

Server Commands

Freelancer Universe uses Freelancer AntiCheat (FLAC) as our server management console. This program also offers some optional commands available to you in the game. The following commands are available to all players.

In all cases using **/list** to obtain the players list number will give you the number to enter in lieu of typing in the targets name. This is useful when dealing with players with complicated names or names consisting of non-typical characters. When using the player list value instead of the target name, add a number/pound sign (#) immediately after the command, then a space, then the number.

ie. typing **/list shows [Admin]-Robocop** to be # 1 in the online players list.

If you wish to send him 100k credits from your current player you can type either **/sendcash# 1 100000** or **/sendcash [Admin]-Robocop 100000**

Global Commands (available to all players)

- /afk** Allows the player to set themselves as afk. This will send an afk message to any player attempting to private chat with that player. To turn off /afk just send out a system message.
- /autobuy [help|none|bats+bots+cd+cm+mine+msl+torp]** Allows the player to set the character to automatically replenish the specified items upon docking. Will not work if players funds run too low. Player may include only certain items or all. Just add a plus between each item you wish automatically replenished.
- /autorepair [on|off]** Automatically regens your ship until you run out of regens
- /bank [balance|help|deposit|withdraw] [amount]** Allows players to transfer funds from a player to an account bank account. This allows the player to transfer funds between characters within that account without using an intermediary. There is a 3% transfer fee each time you make a deposit. Minimum transfer amount 1,000 credits, maximum transfer amount 999,999,999 credits
- /dock [target]** Allows the player to request docking on ships that have been modified to allow docking. On FLU this includes Dreadnoughts, Battleships, Battle Cruisers, and Heavy Cruisers. Alternatively you can select the player in your scan list and hit F3
- /fragdetails** Shows the players logged kills/deaths stats
- /frags** Shows the frag details of all online players
- /grantdock [target]** Allows the player with an authorized ship (dreadnought, battleship, battle cruiser, heavy cruiser) to allow a requesting player to dock on them
- /help [page]** Shows the available commands
- /list** Displays all online players and their corresponding player value. This value can be used in place of typing in the player's name when using these commands

/loc	Displays your current x, y, z location in space
/loss	Displays your current packet loss value. The closer to zero you are the better
/mute [target]	Allows you to mute another player. This will prevent them from being able to chat with you via private chat
/ping	Displays your current ping value. The closer to zero you are the better
/rules	Displays the server rules to the player
/sendcash [target] [amount]	Allows the player to send the specified amount of credits to another player. There is a 3% fee for using this command. Minimum amount to transfer is 1,000 credits, maximum is 999,999,999 credits
/setgender [male female]	Allows the player to change their gender. This will cause death messages to reflect male or female gender. ie. PlayerName blew HIMself up! or PlayerName blew HERself up!
/setjoinmessage [message]	Allows the player to add or change the message that gets displayed when they log in or respawn. Abuse of this privilege will get you banned. It's an everybody or nobody command. Keep the messages appropriate and clean
/startas [template]	There are a number of pre-established templates available for the player to take advantage of. Typing /startas will display the available templates and their associated cost.
<p>WARNING!!!:</p> <p>When using this command your current ship, money, equipment, and progress will be replaced by the selected template. Please do not come crying to the admins that our server destroyed your work. For best results follow this procedure when using this command.</p> <ol style="list-style-type: none"> 1. Determine which template you wish to use using the /startas help command. 2. Identify the cost value for that template. It will be displayed next to the template name. 3. Place that amount in your bank account using the /bank deposit [amount] command. Remember there is a 3% fee for using this command. Allow for the fee. 4. Create a new character to apply the template to. 5. Withdraw the necessary money for that template from your bank account using the /bank withdraw [amount] command. 6. Apply the template by using the /startas [template] command. 	
/time	Displays current server time to player
/unmute [target]	Deactivates the /mute [target] command allowing the specified player to send private chat to the player

The following templates are available

Bretoniapolice	104,000 credits, Crusader, Bretonian Weapons, Docked on Planet New London, New London, reputation appropriate for Bretonia Police.
Bundschuh	454,692 credits, Stiletto, Bundschuh Weapons, Docked on Bruchsal Base, Frankfurt, reputation appropriate for Bundschuh.
corsairs	114,200 credits, Legionnaire, Corsair Weapons, Docked on Yanagi Depot, Sigma-13, reputation appropriate for Corsairs.
dragons	264,168 credits, Drake, Kusari Weapons, Docked on Kyoto Base, Chugoku, reputation appropriate for Blood Dragons.
GMG	318,948 credits, Hawk, GMG Weapons, Docked on Aomori Station, Honshu, reputation appropriate for Gas Miner's Guild.
Hessians	210,588 credits, Dagger, Hessian Weapons, Docked on Kreuzberg Depot, New Berlin, reputation appropriate for Red Hessians.
hostile	0 credits, NewPlayer Starflieger, Docked on Planet Gammu, reputation hostile to all factions.
hunters	80,960 credits, Piranha, Bounty Hunter Weapons, Docked on Sheffield Station, Manchester, reputation appropriate for Bounty Hunters.
kusaripolice	139,760 credits, Drake, Kusari Weapons, Docked on Planet New Tokyo, New Tokyo, reputation appropriate for Kusari Police.
libertynavy	80,070 credits, Defender, Liberty Weapons, Docked on Battleship Missouri, New York, reputation appropriate for Liberty Navy.
mollys	28,534 credits, Bloodhound, Mollys Weapons, Docked on Arranmore Base, Dublin, reputation appropriate for Mollys.
neutral	200,000 credits, NewPlayer Starflieger, Docked on Planet Manhattan, New York, reputation neutral to all factions except hostile to Nomads.
navmap	10,000,000 credits, NewPlayer Starflieger, Docked on Planet Manhattan, New York, standard startup reputation, full Nav Map.
neutralnav	50,000,000 credits, NewPlayer Starflieger, Docked on Planet Manhattan, New York, reputation neutral to all factions except hostile to Nomads, full Nav Map.
neutraltrader	355,500 credits, Dromedary, full loadout, Docked on Mactan Base, Magellan, reputation neutral to all factions except hostile to Nomads.
outcasts	86,610 credits, Dagger, Outcast Weapons, Docked on Buffalo Base, New York, reputation appropriate for Outcasts.
libertypolice	68,520 credits, Patriot, Liberty Weapons, Docked on Planet Manhattan, New York, reputation appropriate for Liberty Police.

Rheinlandpolice 261,120 credits, Banshee, Rheinland Weapons, Docked on Planet New Berlin, New Berlin, reputation appropriate for Rheinland Police.

rogues 77,600 credits, Bloodhound, Rogue Weapons, Docked on Rochester Base, New York, reputation appropriate for Liberty Rogues.

Prices were determined by the actual cost of the ship and equipment, plus a small fee for the setup. Neutral template price was determined by the cost of the junker and zoner bribes. Neutral Trader price was determined by the cost of the ship and equipment plus the cost of the junker and zoner bribes, plus a small fee for the setup. NavMap and NeutralNav prices were determined by the estimated value of not having to acquire these features on your own. Either you need it or you don't. If you do, the prices are the prices.