Useful Commands

Optimization

- `restartMapWithLobby`
  Can be executed by the host to restart the entire map for all players in the party.

- `exitShellLobby`
  Can be execute by the host to leave the match and retain all players within their party, so long as the clients do not select ACCEPT in the warning menu.

- `disconnect`
  Can be executed by clients to leave the match and stay in the party, so long as the clients do not select ACCEPT in the warning menu.

- `g_havokHeapLimitMB 200`
  Can be executed by any player to increase the havok limit (how much geo can do things simultaneously) which may prevent some crashes.

- `net_maxRate 100`
  Can be executed by any player to increase the network rate which may decrease latency.

- `com_adaptiveTickMaxHz 120`
  Can be executed by any player to cap their frame limit to 120 FPS. This has proven to mitigate random crashes.

Development

- `pvp_skipReadyUp 1`
  Can be executed by the host to bypass the "waiting for players" event on map start. Leaving this enabled with other players may create issues for clients.

- `pvp_skipReadyUp 0`
  Can be executed by the host to enable the "waiting for players" event.

- `ai_faction_overrideEmotion_ai 0`
  Can be executed by the host to stop all AI from attacking much like the "notarget" command.

- `ai_faction_overrideEmotion_ai -1`
  Can be executed by the host to enable normal AI aggression towards players and other AI.

- `warning_disable all`
  Can be executed by any player to disable the barrage of warnings in the console.

- `warning_enable all`
  Can be executed by any player to enable all warnings. Restarting the game will also enable all warnings.

Auto-Executing Commands on Game Launch

- You can input commands as a new line into the **candidate.cfg** file within the **DOOMEternal\base** folder to auto-execute them when the game launches. Below is an example of DOOMEternal's installation file path for Windows.
  `C:\Program Files (x86)\Steam\steamapps\common\DOOMEternal\base\candidate.cfg`

- The **candidate.cfg** file can execute other config files with the `exec NameOfFile.cfg` command added as a new line.

See Also

- **Commands (CMD)**

- **Console Variables (CVAR)**

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