

# Debug Commands

Disclaimer: Most of these have been proven to work, some have yet to be tested.

## System Commands

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Changer render of mipmap/pixel. 0-10 high-low quality

d\_mipmapbias

Sight of your camera.

d\_viewradius

Seems to be useless or not working.

d\_playerradius

Change the render of the trees. 0-4

d\_treelod

Show/Hide Water 0-2

d\_render\_water

Show/Hide Grasses

d\_render\_grass

Show/Hide Trees

d\_render\_forest

Show/Hide Shadow

d\_render\_shadow

Show/Hide Outline

d\_render\_outline

Do not prevent the window from updating when it loses focus.

`d_rendernofocus`

Changes UI theme 0=old 1=new

`d_theme`

Change ingame time (client side only). Format: 10,00 (mean 10AM).

`d_settimeofday`

Same thing as (F9) but without the Screenshot window.

`d_cameramode`

Move to X, Y cords. Use `d_showpos` to help you.

`d_goto x, y`

Move to the specified game coordinates

`d_go x, y`

Display all purchased EB?

`d_money`

Open a url in the browser

`d_ie <url>`

Changes window title?

`d_title`

Fly but only works when you have a high movement speed.

For flying without speed adjustments use `d_c2scmd fly`

`d_fly`

Changes player runspeed values exceeding 5 cause rubberbanding due to server anti-cheat

d\_runspeed

Seems to be useless or not working. Perhaps to use a skill?

d\_skill

Seems to be useless or not working. Quests are known as Tasks may be related to completing a quest

d\_task

Return to character selection screen.

d\_relogin

## Information

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Some wire boxes on in-game objects.

d\_boundbox

Show Dynamic NPC's ID in the order they were spawned.

d\_npcid

Show/Hide the cords for every NPC, MOB, PLAYER (and you).

d\_showpos

Show the distance between your character and the cursor.

d\_testdist

Show/Hide item/npc/character's ID instead of their name.  
You can also get a character's ID by **CTRL + Right Click** their name in chat.

d\_showid

Show the server date and time.

d\_getservertime

Show last login time

d\_lastlogintime

Show character creation time

d\_createtime

## Show Debug info

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Shows debug info

d\_rtdebug

Show/Hide 3D game information.

d\_a3dstat

Show/Hide computer and game resources.

d\_gamestat

Display information related to debugging UI

d\_uidebug

Show/Hide FPS in the right upper corner of the screen.

d\_fps

Shows a gfc from gfc.pck (requires dir location)

d\_gfx

Seems to be useless or not working.

d\_skipframe

Seems to be useless or not working.

d\_modelupdate

Write dump, close the game and show the Report Bug window.

d\_minidump

## ID Search

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Search for a partial name of an item / mob / npc and get its ID in return

d\_query

Type an npc id and get back its coordinates (if its already in the autopath database)

d\_querynpc

Search for a partial name of an NPC Service and get its ID in return

d\_queryservice

Type in a partial model path and it spits out the items that use it

d\_querymodel

## ???

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Seems to be useless or not working.

d\_turnaround

Seems to be useless or not working.

d\_trnlayer

Seems to be useless or not working.

d\_trncull

Maybe for make some changes on GS(gamed)? GS controls the servers rates(exp/drop/gold/spirit/etc) and who knows what else.

d\_gscmd

Delete command?

d\_delcmd

Seems to be useless or not working.

d\_namepos

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Revision #8

Created 13 May 2025 16:50:32 by Admin

Updated 13 May 2025 16:58:32 by Admin