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; g_demonSelect 0";
		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_damageScaleAItoDP 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
- **g_demonSelect 0** - Required for Map Start selection in the lobby

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Created 2024-07-18 14:15:47 PDT by Velser
Updated 2026-11-16 13:58:16 PST by Velser