Note: You can type "help" before any command to show it's default value and how it should be used.

Execute - Executes a list of commands

Help - Displays this help text

Variables - Display all game variables with current values and a description

WriteConfig - Writes the ElDewrito config file

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

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

Camera.FOV - The cameras field of view

Camera.FocusDistance - The camera focus distance. Only applies to the third person. 0 = unchanged

Camera.HideHUD - Toggles the HUD

Camera.HideKillFeed - Toggles the Kill Feed

Camera.Mode - 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 - The cameras field of view

Camera.Smoothing - The flying camera smoothing factor

Camera.Speed - The camera speed

Camera.VertSpeed - The camera's vertical speed

Campaign.CinematicFrameRate - Set the cinematic frame rate in seconds

Campaign.DifficultyLevel - Sets the campaign difficulty level. (easy, normal, heroic, legendary)

Campaign.InsertionPoint - Changes the current insertion point.

Campaign.MetagameScoring - Changes the metagame scoring options. (off, team, ffa)

Campaign.PlayerRepresentationEnabled - Determines whether the player campaign representation will be used.

Campaign.Skulls - Set the campaign skulls (iron, black\_eye, tough\_luck, catch, fog, famine, thunderstorm, tilt, mythic, assassin, blind, superman, birthday, daddy, third\_person, directors\_cut)

Campaign.SprintEnabled - Sets whether sprint will be enabled during campaign

Cheat.AllEquipment - Gives the player all equipment

Cheat.AllVehicles - Gives the player all vehicles

Cheat.AllWeapons - Gives the player all weapons

Cheat.DeleteWeapons - Deletes the current weapons

Cheat.Spawn - Spawn an object

Clear - Clear the Console's input and output areas

Console.AutoCompleteMode - Toggle between the Console auto complete modes. Options: 0, 1, 2, Prefix, or Substring. Setting it to 0 will toggle between Prefix and Substring modes

Console.Dock - Toggle Console docking, allows you to drag and resize the console if undocked. Options: 0, 1 or 2. Setting it to 0 will do the same as the Dock button

Console.History - Display the commands in the Console's command history, you can navigate the command history using the arrow up/down keys

Console.Invert - Inverts the Console input box and drag handle

Console.MaxHistory - Set the Console's maximum history

Console.Opacity - Set the Console's overall opacity. Range: 0 - 100. Do not set below 40

Console.Reset - Reset the Console, useful if something goes wrong and you can no longer properly use the console

Console.Size - Set the Console's output box size manually. Options: 1, 2, 3 or 4. Setting it to 0 will do the same as Console.ToggleSize

Console.Transparency - Set the Console's background transparency. Range: 0 - 100

Debug.Acrophobia -

Debug.Clusters - Display the clusters of the current structure bsp

Debug.CollisionModels - Displays object collision model geometry

Debug.CollisionTest - Displays info about the collision surface under the crosshair

Debug.CrashReporting - Enables crash reporting

Debug.DamageAOE - Debug damage area of effect

Debug.DamageAOEDisplayTime - Controls the duration of damage area of effect display

Debug.DumpTags - Dumps a list of loaded tags

Debug.FilterSounds - Ignore all sound class excepts the specified value. 65 means all sound classes.

Debug.GeometrySamplerQuality - Sets the geometry sampler quality (0 = disabled, 1 = normal, 2 = best)

Debug.LoopingSounds - Displays info about the current active looping sounds.

Debug.MapBarriersDisabled - Disables map push/death barriers

Debug.MarkerGroupFilter - Filter which marker groups are displayed

Debug.MarkerGroups - Displays object markers

Debug.PhysicsModels - Displays object physics model geometry

Debug.PlayerDamageDisabled - Players take no damage

Debug.ScriptName - Filter trace to the given script

Debug.ScriptTrace - Enable script tracing

Debug.ScriptTraceFile - File to trace to

Debug.ShowCrte - Forces a crte scene to display. Use tagname or hex index

Debug.SoundSources - Displays info about the current active sound sources.

Debug.StructureCollision - Displays structure collision geometry

Debug.TriggerVolumes - Displays trigger volumes

Debug.Visibility -

Download.DebugTrace -

Download.MaxHttpConnections - Controls the maximum number of http connections per download

Download.MaxHttpSegmentRetry - Controls the maximum number of times a segment is retried before the download is aborted

Download.MinHttpSegmentSize - Controls the minimum size that a segment can be split

Forge.Budget - Displays information about remaining objects

Forge.Canvas - Delete all objects on the map

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

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

Forge.ExpandSelection - Expand the selection by a given radius

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

Forge.InvertSelection - Invert the current selection

Forge.LoadPrefab - Load prefab from a file

Forge.MagnetAutogen - Generates forge magnets from the collision model

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

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

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

Forge.MapOptions - Opens map modifier object properties

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

Forge.MonitorSpeed - Controls the movement speed of the monitor

Forge.Redo - Redo the undone action

Forge.ResetRuntime - Respawn any abandoned/despawned objects

Forge.RotationSensitivity - Controls the sensitivity of object rotation

Forge.RotationSnap - 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.SelectionColor - Controls the forge selection color

Forge.SelectionRenderer - Set the selection renderer to use

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

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

Forge.ShowWorldBounds - Show the bsp world bounds

Forge.SpawnItem - Spawn an item from the forge palette

Forge.Undo - Undo the last action

Game.CEFAtlasRendererEnable - Enables CEF Atlas path rendering

Game.CEFGpuEnable - 0 = Disable CEF gpu acceleration / 1 = Enable CEF gpu acceleration

Game.CampaignMod - The filename of the mod to load on loading the campaign lobby

Game.ChatMessageLimit - Sets the max limit for the number of messages in chat history that should be saved

Game.ChatURL - url(string) The URL of the page you want to load for the chat screen

Game.ConsoleURL - url(string) The URL of the page you want to load for the console screen

Game.DialogURL - url(string) The URL of the page you want to load for the dialog screen

Game.Discord.AutoAccept - Allow auto accepting join requests

Game.Discord.Enable - Enable/disable discord integration

Game.DiscordURL - url(string) The URL of the page you want to load for the discord screen

Game.EmoteScreenURL - url(string) The URL of the page you want to load for the emote screen

Game.End - Ends the game

Game.EndRound - Ends the round

Game.Exit - Ends the game process

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

Game.FirefightMod - The filename of the mod to load on loading the firefight lobby

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

Game.FontPackage - set the current font package path

Game.ForceLoad - Forces a map to load

Game.ForgeObjectCreationURL - url(string) The URL of the page you want to load for the forge\_object\_creation screen

Game.ForgeObjectPropertiesURL - url(string) The URL of the page you want to load for the forge\_object\_properties screen

Game.GameType - Loads a gametype

Game.HideChat - Hide in-game chat screen

Game.InGameVotingURL - url(string) The URL of the page you want to load for the ingame\_voting screen

Game.Info - Displays information about the game

Game.Language - The language to use

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

Game.ListMaps - List all available map files

Game.LoadingURL - url(string) The URL of the page you want to load for the loading screen

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

Game.LogLevel - Debug log verbosity level

Game.LogName - Filename to store debug log messages

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

Game.MainMenuMod - The filename of the mod to load on the main menu

Game.Map - Loads a map or map variant

Game.MenuURL - url(string) The URL of the page you want to load inside the menu

Game.MultiplayerMod - The filename of the mod to load on loading the Multiplayer lobby

Game.PlayerReportURL - url(string) The URL of the page you want to load for the report screen

Game.PrintScript - Prints information about a scenario script expression

Game.ProfileSettingsURL - url(string) The URL of the page you want to load for the profile\_settings screen

Game.RconPort - 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.ScoreboardURL - url(string) The URL of the page you want to load for the scoreboard screen

Game.ScreenshotNoticeDisabled - Disables the screenshot notifications

Game.ScreenshotNoticeURL - url(string) The URL of the page you want to load for the screenshot\_notice screen

Game.ScreenshotsFolder - The location where the game will save screenshots

Game.ServerSettingsURL - url(string) The URL of the page you want to load for the server\_settings screen

Game.SettingsURL - url(string) The URL of the page you want to load for the settings screen

Game.ShowLocalServersUI - Opens the local server browser UI

Game.ShowModBrowser - Opens the mod browser UI with the correct lobby

Game.ShowModInfo - Opens the mod info UI with details about the currently loaded mod

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 - Skip the game's intro videos.

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

Game.Start - Starts or restarts the game

Game.StartCountdown - Starts the game start countdown

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

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

Game.TakeScreenshot - Take a screenshot

Game.TickRate - Set the game tick rate in seconds

Game.TitleURL - url(string) The URL of the page you want to load for the title screen

Game.Update - Update the game to the latest version

Game.Version - Displays the game's version

Game.VoipURL - url(string) The URL of the page you want to load for the voip screen

Game.VotingURL - url(string) The URL of the page you want to load for the voting screen

Game.WeaponOffsetURL - url(string) The URL of the page you want to load for the weapon\_offset screen

Graphics.Bloom - The atmosphere bloom

Graphics.BlueHue - The blue hue

Graphics.CenteredHUD - Center the HUD for ultrawide displays

Graphics.ContrailsEnabled - Determines whether contrail systems are enabled.

Graphics.CustomHUDColorsEnabled - Enables custom heads up display colors.

Graphics.CustomHUDColorsPrimary - Change the primary custom HUD color.

Graphics.CustomHUDColorsSecondary - Change the primary custom HUD color.

Graphics.DecalsEnabled - Determines whether decal systems are enabled.

Graphics.DepthOfField - The camera's depth of field

Graphics.DisableContrails - Disables the contrail renderer.

Graphics.ForceDefaultLighting - When disabled uses a single SH light probe for all lighting

Graphics.Gamma - Global gamma. 3.6 is the default, 4.0 is equivalent to the gamma in previous versions of ElDewrito.

Graphics.GreenHue - The green hue

Graphics.HUDScaleX -

Graphics.Letterbox - A cinematic letterbox.

Graphics.ParticlesEnabled - Determines whether particle systems are enabled.

Graphics.RedHue - The red hue

Graphics.ReflectionsEnabled - Determines whether reflections are enabled.

Graphics.Saturation - The saturation

Graphics.SupportedResolutions - List the supported screen resolutions

Graphics.UIScaling - 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 - Invert the controller Y look axis

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

Input.ControllerSensitivityX - Horizontal controller look sensitivity

Input.ControllerSensitivityY - Vertical controller look sensitivity

Input.ControllerStickLayout - Controller stick layout

Input.ControllerVibrationIntensity - Controls the controller vibration intensity

Input.ControllerVibrationTest - Test the controller vibration

Input.DirectInput - Enables the DirectInput keyboard device

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.MouseWheelCooldown - Time between consecutive mouse wheel inputs in milliseconds

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

Input.ResetBindings - Restores default bindings

Input.SmartScoreboard - Enable for smarter scoreboard locking

Input.SpectateSensitivity - Spectator camera sensitivity

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

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

Player.AlertCarry - Toggle the alert carry pose

Player.Emblem - Player Emblem url

Player.Emote - Starts an emote

Player.Gender - The players gender

Player.Kill - Kills the player that runs the command

Player.Name - The players ingame name

Player.Nameplate - Index for the nameplate in the lobby

Player.NameplateColor - Color for the nameplate in the lobby

Player.PrintUID - Prints the players UID

[NOT IN HELP] Player.PrivKey - The players unique stats private key

[NOT IN HELP] Player.PubKey - The players unique stats public key

Player.ServiceTag - The players service tag

Script.PrintToConsole - Logs hsc print to the console

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

Server.Announce - Announces this server to the master servers

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

Server.BanListSyncIntervalSeconds - The interval at which banlists synced and enforced

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

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

Server.ChatCommandEndRoundEnabled - Controls whether or not players can vote to end the round.

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

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

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

Server.ChatLogEnabled - Controls whether chat logging is enabled

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

Server.ClearTempBans - clears the temp ban list

Server.Connect - Begins establishing a connection to a server

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

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

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

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

Server.EmotesDuringPodiumEnabled - Controls whether players can use emotes during podium

Server.EmotesEnabled - Controls whether players can use emotes

Server.FileServerEnabled - Enable/Disable local file server (for serving mod packages)

Server.FileServerPort - The port number used by the file server (for serving mod packages)

Server.FloodFilterEnabled - Controls whether chat flood filtering is enabled

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

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

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

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

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

Server.GamePort - The port number used by Halo Online

Server.HUDWaypointStyle - 0 = Halo Online, 1 = Halo 3

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

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

Server.KickBan - Adds to the ban list and kicks the player

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.KillCommandDuringPodiumEnabled - Controls whether players can use the kill during the end game podium

Server.KillCommandEnabled - Controls whether players can use the kill

Server.KillCommandMessage - Sets the message that is sent when a user uses the kill command

Server.ListPlayers - Lists players in the game

Server.ListPlayersLogEnabled - Controls whether player list logging is enabled

Server.ListPlayersLogFile - Sets the name of the file to log player lists to

Server.ListTempBans - List all ips that have a temporary ban

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

Server.MaxPlayers - Maximum number of connected players

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

Server.Mod - Sets the current tag mod

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.ModsJsonFile - Sets the path to the mods.json file for automatic mod downloads on boot

Server.MutePlayer - Mutes Player from Chat

Server.MuteSoundsDuringPostGame - Controls whether the game will mute sounds during the post game time

Server.Name - The name of the server (limited to 128 characters)

Server.NearVictoryMusicEnabled - controls if music should start to play in a match based on the scores of the match

Server.NearVictoryMusicPercentage - controls when music should start to play in a match based on the required score\_to\_win for the gametype. 0 = disabled

Server.NumberOfTeams - Set the desired number of teams

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 - Emblem and Rank info for each player

Server.PlayersPingInfo - ping info for each player

Server.PodiumEnabled - should run podium hsc script at game finish. 0 = Disabled; 1 = Enabled; 2 = Forged maps Only (When podium was placed on a forged map)

Server.PodiumEnabledDuringForge - should run podium hsc script in forge at game finish

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

Server.PostGameFadeStartDelay - Time in seconds from game over to start fading to black

Server.PostGameTimeSeconds - Time in seconds from game over to return to lobby

Server.PostMatchMusicEnabled - Controls whether the postmatch music will play during podium/postmatch time

Server.RconConsoleOutputEnabled - Controls whether the console ouput of the server is forwarded out through rcon

Server.RconLogEnabled - Controls whether rcon logging is enabled

Server.RconLogFile - Sets the name of the file to log rcon messages to

Server.RconPassword - Password for the remote console

Server.RefreshMods - Searches for mods in the mods directory

Server.RemoveTempBan - Removes a player by index from the temp ban list

Server.ReturnToLobbyTimeout - Controls the maximum duration of blackscreens postgame

Server.Say - Sends a chat message as the server

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

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

Server.ShouldSubmitStats - Sets whether the server should ever submit stats to the stats servers

Server.ShowDisconnectedPlayers - Show disconnected players in the scoreboard

Server.ShowPlayerPing - Controls whether the game will show ping on client scoreboards

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

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

Server.Sprint - Controls whether sprint is enabled on the server. 0 = Disabled Globally; 1 = Enabled Globally; 2 = Inherited by gametype settings;

Server.SubmitVote - Sumbits a vote

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

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

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

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

Server.Unban - Removes from the ban list

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

Server.UnmutePlayer - unmutes Player from Chat

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

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

Settings.AnisotropicFiltering - Sets the anisotropic filtering quality level

Settings.Antialiasing - Controls whether antialiasing is disabled (0), FXAA is enabled (1)

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

Settings.AudioOutputDeviceList - List available audio output devices

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

Settings.BlurQuality - Specify motion blur, UI and depth of field quality. Higher qualities can severely degrade performance at higher resolutions.

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

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

Settings.DecoratorDistance - Decorator render distance

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

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

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

Settings.ExposureCpu - Disables GPU occlusion for exposure/bloom and calculates it on the CPU instead

Settings.FirstPersonJumpAndLand - Controls whether the Halo Online FP Jump/Land/Fall Animations are enabled

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

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

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

Settings.InGameMusicVolume - Controls the music volume during matches

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

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

Settings.LODDistance - LOD render distance scale

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

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

Settings.MainMenuMusicVolume - Controls the main menu music volume

Settings.MasterVolume - Controls the master volume

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

Settings.MotionBlurAlways - Specifies whether to always apply motion blur or only with camera movement

Settings.MotionBlurStrength - Controls motion blur strength

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

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

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

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

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

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

Settings.MusicInLobby - Sets whether music should play after returning to the lobby

Settings.PersistentLobby - Sets whether the lobby will try to set the previously loaded map, variant type and mod from previous sessions

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

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

Settings.Reset - Restores default settings

Settings.SSAO - Enable or disable SSAO

Settings.ScreenResolution - Controls the screen resolution

Settings.SfxVolume - Controls the sfx volume

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

Settings.ShadowResolution - Controls global shadow map resolution

Settings.Subtitles - Changes subtitles display setting (0 = Auto; 1 = On; 2 = Off)

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

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

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

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

Time.GameSpeed - The game's speed

Tweaks.DisableHitMarkers - Disables weapon hitmarkers.

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

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

Tweaks.FlatHUD - Removes distortion from the HUD.

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

VoIP.AGC - Toggle automatic gain control

VoIP.EchoCancelation - Toggle echo cancellation

VoIP.Enabled - Toggle voip on or off

VoIP.IncomingVolume - Set the default incoming voice chat volume

VoIP.MaximumBitrate - Set the maximum bitrate for each voip peer

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

VoIP.NoiseSupress - Toggle noise supression

VoIP.OutgoingVolume - Set the outgoing voice volume

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

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

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

VoIP.Stats - Enable voip statics overlay

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

Voting.CancelVote - Cancels the vote

Voting.DuplicationLevel - Whether duplicate voting options will be allowed.

Voting.InstantVoteSkipEnabled - Controls whether instant skip voting is enabled when majority of players vote for an option

Voting.InstantVoteSkipMinPlayers - Minimum number of players that need to vote for an instant skip to be considered

Voting.JsonPath - Voting Json Path

Voting.MaxRematchCount - Controls how many rematches are allowed in the voting system

Voting.MaxRevoteCount - Controls how many revotes are allowed in the voting system

Voting.MaxVetoCount - Controls how many veto votes are allowed

Voting.ReloadJson - Manually Reloads Json

Voting.SystemType - 0 = Disabled, 1 = Voting, 2 = Vetoing

Voting.VetoPassPercentage - Percentage of players that need to vote for it to pass

Voting.VetoSelectionType - 0 = random, 1 = ordered

Voting.VetoWinnerShowTime - The length of time the winning option is show

Voting.VoteGameStartCountdown - Controls how many seconds to wait after a vote passes before calling 'game.start'.

Voting.VoteOptionCount - Controls how many voting options are displayed

Voting.VoteTime - Controls how long the vote lasts for Map Voting.

[UNLISTED] Weapon.Equipped - Gives info on the currently equipped weapon.

Weapon.JSON.Delete - This delete a new weapon offset config.

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

Weapon.JSON.Load - This loads weapon offset.

Weapon.JSON.New - This creates a new weapon offset config.

Weapon.JSON.Save - This saves weapon offset.

Weapon.Offset - This changes weapon offset.

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

===== REMOVED COMMANDS FROM 0.6.1 =====

Forge.DumpPalette - Dumps the forge palette in json

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

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

Game.IconSet - The Name of the controller button icon set to use

Game.ListMedalPacks - List all available medal packs

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

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

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

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

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

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 - The lights colors hex value

Player.Colors.Primary - The primary colors hex value

Player.Colors.Secondary - The secondary colors hex value

Player.Colors.Visor - The visor colors hex value

Server.CancelVote - Cancels the vote

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

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

Server.NumberOfVetoVotes - Controls how many veto votes are allowed

Server.NumberOfVotingOptions - Controls how many voting options are displayed

Server.ReloadVetoJson - Manually Reloads Json

Server.ReloadVotingJson - Manually Reloads Json

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

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

Server.VetoJsonPath - Veto Json Path

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

Server.VetoSystemSelectionType - 0 for random, 1 for ordered

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

Server.VetoVoteTime - The time a veto vote takes

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

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

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

Server.VotingJsonPath - Voting Json Path

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

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

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