Debug Commands

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

System Commands

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

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

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

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`

???

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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