

Useful Commands

Optimization

- **restartMapWithLobby**

Can be executed by the host to restart the entire map for all players in the party.

- **exitShellLobby**

Can be executed by the host to leave the match and retain all players within their party, so long as the clients do not select ACCEPT in the warning menu.

- **disconnect**

Can be executed by clients to leave the match and stay in the party, so long as the clients do not select ACCEPT in the warning menu.

- **g_havokHeapLimitMB 200**

Can be executed by any player to increase the havok limit (how much geo can do things simultaneously) which may prevent some crashes.

- **net_maxRate 100**

Can be executed by any player to increase the network rate which may decrease latency.

Development

- **pvp_skipReadyUp 1**

Can be executed by the host to bypass the "waiting for players" event on map start. Leaving this enabled with other players may create issues for clients.

- **pvp_skipReadyUp 0**

Can be executed by the host to enable the "waiting for players" event.

- **ai_faction_overrideEmotion_ai 0**

Can be executed by the host to stop all AI from attacking much like the "notarget" command.

- **ai_faction_overrideEmotion_ai -1**

Can be executed by the host to enable normal AI aggression towards players and other AI.

- **warning_disable all**

Can be executed by any player to disable the barrage of warnings in the console.

- **warning_enable all**

Can be executed by any player to enable all warnings. Restarting the game will also enable all warnings.

Auto-Executing Commands on Game Launch

- You can input commands as a new line into the **candidate.cfg** file within the **DOOM Eternal\base** folder to auto-execute them when the game launches. Below is an example of DOOM Eternal's installation file path for Windows.

C: \Program Files

(x86) \Steam\steamapps\common\DOOM Eternal\base\candidate. cfg

- The **candidate.cfg** file can execute other config files with the **exec NameOfFile. cfg** command added as a new line.

See Also

- **Commands (CMD)**
- **Console Variables (CVAR)**

Revision #11

Created 22 August 2023 20:07:36 by Velsar

Updated 12 February 2024 19:43:37 by Velsar