

Startup Commands

Add this to "shell.entities" and trigger with a logic entity

```
entity {  
  entityDef mapstart_commands {  
    class = "idTarget_Command";  
    expandInheritance = false;  
    poolCount = 0;  
    poolGranularity = 2;  
    networkReplicated = false;  
    disableAIPooling = false;  
    edit = {  
      flags = {  
        noFlood = true;  
      }  
      commandText = "pvp_lobby_showFullMapList 1; net_gameserver_enable 0; net_maxRate 100;  
g_havokHeapLimitMB 200; g_damageScaleAItoDP 4; g_damageScaleSlayertoSlayer 0;  
g_damageScaleSlayertoDP 0; g_damageScaleDPtoSlayer 0; pm_disableWalkingOnTheEdgeOfLedge 0;  
warning_disable general; warning_disable anim";  
      spawnPosition = {  
        x = 1;  
        y = 1;  
        z = 1;  
      }  
    }  
  }  
}
```

Command details

- **pvp_lobby_showFullMapList 1** - Shows entire map list if non PVP maps are added
- **net_gameserver_enable 0** - Enables local hosting
- **net_maxRate 100** - Reduces likelihood of crashes

- **g_havokHeapLimitMB 200** - Reduces likelihood of crashes
- **g_damageScaleAltoDP 4** - Multiplies AI damage to Demon Players by x4 (x2 more than Nightmare difficulty, remove for Invasion/SVS)
- **g_damageScaleSlayertoSlayer 0** - Slayers cannot damage other Slayers (remove for Invasion/SVS)
- **g_damageScaleSlayertoDP 0** - Slayers cannot damage other Demon Players (remove for Invasion/SVS)
- **g_damageScaleDPtoSlayer 0** - Demon Players cannot damage other Slayers (remove for Invasion/SVS)
- **pm_disableWalkingOnTheEdgeOfLedge 0** - Movement is no longer negated when moving off a ledge
- **warning_disable general** - Removes warning spam in the console
- **warning_disable anim** - Removes warning spam in the console

Revision #4

Created 18 July 2024 14:15:47 by Velser

Updated 18 July 2024 14:23:58 by Velser