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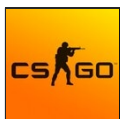
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Counter-Strike: Global Offensive

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[CS:GO] ALL CONSOLE COMMANDS

By Brian O'Conner



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Cheats and more commands

sv_cheats 1 - Turn on consul cheat

sv_cheats 0 - Turn off consul cheat

r_drawothermodels 2 - wall hack on

r_drawothermodels 1 - wall hack off

sv_infinite_amm0 1 - infinity ammo on (no need to reload)

sv_infinite_amm0 2 - infinity ammo on

sv_infinite_amm0 0 - infinity ammo off

god - God mod

god - to turn it off

ent_fire player addoutput "health *hp*" - to give hp for your self

example = ent_fire player addoutput "health 500"

ent_fire !picker addoutput "modelscale 0" - turn on aim

ent_fire !picker addoutput "modelscale 1" - turn off aim

mat_wireframe 1 - allows you to view the wire frame

mat_wireframe 0 - Turn of wire frame

sv_showimpacts 1 - Show bullet impact

sv_showimpacts 0 - Turn off bullet impact

sv_grenade_trajectory 1 - shows the trajectory of the grenade

sv_grenade_trajectory 0 - Turn of the trajectory of the grenade

sv_grenade_trajectory_time 5 - Show item trajectory on seconds

weapon_recoil_scale 0 - No recoil

CREATED BY


 Brian O'Conner
 In-Game
 Counter-Strike: Global Offensive

Category: Achievements

Languages: Bulgarian, Simplified Chinese, Traditional Chinese, Czech, Danish, Dutch, English, Finnish, French, German, Greek, Hungarian, Italian, Japanese, Korean, Norwegian, Polish, Portuguese, Portuguese (Brazil), Romanian, Russian, Spanish, Swedish, Thai, Turkish, Ukrainian

Category: Getting Started, Individual Skill, Team Strategy, Competition, HUD & UI, Maps, Modding & Scripts

Modes: Bomb Defuse, Hostage Rescue, Demolition, Arms Race, Deathmatch

Equipment: Knives, Pistols, Rifles, Sniper Rifles, Shotguns, SMGs, MGs, Grenades, Gear

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Overview

Cheats and more commands

Weapon give Commands

Give pistol

give weapon_glock18 - glock-18

give weapon_hkp2000 - P2000

give weapon_usp_silencer - USP-P

give weapon_elite - Dual berettas

give weapon_p250 - P250
give weapon_fiveseven - Five-seveN
give weapon_tec9 - Tec-9
give weapon_cz75a - CZ-75 Auto
give weapon_deagle - Desert Eagle

Give SMG

give weapon_mac10 - MAC-10
give weapon_mp9 - MP-9
give weapon_ump45 - UMP-45
give weapon_mp7 - MP-7
give weapon_mp5sd - MP-5SD
give weapon_p90 - P90
give weapon_bizon - Bizon-19

Give Rifle

give weapon_famas - FAMAS
give weapon_galilar - Galil AR
give weapon_ssg08 - SSG 08
give weapon_m4a4 - M4A4
give weapon_m4a1_selincer - M4A1-S
give weapon_awp - AWP
give weapon_scar20 - SCAR-20
give weapon_g3sg1 - G3SG1
give weapon_aug - AUG
give weapon_sg553 - SG553

Give shotgun

give weapon_nova - NOVA
give weapon_xm1014 - XM1014
give weapon_savedoff - Saved-Off
give weapon_mag7 - MAG-7
give weapon_negev - NEGEV
give weapon_m249 - M249

Give item

give weapon_hegrenade - (HEgrenade)
give weapon_flashbang - (Flashbang)
give weapon_smokegrenade - (Smoke)
give weapon_molotov - (Molotov)
give weapon_decoy - (Decoy)
give weapon_tagrenade - WH(WallHack)

Give Kit / medishot

give weapon_healthshot - medishot
give item_cutters - defuse kit
give item_defuser - defuse kit

Give C4

give weapon_c4 - C4

Give Armor

give item_assaultsuit - kevlar and helmet
give item_kevlar - kevlar

Danger zone

give weapon_axe - Axe
give weapon_hammer - Hammer
give weapon_spanner - Wrench
give weapon_fists - Fists
give weapon_breachcharge - breach charge
weapon_tablet - tablet
give weapon_shield - shield
exojump - exojump

Weapon give Commands

Give Knife Commands

Bot Commands

Server Commands

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Fun Commands

HUD Commands

Mouse Commands

Thank you for reading this guide

Comments

Give Knife Commands

[1]Run map , open consol , and write - sv_cheats 1,[2] The write this command and drop your knife - mp_drop_knife_enable 1,[3]Chose the knife and write it on consul there is list of knife down below ,[4]To pick up that knife write - ent_fire weapon_knife addoutput classname weapon_knifegg" [5]Here is knife list:

give weapon_knife_gut - Gut knife
 give weapon_knife_push - Shadow daggers knife
 give weapon_knife_falchion - Falchion knife
 give weapon_knife_tactical - Tactical knife
 give weapon_knife_survival_bowie - Bowie knife
 give weapon_knife_flip - Flip knife
 give weapon_bayonet - Bayonet knife
 give weapon_knife_m9_bayonet - M9 bayonet knife
 give weapon_knife_butterfly - Butterfly knife
 give weapon_knife_karambit - Karambit knife
 give weapon_knife_gypsy_jackknife - Navaja knife
 give weapon_knife_ursus - Ursus knife
 give weapon_knife_stiletto - Stiletto knife
 give weapon_knife_widowmaker - Talon knife
 give weapon_knife_css - Classic knife

Bot Commands

bot_dont_shoot 1 - Bot wont shot

bot_dont_shoot 0 - Bot will shot

bot_difficulty 0/1/2/3 - Set's the difficulty of the bots

Bot_*weapon*_only

Example = Bot_pistols_only

bot_stop - Bot wont move

bot_chatter - Bot cant use radio chat

mp_teamname_1 "Name" - Change team name (ct)

mp_teamname_2 "Name" - Change team name (t)

Example: mp_teamname_1 "NaVi"

bot_defer_to_human_goals 1 - Will act according to the script

bot_defer_to_human_goals 0 - Wont act according to the script and each of them will dont random job

bot_defer_to_human_items 1 - Will pick up bomb

bot_defer_to_human_items 0 - Wont pick the bomb up

bot_freeze - bot wont move

bot_quota - will show you how many bots you can spawn

bot_show_battlefront - Show areas where rushing

bot_crouch 1 - Bot will only crouch

bot_crouch 0 - Bot stops crouching

bot_kick - Kick all the bots

bot_kick_*name* - only kick that bot

example - bot_kick_colin

Server Commands

sv_forcepreload 1 - Players will be able to enter the server only after the data is fully loaded

sv_lan 0 - network

sv_lan 1 - lan

sv_vote_allow_in_warmup 0 - Let you vote while warmup
 sv_vote_allow_spectators 0 - Let spectator vote
 sv_vote_command_delay 1 - Time after which the action will take place
 sv_vote_creation_timer 30 - How often can you vote
 sv_vote_failure_timer 60 - Time after which you can repeat the vote that failed
 sv_vote_issue_kick_allowed 1 - Let players to vote to kick
 sv_vote_kick_ban_duration 10 - How long will it take to enter the player who was kicked out (Minutes)
 sv_vote_timer_duration 10 - Voting duration
 sv_showbullethits 0 - Show bullet's impact on the map
 sv_noclipaccelerate 5 - boost noclip speed
 sv_noclip speed 5 - Noclip speed
 sv_specaccelerate 10 - Speed up the spectator
 sv_specnoclip 1 - Allow the spectator fly throw the wall's
 sv_specs speed 1 - Spectator speed
 sv_unlockedchapters 99 - Allows background rotation
 sv_visiblemaxplayers 64 - Max player's on server
 sv_voiceenable 1 - Voice chat on
 host_map - Map name
 host_sleep *Time* - The amount of time (in ms) to sleep for after each frame
 host_workshop_map - Download the latest version of the map and run it
 host_timescale 1 - Speeds up server time
 host_players_show 2 - This command will set how the playercount is disclosed when your server is queried
 mp_roundtime_defuse - Round time bomb (minutes)
 mp_roundtime_hostage - Round time hostage map's (minutes)

Crosshair Commands

cl_crosshairgap_useweaponvalue - The crosshair style depends on the weapon
 cl_crosshairsize - Crosshair size
 cl_crosshairdot 1 - add center dot
 cl_crosshairdot 1 - remove center dot
 cl_crosshairthickness - Crosshair thickness
 cl_crosshaircolor 0 up to 5 - Change crosshair color
 cl_crosshairstyle 0 up to 5 - Change crosshair style
 cl_crosshairgap _ size - Distances between divisions of sight
 cl_crosshair_drawoutline - Outline around the crosshair
 cl_crosshair_outlinethickness - Outline thickness
 cl_crosshairusealpha 0 or 1 - Crosshair visibility
 cl_crosshairalpha 0 or 0 up to 255 - Crosshair transparency

Bhop Commands

sv_enablebunnyhopping 1;
 sv_autobunnyhopping 1;
 sv_enablebunnyhopping 1;
 sv_staminamax 0;
 sv_staminajumpcost 0;
 sv_staminalandcost 0;
 sv_staminarecoveryrate 0;
 sv_airaccelerate 2000;
 sv_accelerate_use_weapon_speed 0;
 sv_maxvelocity 3500

Fun Commands

!self - Only work on self
 !picker - Player chosen by aiming at
 !player - All player's on that server

 ent_fire !self addoutput "modelscale 1-100" - Make you Fat or tight
 "ent_fire !picker sethealth -1" - Kill the player that your aiming at

mp_death_drop_gun 1 - Weapon drops after death
 mp_equipment_reset_rounds 1 - Removes equipment from players every round
 "ent_create flashbang_projectile" - Spawn flash bang
 "ent_create env_spark; ent_fire env_spark StartSpark" - Place sparks
 mp_anyone_can_pickup_c4 1 - All the players can get the C4
 mp_c4_cannot_be_defused 1 - Cant defuse C4
 "ent_create chicken" - Spawn chicken
 sv_holiday_mode 1 - Spawn zombie chicken
 ent_fire chicken addoutput "modelscale 5" - Chicken size
 mp_default_team_winner_no_objective - 1 - Depends on the Map
 mp_default_team_winner_no_objective - 0 - draw
 mp_default_team_winner_no_objective - 2 T - T side win's
 mp_default_team_winner_no_objective - 3 CT - Ct side win's
 ent_create planted_c4_training; ent_fire planted_c4_training ActivateSetTimerLength 30 - Plant C4
 r_drawparticles 0 - Off the flash bang and smoke effect
 ent_fire player addoutput "health -1" - Freeze the player
 ent_fire weapon_(*Weapon name*) addoutput "modelscale (*Size*)" - Change weapon size
 example = ent_fire weapon_(ak47) addoutput "modelscale (4)"
 sv_precacheinfo - Show crooks and their numbers
 ent_fire !self addoutput "modelindex 2" - Change the model
 ent_fire !picker addoutput "modelscale 0"- change the model your aiming at
 fov_cs_debug 120 - Chang the Fov
 fov_cs_debug 90 - Default Fov
 ent_fire planted_c4 addoutput "modelscale 50" - Big C4 size
 ent_fire !self addoutput "modelscale 0.1" - Small player size
 ent_create hostage_entity" //Spawns a hostage - Spawns a hostage
 Teleport
 First we make a point - "writeip; con_logfile cfg/banned_ip.cfg; getpos_exact; con_logfile ."
 To teleport to the point, you must enter - "exec banned_ip"
 ent_create prop_exploding_barrel - Explosive barrel spawns
 mp_respawn_on_death_ct 1 - Turn on respawn for CT after death
 mp_respawn_on_death_t 1 - Turn on respawn for T after death
 mp_weapons_allow_heavyassaultsuit 1- Enabling the use of heavy armor
 give item_heavyassaultsuit- getting heavy armor with 200 armor
 ent_create hegrenade_projectile; ent_fire hegrenade_projectile InitializeSpawnFromWorld"
 //Drops a HE- spawn grenade with explosion
 Create a helicopter - prop_dynamic_create /props_vehicles/helicopter_rescue.mdl
 Animations:
 ent_fire !picker SetAnimation "2start" - Starts the blades
 ent_fire !picker SetAnimation "3ready" - Ready to fly
 ent_fire !picker SetAnimation "4lift" - Rising
 ent_fire !picker SetAnimation "helicopter_coop_hostagepickup_flyin" - Arrives
 Car - prop_dynamic_create /props/de_nuke/car_nuke_animation.mdl
 Animations:
 ent_fire !picker SetAnimation "run" - Rides
 prop_dynamic_create maps/de_dust2.bsp - Will spawn the map in the map (crash cs:go)
 weapon_recoil_vel_decay -1 - Super Mega recoil
 clear_bombs - Clean the side
 sv_regeneration_force_on - Regeneration hp
 "ent_teleport player" - Teleport on the crosshair when pressed
 debugsystemui - Developer panel
 "ent_fire !picker ignite" - Set the player on fire that is on your crosshair
 prop_dynamic_create player/custom_player/legacy/tm_leet_variantC.mdl - Spawns Terrorist Model
 prop_dynamic_create \ghost\ghost.mdl - Spawn a ghost
 prop_dynamic_create \f18\f18.mdl - Spawn the plane
 prop_dynamic_create \effects\urban_puddle_model01a.mdl - Spawns a puddle

 prop_physics_create props/cs_italy/bananna.mdl;
 ent_fire !picker addoutput "CollisionGroup 2";
 ent_fire !picker setparent !activator;
 ent_fire !picker setparentattachment grenade0 - Spawn a banana on your belt

```

give env_screenoverlay;
ent_fire env_screenoverlay addoutput "overlayname1 dev\dev_prisontvoverlay002";
ent_fire env_screenoverlay startoverlays - Cosmo ranger helmet

ent_create point_broadcastclientcommand; ent_fire point_broadcastclientcommand command
"disconnect #SFUI_MainMenu_Vac_Info" ;
ent_fire point_broadcastclientcommand kill - Kick from the server cause VAC - ban

Displays fake drop -
CT -
script ScriptPrintMessageChatAll(" \x9 -wait \x01takes out of the case: \x07 AK-47 | Rattletrap")
T -
script ScriptPrintMessageChatAll(" \x0A -wait \x01takes out of the case: \x07 AK-47 | Rattletrap")

```

Instead of the Rattle, you can write something else, for example ★ Karambit | Gradient

HUD Commands

```

cl_radar_scale - Mini map zoom ( 0.25 up to 1)
cl_radar_icon_scale_min - Changes the player's point on the map ( 0.4 up to 1)
cl_radar_square_with_scoreboard 1 - Radar turns to square when score table opens
cl_radar_square_with_scoreboard 0 - Returns to standard form
cl_radar_rotate 1 - Radar rotate with player's movement's
cl_radar_rotate 0 - Radar wont rotate
cl_radar_always_centered 0 - The radar camera moves following the movement of the character
cl_radar_always_centered 1 - The radar camera is stationary
cl_hud_radar_scale - Changes the size of the radar ( 0.8 up to 1.3)
cl_hud_playercount_pos 1 - The panel with the number of players at the bottom.
cl_hud_playercount_pos 0 - The panel with the number of players at the top.

cl_hud_bomb_under_radar 1 - If you got the C4 it is under radar
cl_hud_bomb_under_radar 0 - If you are with C4, it appears at the right edge along with the
rest of the weapon
hud_scaling ( 0.5 up to 0.95) - Changes the entire interface along with the radar ( 0.5 up to
0.95)

cl_hud_healthammo_style 1 - Only numbers are displayed in the health and armor panel
cl_hud_healthammo_style 0 - The health and armor panel displays a scale and numbers

cl_showloadout 1 - Weapon icons are displayed
cl_showloadout 0 - Weapon icons are not displayed

```

HUD Colors

```

cl_hud_color 0 - grey

cl_hud_color 1 - white

cl_hud_color 2 - Light blue

cl_hud_color 3 - Blue

cl_hud_color 4 - Purple

cl_hud_color 5 - Red

cl_hud_color 6 - Orange

cl_hud_color 7 - Yellow

cl_hud_color 8 - light green

```

cl_hud_color 9 - Turquoise

cl_hud_color 10 - Pink

cl_righthand 0 - Left hand

cl_righthand 1 - Right hand

viewmodel_presetpos 1 - Normal size of weapon

viewmodel_presetpos 2 - Big size of weapon

viewmodel_presetpos 3 - classic size of weapon

viewmodel_fov 55 - zooming in / out of the weapon model on the screen (minimum value-54, maximum value 68)

viewmodel_offset_x - 0 position of the weapon and hand on the axis x

viewmodel_offset_y - 0 position of the weapon and hand on the axis y

viewmodel_offset_z - 0 position of the weapon and hand on the axis z

Mouse Commands

sensitivity 2 -Sets the mouse sens

m_customaccel 0 - Disables mouse acceleration

m_customaccel_exponent 0 - Disable acceleration proportional factor measurement

m_customaccel_max 0 - Maximum acceleration proportionality factor

m_customaccel_scale 0.04 - Normal (standard) value of mouse acceleration

m_forward 1 - Sets the sensitivity multiplier for the forward speed of the mouse

m_mouseaccel1 0 - Mouse acceleration in windows, initial threshold (2x movements)

m_mouseaccel2 0 - Mouse acceleration in windows, medium threshold (4x movements)

m_mousespeed 1 - Mouse acceleration factor in Window

m_pitch 0.022 - Mouse inverted (Disabled)

m_rawinput 1 - Direct mouse connection that ignores the control panel settings in the OS

m_side 0.8 - Sets the sensitivity multiplier for mouse movement speed

m_yaw 0.022 - Sets the sensitivity multiplier for the speed of turns left-right

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