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**

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