

Commands & Variables

Information about general console commands and variables.

- [Commands \(CMD\)](#)
- [Console Variables \(CVAR\)](#)

Commands (CMD)

Console Commands are unlocked by default after running the [Eternal Mod Injector](#).

How to Use the Command Console

- Press the **Grave Accent** (`) key on your keyboard to open the console.
- You may type any command in the terminal prompt, but you cannot control your character while the console is open. After you have typed your desired command, press **Enter** to execute it.
- Press the (`) key again to exit the Command Console.

Opening the Command Console does **not** pause the game.

Commands are **not** case-sensitive.

Common Console Commands

If you are having trouble finishing a command, select **TAB** and the console will display available parameters.

Command	Information	Example
listcmds	Lists all of the available console commands.	<code>listcmds</code>
bind	Binds a command to a specific key.	<code>bind del killai</code>
unbind	Unbinds a command from a key.	<code>unbind del</code>
kill	Instantly kills the player once, consuming an Extra Life if one is present.	<code>kill</code>

god	Makes the player invulnerable to damage. This command is toggle-able by itself.	god
give	Gives the player resources in full capacity or adds an item to the player's inventory.	give health give armor give ammo
gibalicious	Instantly gibs all AI present in the level.	 gibalicious
removeInventoryItem	Removes an item for the player's inventory.	removeInventoryItem weapon/player/bfg
disconnect	Automatically disconnects you from a multiplayer match.	disconnect
warning_disable	Disables console warnings that are displayed in red text.	warning_disable all

None of these commands require **Meath00k**. However, should you need **noclip** or **notarget** enabled, you must have **XINPUT1_3.dll** downloaded and placed into your DOOM Eternal installation folder.

ex: **C:\Program Files (x86)\Steam\steamapps\common\DOOMEternal**

See Also

- [Console Variables \(CVAR\)](#)
- [Meath00k Commands](#)
- [How to Install Mods \(Doom Eternal\)](#)

Console Variables (CVAR)

Console Variables are like **Console Commands** but require specific numeric variables following the command.

Common Console Variables

If you are having trouble finishing a command, select **TAB** and the console will display available parameters.

Command	Information	Example
listcvars	Lists all of the available console variables.	<code>listcvars</code>
g_giveExtraLives	Gives the player extra lives. Up to 99.	<code>g_giveExtraLives 5</code>
g_infiniteAmmo	Toggles infinite ammo. 0 = Finite Ammo (Default) 1 = Infinite Ammo	<code>q infiniteAmmo 0</code> <code>g_infiniteAmmo 1</code>
g_damageScaleAllToAI	Changes the amount of damage the player deals to AI. 1 = Default	<code>q damageScaleAllToAI 0.5</code> <code>q damageScaleAllToAI 1</code> <code>g_damageScaleAllToAI 5</code>
judgometer_Infinite	Toggles infinite Crucible ammo.	<code>judgometer Infinite 0</code> <code>judgometer_Infinite 1</code>
timescale	Changes the speed of the world. 1 = Default	<code>timescale 0.5</code> <code>timescale 1</code> <code>timescale 5</code>
pm_noclip speed	Changes the movement speed of the player while in noclip. (requires Meath00k) 50 = Default	<code>pm noclip speed 10</code> <code>pm noclip speed 50</code> <code>pm_noclip speed 200</code>

pm_disableNightmareGodMode	Toggles the health penalty the player receives when they type the god command in an Ultra Nightmare save. 0 = Penalty Active (Default) 1 = Penalty Inactive	pm_disableNightmareGodMode 0 pm_disableNightmareGodMode 1
ai_faction_overrideEmotion_ai	Changes the AI behavior of all AI in the map. -1 = DYNAMIC (Default) 0 = MIN	ai_faction_overrideEmotion_ai 0
hands_fovscale	Changes the field of view scale for first person weapon models.	hands_fovscale 1

See Also

- [Commands \(CMD\)](#)
- [Meath00k Commands](#)
- [How to Install Mods \(Doom Eternal\)](#)