

You need this tool to unlock the console (works for the most Unreal Engine games).

The link: https://framedsc.github.io/GeneralGuides/universal_ue4_consoleunlocker.htm

You should find all needed informations on that site.

Hit the "Tilde" key to open the console, in case your keyboard doesn't have that key

you can change it in the "Configurations" tab of UUU.

You can try this in case you're unable to open the console:

Go to: Steam\steamapps\common\Deep Rock Galactic\FSD\Saved\Config\WindowsNoEditor

Open the Input.ini file and add the following lines to the file:

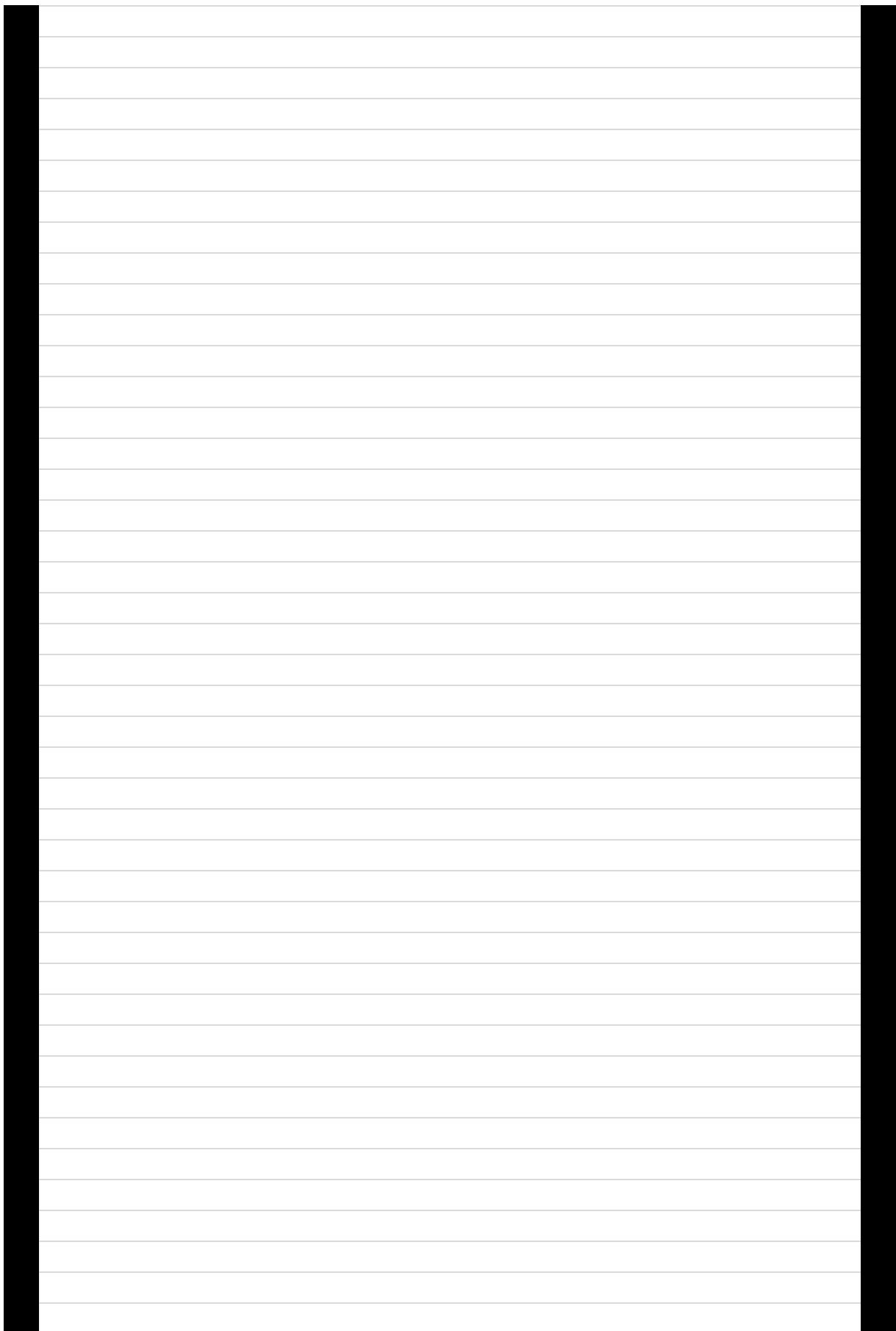
(*You can use any other key you want instead of F1*)

[/Script/Engine.InputSettings]

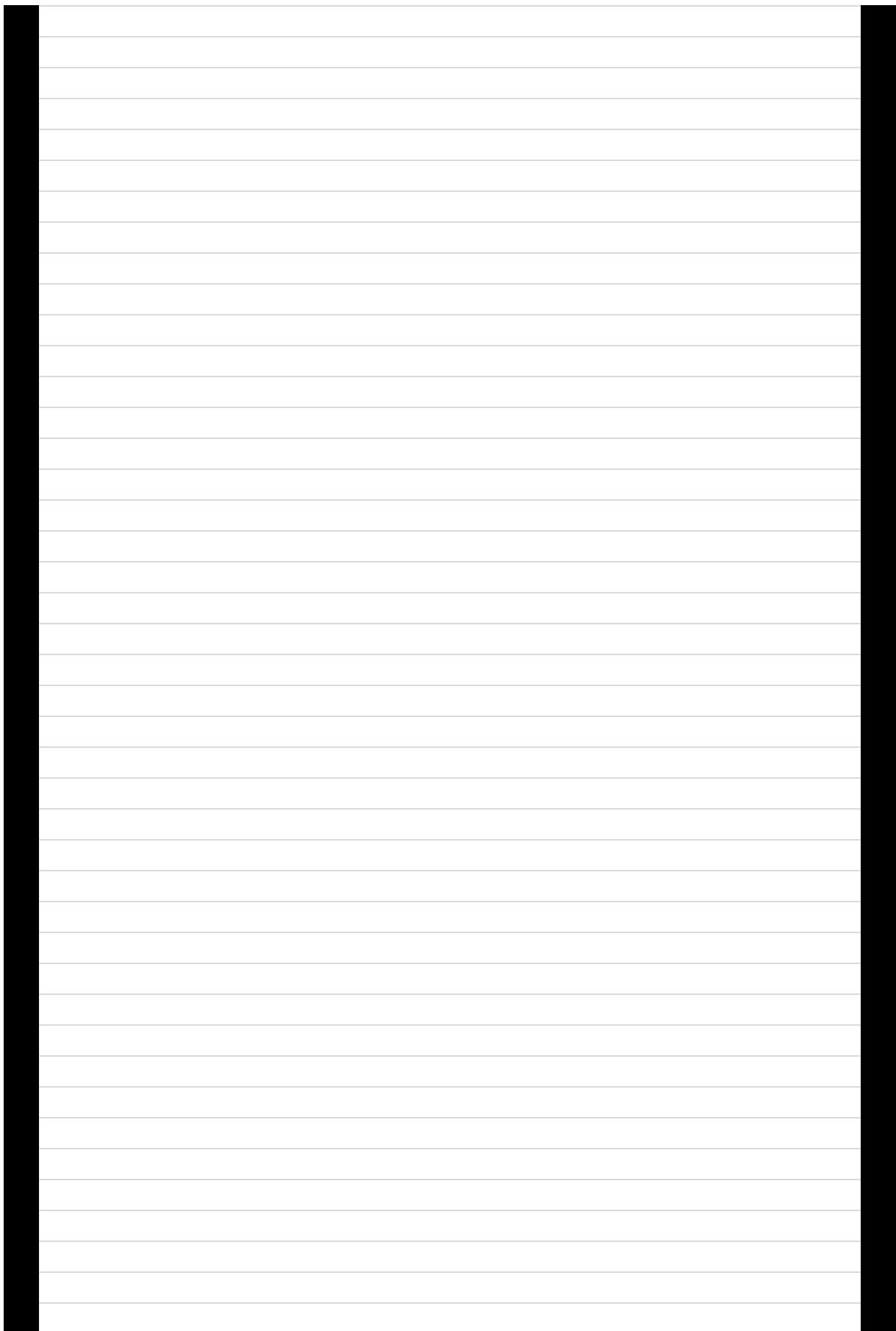
ConsoleKeys=F1

There are multiple tabs, just in case you didn't see it.

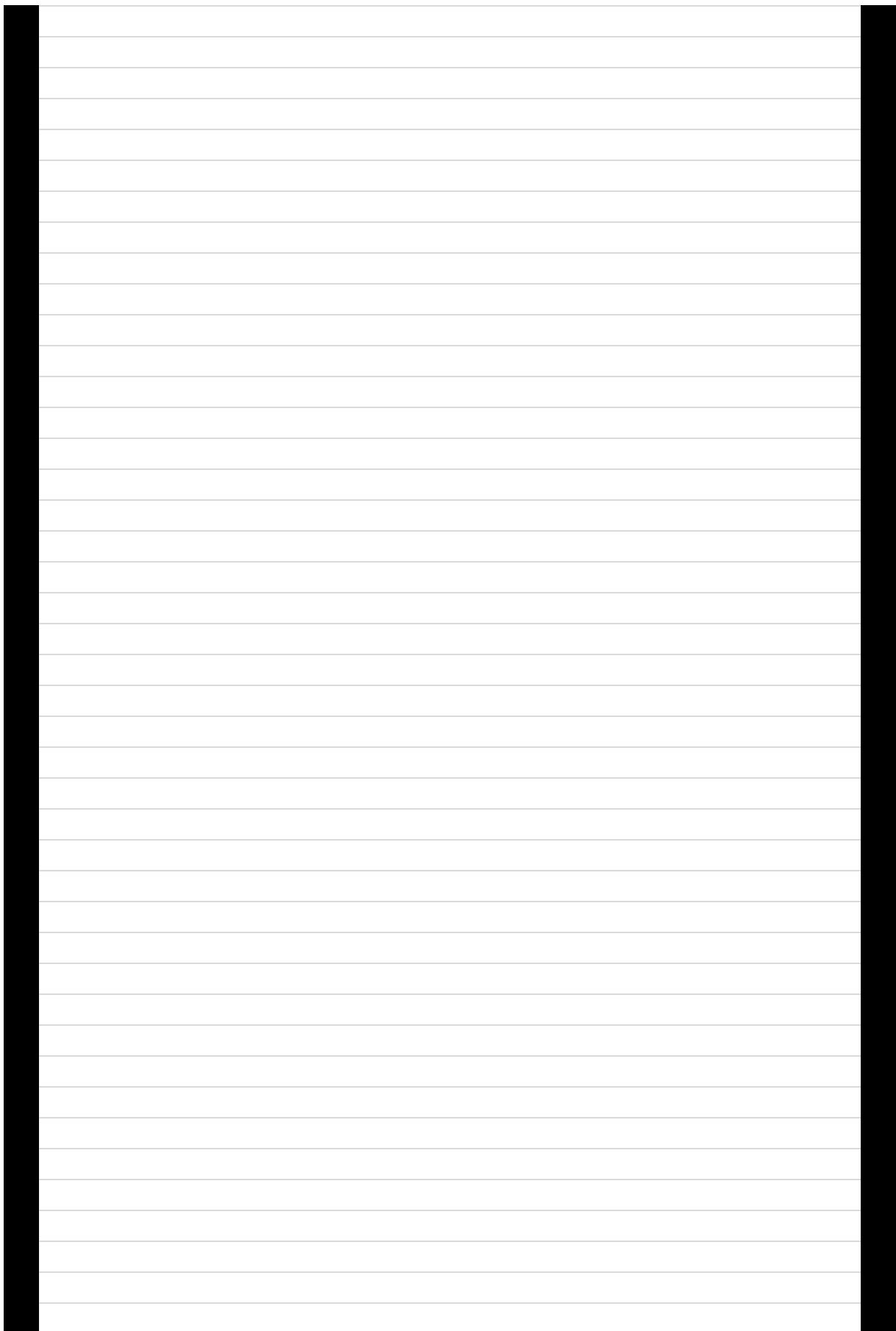










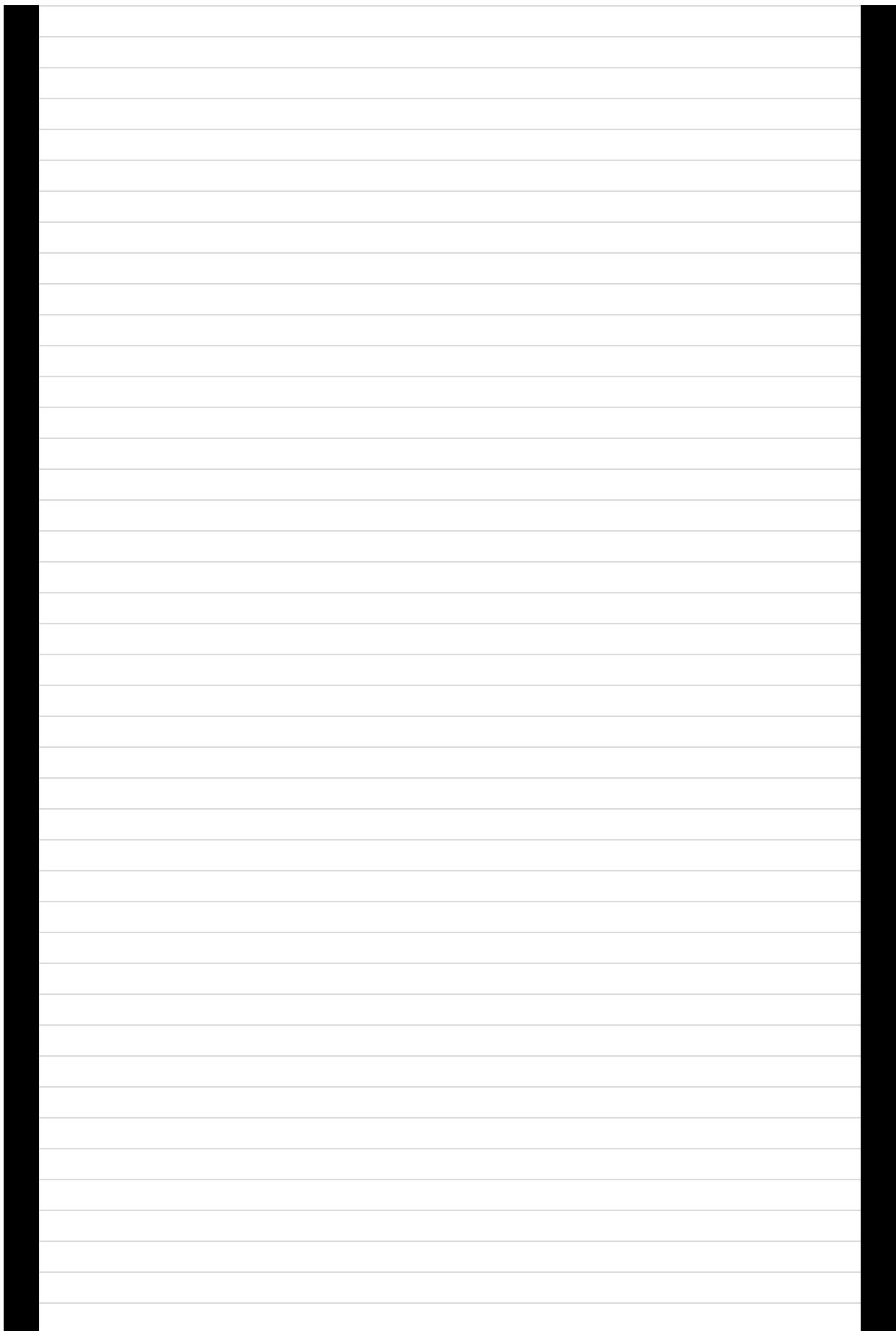




































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| AddResourceToTeamDeposit | | |
| C_AddForgingXP | | |
| C_AddUncappedXP | | |
| C_AddXP | | |
| C_AutoRotateMissionMap | | |
| C_Campaign_Advance | | |
| C_Campaign_CompleteCurrent | | |
| C_Campaign_CompleteMain | | |
| C_Campaign_ResetCompleted | | |
| C_Campaign_ResetProgress | | |
| C_ChangeIntoxication | | |
| C_ClearAllMilestones | | |
| C_ClearAllMissionStats | | |
| C_CompleteMission | | |
| C_CompleteObjectives | | |
| C_DeepDives_List | | |
| C_DeepDives_Refresh | | |
| C_DeepDives_Reset | | |
| C_DeepDives_SetSeed | | |
| C_DeepDives_UnlockAll | | |
| C_Escort_AddOilShale | | |
| C_Escort_JumpToNextPhase | | |
| C_Escort_SetMuleSpeed | | |
| C_Escort_ShowSmartRockDebug | | |
| C_Facility_DisableShields | | |
| C_FadeFromBlack | | |
| C_FailMission | | |
| C_FixedMissionSeed | | |
| C_FixedPLSSeed | | |
| C_FSDEvent_ClearSeenRewards | | |
| C_FSDEvent_SetDebugEvent | | |
| C_GameDLC_ResetAnnouncements | | |
| C_GiveAllGenericHeroItems | | |
| C_GodMode | | |
| C_IncrementAllMissionStats | | |
| C_JumpToNextRoom | | |
| C_KillAll | | |
| C_LevelUpCharacter | | |
| C_MachineEvents_FinishCurrent | | |
| C_MachineEvents_Track | | |
| C_MinersManual_EnableWorkInProgress | | |
| C_MissionMap_DoubleWarning | | |
| C_MissionMap_ForceAnomaly | | |
| C_MissionMap_ForceWarning | | |
| C_MissionMap_TestDistribution | | |
| C_ProjectileDebugPrintToggle | | |

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| C_ProjectileDrawPaths | | |
| C_Promotion_ClearRewardsSeen | | |
| C_Promotion_SetCampaignComplete | | |
| C_Promotion_SetLevel | | |
| C_Promotion_SetLevelSpecific | | |
| C_RecordMode | | |
| C_Refinery_BreakPipes | | |
| C_RefreshDailyDeal | | |
| C_RemoveAllWidgets | | |
| C_RemovePlayerRanks | | |
| C_Reset_Drinks | | |
| C_Reset_EnemyKillCount | | |
| C_Reset_MinersManual | | |
| C_Reset_Perks | | |
| C_Reset_PickaxeParts | | |
| C_Reset_WeaponSkins | | |
| C_Reset_WeaponSkins_Frameworks | | |
| C_Reset_WeaponSkins_Paintjobs | | |
| C_Reset_WeaponSkinsAndUpgrades | | |
| C_Reset_YearTwoGifts | | |
| C_ResetAchievements | | |
| C_ResetAll_Vanity | | |
| C_ResetCheatedResources | | |
| C_ResetForgingXP | | |
| C_ResetSteamAchievementStats | | |
| C_Resupply | | |
| C_Revive | | |
| C_Schematic_GiveRandom | | |
| C_Schematics_ClearHasSeenFirstMessage | | |
| C_Schematics_ForgeAll | | |
| C_Schematics_ResetAll | | |
| C_Schematics_UnlockAll | | |
| C_ScoutFlareInfiniteDuration | | |
| C_Seasons_AddChallenge | | |
| C_Seasons_AddXP | | |
| C_Seasons_ClearAllProgress | | |
| C_Seasons_ClearChallenges | | S |
| C_Seasons_CompleteScripChallenge | | |
| C_Seasons_IncrementChallenge | | |
| C_Seasons_ResetReroll | | |
| C_Seasons_ResetToken | | |
| C_Seasons_ResetTreeOfVanity | | |
| C_Seasons_ResetXP | | |
| C_SetAmmoCostEnabled | | |
| C_SetDancing | | |
| C_SetEnglish | | |

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| C_SetFastFlares | | |
| C_SetFlyMode | | |
| C_SetHealth | | |
| C_SetPlayers | | |
| C_SetSavedCheats | | |
| C_SetTestMission | | |
| C_SetUseSavedCheatsByDefault | | |
| C_SpawnBarrelOnPlayer | | |
| C_SpawnEvenRewarder | | |
| C_SpawnNormalWave | | |
| C_SpawnScriptedWave | | |
| C_SpawnScriptedWaveIndex | | |
| C_StopMovement | | |
| C_ToggleCanShowBlood | | |
| C_ToggleFadingDebug | | |
| C_ToggleFadingEnabled | | |
| C_ToggleHoopGameMovement | | |
| C_Treasures_Reward | | |
| C_Treasures_Track | | |
| C_Unlock_Facility | | |
| C_UnlockAll | | |
| C_UnlockAll_ArmorMats | | |
| C_UnlockAll_Beers | | |
| C_UnlockAll_Drinks | | |
| C_UnlockAll_Perks | | |
| C_UnlockAll_PickaxeParts | | |
| C_UnlockAll_Poses | | |
| C_UnlockAll_Poses_ForAll | | |
| C_UnlockAll_StoreVanity | | |
| C_UnlockAll_Weapons | | |
| C_UnlockAll_WeaponSkins | | |
| C_UnlockAll_WeaponSkins_Frameworks | | |
| C_UnlockAll_WeaponSkins_Paintjobs | | |
| C_UnlockAll_WeaponUpgrades | | |
| C_UnlockOverclocking | | |
| C_Windows_CloseAll | | |
| C_Windows_PrintStack | | |
| Cheat_AddCredits | | |
| Cheat_AddPerkPoints | | |
| Cheat_AddXP | | |
| Cheat_Campaign_Advance | | |
| Cheat_Campaign_Complete | | |
| Cheat_DeepDives_Refresh | | |
| Cheat_ForceLostPack | | |
| Cheat_ForceTreasure | | |
| Cheat_GenerateNewMissionSeed | | |

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| Cheat_MinersManual_ShowAll | | |
| Cheat_PickAxeVanity_ResetAll | | |
| Cheat_PickAxeVanity_UnlockAll | | |
| Cheat_RemoveResources | | |
| Cheat_ResetEquippedUpgrades | | |
| Cheat_Resources | | |
| Cheat_Schematic_ForgeAll | | |
| Cheat_Schematic_GiveRandom | | |
| Cheat_Schematic_ResetAll | | |
| Cheat_Schematic_UnlockAll | | |
| Cheat_SetHealth | | |
| Cheat_SetSpawnPosMarker | | |
| Cheat_UnlockAll_Beers | | |
| Cheat_UnlockAll_Poses | | |
| Cheat_UnlockAllUpgrades | | |
| Cheat_UnlockAllWeapons | | |
| D_EnableMovieMode | | |
| D_EnableMovieModeInSpacerig | | |
| D_MovieModeStartAtOrigin | | |
| D_MovieModeStartWithCameraShake | | |
| DestroyAllInstances | | |
| GetListOfRoomNames | | |
| GetSavedCheatValue | | |
| IsInGodMode | | |
| R_Add_Aquarq | | |
| R_Add_BitterGem | | |
| R_AddCraftingResource | | |
| R_AddCredits | | |
| R_AddDystrum | | |
| R_AddGold | | |
| R_AddHollomite | | |
| R_AddMatrixCores | | |
| R_AddMorkite | | |
| R_AddNitra | | |
| R_AddPerkPoints | | |
| R_AddResources | | |
| R_AddResources_Player | | |
| R_AddSeasonToken | | |
| R_RemoveCredits | | |
| R_RemoveResources | | |
| ResetSpacerigIntroMessage | | |
| ResetTutorials | | |
| SetFastMovement | | |
| SetGodMode | | |
| SetHUDVisible | | |
| SetQuadPickAxe | | |

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| SetSavedCheatValue | | |
| SetSpawnEnemies | | |
| SetStandingDown | | |
| ShowTutorialDebug | | |
| SpawnBosco | | |
| SpawnCritters | | |
| SpawnEnemies | | |
| SwitchCharacter | | |
| New UNTESTED things: | | |
| SpawnEnemies ED_PatrolBot_Caretaker 1 | | |
| SpawnEnemies ED_PatrolBot 1 | | |
| SpawnEnemies ED_Shredder 1 | | |
| SpawnEnemies ED_Spider_Boss_Heavy 1 | | |
| SpawnEnemies ED_Spider_Boss_TwinA 1 | | |
| SpawnEnemies ED_Spider_Boss_TwinB 1 | | |
| SpawnEnemies ED_FacilityTurret_Barrier 1 | | |
| SpawnEnemies ED_FacilityTurret_Burst 1 | | |
| SpawnEnemies ED_FacilityTurret_Sniper 1 | | |
| SpawnEnemies ED_Prospector 1 | | |
| SpawnEnemies ED_Spider_Alarm 1 | | |
| SpawnEnemies ED_Spider_Grunt_Ice 1 | | |
| SpawnEnemies ED_Mactera_Shooter_heavyVeteran 1 | | |
| SpawnEnemies ED_Mactera_TripleShooter 1 | | |
| | | |
| Summon BP_DefenseEvent_C | | |
| Summon BP_SeasonEvent_C | | |
| Summon BP_HackingPod_C | | |
| Summon BP_FacilityCore_DataRack_C | | |

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| SwitchCharacter (struct APlayerCharacter* NewCharacter) | |
| SpawnEnemies (struct UEnemyDescriptor* descriptor, int32_t count) | |
| SpawnCritters (struct UCritterDescriptor* descriptor, int32_t count) | |
| SpawnBosco (SoftClassProperty droneClass, struct AFSDAIController* aControllerClass) | |
| ShowTutorialDebug | |
| SetStandingDown (bool standingDown) | |
| SetSpawnEnemies 1 | SetSpawnEnemies 0 |
| SetQuadPickAxe 1 | SetQuadPickAxe 0 |
| SetHUDVisible 1 | SetHUDVisible 0 |
| SetGodMode (bool God) | |
| SetFastMovement (bool fast) | |
| ResetTutorials | |
| ResetSpacerigIntroMessage | |
| R_RemoveResources (int32_t Number) | |
| R_RemoveCredits (int32_t Number) | |
| R_AddResources (int32_t Number) | |
| R_AddPerkPoints (int32_t amount) | |
| R_AddNitra (float amount) | |
| R_AddMorkite (float amount) | |
| R_AddMatrixCores (int32_t Number) | |
| R_AddHollomite (float amount) | |
| R_AddGold (float amount) | |
| R_AddDystrum (float amount) | |
| R_AddCredits (int32_t Number) | |
| R_AddCraftingResource (int32_t amount, int32_t Type) | |
| R_Add_BitterGem (int32_t amount) | |
| R_Add_Aquarq (int32_t amount) | |
| IsInGodMode 1 | |
| GetListOfRoomNames (struct TArray<struct FString> roomNames) | |
| DestroyAllInstances (struct AActor* destroy) | |
| Cheat_UnlockAllWeapons | Did not work? |
| Cheat_UnlockAllUpgrades | |
| Cheat_UnlockAll_Poses | |
| Cheat_UnlockAll_Beers | |
| Cheat_SetSpawnPosMarker (struct AActor* Actor) | |
| Cheat_SetHealth (float newHealthValue, struct APlayerCharacter* Player) | |
| Cheat_Schematic_UnlockAll | |
| Cheat_Schematic_ResetAll | |
| Cheat_Schematic_GiveRandom (struct UObject* WorldContextObject) | |
| Cheat_Schematic_ForgeAll (struct UObject* WorldContextObject) | |
| Cheat_Resources (struct UObject* WorldContextObject, int32_t amount) | |
| Cheat_ResetEquippedUpgrades (struct UObject* WorldContextObject) | |
| Cheat_RemoveResources (struct UObject* WorldContextObject, int32_t amount) | |
| Cheat_PickAxeVanity_UnlockAll (struct UObject* WorldContextObject) | |
| Cheat_PickAxeVanity_ResetAll (struct UObject* WorldContextObject) | |
| Cheat_MinersManual_ShowAll (struct UObject* WorldContextObject) | |
| Cheat_GenerateNewMissionSeed (struct UObject* WorldContextObject, bool Enabled) | |
| Cheat_ForceTreasure (struct UObject* WorldContextObject) | |
| Cheat_ForceLostPack (struct UObject* WorldContextObject) | |
| Cheat_DeepDives_Refresh (struct UObject* WorldContextObject) | |

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| Cheat_Campaign_Complete (struct UObject* WorldContextObject) | |
| Cheat_Campaign_Advance (struct UObject* WorldContextObject) | |
| Cheat_AddXP (struct UObject* WorldContextObject, int32_t amount) | |
| Cheat_AddPerkPoints (struct UObject* WorldContextObject, int32_t amount) | |
| Cheat_AddCredits (struct UObject* WorldContextObject, int32_t amount) | |
| C_UnlockOverclocking | |
| C_UnlockAll_WeaponUpgrades | |
| C_UnlockAll_WeaponSkins_Paintjobs | |
| C_UnlockAll_WeaponSkins_Frameworks | |
| C_UnlockAll_WeaponSkins | |
| C_UnlockAll_Weapons | Unlock all weapons |
| C_UnlockAll_StoreVanity | |
| C_UnlockAll_Poses_ForAll | |
| C_UnlockAll_Poses | |
| C_UnlockAll_PickaxeParts | |
| C_UnlockAll_Perks | |
| C_UnlockAll_Drinks | |
| C_UnlockAll_Beers | |
| C_UnlockAll_ArmorMats | |
| C_UnlockAll | |
| C_Treasures_Track (bool Track) | |
| C_Treasures_Reward (int32_t count) | |
| C_ToggleHoopGameMovement | |
| C_ToggleFadingEnabled | |
| C_ToggleFadingDebug | |
| C_ToggleCanShowBlood | |
| C_SpawnScriptedWaveIndex (int32_t Index) | |
| C_SpawnScriptedWave | |
| C_SpawnNormalWave | |
| C_SpawnEvenRewarder | |
| C_SpawnBarrelOnPlayer (int32_t amount) | |
| C_SetUseSavedCheatsByDefault (bool useSavedCheats) | |
| C_SetTestMission (int32_t missionIndex) | |
| C_SetSavedCheats | |
| C_SetPlayers (int32_t Number) | |
| C_SetHealth (float Health) | |
| C_SetFlyMode (bool flyEnabled) | |
| C_SetFastFlares | |
| C_SetEnglish (int32_t Val) | |
| C_SetDancing 1 | C_SetDancing 0 to deactivate |
| C_SetAmmoCostEnabled | |
| C_ScoutFlareInfiniteDuration | |
| C_Schematics_UnlockAll | |
| C_Schematics_ResetAll | |
| C_Schematics_ForgeAll | |
| C_Schematics_ClearHasSeenFirstMessage | |
| C_Schematic_GiveRandom | |
| C_Revive | |
| C_Resupply | |
| C_ResetSteamAchievementStats | |

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|--------------------------------------------------------------------------|
| C_ResetForgingXP |
| C_ResetCheatedResources |
| C_ResetAchievements |
| C_Reset_YearTwoGifts |
| C_Reset_WeaponSkinsAndUpgrades |
| C_Reset_WeaponSkins_Paintjobs |
| C_Reset_WeaponSkins_Frameworks |
| C_Reset_WeaponSkins |
| C_Reset_PickaxeParts |
| C_Reset_Perks |
| C_Reset_MinersManual |
| C_Reset_EnemyKillCount |
| C_Reset_Drinks |
| C_RemovePlayerRanks |
| C_RemoveAllWidgets |
| C_RefreshDailyDeal |
| C_Refinery_BreakPipes |
| C_RecordMode |
| C_Promotion_SetLevelSpecific |
| C_Promotion_SetLevel |
| C_Promotion_SetCampaignComplete |
| C_Promotion_ClearRewardsSeen |
| C_MissionMap_ForceWarning (int32_t Index) |
| C_MissionMap_ForceAnomaly (int32_t Index) |
| C_MissionMap_DoubleWarning (int32_t indexA, int32_t indexB) |
| C_MinersManual_EnableWorkInProgress (struct UObject* WorldContextObject) |
| C_MachineEvents_Track (bool Track) |
| C_MachineEvents_FinishCurrent |
| C_LevelUpCharacter (int32_t amount) |
| C_KillAll |
| C_JumpToNextRoom |
| C_IncrementAllMissionStats (int32_t amount) |
| C_GodMode |
| C_GiveAllGenericHeroItems |
| C_GameDLC_ResetAnnouncements |
| C_FSDEvent_SetDebugEvent (struct FString EventName) |
| C_FSDEvent_ClearSeenRewards |
| C_FixedPLSSeed (int32_t Seed) |
| C_FixedMissionSeed (int32_t Seed) |
| C_FailMission |
| C_FadeFromBlack (struct UObject* WorldContextObject) |
| C_Facility_DisableShields |
| C_Escort_ShowSmartRockDebug (bool shouldShow) |
| C_Escort_SetMuleSpeed (struct UObject* WorldContextObject, float Speed) |
| C_Escort_JumpToNextPhase (struct UObject* WorldContextObject) |
| C_Escort_AddOilShale (int32_t Number) |
| C_DeepDives_UnlockAll |
| C_DeepDives_SetSeed (int32_t Seed) |
| C_DeepDives_Reset |
| C_DeepDives_Refresh |

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|----------------------------------------|--|
| C_DeepDives_List | |
| C_CompleteObjectives | |
| C_CompleteMission | |
| C_ClearAllMissionStats | |
| C_ClearAllMilestones | |
| C_ChangeIntoxication (int32_t Percent) | |
| C_Campaign_ResetProgress | |
| C_Campaign_ResetCompleted | |
| C_Campaign_CompleteCurrent | |
| C_Campaign_Advance | |
| C_AutoRotateMissionMap 1 | |
| C_AddXP (int32_t Number) | |
| C_AddUncappedXP (int32_t amount) | |
| C_AddForgingXP (int32_t Number) | |

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|-------------------------------|------------------------------------------------------------------------|
| [00012478] 0x000002CCBB2A7400 | Function Engine.CheatManager.BugIt |
| [00012479] 0x000002CCBB2AAC0 | Function Engine.CheatManager.BugItGo |
| [00012480] 0x000002CCBB2AAC00 | Function Engine.CheatManager.BugItStringCreator |
| [00012481] 0x000002CCBB2AAB20 | Function Engine.CheatManager.ChangeSize |
| [00012482] 0x000002CCBB2AAA40 | Function Engine.CheatManager.CheatScript |
| [00012483] 0x000002CCBB2AA960 | Function Engine.CheatManager.DamageTarget |
| [00012484] 0x000002CCBB2AA860 | Function Engine.CheatManager.DebugCapsuleSweep |
| [00012485] 0x000002CCBB2AA7A0 | Function Engine.CheatManager.DebugCapsuleSweepCapture |
| [00012486] 0x000002CCBB2AA6C0 | Function Engine.CheatManager.DebugCapsuleSweepChannel |
| [00012487] 0x000002CCBB2AA5E0 | Function Engine.CheatManager.DebugCapsuleSweepClear |
| [00012488] 0x000002CCBB2AA500 | Function Engine.CheatManager.DebugCapsuleSweepComplex |
| [00012489] 0x000002CCBB2AA420 | Function Engine.CheatManager.DebugCapsuleSweepPawn |
| [00012490] 0x000002CCBB2AA340 | Function Engine.CheatManager.DebugCapsuleSweepSize |
| [00012491] 0x000002CCBB2AA260 | Function Engine.CheatManager.DestroyAll |
| [00012492] 0x000002CCBB2AA180 | Function Engine.CheatManager.DestroyAllPawnsExceptTarget |
| [00012493] 0x000002CCBB2AA0A0 | Function Engine.CheatManager.DestroyPawns |
| [00012494] 0x000002CCBB2A9FC0 | Function Engine.CheatManager.DestroyServerStatReplicator |
| [00012495] 0x000002CCBB2A9EE0 | Function Engine.CheatManager.DestroyTarget |
| [00012496] 0x000002CCBB2A9E00 | Function Engine.CheatManager.DisableDebugCamera |
| [00012497] 0x000002CCBB2A9D20 | Function Engine.CheatManager.DumpChatState |
| [00012498] 0x000002CCBB2A9C40 | Function Engine.CheatManager.DumpOnlineSessionState |
| [00012499] 0x000002CCBB2A9B60 | Function Engine.CheatManager.DumpPartyState |
| [00012500] 0x000002CCBB2A9A80 | Function Engine.CheatManager.DumpVoiceMutingState |
| [00012501] 0x000002CCBB2A99A0 | Function Engine.CheatManager.EnableDebugCamera |
| [00012502] 0x000002CCBB2A98C0 | Function Engine.CheatManager.FlushLog |
| [00012503] 0x000002CCBB2A97E0 | Function Engine.CheatManager.Fly |
| [00012504] 0x000002CCBB2A9700 | Function Engine.CheatManager.FreezeFrame |
| [00012505] 0x000002CCBB2A9620 | Function Engine.CheatManager.Ghost |
| [00012506] 0x000002CCBB2A9540 | Function Engine.CheatManager.God |
| [00012507] 0x000002CCBB2A9460 | Function Engine.CheatManager.InvertMouse |
| [00012508] 0x000002CCBB2A9380 | Function Engine.CheatManager.LogLoc |
| [00012509] 0x000002CCBB2A92A0 | Function Engine.CheatManager.OnlyLoadLevel |
| [00012510] 0x000002CCBB2A91C0 | Function Engine.CheatManager.PlayersOnly |
| [00012511] 0x000002CCBB2A90E0 | Function Engine.CheatManager.ReceiveEndPlay |
| [00012512] 0x000002CCBB2AC9C0 | Function Engine.CheatManager.ReceiveInitCheatManager |
| [00012513] 0x000002CCBB2AC8E0 | Function Engine.CheatManager.ServerToggleAILogging |
| [00012514] 0x000002CCBB2AC800 | Function Engine.CheatManager.SetMouseSensitivityToDefault |
| [00012515] 0x000002CCBB2AC720 | Function Engine.CheatManager.SetWorldOrigin |
| [00012516] 0x000002CCBB2AC640 | Function Engine.CheatManager.Slomo |
| [00012517] 0x000002CCBB2AC560 | Function Engine.CheatManager.SpawnServerStatReplicator |
| [00012518] 0x000002CCBB2AC480 | Function Engine.CheatManager.StreamLevelIn |
| [00012519] 0x000002CCBB2AC3A0 | Function Engine.CheatManager.StreamLevelOut |
| [00012520] 0x000002CCBB2AC2C0 | Function Engine.CheatManager.Summon |
| [00012521] 0x000002CCBB2AC1E0 | Function Engine.CheatManager.Teleport |
| [00012522] 0x000002CCBB2AC100 | Function Engine.CheatManager.TestCollisionDistance |
| [00012523] 0x000002CCBB2AC020 | Function Engine.CheatManager.ToggleAllLogging |
| [00012524] 0x000002CCBB2ABF40 | Function Engine.CheatManager.ToggleDebugCamera |
| [00012525] 0x000002CCBB2ABE60 | Function Engine.CheatManager.ToggleServerStatReplicatorClientOverwrite |
| [00012526] 0x000002CCBB2ABD80 | Function Engine.CheatManager.ToggleServerStatReplicatorUpdateStatNet |
| [00012527] 0x000002CCBB2ABC0 | Function Engine.CheatManager.UpdateSafeArea |
| [00012528] 0x000002CCBB2ABBC0 | Function Engine.CheatManager.ViewActor |
| [00012529] 0x000002CCBB2ABA0 | Function Engine.CheatManager.ViewClass |
| [00012530] 0x000002CCBB2ABA00 | Function Engine.CheatManager.ViewPlayer |
| [00012531] 0x000002CCBB2AB920 | Function Engine.CheatManager.ViewSelf |
| [00012532] 0x000002CCBB2AB840 | Function Engine.CheatManager.Walk |
| [00012533] 0x000002CCBB2AB760 | Function FSD.FSDcheatManager.C_AddForgingXP |
| [00012534] 0x000002CCBB2AB680 | Function FSD.FSDcheatManager.C_AddUncappedXP |
| [00012535] 0x000002CCBB2AB5A0 | Function FSD.FSDcheatManager.C_AddXP |
| [00012536] 0x000002CCBB2AB4C0 | Function FSD.FSDcheatManager.C_AutoRotateMissionMap |
| [00012537] 0x000002CCBB2AB3E0 | Function FSD.FSDcheatManager.C_Campaign_Advance |
| [00012538] 0x000002CCBB2AB300 | Function FSD.FSDcheatManager.C_Campaign_CompleteCurrent |
| [00012539] 0x000002CCBB2AB220 | Function FSD.FSDcheatManager.C_Campaign_ResetCompleted |
| [00012540] 0x000002CCBB2AB140 | Function FSD.FSDcheatManager.C_Campaign_ResetProgress |
| [00012541] 0x000002CCBB2AB060 | Function FSD.FSDcheatManager.C_ChangeIntoxication |
| [00012542] 0x000002CCBB2AAF80 | Function FSD.FSDcheatManager.C_ClearAllMilestones |
| [00012543] 0x000002CCBB2AAE0 | Function FSD.FSDcheatManager.C_ClearAllMissionStats |
| [00012544] 0x000002CCBB2AAC0 | Function FSD.FSDcheatManager.C_CompleteMission |
| [00012545] 0x000002CCBB2AE6A0 | Function FSD.FSDcheatManager.C_CompleteObjectives |
| [00012546] 0x000002CCBB2AE5C0 | Function FSD.FSDcheatManager.C_DeepDives_List |
| [00012547] 0x000002CCBB2AE4E0 | Function FSD.FSDcheatManager.C_DeepDives_Refresh |
| [00012548] 0x000002CCBB2AE400 | Function FSD.FSDcheatManager.C_DeepDives_Reset |
| [00012549] 0x000002CCBB2AE320 | Function FSD.FSDcheatManager.C_DeepDives_SetSeed |
| [00012550] 0x000002CCBB2AE240 | Function FSD.FSDcheatManager.C_DeepDives_UnlockAll |
| [00012551] 0x000002CCBB2AE160 | Function FSD.FSDcheatManager.C_Escort_AddOilShale |
| [00012552] 0x000002CCBB2AE080 | Function FSD.FSDcheatManager.C_Escort_JumpToNextPhase |
| [00012553] 0x000002CCBB2ADFA0 | Function FSD.FSDcheatManager.C_Escort_SetMuleSpeed |
| [00012554] 0x000002CCBB2ADE0 | Function FSD.FSDcheatManager.C_Escort_ShowSmartRockDebug |
| [00012555] 0x000002CCBB2ADDE0 | Function FSD.FSDcheatManager.C_FadeFromBlack |
| [00012556] 0x000002CCBB2ADD00 | Function FSD.FSDcheatManager.C_FailMission |
| [00012557] 0x000002CCBB2ADC20 | Function FSD.FSDcheatManager.C_FixedMissionSeed |
| [00012558] 0x000002CCBB2AD840 | Function FSD.FSDcheatManager.C_FixedPLSSeed |
| [00012559] 0x000002CCBB2ADA60 | Function FSD.FSDcheatManager.C_FSDEvent_ClearSeenRewards |
| [00012560] 0x000002CCBB2AD980 | Function FSD.FSDcheatManager.C_FSDEvent_SetDebugEvent |

| | | | | |
|--------------------------------------------------------------------------------------------------|--|--|--|---|
| [00012561] 0x000002CCBB2AD8A0 Function FSD.FSDCheatManager.C_GameDLC_ResetAnnouncements | | | | |
| [00012562] 0x000002CCBB2AD7C0 Function FSD.FSDCheatManager.C_GiveAllGenericHeroItems | | | | |
| [00012563] 0x000002CCBB2AD6E0 Function FSD.FSDCheatManager.C_GodMode | | | | |
| [00012564] 0x000002CCBB2AD600 Function FSD.FSDCheatManager.C_IncrementAllMissionStats | | | | |
| [00012565] 0x000002CCBB2AD520 Function FSD.FSDCheatManager.C_JumpToNextRoom | | | | |
| [00012566] 0x000002CCBB2AD440 Function FSD.FSDCheatManager.C_KillAll | | | | |
| [00012567] 0x000002CCBB2AD360 Function FSD.FSDCheatManager.C_LevelUpCharacter | | | | |
| [00012568] 0x000002CCBB2AD280 Function FSD.FSDCheatManager.C_MachineEvents_FinishCurrent | | | | |
| [00012569] 0x000002CCBB2AD1A0 Function FSD.FSDCheatManager.C_MachineEvents_Track | | | | |
| [00012570] 0x000002CCBB2AD0C0 Function FSD.FSDCheatManager.C_MinersManual_EnableWorkInProgress | | | | |
| [00012571] 0x000002CCBB2ACF0 Function FSD.FSDCheatManager.C_Promotion_ClearRewardsSeen | | | | |
| [00012572] 0x000002CCBB2ACF00 Function FSD.FSDCheatManager.C_Promotion_SetCampaignComplete | | | | |
| [00012573] 0x000002CCBB2ACE20 Function FSD.FSDCheatManager.C_Promotion_SetLevel | | | | |
| [00012574] 0x000002CCBB2ACD40 Function FSD.FSDCheatManager.C_Promotion_SetLevelSpecific | | | | |
| [00012575] 0x000002CCBB2ACC60 Function FSD.FSDCheatManager.C_RecordMode | | | | |
| [00012576] 0x000002CCBB2ACB80 Function FSD.FSDCheatManager.C_Refinery_BreakPipes | | | | |
| [00012577] 0x000002CCBB2ACAA0 Function FSD.FSDCheatManager.C_RefreshDailyDeal | | | | |
| [00012578] 0x000002CCBB2AFF20 Function FSD.FSDCheatManager.C_RemoveAllWidgets | | | | |
| [00012579] 0x000002CCBB2AF40 Function FSD.FSDCheatManager.C_RemovePlayerRanks | | | | |
| [00012580] 0x000002CCBB2AFD60 Function FSD.FSDCheatManager.C_Reset_Drinks | | | | |
| [00012581] 0x000002CCBB2AFC80 Function FSD.FSDCheatManager.C_Reset_EnemyKillCount | | | | |
| [00012582] 0x000002CCBB2AFB0 Function FSD.FSDCheatManager.C_Reset_MinersManual | | | | |
| [00012583] 0x000002CCBB2AFAC0 Function FSD.FSDCheatManager.C_Reset_Perks | | | | |
| [00012584] 0x000002CCBB2AF9E0 Function FSD.FSDCheatManager.C_Reset_PickaxeParts | | | | |
| [00012585] 0x000002CCBB2AF900 Function FSD.FSDCheatManager.C_Reset_WeaponSkins | | | | |
| [00012586] 0x000002CCBB2AF820 Function FSD.FSDCheatManager.C_Reset_WeaponSkinsAndUpgrades | | | | |
| [00012587] 0x000002CCBB2AF740 Function FSD.FSDCheatManager.C_Reset_YearTwoGifts | | | | |
| [00012588] 0x000002CCBB2AF660 Function FSD.FSDCheatManager.C_ResetAchievements | | | | |
| [00012589] 0x000002CCBB2AF580 Function FSD.FSDCheatManager.C_ResetCheatedResources | | | | |
| [00012590] 0x000002CCBB2AF4A0 Function FSD.FSDCheatManager.C_ResetForgingXP | | | | |
| [00012591] 0x000002CCBB2AF3C0 Function FSD.FSDCheatManager.C_ResetSteamAchievementStats | | | | s |
| [00012592] 0x000002CCBB2AF2E0 Function FSD.FSDCheatManager.C_Resupply | | | | |
| [00012593] 0x000002CCBB2AF200 Function FSD.FSDCheatManager.C_Revive | | | | |
| [00012594] 0x000002CCBB2AF120 Function FSD.FSDCheatManager.C_Schematic_GiveRandom | | | | |
| [00012595] 0x000002CCBB2AF040 Function FSD.FSDCheatManager.C_Schematics_ClearHasSeenFirstMessage | | | | |
| [00012596] 0x000002CCBB2AEF60 Function FSD.FSDCheatManager.C_Schematics_ForgeAll | | | | |
| [00012597] 0x000002CCBB2AE80 Function FSD.FSDCheatManager.C_Schematics_ResetAll | | | | |
| [00012598] 0x000002CCBB2AEDA0 Function FSD.FSDCheatManager.C_Schematics_UnlockAll | | | | |
| [00012599] 0x000002CCBB2AECC0 Function FSD.FSDCheatManager.C_ScoutFlareInfiniteDuration | | | | |
| [00012600] 0x000002CCBB2AE8E0 Function FSD.FSDCheatManager.C_SetAmmoCostEnabled | | | | |
| [00012601] 0x000002CCBB2AE800 Function FSD.FSDCheatManager.C_SetDancing | | | | |
| [00012602] 0x000002CCBB2AE420 Function FSD.FSDCheatManager.C_SetEnglish | | | | |
| [00012603] 0x000002CCBB2AE940 Function FSD.FSDCheatManager.C_SetFastFlares | | | | |
| [00012604] 0x000002CCBB2AE860 Function FSD.FSDCheatManager.C_SetFlyMode | | | | |
| [00012605] 0x000002CCBB2AE780 Function FSD.FSDCheatManager.C_SetHealth | | | | |
| [00012606] 0x000002CCBB2C1C80 Function FSD.FSDCheatManager.C_SetPlayers | | | | |
| [00012607] 0x000002CCBB2C1BA0 Function FSD.FSDCheatManager.C_SetSavedCheats | | | | |
| [00012608] 0x000002CCBB2C1AC0 Function FSD.FSDCheatManager.C_SetTestMission | | | | |
| [00012609] 0x000002CCBB2C19E0 Function FSD.FSDCheatManager.C_SetUseSavedCheatsByDefault | | | | |
| [00012610] 0x000002CCBB2C1900 Function FSD.FSDCheatManager.C_SpawnBarrelOnPlayer | | | | |
| [00012611] 0x000002CCBB2C1820 Function FSD.FSDCheatManager.C_SpawnEvenRewarder | | | | |
| [00012612] 0x000002CCBB2C1740 Function FSD.FSDCheatManager.C_SpawnNormalWave | | | | |
| [00012613] 0x000002CCBB2C1660 Function FSD.FSDCheatManager.C_SpawnScriptedWave | | | | |
| [00012614] 0x000002CCBB2C1580 Function FSD.FSDCheatManager.C_SpawnScriptedWaveIndex | | | | |
| [00012615] 0x000002CCBB2C14A0 Function FSD.FSDCheatManager.C_ToggleCanShowBlood | | | | |
| [00012616] 0x000002CCBB2C13C0 Function FSD.FSDCheatManager.C_ToggleFadingDebug | | | | |
| [00012617] 0x000002CCBB2C12E0 Function FSD.FSDCheatManager.C_ToggleFadingEnabled | | | | |
| [00012618] 0x000002CCBB2C1200 Function FSD.FSDCheatManager.C_ToggleHoopGameMovement | | | | |
| [00012619] 0x000002CCBB2C1120 Function FSD.FSDCheatManager.C_Treasures_Reward | | | | |
| [00012620] 0x000002CCBB2C1040 Function FSD.FSDCheatManager.C_Treasures_Track | | | | |
| [00012621] 0x000002CCBB2C0F60 Function FSD.FSDCheatManager.C_UnlockAll | | | | |
| [00012622] 0x000002CCBB2C0E80 Function FSD.FSDCheatManager.C_UnlockAll_ArmorMats | | | | |
| [00012623] 0x000002CCBB2C0DA0 Function FSD.FSDCheatManager.C_UnlockAll_Beers | | | | |
| [00012624] 0x000002CCBB2COCC0 Function FSD.FSDCheatManager.C_UnlockAll_Drinks | | | | |
| [00012625] 0x000002CCBB2C0BE0 Function FSD.FSDCheatManager.C_UnlockAll_Perks | | | | |
| [00012626] 0x000002CCBB2C0B00 Function FSD.FSDCheatManager.C_UnlockAll_PickaxeParts | | | | |
| [00012627] 0x000002CCBB2C0A20 Function FSD.FSDCheatManager.C_UnlockAll_Poses | | | | |
| [00012628] 0x000002CCBB2C0940 Function FSD.FSDCheatManager.C_UnlockAll_StoreVanity | | | | |
| [00012629] 0x000002CCBB2C0860 Function FSD.FSDCheatManager.C_UnlockAll_Weapons | | | | |
| [00012630] 0x000002CCBB2C0780 Function FSD.FSDCheatManager.C_UnlockAll_WeaponSkins | | | | |
| [00012631] 0x000002CCBB2C06A0 Function FSD.FSDCheatManager.C_UnlockAll_WeaponUpgrades | | | | |
| [00012632] 0x000002CCBB2C05C0 Function FSD.FSDCheatManager.C_UnlockOverclocking | | | | |
| [00012633] 0x000002CCBB2C04E0 Function FSD.FSDCheatManager.Cheat_AddCredits | | | | |
| [00012634] 0x000002CCBB2C0400 Function FSD.FSDCheatManager.Cheat_AddPerkPoints | | | | |
| [00012635] 0x000002CCBB2C0320 Function FSD.FSDCheatManager.Cheat_AddXP | | | | |
| [00012636] 0x000002CCBB2C0240 Function FSD.FSDCheatManager.Cheat_Campaign_Advance | | | | |
| [00012637] 0x000002CCBB2C0160 Function FSD.FSDCheatManager.Cheat_Campaign_Complete | | | | |
| [00012638] 0x000002CCBB2C0080 Function FSD.FSDCheatManager.Cheat_DeepDives_Refresh | | | | |
| [00012639] 0x000002CCBB2C3960 Function FSD.FSDCheatManager.Cheat_ForceLostPack | | | | |
| [00012640] 0x000002CCBB2C3880 Function FSD.FSDCheatManager.Cheat_ForceTreasure | | | | |
| [00012641] 0x000002CCBB2C37A0 Function FSD.FSDCheatManager.Cheat_GenerateNewMissionSeed | | | | |
| [00012642] 0x000002CCBB2C36C0 Function FSD.FSDCheatManager.Cheat_MinersManual_ShowAll | | | | |
| [00012643] 0x000002CCBB2C35E0 Function FSD.FSDCheatManager.Cheat_PickAxeVanity_ResetAll | | | | |

| | | | | |
|------------------------------------------------------------------------------------------|--|--|--|--|
| [00012644] 0x000002CCBB2C3500 Function FSD.FSDCheatManager.Cheat_PickAxeVanity_UnlockAll | | | | |
| [00012645] 0x000002CCBB2C3420 Function FSD.FSDCheatManager.Cheat_RemoveResources | | | | |
| [00012646] 0x000002CCBB2C3340 Function FSD.FSDCheatManager.Cheat_ResetEquippedUpgrades | | | | |
| [00012647] 0x000002CCBB2C3260 Function FSD.FSDCheatManager.Cheat_Resources | | | | |
| [00012648] 0x000002CCBB2C3180 Function FSD.FSDCheatManager.Cheat_Schematic_ForgeAll | | | | |
| [00012649] 0x000002CCBB2C30A0 Function FSD.FSDCheatManager.Cheat_Schematic_GiveRandom | | | | |
| [00012650] 0x000002CCBB2C2FC0 Function FSD.FSDCheatManager.Cheat_Schematic_ResetAll | | | | |
| [00012651] 0x000002CCBB2C2EE0 Function FSD.FSDCheatManager.Cheat_Schematic_UnlockAll | | | | |
| [00012652] 0x000002CCBB2C2E00 Function FSD.FSDCheatManager.Cheat_SetHealth | | | | |
| [00012653] 0x000002CCBB2C2D20 Function FSD.FSDCheatManager.Cheat_SetSpawnPosMarker | | | | |
| [00012654] 0x000002CCBB2C2C40 Function FSD.FSDCheatManager.Cheat_UnlockAll_Beers | | | | |
| [00012655] 0x000002CCBB2C2B60 Function FSD.FSDCheatManager.Cheat_UnlockAll_Poses | | | | |
| [00012656] 0x000002CCBB2C2A80 Function FSD.FSDCheatManager.Cheat_UnlockAllUpgrades | | | | |
| [00012657] 0x000002CCBB2C29A0 Function FSD.FSDCheatManager.Cheat_UnlockAllWeapons | | | | |
| [00012658] 0x000002CCBB2C28C0 Function FSD.FSDCheatManager.DestroyAllInstances | | | | |
| [00012659] 0x000002CCBB2C27E0 Function FSD.FSDCheatManager.GetListOfRoomNames | | | | |
| [00012660] 0x000002CCBB2C2700 Function FSD.FSDCheatManager.IsInGodMode | | | | |
| [00012661] 0x000002CCBB2C2620 Function FSD.FSDCheatManager.R_Add_Aquaq | | | | |
| [00012662] 0x000002CCBB2C2540 Function FSD.FSDCheatManager.R_Add_BitterGem | | | | |
| [00012663] 0x000002CCBB2C2460 Function FSD.FSDCheatManager.R_AddCraftingResource | | | | |
| [00012664] 0x000002CCBB2C2380 Function FSD.FSDCheatManager.R_AddCredits | | | | |
| [00012665] 0x000002CCBB2C22A0 Function FSD.FSDCheatManager.R_AddGold | | | | |
| [00012666] 0x000002CCBB2C21C0 Function FSD.FSDCheatManager.R_AddMatrixCores | | | | |
| [00012667] 0x000002CCBB2C20E0 Function FSD.FSDCheatManager.R_AddMorkite | | | | |
| [00012668] 0x000002CCBB2C2000 Function FSD.FSDCheatManager.R_AddNitra | | | | |
| [00012669] 0x000002CCBB2C1F20 Function FSD.FSDCheatManager.R_AddPerkPoints | | | | |
| [00012670] 0x000002CCBB2C1E40 Function FSD.FSDCheatManager.R_AddResources | | | | |
| [00012671] 0x000002CCBB2C1D60 Function FSD.FSDCheatManager.R_RemoveCredits | | | | |
| [00012672] 0x000002CCBB2C5640 Function FSD.FSDCheatManager.R_RemoveResources | | | | |
| [00012673] 0x000002CCBB2C5560 Function FSD.FSDCheatManager.ResetSpacerIntroMessage | | | | |
| [00012674] 0x000002CCBB2C5480 Function FSD.FSDCheatManager.ResetTutorials | | | | |
| [00012675] 0x000002CCBB2C53A0 Function FSD.FSDCheatManager.SetFastMovement | | | | |
| [00012676] 0x000002CCBB2C52C0 Function FSD.FSDCheatManager.SetGodMode | | | | |
| [00012677] 0x000002CCBB2C51E0 Function FSD.FSDCheatManager.SetHUDVisible | | | | |
| [00012678] 0x000002CCBB2C5100 Function FSD.FSDCheatManager.SetQuadPickAxe | | | | |
| [00012679] 0x000002CCBB2C5020 Function FSD.FSDCheatManager.SetSpawnEnemies | | | | |
| [00012680] 0x000002CCBB2C4F40 Function FSD.FSDCheatManager.SetStandingDown | | | | |
| [00012681] 0x000002CCBB2C4E60 Function FSD.FSDCheatManager.ShowTutorialDebug | | | | |
| [00012682] 0x000002CCBB2C4D80 Function FSD.FSDCheatManager.SpawnBosco | | | | |
| [00012683] 0x000002CCBB2C4CA0 Function FSD.FSDCheatManager.SpawnCritters | | | | |
| [00012684] 0x000002CCBB2C4BC0 Function FSD.FSDCheatManager.SpawnEnemies | | | | |
| [00012685] 0x000002CCBB2C4AE0 Function FSD.FSDCheatManager.SwitchCharacter | | | | |

Cheat_Fill

```
Cheat_JumpToNextPhase
Cheat_SetMuleSpeed
Cheat_IncreaseSpeed
Cheat_ReleaseToWorld
Cheat_Repair
Cheat_TeleportPlayer
```

Some scripts might need something else in order to work (SunBeams Table can probably do that).

```
open LVL_NewTutorial
```

| | |
|-----------------------------------|-----------------------------|
| summon BP_EscortGem_Heartstone_C | |
| summon BP_Pipeline_Start_C | Works inside the Space Rig! |
| summon BP_Refinery_Target_C | Works inside the Space Rig! |
| summon BP_Refinery_Extractor_C | Works inside the Space Rig! |
| summon BP_Donkey_Escort_C | |
| summon BP_Donkey_Salvage_C | |
| summon BP_DropPod_Escape_NoMule_C | |
| summon BP_OldSupplyPod_Salvage_C | |

GetAll AmmoDrivenWeapon RecoilSettings

| | |
|---------------------------------------------------------|---------------|
| GetAll BlueprintGeneratedClass | |
| summon BP_SnowPile_C | |
| summon BP_Phys_Bauble01_C | |
| summon BP_GiftBox_Weightless_C | |
| summon BP_CandleBlock_C | |
| summon BP_Snowball_C | |
| set WPN_AssaultRifle_C_2147476039 HasAutomaticFire true | doesn't work? |

```
WPN_ShieldRegeneratorItem_C_2147177273
```

```
WPN_Gatling_C_2147177296
```

```
WPN_Autocannon_C_2147177287
```

```
WPN_ZipLineGun_C_2147177279
```

```
WPN_ShieldRegeneratorItem
```

```
WPN_ShieldRegeneratorItem_C_2147479053
```

GetAll GameData ZoneSettings

```
GetAll GameData TreasureSettings
```

```
Get EncounterSettings SmallRoomDifficultyModifier
```

```
Get EncounterSettings MediumRoomDifficultyModifier
```

| | | | | | | | |
|---------------------------------------------------|--|--|--|--|--|--|--|
| Get EncounterSettings LargeRoomDifficultyModifier | | | | | | | |
|---------------------------------------------------|--|--|--|--|--|--|--|

| Commands | Info |
|----------------------------------------------|------|
| OnFailure, 212084544040FB82C1C27B71F1FFFFF7 | |
| OnFailure, 21208283E9FF959574914C86B7D2AFA | |
| OnSuccess, 72120282E54F799574914C86B7D2AFA | |
| OnFailure, 9E244235A4DAAE5982C0DA432C1C14D9F | |
| OnSuccess, 1552C2C0DAAE5982C0DA432C1C14D9F | |
| OnFailure, 9E244235A4DAAE5982C0DA432C1C14D9F | |
| OnSuccess, 1552C2C0DAAE5982C0DA432C1C14D9F | |
| OnFailure, 2F4740954A88B7620D10DE3B3AB4A38 | |
| OnSuccess, 2F4740954A88B7620D10DE3B3AB4A38 | |
| OnFailure, 2F4740954A88B7620D10DE3B3AB4A38 | |
| OnSuccess, 1552C2C0DAAE5982C0DA432C1C14D9F1 | |
| OnFailure, 2F4740954A88B7620D10DE3B3AB4A38 | |
| OnSuccess, 2D72C4D4A559FCBC8051B494B8ECE78 | |
| OnFailure, 2D72C4D4A559FCBC8051B494B8ECE78 | |
| OnSuccess, 2D72C4D4A559FCBC8051B494B8ECE78 | |
| OnFailure, 9E8D714A6779FAA85858797C3A149B | |
| OnFailure, 9E8D714A6779FAA85858797C3A149B | |
| OnFailure, 9E8D714A6779FAA85858797C3A149B | |
| OnSuccess, 3CF74741429FB8B8A30B84FA1C1CD | |
| OnFailure, 3CF74741429FB8B8A30B84FA1C1CD | |
| OnSuccess, 3CF74741429FB8B8A30B84FA1C1CD | |
| OnFailure, 3CF74741429FB8B8A30B84FA1C1CD | |
| OnSuccess, 3CF74741429FB8B8A30B84FA1C1CD | |
| OnFailure, 3D55E4C1CF2A3F9D52156A91144CB1 | |
| OnSuccess, 3D55E4C1CF2A3F9D52156A91144CB1 | |
| OnFailure, 3D55E4C1CF2A3F9D52156A91144CB1 | |
| OnFailure, 347584749831F94277886C1C4BCCF | |
| OnFailure, 347584749831F94277886C1C4BCCF | |
| OnSuccess, 147584749831F94277886C1C4BCCF | |

| | Glyphid Spawner | SpawnEnemies ED_Spider_Swamer 1 |
|------------------------|-------------------------------|----------------------------------------------------|
| | Glyphid Spawner Mutated | SpawnEnemies ED_Spider_Swamer_Mutated 1 |
| | Glyphid Swimmer Dreadnaught | SpawnEnemies ED_Spider_Swamer_Paracombine_NDNTX 1 |
| | Glyphid Grunt | SpawnEnemies ED_Spider_Grunt 1 |
| | Glyphid Grunt Slasher | SpawnEnemies ED_Spider_Grunt_Attacker 1 |
| | Glyphid Grunt Guard | SpawnEnemies ED_Spider_Grunt_Guard 1 |
| | Glyphid Prowler | Which variant is spawned depends on the biome. |
| | Glyphid Prowler (Radioactive) | Can be spawned in every biome. |
| | Glyphid Prowler (Ice) | Can only be spawned in the ice biome. |
| | Glyphid Oppressor | SpawnEnemies ED_Spider_ShieldTank 1 |
| | Glyphid Warden | SpawnEnemies ED_Spider_Buffer 1 |
| | Glyphid Dreadnaught | Killing it does not count for elimination mission. |
| | Glyphid Dreadnaught Egg | Killing it does count for elimination mission. |
| | Glyphid Exploder | Summon BP_DreadnaughtEgg_C |
| | Glyphid Bulk Detonator | SpawnEnemies ED_Spider_Exploder 1 |
| | Glyphid Crashes Detonator | Golden Detonator |
| | Glyphid Bulk Detonator Ghoul | Ghost Detonator |
| | Glyphid Web Spitter | SpawnEnemies ED_Spider_Spitter 1 |
| | Glyphid Acid Spitter | SpawnEnemies ED_Spider_Shooter 1 |
| | Glyphid Menace | SpawnEnemies ED_Spider_RapidShooter 1 |
| | Carnivorous Larva | SpawnEnemies ED_InfiltrationLarva 1 |
| | Kestria Traveler | SpawnEnemies ED_Shark 1 |
| | O'venor Youngling | SpawnEnemies ED_Woodhouse_Youngling 1 |
| | O'venor Shellback | SpawnEnemies ED_Woodhouse 1 |
| | SET-C / Kynarch Charge-Gucker | SpawnEnemies ED_InkitchMule 1 |
| | Mactus Spawner | SpawnEnemies ED_Mactus_Shooter_Normal 1 |
| | Mactus Grabber | SpawnEnemies ED_Grabber 1 |
| | Mactus Goo Bomber | SpawnEnemies ED_Bomber 1 |
| | Mactus Ice Bomber | SpawnEnemies ED_Bomber_Ice 1 |
| | Naedocyte Shucker | SpawnEnemies ED_Jelly_Swamer 1 |
| | Naedocyte Hatching | SpawnEnemies ED_Jelly_Spawn 1 |
| | Naedocyte Roe | None found |
| | Naedocyte Breeder | SpawnEnemies ED_JellyBreeder 1 |
| | Cave Leech | SpawnEnemies ED_CaveLeach 1 |
| | Despира Honeycomb | None found |
| | Sphinct Infector | SpawnEnemies ED_ShootingInfant 1 |
| | Glyphid Broad Necks | SpawnEnemies ED_SpiderSpawner 1 |
| | Lost Bug | SpawnEnemies ED_PumpkinLostBug 1 |
| | Golden Lost Bug | not working? |
| Haul Hoarder | | SpawnEnemies ED_Spider_Hoarder 1 |
| Maggot | | None found |
| Naedocyte Cave Cruiser | | None found |
| Cave Vise | | None found |
| Silicate Harvester | | None found |

| Special & Event Aliens & Enemies | | |
|----------------------------------|-------------------------------|------------------------------------------------------------------------------------------------|
| | Glyphid Crashes Detonator | Golden Detonator / Drops a lot of Gold after exploding |
| | Glyphid Bulk Detonator Ghoul | Ghost Detonator / Only spawning if it's already in the mission? |
| | SET-C / Kynarch Charge-Gucker | SpawnEnemies ED_InkitchMule 1 |
| | Haul Hoarder | Drops a lot of Minerals? |
| | Lost Bug | Drops Gold & Nitra |
| | Golden Lost Bug | Drops Gold / Not working? |
| Glyphid Prowler (Rock) | Glyphid Prowler (Rock) | Rock Enemy Machine Event need to be in the mission. Killing them does not count for the Event. |
| Glyphid Grunt (Rock) | Glyphid Grunt (Rock) | Rock Enemy Machine Event need to be in the mission. Killing them does not count for the Event. |
| Glyphid Acid Spitter (Amber) | Glyphid Acid Spitter (Amber) | Amber Machine Event need to be in the mission. Killing them does not count for the Event. |
| Mactus Spawner (Amber) | Mactus Spawner (Amber) | Amber Machine Event need to be in the mission. Killing them does not count for the Event. |
| Glyphid Prowler (Amber) | Glyphid Prowler (Amber) | Amber Machine Event need to be in the mission. Killing them does not count for the Event. |
| | Glyphid Grunt Boss | OP / Special Attacks |
| Spider Shooter Queen | Spider Shooter Queen | OP / Special Attacks / Game may crash! |
| | Festerite | SpawnEnemies ED_Fire 1 |
| Despира Honeycomb | Despира Honeycomb | The swarm of it probably don't disappear |
| | Glyphid Spawner Mutated | SpawnEnemies ED_Spider_Spawner 1 |
| | Glyphid Exploder | Crashed my game in Salt biome, not tested in others |
| | | Has no clip, means you can move through it |
| | | SpawnEnemies ED_Spider_Drone 1 |
| | | SpawnEnemies ED_Spider_Exploder_Warning 1 |



| Picture | Command | Info |
|----------------------------------------|-----------------------------------------------|----------------------------------------------------|
| Amber Machine Event: | | |
| | summon BP_AmberEvent_C | Machine Event |
| Explosive Barrel Machine Event: | | |
| | summon BP_ExplosiveBarrelEvent_C | Machine Event |
| | summon BP_ExplosiveBarrelDispenser_Platform_C | |
| | summon BP_BarrelDispenser_C | Useless |
| | summon BP_ExplosiveBarrel_C | Not spawning |
| Rock Enemies Machine Event: | | |
| | summon BP_RockEnemiesEvent_C | Machine Event |
| | SpawnEnemies ED_Spider_Grunt_Rock 1 | Machine Event Alien / Does not count for the Event |
| | SpawnEnemies ED_Spider_Tank_Rock 1 | Machine Event Alien / Does not count for the Event |
| Gon Tower Machine Event: | | |
| | summon BP_GontowerEvent_C | Machine Event |
| | summon BP_GontowerActivationPlatform_C | No use? |
| | summon BP_GontowerWeakpoint_C | No use? |
| Other Machine Event Stuff: | | |
| | summon BP_ReturningPromotionKey_C | Useless |
| | summon BP_RewardFrame_C | Useless |
| | summon BP_RewardUsableComponent_C | Useless |
| | C_MachineEvents_FinishCurrent | Finish the current Machine Event / Tested? |
| Cargo Crate: | | |
| | summon BP_TreasureBox_C | Cargo Crate |
| | summon BP_RepairTreasurebox_C | Cargo Crate Battery |
| Lost Equipment: | | |
| | summon BP_LostPack_C | Lost Equipment |
| | summon BP_LostPackInsert_C | |
| BET-C: | | |
| | SpawnEnemies ED_InfectedMule 1 | Ammount can be changed |
| Glyphid Crucible Detonator: | | |
| | SpawnEnemies ED_Spider_ExplodeTank_King 1 | Golden Detonator / Ammount can be changed |
| Haul Hoard: | | |
| | SpawnEnemies ED_Spider_Hoarder 1 | Haul Hoarder / Ammount can be changed |
| Error Cube: | | |
| | summon BP_UnknownArtifact_C | |
| Bittergem: | | |
| | summon BP_Gem_Bittergem_C | |
| Tyrian Weed: | | |
| | SpawnEnemies ED_HydraWeed 1 | |
| | summon BP_HydraWeedCoreFragment_C | |
| | summon BP_HydraWeedCoreFragment_01_C | |
| | summon BP_HydraWeedCoreFragment_02_C | |
| | summon BP_HydraWeedCoreFragment_03_C | |

| Picture | Name | Info | Command |
|-------------------------------------------------------------------------------------|-----------------|---------------------------------------------------|-----------------------------|
| Resources | | Gives pretty much every resource inside a mission | Cheat_Resources 10 |
| Credits | | Gives Credits / Gold | Cheat_AddCredits 100 |
|  | Ener Pearl | | summon BP_EnerGem_C |
|  | Jade Gem | | summon BP_Gem_Jade_C |
|  | Compressed Gold | | summon BP_Compressed_Gold_C |
|  | Bittergem | | summon BP_Gem_Bittergem_C |
|  | Error Cube | | summon BP_UnknownArtifact_C |
|  | Nitra | | R_AddNitra 100 |
|  | Gold | | R_AddGold 100 |
|  | Bismor | | R_AddCraftingResource 100 1 |
|  | Croppa | | R_AddCraftingResource 100 2 |
|  | Jade | | R_AddCraftingResource 100 3 |
|  | Magnite | | R_AddCraftingResource 100 4 |
|  | Ener Pearl | | R_AddCraftingResource 100 5 |
|  | Umandis | | R_AddCraftingResource 100 6 |
|  | Bittergem | | R_Add_BitterGem 100 |
| Credits | | | R_AddCredits 100 |
|  | Barley Bulb | Beer Mineral | summon BP_Barley1_A_C |
|  | Feast Cone | Beer Mineral | summon BP_Barley2_A_C |
|  | Malt Star | Beer Mineral | summon BP_Barley3_A_C |
|  | Starch Nut | Beer Mineral | summon BP_Barley4_A_C |
|  | Alien Egg | | summon BP_AlienEgg_C |
|  | Aquara Gem | | summon BP_Gem_Aquara_C |
|  | Aquara | | R_Add_Aquara 5000 |
|  | Morkite | | R_AddMork 100 |
|  | Dystrum | | R_AddDystrum 100 |
|  | Hollomite | | ??? |
|  | Fossil | | summon BP_Fossil_C |
|  | Apoce Bloom | | summon BP_Apoce_Bloom_C |
|  | Boolo Cap | | summon BP_Boolo_Cap_C |
| | | R_AddCraftingResource 10 | |
| | | R_AddMetricCone 10 | |
| | | summon BP_Ethanol_C | |
| | | summon BP_GunkSeed_C | |
| | | summon BP_GunkSeed_Hanger_C | |
| | | Cheat_AddMorkite | |
| | | Cheat_AddNitra | |
| | | Cheat_AddGold | |
| | | summon BP_ExconGem_Heartstone_C | |

| Item | Name | Info | Command |
|-----------------------------------------------------------------------------------|---------------------------------------------|----------------------------------------------------|----------------------------------|
| | Heartstone | Drilldzeer Mission | summon BP_EscortGem_Heartstone_C |
| | Mule | Useful in Point Extraction | summon BP_Donkey_C |
| | Bone | Useless in Multiplayer | summon BP_Bone_C |
| | Supply Pod | Will land at the same Point as the DropPod | summon BP_SupplyPod_Ammo_C |
| | Mine Head | You can only interact with it in Point Extraction? | summon BP_MineHead_C |
| | Mini Mule Salvage | Does not count for Point Extraction | summon BP_MinMule_Salvage_C |
|  | Mini Mule Leg | Useful in Point Extraction | summon BP_MiniMule_Leg_C |
| | Uplink | Does not count for Point Extraction | summon BP_Salvage_Point_Uplink |
| | Fuel Pod | Does not count for Point Extraction | summon BP_Salvage_FuelPod_C |
| | Glyphid Dreadnought Egg | Useful in Elimination | summon BP_DreadnoughtEgg_C |
| Mission Specific Items: | | | |
| | Aquarq | Useful in Point Extraction | summon BP_Gem_Aquarq_C |
|  | Alien Egg | Useful in Egg Hunt | summon BP_AlienEgg_C |
|  | Apoca Bloom | Useful. | summon BP_Apoca_Bloom_C |
|  | Fossil | Useful. | summon BP_Fossil_C |
|  | Boots Cap | Useful. | summon BP_Boots_Cap_C |
| ? | ? | ? | summon BP_Collectible_Base_C |
| ? | ? | ? | summon BP_Collectible_Simple_C |
|  | Morkite | | R_AddMOM 100 |
|  | Dystrium | | R_AddDystrium 100 |
|  | Hollomite | | None |
| Resources (All) | | | R_AddResources 1 |
| Complete Mission | Does what it says / Instant win the mission | C_CompleteMission | |
|  | Crashes the game?! | SpawnsEnemies ED_Files 1 | |
| | | summon BP_Ebonut_C | |
| | | summon BP_GunkSeed_C | |
| | | summon BP_GunkSeed_Hanger_C | |
| | | summon BP_EscortGem_Heartstone_C | |

| | | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------|------------------------------------------|
| 0x00000236DFBBBA00 Function Engine.PlayerController.EnableCheats | Function Engine.CharacterMovementComponent.GetMaxAcceleration | u32 |
| 0x00000236DF983040 ScriptStruct CoreUObject.JoinabilitySettings | Function Engine.CharacterMovementComponent.GetMaxJumpHeight | Cheat_Repair |
| 0x00000236DC65F50 IntProperty CoreUObject.JoinabilitySettings.MaxPartySize | Function Engine.CharacterMovementComponent.GetMaxJumpHeightWithJumpTime | summon Grenade_Cluster_C |
| 0x00000236DFA30610 IntProperty CoreUObject.JoinabilitySettings.MaxPlayers | Function Engine.CharacterMovementComponent.GetMinAnalogSpeed | summon Grenade_Freeze_C |
| 0x00000236DFB0E500 BoolProperty FSD_PlayerCharacter.CanInstantRevive | Function Engine.CharacterMovementComponent.GetMovementBase | summon Grenade_IFG_C |
| 0x00000236DFB0D700 BoolProperty FSD_PlayerCharacter.IsDancing | Function Engine.CharacterMovementComponent.K2_GetModifiedMaxAcceleration | summon Grenade_Incendiary_C |
| 0x00000236DFDC550 ScriptStruct FSD_XPSettings | Function Engine.CharacterMovementComponent.K2_GetWalkableFloorAngle | summon BP_LureTarget_C |
| 0x00000236DFD5AC0 FloatProperty FSD_XPSettings.XP_OnSurvivedLevel | Function Engine.CharacterMovementComponent.K2_GetWalkableFloorZ | summon Grenade_StickyMine_C |
| 0x00000236DFD5A50 FloatProperty FSD_XPSettings.XP_PerKill | | summon BP_SentryGun_Redeployable_Heavy_C |
| 0x00000236DFD5F9ED0 FloatProperty FSD_XPSettings.XP_PerGold | | summon BP_ShieldRegenerator_C |
| 0x0000021E811A2620 IntProperty FSD_DisordRichPresenceData.partyMax | | |
| 0x0000021E811A2650 IntProperty FSD_DisordRichPresenceData.partySize | | |
| 0x0000021E812BDE50 IntProperty DiscordRpc_DisordRichPresence.partyMax | | |
| [0x0014495] 0x0000021E812BDE0 IntProperty DiscordRpc_DisordRichPresence.partySize | | |
| 0x0000021E812F5480 StructProperty OnlineSubsystemUtils.PartyReservation.PartyMembers.PartyMembers | | |
| 0x0000021E81287980 IntProperty OnlineSubsystemUtils.PartyReservation.TeamNum | | |
| 0x0000021E813A5C80 ScriptStruct FSD_PartyAnalyticsInformation | | |
| 0x0000021E814D9620 IntProperty OnlineSubsystemUtils.PartyBeacon.State.TeamNum | | |
| 0x0000021E814D95B0 IntProperty OnlineSubsystemUtils.PartyBeacon.State.ReservedHostTeamNum | | |
| 0x0000021E814D9540 NameProperty OnlineSubsystemUtils.PartyBeacon.State.TeamAssignmentMethod | | |
| 0x0000021E814D94D0 IntProperty OnlineSubsystemUtils.PartyBeacon.State.NumPlayersPerTeam | | |
| 0x0000021E814D9460 IntProperty OnlineSubsystemUtils.PartyBeacon.State.NumTeams | | |
| 0x0000021E814D93F0 IntProperty OnlineSubsystemUtils.PartyBeacon.State.MaxReservations | | |
| 0x0000021E814D9380 IntProperty OnlineSubsystemUtils.PartyBeacon.State.NumConsumedReservations | | |
| 0x0000021E818BF580 Function Engine.CheatManager.DumpPartyState | | |
| 0x0000021E818D9700 IntProperty Engine.GameSession.MaxPartySize | | |
| 0x0000021E818D6990 IntProperty Engine.GameSession.MaxPlayers | | |
| 0x0000021E818D9620 IntProperty Engine.GameSession.MaxSpectators | | |
| 0x000001C9AE671970 FloatProperty FSD_Teleporter.MaxTeleporterRange | | |
| 0x000001C9AE671900 FloatProperty FSD_Teleporter.MinTeleporterRange | | |
| 0x000001C9AE665800 ObjectProperty FSD_Teleporter.ConnectedTeleporter | | |
| 0x000001D5CB007800 Class FSD_BPInstantUsable | Perk? | Perk? |
| 0x000001D5CB007800 Class FSD_ShieldBoostUsable | | |
| 0x000001D5E69FD68A0 Function FSD_BPInstantUsable.BPCanUse | | |
| 0x000001D5E69FD080 BoolProperty FSD_BPInstantUsable.BPCanUse.ReturnValue | | |
| 0x000001D5E69F8000 ObjectProperty FSD_BPInstantUsable.BPCanUse.UseCollider | | |
| 0x000001D5E69F8F80 ObjectProperty FSD_BPInstantUsable.BPCanUse.user | | |
| 0x000001D5E69D67C0 Function FSD_BPInstantUsable.SetShoutBeginUse | | |
| 0x000001D5E69F9F00 ObjectProperty FSD_BPInstantUsable.SetShoutBeginUse.InShout | | |
| 0x000001D5E69D68ED Function FSD_ShieldBoostUsable.OnCharacterBooster | | |
| 0x000001D5E69F8E80 ObjectProperty FSD_ShieldBoostUsable.OnCharacterBooster | | |
| 0x000001D5E2736B80 BPInstantUsable.FSD_Default__BPInstantUsable | | |
| 0x000001D5E2736A00 ShieldBoostUsable.FSD_Default__ShieldBoostUsable | | |
| 17A3FC26E00 - A8 54 | - test.al[84] | |
| 17A3FC26E02 - 71 41 | - jno 17A3FC26E45 | |
| 17A3FC26E04 - F7 7F 00 | - idiv [rd+0]0 | |
| 17A3FC26E07 - 00 43 00 | - add [rbx+0]0,al | |
| 17A3FC26E0A - 00 00 | - add [rax].al | |
| 17A3FC26E0C - 44 01 00 | - add [rax].rd | |
| 17A3FC26E0F - 00 00 | - add [rax].al | |
| 17A3FC26E11 - 3A D2 | - cmp dl,dl | |
| 17A3FC26E13 - 3F | - db 3F | |
| 17A3FC26E14 - 7A 01 | - jp 17A3FC26E17 | |
| 17A3FC26E16 - 00 00 | - add [rax].al | |
| 17A3FC26E18 - 91 | - xchq eax,eax | |
| 17A3FC26E19 - 4C 00 00 | - add [rax].rb | |
| 17A3FC26E1C - 00 00 | - add [rax].al | |
| 17A3FC26E1E - 00 00 | - add [rax].al | |
| 17A3FC26E20 - 80 58 3B 40 | - sbb byte ptr [rax+3B].40 [64] | |
| 17A3FC26E24 - 7A 01 | - jp 17A3FC26E27 | |
| 17A3FC26E26 - 00 00 | - add [rax].al | |
| 17A3FC26E28 - 00 00 | - add [rax].al | |
| 17A3FC26E2A - 00 00 | - add [rax].al | |
| 17A3FC26E2C - 00 00 | - add [rax].al | |
| 17A3FC26E2E - 00 00 | - add [rax].al | |
| 17A3FC26E30 - 20 16 | - and [rsi],dl | |
| 17A3FC26E32 - 5A | - pop rdx | |
| 17A3FC26E33 - 3F | - db 3F | |
| 17A3FC26E34 - 7A 01 | - jp 17A3FC26E37 | |
| 17A3FC26E36 - 00 00 | - add [rax].al | |
| 17A3FC26E38 - 02 00 | - add [rax].al | |
| 17A3FC26E3A - 00 00 | - add [rax].al | |
| 17A3FC26E3C - 00 00 | - add [rax].al | |
| 17A3FC26E3E - 00 00 | - add [rax].al | |
| 17A3FC26E40 - 00 16 | - add [rsi].dl | |
| 17A3FC26E42 - 28 3F | - sub [rd].bh | |
| 17A3FC26E44 - 7A 01 | - jp 17A3FC26E47 | |
| 17A3FC26E46 - 00 00 | - add [rax].al | |
| 17A3FC26E48 - 60 | - pushad (invalid) | |
| 17A3FC26E49 - D3 2D 5B7A0100 | - shr [17A3FC3E8A].A,cl [3] | |
| 17A3FC26E4F - 00 28 | - add [rax].ch | |
| 17A3FC26E51 - 00 00 | - add [rax].al | |
| 22D5F641E3F - 00 E8 | - add al,ch | |
| 22D5F641E41 - 51 | - push rcx | |
| 22D5F641E42 - 71 41 | - jno 22D3F641E85 | |
| 22D5F641E44 - F7 7F 00 | - idv [rd+0]0 | |
| 22D5F641E47 - 00 41 00 | - add [cx+0]0,al | |
| 22D5F641E4A - 00 00 | - add [rax].al | |
| 0020112] 0000022D5D91AE80 ObjectProperty ITM_ServerList_Entry_PlayerIcons.UTM_ServerList_Entry_PlayerIcons_C_SetNumPlayers.CallFunc_GetToolTip_ReturnValue | | |
| 0020113] 0000022D5D91AF00 ObjectProperty ITM_ServerList_Entry_PlayerIcons.UTM_ServerList_Entry_PlayerIcons_C_SetNumPlayers.CallFunc_Array_Get_Item | | |
| [0020114] 0000022D5D91AB80 ObjectProperty ITM_ServerList_Entry_PlayerIcons.UTM_ServerList_Entry_PlayerIcons_C_SetIndexBrush.Target | | |
| [0020115] 0000022D5D91AC00 ObjectProperty ITM_ServerList_Entry_PlayerIcons.UTM_ServerList_Entry_PlayerIcons_C_SetIndexBrush.Icon | | |
| [0020116] 0000022D5D91AA80 ObjectProperty ITM_ServerList_Entry_PlayerIcons.UTM_ServerList_Entry_PlayerIcons_C_SetIndexBrush.CallFunc_Get_Player_Details_Outcon | | |
| [0020117] 0000022D5D917F00 ObjectProperty ITM_ServerList_Entry_PlayerIcons.UTM_ServerList_Entry_PlayerIcons_C_Player4 | | |
| [0020118] 0000022D5D917D00 ObjectProperty ITM_ServerList_Entry_PlayerIcons.UTM_ServerList_Entry_PlayerIcons_C_Player3 | | |
| [0020119] 0000022D5D917C00 ObjectProperty ITM_ServerList_Entry_PlayerIcons.UTM_ServerList_Entry_PlayerIcons_C_Player2 | | |
| [0020120] 0000022D5D917C00 ObjectProperty ITM_ServerList_Entry_PlayerIcons.UTM_ServerList_Entry_PlayerIcons_C_GetToolTip_CallFunc_GetOwnerPlayer_ReturnValue | | |
| [0020121] 0000022D5D917C80 ObjectProperty ITM_ServerList_Entry_PlayerIcons.UTM_ServerList_Entry_PlayerIcons_C_GetToolTip_CallFunc_Create_ReturnValue | | |
| [0020122] 0000022D5D917E00 ObjectProperty ITM_ServerList_Entry_PlayerIcons.UTM_ServerList_Entry_PlayerIcons_C_GetPlayerDetails.Outcon | | |
| [0020123] 0000022D5D91EA00 ObjectProperty ITM_ServerList_Entry_PlayerIcons.UTM_ServerList_Entry_PlayerIcons_C_GetPlayerDetails.Icon | | |
| [0020124] 0000022D5D917E80 ObjectProperty ITM_ServerList_Entry_PlayerIcons.UTM_ServerList_Entry_PlayerIcons_C_GetPlayerDetails.CallFunc_GetHeroImageSmall_ReturnValue | | |
| [0020125] 0000022D5D919000 ObjectProperty ITM_ServerList_Entry_PlayerIcons.UTM_ServerList_Entry_PlayerIcons_C_ExecuteUbergraph_ITM_ServerList_Entry_PlayerIcons.CallFunc_Array_Get_Ittem | | |
| [0020126] 0000022D5D609D90 IntProperty ITM_ServerList_Entry_PlayerIcons.Temp_int_Loop_Counter_Variable | | |
| [0020127] 0000022D5D609D920 IntProperty ITM_ServerList_Entry_PlayerIcons.Temp_int_Array_Index_Variable | | |
| [0020128] 0000022D5D609C40 IntProperty ITM_ServerList_Entry_PlayerIcons.Temp_int_Array_Length_ReturnValue | | |
| [0020129] 0000022D5D609B60 IntProperty ITM_ServerList_Entry_PlayerIcons.Temp_int_Array_MaxValue | | |
| [0020130] 0000022D5D609B60 IntProperty ITM_ServerList_Entry_PlayerIcons.Temp_int_Array_MinValue | | |
| [0020131] 0000022D5D609B60 IntProperty ITM_ServerList_Entry_PlayerIcons.Temp_int_Array_RandomValue | | |
| [0020132] 0000022D5D609A80 IntProperty ITM_ServerList_Entry_PlayerIcons.UTM_ServerList_Entry_PlayerIcons_C_MaxIcons | | |

| | | |
|------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------|
| [0020133] 0000022D56D09A80 | IntProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C.Get Player Details.PlayerIndex | R_AddPerkPoints |
| [0020134] 0000022D56D09A10 | IntProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C.Get Player Details.CallFunc_Array_Length_ReturnValue | R_AddResources |
| [0020135] 0000022D56D09A90 | IntProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C.ExecuteUbergraph_ITM_ServerList_Entry_PlayerIcons.Temp_int_Loop_Counter_Variable | R_RemoveCredits |
| [0020136] 0000022D56D09930 | IntProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C.ExecuteUbergraph_ITM_ServerList_Entry_PlayerIcons.Temp_int_Array_Index_Variable | R_RemoveResources |
| [0020137] 0000022D56D098C0 | IntProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C.ExecuteUbergraph_ITM_ServerList_Entry_PlayerIcons.Temp_int_Array_Length_ReturnValue | ResetSpacingIntroMessage |
| [0020138] 0000022D56D09850 | IntProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C.ExecuteUbergraph_ITM_ServerList_Entry_PlayerIcons.Temp_int_Array_Length_ReturnValue | ResetTutorials |
| [0020139] 0000022D56D097E0 | FloatProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C.IconSize | SetFastMovement |
| [0020140] 0000022D56D0918F00 | ByteProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C_ExecuteUbergraph_ITM_ServerList_Entry_PlayerIcons.CallFunc_SelectVisibility_New_VisibilityUnderlyingT | SetGodMode |
| [0020141] 0000022D56D0917B00 | EnumProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C_SetIndexBrush | SetHUDVisible |
| [0020142] 0000022D56D0917100 | ClassPropertyParams ITM_ServerList_Entry_PlayerIcons.C_SetIndexBrush_Player | SetQuipPickaxe |
| [0020143] 0000022D56D0917180 | ClassPropertyParams ITM_ServerList_Entry_PlayerIcons.C_SetIndexBrush_CallFunc_Get_Player_Details_OutPlayer | SetSpawnEnemies |
| [0020144] 0000022D56D091A080 | ClassPropertyParams ITM_ServerList_Entry_PlayerIcons.C_Get Player Details_Player | SetStandingDown |
| [0020145] 0000022D56D0917200 | ClassPropertyParams ITM_ServerList_Entry_PlayerIcons.C_Get Player Details_OutPlayer | ShowTutorialDebug |
| [0020146] 0000022D56D0917280 | ClassPropertyParams ITM_ServerList_Entry_PlayerIcons.C_Get Player Details_CallFunc_Array_Get_Itens | SpawnBosco |
| [0020147] 0000022D56D0916500 | BoolProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C_SetNumPlayersIsClassLocked | SpawnCritters |
| [0020148] 0000022D56D0916400 | BoolProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C_SetNumPlayers_CallFunc_Less_IntInt_ReturnValue | SpawnEnemies |
| [0020149] 0000022D56D0916D80 | BoolProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C_SetIndexBrush_IsClassLocked | SwitchCharacter |
| [0020150] 0000022D56D0916400 | BoolProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C_GetToolTip_CallFunc_Less_IntInt_ReturnValue | ShowCheatTerminal |
| [0020151] 0000022D56D091C000 | BoolProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C_Get Player Details_IsClassLocked | ShowStoreUI |
| [0020152] 0000022D56D091E080 | BoolProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C_Get Player Details_CallFunc_Less_IntInt_ReturnValue | ShowStoreUIForStoreItem |
| [0020153] 0000022D56D091E500 | BoolProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C_Get Player Details_CallFunc_InvalidClass_ReturnValue | Cheat_Fill |
| [0020154] 0000022D56D091E380 | BoolProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C_ExecuteUbergraph_ITM_ServerList_Entry_PlayerIcons_K2Node_Event_IsDesignTime | Cheat_IncreaseSpeed |
| [0020155] 0000022D56D091E200 | BoolProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C_ExecuteUbergraph_ITM_ServerList_Entry_PlayerIcons_CallFunc_SelectVisibility_VisibilityChanged | Cheat_TeleportPlayer |
| [0020156] 0000022D56D091E280 | BoolProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C_ExecuteUbergraph_ITM_ServerList_Entry_PlayerIcons_CallFunc_SelectVisibility_IsVisible | summon BP_PipeGrindingConnector_C |
| [0020157] 0000022D56D091E100 | BoolProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C_ExecuteUbergraph_ITM_ServerList_Entry_PlayerIcons_CallFunc_Less_IntInt_ReturnValue1 | summon BP_Heartstone_Claw_C |
| [0020158] 0000022D56D091E180 | BoolProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C_ExecuteUbergraph_ITM_ServerList_Entry_PlayerIcons_CallFunc_Less_IntInt_ReturnValue | summon BP_EscorRefuelTarget_C |
| [0020159] 0000022D56D091E000 | BoolProperty ITM_ServerList_Entry_PlayerIcons.ITM_ServerList_Entry_PlayerIcons_C_ClassLocked | summon BP_EscorDestination_C |
| | | SummonEnemies ED_FlyingSmartRock 1 |
| | | summon BP_EscorGem_C |
| | | summon BP_Heartstone_DefensiveCrystal_C |
| | | summon BP_CaterpillarTrack_Right_C |
| | | summon BP_CaterpillarTrack_Left_C |
| | | summon BP_EscorCannisterUsable_C |
| | | summon BP_OxygenTank_C |
| | | summon BP_EscorMule_C |
| | | summon BP_CaterpillarTrack_C |
| | | summon BP_BossFight_Heartstone_C |
| | | summon BP_MisComp_FXspawner_C |

| | |
|---------------------------------------------------|-------------------------------------------------------|
| summon BP_DrippingPlant_C | Functional. |
| summon BP_DeadTree_A_C | Non functional. |
| summon BP_Branch_A_C | Non functional. |
| Summon BP_SpaceRig_Bartender_C | Functional |
| summon BP_MineHead_C | Functional. (Can only interact in Point Extraction) |
| summon BP_Minehead_LandingZone_C | Functional. |
| summon BP_SpotLightInteractive_C | Functional. |
| summon BP_SandblastedRockIsland_C | Non functional. |
| summon BP_SandblastedRockIsland_2_C | Non functional. |
| summon BP_SandblastedRockIsland_3_C | Non functional. |
| summon BP_SandblastedRockIsland_4_C | Non functional. |
| summon BP_CreepyEyes_C | Functional. (Only on the Radioactive exclusion zone). |
| summon BP_FossilsBase_C | Non functional. |
| summon BP_Fossil_BigLizard_Skull01_C | Non functional. |
| summon BP_Fossil_BigLizard_Ribcage_C | Non functional. |
| summon BP_Fossil_BigLizard_Rib01_C | Non functional. |
| summon BP_SwarmerTunnelsBase_C | Non functional. |
| summon BP_SwarmerTunnels_variant_6_C | Non functional. |
| summon BP_SwarmerTunnels_variant_5_C | Non functional. |
| summon BP_SwarmerTunnels_variant_4_C | Non functional. |
| summon BP_SwarmerTunnels_variant_3_C | Non functional. |
| summon BP_SwarmerTunnels_variant_2_C | Non functional. |
| summon BP_SwarmerTunnels_variant_1_C | Non functional. |
| summon BP_SwarmerTunnel_C | Non functional. |
| summon BP_SuckingPlant_C | Non functional. |
| summon BP_StickySpiderWeb_C | Non functional. |
| summon BP_SpikePlant_C | Functional. |
| summon BP_SpiderEgg_Base_C | Functional. |
| summon BP_SpiderEgg3_C | Functional. |
| summon BP_SpiderEgg2_C | Functional. |
| summon BP_SpiderEgg_C | Functional. |
| summon BP_SeaUrchin_C | Functional. |
| summon BP_Geyser_Sand_C | Functional (Only in the Sandblasted Corridors biome). |
| summon BP_MagmaQuakeCrevasse_Trap_C | Functional (Only in the Magma Core biome). |
| summon BP_PoisonGasFungus_PoisonGasCloud_C | Functional. (Only in the Fungus Bogs biome). |
| summon BP_PoisonGasFungus_C | Functional. (Only in the Fungus Bogs biome). |
| summon BP_SmallLavaGeyserFilledOrigin_C | Functional. (Only in the Magma Core biome). |
| summon BP_SmallLavaGeyser_C | Functional. (Only in the Magma Core biome). |
| summon BP_Geyser_Lava_C | Functional. (Only in the Magma Core biome). |
| summon BP_ExplodingIcePlant_C | Functional. (Only in the Glacial Strata biome). |
| summon BP_IceCrevasse_Trap_Big_C | Functional (Only in the Glacial Strata biome). |
| summon BP_IceCrevasse_Trap_C | Functional (Only in the Glacial Strata biome). |
| summon BP_Glacier_2_C | Non functional. |
| summon BP_Geyser_Base_C | Non functional. |
| summon BP_Geyser_Frost_C | Functional (Only in the Glacial Strata biome). |
| summon BP_FragilePlatform_C | Non functional. |
| summon BP_ExplodingPlantA_Small_C | |
| summon BP_ExplodingPlantA_Medium_C | |
| summon BP_ExplodingPlantA_Large_C | |
| summon BP_ExplodingPlant_Small_C | |
| summon BP_ExplodingPlant_Medium_C | |
| summon BP_ExplodingPlant_Large_C | |
| summon BP_ExplodingPlant_Base_C | |
| summon BP_Electrobeam_C | |
| summon BP_DropSpike_Salt_C | |
| summon BP_DropSpike_Ice_C | |
| summon BP_DropSpike_Base_C | |
| summon BP_ChimneyGeyser03_Carved_C | |
| summon BP_ChimneyGeyser02_Carved_C | |
| summon BP_ChimneyGeyser01_Carved_C | |
| summon BP_Chimney_Geyser_Carved_Base_C | |
| summon BP_CactusShooterPlant_C | |
| summon BP_RainFallLocal_C | |
| summon BP_HangingDustCloud_C | |
| summon BP_BombBitter_C | |
| summon BP_Geyser_Air_C | |
| summon BP_PlatformMushroom_M_C | |
| summon BP_PlatformMushroom_L_C | |
| summon BP_PlatformMushroom_Base_C | |
| summon BP_PlatformIcePlant_C | |
| summon BP_IceLight_C | |
| summon BP_HotSpring_C | |
| summon BP_GlowingPlant_C | |
| summon BP_GlowingRedCrystal_2_C | |
| summon BP_GlowingRedCrystal_1_C | |
| summon BP_RadioactiveGlowingGreenCrystal_Hazard_C | |
| summon BP_GlowingBlueCrystal_Base_C | |
| summon BP_GlowingBlueCrystal_2_C | |
| summon BP_GlowingBlueCrystal_1_C | |
| summon BP_CrystalRockPillar_1_C | |
| summon BP_FloatingLightPlant2_C | |
| summon BP_ElevatorPlant_C | |
| summon BP_SandArch_Base_C | |
| summon BP_SandArch_3_C | |
| summon BP_SandArch_2_C | |
| summon BP_SandArch_1_C | |
| summon BP_SaltFormations_Base_C | |
| summon BP_SaltFormation_Large_2_C | |
| summon BP_SaltFormation_Large_1_C | |
| summon BP_SaltColumnGrowth_02_C | |
| summon BP_HugeRoots_Base_C | |
| summon BP_HugeRoots_2_C | |
| summon BP_HugeRoots_1_C | |
| summon BP_MandrakeRock_Base_C | |

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|---------------------------------------------------------|-----------------|
| summon BP_MangroveRock_04_C | |
| summon BP_MangroveRock_03_C | |
| summon BP_MangroveRock_02_C | |
| summon BP_MangroveRock_01_C | |
| summon BP_CrystalFormationsSpikyBunch_Base_C | |
| summon BP_CrystalFormations_SlantedPillars_Base_C | |
| summon BP_CrystalFormations_SlantedPillars_06_C | |
| summon BP_CrystalFormations_SlantedPillars_05_C | |
| summon BP_CrystalFormations_SlantedPillars_04Rot_C | |
| summon BP_CrystalFormations_SlantedPillars_04_C | |
| summon BP_CrystalFormations_SlantedPillars_03Rot_C | |
| summon BP_CrystalFormations_SlantedPillars_03_Small_C | |
| summon BP_CrystalFormations_SlantedPillars_02Small_C | |
| summon BP_CrystalFormations_SlantedPillars_02Rot_C | |
| summon BP_CrystalFormations_SlantedPillars_02_C | |
| summon BP_CrystalFormations_SlantedPillars_01Rot_C | |
| summon BP_CrystalFormations_SlantedPillars_01_C | |
| summon BP_CrystalFormations_SlantedPillar_Solo_Skinny_C | |
| summon BP_CrystalFormations_SlantedPillar_Solo_2_C | |
| summon BP_CrystalFormations_SlantedPillar_Solo_1_C | |
| summon BP_CrystalFormation_SpikyBunch_04_C | |
| summon BP_CrystalFormation_SpikyBunch_03_C | |
| summon BP_CrystalFormation_SpikyBunch_02_C | |
| summon BP_CrystalFormation_SpikyBunch_01_C | |
| summon BP_RockFormation_2Plataues_B_C | |
| summon BP_IceFormation_Claw_A_C | |
| summon BP_IceFormation_Base_C | |
| summon BP_CrystalArch_Base_C | |
| summon BP_CrystalArch_2_Big_C | |
| summon BP_CrystalArch_2_C | |
| summon BP_CrystalArch_01_Big_C | |
| summon BP_CrystalArch_01_C | |
| summon BP_WormPlant_Animated_Radioactive_C | |
| summon BP_WormPlant_Animated_Magma_C | |
| summon BP_RadioactiveBlobPlant_02_C | |
| summon BP_RadioactiveBlobPlant_01_C | |
| summon BP_PingPongPlant_B_C | |
| summon BP_PingPongPlant_A_C | |
| summon BP_MouthPlant_C | |
| summon BP_Mushroom_Base_C | |
| summon BP_Mushroom_03_C | |
| summon BP_Mushroom_02_C | |
| summon BP_Mushroom_01_C | |
| summon BP_CribariaPlant_C_C | |
| summon BP_CribariaPlant_B_C | |
| summon BP_CribariaPlant_A_C | |
| summon BP_CoralTongue_Animated_C | |
| summon BP_SlimyFungus_XL_C | ??? |
| summon BP_SlimyFungus_C | ??? |
| summon BP_ShortStemFungus_C | ??? |
| summon BP_PassiveFoliage_Base_C | |
| summon BP_Netfungus_C | ??? |
| summon BP_MorchellaFungus_C | ??? |
| summon BP_LongStemFungus_C | ??? |
| summon BP_AnimatedFoliage_Base_C | |
| summon BP_CaveVine_C | |
| summon BP_HoopsGame_C | Functional |
| summon BP_BarrelSpawner_C | Functional |
| summon BP_DrinksBox_C | Functional |
| summon BP_SphereTrigger_C | Non functional |
| summon BP_TriggerBase_C | Non functional |
| summon BP_SpecialTutorialCrystal_C | |
| summon BP_TutorialComponent_C | |
| summon BP_TutorialDropodLocation_C | |
| summon BP_TutorialTriggerManager_C | |
| summon BP_GravitySwitch_C | Functional |
| summon BP_Motherlode_MiningHeadDropLocation_C | Non functional |
| summon BP_PostProcessing_SpaceRig_C | Non functional. |
| summon BP_PostProcessing_CharSelect_C | Non functional. |
| summon BP_SpaceRig_Exterior_C | Functional |
| summon BP_TruckerBalls_C | Functional |
| summon BP_SpringDwarfMiner_C | Functional |
| summon BP_ConfettiPlane_C | Functional |
| summon BP_Phys_Newstand_FreeBeer_C | Functional |
| summon BP_Phys_Newstand_C | Functional |
| summon BP_ModularLamp_C | Functional |
| summon BP_SpaceRig_Cabin01_C | Functional |
| summon BP_Phys_Hammer_C | Functional |
| summon BP_Phys_Crate_F_C | Functional |
| summon BP_Phys_Barrel_Hoop_C | Functional |
| summon BP_Phys_Barrel_Cutie_C | Functional |
| summon BP_Phys_Barrel01_Red_C | Functional |
| summon BP_Phys_Barrel01_C | Functional |
| summon BP_MonitorPanel_NoMesh_C | Functional |
| summon BP_MonitorPanel_C | Functional |
| summon BP_MissionControl_TrespassingWarning_C | Functional |
| summon BP_MissionControl_MemorialHallWelcome_C | Functional |
| summon BP_MedbaySign_C | Functional |
| summon BP_LightPost01_C | Functional |
| summon BP_Kickable_Base_C | Functional |
| summon BP_Hologram_Hoxxes_C | Functional |
| summon BP_CabinOwnerSign_C | Functional |

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|-----------------------------------------------|----------------------------------------------------------------------------------------------|--|--|--|--|--|
| summon BP_Hoxxes01_C | Functional | | | | | |
| summon BP_AsteroidField_C | Functional | | | | | |
| summon BP_Skysphere_HoxxesStars_C | Functional | | | | | |
| summon BP_JukeBox_C | Functional | | | | | |
| summon BP_Hologram_C | Functional (Summons invisible mission terminal) | | | | | |
| summon BP_Bulkead01_C | Functional | | | | | |
| summon BP_XmasGift_Item_C | Non functional. should instant break/throw confetti/spawn LootBug/Error Cube/Glyphid Swarmer | | | | | |
| summon BP_XmasCandleBlock_Item_C | Non functional. | | | | | |
| summon BP_XmasSauble_Item_C | Non functional. | | | | | |
| summon BP_PumpkinFace_Item_C | Non functional. | | | | | |
| summon BP_Pumpkin_Item_C | Non functional. | | | | | |
| summon BP_Widget_DropPod_MissionType_C | Functional (Only visible on a certain angle) | | | | | |
| summon BP_Widget_DropPod_GarbageGen_C | Functional (Only visible on a certain angle) | | | | | |
| summon BP_Widget_DropPod_DangerLevel_C | Functional (Only visible on a certain angle) | | | | | |
| summon BP_Widget_DropPod_Complexity_C | Functional (Only visible on a certain angle) | | | | | |
| summon BP_Widget_DropPod_BiomeRadar_C | Functional (Only visible on a certain angle) | | | | | |
| summon BP_Widget_DropPod_AttitudeMeter_C | Functional (Only visible on a certain angle) | | | | | |
| summon BP_E3trailer_AsteroidField_C | Functional | | | | | |
| summon BP_RotatingSpotlight01_C | Functional | | | | | |
| summon BP_RadarDish02_C | Functional | | | | | |
| summon BP_RadarDish01_C | Functional | | | | | |
| summon BP_Textfield_Screen_SeeThrough_C | Non functional. | | | | | |
| summon BP_PickaxeIconGenerator_C | | | | | | |
| summon BP_IconGenerator_C | | | | | | |
| summon BP_IconGenerationManager_C | | | | | | |
| summon BP_DwarfVanityItemTester_C | | | | | | |
| summon BP_TutorialManager_Base_C | | | | | | |
| summon BP_ZipLineState_C | | | | | | |
| summon BP_WalkingState_C | | | | | | |
| summon BP_UsingState_C | | | | | | |
| summon BP_PlotingState_C | | | | | | |
| summon BP_PhotoGraphyState_C | | | | | | |
| summon BP_PassedOut_C | | | | | | |
| summon BP_ParalyzedState_C | | | | | | |
| summon BP_NoMovementState_C | | | | | | |
| summon BP_GrabbedState_C | | | | | | |
| summon BP_FrozenState_C | | | | | | |
| summon BP_FlyingState_C | | | | | | |
| summon BP_FallingState_C | | | | | | |
| summon BP_DownedState_C | | | | | | |
| summon BP_DeadState_C | | | | | | |
| summon BP_AttachedState_C | | | | | | |
| summon BP_ScoutInventory_C | | | | | | |
| summon BP_GunnerInventory_C | | | | | | |
| summon BP_GenericHeroInventory_NewGuns_C | | | | | | |
| summon BP_GenericHeroInventory_C | | | | | | |
| summon BP_EngineerInventory_C | | | | | | |
| summon BP_DrillerInventory_C | | | | | | |
| summon BP_BoscoInventory_C | | | | | | |
| summon BP_MisComp_FXspawner_C | | | | | | |
| summon BP_Endscreen_Lamp_C | | | | | | |
| summon BP_Endscreen_Drone_C | | | | | | |
| summon BP_SelfiePoint_C | | | | | | |
| summon BP_MapRenderTarget2D_C | | | | | | |
| summon BP_FSDCameraManager_C | | | | | | |
| summon BP_PlayerCharacter_C | | | | | | |
| summon BP_NavigatorCharacter_C | should work | | | | | |
| summon BP_GunnerCharacter_C | should work | | | | | |
| summon BP_GenericHero_Character_NewGuns_C | | | | | | |
| summon BP_GenericHero_Character_C | | | | | | |
| summon BP_EngineerCharacter_C | should work | | | | | |
| summon BP_DrillerCharacter_C | should work | | | | | |
| summon BP_Bosco_Character_C | | | | | | |
| summon BP_EndscreenBarrel_C | | | | | | |
| summon BP_Swarmer_Attachment_C | | | | | | |
| summon BP_SingleMug_C | | | | | | |
| summon BP_DualMug_C | | | | | | |
| summon BP_Crystal_VictoryScreen_C | | | | | | |
| summon BP_GreenMaggot_AcidCloud_C | | | | | | |
| summon BP_Spider_RadiationCloud_C | | | | | | |
| summon BP_Spider_FrostCloud_C | | | | | | |
| summon BP_Spider_AcidCloud_C | | | | | | |
| summon BP_RadioactiveGlyphidDeathGas_C | | | | | | |
| summon BP_ShooterQueen_Projectile_AcidCloud_C | | | | | | |
| summon BP_Spider_TankAmber_Leg_C | | | | | | |
| summon BP_Spider_Tank_Leg_C | | | | | | |
| summon BP_Spider_Spitter_Leg_C | | | | | | |
| summon BP_Spider_RapidShooter_Leg_C | | | | | | |
| summon BP_Spider_Leg_Base_C | | | | | | |
| summon BP_Spider_Grunt_Leg_C | | | | | | |
| summon BP_Spider_Exploder_Leg_C | | | | | | |
| summon BP_GlyphidImpactAudio_C | | | | | | |
| summon BP_BurrowComponent_C | | | | | | |
| summon BP_BomberAcidPuddle_Ice_C | | | | | | |
| summon BP_BomberAcidPuddle_C | | | | | | |
| summon BP_SpawnerEyeComponent_C | | | | | | |
| summon BP_EEnemySpawner_C | | | | | | |
| summon BP_CaveLeechCarver_C | | | | | | |
| summon BP_Damage_Cloud_Base_C | | | | | | |
| summon BP_MissionStatScreen_C | | | | | | |
| summon BP_ZipLineConnector_C | | | | | | |
| summon BP_TunnelBlocker_C | | | | | | |
| summon BP_SupplyPod_Spawn_Beacon_C | | | | | | |
| summon BP_SupplyPod_Spawn_C | | | | | | |
| summon BP_SupplyPod_Marker_C | | | | | | |
| summon BP_SupplyPod_Beacon_C | | | | | | |

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|--------------------------------------------------|----------------------------------------------|
| summon BP_SupplyPod_Ammo_C | should work |
| summon BP_OldSupplyPod_Salvage_C | |
| summon BP_OldSupplyPod_FailSmokeCloud_C | |
| summon BP_ShieldRegenerator_Mover_C | |
| summon BP_ShieldRegenerator_C | |
| summon BP_ShieldGenerator_LoadoutProxy_C | |
| summon BP_Minehead_Sentry_C | |
| summon BP_SentryItem_PlaceMarker_Heavy_C | |
| summon BP_SentryItem_PlaceMarker_C | |
| summon BP_SentryGun_Redeployable_Heavy_C | |
| summon BP_SentryGun_Redeployable_C | |
| summon BP_SentryGun_MoveMarker_Heavy_C | |
| summon BP_SentryGun_MoveMarker_C | |
| summon BP_SentryGun_Moveable_Heavy_C | |
| summon BP_SentryGun_Moveable_C | |
| summon BP_TurretEMPDischarge_C | |
| summon BP_SentryLoadoutProxy_C | |
| summon BP_ElectrocutedSentry_C | |
| summon BP_Shotgun_A_ShellTP_C | |
| summon BP_Shotgun_A_Shell_C | |
| summon BP_ExplosiveReloadComponent_C | |
| summon BP_PlasmaTrail_LineCutter_C | |
| summon BP_PersistentExplosionEffect_LineCutter_C | |
| summon BP_PointOfInterest_C | |
| summon BP_LaserPointerWaypoint_C | |
| summon BP_LaserPointer_Marker_C | |
| summon BP_LaserPointer_SecondaryMarker_C | |
| summon BP_PheromoneAttackerPositioning_C | |
| summon BP_Grenade_Neurotoxin_Cloud_C | |
| summon BP_LureTarget_C | |
| summon BP_Grenade_Incendiary_Flame_C | |
| summon BP_Grenade_IFG_Area_SlowAndWeak_C | |
| summon BP_Grenade_IFG_Area_Base_C | |
| summon BP_Grenade_Axe_Stuck_C | |
| summon BP_MiniNuke_RadiationCloud_C | should work |
| summon BP_StickyFlame_C | |
| summon BP_ExplosiveReloadComponent_DualMP_C | |
| summon BP_CreateBombOnHit_DualMP_C | |
| summon BP_Detpack_LoadoutProxy_C | |
| summon BP_DetPack_Charge_C | |
| summon BP_StickyFrost_C | |
| summon BP_PersistentExplosionEffect_EPC_C | |
| summon SKN_M_BP_Stock_C | ??? |
| summon SKN_C_BP_Stock_C | ??? |
| summon BP_Zhukov_IceMines_C | |
| summon BP_DamageOnReloadComponent_BRT_C | |
| summon BP_CreateBombOnHit_C | |
| summon BP_BRT_Bomb_C | |
| summon BP_ElectricReloadComponent_C | |
| summon BP_Armor_Scout_C | |
| summon BP_Armor_Gunner_C | |
| summon BP_Armor_Engineer_C | |
| summon BP_Armor_Driller_C | |
| summon BPL_UpgradeHelpers_C | |
| summon BPL_Armor_C | |
| summon BP_CabinOwnerSign4_C | |
| summon BP_DeepDiveConsole_CharSelect_C | |
| summon BP_EndScreen_Lamp_C | |
| summon BP_LightPost01_C | |
| summon BP_MisComp_FXspawner_C | |
| summon BP_PostProcessing_CharSelect_C | |
| summon BP_DepthCount_C | invisible to others |
| summon BP_BarrelSpawner_C | spawns unlimited barrels (visible to others) |
| summon BP_BoscoConsole_C | invisible to others |
| summon BP_ChangeCharacterConsole_C | invisible to others |
| summon BP_CharCustomizationConsole_C | invisible to others |
| summon BP_CraftingConsole_C | |
| summon BP_DiscordEoMConsole_C | |
| summon BP_DropPod_Rig_C | visible to others |
| summon BP_ForgeConsole_C | |
| summon BP_GravitySwitch_C | |
| summon BP_HoopsGame_C | visible to others |
| summon BP_JobsConsole_C | |
| summon BP_MemorialWall_C | |
| summon BP_MissionStats_C | |
| summon BP_MissionStatScreen_C | |
| summon BP_MonitorPanel_C | |
| summon BP_PickaxeConsole_C | |
| summon BP_Promotion_Console_C | |
| summon BP_TextField_Screen_SeeThrough_C | |
| summon BP_TradingConsole_C | |
| summon BP_Hologram_C | |
| summon BP_SupplyPod_Spawn_Beacon_C | |
| summon BP_ShieldRegenerator_C | Gunner Shield |
| summon BP_ShieldGenerator_LoadoutProxy_C | |
| summon BP_ShieldRegenerator_Mover_C | |
| summon BP_SentryLoadoutProxy_C | |
| summon BP_SentryItem_PlaceMarker_C | |
| summon BP_SentryGun_Redeployable_C | Enginer SentryGun |
| summon BP_SentryGun_Moveable_C | Enginer SentryGun |
| summon BP_TurretEMPDischarge_C | |
| summon BP_ElectrocutedSentry_C | |
| summon BP_Sentry_PlasmaBeam_C | Game Crashed (coincidence?) |
| summon BP_SentryGun_MoveMarker_C | |
| summon BP_PlasmaTrail_LineCutter_C | |
| summon BP_PersistentExplosionEffect_LineCutter_C | |
| summon BP_Grenade_Neurotoxin_Cloud_C | |
| summon BP_Grenade_Axe_Stuck_C | |
| summon BP_Detpack_LoadoutProxy_C | |
| summon BP_DetPack_Charge_C | |
| summon BP_PersistentExplosionEffect_EPC_C | |

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|-----------------------------------------------|-----------------------------------------------------|
| summon BP_ExplosiveReloadComponent_C | |
| summon BP_StickyFrost_C | |
| summon BP_StickyFlame_C | |
| summon BP_LureTarget_C | |
| summon BP_Grenade_Incendiary_Flame_C | |
| summon BP_Grenade_IFG_Area_SlowAndWeak_C | |
| summon BP_PheromoneAttackerPositioning_C | |
| summon BP_CreateBombOnHit_C | |
| summon BP_DBR_Salvage_OldSupplyPod_C | |
| summon BP_OldSupplyPod_Salvage_C | |
| summon BP_TunnelBlocker_C | |
| summon BP_OldSupplyPod_FailSmokeCloud_C | almost crashed the game (coincidence?) |
| summon BP_Damage_Cloud_Base_C | |
| summon BP_FracturedMissionDNA_C | crashed the game by taking it inside a mission |
| summon BP_BaRGlass_DUMMY_C | |
| summon BP_ZipLineConnector_C | |
| summon BP_SeeYouInHellField_C | |
| summon BP_WormholeLocation_OutsideBase_C | |
| summon BP_CroppaChunk_C | |
| summon BP_DystrumChunk_C | |
| summon BP_RedSugarChunk_C | |
| summon BP_MorkiteChunk_C | |
| summon BP_GoldChunk_C | |
| summon BP_HollowmiteChunk_C | |
| SpawnEnemies ED_RockEnemies 1 | not tested (Rock Enemy Event need to be in mission) |
| summon BP_Guntower_Module_RandomFire_C | not tested (Gun Tower Event need to be in mission) |
| summon BP_Guntower_Module_RadialFire_new_C | not tested (Gun Tower Event need to be in mission) |
| summon BP_Guntower_Module_Homing_C | not tested (Gun Tower Event need to be in mission) |
| summon BP_Guntower_Module_LMG_C | not tested (Gun Tower Event need to be in mission) |
| summon BP_TowerModuleController_C | not tested (Gun Tower Event need to be in mission) |
| summon BP_BarrelDispenser_C | |
| summon BP_BarrelDispenserBeacon_C | |
| summon BP_ExplosiveBarrel_C | |
| summon BP_ExplosiveBarrelDispenser_Platform_C | |
| summon BP_ExplosiveBarrelsEvent_C | |
| summon BP_LaserEventStarter_C | |
| summon BP_MultiStageEventStarter_C | |
| summon BP_CoreInfuser_Rewards_Selector_C | |
| Cheat_Repair | |
| DamageTarget 100 | |
| DestroyTarget | working / destroys the object you're looking at |
| DumpPartyState | no error info but what does it do? |
| FlushLog | |
| FreezeFrame 10 | |
| InvertMouse | |
| LogLoc | |
| OnlyLoadLevel PackageName | find package names |
| PlayersOnly | |
| SetWorldOrigin | |
| C_FSDEvent_SetDebugEvent EventName | event name |
| C_GenerateNewMissions Enabled | |
| C_IncrementAllMissionStats 200 | |
| C_SetPlayers 8 | |
| Cheat_Resources WorldContextObject | WorldContextObject (mineral) |
| Cheat_SwarmerCount | |
| Cheat_SpawnSandStorm | |
| Cheat_SpawnNamedDreadnaut | |
| Cheat_SpawnEnemySingleWidget | |
| Cheat_SpawnEnemyAdvanced | |
| Cheat_SpawnEnemy | |
| Cheat_SpawnEnemies | |
| Cheat_SpawnEarthQuake | |
| Cheat_SpawnCritter | |
| Cheat_SimulatePlayerCount | Command not recognized |
| Cheat_SimulateLateJoin | Command not recognized |
| Cheat_ShowPathfinder | Command not recognized |
| Cheat_ShowHUD | |
| Cheat_SetPerk_Row | |
| Cheat_SetPerk | |
| Cheat_SetDifficultyRow | |
| Cheat_SetDifficulty | |
| Cheat_ScriptedWave | |
| Cheat_RoomList | |
| Cheat_RoomItem | |
| Cheat_Resupply | |
| Cheat_QuickLight | |
| Cheat_QuadPickAxe | |
| Cheat_PerkListTier | |
| Cheat_PerkListItem | |
| Cheat_OverclockSelection | |
| Cheat_NormalWaves | |
| Cheat_MiscUpgradesItem | |
| Cheat_MaterialInfo | |
| Cheat_LevelScale | |
| Cheat_GiveBeerBuff_Row | |
| Cheat_GiveBeerBuff | |
| Cheat_GemInfo | |
| Cheat_FlyMode | |
| Cheat_Enemies | |
| Cheat_EnableBoscoRefillAmmoTest | |
| Cheat_DestroyMolly | |
| Cheat_DestroyAllFlares | |
| Cheat_ConsoleCmd | |
| Cheat_Collectible | |
| Cheat_CharacterPointLight | |
| SpawnPosMarker | |
| Spawn_SpeedGruntPack | |
| Spawn_BuffedEnemyPack | |

| | | | |
|---------------------------------------------|----------------|--------------------------------------------|-------------------------|
| summon BP_SupplyPod_Ammo_C | | | |
| summon BP_SupplyPod_Beacon_C | | | |
| summon BP_SupplyPod_Marker_C | | | |
| summon BP_SupplyPod_Spawn_C | | | |
| summon BP_SupplyPod_Spawn_Beacon_C | | | |
| summon BP_TunnelBlocker_C | | | |
| | | | |
| summon BP_PlasmaTrail_LineCutter_C | | | |
| summon P_Grenade_BouncyPlasma_C | | | |
| summon BP_DetPack_Charge_C | | | |
| summon BP_Detpack_LoadoutProxy_C | | | |
| summon BP_PersistentExplosionEffect_EPC_C | | | |
| | | | |
| summon BP_IronChunk_C | | | |
| | | | |
| summon BP_LowGravity_C | | | |
| summon BP_GhostMutator_C | | | |
| | | | |
| summon BP_PlayerCharacter_C | | | |
| | | | |
| SpawnEnemies BB_Spider_Pet 1 | | | |
| | | | |
| summon BP_CaveLeechCarver_C | | | |
| | | | |
| summon BP_WormholeLocation_Base_C | | | |
| | | | |
| summon BP_ImpactCompensators_C | | | |
| | | | |
| summon BP_ExterminationContract_C | | | |
| | | | |
| summon BP_Pumpkin_Item_C | | | |
| summon BP_PumpkinFace_Item_C | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| summon BP_SpectatorBase_C | ResupplyServer | MixerButtonEvt_spawnWebSpitter_Pressed_ID0 | Server_Mixer_GiveHealth |
| summon BP_NetworkPlayerController_C | | | |
| summon BP_NetworkPlayGameMode_C | | | |
| LISTAWAKEBODIES | | | |
| | | | |
| ConnectToService | | | |
| | | | |
| summon Sign_MemorialUnlock_C | works | | |
| summon BP_DrinksBox_C | | | |
| summon BP_BaseSpaceRigConsole_C | | | |
| summon BP_MemorialQuotes_C | | | |
| summon BP_DiscordEoMConsole_C | | | |
| summon BP_PickaxeRandomizer_C | Pickaxes!!! | | |
| summon ITM_Craft_ResourceBig_C | | | |
| | | | |
| summon BP_ScoutInventory_C | | | |
| summon BP_GunnerInventory_C | | | |
| summon BP_GenericHeroInventory_NewGuns_C | | | |
| summon BP_GenericHeroInventory_C | | | |
| summon BP_EngineerInventory_C | | | |
| summon BP_DrillerInventory_C | | | |
| summon BP_BoscoInventory_C | | | |
| summon BP_GenericHero_Character_C | | | |
| summon BP_GenericHero_Character_NewGuns_C | | | |
| | | | |
| Server_Cheat_SwitchCharacter <NewCharacter> | | | |
| ServerSelSelectedCharacter <NewCharacter> | | | |
| SetSelectedCharacter <NewCharacter> | | | |
| OnShowCharacterSelector <NewCharacter> | | | |
| ChangeCharacter <NewCharacter> | | | |
| PlayerChangeCharacter <NewCharacter> | | | |
| OnSelectedCharacterChanged <NewCharacter> | | | |

```
[/Script/Engine.PlayerInput]
+DebugExecBindings=(Key=F11,Command="LevelEditor.ToggleImmersive",bignoreCtrl=True, bignoreAlt=True)
+DebugExecBindings=(Key=F6,Command="MainFrame.ToggleFullscreen",Shift=True)
+DebugExecBindings=(Key=F1,Command="viewmode wireframe", bignoreShift=True)
+DebugExecBindings=(Key=F2,Command="viewmode unit")
+DebugExecBindings=(Key=F3,Command="viewmode lit")
+DebugExecBindings=(Key=F4,Command="viewmode lighting")
+DebugExecBindings=(Key=F5,Command="viewmode shadercomplexity")
+DebugExecBindings=(Key=Period,Command="RECOMPILESHADERS CHANGED",Control=True,Shift=True)
+DebugExecBindings=(Key=Comma,Command="PROFILEGPU",Control=True,Shift=True)
+DebugExecBindings=(Key=Tab,Command="FocusNextPIEWindow",Control=True,Shift=True)
+DebugExecBindings=(Key=PageDown,Command="PreviousDebugTarget")
+DebugExecBindings=(Key=PageUp,Command="NextDebugTarget")
+DebugExecBindings=(Key=Apostrophe,Command="EnableGDT")
+DebugExecBindings=(Key=Quote,Command="EnableGDT")

[Script/EngineSettings.ConsoleSettings]
+AutoCompleteMapPaths=ContentMaps
+Manual.AutoCompleteList=(Command="Exit",Desc="Exits the game")
+Manual.AutoCompleteList=(Command="DebugCreatePlayer 1",Desc="")
+Manual.AutoCompleteList=(Command="ToggleDrawEvents",Desc="Toggles annotations for shader debugging with Pix, Razor or similar GPU capture tools")
+Manual.AutoCompleteList=(Command="Shot",Desc="Make a screenshot")
+Manual.AutoCompleteList=(Command="RecompileShaders",Desc="Recompiles shaders that have any changes on their source files")
+Manual.AutoCompleteList=(Command="RecompileShadersGlobal",Desc="Recompile global shaders that have any changes on their source files")
+Manual.AutoCompleteList=(Command="RecompileShaders material",Desc="Recompiles shaders for a specific material if it's source files have changed")
+Manual.AutoCompleteList=(Command="RecompileShaders all",Desc="Recompile all shaders that have any changes on their source files")
+Manual.AutoCompleteList=(Command="DumpMaterialStats",Desc="Dump material information")
+Manual.AutoCompleteList=(Command="DumpShaderStats",Desc="Dump shader information")
+Manual.AutoCompleteList=(Command="DumpShaderPipelineStats",Desc="Dump shader pipeline information")
+Manual.AutoCompleteList=(Command="StartFPSChart",Desc="after that use StopFPSChart")
+Manual.AutoCompleteList=(Command="StopFPSChart",Desc="after that for the output in Saved/Profiling/FPSCharts")
+Manual.AutoCompleteList=(Command="Freeze",Desc="Locks the player view and rendering time")
+Manual.AutoCompleteList=(Command="Travel",Desc="Dumps the current map, passes along previously set options")
+Manual.AutoCompleteList=(Command="Travel",Desc="<MapName> Travels to the specified map, passes along previously set options")
+Manual.AutoCompleteList=(Command="ServerTravel",Desc="<MapName> Travels to the specified map and brings clients along, passes along previously set options")
+Manual.AutoCompleteList=(Command="DisplayAll",Desc="<ClassName> <PropertyName> Display property values for instances of classname")
+Manual.AutoCompleteList=(Command="DisplayAllLocation",Desc="<ClassName> Display location for all instances of classname")
+Manual.AutoCompleteList=(Command="DisplayAllRotation",Desc="<ClassName> Display rotation for all instances of classname")
+Manual.AutoCompleteList=(Command="DisplayClear",Desc="Clear previous DisplayAll entries")
+Manual.AutoCompleteList=(Command="FlushPersistentDebugLines",Desc="Clear persistent debug line cache")
+Manual.AutoCompleteList=(Command="GetLog",Desc="<ObjectName> <Outer><ObjectInstanceName> <ShowDefaults> <ShowPendingkills> <Detailed> Log property values of all instances of classname")
+Manual.AutoCompleteList=(Command="ObjList",Desc="<ClassName> Log location name for all instances of classname")
+Manual.AutoCompleteList=(Command="ObjList",Desc="<ClassName> <Type> <MetaClass> <Outer><OuterObject> <Package> <Inside><InsideObject>")
+Manual.AutoCompleteList=(Command="ObjListContentRefs",Desc="<ClassName> <ListClass> <ClassName> <ListClass> <ClassName>")
+Manual.AutoCompleteList=(Command="ObjRef",Desc="Shows all classes")
+Manual.AutoCompleteList=(Command="ObjRefs",Desc="Name<ObjectName> <Class> <OptionalObjectClass> Lists referers of the specified object")
+Manual.AutoCompleteList=(Command="EditActor",Desc="<ClassName> or <Name> or <Object> or TRACE")
+Manual.AutoCompleteList=(Command="EditDefault",Desc="<ClassName>")
+Manual.AutoCompleteList=(Command="EditObject",Desc="<ClassName> or <Name> or <ObjectName> or <ObjectName>")
+Manual.AutoCompleteList=(Command="ReloadCg",Desc="<Class><ObjectName> Reloads config variables for the specified object/class")
+Manual.AutoCompleteList=(Command="ReloadLoc",Desc="<Class><ObjectName> Reloads localized variables for the specified object/class")
+Manual.AutoCompleteList=(Command="SetNoPEC",Desc="<ClassName> <PropertyName> <Value> Sets property to value on objectname")
+Manual.AutoCompleteList=(Command="Stat FPS",Desc="Shows FPS counter")
+Manual.AutoCompleteList=(Command="Stat Unit",Desc="Shows hardware unit framerate")
+Manual.AutoCompleteList=(Command="Stat UnitGraph",Desc="Draws simple unit time graph")
+Manual.AutoCompleteList=(Command="Stat NamedEvents",Desc="Stat NamedEvents (Enables named events for external profilers)")
+Manual.AutoCompleteList=(Command="Stat StartFile",Desc="Starts a stats capture, creating a new file in the Profiling directory: stop with stat StopFile to close the file")
+Manual.AutoCompleteList=(Command="Stat StopFile",Desc="Finishes a stats capture started by stat StartFile")
+Manual.AutoCompleteList=(Command="Stat Hitches",Desc="Stat Hitches (shows an onscreen history of hitches)")
+Manual.AutoCompleteList=(Command="Stat CPU",Desc="Stat CPU (shows an onscreen history of CPU Utilization)")
+Manual.AutoCompleteList=(Command="Stat DUMPHITCHES",Desc="Executes dumpstats on hitches - see log")
+Manual.AutoCompleteList=(Command="Stat D3D11RH",Desc="Shows Direct3D 11 stats")
+Manual.AutoCompleteList=(Command="Stat LEVELS",Desc="Displays level streaming info")
+Manual.AutoCompleteList=(Command="Stat GAME",Desc="Displays game performance stats")
+Manual.AutoCompleteList=(Command="Stat MEMORY",Desc="Displays memory stats")
+Manual.AutoCompleteList=(Command="Stat PHYSICS",Desc="Displays physics performance stats")
+Manual.AutoCompleteList=(Command="Stat STREAMING",Desc="Displays basic texture streaming stats")
+Manual.AutoCompleteList=(Command="Stat STREAMINGDETAILS",Desc="Displays detailed texture streaming stats")
+Manual.AutoCompleteList=(Command="Stat GPU",Desc="Displays GPU stats for the frame")
+Manual.AutoCompleteList=(Command="Stat COLLISION",Desc="")
+Manual.AutoCompleteList=(Command="Stat PARTICLES",Desc="")
+Manual.AutoCompleteList=(Command="Stat SCRIPT",Desc="")
+Manual.AutoCompleteList=(Command="Stat AUDIO",Desc="")
+Manual.AutoCompleteList=(Command="Stat ANIM",Desc="")
+Manual.AutoCompleteList=(Command="Stat NET",Desc="")
+Manual.AutoCompleteList=(Command="Stat LIST",Desc="<Groups/Sets/Groups> List groups of stats, saved sets, or specific stats within a specified group")
+Manual.AutoCompleteList=(Command="Stat splitReport",Desc="")
+Manual.AutoCompleteList=(Command="Stat MemoryReport",Desc="Outputs memory stats to a profile file. -Full gives more data, -Log outputs to the log")
+Manual.AutoCompleteList=(Command="ListStreamingTextures",Desc="Lists all loaded textures and their current memory footprint")
+Manual.AutoCompleteList=(Command="ListStreamingTextures",Desc="Lists info for all streaming textures")
+Manual.AutoCompleteList=(Command="ListAnims",Desc="Lists info for all animations")
+Manual.AutoCompleteList=(Command="ListSkeletalMeshes",Desc="Lists info for all skeletal meshes")
+Manual.AutoCompleteList=(Command="ListStaticMeshes",Desc="Lists info for all static meshes")
+Manual.AutoCompleteList=(Command="AudioMemReport",Desc="Lists info for audio memory")
+Manual.AutoCompleteList=(Command="InvestigateTexture",Desc="Shows streaming info about the specified texture")
+Manual.AutoCompleteList=(Command="RestartLevel",Desc="Restarts the level")
+Manual.AutoCompleteList=(Command="Module List",Desc="Lists all known modules")
+Manual.AutoCompleteList=(Command="Module Load",Desc="Loads the specified module name")
+Manual.AutoCompleteList=(Command="Module Unload",Desc="Unloads the specified module name")
+Manual.AutoCompleteList=(Command="Module Reload",Desc="Reloads the specified module name, unloading it first if needed")
+Manual.AutoCompleteList=(Command="Module Recompile",Desc="Attempts to recompile a module, first unloading it if needed")
+Manual.AutoCompleteList=(Command="HotReload",Desc="UObject DLL Hot Reload: Attempts to recompile a UObject DLL and reload it on the fly")
+Manual.AutoCompleteList=(Command="ListSounds",Desc="Lists all the loaded sounds and their memory footprint")
+Manual.AutoCompleteList=(Command="ListWaves",Desc="Lists the WaveInstruments and whether they have a source")
+Manual.AutoCompleteList=(Command="ListSoundClasses",Desc="Lists a summary of loaded sound collated by class")
+Manual.AutoCompleteList=(Command="ListAudioComponents",Desc="Dumps a detailed list of all AudioComponent objects")
+Manual.AutoCompleteList=(Command="ListSoundCue",Desc="Lists a summary of loaded sound collated by class")
+Manual.AutoCompleteList=(Command="PlaySoundWave",Desc="Lists a summary of loaded sound collated by class")
+Manual.AutoCompleteList=(Command="SetBaseSoundMix",Desc="<MixName>")
+Manual.AutoCompleteList=(Command="DisableLowPassFilter",Desc="")
+Manual.AutoCompleteList=(Command="DisableEQFilter",Desc="")
+Manual.AutoCompleteList=(Command="IsolateDryAudio",Desc="")
+Manual.AutoCompleteList=(Command="IsolateReverb",Desc="")
+Manual.AutoCompleteList=(Command="ResetSoundState",Desc="Resets volumes to default and removes test filters")
+Manual.AutoCompleteList=(Command="DisableSyncGroupMessages",Desc="Disables on-screen warning/messages")
+Manual.AutoCompleteList=(Command="EnableSyncGroupMessages",Desc="Enables all on-screen warnings/messages")
+Manual.AutoCompleteList=(Command="ToggleAllScreenMessages",Desc="Toggles display state of all on-screen warnings/messages")
+Manual.AutoCompleteList=(Command="ToggleAsyncCompute",Desc="Toggles AsyncCompute for platforms that have it")
+Manual.AutoCompleteList=(Command="ToggleRenderingThread",Desc="Toggles the rendering thread for platforms that have it")
+Manual.AutoCompleteList=(Command="CaptureMode",Desc="Toggles display state of all on-screen warnings/messages")
+Manual.AutoCompleteList=(Command="ShowDebug None",Desc="Toggles ShowDebug w/ current debug type selection")
+Manual.AutoCompleteList=(Command="ShowDebug Reset",Desc="Turns off ShowDebug, and clears debug type selection")
+Manual.AutoCompleteList=(Command="ShowDebug PHYSICS",Desc="")
+Manual.AutoCompleteList=(Command="ShowDebug MATH",Desc="")
+Manual.AutoCompleteList=(Command="ShowDebug AI",Desc="")
+Manual.AutoCompleteList=(Command="ShowDebug CAMERA",Desc="")
+Manual.AutoCompleteList=(Command="ShowDebug WEAPON",Desc="")
+Manual.AutoCompleteList=(Command="ShowDebug ANIMATION",Desc="Toggles display state of animation debug data")
+Manual.AutoCompleteList=(Command="ShowDebug BONES",Desc="Toggles display of skeletalmesh bones")
+Manual.AutoCompleteList=(Command="ShowDebug INPUT",Desc="")
+Manual.AutoCompleteList=(Command="ShowDebug FORCEFEEDBACK",Desc="Toggles display of current force feedback values and what is contributing to that calculation")
+Manual.AutoCompleteList=(Command="ShowDebug ToggleSubCategory 3DBONES",Desc="With ShowDebug Bones: Toggles bone rendering between single lines and a more complex 3D model per bone")
+Manual.AutoCompleteList=(Command="ShowDebug ToggleSubCategory MESHGROUPS",Desc="With ShowDebug MeshGroup: Toggles display of sync group data")
+Manual.AutoCompleteList=(Command="ShowDebug ToggleSubCategory MONITOR",Desc="With ShowDebug Monitor: Toggles display of monitor data")
+Manual.AutoCompleteList=(Command="ShowDebug ToggleSubCategory GRAPH",Desc="With ShowDebug Animation: Toggles display of animation blueprint graph")
+Manual.AutoCompleteList=(Command="ShowDebug ToggleSubCategory CURVES",Desc="With ShowDebug Animation: Toggles display of curve data")
+Manual.AutoCompleteList=(Command="ShowDebug ToggleSubCategory NOTIFIES",Desc="With ShowDebug Animation: Toggles display of notify data")
+Manual.AutoCompleteList=(Command="ShowDebug ToggleSubCategory FULLGRAPH",Desc="With ShowDebug Animation: Toggles graph display between active nodes only and all nodes")
+Manual.AutoCompleteList=(Command="ShowDebug ToggleSubCategory BLENDSHAPE",Desc="With ShowDebug Animation: Toggles display of sample blend weights on blendshape")


```

| Spawnable Aliens | Creature | Spawnable Ingame | Object | Spawnable Lobby | Object | Cheats | Type | Legend | Editor Notes |
|--------------------------------------------|----------|-----------------------------------|--------|---------------------------------------|--------|---------------------------------------|------|----------------------|-------------------------------------|
| SpawnEnemies ED_Spider_Hoarder 1 | | summon BP_AlienEgg_C | | summon BP_Phys_Hammer_C | | R_AddNitra 1000 | | NOT TESTED/UNKNOWN | summon BP_BombSplitter_C |
| SpawnEnemies ED_InfectedMule 1 | | summon BP_Gem_Aquarq_C | | summon BP_Phys_Crate_F_C | | R_AddGold 100 | | SPAWNABLE EVERYWHERE | |
| SpawnEnemies ED_Spider_Tank_Boss 1 | | summon BP_EnorEmrd_C | | summon BP_Phys_Barrel_Hoop_C | | R_AddMOM 100 | | | summon BP_SandblastedRockIsland_C |
| SpawnEnemies ED_Spider_ExploderTank_King 1 | | summon BP_Gem_Jadiz_C | | summon BP_Phys_Barrel_Cutie_C | | R_AddDystrum 100 | | | summon BP_DrippingPlant_C |
| SpawnEnemies ED_Spider_ExploderTank 1 | | summon BP_Gem_Bittergem_C | | C_SpawnBarrelOnPlayer 1 | | R_AddCraftingResource 100 4 | | | summon BP_SandblastedRockIsland_2_C |
| SpawnEnemies ED_Spider_ExploderTankGhost 1 | | summon BP_Compressed_Gold_C | | summon BP_Phys_Barrel01_Red_C | | R_AddCraftingResource 100 6 | | | SUMMON BP_CreepyEyes_C |
| SpawnEnemies ED_Spider_ShieldTank 1 | | summon BP_UnknownArtifact_C | | summon BP_Phys_Newstand_C | | ??? | | | summon BP_FossilBase_C |
| SpawnEnemies ED_Spider_Tank 1 | | summon BP_Fossil_C | | summon BP_Phys_Newstand_FreeBeer_C | | R_AddCraftingResource 100 1 | | | summon BP_Fossil_BigLizard_Rib01_C |
| SpawnEnemies ED_JellyBreeder 1 | | summon BP_Apoca_Bloom_C | | summon BP_Kickable_Base_C | | R_AddCraftingResource 100 2 | | | summon BP_Geyser_Air_C |
| SpawnEnemies ED_Woodlouse 1 | | summon BP_Boolo_Cap_C | | summon BP_ConfettiPlane_C | | R_AddCraftingResource 100 3 | | | summon BP_CactusShooterPlant_C |
| SpawnEnemies ED_Shark 1 | | summon BP_Barley1_1_C | | summon BP_SpringDwarfMiner_C | | R_AddCraftingResource 100 5 | | | |
| SpawnEnemies ED_Spider_RapidShooter 1 | | summon BP_Barley2_4_C | | summon BP_TruckerBalls_C | | R_Add_Aquarq 5000 | | | |
| SpawnEnemies ED_Bomber 1 | | summon BP_Barley3_4_C | | summon BP_SpaceRig_Exterior_C | | R_Add_BitterGem 100 | | | |
| SpawnEnemies ED_Spider_Buffer 1 | | summon BP_Barley4_4_C | | summon BP_ModularLamp_C | | R_AddCredits 100 | | | |
| SpawnEnemies ED_Grabber 1 | | summon BP_TreasureBox_C | | summon HealingCrystal_Light_C | | C_KillAll | | | |
| SpawnEnemies ED_ShootingPlant 1 | | summon BP_RepairTreasureboxItem_C | | summon BP_Bulthead01_C | | C_CompleteMission | | | |
| SpawnEnemies ED_Meteora_Shooter_Normal 1 | | summon BP_LostPackStart_C | | summon BP_JukeBox_C | | C_MachineEvents_FinishCurrent | | FINISHED | |
| SpawnEnemies ED_SpiderSpawner 1 | | summon BP_LostPack_C | | summon BP_Hoxxes01_C | | summon BP_XmasBauble_Item_C | | | |
| SpawnEnemies ED_Bomber_Ice 1 | | summon BP_DropPod_Landing_C | | summon BP_CabinOwnerSign_C | | summon BP_XmasCandleBlock_Item_C | | | |
| SpawnEnemies ED_Woodlouse_Youngling 1 | | summon BP_MiniMule_Salvage_C | | summon BP_Hologram_Hoxxes_C | | summon BP_XmasGift_Item_C | | | summon BP_Phys_GiftBox01_C |
| SpawnEnemies ED_Spider_Spiter 1 | | summon BP_MuleLeg_C | | summon BP_LightPost01_C | | summon BP_Pumpkin_Item_C | | | summon BP_Phys_Pumpkin_C |
| SpawnEnemies ED_Spider_Shooter 1 | | summon BP_Donkey_C | | summon BP_MedbaySign_C | | SetName | | | |
| SpawnEnemies ED_Spider_Exploder 1 | | summon BP_MineHead_C | | summon BP_MonitorPanel_C | | summon BP_PlayerController_SpaceRig_C | | | |
| SpawnEnemies ED_Spider_Grunt_Guard 1 | | summon BP_SupplyPod_Ammo_C | | summon BP_Endscreen_Lamp_C | | summon BP_PlayerState_SpaceRig_C | | | |
| SpawnEnemies ED_Spider_Grunt 1 | | summon BP_SpotLightInteractive_C | | summon BP_HoopsGame_C | | fly | | | |
| SpawnEnemies ED_Spider_Grunt_Attacker 1 | | summon BP_DropPod_Base_C | | summon BP_BarrelSpawner_C | | ghost | | | |
| SpawnEnemies ED_Spider_Swarmer 1 | | summon BP_DropPod_Escape_Base_C | | summon BP_DreadnoughtEgg_C | | walk | | | |
| SpawnEnemies ED_Spider_Swarmer_Mutated | | summon BP_DeepDive_SEQ_DropPod_C | | summon BP_MemorialScreenSpeedButton_C | | C_Campaign_Advance | | | |
| SpawnEnemies ED_CaveLeech 1 | | summon BP_MisComp_FXspawner_C | | summon BP_IconGenerator_C | | C_JumpToNextRoom | | | |
| SpawnEnemies ED_InfestationLava 1 | | summon BP_Bosco_C | | summon BP_EngineerCharacter_C | | C_SpawnBarrelOnPlayer | | | |
| SpawnEnemies ED_PumpkinLootBug 1 | | summon BP_Salvage_Point_Uptlink_C | | summon BP_DrillerCharacter_C | | Cheat_AddXP | | | |
| summon BP_DreadnoughtEgg_C | | summon BP_Salvage_FuelPod_C | | summon BP_GunnerCharacter_C | | summon BP_Bosco_Rocket_Frag_C | | | |
| SpawnEnemies ED_Spider_Exploder 1 | | | | summon BP_NavigatorCharacter_C | | summon BP_Bosco_Rocket_Ice_C | | | |
| SpawnEnemies ED_Bomber_Ice 1 | | | | summon BP_RotatingSpotlight01_C | | R_AddResources 1 | | | |
| SpawnEnemies ED_Spider_ShooterQueen 1 | | | | summon BP_CraftingConsole_C | | god | | | |
| | | summon BP_Spider_Exploder_Leg_C | | | | slomo 1.0 | | | |
| | | summon BP_Spider_Grunt_Leg_C | | | | DestroyTarget | | | |
| | | summon BP_Spider_Shooter_Leg_C | | | | | | | |
| | | | | summon BP_Geyser_Lava_C | | | | | |
| | | | | summon BP_MiniNuke_RadiationCloud_C | | | | | |
| | | | | summon BP_XmasGift_Item_C | | | | | |
| | | | | summon BP_DreadnoughtEgg_C | | | | | |
| SpawnEnemies ED_Spider_Amber_Shooter 1 | | summon BP_AmberEvent_C | | | | | | | |
| | | summon BP_AmberChunk_C | | | | | | | |
| | | summon BP_ExplosiveBarrelsEvent_C | | | | | | | |
| | | summon BP_BarrelDispenser_C | | | | | | | |
| | | summon BP_ExplosiveBarrel_C | | | | | | | |
| | | summon BP_RockEnemiesEvent_C | | | | | | | |
| | | summon BP_GuntowerEvent_C | | | | | | | |
| | | summon BP_ReturningPromotionKey_C | | | | | | | |
| | | summon BP_RewardFrame_C | | | | | | | |
| | | summon BP_RewardUsableComponent_C | | | | | | | |

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|--|-------------------------------------|-----------------------------------------------------------------------------------|--|--|--|--|
| | summon BP_SalvageFuelCells_Beacon_C |  | | | | |
| | summon BP_Branch_A_C |  | | | | |
| | summon BP_DeadTree_A_C |  | | | | |