

StarCraft 2 Debug Cheats - version 4.1.4
SetCurriculumScore

CommandHandlerSetCurriculumScore
[{{score}}]

EndGame

CommandHandlerEndGame
[{{condition}}]

SetUnitValueByTag

CommandHandlerSetUnitValueByTag
[{{value}}]

Cooldown

CommandHandlerCooldown
[{{playerId}}]

Defeat

CommandHandlerDefeat
[{{playerId}}]

FastBuild

CommandHandlerFastBuild
[{{playerId}}]

FastHeal

CommandHandlerFastHeal
[{{playerId}}]

Food

CommandHandlerFood
[{{playerId}}]

Free

CommandHandlerFree
[{{playerId}}]

Gimme

CommandHandlerResourceAll
[{{amount}}] [{{playerId}}]

God

CommandHandlerGod
[{{playerId}}]

Minerals

CommandHandlerResourceMinerals
[{{amount}}] [{{playerId}}]

NoDefeat

CommandHandlerNoDefeat
[{{playerId}}]

NoVictory

CommandHandlerNoVictory
[{{playerId}}]

ResourceCustom

CommandHandlerResourceCustom
[{{amount}}] [{{playerId}}]

Showmap

CommandHandlerShowmap
None

TechTree

CommandHandlerTechTree
[{{playerId}}]

Terrazine

CommandHandlerResourceTerrazine
[{{amount}}] [{{playerId}}]

TimeOfDay

CommandHandlerTimeOfDay
[hh:mm:ss]

Upgrade

CommandHandlerUpgrade
[{{upgradeId}} {count} {playerId}]

Vespene

CommandHandlerResourceVespene
[{{amount}}] [{{playerId}}]

Victory

CommandHandlerVictory
[{{playerId}}]

Ally

CommandHandlerAlliance
[{{sourcePlayerId}} {{targetPlayerId}} {{state}}]

AllianceDefeat

CommandHandlerAlliance
[{{sourcePlayerId}} {{targetPlayerId}} {{state}}]

AllianceControl

CommandHandlerAlliance
[{{sourcePlayerId}} {{targetPlayerId}} {{state}}]

AllianceFriend

CommandHandlerAlliance
[{{sourcePlayerId}} {{targetPlayerId}} {{state}}]

AllianceGiveHelp

CommandHandlerAlliance
[{{sourcePlayerId}} {{targetPlayerId}} {{state}}]

AlliancePassive

CommandHandlerAlliance
[{{sourcePlayerId}} {{targetPlayerId}} {{state}}]

AlliancePower

CommandHandlerAlliance
[{{sourcePlayerId}} {{targetPlayerId}} {{state}}]

AlliancePushable

CommandHandlerAlliance
[{{sourcePlayerId}} {{targetPlayerId}} {{state}}]

AllianceSeekHelp

CommandHandlerAlliance
[{{sourcePlayerId}} {{targetPlayerId}} {{state}}]

AllianceSpend

CommandHandlerAlliance
[{{sourcePlayerId}} {{targetPlayerId}} {{state}}]

AllianceTrade

CommandHandlerAlliance
[{{sourcePlayerId} {targetPlayerId} {state}}]

AllianceVision

CommandHandlerAlliance
[{{sourcePlayerId} {targetPlayerId} {state}}]

BehaviorAdd

CommandHandlerBehavior
{behaviorId} [{{duration}}] [{{count}}]

BehaviorDuration

CommandHandlerBehavior
{behaviorId} [{{duration}}] [{{count}}]

BehaviorRemove

CommandHandlerBehavior
{behaviorId} [{{duration}}] [{{count}}]

Charges

CommandHandlerToggle
[{{playerId}}]

Creep

CommandHandlerCreep
[{{radius} {permanent}}]

DamageDealt

CommandHandlerDamage
[{{factor} {playerId}}]

DamageTaken

CommandHandlerDamage
[{{factor} {playerId}}]

DeathAll

CommandHandlerDeathAll
[{{deathType}}]

DeathAllType

CommandHandlerDeathAllType
[{{unittypename}}]

DeathExcept

CommandHandlerDeathExcept
[{{deathType}}]

DeathSide

CommandHandlerDeathSide
[{{deathType}} {playerId}]

DeathUnit

CommandHandlerDeathUnit
[{{deathType}}]

DestroyPersistent

CommandHandlerDestroyPersistent
{radius} [{count} {effectId}]

Effect

CommandHandlerEffect
{effectId} [{casterTag}]

Fidget

CommandHandlerFidget
[{{type}}]

GlobalTimeScale

CommandHandlerGlobalTimeScale
[{{scale}}]

KillUnitByTag

CommandHandlerKillUnitByTag
[{{deathType}}]

KineticApply

CommandHandlerKinetic
None

KineticRemove

CommandHandlerKinetic
None

Loot

CommandHandlerLoot

{id} {playerId}

MakeUnit

CommandHandlerMakeUnit

[{unitId} {count} {playerId} {select}]

Move

CommandHandlerMove

[{unitTag}]

Owner

CommandHandlerOwner

[{playerId}]

SetAll

CommandHandlerSetUnitValue

[{value}]

SetEnergy

CommandHandlerSetUnitValue

[{value}]

SetLife

CommandHandlerSetUnitValue

[{value}]

SetShields

CommandHandlerSetUnitValue

[{value}]

SetResource

CommandHandlerSetResource

[{amount}]

Speed

CommandHandlerSpeed

[{scale}]

Tie

CommandHandlerResult

[{playerId}]

TimeOfDayRate

CommandHandlerTimeOfDay
[hh:mm:ss]

TrigRun

CommandHandlerTrigger
{trigger}

Uncreep

CommandHandlerCreep
[{{radius} {permanent}}]

Undecided

CommandHandlerResult
[{{playerId}}]

XP

CommandHandlerXP
{Amount}

Order

CommandHandlerOrder
{abil} [{{index} {unitTag or point}}]

TrigDebug

CommandHandlerTriggerWindow
[toggle]

ActorBroadcast

CommandHandlerActorBroadcast
msg

ActorBroadcastTo

CommandHandlerActorBroadcastTo
refName msg

ActorCreateAt

CommandHandlerActorCreate
None

ActorCreateAtCursor

CommandHandlerActorCreate
None

ActorDumpLive

CommandHandlerActorDump
None

ActorDumpClassMem

CommandHandlerActorDumpClassMem
None

ActorDumpAutoCreates

CommandHandlerActorDumpAutoCreates
None

ActorDumpCreates

CommandHandlerActorDumpCreates
[{{catalog}} {{key}}]

ActorDumpEvents

CommandHandlerActorDumpEvents
None

ActorDumpLeakRisks

CommandHandlerActorDumpLeakRisks
ageRequirement

ActorFrom

CommandHandlerActorFrom
actorName

ActorFromActor

CommandHandlerActorFromActor
secondaryName OR primaryName secondaryName

ActorFromScope

CommandHandlerActorFromScope
scopeName actorName

ActorInfoDisplay

CommandHandlerActorInfoDisplay
None

ActorInfoDisplayPortraits

CommandHandlerActorInfoDisplayPortraits
None

ActorKillAll

CommandHandlerActorKillGlobal
None

ActorKillClass

CommandHandlerActorKillGlobal
None

ActorKillLink

CommandHandlerActorKillGlobal
None

ActorOverlayLock

CommandHandlerActorOverlayLock
1 (on) or 0 (off)

ActorSend

CommandHandlerActorSend
msg

ActorSendAutoTargetingSet

CommandHandlerActorSendAutoTargetingSet
1 (on) or 0 (off); no parameter turns on

ActorSendTo

CommandHandlerActorSendTo
refName msg

ActorScopeDumpLive

CommandHandlerActorScopeDump
None

ActorScopeFrom

CommandHandlerActorScopeFrom
scopeFrom

ActorScopeKill

CommandHandlerActorScopeKill
None

ActorScopeOrphan

CommandHandlerActorScopeOrphan
None

ActorScopeSend

CommandHandlerActorScopeSend
msg

ActorUsersDump

CommandHandlerActorUsersDump
None

ActorUsersFromHoverTarget

CommandHandlerActorUsersFromHoverTarget
None

ActorUsersFromPortraitGame

CommandHandlerActorUsersFromPortraitGame
None

ActorUsersFromSelection

CommandHandlerActorUsersFromSelection
None

ActorWorldParticleFXDestroy

CommandHandlerActorWorldParticleFXDestroy
None