

Full list of current chat commands: RFactor 1.250

- **/vote yes** // same as pressing button
- **/vote no** // same as pressing button
- **/ping** // same as pressing button
- **/w <sendee> <chat>** // whisper to given player - <sendee> can be just the first few letters of player's name if they are unique
- **/whisper <sendee> <chat>** // same functionality as "/w"
- **/callvote nextsession** // proceeds to next session (practice to qual, for example)
- **/callvote nextrace** // proceeds to next event in dedicated server track list
- **/callvote event <name>** // proceeds to given event (such as "24 Hours of Toban" or "Mills Special Event")
- **/callvote restartrace** // restarts the race
- **/callvote restartwarmup** // client request to go to the beginning of warmup
- **/restartwarmup** // admin/server command to go to the beginning of warmup
- **/callvote restartweekend** // goes back to practice
- **/callvote addai** // adds 1 AI
- **/callvote add5ai** // adds 5 AI
- **/callvote kick <name>** // kick specified player out of race
- **/callvote ban <name>** // bans specified player from server
- **/admin <password>** // take over administrator or super-admin (wrong or no password = stop being administrator)
- **/apwd <password>** // super-admin/server command to change the regular admin password - this will eliminate all current regular admins
- **/editgrid <pos> <name>** // admin command to move the specified player to the given position on the grid - note that you should do the grid from first to last or you may fail to achieve the expected results
- **/setmass <mass> <name>** // admin/server command to apply a penalty mass (0-255 kg) to the specified player with immediate effect, lasting for the rest of the weekend.
- **/batch <file>** // admin/server command to run given batch file of these chat commands (see full description elsewhere)
- **/changelaps <laps> <name>** // admin/server command to adjust the number of completed laps (-10 to +10) to the specified player for the purpose of allowing live stewards' input into the game's scoring system.
- **/addpenalty <code> <name>** // admin/server command adds a penalty to the given player. The following are valid values for <code>: -2=longest line, -1=drive-thru, 0-60=stop/go penalty number of seconds.
- **/subpenalty <code> <name>** // admin/server command removes a penalty from the given player. The following are valid values for <code>: 0=remove one stop/go penalty, 1=remove one drive-thru penalty, 2=remove one longest line penalty, 3=remove all penalties.

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- **/throwyellow [<laps>]** // admin/server command starts a full-course caution for the given number of laps (must be at least 2). If laps is not given, normal randomized value will apply.
- **/clearyellow** // admin/server command ends a full-course caution as soon as possible, regardless of the planned number of laps.
- **/racelength <code> <value1> [<value2>]** // admin/server command changes the race length for the next race: <code>=0 sets a <value1> % length race, <code>=1 sets a <value1>-lap race, <code>=2 sets a <value1>-minute (timed) race, <code>=3 sets a <value1>-lap and <value2>-minute race.
- **/unthrottle <name>** // admin/server command to stop throttling network data to the given client - use with great caution
- **/shutdownserver** // admin command tells a dedicated server to exit immediately.
- **/set upload <kbps>** // change upload speed (works on own machine only, administrator can't change server's upload at this time)
- **/set download <kbps>** // change download speed (same as above)
- **/set nagle <0 or 1>** // can only be done on server - specifies whether questionable Nagle TCP algorithm is used
- **/set warp <0.1 - 3.0>** // in future, will affect voicechat. The warp connotation comes from the period of time to take in between sending each voice packet. 1.0 is the default.

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