

MOST IMPORTANT COMMANDS:

Notes: When entering string parameters, enter them with single quotes like ' instead of " into the console (EXAMPLE: ToMorning 'You died message!')

Player Movement:

ChangePlayerNormalSpeed FLOAT/INT: Makes you go faster. This is really needed.

ChangeJumpHeight FLOAT/INT: Do ChangeJumpHeight 120 to give yourself super jump, 10 for small hops.

ChangePlayerMaxStamina FLOAT/INT: Allows for longer max stamina (sprint bursts, but takes longer to recharge too). Do ChangePlayerMaxStamina 2000 to get long sprint/break intervals.

My usual loadup when I start in runtime:

ChangeJumpHeight 75 <ENTER>

***ChangePlayerNormalSpeed 425 <ENTER>**

*Note things like ridiculous speeds can cause the player to not teleport properly in falling asleep if not enough time is given to allow the player's physics to stop being updated.

Force sleeps:

ToNight: No parameters, just makes it 3am and an attempted teleport to your house.

ToMorning STRING: Sends the game to morning (6am) and the player to their house, with the subtext fade message of STRING.

Cycle updates:

NightCycleSetIncrementInterval FLOAT/INT: Set the night cycle to how long you want it to take for things to go from 3am to 5am. Setting this to 40 will make it about 40 seconds, while setting it to 300 would be a 5 minute night. Update in runtime to something like **NightCycleSetIncrementInterval 5000** if you just want to keep it night and test night features for a while.

DayCycleSetIncrementInterval FLOAT/INT: This is similar to night, but works on a proportional level to Increment Interval, whereas when about 60% of the Increment interval is reached, it transitions. This was done due to weird logic stuff, and may be changed in the future, but its similar to the Night increment interval updates above though a most rapid countdown time-wise. Do **DayCycleSetIncrementInterval 10000** if you want to just make day edits.

For more: Type **all-commands**, for general ones like **SetDayCount INT**. (and some built-in ones)