Console commands - Hearts of Iron 4 Wiki

From Hearts of Iron 4 Wiki

(Redirected from Console)

Jump to navigation Jump to search

This is a community maintained wiki. If you spot a mistake then you are welcome to fix it.

This page lists the codes which may be input into the Console Window, a special debugging window which may be accessed on non-ironman games by hitting ^ , ° or tilde (~) (key varies based on keyboard layout). Press the up or down arrow keys to traverse through previously executed commands. Many codes can be turned off by repeating the command, but sometimes reloading the save or exiting the game is necessary. Please note that many of these commands come in and out with each DLC making some of them not work. Mods may introduce commands and more commonly, tags into the game to enhance their gameplay.

Also of note, commands may not work in ironman games by design.

List of commands[edit | edit source]

Press Shift+2, §, ~, \, ` , ", ^ or ALT+2+1, or Shift+3 to access the console (key varies based on keyboard layout)

Internal IDs[edit | edit source]

> *See also: Countries*

Console commands use internal IDs, which may be obtained in a variety of different ways.

An easy way to tell internal IDs is debug mode. `debug` as a console command will turn on debug mode which can provide information about certain database entries, such as focuses, national spirits (and other ideas such as laws or designers), or technologies when hovering over them, as well as obtaining information when hovering over a province of IDs of the state and the province, as well as the 3-letter country tag of the country it belongs to. Note that while modding, the console command does not do everything that the launch option does and cannot serve as a substitute.

If that is impossible, using localisation is an alternative. To do that, navigate to the folder where the game is contained, then to the /Hearts of Iron IV/localisation/english/ folder. Each file in there contains localisation keys with values that actually appear in-game assigned to them. Using a non-default text editor can also allow using the 'Search in files' function (Such as in Notepad++, Sublime Text, or Visual Studio Code) in order to search through every single localisation file at the same time to find a specified value.

Disambiguation[edit | edit source]

In this article, there are 3 types of brackets used within commands:

Regular brackets as in `instantconstruction(ic)` are used to show aliases, alternate names for the console commands. In this case, using `ic` or `instantconstruction` has the same effect in-game.

Square brackets as in `fow [Province ID]` signify an *optional* argument. In this case, both `fow` and `fow 1234` will work, but may have different effects.

Square brackets in combination with angle brackets as in `event [<event ID>]` signify a *mandatory* argument. In this case, `event generic.1` will work, but `event` will not.

Useful commands[edit | edit source]

Command	Effect	Example/Comment
help [command name]	Print out all console commands or a specific command description.	
tag [<Country tag>]	Changes the country that the player controls.	
event [<event id>] [Target country tag]	Executes an event	Event pages can be used to tell the IDs of events. If the event has a `trigger = { ... }` block, it says which triggers were met and which weren't.
add_ideas [<idea name>]	Adds ideas with <id> to the country	
remove_ideas [<idea name>]	Removes national idea.	
gain_xp [<amount>]	Adds experience to selected Leader/General/Admiral	gain_xp 100000(level capped at 9)

gain_xp [<trait>]	Adds **gainable** trait to selected Leader/General/Admiral	ie: gain_xp seawolf
		Note To make it work with new, generic created Admirals:
		1. Open *'Documents\Paradox Interactive\Hearts of Iron IV\settings.txt'* with a text editor and change "save_as_binary=yes" to "save_as_binary=no".
		2. Start game, load savegame and save as new file, exit game.
		3. Open *'Documents\Paradox Interactive\Hearts of iron IV\Save Games'* , open the newly created savegame file, search (CTRL-F) for the name of your generic created Admiral
		4. Go a few lines below to **max_traits=0.000** and add the following code block behind it
		
		        in_progress={
		            seawolf=0.000
		            superior_tactician=0.000
		            spotter=0.000
		            fly_swatter=0.000
		            ironside=0.000
		            air_controller=0.000
		        }
		
		5. Make sure to save the file with **ANSI** encoding format.
		6. Start game, load save game, use gain_xp command, enjoy.
		(Optional turn back on binarization in settings.txt)

cp [<amount>]	Adds Command Power	cp 100 (capped at 100)
st [<amount>]	Adds Stability	st 100 (capped at 100)
add_war_support(ws) [<amount>]	Adds War Support	ws 100 (capped at 100)
allowtraits	Allows free assignment of general traits	
add_equipment(ae) [<equipment amount>] [<equipment name>]	Adds equipment	Equipment uses the basic name so 'ae 1000 infantry_equipment_1'.You can only add researched equipment. Does not support Naval equipment. (with the exception of convoy: 'ae 1000 convoy_1') To add ships, consider using instantconstruction(ic) (ic also effects AI). To add modified equipment, you have to address it by given name. Example: You create a variant of 'Matilda LP'-tank with better Armor and Main Gun and name it 'Matilda LP Mk. IV'. Now use 'add_equipment 1000 Matilda LP Mk. IV'.
add_latest_equipment(ale) [<equipment amount>]	Gives player amount of latest equipment variants	To add only a specific type of your latest equipment, you have to address it's given name. Example: You create a variant of 'Matilda LP'-tank with better Armor and Main Gun and name it 'Matilda LP Mk. IV'. Now use 'add_latest_equipment 1000 Matilda LP Mk. IV'.

Command	Effect	Example/Comment
whitepeace(wp) [<country tags>]	White peace with the specified countries.	
teleport(tp)	Activates the Teleportation tool	Can teleport units where ever you tell them to go
allowdiplo(adiplo,nocb)	Allows to use all diplomatic actions for no matter the rules. (Can declare war without justification)	This is likely the most effective way of wanting to start a war **without** needing to wait for the justification. If you only want instant justification and not the extra options it comes with, then use (instant_wargoal).
debug_crash(crash)	Crashes the game.	
debug_nuking	Allows to nuke every province without checking any conditions.	
instantconstruction (ic)	Toggles instant construction cheat.	Affects AI. Ships are also constructed instantly.
research [<slot id> or "all"]	Researches a technology from research slot or all.	Research all will instant research all technologies
research_on_icon_click	Research a technology when clicking on technology tree icon	Will Allow you to research an item without its prerequisite or two mutually exclusive items
annex [<Target Country Tag> or "all"]	Begin annex/annexes the specified tag	annex USA or annex d01 or annex all
puppet [<Puppeteer Country Tag>] [<Puppet Target Country Tag>]	Turns the target country into a puppet of the puppeteer	puppet GER CZE (Czechoslovakia becomes a puppet of German Reich)
manpower [amount]	Adds manpower to player	Defaults to 10 million if the number isn't specified.
add_opinion [<Country tag>]	Add opinion to/from tag	Adds 100 opinion (hardcoded number) to and from target country (add_opinion ENG for instance). A successfull call prints "<country> have 100 more opinion about you" and it appears as "cheat_opinion_modified_good" in the diplomacy screen
observe(spectator)	Switches to play no country at all, and no longer shows messages or pauses the game. However, it also interferes with AI performance and is not a good indication of what the AI will do if observe mode is not used.	
tdebug	Toggles Debug info	Helpful for finding nation tags and ID's
occupationpaint(op)	Toggles occupation painting. If used with country tag occupies all of their owned, not controlled, land,	op JAP
setowner [<country tag>]	Sets state owner	Select the state you would like to set owner as. Select a state by clicking it. You need to click the state as the state id no longer works.
setcontroller [<country tag>] [province id]	Sets province controller	
xp [<XP amount>]	Gives Army, navy and air experience to player	Can be used once per day
pp(fuhrer_mana,political_power) [PP amount]	Gives(or removes) political power to player	Defaults to 1000 if the amount is unset.
fuel [<amount>]	Adds Fuel	fuel 100000 (capped at your deposits capacity, adding much more will result in decreasing fuel)
civilwar [<ideology>] [<target country tag>]	Spawns a civil war	civilwar fascism ENG : Other Valid ideologies "communism" "democratic" "neutrality"
add_party_popularity <ideology group> <value>	Adds party popularity	ideology group has shortcuts d f n c for vanilla HOI groups.
set_ruling_party <ideology group>	Sets ruling party	ideology group has shortcuts d f n c for vanilla HOI groups.
Focus.AutoComplete (fa)	Allows national focuses to be instantly finished	Affects AI
Focus.NoChecks	Ignores focus requirements	Affects AI
Focus.IgnorePrerequisites	Ignores focus prerequisites	Allows you to start a focus in the middle of the tree. Affects AI
Decision.FastRemove	Shortens decisions to 1 day	
Decision.NoChecks	Ignores decision requirements	Also disables cost, affects AI
instant_prepare	Instantly prepares naval invasions	Only works in debug mode.
instanttraining (it)	Instantly trains divisions and ships	Affects AI
nuke [number]	Adds nukes	Add 100 or 1000
ai_accept	AI will accept all diplomatic offers	
add_core <state_id>	Adds cores	
Agency.Instant	Makes everything regarding agencies instant.	Equivalent to a combination of Operation.Instant, IntelNetwork.Instant, Agency.InstantSlotUnlock, and Agency.Autocomplete
Agency.InstantSlotUnlock	Removes wait time between agent recruits	
Agency.Autocomplete	Instantly completes agency upgrades	
prevent_operative_detection	Your operatives/spies won't be detected anymore	
force_operative_detection	Your operatives/spies will be detected	
agency.keepexcessoperatives		
deleteallunits(delall) [country]	Delete all armies and fleets of the specified countries.	deleteallunits SPR
deleteallunitsbut(delallbut) [country]	Delete all countries' armies and fleets, with the exception of one country.	delallbut SPR
add_autonomy [<Target Country Tag>] [num]	Changes a country's autonomy level	add_autonomy PHI -200
resistance	Increases resistance in the selected province by set amount	ex: (selects one of the provinces in Berlin) resistance 100
compliance	Increases compliance in the selected province in game by set amount	ex: (selects one of the provinces in Danzig) compliance 100

Modding-useful commands[edit | edit source]

Several other commands previously mentioned, such as event, are useful in modding too.

Command	Effect	Example/Comment
guibounds(gui)	Toggles the GUI bounds debug, allowing to test for different window sizes easier.	Also grants the name of the sprite and the interface element the player is hovering on, allowing to find the location of the image by searching every /Hearts of Iron IV/interface/*.gfx file at the same time.
set_var [<variable>] [<value>]	Changes the value of a variable to the specified value.	
get_var [<variable>]	Shows the value of a variable in the console	
get_var [<variable>]	Shows the value of a variable in the console	

Command	Effect	Example/Comment
set_country_flag [<Country Flag>]	Adds a country flag to currently played nation.	Does not work if you put another nations tag in the command such as "set_country_flag flag AUS", even if it says in console that it does.
set_global_flag [<Global Flag>]	Adds a global flag.	
list_flags	Lists currently active flags in the console windows.	Context senstive if nothing (global_flag), country (country_flag) or state (state_flag) is selected when entering this command.
trigger [<scripted_trigger_name>]	Checks if a scripted trigger is true or not.	
effect (eval_effect) (e) [<scripted_effect_name>]	Executes a scripted effect, within the currently selected scope.	Example: `e POL_remove_danzig_effect` on a state will execute that effect on the state.
ai	Toggles the AI on or off	Can be used to confirm if a crash is AI-related, such as if a naval port is built within a province that doesn't have a valid model definition within /Hearts of Iron IV/map/buildings.txt.
aiview	Enable AI debug info	
human_ai	Makes the AI control the country currently led by the player while the player also remains in control.	AI will also create logs within /Hearts of Iron IV/logs/scripted_ai.log in the user directory.
set_cosmetic_tag [<country tag>] [<cosmetic tag>]	changes the name and flag of the country	set_cosmetic_tag USA SOV
reload [<type>]	Reloads files of a given type. Also accepts individual files within the /Hearts of Iron IV/interface/ folder. Equivalent to the effect done automatically when saving over a file with debug mode turned on via launch options.	• reload loc (reloads localisation files) • reload focus (reloads focuses) • reload landcombat.gui (reloads land combat interface)
reloadoob [<Target Country Tag>]	Reloads orders of battle.	
reloadinterface	Reloads the entire interface	
reloadtechnologies	Reloads the technology database	
updateequipments	Updates the equipment database	
updatesubunits	Updates the subunit database	
update_loc [localization tag]	Updates the localization tag file	
error	Opens the error log file.	If there are special characters in the folder path, this won't work. Equivalent to pressing on the error dog if enabling debug mode in launch options.
imgui	Controls ImGui UIs. Use `imgui show` to list the available subcommands. These UIs cover a wide variety of useful modding tools, such as script profiling, AI debugging, and listing characters.	

Other in-game commands[edit | edit source**]**

Command	Effect	Example/Comment
rendertype	Reports what render backend is used	
tweakergui	Spawns a tweaker GUI	
time	What time is it?	
reloadfx [Arguments: map/mapname/postfx or *.fx filename]	Reloads the shader	
particle_editor	Spawns a particle editor	
analyzetheatres(anth)	Analyze theatres for errors.	
massconquer(massc)	Mass conquer tool.	
aircombat(airc) [<scenario name>] [<result name>] [<province id>] [<state id with airbase>] [<state id with airbase>] [<equipment type>] [<equipment type>] [<equipment creator country>] [<equipment creator country>]	Spawns an air combat in desired location.	
fronts	Toggle visibility of the foreign fronts	
ai_front_dump (aifrontdump)	Dump AI front data to log file, needs to have a unit selected	
traderoutes	Toggle visibility of trade routes	
debug_tactics	Toggle visibility of debug tooltip for tactics	
reloadsupply(relsup)	Reinitializes the supply systems.	
deltat [<speed factor>]	control animation speeds	
building_health(bhealth) [<building type>] [<state or prov id>] [<building level>] [<health to add>]	Changes specified building health	
nomapicons	Toggles map icons.	
nopausetext	Toggles the pausebanner for nicer screenshots.	
nextsong	Changes the currently playing soundtrack.	
combatsound	How often does the combat view give a random sound? 0-50	
morehumans(humans) [num]	Adds more humans	
window(wnd) [Arguments: open/close] [window gui name]	Opens or closes the specified window	
poll	Polls valid Events	
pause_in_hours	Pauses the game after X hours have passed after command is called	
winwars	Gives max war score in all wars for the country	Command no longer exists as of patch 1.9.1
testevent [<Event ID>] [<Character ID>]	Tests an event without triggering it	
resign	Resign from the game	
add_interest [<Country tag>]	Add specified country tag to your interest	
remove_interest [<Country tag>]	Removes specified country tag from your interest	
add_diplo	Adds diplomatic entroute	
PrintSynchStuff	Prints random count and seed	
SetRandomCount	Sets the random count to 0 or arg	

Command	Effect	Example/Comment
ai_invasion	Toggles AI AI naval invasions	
ai_pp_log	Prints AI use of PP to log	
ai_idea_desire_log	Prints AI desire for ideas to log. For current country only	
ai_force_template	Force the AI to only spend army XP on template design	
ai_force_equipment	Force the AI to only spend army XP on equipment design	
ai_front_id	Get the address of selected group's front debug ID	
fow(debug_fow) [Province ID]	Turns off fog of war, only within a province if specified.	
collision(debug_collision)	Toggles debug display of normals/bounding boxes/collision	
savegame	Creates a savefile.	
savecheck	Makes a save file (Test_01), loads the save file, makes a new savegame (Test_02). Those save files should look the same.	
IP	Shows your IP	
requestgamestate	Requests the gamestate from host	
nudge	Go to the nudge tool	
mapmode [Mapmode type (int)]	Change mapmode.	
fullscreen	Toggles fullscreen	
prices	Price Info	
remove_core [<State ID>] [<Country Tag>]	Remove core. Note:Does not Work	
debug_zoom	Zooms in the game	
debug_types	Will print the data type for all dynamic reference objects. Can only be used if using RTTI.	
debug_show_event_ID	Shows event ID	
debug_commands	Printing commandcount to message.log	
debug_events	Start Counting events	
debug_dumpevents	Dump Event data to game log	
debug_diploactions	Start Counting diplomatic actions	
debug_dumpdiploactions	Dump diplomatic action data to game log	
debug_assert	Toggles asserts on/off	
debug_smooth	Toggle framesmoothing	
debug_nomouse	Toggles mouse scrollwheel on/off	
debug_terrain	Toggles Terrain on/off	
debug_cities	Toggles Cities painting mode on/off	
debug_water	Toggles Water on/off	
debug_fronts	Toggles interpolated fronts debug	
debug_off_front_snap(dbg_fsnap)	Toggles offensive fronts snapping debug	
debug_borders	Toggles Borders on/off	
debug_trees	Toggles Trees on/off	
debug_rivers	Toggles Rivers on/off	
debug_postfx	Toggles PostFX on/off	
debug_sky	Toggles Sky on/off	
debug_bloom	Toggles Bloom on/off	
debug_tooltip	Toggles Tooltips on/off	
flagsoutput [<path>]	Creates texture atlas files from memory.	
cityreload	Reloads the cities	
version	Show current game version	
debug_nogui	Toggles GUI on/off	
debug_volume [<Volume Delta>]	Modifies music volume	
debug_lockcamera	Toggles Camera locked on/off	
debug_lines	Toggles Debuglines	
debug_entities	Toggles Debug entities	
debug_info	Toggles Debug info	
debug_particle	Toggles Particles Debug info	
debug_ai_budget [CountryTag]	Show ai budget data	
debug_textures	Writes Texture info to application debug log	
debug_texture	draws textures like bloom	
debug_wireframe	Toggles forced wireframe on/off	
debug_achievements_clear	Clear all achievements and user stats	only for developer
moveunit [<Unit ID>] [<Province ID>]	Moves a unit to a province	
spawnactor [<Actorname>] [<Province ID>] [<Animation> OPTIONAL]	Spawns an actor with an optional animation	
cameraclamp	Toggles the camera clamping	
provtooltipdebug(tdebug)	Toggles the debug info in province tooltip	
reloadweather [<randomseed>]	Reload and regenerate weather	

Command	Effect	Example/Comment
weather	Toggle weather simulation	
debug_air_vs_land(dbg_cas)	Toggle debug mode for air vs land combat.	
mapnames	Toggle map names	
gbreload	Reloads gradient borders	only for developers
gbpaint [layer] [channel]	Toggles gradient border painting	
profilelog	Prints out the profiling informations into time.log	
run	Runs the specified file with list of commands	
oos	Out of Synch	
goto_province [province id]	Centers to province	
goto_state [state id]	Centers to state	
trigger_docs(effect_docs, scripting_docs, docs)	Print docs for triggers, effects, and variables	Documentation for triggers/effects printed to game.log file
threat [Threat amount]	Adds or show threat level of player	If one does "threat 999999999" it will reset the world tension to 0
3dstats	Toggles 3D Stats	
hdr	Toggles hdr	
hdr_debug	Toggles hdr debugging	
srgb	Toggles sRGB	
bloom	Toggles bloom	
PostEffectVolumes.Default [posteffect_values name]	Toggles default posteffect values	
night	Toggles night	*as of 1.01 this does not seem to work (filed under developer-only command) This command can be emulated via the day/night loop option at the bottom right toolbar (shortcut key 'N')
filewatcher	Toggles filewatcher	
createlean	Create LEAN textures	
helplog	Print out all console commands to game.log file.	
helphelp	Double Rainbow help.	
hsv	Converts RGB to HSV	
tag_color	Test setting a country's color	
browser [url]	Show browser window	
browser_base_url [url]	Set browser base url	
airealism	Enable realistic AI	An easter egg making the AI smacktalk in chats. Useless since unactivable in multiplayer and chat unactivable in singleplayer.[1]
instant_wargoal	Will allow instant justificatiion of war goals on countries	
allowideas	Allows the player to pick any idea even if normally unavailable	This overrides the available and visible triggers of ideas, but not the allowed trigger
release [<country tag>]	Releases a country or releasable nation	release slv releases Slovenia

See also[edit | edit source]

Modding

References[edit | edit source]

↑ A comment of podcat about the command been found https://www.reddit.com/r/hoi4/comments/6cb8vh/the_secrets_of_hoi4/dhtdr4x/