

# Debug Console

## Server Side Changes

Simply edit `kdxxy/gamed/ptemplate.conf` and change `debug_command_mode` to either true or false. `1` is true and `0` is false.

```
[GENERAL]
debug_command_mode = 1
logic_level_limit = 120
no_output = 1
;allow_login_class_mask = 67108863
allow_login_class_mask = 67108863
#exp_bonus = 0
#sp_bonus = 0
#money_bonus = 0
```

## Client Changes

Launch `elementclient.exe` using the launch argument `console:1`. The easiest way to do this will be making a shortcut, right click -> properties, and editing the `target` box to have `console:1` outside of the quotation marks.

## Example

```
"C:\path\to\your\game\element\elementclient.exe" console:1
```

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