Ninja: Console commands

This document specifies the commands available for the debug console windows debug builds.

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Microsoft Game Studios

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| About | Shows the console about message |
| Clear | Clears the console |
| Commands | Displays a list of available commands |
| LClone <id> | Level command: Makes a copy of a level object with the given ID and opens it up for editing with the XML editor. |
| LDelete <id> | Level command: Deletes the object with the given id. |
| LEdit <id> | Level command: Opens up the XML editor and allows the data to be edited for the object with the given id. |
| LFreeCamera <true or false> | Enables / disables the debug camera in the level. The debug camera can be moved around freely using the arrow keys and zoomed in out using pgup / pgdown. |
| LInfo <true or false> | Enables disables drawing of debug level information. Debug info includes object id’s and bounding boxes, collision lines and so forth.. |
| LLoad <filename> | Attempts to load the level stored in the given xml file |
| LSave <filename> | Saves the level to the given xml file |
| Quit | Closes the console |

# Console commands

# Other console features

## Auto-complete

Press tab to use auto-complete and the console will attempt to complete a command.

## Log files

The console logs all output to ConsoleLog.txt in the same directory as the game executable. Use this to review long output that might have been missed previously.