

Antistasi Console Commands



Looking for [Antistasi Commander Guidelines](#) 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 in order to use these commands!



Commands use Local Exec unless otherwise 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 admin may be logged in at a time.

```
#login
```

Logout

```
#logout
```

Server State

Restart Server



Make sure to do a Persistent Save before restarting!

```
#restartserver
```

Antistasi Commander

Force Commander

This command forces Commander role. Useful for when you're the main Commander, but get kicked out as a result of AFK.

Player @ Cursor

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

Self

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

Headquarters

HQ Location

Rebuild HQ @ Player Location

Rebuilds all HQ basics on player location.

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;
```

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];
```

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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