

gsAmbientSoundSystemReload
Reloads the ambient sound system

gsAmbientSoundSystemToggleDebugView
Toggles the ambient sound system debug view

gsAsyncManagerToggleDebugView
Toggles the debug view for overlaps and raycasts
gsAutoSave
Enables/disables auto save

gsAutoSaveInterval
Sets the auto save interval

gsBrandUsageList
Prints a list of all used brands

gsCameraFovSet
Sets camera field of view angle

gsCameraManagerDebug
Toggle camera manager debug mode

gsCollisionFlagShowAll
Shows all available collision flags

gsCollisionMaskMappingReload
gsCollisionMaskMappingVerbose
gsCollisionPresetsExport
Export all collision presets to xml files

gsCustomEnvMapList
gsCustomEnvMapSet index
gsDebugManagersClearElements
Removes all permanent elements and functions from DebugManager

gsDebugManagerGroupRemove
Remove group and its debug elements

gsDebugManagerGroupVisibilitySet groupId, [visibility]
Toggle or set visibility of given group name

gsDebugManagerGroupsList
List all currently used debug element groups with visibility and number of elements

gsDebugPhysicsCollisionsGroup
Opens a dialog to modify collision group debug options

gsDepthOfFieldSetFarParams farCoC, farStart, farEnd
Set far depth of field parameters

gsDepthOfFieldSetNearParams enabled, nearCoC, nearEnd
Set far depth of field parameters

gsDestructibleObjectsDamageAdd
Add damage to destructible object camera is pointed at

gsDestructibleObjectsDebug
Toggle DestructibleMapObjectSystem debug

gsEnvironmentAreaSystemToggleDebugView
Toggles the environment checker debug view

gsEnvironmentAutoExposureToggle
Toggles auto exposure

gsEnvironmentFixedVisualsSet periodIndex
Sets the visual seasons to a fixed period

gsEnvironmentMaskSystemToggleDebugView
Toggles the environment mask system debug view

gsEnvironmentReload
Reloads environment

gsEnvironmentSeasonalShaderDebug
Shows the current seasonal shader parameter

gsEnvironmentSeasonalShaderSet
Sets the seasonal shader to a forced value

gsFarmSet
Set farm for current player or vehicle

gsFruitTypesExportStats
Exports the fruit type stats into a text file

gsGuiDebug
gsGuiDrawHelper [lineSpacing [0..1]]
gsGuiFocusDebug
gsGuiSafeFrameShow
gsHudVisibility
Toggle HUd visibility

gsI3DCacheClean
Removes all cached i3d files to ensure the latest versions are loaded from disk

gsI3DCacheShow
Show active i3d cache

gsI3DLoadingDelaySet minDelaySec, [maxDelaySec], [minDelayCachedSec],
[maxDelayCachedSec]
Sets loading delay for i3d files

gsI3DPrintActiveLoadings
Print active loadings

gsIgnitionLockDebug
Toggles the ignition lock debug view

gsInputContextPrint

gsInputContextShow

gsInputDebug

gsInputDebugControllerSymbols

gsInputRegisteredActionsShow

gsLicensePlateCreateAllIcons numX, numY, variationIndex, position
Create license plate icons for AI vehicles

gsLightProfileToggle
Toggles between high and low light profile on vehicles & placeables

gsMaterialManagerDebug
Debug particle effect

gsNetworkDebug
Toggle network debugging

gsNetworkShowObjects
Toggle network show objects

gsNetworkShowTraffic
Toggle network traffic visualization

gsNetworkShowTrafficClients
Toggle client network traffic visualization

gsNoteExport
Exports currently created note nodes as i3d file

gsNoteList
Lists currently created note nodes in console/log

gsObjectMaskPresetsExport
Export all object mask presets to xml files

gsOverlayManagerReset
Deletes all currently loaded texture configurations

gsParticleSystemDebug
Debug particle effect

gsPedestrianSystemDebug
Debug pedestrian system

gsPedestrianSystemReload
Reload pedestrian system xml

gsPedestrianSystemToggle
Toggle pedestrian system

gsPlayerAnimationDebug
Toggles animation debug view

gsPlayerAnimationReload
Reloads the animations

gsPlayerDebugFlagToggle
Toggles the debug display flag with the given name for the player

gsPlayerDebugFlagVerbosityToggle
Toggles the debug display verbosity flag with the given name for the player

gsPlayerFlightToggle
Enables flight to be toggled (key J). Use keys Q and E to change altitude

gsPlayerNoClipToggle [disableTerrainCollision]
Toggles player collision. First argument is a boolean to determine if collision with the terrain should also be disabled

gsPlayerSoundsDebug
Toggles sounds debug view

gsPlayerSoundsReload
Reloads the sounds

gsPlayerSuperSpeedToggle
Massively increases the movement speed of the player

gsPlayerSuperStrengthToggle
Toggles the super strength mode for the player

gsPowerConsumerSet
Sets properties of the powerConsumer specialization

gsProductionPointSetFillLevel

gsProductionPointSetOutputMode

gsProductionPointSetOwner

gsProductionPointSetProductionState

gsProductionPointsList

List all production points on map

gsProductionPointsPrintAutoDeliverMapping

Prints which fillTypes are required by which production points

gsRenderColorAndDepthScreenShot

gsReverbSystemSettingsReload

Reloads the reverb settings

gsReverbSystemToggleDebugView

Toggles the reverb debug view

gsScriptCommandsList

Lists script-based console commands. Use 'help' to get all commands

gsSearch

Searches for script-based console commands containing the given string (name and description).
Use 'help' to get all commands

gsSetFixedExposureSettings keyValue, minExposure, maxExposure

Sets fixed exposure settings

gsSetHighQuality coeff, [foliageCoeff: default=coeff*0.5]

Increase draw and LOD distances of foliage, terrain and objects

gsShallowWaterSimDebug

Toggle shallow water simulation debug mode

gsShallowWaterSimExtraDepthSet extraDepth

Set water simulation extra depth

gsShallowWaterSimPaint [circle|rect], [velocityScale], [radiusOrWidth], [height]

Paint shape on simulation

gsShallowWaterSimParamSet updateStepTime, externalAcceleration, dampening

Set water simulation parameters

gsShallowWaterSimReset

Reset water simulation

gsShopUIToggle

Toggle shop config screen UI visibility

gsSoundManagerDebug

Toggle SoundManager global debug mode

gsSoundMixerDebug

Toggle sound mixer debug mode

gsSplineDebug [displayEPs]
Toggles debug visualization for all splines currently in the scene

gsStoreItemsReload
Reloads storeItem data

gsTensionBeltDebug
Toggles the debug tension belt rendering of the vehicle

gsTimeSet timeHours, [skipDayOnly]
Sets the day time in hours

gsToneMapping
Toggle Tone Mapping dialog visibility

gsTrafficSystemLightsDebug light|left|right|brake
Reloads traffic system

gsTrafficSystemReload
Reloads traffic system

gsTrafficSystemToggleDebug
Enables debug rendering for the collision geometry

gsTrafficSystemValidate
Validates traffic system setup

gsVehicleAnalyze
Analyze vehicle

gsVehicleBottomArmSetWidth
Sets the width of the bottom arm to a certain category width

gsVehicleDebug
Toggles the vehicle debug values rendering

gsVehicleDebugAttacherJointConnections jointIndex
Visualization of the connection hoses and power take offs per attacher joint

gsVehicleDebugCastShadow
Visualizes all shapes that cast shadows

gsVehicleDebugCylindereUpdateDebug
Shows the name of each movingPart or movingTool that is updated

gsVehicleDebugDecalLayer
Visualizes all shapes with decal layer

gsVehicleDebugLOD
Enables vehicle LOD debug

gsVehicleDebugLightIESProfiles

Enables and disables IES profiles on the light source (only the automatically assigned profiles)

gsVehicleDebugMaterial materialTemplateName

Visualizes all shapes that got the given material template assigned

gsVehicleDebugMergeGroups

Visualizes all merge groups

gsVehicleDebugPassengerSeats

Enables debugging for passenger seat character targets

gsVehicleDebugPowerTakeOffs

Spawns all power take offs in front of the player

gsVehicleDebugSharedLights [defaultLight], [brakeLight], [highBeam], [workLightBack],
[workLightFront], [turnLightLeft], [turnLeftRight], [reverseLight] Spawns all shared
lights in front of the player

gsVehicleDebugToggleWheelDisplacement

Toggles the interaction of the wheels with the displacement

gsVehicleDebugTopLights

Toggles between top and bottom lights

gsVehicleDebugWetness

Visualizes the wetness masking of the vehicle

gsVehicleDebugWheelEffects

Enabled the wheel effects all the time

gsVehicleExportScenegraph

Exports the vehicle scenegraph to a xml file

gsVehicleRecordAnimation

Turns on the state recording for the given animationName

gsVehicleRecordState

Starts and stops vehicle state recording

gsVehicleReload [resetVehicle], [radiusAroundPlayer]

Reloads currently entered vehicle or vehicles within a range when second radius parameter is given

gsVehicleSaleSystemRefresh

Generate new set of sale items

gsWeatherAdd

Adds a weather object by type

gsWeatherDebug

Toggles weather debug

gsWeatherReload
Reloads weather data

gsWeatherSet
Sets a weather object by type

gsWeatherSetClouds
Sets cloud data

gsWeatherSetDebugWind
Sets wind data

gsWeatherSetFog enabled, coverageEdge0, coverageEdge1, groundFogLevelDensity,
groundFogExtraHeight, groundFogMinVallyDepth, heightFogMaxHeight, heightFogLevelDensity
Sets fog values

gsWeatherToggleRandomWindWaving
Toggles waving of random wind

gsWeatherTwisterSpawn
Adds a twister at current position in current direction

gsWildlifeDespawnAll
Despawns all current instances

gsWildlifeForceSpawnAtLookAt
Forces an instance of the given species to spawn at the position the player is looking at

gsWildlifeSetDisplayedSpecies
Sets the species whose spawn chance is shown on the debug minimap to the species with the given name

gsWildlifeSetMaximumBudget
Sets the maximum budget of the wildlife manager, determining how many total instances can be spawned

gsWildlifeSpawnFlyingInstance
Spawns the given number of flying instances that travel over the player

gsWildlifeToggleAI
Toggles instance AI on/off (does not work for companions, i.e. deer)

gsWildlifeToggleDebugView
Toggles the debug view for the wildlife system

gsWildlifeToggleDespawning
Toggles despawning on/off

gsWildlifeToggleRandomPositionDisplay
Toggles random positions being shown in the debug view every frame, for debugging spawn positions

gsWildlifeToggleSpawning
Toggles spawning on/off

gsWiperStateSet
Sets the given wiper state for all vehicles

gsWorldAttributesToggleDebugView
Toggles the debug view for the local world attributes

gsXMLGenerateSchemas
Generates xml schemas

vdRealClockPrintCurrentValues
Prints the current position and fontSize into console

vdRealClockResetToDefault
Set the changed values back to their defaults

vdRealClockSaveSettings
Saves the current values into the settings file

vdRealClockSetFontSize
Set the font size of the clock, requires one argument

vdRealClockSetPosition
Set the position of the clock, requires two arguments x and y with a value from $0 < 1$
Listed 153 script-based console commands. Use 'help' to get all commands
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