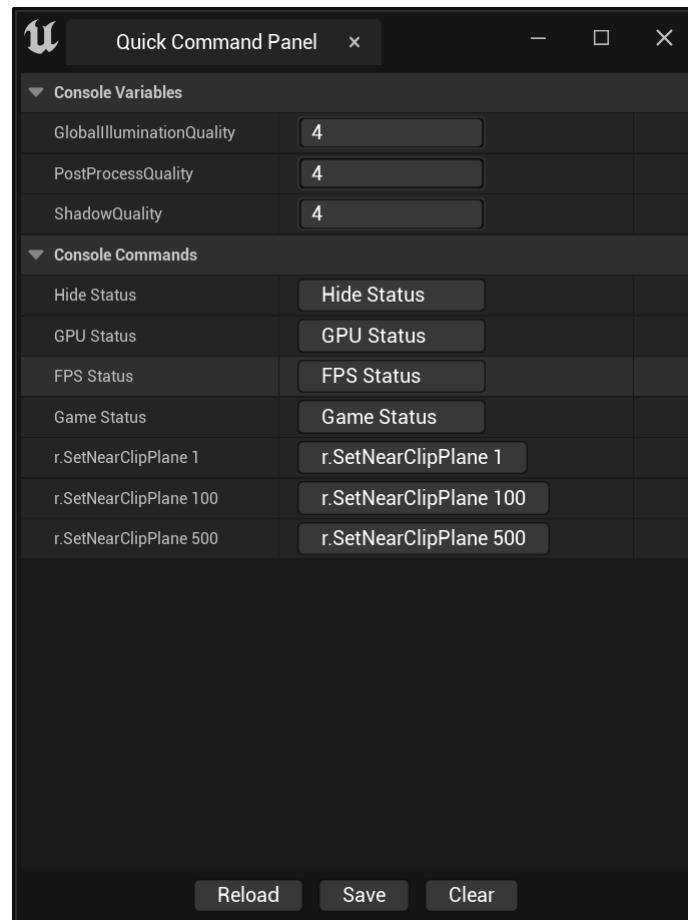


Quick Command Panel

`QuickCommandPanel` is a plugin that allows you to quickly set console commands, including two modules:

`QuickCommandCore` — **Runtime Module**

`QuickCommand` — **Editor Module**



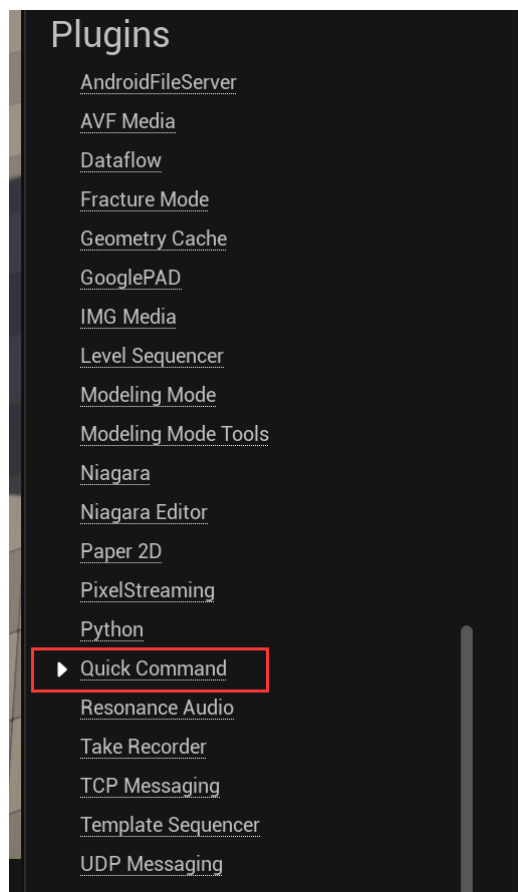
Getting Started

Please ensure that the plug-in is turned on and loaded, and can be confirmed in the `Edit` -> `Plugins` panel.

Step 1

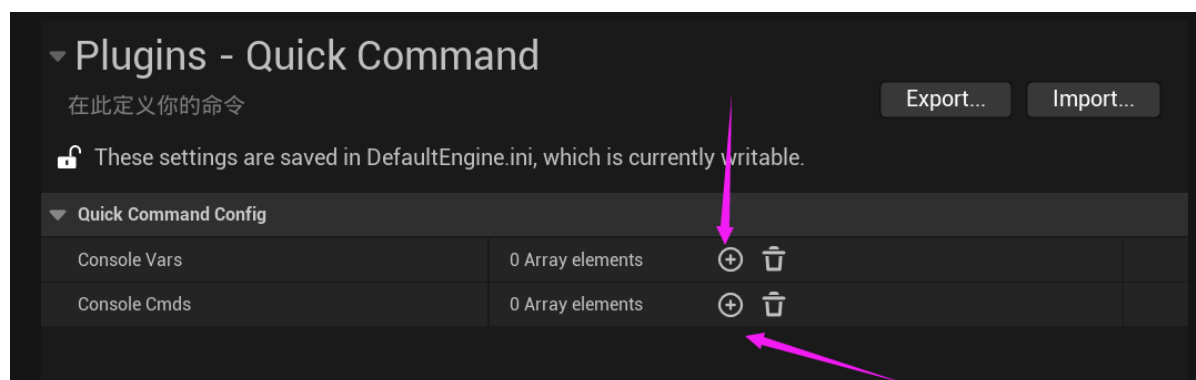
Configure the `Command Panel` from the Settings panel and open the `Edit` -> `Project Settings` panel.

Find `Quick Command` in the Plugins category and configure the `Quick Command Panel`.



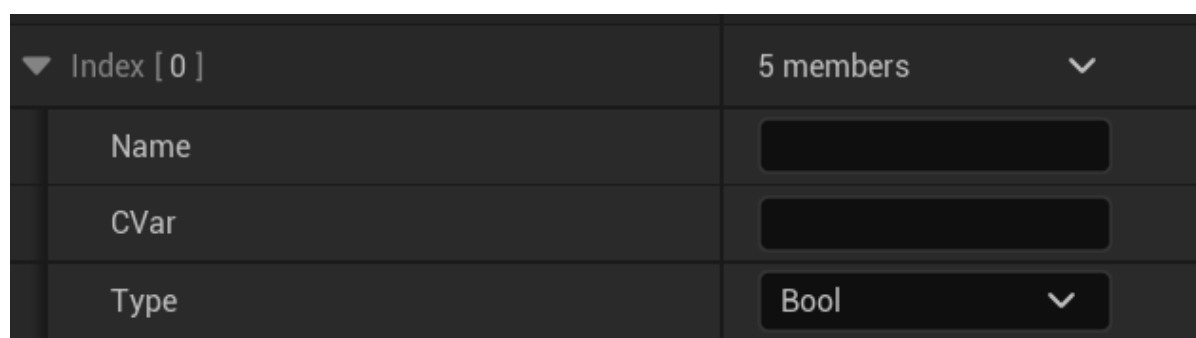
Step 2

As you can see, there are two categories: Console Variables and Console Commands. Please consult the official documentation for the differences between them. I can tell you that `r.Streaming.PoolSize` is a Console Variable, and the `stat xxxx` is a Console Command.



With these two buttons, we can add Console Variables and Console Commands.

Add Console Variables



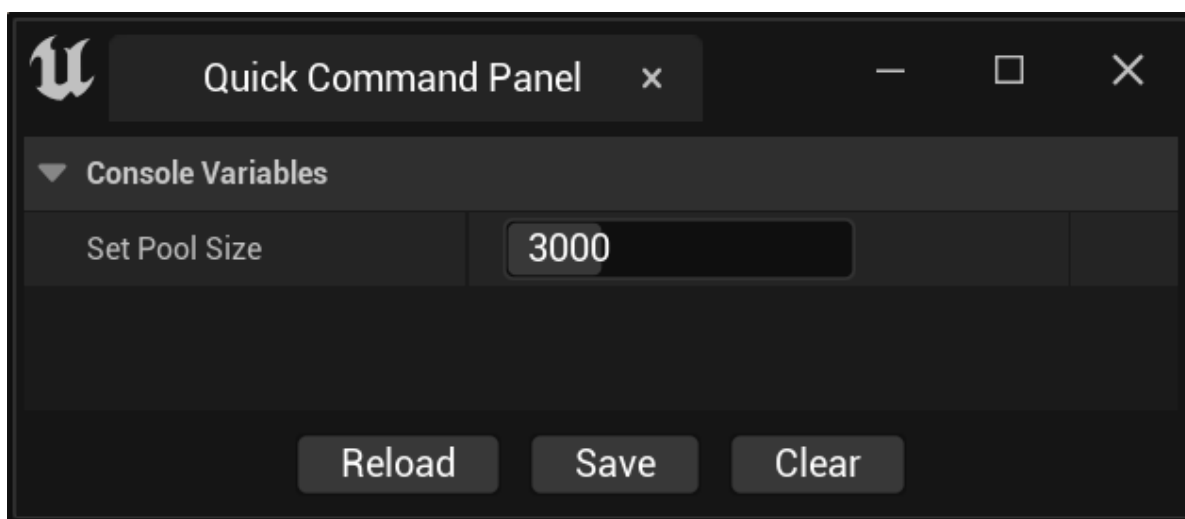
As you can see, the interface looks like this. `Name` is the display name of the variable, and the value of `Cvar` is the actual console variable, such as `r.Streaming.PoolSize`. `Type`: Select the corresponding console variable type. There are four types: `Bool`, `Integer`, `Float`, and `String`.

In this example, we choose `Integer`. When selecting `Integer` or `Float`, the interface will display two settings, `Min` and `Max`, which allows us to set the minimum and maximum values for adjustment.

Min	0.0
Max	10000.0

In this example, we set `Min` to 0 and `Max` to 10000.

After completing the settings, reopen the `Quick Command Panel` or click the `Reload` button to see the following interface.



Add Console Commands

Adding commands is much simpler than adding `Console Variables`.

Click to add a `Console Commands`, and we can see the operation interface as follows:


▼ Console Cmds	1 Array elements	⊕	🗑
▼ Index [0]	2 members	▼	
Name			
Command			

`Name` is display name, `Command` is the actual console command, such as `stat fps`, `stat game` and `stat none` etc.

▼ Console Cmds	3 Array elements	⊕	🗑
▼ Index [0]	2 members	▼	
Name	Display stat off		
Command	stat none		
▼ Index [1]	2 members	▼	
Name	Display FPS		
Command	stat fps		
▼ Index [2]	2 members	▼	
Name	Game Status		
Command	stat game		

Step 3

After adding commands, we can reopen the `Quick Command Panel` or click the `Reload` button to obtain a customized command adjustment panel.



Quick Command Panel x — □ ×

▼ Console Variables

Set Pool Size

3000

▼ Console Commands

Display stat off

Display stat off

Display FPS

Display FPS

Game Status

Game Status

Reload

Save

Clear

Note

At the bottom of the `Quick Command Panel`, there are three buttons: `Reload`, `Save`, and `Clear`.

- Button `Reload` — After changing the configuration, you can refresh the UI of the 'Quick Command Panel'
- Button `Save` — Save the `Console variables` to the `DefaultGame.ini` file, and the value will be applied next time the plugin is started
- Button `Clear` — Empty the `Console variables` saved in the `DefaultGame.ini` file

Attention: Currently, only `Console variables` are supported for saving, and this function supports running after packaging.