

Developer Console

Information about the developer console.

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Basic Commands

Information about basic console commands.

Developer Console Basics

Dev console commands are unlocked by default after running the [Eternal Mod Injector](#).

How to Use the Developer 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 the Slayer while the console is open. After you have typed your desired command, press **Enter** to execute it.
- Press the (`) key again to exit the developer console.

Opening the Developer Console does not pause the game.

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>
<code>god</code>	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 gibbs 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>
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>g_infiniteAmmo 0</code> <code>g_infiniteAmmo 1</code>
g_damageScaleAllToAI	Changes the amount of damage the player deals to AI. 1 = Default	<code>g_damageScaleAllToAI 0.5</code> <code>g_damageScaleAllToAI 1</code> <code>g_damageScaleAllToAI 5</code>
timescale	Changes the speed of the world. 1 = Default	<code>timescale 0.5</code> <code>timescale 1</code> <code>timescale 5</code>
pm_noclipspeed	Changes the movement speed of the player while in noclip. (requires Meathook) 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>

None of these commands require **Meathook**. 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

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

Swap Crucible & Hammer

See [Developer Console Basics](#) before proceeding.

Swap Crucible -> Hammer

```
removeinventoryitem weapon/player/crucible  
give weapon/player/hammer
```

Swap Hammer -> Crucible

```
removeinventoryitem weapon/player/hammer  
give weapon/player/crucible
```

You cannot give yourself the **Sentinel Hammer** from **Horde Mode**.
While it is a separate weapon file, it will not save if you enter a menu.

Full Crucible Charges

```
judgementMeter_Set 3
```

There are no known commands that restore **Sentinel Hammer** or **Blood Punch** charges.

See Also

- [Player Weapons](#)

Load Battlemode Maps in Singleplayer

See [Developer Console Basics](#) before proceeding.

These commands will **not work** if you are in a party.
You are automatically put into a party when you select **Play** under BATTLEMODE 2.0

Maps can only be loaded as the Slayer.

Skip BATTLEMODE Intro

Load the following command from the Main Menu.
It automatically skips the intro cutscene and ready-up. Replace **1** with **0** (or restart DOOM Eternal) to revert the change.

```
pvp_skipreadyup 1
```

BATTLEMODE Maps

Map Name	Console Command
Celestial (Urdak)	<code>map game/pvp/pvp_bronco/pvp_bronco</code>
Corrosion (Blood Swamps)	<code>map game/pvp/pvp_darkmetal/pvp_darkmetal</code>
Penance (Hell)	<code>map game/pvp/pvp_deathvalley/pvp_deathvalley</code>
Tundra (Cultist Base)	<code>map game/pvp/pvp_inferno/pvp_inferno</code>
Forsaken (Sentinel City)	<code>map game/pvp/pvp_laser/pvp_laser</code>
Torment (UAC Facility)	<code>map game/pvp/pvp_shrapnel/pvp_shrapnel</code>
Stronghold (Immora)	<code>map game/pvp/pvp_sideswipe/pvp_sideswipe</code>
Armageddon (Super Gore Nest)	<code>map game/pvp/pvp_thunder/pvp_thunder</code>
Extraction (Mars)	<code>map game/pvp/pvp_zap/pvp_zap</code>

Replacing `map` with `onlinemap` will force Battlemode maps to load with your selected demon and loadout. However, none of the geometry will render and you will only see the sky box.

Hostile fodder will indefinitely spawn in all arenas.

To exit a map, simply leave the game.

Player Weapons

See [Developer Console Basics](#) before proceeding.

All Slayer Weapons

You can use the **give** command to add weapons to your inventory, or the **removeInventoryItem** command to remove them.

```
weapon/player/bfg
weapon/player/bfg_base
weapon/player/bfg_charge_beam
weapon/player/bfg_charge_beam_arc
weapon/player/bfg_charge_beam_burn
weapon/player/bfg_charge_sphere
weapon/player/bfg_charge_sphere_arc
weapon/player/bfg_charge_sphere_beam
weapon/player/bfg_rapid_fire_beam
weapon/player/bfg_rapid_fire_beam_arc
weapon/player/bfg_rapid_fire_beam_burn
weapon/player/bfg_rapid_fire_sphere
weapon/player/bfg_rapid_fire_sphere_arc
weapon/player/bfg_rapid_fire_sphere_burn
weapon/player/chaingun
weapon/player/chaingun_energy_shell
weapon/player/chaingun_energy_shell_primary
weapon/player/chaingun_turret_primary
weapon/player/chaingun_turret_secondary
weapon/player/chainsaw
weapon/player/crucible
weapon/player/doomblade
weapon/player/double_barrel
weapon/player/double_barrel_meat_hook
weapon/player/double_barrel_primary_lockon
weapon/player/equipment_flame_belch
weapon/player/equipment_flame_belch_right
```

```
weapon/player/fists
weapon/player/fists_berserk
weapon/player/fists_doom5melee
weapon/player/fists_swim
weapon/player/gauss_rifle
weapon/player/gauss_rifle_ballista
weapon/player/gauss_rifle_destroyer
weapon/player/hammer
weapon/player/hammer_horde
weapon/player/hammer_slam
weapon/player/heavy_cannon
weapon/player/heavy_cannon_bolt_action
weapon/player/heavy_cannon_burst_detonate
weapon/player/heavy_cannon_burst_detonate_faster_recharge
weapon/player/heavy_cannon_burst_detonate_mastery
weapon/player/plasma_rifle
weapon/player/plasma_rifle_secondary_aoe
weapon/player/plasma_rifle_secondary_aoe_mastery_primary_supercharge
weapon/player/plasma_rifle_secondary_microwave
weapon/player/pointing_arm
weapon/player/rocket_launcher
weapon/player/rocket_launcher_detonate
weapon/player/rocket_launcher_lock_mod
weapon/player/rocket_launcher_lock_mod_mastery
weapon/player/shotgun
weapon/player/shotgun_secondary_full_auto
weapon/player/shotgun_secondary_pop_rockets
weapon/player/shotgun_secondary_pop_rockets_mastery
weapon/player/unmaykr
```

Some weapons listed, like the BFG variations, are unused and may not work.

Examples

give weapon/player/bfg - Adds the BFG to the player's arsenal

removeInventoryItem weapon/player/bfg - Removes the BFG from the player's arsenal

See Also

- **Swap Crucible & Hammer**

Advanced Commands

Information about advanced console commands.

Meathook Commands

The Meathook tool is required to execute special commands like **noclip** and **notarget**.

Meath00k Tool

Meath00k (aka M347h00k or Monkeyhook) by *Chrispy* - [Download](#)

- Meath00k unlocks developer commands and allows you to edit your level in-game.

To install: Download [XINPUT1_3.dll](#) and place it into the DOOM Eternal installation directory (like how you installed the Mod Injector).

Basic Meathook Commands

Command	Information	Example
chrispy	Spawns an entity at the position of your cross-hair.	<code>chrispy ai/heavy/hellknight</code> <code>chrispy pickup/powerup/berserk</code>
noclip	Allows the player to pass through geometry unhindered. This command is toggle-able by itself.	<code>noclip</code>
notarget	Prevents the player from being target-able, which makes the AI idle. This command is toggle-able by itself.	<code>notarget</code>

All Meathook Commands

Command	Information	Example
mh_active_encounter	Get the list of active encounter managers.	
mh_ang2mat	mh_ang2mat pitch yaw roll : converts the pitch, yaw and roll values for idAngles to a decl - formatted matrix, copying the result to your clipboard.	

mh_angleincr	<double> amount to inc/dec by with angle editing.	
mh_cpuinfo	Takes no args, dumps info about your cpu for dev purposes.	
mh_current_checkpoint	Get the current checkpoint name.	mh_current_checkpoint
mh_dump_bmodel	<name> <output path> <skip_compression> Finds a staticmodel and then executes writestaticbmodel to the provided path.	
mh_dumpeventdefs	mh_dumpeventdefs <as enum = 0/1>	
mh_dumpmap	Dump current idMapLocal to a .map file.	
mh_dumppropidxinfo	Debug command for dumping the corresponding addresses/rvas for property indices.	
mh_editor	Sets up the editor session.	
mh_editor_keys	Tells you editor stuff.	
mh_editor_spawn	Spawns an entity, saving it to the map and grabbing it for manipulation.	
mh_end_spawnrec	No args, closes current spawnfile.	
mh_force_reload	Force reload current level.	mh_force_reload
mh_gencvarset	Regenerate doom_eternal_cvars_generated.cpp/hpp for mh build.	
mh_genpropset	Regenerated doom_eternal_properties_generated.cpp/hpp for use in mh builds. Not for users.	
mh_grab	Grab an object.	mh_grab (while facing an object)
mh_justforme	LMAO the password is: inut4splenda	mh_justforme
mh_killAi	Kills all living AI.	mh_killai
mh_kw	Searches all types, enums, typedefs, their comments, field names, typename, template args, eventdefs, vtbl names, cvar names, cvar descriptions for the provided keywords.	

mh_list_entity_types	<filter> lists the names of all subclasses of idEntity with optional filter.	
mh_list_resource_lists	Lists all resource lists by classname/typename, copying the result to the clipboard (the clipboard might not be helpful here).	mh_list_resource_lists
mh_list_resources_of_class	<resourcelist classname> lists all resources in a given list, copying result to clipboard.	
mh_locate_fspec_char_uses	<char> Finds all usages of a provided char in event formatspecs/rettypes.	
mh_optimize	Patches the engine to make stuff run faster. Do not use online, might result in slightly different floating point results (probably not though).	
mh_printentitydef	Print the entitydef of the entity with the provided name to the console.	
mh_randomact	<distance> <scalar> uses scalar + random values to randomly change the color, scale, and velocity of all entities within distance from player.	
mh_reload_decl	mh_reload_decl <classname(ex:idDeclWeapon)> <decl path>	mh_reload_decl idDeclEntitydef ai/heavy/hellknight
mh_removeAi	Removes all living AI.	
mh_ScriptCmd	<event> <args> ai_ScriptCmd resurrected, now copies the results of the eventcall to your clipboard for chaining commands together.	
mh_ScriptCmdEnt	<entity> <event> <args> ai_ScriptCmdEnt resurrected, now copies the results of the eventcall to your clipboard for chaining commands together.	
mh_set_charscaling	<w> <h> smallchar w/h override	
mh_spawnfile	<spawn file path> spawns the entities at the positions from the file.	
mh_spawninfo	Copy your current position and orientation, formatted as spawnPosition and spawnOrientation to the clipboard.	mh_spawninfo
mh_spmmap	<map name> shortcut for map maps/game/sp/<map name>/<map name>	

mh_start_spawnrec	<spawn file path> starts recording all chrispy/rechrispy spawns/spawn positions to a file for later exec by mh_spawnfile.	
mh_test_genbmodel	<obj path> <output path> (YOU MUST BE ON V1 WITH RANDBASEADDR FLAG OFF ON EXE FOR THIS RIGHT NOW) generate bmodel in standalone resource from .obj	
mh_testgui	Displays a test GUI. This does not go away until you quit the game	mh_testgui
mh_testmaterial	Takes one arg, a material name. Renders the material to the test window. Passing no args clears the test window.	
mh_type	Dump fields for provided class.	

See Also

- [Developer Console Basics](#)
- [Entities](#)

Performance Commands

Where to find Performance Commands

Go to the Developer Console, you can find all the needed commands with `find cvar <input>`

Command	Information
<code>find cvar</code>	Displays information about cvar and the commands that include cvar.
<code>find cvar r_</code>	Displays ALL performance commands.
<code>find cvar r_ shadow</code>	Displays commands that affect shadows.
<code>find cvar r_ texture</code>	Displays commands that affect textures.
<code>find cvar r_ water</code>	Displays commands that affect water.

The space after `r_` is important for finding all the performance-based commands that includes the word after it.

Recommended Performance Commands

Reduce the values of the following (lower value = better performance):

- `r_antialiasing`
- `r_dof`
- `r_hdrBloom`
- `r_shadowAtlasWidth`
- `r_textureLodBias`
- `r_waterReflections`
- `r_waterReflectionsTAA`

Set the following to 1:

- `r_skipDecals`

- [r_skipMaterialBlending](#)

See Also

- [Developer Console Basics](#)