

Devmode Tutorial

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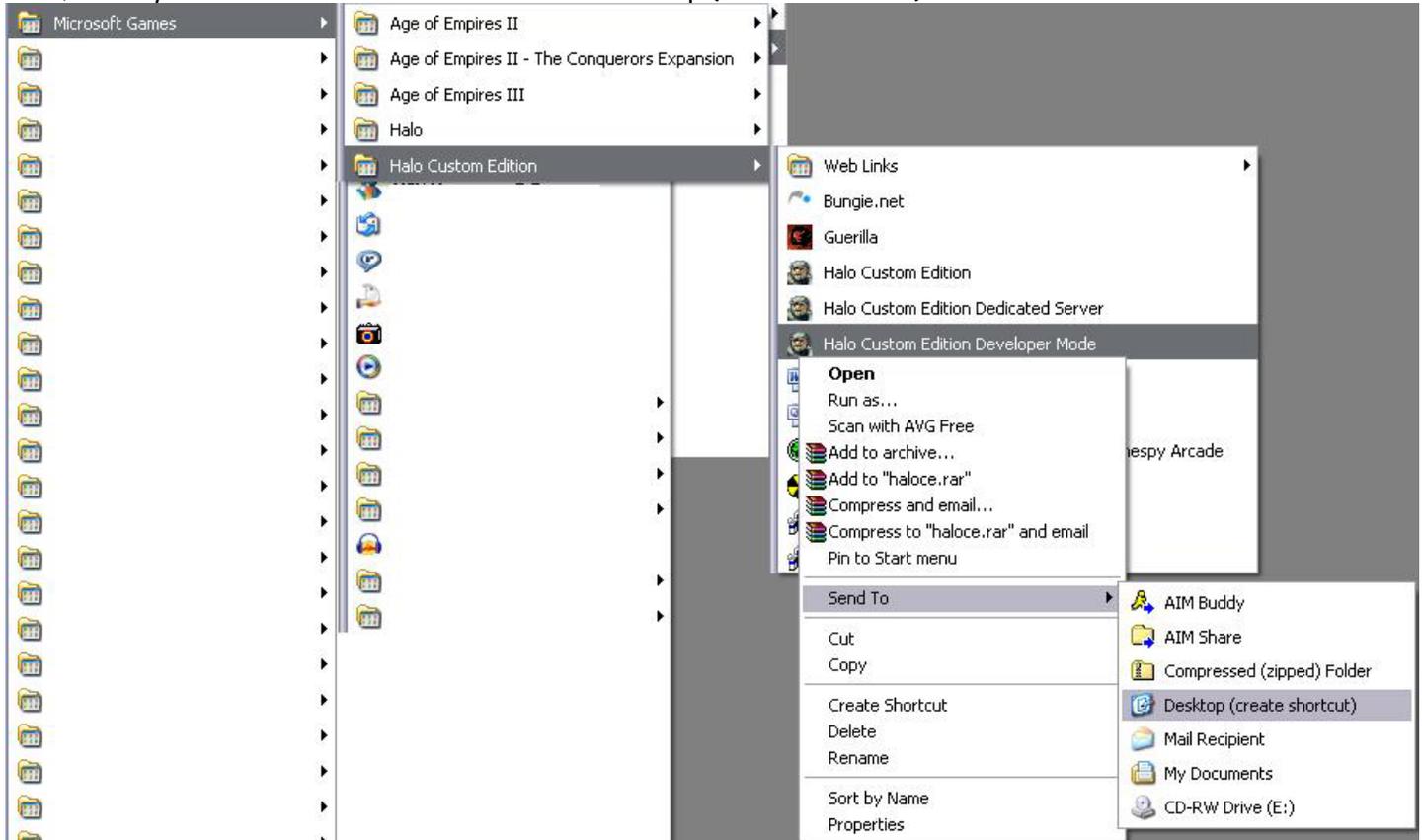
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Setting up a shortcut to devmode on your desktop

(NOTE - If you already have set-up a short-cut and just want to know the commands, skip over this page!)

I'm sure a lot of people don't know this, but I'll let you in on a little secret. Click start, go all programs>Microsoft games> Halo Custom Edition. And in there is "Halo Custom Edition Developer Mode". Right click, hover your mouse over "send to" and click "Desktop (create shortcut)



Click it to start up Halo CE in Devmode!

Just a note, LAN is only available in Devmode, if you want to access the other options, start halo CE up with your original short-cut (if you had one), not the Halo CE Developer short-cut.

The Commands!

There are hundreds and hundreds of various Commands that are able to be used in Devmode, I'll just be going over the usable/funner ones.

To activate the command panel that lets you use these commands, hit the ~ key. It should be in the top right corner of your keyboard, below escape and above tab.

Helpful Hints.

You can take ANY command from here, highlight it, copy it, and paste it into the command panel. To paste it, just right click!

Typing in Cheat, then hitting tab will give you all the commands starting with "cheat". Type in anything, see if it comes up!

Cheats!

Cheat_all_powerups - This spawns one of each powerup around the player

Cheat_all_vehicles - This spawns one of each vehicle around the player

Cheat_all_weapons - This spawns one of each weapon around the player, including the flag and oddball skull

Cheat_spawn_warthog - This will spawn one regular warthog next to the player

Cheat_bump_possession <#> - This lets you take control of any character you make contact with

Cheat_deathless_player <#> - This makes you absolutely invincible, even from falling but be aware someone can kill you if you get hit in the back!

Cheat_bottomless_clip <#> - Gives you unlimited ammo

Cheat_infinite_ammo <#> - Same as bottomless clip, but lets you reload

Cheat_medusa <#> - Any enemy that looks at the player will automatically die

Cheat_super_jump <#> - This lets you jump very high. (should be used with deathless player Cheat, otherwise you may die while falling)

Cheat_jetpack <#> - No fall damage

Cheat_active_camoflaughe <#> - Gives you Active Camo.

Cheat_teleport_to_camera - Teleports you to the camera.

NOTE - where <#> appears, you put a 0 or a 1. 0 turns the cheat off, 1 turns it on.

Using The Camera

First off, to the camera to where you are and the way you are facing, Type "**Debug_camera_save**". Now to load the camera, type "**Debug_camera_load**".

Movement.

To start moving, hold down the middle mouse button/scroll mouse.

W - Forwards.

S - Backwards.

A - Strafe left.

D - Strafe right.

R - Move up

F - Move down

G - Spin camera on the X axis???

Scroll mouse up - slows down the camera movement

Scroll mouse down - speeds yo the camera movement

Camera_control 0 - takes you back to *MCs* view.

Manipulating The HUD

Showing + Hiding Stuff

Hud_show_crosshair 0/1 - makes crosshair disappear.

Hud_show_shield 0/1 - makes shield bar disappear.

Hud_blink_shield 0/1 - makes the shield bar blink

Hud_show_health 0/1 - makes health bar disappear.

Hud_blink_health 0/1 - makes the little health + to blink

Hud_show_motion_sensor 0/1 - makes the radar disappear

Hud_blink_motion_sensor 0/1 - Makes the motion sensor (of all things) to blink red and green????

Show_Hud 0/1 - Makes the whole HUD disappear.

The HUD Timer.

Hud_set_timer_time <minutes> <seconds> - Typing `Hud_set_timer_time 10 05` will make the timer appear in the top corner, counting down from 10 minutes and five seconds. You get the idea.

Hud_set_timer_position <x-axis> <y-axis> <HUD corner> - Typing in `Hud_set_timer_position 0 0 top_right`, will put the timer snug in the top right corner. Same goes for the `bottom_right`, `bottom_left` and `top_left`. Fiddle around with the x & y settings for a more precise setting.

Use `Hud_set_timer_position 250 280 top_right` to set the timer underneath your crosshair.

Hud_set_timer_warning_time <minutes> <seconds> - This set the timer to flash red when told to. So putting in `Hud_set_timer_warning_time 1 00`, will make the time flash red when the time reaches 1 minute to go.

Cinematics

Cinematic_start <#> - Starts the cutscene (when in multiplayer the letterbox bars will come up, and you'll be frozen in place_

Cinematic_stop <#> - Ends the cutscene

Cinematic_show_letterbox <#> - Shows the letterbox bars, but doesn't stop you from moving (it also makes the HUD timer look nicer)

Miscellaneous Commands

Object_destroy_all - Destroys all the objects on the map. This includes scenery, vehicles and bipeds.

Rider_ejection <#> - Makes you stay in a vehicle, even if it has flipped.

AI_Allegiance <team> <team> - (only works in SP) makes the specific kind of enemy your ally. E.g putting in `AI_allegiance player flood` will make you allies with the flood. Teams are player, covenant, flood, sentinel.

Quit - Does what it says, quits the game.

Rasterizer_fog_atmosphere <#> - Takes out the atmospheric fog

Rasterizer_fog_plane <#> - Will take out the fog plane

Rasterizer_Wireframe <#> - Shows the map in wireframe

Commands In Action!

Here are various commands that are in this tutorial. The command(s) used will be shown at the bottom of each pic.

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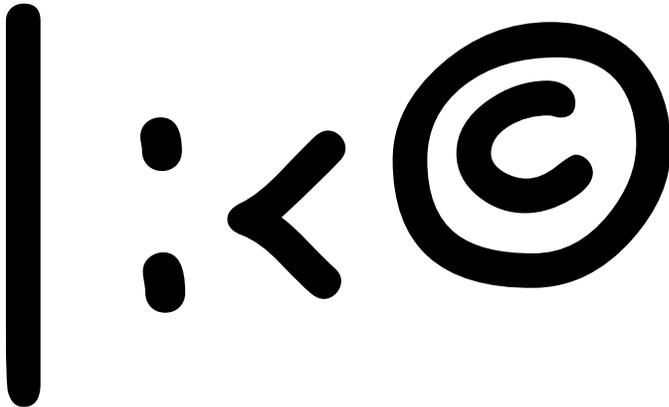
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And that concludes this tutorial on how to use Devmode! This will be updated when I can be bothered/find new stuff. Anything you know of that I can add, PM me the gearbox forums. My username is Timo12 for those who don't know me :D



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