Command Groups

Information about commands that are specific for a given category.

- **Meath00k Commands**
- **Performance Commands**
- **Load Battlemode Maps**
- **Swap Crucible & Hammer**
- **Player Weapons**
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Meath00k 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. See **EntityDefs** for more possible spawns.	`chrispy ai/heavy/hellknight` `chrispy pickup/powerup/berserk`
noclip	Allows the player to pass through geometer unhindered. This command is toggle-able by itself.	`noclip`
notarget	Prevents the player from being target-able, which makes the AI idle. This command is toggle-able by itself.	`notarget`

All Meathook Commands

Command	Information	Example
mh_active_encounter	Get the list of active encounter managers.	`mh_active_encounter`
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	The password is: **inut4splenda** This unlocks advanced commands that are only useful for the developer of the meathook tool.	`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 idDeclEntitvdef 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_spmap	<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 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

- **Commands (CMD)**
- **Console Variables (CVAR)**
- **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
find cvar	Displays information about cvar and the commands that include cvar.
find cvar r_	Displays ALL performance commands.
find cvar r_ shadow	Displays commands that affect shadows.
find cvar r_ texture	Displays commands that affect textures.
find cvar r_ water	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

- Console Variables (CVAR)

Load Battlemode Maps

> See **Commands (CMD)** for additional help.

Skip BATTLEMODE Intro

Load the following command from the Main Menu.
It automatically skips the intro podium event. Replace **1** with **0** (or restart DOOM Eternal) to revert the change.

```
pvp_skipreadyup 1
```

BATTLEMODE Maps

The `loaddevmenuoption` command allows the host player (and their party of 2 or 3) to immediately load into a BATTLEMODE map with their currently selected character and loadout in the lobby.

Load Dev Menu Option

Map Name	Console Command
Forsaken (Sentinel City)	`loaddevmenuoption devmenuoption/pvp 0 1`
Tundra (Cultist Base)	`loaddevmenuoption devmenuoption/pvp 2 1`
Armageddon (Super Gore Nest)	`loaddevmenuoption devmenuoption/pvp 3 1`
Extraction (Mars)	`loaddevmenuoption devmenuoption/pvp 4 1`
Celestial (Urdak)	`loaddevmenuoption devmenuoption/pvp 5 1`
Torment (UAC Facility)	`loaddevmenuoption devmenuoption/pvp 7 1`
Penance (Hell)	`loaddevmenuoption devmenuoption/pvp 8 1`
Corrosion (Blood Swamps)	`loaddevmenuoption devmenuoption/pvp 9 1`

Stronghold (Immora)	`loaddevmenuoption devmenuoption/pvp 10 1`

> Options 1 and 6 do not load a map.

Map (Single Player Only)

Alternatively, the `map` command can be used to quickly load into any map as a Slayer while in the main menu.
However, this does not load party members into the same map.

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

> Hostile fodder will indefinitely spawn in all arenas.

> To exit a map, simply leave the game.

See Also

- **How to Play Multiplayer Mods**

Swap Crucible & Hammer

> See **Commands (CMD)** for additional help.

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**

Player Weapons

> See **Commands (CMD)** for additional help.

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_shpere_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**

SnapHak/Bubblebear commands

Overview

Bubblebear (also known as SnapHak) is a tool by chrispy that adds additional functionality to Doom 2016, including extending the capabilities of SnapMap beyond the in-game editor, adding loose file (re)loading, new superscripts, and unlocking/adding other console commands, which are listed down below.

Note that latter versions of Bubblebear have mod loading functionality, conflicting with emoose's mod loader, which is the currently widely used mod loader. Bubblebear's mod loading method does not require devmode, but does not support the addition of new assets, and is incompatible with mods that do so.

- **Download link (latest)**
- **Download link (latest without mod loader)**

List of commands

Command	Information	Usage	Example
sh_spawn	Spawns an entity at the player's position. Note that `god` or `noclip` should be enabled, or the spawned entity may collide with and kill the player.	`sh spawn <entitydef> <entity name after spawning>`	sh_spawn ai/demon/mancubus randomname1

> This article is currently incomplete