

Command line arguments

Graphics

OPENGL

selects OpenGL driver

```
-opengl
```

D3D

selects Direct3D driver

```
-d3d
```

PARTICLES

specifies number of particles to use, default is 2048, but you can't have less than 512 (i.e. you can't disable them)

```
-particles <count>
```

SURFCACHESIZE

specifies size of surface cache memory, in kilobytes

```
-surfcachesize <size>
```

Sound

NOSOUND

disables all sound, music and CD-Audio

```
-nosound
```

NOSFX

disables sound

```
-nosfx
```

NO3DSOUND

disables 3D sound, use original mode, Windows version only

```
-no3dsound
```

NOMUSIC

disables music

```
-nomusic
```

NOCDAUDIO

disables CD music

```
-nocdaudio
```

CDDEV

specifies CD device file, default /dev/cdrom, Linux version only

```
-cddev <file>
```

OPENAL

enable OpenAL driver

```
-openal
```

Input

NOMOUSE

disables mouse

```
-nomouse
```

NOJOY

disables joystick

```
-nojoy
```

Network

NOLAN

disables all LAN drivers

```
-nolan
```

NOUDP

disables TCP/IP driver

`-noudp`

IP

specifies IP address, Windows version only

`-ip <address>`

NOIPX

disables IPX driver

`-noipx`

MPATH

enables MPATH TCP/IP driver, DOS version only

`-mpath`

PORT

sets default LAN port

`-port <port>`

Game selection

DOOM

look only for Doom IWAD files

`-doom`

DOOM2

look only for Doom 2: Hell On Earth IWAD files

`-doom2`

TNT

look only for Doom TNT: Evilution IWAD files

`-tnt`

PLUTONIA

look only for Doom: The Plutonia Experiment IWAD files

```
-plutonia
```

HERETIC

look only for Heretic IWAD files

```
-heretic
```

HEXEN

look only for Hexen IWAD files

```
-hexen
```

STRIFE

look only for Strife IWAD files

```
-strife
```

Custom games and development

GAME

Specifies custom game.

```
-game <directory>
```

DEVGAME

Like -game, but also sets Vavoom in development mode.

```
-devgame <directory>
```

DEVSND

Sets sound development mode, uses given SNDINFO script, sounds and music are loaded from archive directory, which is specified in script.

```
-devsound <SNDINFO_script>
```

PROGS

Specifies directory where to look for progs. Server progs are loaded from file svprogs.dat, client progs – clprogs.dat. Path must include ending slash.

```
-progs <directory>
```

Example:

```
-progs progs/myprogs/
```

FILE

Specifies additional files.

```
-file <file1> [<file2> ...]
```

IWADDIR

Specifies additional directories where to look for IWAD files.

```
-iwaddir <dir1> [<dir2> ...]
```

Debugging

DEBUG

Creates a debug file basev/debug.txt with all console messages.

```
-debug
```

STARTTIME

Sets start time, not in Linux version and dedicated servers.

```
-starttime <time>
```

RHIDE

Prints debugfile to stderr, in DOS version Sys_Error exits with call frame traceback.

```
-rhide
```

Using console commands at startup

All console commands can be specified at the command line by prefixing them with the **+** symbol, they will be executed after executing *basev/startup.vs*.

Example:

```
+SetResolution 640 480 16  
+Exec myconfig.cfg
```

