

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.	<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 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.	<code>mh_active_encounter</code>
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](#)