

DEUS EX ADMIN COMMANDS

Compiled by Moop

Many commands require the 'admin' keyword in front of them:
admin invisible 1

Also, commands can take many different inputs:

summon greasel
summon weaponlam
summon terrorist
summon chair

If you want to use a mod, then open deusex.ini
find the [Editor.EditorEngine] section
then add a line at the end
EditPackages=MyMod

If you want to host a mod on a server
find [DeusEx.DeusExGameEngine]
add a line for the mod
ServerPackages=MyMod
make sure you have a line for each file the mod contains (.u, .utx, etc)

How to log in as administrator or use codes:
open the console, which will appear as a small white ">" character
in the lower left of your screen. Type
set human bcheatsenabled true

This step can be eliminated if your shortcut for Deus Ex includes the -hax0r flag. To edit your shortcut, rightclick on the Deus Ex shortcut icon, and change the "Target:" box, so that the flag -hax0r is added after the closed quotation. It should look something like this (assuming your path to Deus Ex is c:\DeusEx):

```
"C:\DeusEx\System\DeusEx.exe" -hax0r
```

Note the "0" in the word hax0r is a zero.

In Deus Ex servers, one can log in as an administrator, which enables that person to use codes and commands.
The administrator password is set by the host of the server. Some commands are accessible only by someone logged in as administrator.

```
adminlogin <password>
```

Commands are listed later in this document.
Other code-enabling commands based on multiplayer skin:
set deusex.jcdentonmale bcheatsenabled true
set deusex.mpunatco (or mpnsf) bcheatsenabled true

Throughout this document, some commands will refer to human instead of jcdentonmale. This is because the player class jcdentonmale has been replaced in the MTL code. If you do not have MTL installed, use jcdentonmale as the target word.

DEUS EX WEBSITES:

<http://www.deusex-online.com>
<http://unreal.epicgames.com>
<http://www.planetdeusex.com>
<http://www.planetdeusex.com/deused/>

<http://www.deus-ex.org>
<http://thevoid.fpinteractive.com/void>
<http://www.dxmp.net/>
<http://www.dxediting.com/>
<http://moop.cannonfooder.co.uk/>
<http://www.deusex-machina.com/>
<http://dxzone.myexp.de/>
<http://www.stanford.edu/~bescoto/deusex.html>
<http://www.dxmp.net/images/potw/6.jpg>

AUGMENTATION LIST:

AugAquaLung = **Aqualung**
AugBallistic = **Ballistic Protection**
AugCloak = **Cloak**
AugCombat = **Combat Strength**
AugDataLink = **Data Link (SP only)**
AugDefense = **Aggressive Defense System (ADS)**
AugDrone = **Remote Spy Drone**
AugEMP = **EMP Shield**
AugEnviro = **Environmental Resistance**
AugHealing = **Regenerative Healing**
AugHeartLung = **Synthetic Heart (SP only)**
AugIFF = **Identify Friend or Foe (red/green)**
AugLight = **Light**
AugMuscle = **Microfibril Muscle**
AugPower = **Power Recirculator**
AugRadarTrans = **Radar Transparency**
AugShield = **Energy Shield**
AugSpeed = **Speed**
AugStealth = **Move Silently**
AugTarget = **Targeting**
AugVision = **Vision**

SKINS:

Set JCDentonMale MultiSkins Nano_SFX
This will give all JC players (only deathmatch) a cool electric looking skin! Also try Ambrosia_SFX for Ambrosia skin!
I can't remember other names of textures right now, other than some metal textures, ClenGrayMetal_A / B and Galvanzd. But those won't work unless the map has the texture already in them....
the textures I said before are always loaded because they are needed when summoning certain items.

CHANGING MESHES:

you can also change projectile meshes
set rocketlaw mesh hkbuddha
mesh names are *not* always the same as the object names

```
summon cat  
(summon it first - you must do this in order to load the mesh)  
set human mesh cat  
set human drawscale <value> (1.0 is default)  
set karkian fatness <0-255> (128 is default)
```

Some people meshes:
unatco, nsf terrorist, and mj12 all use jumpsuit
jcdenton uses trench
set <mpnsf, mpunatco, mpmj12, jcdentonmale> mesh earth

set human mesh gm_trench
set human mesh mp_jumpsuit
set rat mesh fleshfragment1

GM_Trench
GM_Jumpsuit
GFM_SuitSkirt
GFM_TShirtPants AnnaNavarre mesh
GFM_Dress hooker1 mesh

AttackHelicopter
AugmentationCannister
Basketball
BoneSkull
Cat
Doberman
Greasel
DXLogo
Earth
FirePlug
Fish2
Fly
GepGun3rd
Gray
HangingChicken
HKBuddha
HKTukTuk
Karkian
LifeSupportBase
Mailbox
MilitaryBot
MiniSub
Moon
NanoSword
NanoSword3rd
NYEagleStatue
NYLibertyTorch
NYPoliceBoat
Pigeon
Pinball
Plant2
Rat
RoadBlock
SatelliteDish
Seagull
SphereEffect
SpiderBot
StatueLion
Sword3rd
TrafficLight
Van
WHPiano

object list (also the class of the object)
summon these directly

IonStormLogo
EidosLogo
DXLogo
DXText
SatelliteDish

object name, object description

AcousticSensor "Gunfire Acoustic Sensor"
AdaptiveArmor "Thermoptic Camo"
AIPrototype "AI Prototype"
AlarmLight "Alarm Light"
AlarmUnit "Alarm Sounder Panel"
AlexJacobson "Alex Jacobson"
Ammo10mm "10mm Ammo"
Ammo20mm "20mm HE Ammo"
Ammo3006 "30.06 Ammo"
Ammo762mm "7.62x51mm Ammo"
AmmoBattery "Prod Charger"
AmmoDart "Darts"
AmmoDartFlare "Flare Darts"
AmmoDartPoison "Tranquilizer Darts"
AmmoEMPGrenade "EMP Grenade"
AmmoGasGrenade "Gas Grenade"
AmmoLAM "LAM"
AmmoNanoVirusGrenade "Scramble Grenade"
AmmoNapalm "Napalm Canister"
AmmoPepper "Pepper Cartridge"
AmmoPlasma "Plasma Clip"
AmmoRocket "Rockets"
AmmoRocketWP "WP Rockets"
AmmoSabot "12 Gauge Sabot Shells"
AmmoShell "12 Gauge Buckshot Shells"
AnnaNavarre "Anna Navarre"
ATM "Public Banking Terminal"
AttackHelicopter "Attack Helicopter"
AutoTurret "Turret Base"
AutoTurretGun "Autonomous Defense Turret"
BallisticArmor "Ballistic Armor"
Barrel1 "Barrel"
BarrelAmbrosia "Ambrosia Storage Container"
BarrelFire "Burning Barrel"
BarrelVirus "NanoVirus Storage Container"
Bartender "Bartender"
Basket "Wicker Basket"
Basketball "Basketball"
Binoculars "Binoculars"
BioelectricCell "Bioelectric Cell"
BoatPerson "Boat Person"
BobPage "Bob Page"
BobPageAugmented "Augmented Bob Page"
BoneFemur "Human Femur"
BoneSkull "Human Skull"
BookClosed "Book"
BookOpen "Book"
BoxLarge "Cardboard Box"
BoxMedium "Cardboard Box"
BoxSmall "Cardboard Box"
BumFemale "Bum"
BumMale "Bum"
BumMale2 "Older Bum"
BumMale3 "Bum"
Businessman1 "Businessman"
Businessman2 "Businessman"
Businessman3 "Businessman"
Businesswoman1 "Businesswoman"
Butler "Butler"
Button1 "Button"
CageLight "Light Fixture"
Candybar "Candy Bar"

Cart "Utility Push-Cart"
Cat "Cat"
CeilingFan "Ceiling Fan Blades"
CeilingFanMotor "Ceiling Fan Motor"
Chad "Chad"
Chair1 "Chair"
ChairLeather "Comfy Chair"
Chandelier "Chandelier"
Chef "Chef"
ChildMale "Child"
ChildMale2 "Child"
CigaretteMachine "Cigarette Machine"
Cigarettes "Cigarettes"
CleanerBot "Cleaner Bot"
ClothesRack "Hanging Clothes"
CoffeeTable "Coffee Table"
ComputerPersonal "Personal Computer Terminal"
ComputerPublic "Public Computer Terminal"
ComputerSecurity "Security Computer Terminal"
ControlPanel "Electronic Control Panel"
Cop "Cop"
CouchLeather "Leather Couch"
CrateBreakableMedCombat "Combat Supply Crate"
CrateBreakableMedGeneral "General Supply Crate"
CrateBreakableMedMedical "Medical Supply Crate"
CrateExplosiveSmall "TNT Crate"
CrateUnbreakableLarge "Metal Crate"
CrateUnbreakableMed "Metal Crate"
CrateUnbreakableSmall "Metal Crate"
Credits "Credit Chit"
Cushion "Floor Cushion"
Dart "Dart"
DartFlare "Flare Dart"
DartPoison "Tranquilizer Dart"
DataCube "DataCube"
DentonClone "JC Denton Clone"
Doberman "Doberman"
Doctor "Doctor"
EMPGrenade "Electromagnetic Pulse (EMP) Grenade"
Fan1 "Fan"
Fan1Vertical "Fan"
Fan2 "Fan"
Faucet "Faucet"
Female1 "Female"
Female2 "Female"
Female3 "Female"
Female4 "Female"
FireExtinguisher "Fire Extinguisher"
FlagPole "Flag Pole"
Flare "Flare"
Flask "Lab Flask"
Fleshfragment "Bits of Flesh"
Flowers "Flowers"
Fly "Fly"
FordSchick "Ford Schick"
GarySavage "Gary Savage"
GasGrenade "Gas Grenade"
GilbertRenton "Gilbert Renton"
GordonQuick "Gordon Quick"
Gray "Gray"
Greasel "Greasel"
GuntherHermann "Gunther Hermann"
HangingChicken "Slaughtered Chicken"

HangingShopLight "Flourescent Light"
HarleyFilben "Harley Filben"
HazMatSuit "Hazmat Suit"
HKBirdcage "Birdcage"
HKBuddha "Buddha Statue"
HKChair "Chair"
HKCouch "Bench"
HKHangingLantern "Paper Lantern"
HKHangingLantern2 "Paper Lantern"
HKHangingPig "Slaughtered Pig"
HKIncenseBurner "Incense Burner"
HKMarketLight "Hanging Light"
HKMarketTable "Table"
HKMarketTarp "Canvas Tarp"
HKMilitary "Chinese Military"
HKTable "Table"
HKTukTuk "TukTuk"
Hooker1 "Hooker"
Hooker2 "Hooker"
HowardStrong "Howard Strong"
JaimeReyes "Jaime Reyes"
Janitor "Janitor"
JCDouble "JC Denton"
Jock "Jock"
JoeGreene "Joe Greene"
JoJoFine "JoJo Fine"
JordanShea "Jordan Shea"
JosephManderley "Joseph Manderley"
JuanLebedev "Juan Lebedev"
JunkieFemale "Junkie"
JunkieMale "Junkie"
Karkian "Karkian"
KarkianBaby "Baby Karkian"
Keypad "Security Keypad"
LAM "Lightweight Attack Munition (LAM)"
Lamp1 "Table Lamp"
Lamp2 "Halogen Lamp"
Lamp3 "Desk Lamp"
Lightbulb "Light Bulb"
LightSwitch "Switch"
Liquor40oz "Forty"
LiquorBottle "Liquor"
Lockpick "Lockpick"
LowerClassFemale "Lower Class"
LowerClassMale "Lower Class"
LowerClassMale2 "Lower Class"
LuciusDeBeers "Lucius De Beers in a life support tube"
MaggieChow "Maggie Chow"
Maid "Maid"
Mailbox "Mailbox"
Male1 "Male"
Male2 "Male"
Male3 "Male"
Male4 "Male"
MargaretWilliams "Margaret Williams"
MaxChen "Max Chen"
Mechanic "Mechanic"
MedicalBot "Medical Bot"
MedKit "Medkit"
MIB "Man In Black"
MichaelHamner "Michael Hamner"
Microscope "Microscope"
MilitaryBot "Military Bot"

MiniSub "Mini-Submarine"
MJ12Commando "MJ12 Commando"
MJ12Troop "MJ12 Troop"
MorganEverett "Morgan Everett"
Multitool "Multitool"
Mutt "Dog"
NanoKey "NanoKey"
NanoVirusGrenade "Scramble Grenade"
NathanMadison "Nathan Madison"
Newspaper "Newspaper"
NewspaperOpen "Newspaper"
NicoletteDuClare "Nicolette DuClare"
Nurse "Nurse"
NYPoliceBoat "Police Boat"
OfficeChair "Swivel Chair"
Pan1 "Frying Pan"
Pan2 "Pot"
Pan3 "Frying Pan"
Pan4 "Pot"
PaulDenton "Paul Denton"
PhilipMead "Philip Mead"
Phone "Telephone"
Pigeon "Pigeon"
Pillow "Pillow"
Pinball "Pinball Machine"
Plant1 "Houseplant"
Plant2 "Houseplant"
Plant3 "Houseplant"
Poolball "Poolball"
PoolTableLight "Hanging Light"
Pot1 "Clay Pot"
Pot2 "Clay Pot"
POVCorpse "body"
RachelMead "Rachel Mead"
Rat "Rat"
Rebreather "Rebreather"
RepairBot "Repair Bot"
RetinalScanner "Retinal Scanner"
RiotCop "Riot Cop"
RoadBlock "Concrete Barricade"
Sailor "Sailor"
SamCarter "Sam Carter"
SandraRenton "Sandra Renton"
SarahMead "Sarah Mead"
ScientistFemale "Scientist"
ScientistMale "Scientist"
ScubaDiver "Scuba Diver"
Seagull "Seagull"
Secretary "Secretary"
SecretService "Secret Service Agent"
SecurityBot2 "Security Bot"
SecurityBot3 "Security Bot"
SecurityBot4 "Security Bot"
SecurityCamera "Surveillance Camera"
ShipsWheel "Ship's Wheel"
ShopLight "Flourescent Light"
ShowerFaucet "Shower Faucet"
ShowerHead "Shower Head"
Shuriken "Throwing Knife"
SignFloor "Caution Sign"
Smuggler "Smuggler"
Sodacan "Soda"
Soldier "Soldier"

SoyFood "Soy Food"
SpiderBot "SpiderBot"
SpiderBot2 "Mini-SpiderBot"
SpyDrone "Remote Spy Drone"
StantonDowd "Stanton Dowd"
SubwayControlPanel "Subway Control Panel"
Switch1 "Switch"
Switch2 "Switch"
TAD "Telephone Answering Machine"
TechGoggles "Tech Goggles"
Terrorist "Terrorist"
TerroristCommander "Terrorist Commander"
ThugMale "Thug"
ThugMale2 "Thug"
ThugMale3 "Thug"
TiffanySavage "Tiffany Savage"
TobyAtanwe "Toby Atanwe"
Toilet "Toilet"
Toilet2 "Urinal"
TracerTong "Tracer Tong"
TrafficLight "Traffic Light"
Trashbag "Trashbag"
Trashbag2 "Trashbag"
TrashCan1 "Trashcan"
Trashcan2 "Trashcan"
TrashCan3 "Trashcan"
TrashCan4 "Trashcan"
TrashPaper "Paper"
TriadLumPath "Gang Member"
TriadLumPath2 "Gang Leader"
TriadRedArrow "Gang Member"
Trophy "Trophy Cup"
Tumbleweed "Tumbleweed"
UNATCOTroop "UNATCO Troop"
Valve "Valve"
Van "Black Van"
Vase1 "Vase"
Vase2 "Vase"
VendingMachine "Vending Machine"
VialAmbrosia "Ambrosia Vial"
VialCrack "Zyme Vial"
WaltonSimons "Walton Simons"
WaterCooler "Water Cooler"
WaterFountain "Water Fountain"
WeaponAssaultGun "Assault Rifle"
WeaponAssaultShotgun "Assault Shotgun"
WeaponBaton "Baton"
WeaponCombatKnife "Combat Knife"
WeaponCrowbar "Crowbar"
WeaponEMPGrenade "Electromagnetic Pulse (EMP) Grenade"
WeaponFlamethrower "Flamethrower"
WeaponGasGrenade "Gas Grenade"
WeaponGEPGun "Guided Explosive Projectile (GEP) Gun"
WeaponHideAGun "PS20"
WeaponLAM "Lightweight Attack Munitions (LAM)"
WeaponLAW "Light Anti-Tank Weapon (LAW)"
WeaponMiniCrossbow "Mini-Crossbow"
WeaponModAccuracy "Weapon Modification (Accuracy)"
WeaponModClip "Weapon Modification (Clip)"
WeaponModLaser "Weapon Modification (Laser)"
WeaponModRange "Weapon Modification (Range)"
WeaponModRecoil "Weapon Modification (Recoil)"
WeaponModReload "Weapon Modification (Reload)"

WeaponModScope "Weapon Modification (Scope)"
 WeaponModSilencer "Weapon Modification (Silencer)"
 WeaponNanoSword "Dragon's Tooth Sword"
 WeaponNanoVirusGrenade "Scramble Grenade"
 WeaponPepperGun "Pepper Gun"
 WeaponPistol "Pistol"
 WeaponPlasmaRifle "Plasma Rifle"
 WeaponProd "Riot Prod"
 WeaponRifle "Sniper Rifle"
 WeaponSawedOffShotgun "Sawed-off Shotgun"
 WeaponShuriken "Throwing Knives"
 WeaponStealthPistol "Stealth Pistol"
 WeaponSword "Sword"
 WHBenchEast "Bench"
 WHBenchLibrary "Bench"
 WHBookstandLibrary "Bookstand"
 WHCabinet "Cabinet"
 WHChairDining "Chair"
 WHChairOvalOffice "Leather Chair"
 WHChairPink "Chair"
 WHDeskLibrarySmall "Desk"
 WHDeskOvalOffice "Desk"
 WHEndtableLibrary "Table"
 WHFireplaceGrill "Fireplace Grating"
 WHFireplaceLog "Log"
 WHPhone "Telephone"
 WHPiano "Grand Piano"
 WHRedCandleabra "Candelabra"
 WHRedCouch "Couch"
 WHRedEagleTable "Table"
 WHRedLampTable "Table"
 WHRedOvalTable "Table"
 WHRedVase "Vase"
 WHTableBlue "Table"
 WIB "Woman In Black"
 WineBottle "Wine"
 Woodfragment "Shards of Wood"

ARTIFICIAL INTELLIGENCE/BEHAVIORS:

make NPCs behave how you want:

```

summon hooker1
set hooker1 orders <order>
summon hooker1
  
```

(must re-summon for orders to take effect)

The following behaviors may be set using the Order variable:

Idle: Causes the NPC to stand in one place and not react to anything.

Standing: Causes the NPC to stand in one place and react to events normally. Using the OrderTag variable, it is possible to specify a HomeBase actor that the NPC must stand at. The NPC will also face the direction the HomeBase is facing. If the NPC moves for any reason, and eventually reverts to his Standing orders, he will automatically return to the HomeBase; if no HomeBase is specified, he will stand in place.

Dancing: Causes the NPC to stand in one place and dance. This is almost identical to the Standing state, except that the NPC will play a dancing animation and periodically turn (if bHokeyPokey is enabled).

Wandering: Causes the NPC to wander randomly. Using the OrderTag variable, it is possible to specify a HomeBase actor that the NPC must remain close to. The NPC will attempt to stay within visual range of the HomeBase, and he will attempt to remain within the radius specified in the HomeBase's Extent variable.

Attacking: Causes NPCs to become hostile. Example:
 set deusex.karkian ordersattack
 For animal invincibility heres the command.
 set deusex.karkian binvincible true

Following: Causes the NPC to follow a specific pawn. The pawn to be followed is specified by the OrderTag variable. The NPC will try to remain close to the pawn at all times, and will run if necessary to catch up. If the pawn being followed gets too close to the NPC, the NPC will eventually back up (to prevent hallway blockage and other problems).

TWEAKING WEAPONS:

```

set <weapontype> bAutomatic <boolean> automatic mode
set <weapontype> ShotTime <value> delay between shots
set <weapontype> ReloadTime <value> delay in reloading
set <weapontype> HitDamage <value> change damage value
set <weapontype> mphitDamage <value> change damage value
  
```

Examples:

```

set weaponpistol bautomatic true
set weaponpistol shottime 0
set weaponpistol reloadtime 0
set weaponpistol hitdamage 0
  
```

Range at which the accuracy of the weapon suffers no penalties

AccurateRange <int>

Base accuracy of this weapon type

baseAccuracy <float>

Continue to fire as long as weapon fire button is held down

bAutomatic <bool>

True - weapon has target tracking capability

bCanTrack <bool>

Laser accuracy mod

bHasLaser <bool>

True - weapon has scope

bHasScope <bool>

True - normal weapon firing noise is eliminated.

bHasSilencer <bool>

Damage done directly by weapon (note ammo carries the damage parameters)

HitDamage <int>

Time in seconds for target to be tracked before lock occurs.

LockTime <float>

Maximum range of weapon.

maxRange int

Recoil value (none = 0, max = 1)

recoilStrength <float>

Time in seconds to completely reload the weapon

reloadTime <float>

Angular field of view from scope (Default =10)

ScopeFOV <int>

Time in seconds between successive shots

ShotTime <float>

Example: Make a GEP pistol:

You must summon the projectile (rocket in this case) first
 set weaponpistol bInstantHit 0
pistol is an instant hit weapon, so you have to turn that off
 set weaponpistol projectileclass rocket
in order for it to accept this new projectile

fast rocket, large blast, ignores ADS:

set rocket mpblastradius 5000
 set rocket bIgnoresNanoDefense 1
 set rocket maxspeed 50000
 set rocket speed 50000

Projectile Classes

HECannister20mm
 lam
 gasgrenade
 empgrenade
 nanovirusgrenade
 rocket
 rocketlaw
 rocketmini
 rocketwp
 grayspit
 greaselspit
 plasmabolt
 fireball
 halongas
 teargas
 poisongas
 dart
 dartflare
 dartpoison
 shuriken

Server Controls:**Change server name**

Admin Set GameReplicationInfo ServerName <New Name>

Add a game password

Admin Set DeusExMPGame GamePassword <Password>

Remove game password

Admin Set DeusExMPGame GamePassword <blank>

Join a password-protected game

open 123.456.78.90:7790?password=<Password>

To set an admin password (two ways)

Admin set DeusExMPGame AdminPassword <Password>

Admin set Gameinfo AdminPassword <Password>

Set victory condition

set deusexmpgame victorycondition (frags or time)

Set win limit

set deusexmpgame scoretowin (value)

Augs to start

Set DeusExMPGame InitialAugs <amount>

Skills to start

Set DeusExMPGame SkillsAvail <amount>

Augs per kill

Set DeusExMPGame AugsPerKill <amount>

Skills per kill

Set DeusExMPGame SkillsPerKill <amount>

Skill Level To Start

Set DeusExMPGame MPSkillStartLevel <1, 2, or 3>

Gravity setting (default is -950)

Set ZoneInfo ZoneGravity (Z=- <Gravity Level>)
 (Dreamworld servers should be set to -120)

To Allow/Disallow downloads

Set TCPNetDriver AllowDownloads <true/false>

Set Max Number Players

Set Gameinfo MaxPlayers <amount>

Set Air Control

admin set human aircontrol <value> (0-1, 0.05 is default)

Pain Zones

set zoneinfo bpainzone 1
 set zoneinfo damagepersec 1

View frames per second

stat fps

View network statistics

stat net

View server ping

ping

View server "Message of the Day"

showmotd

CODES:**Change map**

admin servertravel <map_filename>

Add bioelectric energy

admin set human energy <value>

Full ammunition

allammo

All basic augmentations

allaugs

10,000 credits

allcredits

Full energy

allenergy

Full health

allhealth

All images

allimages

All skill points

allskillpoints

Master in all skills

allskills

All weapons

allweapons

Breathe underwater

amphibious

Add indicated augmentation

augadd <augmentation name>

Third party view (disable)

behindview 0

Third party view (enable)

behindview 1

View character

cheatview <character name>

Damage all body parts

damageall <amount>

Damage indicated part

damagepart <part number>, <amount>

0: Head

1: Torso

2: Left arm

- 3: Right arm
- 4: Left leg
- 5: Right leg

Fly

fly

Set field-of-view angle (default is 75, not 90)

fov <value between 1 and 360, 120 max in MP>

No clipping mode

ghost

Get description of nanokey

givenanokey <nanokey number>

God mode (invincibility)

god

Enable EMP field

iamwarren

Toggle invisibility

invisible <0 or 1>

Kill all pawns

killall pawn

Hidden menu

legend

Open a map in Singleplayer mode

open <map_filename>

Open door or keypad

opensesame

Freeze shots, enemies, doors

playersonly

Remove indicated nanokey

removenanokey <nanokey number>

Change object brightness

set <object> AmbientGlow <0-255> (**255=pulsing**)

Set Explosion damage

set <object> ExplosionDamage <value>

Set Explosion radius

set <object> ExplosionRadius <value>

Make object explosive

set <object> bExplosive 1

Make object invincible

set <object> bInvincible 1

Make object normal

set <object> style sty_normal

Make object translucent

set <object> style sty_translucent

More bioelectric energy

set human energy <value>

End drug status

set deusex.jcdentonmale drugeffecttimer 0.0

End poison status

set deusex.jcdentonmale poisoncounter 0

Set underwater breathing time

set deusex.jcdentonMale swimtimer <number>

Set indicated credits level

set deusex.jcdentonmale credits <number>

Set immune to all bad statuses

set deusex.jcdentonmale bnintendoimmunity true

Set immune to all bad statuses time

set deusex.jcdentonmale nintendoimmunitytimeleft <number>

Set indicated skill points

set deusex.jcdentonmale skillpointsavail <number>

Set indicated oxygen level when underwater

set deusex.jcdentonmale swimtimer <number>

Set friction; 10 is default

setfriction <number>

Left-handed character

sethand left

Right-handed character; default

sethand right

Set jumping height

setjumpz <height value>

Display window color dialog

showrgbdialog

Set Game speed: (1.00 = 100%, default)

slomo <value>

Spawn number of items

spawnmass <object> <quantity>

Screenshot, with flash

sshot

Spawn indicated item

summon <object>

Kill current target

tantalus

Remove frame rate information

timedemo false

Display frame rate information

timedemo true

Display refresh rates

togglewinstats

Disable flight and no clipping modes

walk

Display HUD window frames

togglewinframes

winframes <bool> (?)

MISCELLANEOUS:

Food:

set animal foodclass human set greasel foodclass scriptedpawn
make animals (greasels, karkians) eat you instead of carcasses
greasels will eat the NPC's

Special lighting modes (SP only)

rmode <0 to 9>

rmode 5 **normal**

rmode 6 **no lighting (very bright)**

rmode 1 **no lighting and wireframe models**

Super Augs

you must suicide and re-spawn before these will take effect

set augspeed mpAugValue 8

set augspeed mpEnergyDrain -500

set augvision mpaugvalue 12000 **see everything**

set aug(shield, ballistic, enviro, or emp) mpaugvalue 0.0 **absorb 100% damage, or 1.0 for 0%**

set augdrone mpaugvalue 900 **huge emp blast**

Object properties

set hkbuddha binvincible 1

set hkbuddha bexplosive 1

set hkbuddha explosiondamage 1000

set hkbuddha explosionradius 10000

Defaults for Human

accelrate=500, airspeed=160, waterspeed=80

groundspeed=120, jumpz=120, aircontrol=0.05

UNTESTED COMMANDS:

Level and FMV sequence selectopen <level name>

Kill indicated character

typeskillall <character type>

EASTER EGGS:

These commands must be typed in the Credits screen with bcheatsenabled. You should hear a click for each keypress.

Hidden fourth ending

danceparty

Matrix mode

thereisnospoon

Display ending quotes

quotes

Say hut hut hut hut

huthut

Programmer message

bighead

Various Contributions:

Destroy anything or anyone:

Enable cheat modem then look at the item or person that you want to destroy. Type set deusex.<person/object name> health 0. They will have no weapons, and even UNATCO troops at the start of the game can be killed with any weapon. Note: If any of the main characters are killed, then sequences will not occur. To change this, use the summon or spawnmass code to get them back.

Information in this section was contributed by black324sa12.

Use one multitool or lock pick to open doors regardless of skill level:

Start by picking the lock, then after a couple of percent points start to go down, go to the inventory screen. Wait for about two second per 10% left in the lock. After you count down, leave the inventory screen and the lock should be opened.

Information in this section was contributed by callum sproule.

Unlimited multitools or lock picks:

When you go to level 3, after you talk to the Boss, he will tell you to get a physical and go to the armory. When you get to the armory, if you have a full inventory and you ask for a multitool or a smart pick, JC will say "Hold on, can't hold anything else". The multitool or lock pick will fall to the ground. Repeat this to get an unlimited number of multitools or lock picks.

Information in this section was contributed by Cameron and Cody.

Easy money:

When you are at the Lucky Money in Hong Kong, get Inside the club and go where the door girl is located. Kill her, then right click on her to get some credits.

Information in this section was contributed by Kyle Hansen.

{DWK}_Lionheart's Commands

set weaponpistol mphitdamage 500

set weaponpistol accuraterange 50000

set weaponpistol maxrange 50000

set weaponpistol bhasscope true

set weaponpistol maxammo 50000

set weaponpistol pickupammocount 50000

summon projectilegenerator

set projectilegenerator projectileclass <projectile type>

(e.g. shuriken, lam, rocket)

set projectilegenerator frequency <value>

(0 is slow, 78932789324789 is fast)

set projectilegenerator numperspawn <value>

(number of projectiles per spawn)

set dartpoison mpdamage 20

set ammo10mm maxammo 50000

set ammo10mm pickupammocount 50000

set weapongeppgun projectileclass shuriken

set computersecurity views (turrettag="autoturret")

set computersecurity views (cameratag="securitycamera")

DXMP_Area51bunker secrets

use 'opensesame' on the large door by the law rocket

use 'rmode 6' and ghost far outside the map; you will end up in the skybox; you can walk around in this area

{Ø}VodunLoas's Commands

To make everything different colors:

Admin set zoneinfo ambientsaturation 0

Admin set zoneinfo ambientbrightness 255

Admin set zoneinfo ambienthue #'s

To beam or anything with light:

Admin set beam lighthue <0-255>

Admin set beam lightsaturation <0-255>

Admin set beam lightbrightness <0-255>

Light Effects:

Admin set beam lighteffect LE_CloudCast

Admin set beam lighteffect LE_Cylinder

Admin set beam lighteffect LE_Disco

Admin set beam lighteffect LE_FastWave

Admin set beam lighteffect LE_FireWaver

Admin set beam lighteffect LE_Interference

Admin set beam lighteffect LE_None -Default

Admin set beam lighteffect LE_NonIncidence

Admin set beam lighteffect LE_OmniBumpMap

Admin set beam lighteffect LE_Rotor

Admin set beam lighteffect LE_SearchLight

Admin set beam lighteffect LE_Shell

Admin set beam lighteffect LE_Shock

Admin set beam lighteffect LE_SlowWave

Admin set beam lighteffect LE_Spotlight

Admin set beam lighteffect LE_StaticSpot

Admin set beam lighteffect LE_TorchWaver

Admin set beam lighteffect LE_Unused

Admin set beam lighteffect LE_Warp

Admin set beam lighteffect LE_WateryShimmer

Light types:

Admin set beam lighttype LT_BackdropLight

Admin set beam lighttype LT_Blink

Admin set beam lighttype LT_Flicker

Admin set beam lighttype LT_None

Admin set beam lighttype LT_Pulse

Admin set beam lighttype LT_Steady - Default

Admin set beam lighttype LT_Strobe

Admin set beam lighttype LT_SubtlePulse

Admin set beam lighttype LT_TexturePaletteLoop
Admin set beam lighttype LT_TexturePaletteOnce

To open doors with a summoned button:

Summon button1

Admin set button1 event <door name>

Ex: Hangar door is "HangarDoor", Bunker door is "Blast_Door"

Spawn with a default weapon in-hand:

Admin set gameinfo defaultweapon weaponpistol

- Spawned with this weapon