



Console (Exec)Commands Command Line Parameters

Console Commands

Console commands are entered into the console window. To use console commands, press "~" while in game.

They can do various things from resetting the engine to setting particular actor's variables. The following is a list of engine supported console commands:

- FLUSH - tells the engine to flush all engine caches
- STAT - is used in conjunction with the following parameters to toggle on/off statistic displaying
 - ANIM - toggles on/off animation statistics display
 - DEFAULT - resets most statistic display flags to not display anything
 - RESET - same as DEFAULT
 - FPS - toggles on/off frames per second display
 - RENDER - toggles on/off rendering statistics display
 - HARDWARE - toggles on/off hardware statistics display
 - GAME - toggles on/off game statistics display
 - HISTOGRAPH - toggles on/off histogram statistics display
 - XBOXMEM - toggles on/off XBox memory statistics display
 - MATINEE - toggles on/off matinee statistics display
 - AUDIO - toggles on/off audio statistics display
 - NET - toggles on/off (inter)net(work) statistics display
 - ALL - toggles on all statistics display
 - NONE - toggles off all statistics display
- CRACKURL - breaks down passed URL to the engine for the map/game and displays all parameters
- OPEN - tells the engine to open a map by the name of the string that comes immediately after
- START - similar to OPEN, difference is it does a TRAVEL_Absolute instead of TRAVEL_Partial
- SERVERTRAVEL - travels the client to the server by the name/address of the string that comes immediately after
- DISCONNECT - disconnects the client from the current game/server

- RECONNECT - reconnects the client to the current game/server
- EXIT - tells the engine to shutdown and close the application
- QUIT - same as EXIT
- GETCURRENTTICKRATE - displays the current tick rate
- GETMAXTICKRATE - displays the max allowed tick rate
- GSPYLITE - tells the engine to run GameSpy Lite executable
- SAVEGAME - tells the engine to save the current game state
- CANCEL - tells the engine to cancel an in progress connection attempt
- MEMSTAT - displays memory usage information
- CONFIGHASH - displays configuration information
- RELAUNCH - flushes the engine and then relaunches the executable
- DEBUG - is used to simulate various errors with the following parameters identifying which
 - CRASH - tells the engine to simulate a fatal crash
 - GPF - tells the engine to simulate a general protection fault
 - RECURSE - tells the engine to simulate a runaway recursion or loop
 - EATMEM - tells the engine to simulate eating up all available system memory
- DIR - displays all used directories and files
- MEM - displays allocated memory information
- RESETPROFILE - resets internal stat counter variables (ticks, calls, and cycles)
- DUMPNATIVES - displays all native functions
- SET - this one is the most powerful of them all. It takes the first parameter string as a unique object name and variable (MyActor0.variable) and sets its value to the second parameter string
- OBJ - is used in conjunction with the following parameters
 - GARBAGE - forces a garbage collection sweep
 - MARK - tells the engine to iterate through all objects and set their marked flag
 - MARKCHECK - displays a list of objects that aren't marked
 - REFS - takes two parameters which identify a class and name of an object, then displays all objects that reference it
 - CLASS=
 - NAME=
 - HASH - displays a count of how many objects have hashes
 - CLASSES - displays a list of all loaded classes
 - DEPENDENCIES - displays a list of dependencies upon a specific package as passed by a string parameter
 - PACKAGE=
 - LIST - displays a list of objects of a class, from a package, or inside a package. The following parameters can be given in any combination
 - CLASS= - the string value is the class of object to find
 - PACKAGE= - the string value is the name of the package to list objects which have an outer of
 - INSIDE= - the string value is the name of the package to look in for objects
 - VFHASH - lists how many hashes are in each object's VfHash table
 - LINKERS - iterates through GObjLoaders and displays info about their linkers

- GTIME - displays the value of GTime
- DUMPCACHE - displays objects in cache and their cache attribute
- BRIGHTNESS - modifies the screen brightness. Takes a parameter value for setting the brightness or can take a parameter of '+' to increase it. If no parameters are passed, brightness is set to 0.5
- CONTRAST - works the same as BRIGHTNESS, only affects the contrast level
- GAMMA - works the same as BRIGHTNESS, only affects the gamma level
- PAUSESOUNDS - iterates through all sound sources and sets their paused flag
- UNPAUSESOUNDS - iterates through all sound sources and unsets their paused flag
- WEAPONRADIUS - sets a default sound radius to the value of the string parameter
- ROLLOFF - sets the sound RollOff value to the value of the string parameter

To use exec commands, you can either type them into the console, or you can edit your User.ini file and create an Alias for the command and then map the alias to a key.

- Admin - executes an admin command on a server where you are logged in as administrator. Only available to server admins
- KickBan - kicks and bans a player from the server whose name is the string parameter. Only available to server admins
- Kick - disconnects a player from the server whose name is the string parameter. Only available to server admins
- PlayerList - displays a list of all players connected to the server. Only available to server admins
- RestartMap - restarts the current map on the server. Only available to server admins
- Switch - tells the server to change levels based on the string parameter, which is parsed as a URL (see commandline parameters)
- FreezeFrame - pauses the game for a period of time as passed by the string parameter (interpreted as a value of milliseconds). Only available if cheating is enabled
- WriteToLog - writes a bit of test text to the log file. Only available if cheating is enabled
- SetFlash - sets the flash scale to the string parameter (interpreted as a float value). Only available if cheating is enabled
- SetFogR - sets the red color component of FlashFog variable to the string parameter (interpreted as a float value). Only available if cheating is enabled
- SetFogG - sets the green color component of FlashFog variable to the string parameter (interpreted as a float value). Only available if cheating is enabled
- SetFogB - sets the blue color component of FlashFog variable to the string parameter (interpreted as a float value). Only available if cheating is enabled
- LogScriptedSequences - toggles on/off the logging of AI scripts. Only available if cheating is enabled
- Teleport - changes the player's location to the HitLocation of a trace from the player's ViewRotation. Only available if cheating is enabled
- ChangeSize - sets the player's collision and drawscale values to the defaults * the string parameter (interpreted as a float value). Only available if cheating is enabled
- LockCamera - toggles on/off locking the player's view camera in place. Only available if cheating

is enabled

- SetCameraDist - sets the distance from the player the camera is by the amount of the string parameter (interpreted as a float value). Only available if cheating is enabled
- EndPath - currently does nothing. Only available if cheating is enabled, though =)
- FreeCamera - sets the camera to freely move around independant from player movement/rotation by the string parameter (interpreted as a bool value). Only available if cheating is enabled
- CauseEvent - triggers an event by the name of the string parameter. Only available if cheating is enabled
- Amphibious - sets the player's underwater time to really really high (almost 17 minutes)
- Fly - sets the player's state to flying. Only available if cheating is enabled
- Walk - sets the player's state back to normal walking movement (ends Flying). Only available if cheating is enabled
- Ghost - same as Fly, except player can move through level geometry. Only available if cheating is enabled
- AllAmmo - iterates through all weapons in the player's inventory and sets the ammo amount to 999. Only available if cheating is enabled
- Invisible - toggles the player's Visibility variable between 0 and default. Only available if cheating is enabled
- God - toggles God mode on/off. Only available if cheating is enabled
- SloMo - sets the engine speed to the string parameter (interpreted as a float value of milliseconds). Only available if cheating is enabled
- SetJumpZ - sets the height of player jumping to the string parameter (interpreted as a float). Only available if cheating is enabled
- SetGravity - sets the gravity of the PhysicsVolume the player is in to the string parameter (interpreted as a float). Only available if cheating is enabled
- SetSpeed - sets the player's running and swimming speed to default * string parameter (interpreted as a float). Only available if cheating is enabled
- KillAll - iterates through all objects and destroys those of the string parameter type (interpreted as a class name). Only available if cheating is enabled
- KillPawns - destroys all pawns in the game. Only available if cheating is enabled
- Avatar - tells the player controller to possess a pawn of the string parameter type (interpreted as a class name). Only available if cheating is enabled
- Summon - spawns an object of the string parameter type (interpreted as a class name). Only available if cheating is enabled
- PlayersOnly - sets a game flag that allows only players to be updated (Tick'ed). Only available if cheating is enabled
- CheatView - sets the player's view to be on the next object of the string parameter type (interpreted as a class name). Only available if cheating is enabled
- RememberSpot - for AI, sets the Destination to the current location of either the controlled pawn or the location of the controller (if no pawn is controlled). Only available if cheating is enabled
- ViewSelf - sets the player camera view to be centered on the controlled pawn or the controlled itself if no pawn is controlled. Only available if cheating is enabled
- ViewPlayer - sets the player camera view to be centered on a player by the name of the string

parameter. Only available if cheating is enabled

- ViewActor - sets the player camera view to be centered on an actor with the Name of the string parameter. Only available if cheating is enabled
- ViewClass - same as CheatView. Only available if cheating is enabled
- Loaded - gives the player all available weapons. Only available if cheating is enabled
- Say - sends a message to everyone connected to the server, message is all text following the command
- TeamSay - sends a message to everyone on the same team as you on the server, message is all text following the command
- Type - puts the console into a text entry state
- Talk - puts the console into a text entry state, and sends the resulting text as a Say command
- TeamTalk - same as Talk, except sends the resulting text as a TeamSay command
- SwitchToBestWeapon - attempts to change the player's weapon to the best one in the player's inventory
- ShowScores - toggles the displaying of the score spread of players in the game on the HUD
- ShowDebug - toggles the displaying of debug information on the HUD
- UpdateRelative - for inventory items, updates the relative rotation of the item to the player
- NextItem - for pawns, switch to the next inventory item
- FOV - sets the Field Of View for the player to the string parameter (interpreted as a float). FOV is clamped between 1 and 170, and if the game is a network game, FOV will not accept values below 80.0
- SetSensitivity - sets the sensitivity of the mouse for the player to the string parameter (interpreted as a float)
- ForceReload - calls the player's weapon's ForceReload function
- Jump - tells the player code to jump
- Speech - sends a sound message from the player's voice pack to another player
- RestartLevel - restarts the current level
- LocalTravel - travels the client to the string parameter (interpreted as a URL)
- QuickSave - saves the game into slot 9
- QuickLoad - loads the game from slot 9
- Pause - toggles gameplay paused/unpaused
- ActivateInventoryItem - activates the inventory item of the class of string parameter (interpreted as a class name)
- ThrowWeapon - throws the currently selected weapon out of the player inventory and selects another
- PrevWeapon - switches the player's weapon to the previous weapon in the player's inventory
- NextWeapon - switches the player's weapon to the next weapon in the player's inventory
- SwitchWeapon - switches the player's weapon to the specific weapon group string parameter (interpreted as a byte value)
- GetWeapon - gives the player a weapon of string parameter type (interpreted as a class name)
- PrevItem - switches the player's item to the previous item in the player's inventory
- ActivateItem - activates the player's currently selected item
- Fire - fires the player's currently selected weapon with an optional accuracy modifier of string

parameter (interpreted as a float)

- AltFire - alternate fires the player's currently selected weapon with an optional accuracy modifier of string parameter (interpreted as a float)
- Use - make the player attempt to use any level objects the player is touching
- Suicide - makes the player die by suicide
- Name - change the player's name to the string parameter
- SetName - same as Name
- SwitchTeam - changes the team the player is on
- SwitchLevel - changes the level to the string parameter (interpreted as a URL)
- ClearProgressMessages - clears the progress message array for the player
- SetProgressMessage - sets a particular progress message with the properties of string parameter (interpreted format of an int, a string, then a color)
- SetProgressTime - sets the time from now that the progress messages timeout by string parameter (interpreted as a float of milliseconds)
- BehindView - sets the status of the camera view behind the player to the string parameter (interpreted as a bool)
- CreateCameraEffect - adds a camera effect of the string parameter type (interpreted as a class type)

Command Line Parameters

To use commandline parameters, tack them onto an '-' after the executable call. If a map and URL is used, ensure that your commandline options and parameters come after it, for example :

`uw.exe mymap?game=engine.gameinfo -1024x768 -nosound -INI=other.ini`

These are internally used to open up the engine in different states

- NewWindow - opens up the engine in a new window
- changevideo - flags the engine to open with the change video device dialogue box
- TestRenDev - haven't a clue, but don't manually use this anyways

These are developer related / automatically used flags that tell the engine to load or behave differently

- LAZY - the engine loads lazily?
- LOG - tells the engine to show a log window instead of the normal splash screen on startup
- SILENT - tells the engine to not ask the user any questions and assume a yes answer to any (only used in FFeedbackContextAnsi.h)
- NORUNAWAY - tells the engine not to care about runaway (infinite) loops or recursions in script
- STRICT - tells the engine to treat all UnrealScript execution warnings to be fatal errors
- CONFLICTS - tells the engine to perform a Name conflict check on objects (to avoid different

Objects having the same 'unique' name)

- NOGC - tells the engine not to garbage collect anything
- PROFILE - tells the engine to dump to the log file function profile code (time spent per tick, cycles per call, calls per tick)
- NOBIND - tells the engine not to bind to DLLs (dunno why you'd want this)
- WARNRESOLVE - tells the engine to log if an object package file can't be found (used exclusively with UCC)
- NOMMX - tells the engine not to use MMX
- NOSSE - tells the engine not to use SSE
- MEMSTAT - tells the engine to dump to log memory usage (allocation/deallocation) stats
- NODEVICEID - tells the engine to skip identifying D3D device
- BENCHMARK - tells the engine to do benchmark stuff
- DEBUG - tells the engine to send debug info to the debugger
- SILENTBUILD - tells the engine to not output to log UnrealScript compilation info
- LINEINFO - tells the engine to insert line numbers into the bytecode stream when compiling
- SHOWDEP - tells the engine to show dependencies when recompiling UnrealScript files
- LANPLAY - tells the engine to not cap client bandwidth when connecting to servers
- PROFILESTATS - is not used for anything
- NODTECT - tells the engine not to detect available renderers
- FIRSTRUN - tells the engine to ignore the FirstRun value in the game ini (sets it to 0)
- SAFE - tells the engine to run in safe mode
- RECORDMOVIE - tells the engine to record a demo
- PRIMARYNET - affects how the engine handles network binding
- DEFAULTRES - tells the engine to use a default resolution (640x480)
- NOCONFORM - tells the engine not to conform packages as they are compiled

These are normal user usable flags that tell the engine to load or behave differently

- SERVER - I think this runs a dedicated server
- NOSOUND - tells the engine to not use any sound

These are parameters the engine can take in order to affect certain things

- EXEC= - tells the engine to execute an exec file
- INI= - tells the engine to load it's game ini file from the string which immediately follows
- USERINI= - tells the engine to load it's user ini file from the string which immediately follows
- CPUSPEED= - tells the engine to work off a specific CPU speed
- LOG= - tells the engine to use the log filename of the string which immediately follows
- ABSLOG= - same as LOG=
- PKTLOSS= - tells the engine to simulate packet loss in netplay for testing (value is a percentage, up to 100)
- PKTORDER= - tells the engine to simulate packets out of order (value treated as a bool, 1 or 0)
- PKTDUP= - tells the engine to simulate duplicate packets (value is a percentage, up to 100)

- PKTLAG= - tells the engine to simulate lag in netplay (value is in milliseconds)
- CONSOLECOMMAND= - tells the engine to execute the command (for MPlayer/Heat)
- PORT= - tells the engine to use a specific port number
- MULTIHOM= - tells the engine to use a multihome address for networking
- PATH= - tells the engine's setup where to install/uninstall
- HWND= - tells the engine to use an internal window handle of the launcher if no parent window is provided

These tell the engine to use a specific window/screen resolution

- 320x240
- 640x480
- 800x600
- 1024x768
- 1280x1024
- 1600x1200

URLs are how the engine tells itself to load a level or particular settings across levels. Each URL part is separated by a '?', and a URL can be supplied on the commandline to run the engine with a specific level, gametype, player class, etc. Note that a URL parameter must start with the name of the map (leaving off map extension). The following are valid URL parts

- GAME= - tells the engine what gameinfo class to use (overriding default)
- CLASS= - tells the engine what player class to use (overriding default)



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