

Utilisation du Training dans Post Scriptum

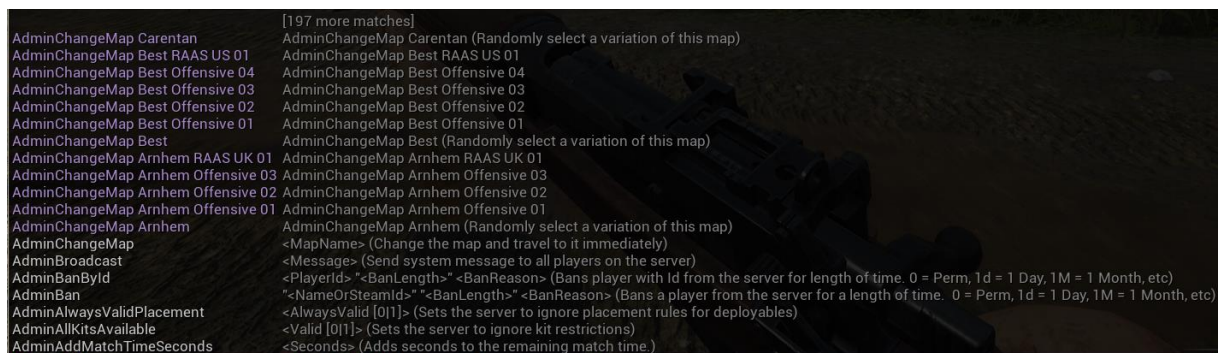
La carte Arnhem range :



Carte de lancement du mode training. On y trouve un stand pour tester toutes les spécialités du jeu (logi, infanterie, tankiste et commandant). A noter qu'en plus du stand de tir principal, il y en a deux autres en ville et en tranchées, sur les points B1 et A1.

Sur Armor Reinforcement (en haut à gauche), il est possible, si on est dans aucune section (on spawn immédiatement), de faire apparaître tous les tanks possibles sur les spawners présents à cet endroit. Il est de plus possible, sur le panneau situé à coté des armes AT, de choisir une cible qui apparaîtra alors dans le champ devant.

Les joies de l'administrateur :



Sur le serveur Training, vous êtes administrateur, et vous avez donc accès à toutes les commandes pour vous simplifier la vie ! la première :

Shift + P : caméra admin ; cela vous permet de vous déplacer rapidement d'un endroit à un autre. La même combinaison de touches vous remet en mode joueur à l'endroit où est la caméra, attention aux dégâts de chute !

En utilisant la console (touche « ² » par défaut), voilà d'autres commandes pratiques :

AdminNoDelays retire les temps d'attente pour spawn

AdminAllKitsAvailable 1 donne l'accès à toutes les classes

AdminAddMatchTimeSeconds ##### rajoute des secondes au temps de match (possibilité de mettre un temps négatif)

AdminAlwaysValidPlacement 1 toutes les constructions logis peuvent être placées sans besoin de supply, et sans limitation par le terrain

AdminSlomo 0.1/10 augmente/diminue la vitesse du jeu (attention au crash !)

AdminForceTeamChange Pseudo pour changer rapidement de faction

AdminChangeMap ### ### change immédiatement la carte du serveur

AdminSetNextMap ### ### choisi la prochaine carte (après la fin du match actuel)

Enfin, pour faire apparaitre devant vous la quasi-totalité des véhicules du jeu, voilà toutes les commandes :

Axis :

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/0/BP_0.BP_0_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/BMW_R75/BP_BMW_R75.BP_BMW_R75_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/PAK_38/BP_PAK38.BP_PAK38_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Flak_36/BP_Flak36.BP_Flak36_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Flak_36/BP_Flak_36_Emplaced_Vic.BP_Flak_36_Emplaced_Vic_C

AdminCreateVehicle
/Game/PostScriptum/Vehicles/Axis/Panzer_VI_Konigstiger/BP_PZ_VI_Konigstiger_3D.BP_PZ_VI_Konigstiger_3D_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Pak_36/BP_Pak36.BP_Pak36_C

AdminCreateVehicle
/Game/PostScriptum/Vehicles/Axis/Trailer_Water/BP_Water_Trailer_GER_Vehicle.BP_Water_Trailer_GER_Vehicle_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Sdkfz_7/BP_Sdkfz_7_Flak38.BP_Sdkfz_7_Flak38_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Sdkfz_7/BP_Sdkfz_7_Flatbed.BP_Sdkfz_7_Flatbed_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Sdkfz_7/BP_Sdkfz_7_Transport.BP_Sdkfz_7_Transport_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Sdkfz_251/BP_Sdkfz_251.BP_Sdkfz_251_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Sdkfz_251/BP_Sdkfz_251_Gray.BP_Sdkfz_251_Gray_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Flak_38/BP_Flak_38_Emplaced.BP_Flak_38_Emplaced_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Jagdpanzer_IV/BP_Jagdpanzer_IV.BP_Jagdpanzer_IV_C

AdminCreateVehicle
/Game/PostScriptum/Vehicles/Axis/Jagdpanzer_IV/BP_Jagdpanzer_IV_Camo.BP_Jagdpanzer_IV_Camo_C

L48 pas dispo ?

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Kubelwagen/BP_Kubelwagen.BP_Kubelwagen_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Kubelwagen/BP_Kubelwagen_Camo.BP_Kubelwagen_Camo_C

AdminCreateVehicle
/Game/PostScriptum/Vehicles/Axis/Kubelwagen/BP_Kubelwagen_Commanding.BP_Kubelwagen_Commanding_C

AdminCreateVehicle
/Game/PostScriptum/Vehicles/Axis/MG34_Lafette_StaticMG/BP_EmplacedMG34_Tripod.BP_EmplacedMG34_Tripod_C

AdminCreateVehicle
/Game/PostScriptum/Vehicles/Axis/MG42_Lafette_StaticMG/BP_EmplacedMG42_Tripod.BP_EmplacedMG34_Tripod_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Opel_Blitz/BP_Opel_Blitz_Covered.BP_Opel_Blitz_Covered_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Opel_Blitz/BP_Opel_Blitz_Logi.BP_Opel_Blitz_Logi_C

AdminCreateVehicle
/Game/PostScriptum/Vehicles/Axis/Opel_Blitz/BP_Opel_Blitz_MobileSpawn.BP_Opel_Blitz_MobileSpawn_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Opel_Blitz/BP_Opel_Blitz_Transport.BP_Opel_Blitz_Transport_C

AdminCreateVehicle
/Game/PostScriptum/Vehicles/Axis/Opel_Blitz/BP_Opel_Blitz_Transport_Camo.BP_Opel_Blitz_Transport_Camo_C

AdminCreateVehicle
/Game/PostScriptum/Vehicles/Axis/Opel_Blitz/BP_Opel_Blitz_Transport_Covered.BP_Opel_Blitz_Transport_Covered_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Panzer_38_t/BP_Panzer_38_t.BP_Panzer_38_t_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Panzer_II/BP_Panzer_II.BP_Panzer_II_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Panzer_III/BP_Panzer_III.BP_Panzer_III_C

AdminCreateVehicle
/Game/PostScriptum/Vehicles/Axis/Panzer_III/BP_Panzer_III_Armored_Commander.BP_Panzer_III_Armored_Commander_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Panzer_III_F/BP_Panzer_III_F.BP_Panzer_III_F_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Panzer_IV_D/BP_PZ_IV_D.BP_PZ_IV_D_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Panzer_IV_G/BP_PZ_IV_G_3D.BP_PZ_IV_G_3D_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Panzer_IV_G/BP_PZ_IV_G_3D_Camo.BP_PZ_IV_G_3D_camo_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Panzer_V_Panther/BP_PZ_V_Panther_3D.BP_PZ_V_Panther_3D_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Panzer_VI_Tiger_E1/BP_PZ_VI_Tiger_3D.BP_PZ_VI_Tiger_3D_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Sdkfz_222/BP_Sdkfz_222.BP_Sdkfz_222_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Sdkfz_222/BP_Sdkfz_222_Gray.BP_Sdkfz_222_Gray_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Sdkfz_232/BP_Sdkfz_232.BP_Sdkfz_232_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Sdkfz_234/BP_Sdkfz_234.BP_Sdkfz_234_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Stug_III/BP_Stug_III_3D.BP_Stug_III_3D_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Axis/Stug_III/BP_Stug_III_Camo_3D.BP_Stug_III_Camo_3D_C

AdminCreateVehicle
/Game/PostScriptum/Vehicles/Axis/Trailer_Ammo/BP_Ammo_Trailer_Wehrmacht_Vehicle.BP_Ammo_Trailer_Wehrmacht_Vehicle_C

FR :

AdminCreateVehicle /Game/PostScriptum/Vehicles/Civilian/Citroen11CV/BP_Citroen_11CV.BP_Citroen_11CV_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Civilian/Citroen11CV/BP_Citroen_11CV_FR.BP_Citroen_11CV_FR_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/Civilian/Tracteur/BP_Tracteur.BP_Tracteur_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/French/APX_47mm/BP_APX_47mm.BP_APX_47mm_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/French/Hotchkiss_H35/BP_Hotchkiss_H35.BP_Hotchkiss_H35_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/French/Laffly_S20TL/BP_Laffly_S20TL.BP_Laffly_S20TL_C

AdminCreateVehicle
/Game/PostScriptum/Vehicles/French/Laffly_S20TL/BP_Laffly_S20TL_ConstructionTruck.BP_Laffly_S20TL_ConstructionTruck_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/French/Laffly_S20TL/BP_Laffly_S20TL_MSP.BP_Laffly_S20TL_MSP_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/French/Laffly_W15TCC/BP_Laffly_W15TCC.BP_Laffly_W15TCC_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/French/Panhard_178/BP_Panhard_178.BP_Panhard_178_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/French/Renault_B1/BP_Renault_B1.BP_Renault_B1_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/French/Renault_R35/BP_Renault_R35.BP_Renault_R35_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/French/Somua_S35/BP_Somua_S35.BP_Somua_S35_C

US/ENG :

AdminCreateVehicle

/Game/PostScriptum/Vehicles/US/Browning_M1919_A4/BP_Emplaced_M1919_A4_Tripod.BP_Emplaced_M1919_A4_Tripod_C

AdminCreateVehicle

/Game/PostScriptum/Vehicles/US/Chevrolet_G7100/BP_Chevrolet_G7100_Construction.BP_Chevrolet_G7100_Construction_C

AdminCreateVehicle

/Game/PostScriptum/Vehicles/US/Chevrolet_G7100/BP_Chevrolet_G7100_Transport.BP_Chevrolet_G7100_Transport_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/US/Jeep_Willys/BP_Jeep_Willys_US.BP_Jeep_Willys_US_C

AdminCreateVehicle

/Game/PostScriptum/Vehicles/US/Jeep_Willys/BP_Jeep_Willys_US_Commander.BP_Jeep_Willys_US_Commander_C

? AdminCreateVehicle /Game/PostScriptum/Vehicles/US/LCT_Mk2/BP_LCT_Spawner_Stryker.BP_LCT_Spawner_Stryker_C

? AdminCreateVehicle

/Game/PostScriptum/Vehicles/US/LCT_Mk2/BP_LCT_Spawnpoint_Stryker.BP_LCT_Spawnpoint_Stryker_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/US/LCT_Mk2/BP_LCT_Stryker.BP_LCT_Stryker_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/US/LCVP/BP_LCVP_Stryker.BP_LCVP_Stryker_C

? AdminCreateVehicle /Game/PostScriptum/Vehicles/US/LCVP/BP_LCVP_Spawner_Stryker.BP_LCVP_Spawner_Stryker_C

?AdminCreateVehicle /Game/PostScriptum/Vehicles/US/LCVP/BP_LCVP_Spawnpoint_Stryker.BP_LCVP_Spawnpoint_Stryker_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/US/M10_Wolverine/BP_M10_Wolverine.BP_M10_Wolverine_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/US/M18_Hellcat/BP_M18_Hellcat.BP_M18_Hellcat_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/US/M24_Chaffee/BP_M24_Chaffee.BP_M24_Chaffee_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/US/M3_Halftrack/BP_M3_Halftrack.BP_M3_Halftrack_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/US/M3_Halftrack/BP_M3_Halftrack_Armed.BP_M3_Halftrack_Armed_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/US/M5_Stuart/BP_M5_Stuart.BP_M5_Stuart_C

AdminCreateVehicle

/Game/PostScriptum/Vehicles/US/M5_Stuart/BP_M5_Stuart_Armored_Commander.BP_M5_Stuart_Armored_Commander_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/US/M8_Greyhound/BP_M8_Greyhound.BP_M8_Greyhound_C

AdminCreateVehicle /Game/PostScriptum/Vehicles/US/Sherman_M4A3/BP_Sherman_M4A3.BP_Sherman_M4A3_C

AdminCreateVehicle

/Game/PostScriptum/Vehicles/US/Sherman_M4A3/BP_Sherman_M4A3_Wade.BP_Sherman_M4A3_Wade_C