

Admin Privileges

Enforcement of the Uniformed Code of Military Justice and execution of duties may require admin commands to be used. Therefore some people will be trusted with admin privileges. [E-5]+ may be given admin by an officer and [E-9]+ get admin automatically. The rule of thumb is to use the least amount of admin commands to accomplish your goal. This means that if there is ever a situation where you are required to use admin in a way that is not listed in here then it is allowed if you can explain your reasoning and why you couldn't use alternatives. We can't prepare for everything but the guidelines below should be followed as closely as possible to prevent confusion. Please note that you can't use these commands just because you're allowed to, you need to have a valid reason for executing any command. **In a case where an admin command is used where it doesn't cause any harm to the USAF and follows good reason, no punishment shall be served.**

I. Following commands may be used by anyone

- :n / :h - Announcements during an event. May be used to order people to leave the opposing side's respective spawn point. (when used during events such as practice raids :h is used to warn people and communicate to another team accordingly. n: is used at the conclusion of an event as for example saying GG, or having to pause a match.)
- :team - Team someone during an event or at USMA (You may only use this if the team changer at USMA is not working).
- Temp: (E-4+ may be given admin during training, they must ask to be given the admin first however)
- :pm / notify - To tell someone where to go or contact during an event.
- :unff
- :clear - Clear clones
- :re
- Recruitment / rt
- :to - To get behind a barrier into an RT. Must have a reason to do so and consent from the other party.
- :name - To be able to name clones or name a Civilian cleared (If they have a pass or cleared by Senior Command)
- :alert (may only be used to get the attention of an AFK player) If overused or abused, this can be classified as Admin Abuse.
- :health

II. Following commands may be used during training

- :heal - Heal damage during an event (NOT to be used during a deployment/war)
- :change -
- :resetstats -

- :god - God a clone or user during an event
- :give - Give a tool to person
- :clone - Use as a target in some events
- :bot - for moving targets
- :name - To name clones during events
- :to / :bring
- :health - Used to heal people or clones during an event
- :startergive - Only startergive yourself tools that you would need. **NOT WHAT YOU WANT!**
- :view / :watch / :rv - To see where someone is on the map
- :music - Only on a USMA private server. This command may **NOT** be used on a public server without permission from the Senior Command.
- :fly - May be used on a private server only.
- :setmessage - May only be used on USMA to attract members for an RT if the “/rt” command is not working.
- :rteam - May be used for selection of teams during combat training. **MAY NOT BE USED IMMEDIATELY AFTER A CT.**

III. The following commands may be used law enforcement purposes (MP OIT+)

- :view / :watch / :rv
- :track - To locate a possible criminal or exploiter.
- :track - To locate where said user is on the map to track them down.
- :warn - To warn them to stop doing what they are doing.
- :alert - If the user can use it. To warn someone to what
- :kick - (Felonies Only) - Only necessary when you have told them to stop repeatedly and have jailed them.
- :ban - Only used when someone is exploiting, trolling, or when the person you have kicked came back to the game and is still committing crimes.
- :jail - To create a box around someone to stop them from moving. Used if you have two people you need to detain or if someone is running from you.
- :bring - To bring someone if they are across the map or running from you.
- :to - Teleport to someone when they are breaking the law.
- :chatlogs / :joinlogs / :remotelogs / :killlogs / :klogs / :guilogs - Self explanatory (NCO+ may use these logs)
- :temp - may be used by [O3]+ in a private server for USMA (with very specific exemptions)

IV. Following commands may be used by Senior Command

- :setmessage - (at the Academy only)
- :fly - may be used in all USAF games
- :removetools
- :shutdown
- :startergive

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