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 (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. E.g. `[600] call A3A_fnc_resourcesPlayer`; gives
$600.

```
[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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