

Startup Commands

Add this to "shell.entities" and trigger with a logic entity

```
entity {
  entityDef mapstart_commands {
    class = "idTarget_Command";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      flags = {
        noFlood = true;
      }
      commandText = "pvp_lobby_showFullMapList 1; net_gameserver_enable 0; net_maxRate 100;
g_havokHeapLimitMB 200; g_damageScaleAItoDP 4; g_damageScaleSlayertoSlayer 0;
g_damageScaleSlayertoDP 0; g_damageScaleDPtoSlayer 0; pm_disableWalkingOnTheEdgeOfLedge 0;
warning_disable general; warning_disable anim";
      spawnPosition = {
        x = 1;
        y = 1;
        z = 1;
      }
    }
  }
}
```

Command details

- **pvp_lobby_showFullMapList 1** - Shows entire map list if non PVP maps are added
- **net_gameserver_enable 0** - Enables local hosting
- **net_maxRate 100** - Reduces likelihood of crashes

- **g_havokHeapLimitMB 200** - Reduces likelihood of crashes
- **g_damageScaleAltoDP 4** - Multiplies AI damage to Demon Players by x4 (x2 more than Nightmare difficulty, remove for Invasion/SVS)
- **g_damageScaleSlayertoSlayer 0** - Slayers cannot damage other Slayers (remove for Invasion/SVS)
- **g_damageScaleSlayertoDP 0** - Slayers cannot damage other Demon Players (remove for Invasion/SVS)
- **g_damageScaleDPtoSlayer 0** - Demon Players cannot damage other Slayers (remove for Invasion/SVS)
- **pm_disableWalkingOnTheEdgeOfLedge 0** - Movement is no longer negated when moving off a ledge
- **warning_disable general** - Removes warning spam in the console
- **warning_disable anim** - Removes warning spam in the console

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