

# Antistasi Console Commands



Looking for [Antistasi Commander Guidelines](#) or the [Commander's Handbook](#) instead?

Below is a categorized list of console commands. They are entered in the Escape/Pause menu. **All commands require admin permissions and use Local Exec for local execution unless otherwise specified.**

This list of commands is incomplete and contains only what we use. For a more complete list of commands, check the Antistasi wiki links below or at the bottom of the page.

- [Arma 3 Multiple Console Commands](#)
- [Antistasi Debug Commands](#)
- [Antistasi Developer Commands](#)



**Login as admin** to use these commands!



**Commands use Local Exec** unless specified!

## Arma 3 MP Commands

### Admin Login



**NOTE:** Your account must be added to the admins list in order for these commands to work!

#### Login

This command logs in as admin. Only **ONE (1)** admin/zeus may be logged in at a time.

```
#login
```

## Logout

```
#logout
```

## Server State

### Restart Server

**IMPORTANT:** Make sure to perform a **Persistent Save** before restarting!

```
#restartserver
```

## Antistasi Commander

### Force Commander

These commands force Commander role changes. Useful for when you're the main Commander, but get kicked out as a result of AFK.

#### Player @ Cursor

This command will promote to Commander the player under your cursor/crosshair.

```
[cursorTarget] remoteExec ["A3A_fnc_makePlayerBossIfEligible", 2];
```

#### Self

Promotes self (command executor) to Commander.

```
[player] remoteExec ["A3A_fnc_makePlayerBossIfEligible", 2];
```

# Headquarters

## HQ Location

### Rebuild HQ @ Player Location


This command will rebuild HQ on player location including [Garage](#), [Arsenal](#), [Flagpole](#) & [Petros](#).

**Note:** This will not move or garage statics or vehicles at HQ. Move/garage them manually.

```
[getpos player] remoteExec ["A3A_fnc_createPetros", 2];
```

## Marker/Location Operations

### Display Markers

 Marker name format will stay changed until the server is restarted!

### Display All Marker Names

```
{
  _mrk = format ["Dum%1", _x];
  _mrk setMarkerTextLocal _x;
} forEach (outposts + seaports + airportsX + resourcesX + factories
+milbases);
```

### Display Nearby Marker Names

```
["Nearest Marker", format ["%1",([markersX, player] call
BIS_fnc_nearestPosition)]] call A3A_fnc_customHint;
```

## Ownership

### Flip Controlling Faction

Use commands above to get marker names. Town/city markers are the name of the town. Replace markername accordingly.

```
[side, "markername"] remoteExec ["A3A_fnc_markerChange", 2];
```

## Resources and Money

### Personal

Replace Money with an integer value.

```
[Money] call A3A_fnc_resourcesPlayer;
```

**Example:** [600] call A3A\_fnc\_resourcesPlayer; gives 600 to player.

### Team

Replace HR, Money with integer values, retaining the comma. Use 0 if you do not wish to change a value.

```
[HR, Money] remoteExec ["A3A_fnc_resourcesFIA", 2];
```

**Example:** [50, 600] remoteExec ["A3A\_fnc\_resourcesFIA", 2]; gives 50 and 600 to Team.

## Miscellaneous

### Repair Building/Structure @ Cursor

**Note:** This is for things like guard towers, bunkers, etc. It will NOT repair functionality of factories, radio towers, etc.

Use the Commander option "Rebuild Assets" for this instead, or [in the case of an enemy radio tower wait on them to begin repairs!](#)

```
[cursorObject] remoteExec ["A3A_fnc_repairRuinedBuilding", 2];
```

## Useful Resources

- [Antistasi Commander Guidelines](#)

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