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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 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];

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Headquarters

HQ Location

Rebuild HQ @ Player Location

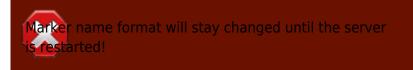
This command will rebuild HQ on player location including Garage, Arsenal, Flagpole & Petros.

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



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;
```

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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 to player.

[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.

E.g. [50,600] remoteExec $["A3A_fnc_resourcesFIA",2]$; \square gives $\times \square 50$ and $\square 600$ to Team.

[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.

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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

From

https://thecollectivegc.com/wiki/ - The Collective Gaming Community

Permanent link:

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