

## Joining and leaving

Join time after map start (sec.)	0		250	<input type="text" value="0"/>
Automatic respawn time (sec.)	1		60	<input type="text" value="15"/>
Start spectate after inactivity (sec.)	30		600	<input type="text" value="300"/>
Kick player after inactivity (sec.)	30		600	<input type="text" value="300"/>

## Annoying player management

Mute chat after (1-10 mess/sec.)  ☒ Auto-kick players that are on the IP-banlist:

Unmute chat after (1-60 sec.)

☐ Pure server

IP address

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<< Add

Remove

Default