Launch Arguments

```
rendersize
ip
console
luadebug
lualog
noverchk
forcelogin
token
area
user
pwd
replay
nochangedir
```

Example usage

`elementclient.exe console:1 user:USERNAME pwd:PASSWORD`

`rendersize`

`ip`

`console`

Usage: `console:1`

Values

- `1` - Enables in-game console.

`luadebug`

`lualog`

`noverchk`

`forcelogin`

`token`

`area`

`user`

Usage: `user:USERNAME`

Replace `USERNAME` with your accounts username.

`pwd`

Usage: `pwd:PASSWORD`

Replace `PASSWORD` with your accounts password.

`replay`

`nochangedir`

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