

SnapHak/Bubblebear commands

Overview

Bubblebear (also known as SnapHak) is a tool by crispy that adds additional functionality to Doom 2016, including extending the capabilities of SnapMap beyond the in-game editor, adding loose file (re)loading, new superscripts, and unlocking/adding other console commands, which are listed down below.

Note that latter versions of Bubblebear have mod loading functionality, conflicting with emoose's mod loader, which is the currently widely used mod loader. Bubblebear's mod loading method does not require devmode, but does not support the addition of new assets, and is incompatible with mods that do so.

- [Download link \(latest\)](#)
- [Download link \(latest without mod loader\)](#)

List of commands

Command	Information	Usage	Example
<code>sh_spawn</code>	Spawns an entity at the player's position. Note that <code>god</code> or <code>noclip</code> should be enabled, or the spawned entity may collide with and kill the player.	<code>sh spawn <entitydef> <entity name after spawning></code>	<code>sh_spawn ai/demon/mancubus randomname1</code>

This article is currently incomplete

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