

Half-Life 2

26/03/2009 07:14 by Andrei

Console Codes Use the [~] key during gameplay to bring up the console and enter the following codes there:

	Cheat	Effect	God	
God Mode (Server side only)	buddha	Health never goes below 1	Hurtme	
# Damages player by whatever variable you input as #		impulse 101	All Weapons	
impulse 82	Spawn a Jeep	notarget	Invisible to NPC's	
noclip	Ability to walk through walls (Server Side Only)	maps	Displays Map listing	
Map #	Load Map (Input title in place of #)	Developer #	Sets developer	
mode to on/off/verbose (0-off, 1-on, 2-verbose)	+mlook	Enables mouse look		
give #	Give weapon (Input weapon name in place of #)	hud_quickhelp/text? 1	Shows	
Crosshairs	viewmodel_fov #	Adjusts size of the weapon you're carrying (54 = default)		
exec #	Execute a script file (Input filename in place of #)	cl_drawhud 1		
Toggle HUD display On	cl_enablehud 1	Toggle HUD display On		
cl_showfps 1	Shows FPS Rate	npc_create	Creates an NPC	
npc_create_aimed	Creates an NPC (Aiming away from player)	picker	Toggles Picker	
mode on	setpos	Move player to specified origin	setang	Snap
players eyes to a specified pitch yaw	sv_gravity #	Set Gravity (Add number in place of #)		
sv_stopspeed #	Set Minimum Stopping Speed on ground (Add number in place of #)			
sv_friction #	Set World Friction (Add number in place of #)	sv_bounce #	Sets	
bounce multiplier for physically simulated object collisions		sv_maxvelocity #	Sets Maximum	
Velocity of any moving object (Add number in place of #)		sv_waterdist #	Set Vertical View	
when eyes are near water plane.	air_density #	Change the density of air. (Add number in		
place of #)	dsp_explosion_effect_duration #	Set length of confusion/ear-ringing effect(Add		
number in place of #)	prop_debug	Toggle bounding-boxes debug mode on/off red - ignore		
damage, white - respond to damage, green - health)		sv_soundemitter_filecheck	Toggle	
reporting missing .wav files for sounds	mat_numtextureunits #	Limit the number of texture		
units. (Add number in place of #) (0=Default)	sv_cheats 1	Activates Cheats		
impulse 76	Grunt-O-Matic	give weapon_shotgun	Recieve a Shotgun	
thirdperson	Third Person View	firstperson	First Person View	
mat_depthbias_normal 1	See through walls	ai_disable	toggles enemy AI on/off	
sv_infinite_aux_power 1	gives infinite power for sprinting, etc.	impulse 203		
removes the item or NPC pointed at	mat_fullbright 1	removes all shadows (a 0 restores them)		
skill #	change skill level (# = 1, 2, or 3)	status	shows some game	
info, incl. current map	help \$	replace \$ with a command to get a brief description of it		
sk_max_357 #	# is new max ammo for .357 Magnum	sk_max_ar2 #	# is new	
max ammo for Pulse Rifle	sk_max_ar2_altfire #	# is new max ammo for Pulse Rifle energy		
orbs	sk_max_buckshot #	# is new max ammo for shotgun		
sk_max_crossbow #	# is new max ammo for crossbow	sk_max_grenade #	# is new	
max ammo for hand grenades	sk_max_pistol #	# is new max ammo for pistol		
sk_max_rpg_round #	# is new max ammo for RPG	sk_max_smg1 #	# is new max	
ammo for submachine gun	sk_max_smg1_grenade #	# is new max ammo for SMG grenades		
sv_unlockedchapters #	unlocks chapters 1 thru # (15 is end credits)			
sk_plr_dmg_pistol #	# is new damage value for pistol	sk_plr_dmg_357 #	# is new	
damage value for .357 Magnum	sk_plr_dmg_ar2 #	# is new damage value for Pulse Rifle		
sk_plr_dmg_buckshot #	# is new damage value for shotgun			
sk_plr_dmg_crossbow #	# is new damage value for crossbow	sk_plr_dmg_crowbar #		

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# is new damage value for crowbar grenades	sk_plr_dmg_grenade #	# is new damage value for
sk_plr_dmg_rpg_round #	# is new damage value for RPG rockets	
sk_plr_dmg_smg1 #	# is new damage value for submachine gun	sk_plr_dmg_smg1_grenade
#	# is new damage value for SMG grenades	getpos
for use with setpos	cl_showpos 1	brings up position display in top right of screen (0 removes it)
sv_infinite_aux_power 1		gives infinite power for sprinting, etc.
mat_fullbright 1	removes all shadows (a 0 restores them)	impulse 203
removes the item or NPC pointed at	sk_max_smg1 #	# is new max ammo for submachine gun
net_graph 1	a more thorough fps display	impulse 83
cl_ragdoll_collide 1		Spawn an Air Boat
Enables ragdolls that don't clip through each other, but stack realistically on one another.	physcannon_maxforce #	Changes how hard you propel objects
physcannon_maxmass #	Changes how large pulled objects can be	physcannon_pullforce #
Changes how quickly objects are pulled	physcannon_tracelength #	Changes the length that objects can be pulled from
physcannon_cone #		Changes the radius of the cone used to pick up objects
weapon_357	.357 Magnum	weapon_ar2
Standard Issue Pulse Rifle	weapon_bugbait	Pherapods
Crossbow	weapon_crowbar	Crowbar
Fragmentation Grenade	weapon_physcannon	Zero Point Energy Field Manipulator Gun
weapon_pistol	9mm Pistol	weapon_rpg
Launcher	weapon_shotgun	12-Gauge Shotgun
Submachine Gun	sk_plr_num_shotgun_pellets #	Increases pellets fired from each shotgun shell. 100 works well. 1000+ and it lags.
sk_max_buckshot #		Raises your max number of shells to that number.
sk_plr_dmg_buckshot #		Raises damage done by each pellet.
give item_battery	Increases suit charge by 15 points.	give weapon_annabelle
gives you Father Gregori's modified shotgun	give item_ammo_357	Spawns ammo for the .357 magnum
give item_ammo_crossbow		Spawns ammo for the crossbow
give item_box_mrounds	Spawns primary fire ammo for the submachinegun	give
item_ar2_grenade	Spawns grenades for the submachinegun, oddly enough.....	give
item_rpg_round OR	give item_ml_grenade	Spawns grenades for the RPG
give		
item_box_srounds	Spawns ammo for the 9mm pistol	give item_ammo_ar2
Spawns primary fire ammo for the Overwatch Pulse Rifle	give item_box_buckshot	Spawns shells for the 12-gauge shotgun
Overwatch Pulse Rifle	give item_ammo_ar2_altfire	Spawns energy grenade for the
sk_npc_dmg_shotgun #		NPC's do # damage with shotgun
sk_npc_dmg_smg1 #	NPC's do # damage with the smg	sk_npc_dmg_ar2 #
NPC's do # damage with the pulse rifle	mat_yuv 1	black-and-white mode
host_timescale #	Changes the speed of the game (for slow-mo/fast-mo) (# 1 = faster).	Kill
You die.	ch_createjeep	Make a jeep
an airboat	ch_createairboat	Makes
crosshair 0		Disables Crosshair
shake		Creates an
earthquake.	r_screenoverlay effects/combine_binocoverlay.vmt	Gives you combine vision
during gameplay.	r_screenoverlay effects/tp_eyefx/tp_eyefx.vmt	Gives you weird vision during
gameplay.	item_healthvial	Gives you the small health vial (10HP)
item_healthkit	Gives you the large health kit (25HP)	mat_yuv 0
Enables Color Mode	cl_enablehud 0	Toggles HUD off.
cl_drawhud 0		Toggles HUD off.
sv_unlockedchapters # (Note: 15 is end credits)		Unlock chapters 1 thru #
give		
item_suit	Gives you the HEV Suit	give weapon_physcannon
Gives you Gravity Gun	physcannon_megacannon 1	Makes your Gravity Gun a Super Gravity Gun
npc_create_equipment	weapon_shotgun	NPC spawns equipped with a shotgun.
npc_create_equipment	weapon_smg1	NPC spawns equipped with a SMG.
npc_create_equipment	weapon_ar2	NPC spawns equipped with a pulse rifle.

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npc_create_equipment weapon_crowbar NPC spawns equipped with a crowbar.

npc_create_equipment weapon_RPG NPC spawns equipped with a RPG rocket launcher. Console Code Open the console menu using ~ and input this code: bind key command This binds a console command to a key. Note that if the command has arguments, quotes must be used. For example: bind x "impulse 101" Be careful on which key you choose. If you use a key already in use for the game (W, A, S, D are for movement, 1-6 is used for weapons, G is for gravity gun, etc), the bind command will override the original command, and you will not be able to use it anymore.

	Cheat	Effect
bind X "Impulse 101"		Creates a hot key for instant stock of weapons and ammunition using the "x" key
How to Spawn NPCs	Access the console, type in "npc_create npc_" and replace the name with one of these:	
antlionguard	antlion	
barnacle	barney	breen
combine_s	combinedropship	combinegunship
dog	crow	seagull
gman	eli	fastzombie
headcrab_fast	helicopter	headcrab
ichthyosaur	headcrab_black	headcrab_poison
manhack	kleiner	launcher
mossman	metropolice	monk
cscanner	poisonzombie	rollermine
	stalker	strider
	zombie	zombie_torso
	turret_floor	combine_p
		Map codes Enter these

with the 'map' code in the console. Press ~ to activate the console.

	Cheat	Effect
d1_town_01	Spawns you in Ravenholm	d1_canals_01 Spawns you in the canals.
in train station	d1_under_01 Spawns you in lab	d1_trainstation_01 Spawns you
Spawns you on the coast (Vehicle)	d2_prison_01 Spawns you in Nova Prospekt	d2_coast_01
d3_c17_01 Spawns you in the city 17 rebellion	d3_citadel_01 Spawns you near the beginning of the Citadel.	d2_prison_08 Spawns you near the end of Nova Prospekt.
d2_prison_07 Spawns you in Nova Prospekt after the sixth load point.	d2_prison_06 Spawns you in Nova Prospekt after the fifth load point.	d2_coast_12 Spawns you near the end of the coast area.
d3_citadel_02 Spawns you after the first load point in the Citadel.	d3_citadel_03 Spawns you after the second load point in the Citadel.	d3_citadel_04 Spawns you after the third load point in the Citadel.
d3_citadel_05 Spawns you at the end of the Citadel.	d3_c17_02 Spawns you in City 17 after the first load point.	d3_c17_03 Spawns you in City 17 after the second load point.
d3_c17_04 Spawns you in City 17 after the third load point.	d1_canals_13 Spawns in you in the canals close to the end.	d1_canals_12 Spawns in you in the canals after the eleventh load point.
d1_canals_11 Spawns in you in the canals after the tenth load point.	d1_canal_10 Spawns in you in the canals after the ninth load point.	d1_canal_09 Spawns in you in the canals after the eighth load point.
d1_canal_08 Spawns in you in the canals after the seventh load point.	d1_canals_07 Spawns in you in the canals after the sixth load point.	d1_canals_06 Spawns in you in the canals after the fifth load point.
d1_canals_05 Spawns in you in the canals after the fourth load point.	d1_canals_04 Spawns in you in the canals after the third load point.	d1_canals_03 Spawns in you in the canals after the second load point.
d1_canals_02 Spawns you deeper in the canals.	d1_under_02 Spawns you in the lab chapter after the second load point.	d1_trainstation_05 Spawns in the train station after the third load point.

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d1_trainstation_03	Spawns in the train station after the second load point.	d1_trainstation_02
Spawns you in train station after the first load point.	d1_town_05	Spawns you near the end of Ravenholm.
d1_town_03	Spawns you in Ravenholm after the second load point area.	d1_town_04
Spawns you in Ravenholm after the first load point area.	d1_under_03	Spawns you in the lab chapter after the third load point.
Spawns you near the end of the canals.	d1_under_04	Spawn the lab chapter near the end.
d2_coast_11	Spawns you in the coast area after the tenth load point.	d2_coast_10
Spawns you in the coast area after the ninth load point.	d2_coast_09	Spawns you in the coast area after the eighth load point.
d2_prison_04	Spawns you in Nova Prospekt after the third load point.	d2_prison_05
Spawns you in Nova Prospekt near the end of the level.	d2_prison_03	Spawns you in Nova Prospekt after the second load point.
Spawns you in Nova Prospekt after the first load point.	d2_coast_08	Spawns you in the coast area near the end of it.
d2_coast_07	Spawns you in the coast area after the sixth load point.	d2_coast_06
Spawns you in the coast area after the fifth load point.	d2_coast_05	Spawns you in the coast area after the fourth load point.
d2_coast_04	Spawns you in the coast area after the third load point.	d2_coast_03
Spawns you in the coast area after the second load point.	d2_coast_02	Spawns you in the coast area after the first load point.
d1_trainstation_06	Spawns you near the end of the train station.	d1_eli_02
Spawns you in Eli's Lab.	d1_eli_01	Spawns you after the canal, outside of Eli's Lab.
d3_c17_05	Spawns you in City 17 after the fourth load point.	d3_c17_06
Spawns you in City 17 after the fifth load point.	d3_c17_07	Spawns you in City 17 after the sixth load point.
d3_c17_08	Spawns you in City 17 after the seventh load point.	d3_c17_09
Spawns you in City 17 after the eighth load point.	d3_c17_10	Spawns you in City 17 after the ninth load point.
Spawns you in City 17 after the tenth load point.	d3_c18_11	Spawns you in City 17 after the eleventh load point.
credits	Starts you at the credits intro	d1_breen_01
Starts you at the games Intro.	Spawns you at the beginning of Chapter 13.	d3_c17_13
Spawns you near the end of City 17.	d3_c17_12	Spawns you in City 17 after the eleventh load point.
Weapon cheats	To spawn armor, ammo, weapons, or any items of the nature, first open the console. Then type the following command: give" weapon entity " In place where weapon entity is, you input one of the codes below. The Organic Manipulator cannot be spawned because the map chooses whether or not it is organic. Refer to another cheat for that weapon.	
Cheat	Effect	weapon_shotgun
Shotgun	MP7 with grenade launcher	weapon_rpg
Rocket Launcher	weapon_physcannon	weapon_crowbar
Gordon's classic	item_dynamic_resupply	Fragmentation Grenade
weapon_crossbow	Crossbow	weapon_bugbait
weapon_ar2	Overwatch Standard Issue Pusle-Rifle	Bug Bait (from Antlion Guards)
weapon_357	357 Magnum Revolver	weapon_pistol
Pistol	shotgun, uses 357 magnum ammo	weapon_annabelle
Father Annabelle Grigori's	Slow Deaths	Open the console while playing the game, enter cl_phys_timescale 0.05 or any of the others listed below. (1 sets the game back to normal speed)
Cheat	Effect	0.05
slow	0.5	mid-slow
0.1	super-slow	0.0
stop time	Obtain and use the Super Gravity Gun in early levels	You must have sv_cheats 1 and access to the console for this to work. Enter the following commands in the console in order:
Cheat	Effect	map d3_citadel_04
Changes you to a level	where you start with the super gravity gun	changelevel d1_trainstation_01
Switches you to the first level, replace d1_trainstation_01 with other map names if you want	Give you the gravity gun again	give weapon_physcannon
Console Commands	Use the [~] key during gameplay to bring up the	

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console and enter the following commands there:

Cheat	Effect	stop	Stops recording the current demo.	record
demo_name	Records a demo of all the user's actions within the game until the "stop" command is issued.			
play demo_name	Plays demo.(change demo_name to the demo you want to be played)			

'Alyx Gun' Enter these codes in the console to get the 'Alyx Gun', which appears to be some kind of prototype pistol. Goes as the a third pistol, has 30 bullet clip, no extra ammo, and it looks like an iron bar that was surgically put into Gordon's side.

	Cheat	Effect
give weapon_alyxgun	Gives you the 'Alyx Gun'	sk_plr_dmg_alyxgun # #
is new damage for Alyx Gun (default 150 (default 0))	sk_max_alyxgun #	# is new max ammo for Alyx Gun