

# 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>

<b>give</b>	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>
<b>gibalicious</b>	Instantly gibbs all AI present in the level.	<code>gibalicious</code>
<b>removeInventoryItem</b>	Removes an item for the player's inventory.	<code>removeInventoryItem</code> <code>weapon/player/bfg</code>
<b>g_giveExtraLives</b>	Gives the player extra lives. Up to 99.	<code>g_giveExtraLives 5</code>
<b>g_infiniteAmmo</b>	Toggles infinite ammo. 0 = Finite Ammo (Default) 1 = Infinite Ammo	<code>g_infiniteAmmo 0</code> <code>g_infiniteAmmo 1</code>
<b>g_damageScaleAllToAI</b>	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>
<b>timescale</b>	Changes the speed of the world. 1 = Default	<code>timescale 0.5</code> <code>timescale 1</code> <code>timescale 5</code>
<b>pm_noclipspeed</b>	Changes the movement speed of the player while in noclip. (requires <a href="#">Meathook</a> ) 50 = Default	<code>pm_noclipspeed 10</code> <code>pm_noclipspeed 50</code> <code>pm_noclipspeed 200</code>
<b>pm_disableNightmareGodMode</b>	Toggles the health penalty the player receives when they type the <b>god</b> 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 \(Doom Eternal\)](#)

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