

# UAM Commands

## Issue via Chat, not Console!

When specifying a command by player name, you must specify at least 3 characters of that player's name.

### Command: UAM\_PLAYERS

Description: Displays all Playernames.

### Command: UAM\_HELP

Description: Displays the list of UAdminMod commands in the console.

### Command: UAM\_PLAYERS

Description: Displays a list of players and their player IDs in the console.

### Command: UAM\_SWITCH <TARGET>

Description: Moves target to the other team.

### Command: UAM\_FREEZE <TARGET>

Description: Prevents target from moving until they respawn. How long they are frozen depends on how you've configured the command.

### Command: UAM\_LLAMA <TARGET> / UAM\_UNLLAMA <TARGET>

Description Changes name to "Llama" and prevents them from speaking coherently... Oorgle!

### Command: UAM\_MUTE <TARGET> / UAM\_UNLLAMA <TARGET>

Description Changes name to "Muted" and prevents them from speaking at all.

### Command: UAM\_RESETSCORE <TARGET>

Description: Resets their score to 0. Useful if someone is exploiting a map or something of the like, and is just racking up points.

### Command: UAM\_SLAP <TARGET>

Usage: [mutate|Say|TeamSay] uam\_slap [PlayerID|PlayerName]

Description: Slaps them and detracts a small amount of health (10 hit points by default).

### Command: UAM\_SLAY <TARGET>

Description: Kills them. Use with mercy. Between the deafening thunder, the blinding lightning, and the Sphere of Death, getting slayed really sucks.

### Command: UAM\_TEAMS

Description: Evens the teams.

### Command: UAM\_VOMIT <TARGET>

Description: Causes them to chuck all of his/her inventory. They will not be able to pick up anything until they respawn.