

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
<code>listcmds</code>	Lists all of the available console commands.	<code>listcmds</code>
<code>bind</code>	Binds a command to a specific key.	<code>bind del killai</code>
<code>unbind</code>	Unbinds a command from a key.	<code>unbind del</code>
<code>kill</code>	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.	<code>god</code>
give	Gives the player resources in full capacity or adds an item to the player's inventory.	<code>give health</code> <code>give armor</code> <code>give ammo</code>
gibalicious	Instantly gibs all AI present in the level.	<code>gibalicious</code>
removeInventoryItem	Removes an item for the player's inventory.	<code>removeInventoryItem</code> <code>weapon/player/bfg</code>
disconnect	Automatically disconnects you from a multiplayer match.	<code>disconnect</code>
warning_disable	Disables console warnings that are displayed in red text.	<code>warning_disable all</code>

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 with display available parameters.

Command	Information	Example
<code>listcvars</code>	Lists all of the available console variables.	<code>listcvars</code>
<code>g_giveExtraLives</code>	Gives the player extra lives. Up to 99.	<code>g_giveExtraLives 5</code>
<code>g_infiniteAmmo</code>	Toggles infinite ammo. 0 = Finite Ammo (Default) 1 = Infinite Ammo	<code>q infiniteAmmo 0</code> <code>g_infiniteAmmo 1</code>
<code>g_damageScaleAllToAI</code>	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>
<code>judgometer_Infinite</code>	Toggles infinite Crucible ammo.	<code>judgometer Infinite 0</code> <code>judgometer_Infinite 1</code>
<code>timescale</code>	Changes the speed of the world. 1 = Default	<code>timescale 0.5</code> <code>timescale 1</code> <code>timescale 5</code>
<code>pm_noclipspeed</code>	Changes the movement speed of the player while in noclip. (requires Meath00k) 50 = Default	<code>pm noclipspeed 10</code> <code>pm noclipspeed 50</code> <code>pm_noclipspeed 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	<code>pm_disableNightmareGodMode 0</code> <code>pm_disableNightmareGodMode 1</code>
ai_faction_overrideEmotion_ai	Changes the AI behavior of all AI in the map. -1 = DYNAMIC (Default) 0 = MIN	<code>ai_faction_overrideEmotion_ai 0</code>
hands_fovscale	Changes the field of view scale for first person weapon models.	<code>hands_fovscale 1</code>

See Also

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