**List Of All Eldewrito Console Commands​**

**Execute - Executes a list of command**

**Help - Displays this help text**

**WriteConfig - Writes the ElDewrito config file**

**Camera.CenteredCrosshairFirst 0 - Controls whether the crosshair should be centered in first person**

**Camera.CenteredCrosshairThird 1 - Controls whether the crosshair should be centered in third person**

**Camera.FOV 90.000000 - The cameras field of view**

**Camera.HideHUD 0 - Toggles the HUD**

**Camera.Mode default - Camera mode, valid modes: default, first, third, flying, static**

**Camera.Position - The cameras position, Doesn't work when camera mode is set to default**

**Camera.ShowCoordinates 0 - The cameras field of view**

**Camera.Speed 0.100000 - The camera speed**

**Forge.Budget - Displays information about remaining objects**

**Forge.Canvas - Delete all objects on the map**

**Forge.CloneDepth 1.000000 - Depth at which the object will be cloned**

**Forge.CloneMultiplier 1 - Number of consecutive times the object will be cloned**

**Forge.DeleteAll - Delete all objects that are the same as the object under the crosshair**

**Forge.DeletePrefab - Delete a saved prefab**

**Forge.DeselectAll - Deselect all selected objects**

**Forge.DeselectAllOf - Deselect all selected objects that are the same as the object under the crosshair**

**Forge.DumpPalette - Dumps the forge palette in json**

**Forge.DumpPrefabs - Dump a list of saved prefabs in json**

**Forge.ExpandSelection - Expand the selection by a given radius**

**Forge.GrabDistance 5.000000 - Controls the maximum distance from which objects can be grabbed**

**Forge.InvertSelection - Invert the current selection**

**Forge.LoadPrefab - Load prefab from a file**

**Forge.Magnets 0 - Controls whether magnets are enabled (1) or disabled (0)**

**Forge.MagnetsStrength 0.300000 - Controls the minimum distance at which magnets snap**

**Forge.MagnetsVisible 1 - Controls whether magnets are shown (1) or hidden (0)**

**Forge.MapOptions - Opens map modifier object properties**

**Forge.MonitorNoclip 0 - Allows the monitor to pass through bsp and other objects**

**Forge.MonitorSpeed 3 - Controls the movement speed of the monitor**

**Forge.ResetRuntime - Respawn any abandoned/despawned objects**

**Forge.RotationSensitivity 1.000000 - Controls the sensitivity of object rotation**

**Forge.RotationSnap 0 - Angle at which object rotation will be snapped**

**Forge.SavePrefab - Save prefab to a file**

**Forge.SelectAll - Select all objects that are the same as the object under the crosshair**

**Forge.SelectAllMaterial - Select all objects with the same material**

**Forge.SelectEverything - Select all objects on the map**

**Forge.SelectionRenderer 0 - Set the selection renderer to use**

**Forge.SetPrematchCamera - Set the position/orientation of the prematch camera**

**Forge.ShowInvisibles 0 - When enabled forces invisible materials to be visible**

**Forge.SpawnItem - Spawn an item from the forge palette**

**Game.CefMedals 0 - Enable/disable cef medals. When disabled fallback to the H3 medal system.**

**Game.Discord.AutoAccept 0 - Allow auto accepting join requests**

**Game.Discord.Enable 1 - Enable/disable discord integration**

**Game.End - Ends the game**

**Game.Exit - Ends the game process**

**Game.ExpandedScoreboard 0 - Always show full scoreboard, instead of just while locked/postgame**

**Game.FPSLimiter 1 - Enable/disable framerate limiter (improves frame timing at the cost of cpu usage)**

**Game.FirstRun 1 - Show the first run setup next time the game starts**

**Game.ForceLoad - Forces a map to load**

**Game.GameType - Loads a gametype**

**Game.HideChat 0 - Hide in-game chat screen**

**Game.IconSet 360 - The name of the controller button icon set to use**

**Game.Info - Displays information about the game**

**Game.Language english - The language to use**

**Game.Leave - Leaves the game, goes back to menu**

**Game.ListMaps - List all available map files**

**Game.ListMedalPacks - List all available medal packs**

**Game.LogFilter - Allows you to set filters to apply to the debug messages**

**Game.LogLevel - Debug log verbosity level**

**Game.LogName dorito.log - Filename to store debug log messages**

**Game.LogTypes - Chooses which kinds of debug messages to print to the log file**

**Game.Map - Loads a map or map variant**

**Game.MedalPack default - The name of the medal pack to use**

**Game.MenuURL** [**http://scooterpsu.github.io/**](http://scooterpsu.github.io/) **- url(string) The URL of the page you want to load inside the menu**

**Game.RconPort 11780 - The port to use for rcon in this instance of the game**

**Game.Restart - Restart the game process**

**Game.ScenarioScript - Executes a scenario script**

**Game.ScreenEffectRange - Set the range of the default screen FX in the current scnr**

**Game.ScreenshotNoticeDisabled 0 - Disables the screenshot notifications**

**Game.ScreenshotsFolder %userprofile%\Pictures\Screenshots\blam - The location where the game will save screenshots**

**Game.SetMenuEnabled - Sets whether the server browser is currently open**

**Game.ShowScreen - Displays the specified screen**

**Game.ShowTickrate - Toggle the on-screen Tickrate**

**Game.ShowUI - Attempts to force a UI widget to open**

**Game.SkipIntroVideos 0 - Skip the game's intro videos.**

**Game.SkipTitleSplash 0 - Skip the ElDewrito splash screen and go straight to the main menu**

**Game.Start - Starts or restarts the game**

**Game.Stop - Stops the game, goes back to lobby**

**Game.SuppressJuggling 0 - Suppress spam caused by flag/bomb juggling**

**Game.TagAddress - Gets the address of a tag in memory**

**Game.TakeScreenshot - Take a screenshot**

**Game.Update - Update the game to the latest version**

**Game.Version - Displays the game's version**

**Graphics.Bloom 0.000000 - The atmosphere bloom**

**Graphics.BlueHue 1.000000 - The blue hue**

**Graphics.CustomHUDColorsEnabled 0 - Enables custom heads up display colors.**

**Graphics.CustomHUDColorsPrimary #0E6249 - Change the primary custom HUD color.**

**Graphics.CustomHUDColorsSecondary #27CB9B - Change the primary custom HUD color.**

**Graphics.DepthOfField 0.000000 - The camera's depth of field**

**Graphics.GreenHue 1.000000 - The green hue**

**Graphics.Letterbox 0 - A cinematic letterbox.**

**Graphics.RedHue 1.000000 - The red hue**

**Graphics.Saturation 1.000000 - The saturation**

**Graphics.SupportedResolutions - List the supported screen resolutions**

**Graphics.UIScaling 1 - Enables proper UI scaling to match your monitor's resolution.**

**Input.Bind - Binds a command to a key**

**Input.ControllerAction - Binds an in-game action to a controller button**

**Input.ControllerInvertY 0 - Invert the controller Y look axis**

**Input.ControllerPort 0 - The port number of the player's controller.**

**Input.ControllerSensitivityX 120.000000 - Horizontal controller look sensitivity**

**Input.ControllerSensitivityY 60.000000 - Vertical controller look sensitivity**

**Input.ControllerStickLayout 0 - Controller stick layout**

**Input.ControllerVibrationIntensity 1.000000 - Controls the controller vibration intensity**

**Input.ControllerVibrationTest - Test the controller vibration**

**Input.DumpBindingsJson - Dumps the input bindings table in json**

**Input.FindBind - Finds the key bound to a command passed**

**Input.KeyboardAction - Binds an in-game action to keyboard keys or mouse buttons**

**Input.RawInput 1 - Enables raw mouse input with no acceleration applied**

**Input.ResetBindings - Restores default bindings**

**Input.SpectateSensitivity 1.000000 - Spectator camera sensitivity**

**Input.TapScoreboard 1 - Enable/disable double tap to lock scoreboard**

**Input.ToggleSprint 0 - Sprint toggle enabled (1) or disabled (0)**

**Input.UIButtonPress - Emulates a gamepad button press on UI menus**

**Player.AlertCarry - Toggle the alert carry pose**

**Player.Armor.Chest - Armor ID for player chest**

**Player.Armor.Helmet - Armor ID for player helmet**

**Player.Armor.LeftShoulder - Armor ID for player left shoulder**

**Player.Armor.RightShoulder - Armor ID for player right shoulder**

**Player.Colors.Lights #9685FF - The lights colors hex value**

**Player.Colors.Primary #171F0E - The primary colors hex value**

**Player.Colors.Secondary #171F0E - The secondary colors hex value**

**Player.Colors.Visor #FF7F00 - The visor colors hex value**

**Player.Gender male - The players gender**

**Player.Name Name - The players ingame name**

**Player.PrintUID - Prints the players UID**

**Player.PrivKey - The players unique stats private key**

**Player.PubKey - The players unique stats public key**

**Player.ServiceTag V960 - The players service tag**

**Server.AddBan - Adds to the ban list (does NOT kick anyone)**

**Server.Announce - Announces this server to the master servers**

**Server.AssassinationEnabled 0 - Controls whether assassinations are enabled on the server**

**Server.BottomlessClipEnabled 0 - Controls whether bottomless clip is enabled on the server**

**Server.CancelVote - Cancels the vote**

**Server.ChatCommandEndGameEnabled 1 - Controls whether or not players can vote to end the game.**

**Server.ChatCommandKickPlayerEnabled 1 - Controls whether or not players can vote to kick someone.**

**Server.ChatCommandShuffleTeamsEnabled 1 - Controls whether or not players can vote to shuffle the teams.**

**Server.ChatCommandVoteTime 45 - The number of seconds a chat command vote lasts**

**Server.ChatLogEnabled 1 - Controls whether chat logging is enabled**

**Server.ChatLogFile chat.log - Sets the name of the file to log chat to**

**Server.Connect - Begins establishing a connection to a server**

**Server.Countdown 5 - The number of seconds to wait at the start of the game**

**Server.CountdownLobby 3 - The number of seconds to wait in the lobby before the game starts**

**Server.Dedicated 1 - Used only to let clients know if the server is dedicated or not**

**Server.DualWieldEnabled 1 - Controls whether dual wielding is enabled on the server**

**Server.FloodFilterEnabled 1 - Controls whether chat flood filtering is enabled**

**Server.FloodMessageScoreLong 5 - Sets the flood filter score for long messages**

**Server.FloodMessageScoreShort 2 - Sets the flood filter score for short messages**

**Server.FloodTimeoutResetSeconds 1800 - Sets the period in seconds before a spammer's next timeout is reset**

**Server.FloodTimeoutScore 10 - Sets the flood filter score that triggers a timeout**

**Server.FloodTimeoutSeconds 120 - Sets the timeout period in seconds before a spammer can send messages again**

**Server.GamePort 11774 - The port number used by Halo Online**

**Server.HitMarkersEnabled 0 - Controls whether or not hitmarkers are enabled on this server**

**Server.Http.CacheTime 5 - Time in seconds the server should cache the http server response**

**Server.KickBanIndex - Kicks and IP bans a player from the game by index (host only)**

**Server.KickBanPlayer - Kicks and IP bans a player from the game by name (host only)**

**Server.KickBanUid - Kicks and IP bans players from the game by UID (host only)**

**Server.KickIndex - Kicks a player from the game by index (host only)**

**Server.KickPlayer - Kicks a player from the game by name (host only)**

**Server.KickTempBanPlayer - Kicks and temporarily IP bans a player from the game by name (host only)**

**Server.KickTempBanUid - Kicks and temporarily IP bans players from the game by UID (host only)**

**Server.KickUid - Kicks players from the game by UID (host only)**

**Server.ListPlayers - Lists players in the game**

**Server.LobbyType - Changes the lobby type for the server. 0 = Campaign; 1 = Matchmaking; 2 = Multiplayer; 3 = Forge; 4 = Theater;**

**Server.MapVotingTime 30 - Controls how long the vote lasts for Map Voting.**

**Server.MaxPlayers 16 - Maximum number of connected players**

**Server.Message - Text to display on the loading screen (limited to 512 chars)**

**Server.Mode - Changes the network mode for the server. 0 = Xbox Live (Open Party); 1 = Xbox Live (Friends Only); 2 = Xbox Live (Invite Only); 3 = Online; 4 = Offline;**

**server.name Halo Online Server - The name of the server (limited to 128 characters)**

**Server.NumberOfRevotesAllowed 3 - Controls how many revotes are allowed in the voting system**

**Server.NumberOfTeams 2 - Set the desired number of teams**

**Server.NumberOfVetoVotes 1 - Controls how many veto votes are allowed**

**Server.NumberOfVotingOptions 3 - Controls how many voting options are displayed**

**Server.PM - Sends a pm to a player as the server. First argument is the player name, second is the message in quotes**

**Server.Password - The server password**

**Server.Ping - Ping a server**

**Server.PlayersInfo {"0":{"r":0,"e":"**[**http://new.halostats.click/emblem/emblem.php?s=100&0=0&1=0&2=5&3=2&fi=16&bi=51&fl=0&m=1**](http://new.halostats.click/emblem/emblem.php?s=100&0=0&1=0&2=5&3=2&fi=16&bi=51&fl=0&m=1)**"}} - Emblem and Rank info for each player**

**Server.Port 11777 - The port number the HTTP server runs on, the game uses Server.GamePort**

**Server.RconPassword ChangeMe - Password for the remote console**

**Server.ReloadVetoJson - Manually Reloads Json**

**Server.ReloadVotingJson - Manually Reloads Json**

**Server.Say - Sends a chat message as the server**

**Server.SendChatToRconClients 1 - Controls whether or not chat should be sent through rcon**

**Server.ShouldAnnounce 1 - Controls whether the server will be announced to the master servers**

**Server.ShuffleTeams - Evenly distributes players between the red and blue teams**

**Server.SignalServerPort 11779 - The port the signaling server will listen on**

**Server.SprintEnabled 0 - Controls whether sprint is enabled on the server**

**Server.SubmitVote - Sumbits a vote**

**Server.TeamShuffleEnabled 1 - Controls whether or not the teams will be automatically shuffled before the game starts.**

**Server.TeamSize 1 - Set the minimum number of players each team must have before a new team is assigned**

**Server.TempBanDuration 2 - Duration of a temporary ban (in games)**

**Server.TimeBetweenVoteEndAndGameStart 4 - Controls how many seconds to wait after a vote passes before calling 'game.start'.**

**Server.Unannounce - Notifies the master servers to remove this server**

**Server.Unban - Removes from the ban list**

**Server.UnlimitedSprint 0 - Controls whether unlimited sprint is enabled on the server**

**Server.VetoJsonPath mods/server/veto.json - Veto Json Path**

**Server.VetoSystemEnabled 0 - Controls whether the veto system is enabled on this server.**

**Server.VetoSystemSelectionType 0 - 0 for random, 1 for ordered**

**Server.VetoVotePassPercentage 50 - Percentage of players that need to vote for it to pass**

**Server.VetoVoteTime 20 - The time a veto vote takes**

**Server.VetoWinningOptionShownTime 10 - The length of time the winning option is show**

**Server.VotePassPercentage 50 - Percentage of players required to vote yes for a chat command vote to pass**

**Server.VotingDuplicationLevel 1 - Whether duplicate voting options will be allowed.**

**Server.VotingEnabled 1 - Controls whether the map voting system is enabled on this server.**

**Server.VotingJsonPath mods/server/voting.json - Voting Json Path**

**Server.WebsocketInfo - Display the websocket password for the current server**

**Settings.Antialiasing 1 - Controls whether antialiasing is enabled (1) or disabled (0)**

**Settings.AudioOutputDevice 0 - Sets the audio output device to use (0) being system default**

**Settings.AudioOutputDeviceList - List available audio output devices**

**Settings.AutoCentering 0 - Controls whether auto-centering is enabled (1) or disabled (0)**

**Settings.Brightness 50 - Controls the brightness level (0 - 100)**

**Settings.Contrast 50 - Controls the contrast level (0 - 100)**

**Settings.DetailsQuality high - Controls whether the details quality level is low, medium or high**

**Settings.DisplayHints 0 - Controls whether displaying of hints is enabled (1) or disabled (0)**

**Settings.EffectsQuality high - Controls whether the effects Quality level is low, medium or high**

**Settings.Fullscreen 1 - Controls whether the game is windowed (0) or fullscreen (1)**

**Settings.Gamepad 0 - Controls whether gamepad is enabled (1) or disabled (0)**

**Settings.HUDShake 0 - Controls whether hud shake is enabled (1) or disabled (0)**

**Settings.InvertLook 0 - Controls whether look-inversion is enabled (1) or disabled (0)**

**Settings.InvertMouse 0 - Controls whether mouse-inversion is enabled (1) or disabled (0)**

**Settings.LightingQuality high - Controls whether the lighting quality level is low, medium or high**

**Settings.LookSensitivity 50 - Controls the controller look sensitivity (0 - 100)**

**Settings.MasterVolume 100 - Controls the master volume**

**Settings.MotionBlur 1 - Controls whether motion blur is enabled (1) or disabled (0)**

**Settings.MouseAcceleration 0 - Controls the level of mouse acceleration (0 - 100)**

**Settings.MouseFilter 0 - Controls whether mouse-filtering is enabled (1) or disabled (0)**

**Settings.MouseSensitivityHorizontal 25 - Controls the horizontal mouse sensitivity (0 - 100)**

**Settings.MouseSensitivityVehicleHorizontal 25 - Controls the horizontal mouse sensitivity for vehicles (0 - 100)**

**Settings.MouseSensitivityVehicleVertical 25 - Controls the vertical mouse sensitivity for vehicles (0 - 100)**

**Settings.MouseSensitivityVertical 25 - Controls the vertical mouse sensitivity (0 - 100)**

**Settings.MusicVolume 100 - Controls the music volume**

**Settings.PlayerMarkerColors default - Controls whether the player marker colors are default, ally or armor**

**Settings.PostprocessingQuality high - Controls whether the postprocessing quality level is low, medium or high**

**Settings.Reset - Restores default settings**

**Settings.ScreenResolution default - Controls the screen resolution**

**Settings.SfxVolume 100 - Controls the sfx volume**

**Settings.ShadowQuality high - Controls whether the shadow quality level is low, medium or high**

**Settings.TextureFilteringQuality high - Controls whether the texture-filtering quality level is low, medium or high**

**Settings.TextureResolution high - Controls whether the texture resolution level is low, medium or high**

**Settings.ToggleCrouch 0 - Controls whether crouch-toggling is enabled (1) or disabled (0)**

**Settings.VSync 1 - Controls whether vertical sync is enabled (1) or disabled (0)**

**Time.GameSpeed 1.000000 - The game's speed**

**Tweaks.AggressiveAudioDiscarding 0 - Discard sounds more aggressively to prevent audio latency. This is a workaround, not a fix.**

**Tweaks.DisableHitMarkers 0 - Disables weapon hitmarkers.**

**Tweaks.DisableReactorFog 0 - Disable the fog effects around the moving platforms on the Reactor map to increase performance.**

**Tweaks.DisableWeaponOutline 0 - Disables the outline effect on weapons and equipment.**

**Tweaks.FlatHUD 0 - Removes distortion from the HUD.**

**Tweaks.IntelBloomPatch 0 - Fixes excessive bloom when using Intel integrated graphics**

**Tweaks.ReachStyleFrags 0 - Adds a Halo: Reach style trail effect to frag grenades.**

**UPnP.Enabled 1 - Enables UPnP to automatically port forward when hosting a game.**

**VoIP.AGC 1 - Toggle automatic gain control**

**VoIP.EchoCancelation 1 - Toggle echo cancellation**

**VoIP.Enabled 1 - Toggle voip on or off**

**VoIP.MicrophoneID - microphone label to use for voip, blank is default device**

**VoIP.NoiseSupress 1 - Toggle noise supression**

**VoIP.PTTSoundEnabled 1 - Toggles the sound played when using Push-To-Talk.**

**VoIP.PTT\_Enabled 1 - Enable PTT(1) or voice activation(0)**

**VoIP.SpeakingPlayerOnHUD 0 - Shows the speaking player on the HUD, rather than the web overlay.**

**VoIP.StereoVoice 1 - Allow stereo voice chat**

**VoIP.Update - Updates the voip screen layer with variable states**

**Weapon.Equipped - Gives info on the currently equipped weapon.**

**Weapon.JSON.File default - The file weapon changes are saved to.**

**Weapon.JSON.Load - This loads weapon offset.**

**Weapon.JSON.Save - This saves weapon offset.**

**Weapon.List - Lists all weapons available in the mulg tag.**

**Weapon.Offset - This changes weapon offset.**

**Weapon.Offset.Reset - This resets weapon offset to default.**