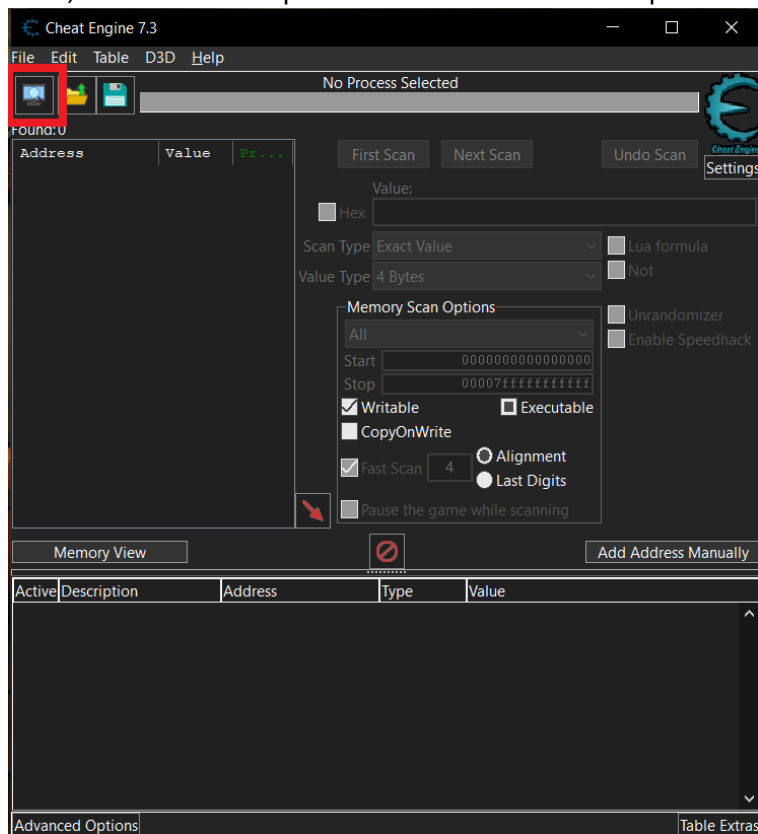
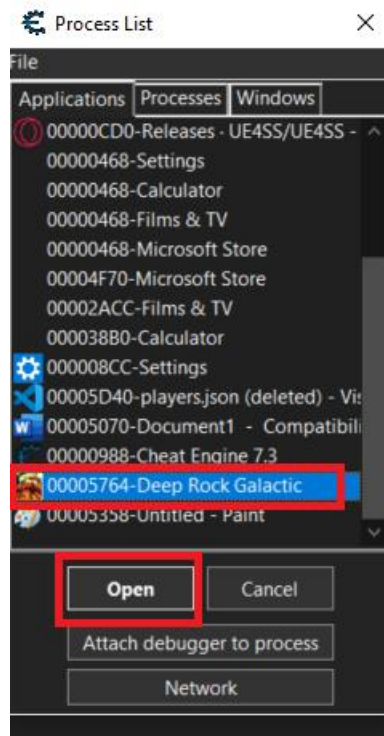


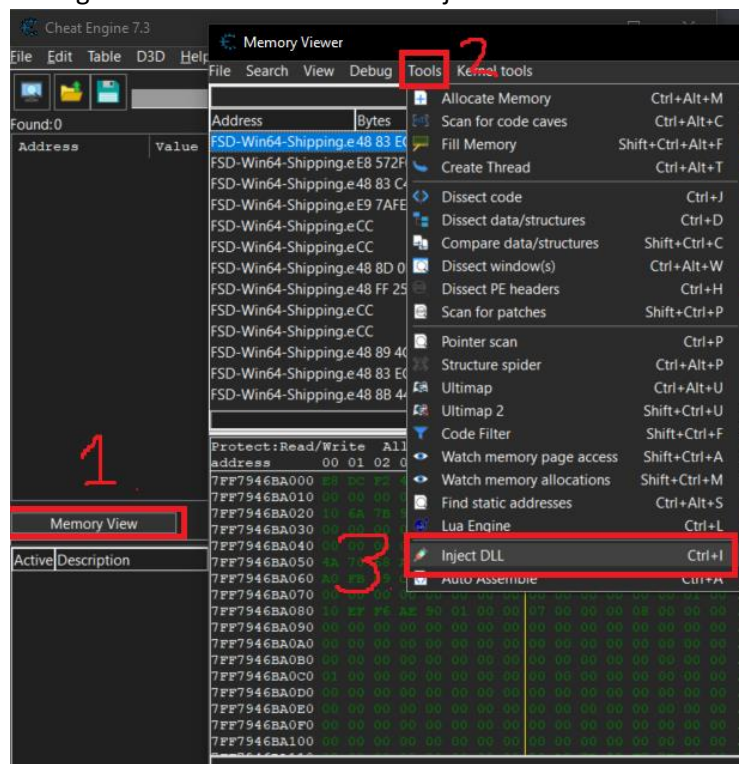
1. Get your release from the [Github repo](#)
2. Extract into the same folder that has the -Win64-Shipping.exe file
 - a. For DRG, this is Deep Rock Galactic\FSD\Binaries\Win64
3. Launch the game, wait for the spacerig to load, and then inject the ue4ss.dll with whatever injector you use
 - a. I use Cheat Engine, which you can get from [here](#) (be very careful when installing, as it will ask try to get you to install adware)
 - b. To use CE, start the game and CE
 - c. In CE, hit this little computer monitor button at the top under the File menu



- d. Go to the processes tab and find DRG, select it, then hit open



- e. Now hit the memory view button in the main UI
f. Then go to the tools menu and hit inject DLL



- g. Then select ue4ss.dll
h. A confirmation box asking if you want to execute a function of the dll will come up, press no

4. Now you should see a console window open up with a bunch of info. The important part you need to make sure you can see is this “event loop start”

```
Setting up mods...
Starting mods...
Starting mod 'ObjectDumperMod'
Starting mod 'ConsoleEnablerMod'
Starting mod 'CheatManagerEnablerMod'
m_shared_functions: 0x7ffac2e62ed0
Event loop start
```

5. Now in-game, hit Alt + B and you should see this

```
Setting up mods...
Starting mods...
Starting mod 'ObjectDumperMod'
Starting mod 'ConsoleEnablerMod'
Starting mod 'CheatManagerEnablerMod'
m_shared_functions: 0x7ffac2e62ed0
Event loop start
[Lua] ConsoleClass: Class /Script/Engine.Console
[Lua] GameViewport: GameViewportClient /Engine/Transient.GameEngine_2147482596:GameViewportClient_2147482375
[Lua] Console constructed
[Lua] GameViewport.ViewportConsole: Console /Engine/Transient.GameEngine_2147482596:GameViewportClient_2147482375.Console_2147477976
[Lua] ConsoleKey[1]: F10
[Lua] ConsoleKey[2]: [Lua] ConsoleKey[3]: _
```

6. This lists the console keys that it detects, although ConsoleKey[1] is always F10 by default. So for DRG, the key above tab and left of 1 should work, but if not, F10 is fine
7. And there we go, console is back :)

```
>>> pog <<<
Command not recognized: pog
> _
```