

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</code> <code>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 targetable, 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. | |

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|------------------------------|--|---|
| 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. | |

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| 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 crispy/rechrispy spawns/spawn positions to a file for later exec by mh_spawnfile. | |

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|--------------------------|---|-------------------|
| mh_test_genbmodel | <obj path> <output path> (YOU MUST BE ON V1 WITH RANDOMBASEADDR 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](#)

Revision #25

Created 14 October 2021 22:35:19 by Velsler

Updated 20 November 2021 14:42:47 by Velsler