autobroadcast', 'arena', 'bg', 'pvpstart' and 'pvpall'

SHOWAREA · 1

.showarea [R2]

.showarea #areaid

Reveal the area of #areaid to the selected character. If no character is selected, reveal this area to you.

SKIRMISH · 1

.skirmish [R2]

.skirmish [arena] [XvX] [Nick1] [Nick2] ...

[NickN]

[arena] can be "all" or comma-separated list of possible arenas (NA, BE, RL, DS, RV). [XvX] can be 1v1, 2v2, 3v3, 5v5. After [XvX] specify enough nicknames for that mode.

SKRABI · 4

.skrabi bleiben [R3]

Kompazio wartet am Ort und schützt dich in seiner Nähe.

.skrabi folgen [R3]

Kompazio folgt dir wieder und beschützt dich.

.skrabi pause [R3]

Kompazio vorübergehend entlassen. Beim nächsten Login erscheint er wieder.

.skrabi rufen [R3]

Kompazio rufen und folgen lassen. Nur der konfigurierte Betreiber.

SPECT · 6

.spect [R0]

.spect \$subcommand

Type .spect to see the list of possible subcommands or .help spect \$subcommand to see info on subcommands.

.spect leave [R0]

.spect leave

Leave an arena you are spectating.

.spect reset [R0]

.spect reset

Reset various values related to spectating.

.spect spectate [R0]

.spect spectate #name

Begin spectating the given player.

.spect version [R0]

.spect version #version

Verify addon version for arena spectating.

.spect watch [R0]

.spect watch #name

Begin watching the given player.

SPELLINFO · 4

.spellinfo all [R2; Konsole]

.spellinfo all #spellid

Displays all available data for spell #spellid including attributes, general properties, effects and targets.

.spellinfo attributes [R2; Konsole]

.spellinfo attributes #spellid

Displays basic info and attribute flags for spell #spellid including SpellAttr0-7, custom attributes, stances, dispel type and mechanic.

.spellinfo effects [R2; Konsole]

.spellinfo effects #spellid

Displays effect data for spell #spellid including effect type, aura type, base points, multipliers, misc values, mechanic, trigger spell, amplitude and class mask per effect.

.spellinfo targets [R2; Konsole]

.spellinfo targets #spellid

Displays target data for spell #spellid including target mask, creature type, max affected targets, and per-effect TargetA, TargetB, radius and chain targets.

STRING · 1

.string [R3]

.string #id [#locale]

SUMMON · 1

.summon [R2]

.summon [\$charactername]

Teleport the given character to you. Character can be offline.

TELEPORT · 8

.teleport [R2]

.teleport #location

Teleport player to a given location.

.teleport add [R2]

.teleport add \$name

Add current your position to .teleport command target locations list with name \$name.

.teleport del [R2; Konsole]

.teleport del \$name

Remove location with name \$name for .teleport command locations list.

.teleport group [R2]

.teleport group#location

Teleport a selected player and his group members to a given location.

.teleport name [R2; Konsole]

.teleport name [#playername] #location

Teleport the given character to a given location. Character can be offline. To teleport to homebind, set #location to "\$home" (without quotes).

.teleport name npc guid [R2; Konsole]

.teleport name id #playername #creatureSpawnId
Teleport the given character to creature with spawn id #creatureSpawnId. Character can be offline.

.teleport name npc id [R2; Konsole]

.teleport name id #playername #creatureId
Teleport the given character to first found creature with id #creatureId. Character can be offline.

.teleport name npc name [R2; Konsole]

.teleport name id #playername #creatureName
Teleport the given character to first found creature with name (must match exactly) #creatureName. Character can be offline.

TICKET · 19

.ticket assign [R1; Konsole]

Usage: .ticket assign \$ticketid \$gmname. Assigns the specified ticket to the specified Game Master.

.ticket close [R1; Konsole]

Usage: .ticket close \$ticketid. Closes the specified ticket. Does not delete permanently.

.ticket closedlist [R1; Konsole]

Displays a list of closed GM tickets.

.ticket comment [R1; Konsole]

Usage: .ticket comment \$ticketid \$comment. Allows the adding or modifying of a comment to the specified ticket.

.ticket complete [R1; Konsole]

.ticket complete #ticketID
Mark a ticket of the given ID as complete.

.ticket delete [R3; Konsole]

Usage: .ticket delete \$ticketid. Deletes the specified ticket permanently. Ticket must be closed first.

.ticket escalate [R1; Konsole]

.ticket escalate #ticketID
Add a ticket of the given ID to the escalation queue.

.ticket escalatedlist [R1; Konsole]

.ticket escalatedlist
Return all open tickets in the escalation queue.

.ticket list [R1; Konsole]

Displays a list of open GM tickets.

.ticket onlinelist [R1; Konsole]

Displays a list of open GM tickets whose owner is online.

.ticket reset [R3; Konsole]

.ticket reset
Removes all closed tickets and resets the counter, if no pending open tickets are existing.

.ticket response append [R1; Konsole]

ticket response append \$ticketId \$response
Add a response

.ticket response appendln [R1; Konsole]

ticket response appendln \$ticketId \$response
Add a response to a new line.

.ticket response delete [R1; Konsole]

ticket response delete \$ticketId
Delete a ticket response

.ticket response show [R1; Konsole]

ticket response show \$ticketId
Show a ticket response

.ticket togglesystem [R3; Konsole]

.ticket togglesystem
Toggle whether tickets are allowed or disallowed.

.ticket unassign [R1; Konsole]

Usage: .ticket unassign \$ticketid. Unassigns the specified ticket from the current assigned Game Master.

.ticket viewid [R1; Konsole]

Usage: .ticket viewid \$ticketid. Returns details about specified ticket. Ticket must be open and not deleted.

.ticket viewname [R1; Konsole]

Usage: .ticket viewname \$creatorname. Returns details about specified ticket. Ticket must be open and not deleted.

TITLES · 4

.titles add [R2]

.titles add #title
Add title #title (id or shift-link) to known titles list for selected player.

.titles current [R2]

.titles current #title
Set title #title (id or shift-link) as current selected titl for selected player. If title not in known title list for player then it will be added to list.

.titles remove [R2]

.titles remove #title
Remove title #title (id or shift-link) from known titles list for selected player.

.titles set mask [R2]

.titles set mask #mask
Allows user to use all titles from #mask. #mask=0 disables the title-choose-field

TRANSMOG · 10

.transmog [R0]

.transmog <on/off>
Allows seeing transmogrified items and the transmogrifier NPC.

.transmog add [R1; Konsole]

.transmog add \$player \$item
Adds an item to a player's appearance collection.

.transmog add set [R1; Konsole]

.transmog add set \$player \$itemSet
Adds items of an item set to a player's appearance collection.

.transmog check [R2; Konsole]

.transmog check \$player \$destItem \$srcItem
Runs a full diagnostic on whether \$srcItem can be applied as appearance on \$destItem for \$player. Works for offline players and from console. Outputs one summary line per section...

.transmog claim [R0]

.transmog claim [item link] .transmog claim <bag> <slot> .transmog claim all
Claims the appearance of an item in your bags without equipping it, binding the item to you. Provide a...

.transmog disclaimer [R0]

.transmog disclaimer <on/off>
Toggles the set bonus disclaimer notice shown when transmogrifying set items.

.transmog interface [R0]

.transmog interface <on/off>

Enables transmogrifier "vendor" interface, allowing appearance previews. DISCLAIMER: If you have too many appearances, some will not be displayed due to a client limitation. In that...

.transmog portable [R0]

.transmog portable

Summons the Ethereal Warpweaver, a portable version of the transmogrification NPC.

.transmog reload [R3; Konsole]

Genaue Parameter mit .help transmog reload erfragen.

.transmog sync [R0]

.transmog sync

Syncs transmog addon appearances with the server.

UN_AURA · 1**.unaura** [R2]

.unaura #spellid

Remove aura due to spell #spellid from the selected Unit.

UNBAN · 4**.unban account** [R1; Konsole]

.unban account \$Name

Unban accounts for account name pattern.

.unban character [R1; Konsole]

.unban character \$Name

Unban accounts for character name pattern.

.unban ip [R1; Konsole]**.unban playeraccount** [R1; Konsole]

.unban playeraccount #name

Unban accounts for character name pattern.

UNBINDSIGHT · 1**.unbindsight** [R2]

.unbindsight

Removes bound vision. Cannot be used while currently possessing a target.

UNFREEZE · 1**.unfreeze** [R2]

.unfreeze (#player)

"Unfreezes" #player and enables his chat again. When using this without #name it will unfreeze your target.

UNLEARN · 1**.unlearn** [R2]

.unlearn #spell [all]

Unlearn for selected player a spell #spell. If 'all' provided then all ranks unlearned.

UNMUTE · 1**.unmute** [R1; Konsole]

.unmute [\$playerName]

Restore chat messaging for any character from account of character \$playerName (or selected). Character can be offline.

UNPOSSESS · 1**.unpossess** [R2]

.unpossess

If you are possessed, unpossesses yourself; otherwise unpossesses current possessed target.

UNSTUCK · 1**.unstuck** [R0; Konsole]

.unstuck \$playername [inn/graveyard/startzone]

Teleports specified player to specified location. Default location is player's current hearth location.

WCHANGE · 1**.wchange** [R2]

.wchange #weathertype #grade

Set current weather to #weathertype with an intensity of #grade. #weathertype can be 0 for fine, 1 for rain, 2 for snow, 3 for storm, 86 for thunders, 90 for blackrain. #grade is a...

WHISPERS · 1**.whispers** [R1]

.whispers on|off

Enable/disable accepting whispers by GM from players. By default use trinityd.conf setting.

WORLDSTATE · 10**.worldstate scourgeinvasion battleswon** [R2; Konsole]

.worldstate scourgeinvasion battleswon <value>

Adjusts the Scourge Invasion battles won count by <value> (can be negative).

.worldstate scourgeinvasion show [R2; Konsole]

.worldstate scourgeinvasion show

Displays the current status of the Scourge Invasion.

.worldstate scourgeinvasion startzone [R2; Konsole]

.worldstate scourgeinvasion startzone <id>

Starts a Scourge Invasion event in the zone specified by <id>. Valid zone IDs: 0-7.

.worldstate scourgeinvasion state [R2; Konsole]

.worldstate scourgeinvasion state <value>

Sets the Scourge Invasion state. Valid values: 0: Disabled 1: Enabled

.worldstate sunsreach counter [R2; Konsole]

.worldstate sunsreach counter <index> <value>

Sets a Suns Reach worldstate counter and displays current Suns Reach status.

.worldstate sunsreach gate [R2; Konsole]

.worldstate sunsreach gate <gate>.

Sets the phase of Sunwell Plateau Gate. Valid values are: 0: All Gates Closed 1: Gate 1 Agamath Open 2: Gate 2 Rohendar Open 3: Gate 3 Archonius Open.

.worldstate sunsreach gatecounter [R2; Konsole]

.worldstate sunsreach gatecounter <index> <value>

Sets a Sunwell gate progression counter and displays current Suns Reach gate status.

.worldstate sunsreach phase [R2; Konsole]

.worldstate sunsreach phase <value>.

Sets the phase of Sun's Reach. Valid values are: 0: Staging Area 1: Sanctum 2: Armory 3: Harbor.

.worldstate sunsreach status [R2; Konsole]

.worldstate sunsreach status

Displays current Suns Reach and Sunwell gate progression status.

.worldstate sunsreach subphase [R2; Konsole]

.worldstate sunsreach subphase <mask>.

Sets the subphase mask of Sun's Reach. Valid values are: 1:

Portal 2: Anvil 4: Alchemy Lab 8: Monument 15: All.

WP - 7

.wp add [R2]

.wp add

Add a waypoint for the selected creature at your current position.

.wp event [R2]

.wp event \$subcommand

Type .path event to see the list of possible subcommands or .help

path event \$subcommand to see info on subcommands.

.wp load [R2]

.wp load \$pathid

Load pathid number for selected creature. Creature must have no waypoint data.

.wp modify [R2]

.wp modify \$option [\$value]

Change the selected waypoint (show the path with .wp show on and target a waypoint first). del - delete the waypoint move - move the waypoint to your position delay \$milliseconds -...

.wp reload [R3]

.wp reload \$pathid

Load path changes ingame - IMPORTANT: must be applied first for new paths before .wp load #pathid

.wp show [R2]

.wp show \$option

Options: on \$pathid (or selected creature with loaded path) - Show path off - Hide path info \$selected_waypoint - Show info for selected waypoint.

.wp unload [R2]

.wp unload

Unload path for selected creature.

WPGPS - 1

.wpgps [R2]

.wpgps

Output current position to sql developer log as partial SQL query to be used in pathing (formatted for waypoint_data table). Use .wpgps sai for waypoint (SAI) table format.

Bot-Kommandos: vollständiges Triggerregister

Diese 137 Schlüsselwörter stehen tatsächlich in ChatTriggerContext des installierten Playerbots-Moduls. Sie werden ohne Punkt als Flüstern gesendet, z. B. /whisper BOTNAME follow. Ein registrierter Trigger garantiert keine Aktion in jeder Situation: Gruppenrechte, Klasse, Entfernung, Quests und Strategien entscheiden mit.

Die wichtigsten Beispiele stehen am Anfang. Für Parameter und klassenabhängige Strategien zuerst help an den Bot senden. Interne Aliase und diagnostische Kommandos bleiben Teil des Registers.

accept

Parameter und Verfügbarkeit mit help beim Bot erfragen.

add all loot

Parameter und Verfügbarkeit mit help beim Bot erfragen.

attack

Dein Ziel angreifen, wenn der Bot dafür verfügbar und berechtigt ist.

attackers

Parameter und Verfügbarkeit mit help beim Bot erfragen.

aura

Parameter und Verfügbarkeit mit help beim Bot erfragen.

autogear

Parameter und Verfügbarkeit mit help beim Bot erfragen.

autogear bis

Parameter und Verfügbarkeit mit help beim Bot erfragen.

b

Parameter und Verfügbarkeit mit help beim Bot erfragen.

bank

Parameter und Verfügbarkeit mit help beim Bot erfragen.

buff

Parameter und Verfügbarkeit mit help beim Bot erfragen.

c

Parameter und Verfügbarkeit mit help beim Bot erfragen.

calc

Parameter und Verfügbarkeit mit help beim Bot erfragen.

cancel aquatic form

Parameter und Verfügbarkeit mit help beim Bot erfragen.

cancel bear form

Parameter und Verfügbarkeit mit help beim Bot erfragen.

cancel cat form

Parameter und Verfügbarkeit mit help beim Bot erfragen.

cancel dire bear form

Parameter und Verfügbarkeit mit help beim Bot erfragen.

cancel moonkin form

Parameter und Verfügbarkeit mit help beim Bot erfragen.

cancel travel form

Parameter und Verfügbarkeit mit help beim Bot erfragen.

cancel tree form

Parameter und Verfügbarkeit mit help beim Bot erfragen.

cast

Parameter und Verfügbarkeit mit help beim Bot erfragen.

castnc

Parameter und Verfügbarkeit mit help beim Bot erfragen.

cdebug

Parameter und Verfügbarkeit mit help beim Bot erfragen.

chat

Parameter und Verfügbarkeit mit help beim Bot erfragen.

cheat

Parameter und Verfügbarkeit mit help beim Bot erfragen.

co

Parameter und Verfügbarkeit mit help beim Bot erfragen.

craft

Parameter und Verfügbarkeit mit help beim Bot erfragen.

cs

Parameter und Verfügbarkeit mit help beim Bot erfragen.

de

Parameter und Verfügbarkeit mit help beim Bot erfragen.

debug

Parameter und Verfügbarkeit mit help beim Bot erfragen.

destroy

Parameter und Verfügbarkeit mit help beim Bot erfragen.

disperse

Parameter und Verfügbarkeit mit help beim Bot erfragen.

dps

Parameter und Verfügbarkeit mit help beim Bot erfragen.

drink

Parameter und Verfügbarkeit mit help beim Bot erfragen.

drop

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emblems

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emote

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enter vehicle

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equip

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equip upgrade

Parameter und Verfügbarkeit mit help beim Bot erfragen.

flag

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flee

Den Kampf verlassen und zurückziehen.

focus heal

Parameter und Verfügbarkeit mit help beim Bot erfragen.

follow

Dem Gruppenführer folgen.

formation

Informationen zur Gruppenformation erfragen.

gb

Parameter und Verfügbarkeit mit help beim Bot erfragen.

gbank

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ginvite

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give leader

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glyph equip

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glyphs

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grind

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guild demote

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guild leave

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guild promote

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guild remove

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help

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inv

Parameter und Verfügbarkeit mit help beim Bot erfragen.

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Parameter und Verfügbarkeit mit help beim Bot erfragen.

invite

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items

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leave

Die Gruppe verlassen.

leave vehicle

Parameter und Verfügbarkeit mit help beim Bot erfragen.

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outfit

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pull

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pull back

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pull rti

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Parameter und Verfügbarkeit mit help beim Bot erfragen.

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repair

Bei geeignetem Händler Ausrüstung reparieren.

reputation

Parameter und Verfügbarkeit mit help beim Bot erfragen.

reset botAI

Parameter und Verfügbarkeit mit help beim Bot erfragen.

revive

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rpg do quest

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rpg status

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rti

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rtsc

Parameter und Verfügbarkeit mit help beim Bot erfragen.

runaway

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spells

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stance

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stay

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wipe

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wt

Parameter und Verfügbarkeit mit help beim Bot erfragen.

Quellen und Version

Grundlage ist der tatsächlich installierte Quelltext mit dessen accountbezogenen RBAC-Standardrechten und der world.command-Datenbank. Export und Analyse erfolgen lesend. Keine verändernden Befehle wurden nur für diesen Katalog ausgeführt.

Core: f19a18799a35f7c24bdcdc9ea399c601f166259b

Befehlsquellen: src/server/scripts/Commands und aktive Modulquellen.

Bot-Trigger: modules/mod-playerbots/src/Ai/Base/ChatTriggerContext.h.

Die Originalhilfe bleibt stellenweise englisch; die deutsche Schnellhilfe erklärt die häufigsten Aufgaben. Bei einem späteren Core-Update dieses Register neu erzeugen.

Quellprojekte

<https://github.com/mod-playerbots/azerothcore-wotlk>

<https://github.com/mod-playerbots/mod-playerbots>

<https://www.azerothcore.org/wiki/gm-commands>