Portal 2 console commands

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The developer console screen from Portal Wiki, Portal 2 can be used to enable or disable specific game and graphics settings or to change its values using the console developer. The console can be activated by the keyboard/mouse section of the Options menu. Each command added to the Autoexec.cfg file is automatically installed on the start of the game. Enter SV_cheat 0 or 1 to accurately disable or activate the tricks. Portal_DAW_GHOSTING 0/1 - Activate/disable visible contour on the portals. Mat_fastspeculuar will improve the quality of the setting mirror lights at 0/1 - 0. R_PORTAL_USE_DLights 0/1 - Create a dynamic light in which the portals are positioned; It looks aesthetically pleasant. R_waterforcerfleflektys 0/1 - forces water to reflect everything. GameinTructtor_enable 0/1 - Pop -uup power containing suggestions that can be found during the game. SV_Player_funnel_innel_inTo_Portals 0/1 - Determines whether the player is "channeling" on portals. Sv_props_funnel_nto_portal 0/1 - Determines whether objects are "transmitted to portals". If SV_enableholdrotation 0/1 - If active, when you hold the second frame button, objects can be freely rotated with the portal device. Cl_fov - Sets the desired visual area. Viewmodel_offset_x - moves the screen model with a certain value on X. In viewmodel_offet_y - Y, carry the imaging model of a certain value. Viewmodel_offet_z Axis: The screen model of a particular value Z. Different connectors connect the key with the command. Donst definitely unlock the hairy / expluduj button - kill. JPEG: Buy a screenshot in JPEG format. Use JPEG_quality # to check the quality level of the resulting screenshots. Screenshot - Capture a TGA screenshot. R_DRAWvevewmodel 0/1 - ViewModel - Net_gaph The research date and the research function showing all commands seem open and closed. Depending on the packages of the input value, etc. Restart the server. View CVARLIST - CVAR's full list. Differences - see. Exact - Create a configuration file. Map - Change the map and start the server. Maps: Show a list of maps. Use maps *for a complete list. To sign up, step - DEMO Stop Record - DEMO Record Damage - Open the source recorder that reproduces the demo and reproduces the demo and allows the game.From the Portal-Wiki screenshot of the developer console found in Portal 2 with the developer console, you can activate and deactivate the game settings and deactivate or modify their values. The console can be activated via the options menu in the section/mouse. Each command sent to the autoexec.cfg file is automatically loaded when starting the game. Enter SV_Cheats 0 or 1 to deactivate cheaters and spend cheaters. Portal_draw_Ghosting 0/1 - Light profile visible on portals through the walls. MAT_FASSSPEKUL 0/1 - Setted on 0 to improve the quality of reflective lights. R_portal_use_dlights 0/1 - Creates a dynamic light where the portals are placed. It looks aesthetically pleasant. R_WATERFORCEREFLETTIT at 0/1 - Force the water to be reflected everything. Gameinstructor_Enable 0/1 - Modify contextual information during the game. SV_Player_funnel_into_Portals 0/1 - rocks if the player is "connected" to portals. Sv_props_funnel_into_portals 0/1 - switched if the objects are "in" the gates. SV_Enablelhaltrotation 0/1 - Once activated, objects can be freely processed with the gate device if the secondary shooting key is pressed. CL_FOV - Defines the desired field of vision. Viewmodel_offset_x - Shift the view model of the quantity specified on the axis X. ViewModel_offset_y - Deprive the view model of the specified quantity on the Y. ViewModel_offset_z axis - Shift the view model of the quantity specified on the axis z . CM_RESET_VO_PRIGRESS - Leave Cave Johnson progression of dialogue in the Eternal Test Initiative. Various Bind "" - bind a key with an order. Sblind - Bouncing the Kill / Explore - commit suicide key. JPEG - Take a screenshot in JPEG format. Use JPEG_QUALity# to control the quality level of the resulting screenshots. Screenshot: Create a TGA screenshot. R_DrawViewModel 0/1-Viewmodels on and off According to the entry value, all orders with the term of net_graph are displayed. Depending on the value entered, different amounts of information are displayed, for example B. Ping, FPS, FPS ,,,,,,,,, Restart of the server. Cvarlist - List the CVAR first. Differences - Exec view: Run the configuration file. card - Change tab and restart the server. Cards - Displays a list of cards. Use the tabs * for a full list. Engrave data recording - Save the demo stop - Stop the recording of the start -up film - Open Source recorder when reading the demo and activate the level pupilRecord EndMovie - Stop recording on image or AVI note. Videos with file size exceeding 2GB are damaged and not edodized. Before recording, use lower resolution or overwrite raw images and sound! Host_framatete forces the resource to register to a fixed frame value. -Host_tescale -Use with host_framera for smooth video output in this guide. To make the game easier, the 2nd portal displays all of the console sets. Read more game guides: Portal 2 Console Team News: Portal 2 Portal 2 Console Teams: How to Post a Hammer Card Portal 2 Seminar Great Innovative Formula The original portal has won over 70 industry awards and has a cult following. 2 Portal 2 has dynamic new heroes, lots of new puzzles and a much larger genius test camera. Players will explore unseen areas of the aperture scientific lab and reunite with the sometimes killed computers that led them to the original game. The two-player co-op mode has a unique story, test cameras and a separate campaign with two new heroes. This new mod allows players to reflect on everything they think about portals. Success will require not only action, but also cooperation. If you want to use Portal 2 Keatsallow Console Dough: Allow ESC > Options > Keyboard/Mouse > Developer Console. Press (in the upper left corner of the keyboard) to open the developer console. Most of these doughs will not work if they are not active (SV_CHEATS 1). Make sure the developer's console is enabled in the options and has the correct key to open the console. Open the Game Developer Console and note the following commands: Enter SV_CHEATS 0 or 1 to disable or enable cheating. USER CommandSportal_DRAW_GHOSTING 0/1 Â Enables doubling of ports through walls. MAT_Fastspecular 0/1 - set to 0 will improve the quality of speculative sessions. R_portal_use_dlightts 0/1 - Creates dynamic lighting in areas with portals; It looks aesthetically pleasingThe player is "thrown" on portals.sv_props_funnel_into_ports 0/1 ➢ The toggle if objects are "thrown" on portals.sv_enable -holder 0/1, when activated, objects can be freely rotated with a portal, device, keeping the auxiliary fire key. @Cl_fov defines the desired required. - Reset progress in Johnson basement dialogue. Different teamsbind â When you search for an input value, there will be different amount of information such as ping, fps, lerp, packet loss and more. FANGELEVEL Edit card without repeating Server Starter.Cvarlist â Show the whole tsvar.diffferent @ ViewExec ➔ Create .map ➔ Zmienia Mapė I in the rear.maps ➔ wy.mawietla Map list . Use cards *. Recording record Demostop, stopping to record a demo film Â Open the source recording device reading a demo number and allows you to record the final high-quality film, they are damaged and become invisible. Use a lower resolution or keep raw images and sounds before recording! Host_framerate Informing the recorder source for hospitalization at a constant frame rate Skala_Cz_Hosta Â Using in conjunction with Speed_Hosta to obout a regular video output of Portal 2 Portal 2, something you need create a test camera. Leave the programmer's console if you want to use the codes: ESC> Options> Keyboard / Pele> Leave the programmer's console. Press ` (in the upper left corner of the keyboard) to open the programmer console. Many of these cheats don't work until the cheats are activated (SV_CHEATS 1). Note: when Sv_Cheats is onSince the session has been canceled, including the history and achievements of progress. We cannot tolerate fraudsters in the cooperative. The landlord is always a blue robot at Selis. Filter the game (ENT_REMOVE). The Smudges Gel will be visible on all maps, but will work well on maps that do not actually use mobility. Gels.Spawncompanion Cube: Ent_Create_Porthal_Companion_CubewPlPord Storg Changes Gravity: SV_GRAVITY # (600 =) Burn (600 =) Burn (600 =) Objects! Selective Igniteremove objects (May Emergency Games): ENT_Removeremove All doors: Ent_fire Prop_portal Fizzlechange Cards: Changlevel - Card Name Target Camera: ENT_FIRE! Selective Adoutputa Spawnflags 512â Portals are running everywhere: SV_PORTAL_PLUSTITICE_NEVER_FAIL # (0 = off, 1 = On) Customize the colors (R = red, g = green, b = blue): ENT_FIRE! Change the collector color â r g BH Tower speed: SV_MONSTER_Turret_velocity # (100 = default) Change the speed of the game: HOST_TESCALE # (1 = Default, 0.5 = half price, 2 = double speed) Change the size of the portal (g = width, h = height): portalsPortal Pistol (still can shoot): Pulse 200Recuper Portal Gun: Give_portalpotato Portal Gun: Upgrade_potatogunSposto Portal Pistol on the left/right: Viewmodel_offset_x # (0 = pre -defined) Move portal pistol to/back: view : Predefinito View 3 = 3 = 3 = MS -Server, 4 = FPS -Show and File connection) to connect the death keys to the same commands. I remember the keys are connected to the keys to repeat their words again and again, such as Tank, Hunter, Smoker Boomer, etc. To use the M key on the âkill key, it must be confused in your developer's console: tie you now every time I am squeezed! Remember that you should not link keys such as WASD, FQTEC, Spacing key, shirt, table key as they will be requested during a normal game. If you want to cancel the binding: Leaving the âinertkey inBinding is useful because the developer console does not have to be opened several times to make controls. Large cube generation is simple if you want a simple method to connect all the key at the same time, open the program files and find: Steam> SteamApps> Common> Portal 2> Portal2> CFG. You can add and save your CFG file there. Open notes and paste all your liabilities list. Salvalo and call it "binds.cfg" (make sure it's really a CFG extension). Run Portal 2, open the developer console and Cipher: Execs for the controlled period and comma (;) to execute more controls at the same time. Useful for tricks to kill your partner without being able to take revenge on cheating: sv_cheats 1; Fire_razzo_projecttile;the end. I hope that the Simlaper 19 game file location will help you in agriculture. Don't hesitate to add the topic. If you also have comments or suggestions, comment on us. More than such things: 2 Portal: Graphic Improvement Teams.