Additional cheats are now available in-game when using Test Document.

* AllAdditional cheats are now available in-game when using Test Document.
* Ally - Changes all alliance states between the selected players. By default, if you just type Ally, then all players share all alliance states with you.
* AllianceDefeat - Changes the Defeat alliance state between the selected players. By default, if you just type AllianceDefeat, all players will share defeat with you.
* AllianceControl - Changes the Control alliance state between the selected players. By default, if you just type AllianceControl, then all players share control with you.
* AllianceGiveHelp - Changes the GiveHelp alliance state between the selected players. By default, if you just type AllianceGiveHelp, all players will respond to calls for help from your units.
* AlliancePassive - Changes the Passive alliance state between the selected players. Players that you are not passive with will be considered hostile for attacking purposes.
* AlliancePushable - Changes the Pushable alliance state between the selected players. This controls whether a player’s units will move through another player’s units, pushing them out of the way.
* AllianceSeekHelp - Changes the SeekHelp alliance state between the selected players. Controls whether a player’s units call for help to the specified target player. The target player can choose to respond or not, depending on its GiveHelp alliance setting.
* AllianceSpend - Changes the Spend alliance state between the selected players. Players that you are sharing resources with are allowed to spend your money to purchase things.
* AllianceTrade - Changes the Trade alliance state between the selected players. Players that you are trading with can be sent resources.
* AllianceVision - Changes the Vision alliance state between the selected players.
* BehaviorAdd - Adds the requested behavior to the selected units.
* BehaviorDuration - Sets the duration of the requested behavior.
* BehaviorRemove - Removes the requested behavior from the selected units.
* Charges - Toggles spell charge validation.
* Cooldown - Toggles spell cooldown validation.
* Creep - Adds creep at the cursor position given the requested radius.
* DamageDealt - Multiplies the amount of damage dealt by a player's units by the specified value. By default, this will multiply the damage dealt by 10 for the cheating player.
* DamageTaken - Multiplies the amount of damage taken by a player's units by the specified value. By default, this will reduce all damage taken to 0 for the cheating player.
* DeathAll – Kills all units on the map.
* DeathExcept - Kills all units on the map except the selected units.
* DeathSide - Kills all units owned by the selected player.
* DeathUnit - Kills the selected units. The type of death can be specified as a parameter.
* Defeat - Ends the game in defeat for the selected player.
* DestroyPersistent - Destroys all persistent effects within the specified radius of the cursor.
* Effect - Executes the requested effect from the selected units.
* FastBuild - Toggles fast building, research, and training times.
* FastHeal - Toggles fast healing times.
* Fidget - Forces selected units to perform the specified fidget type.
* Food - Toggles food usage validation.
* Free - Toggles resource cost validation and expenditure.
* God - Turns on god mode for the selected player. Units owned by players that are in god mode will deal amplified damage, and take no damage.
* Loot - Drops a type of loot for the specified player.
* MakeUnit - Creates N units for the specified player. Units will be created around the cursor position, or in the center of the map if the cursor position is invalid.
* Minerals - Adds the specified amount of minerals to the selected player.
* Move - Moves the selected units to the cursor position.
* NoDefeat - Disables defeat conditions.
* NoVictory - Disables victory conditions.
* Order - Orders the selected units to use an ability.
* Owner - Changes ownership for the selected units to the selected player.
* ResourceCustom - Adds the specified amount of a custom resource to the selected player.
* SetAll - Sets the life, shields, and energy of the selected units to the specified value. By default, this will set these values to the maximum amount.
* SetEnergy - Sets the energy of the selected units to the specified value.
* SetLife - Sets the life of the selected units to the specified value.
* SetShields - Sets the shields of the selected units to the specified value.
* SetResource - Sets the harvestable resources contained by the selected units to the specified value.
* ShowMap - Toggles fog of war display and validation.
* Speed – Sets game speed 0 – 100x
* TechTree - Toggles tech tree dependency validation.
* Terrazine - Adds the specified amount of terrazine to the specified player.
* Tie - Marks all undecided players with the tie result.
* TimeOfDay - Sets the time of day to the specified time.
* TimeOfDayRate – Sets the rate that the time of day changes to the specified value.
* TrigDebug - Opens the trigger debug window.
* TrigRun - Runs the specified trigger.
* Uncreep - Removes creep at the cursor position given the requested radius.
* Undecided - Marks the selected player's result as undecided.
* Upgrade - Applies the selected upgrade to the selected player.
* Vespene - Adds the specified amount of vespene gas to the specified player.
* Victory - Ends the game in defeat for all players that don't share the defeat alliance state with the selected player.
* XP - Adds a relative amount of XP to the selected units. This can be used to change veterancy levels.