## CoD4 Console Command Cheat Sheet

Weapons

weap\_allow\_ak47

weap\_allow\_ak74u

weap\_allow\_barrett

weap\_allow\_beretta

weap\_allow\_colt45

weap\_allow\_concussion\_grenade

weap\_allow\_deserteagle

weap\_allow\_deserteaglegold

weap\_allow\_dragunov

weap\_allow\_flash\_grenade

weap\_allow\_frag\_grenade

weap\_allow\_g3

weap\_allow\_g36c

weap\_allow\_m1014

weap\_allow\_m14

weap\_allow\_m16

weap\_allow\_m21

weap\_allow\_m4

weap\_allow\_m40a3

weap\_allow\_m60e4

weap\_allow\_mp44

weap\_allow\_mp5

weap\_allow\_p90

weap\_allow\_remington700

weap\_allow\_rpd

weap\_allow\_saw

weap\_allow\_skorpion

weap\_allow\_smoke\_grenade

weap\_allow\_usp

weap\_allow\_uzi

weap\_allow\_winchester1200

scr\_weapon\_allowc4

scr\_weapon\_allowclaymores

scr\_weapon\_allowflash

scr\_weapon\_allowfrags

scr\_weapon\_allowmines

scr\_weapon\_allowrpgs

scr\_weapon\_allowsmoke

scr\_enable\_nightvision

Map Names:

ac130,aftermath,airlift,airplane,ambush,armada,

blackout,bog\_a,bog\_b,cargoship,coup,hunted,icbm,

jeepride,killhouse,launchfacilty\_a,launchfacilty\_b,

scoutsniper,sniperescape,village\_assault,village\_defend

thereisacow 1337 && spdevmap bog\_a

Cheat – Effect

/give (item) – Acquire any item

/give all – Access All Weapons

/give ammo – Full Ammo

/give health – Full Health

/god – God Mode

/noclip – No Clipping Mode

/notarget –Invisible

/jump\_height # – Adjust Jump Height Default = 39

/timescale # – Adjust Time Default = 1.00

/demigod – God mode but screen still shakes

/ufo – No Clipping

/r\_fullbright – Easier to see things

/r\_glow – Enable Glow

/cg\_drawGun – Removes Your Gun

/cg\_fov – Zoom with any Gun

/cg\_LaserForceOn 1 – Add Laser Sights to ALL Weapons

/cg\_laserlight 1 – Draw the light emitted from the laser

/player\_sprintSpeedScale – player’s sprint speed

/kill – Suicide

/take ammo – Removes your ammo

/take all – Removes all your guns and health

/sf\_use\_ignoreammo 1 – Allows you to shoot without reloading.

/debug <0-1> – Toggle debug mode

/developer <0-1> – Toggle developer mode

/jumptonode – Teleport to a specific map node

/g\_gravity # – Adjust Gravity Default = 800

/r\_lowestloddist "-1" – Distance for change to Lowest LOD (-1=close to "infinite"=far)

/r\_lowloddist "-1" – Distance for change to Low LOD (-1=close to "infinite"=far)

/r\_highloddist "-1" – Distance for change to High LOD (-1=close to "infinite"=far)

/r\_mediumloddist "-1" – Distance for change to Medium LOD (-1=close to "infinite"=far)

My Changes

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/r\_drawdecals

/r\_drawsun

/r\_drawwater

/r\_detail

/r\_outdoorfeather

/r\_lodbiasrigid 0 – 0 static objects (-1000=better to 0=lowest)

/r\_lodbiasskinned 0 – 0 skinned objects (-1000=better to 0=lowest)

/r\_lodscalerigid 4 – 1 static objects (1=best to 4=worst)

/r\_lodscaleskinned 4 – 1 skinned objects (1=best to 4=worst)