Don't starve together command

I'm not robot
reCAPTCHA

Continue

I'm not robot
reCAPTCHA

Don%27t starve together console commands Don't Starve Together - Console Team (Cheats) For those who like to build an empire or just want to have fun! Intro Command console is enabled by default. If for any reason this is not the case, you first need to find client.ini. This can be found in the DoNotStarveTogether folder, located in the following ways: Windows, Mac: DocumentsKleiDoStarveTogetherclient.ini Linux: q/.klei/DoNotStarve/client.ini Open it with Notepad or other text editors. Find the MISC section and make sure there's ENABLECONSOLE underneath. If this seems false, change it and save it. The default key to opening a console in the game on English keyboards is Kew. This can be changed at any time in the management menu. Note: All of the following commands are collected from a variety of sources, some of which may be copyrighted. All the information provided in this article is completely non-commercial. Resource call lines were calculated enough to use without destroying the game. All you have to do is copy the commands (except for the spaces and sections) and insert and control panels, and then click the enter. You have to re-enter almost every team after downloading the world. The command line is only displayed once, even if it may belong to another item. Team Server Resurrect Player: AllPlayers Player number :P pushEvent ('respawnfromghost') Teleport for Player: c_goto (AllPlayers (number of players) Teleport another player to you: c_move (AllPlayers (number of players) Show card - Self: for x-1600,1600,35 do for y'-1600,1600.35 do ThePlayer.player_classified. MapExplorer:RevealArea (x,0,y) end end Reveal Map - All players: for k,v in pairs (AllPlayers) do for x'-1600,1600,35 do for y'-1600,1600,35 v.player_classified. MapExplorer:RevealArea (x,0,y) end of the end Main Raw Resources Cut Grass x 40: c_give (cutgrass,40) Flint x 40: c_give (Flint,40) Twigs x 40: c_give (twigs 40) Cut Cane x 20: c_give (cutreeds,20) Petals (Flower) x 20: c_give (petals,20) Entry x 20: c_give (log,20) Rocks x 40: c_give c_give (rocks ,40) Dung (Poop) x 20: c_give (poop,20) Silk (web) x 20: c_give (silk,20) Pig leather x 40: c_give (pigskin,40) Charcoal x 4 0: c_give (coal, 40) Gears x 5: c_spawn (gears,5) Seeds x 10: c_give (seeds,10) Raw foods qlt'most used'gt;Dragon Fruits x 10: c_give (Dragonfruit .10) Meat x 10 : c_give (meat, 10) Monster meat x 10: c_give (monstermeit,10) oil x 10: c_give (oil, 10) Honey x 10: c_give (honey,10) Berries x 20: c_give (berry,20) Pumpkin x 10: c_give c_give <3> <1> (pumpkin, 10) Mandrake x 5 : c_give (mandrak,5) Carrots x 10: c_give (carrot, 10) Watermelon x 10: c_give (watermelon,10) (Winter Needed) Beef Wool x 10: c_give (beefalowool,10) Koalefant Trunk x 10 : c_give Колефант Транк (зима) x 10: c_give (trunk_winter,10) Кошачий хвост x 5: c_give (кунтейл,5) Толстый мех x 5:</Sometime> </Give> </Most> </Most> Raw Resources: (Spring needed) Moleworm: c_give (mole) tentacles Spots x 10: c_give (tentacles, 10) Bone shards x 10 c_give (boneshard,10) Raw Resources: (Summer needed) Ice x 40: c_give (ice,40) Cactus Flower x 10: c_give (cactus_flower Bifalo Farm: Beefalo Horn: c_give (horn) Walrus Tusk: c_give (walrus_tusk) Steel Wool: c_give (Steelwool) Bee Farm: Honeycomb: c_give (hundreds) Bee: c_give (Bee) Butterfly Wings x 10: c_give (butterfly,10) Spider Farm: Spider Eggs: c_give (spidereggsack) Bunny Farm: Bunny Puff x5: c_give (manrabbit_tail c_give 5) Material for making weapons rotten egg x 10: c_give (rottenegg,10) Tooth hounds x 10: c_give (Houndstooth,10) Crow Feather x 10 : c_give (feather_crow.10) Crimson Feather x 10: c_give (feather_robin.10) Azure Feather x 10: c_give (feather_robin_winter.10) Saffron Pen x 10: c_give (feather_canary, 10) Material for Magic Kraft Dark Petals x 10: c_give (petals_evil.10) Live Magazine x 20: c_give (live, 20) Nightmare Fuel x 20 : c_give (Nightmare, 20) Rabbit: c_give (Rabbit) Blue Gem x 10: c_give (bluegem,10) Red Gem x 10: c_give (redgem,10) Bathily Wing x 5: c_give (batwing,5) Other Raw Resources Ashes x 10: c_give (ash, 10) Light bulb x 10: c_give (light bulb, 10) Marble x 40: c_give (marble,40) Mosquito bag x 10: c_give (mosquito backpack .10) Nitre x 20: c_give (nitre,20) Spider Gland x 20: c_give (spider, 20) Stinger x 10: c_give (stinger,10) Rot x 10: c_give (spoiled_food10) Manufactured item: qlt;Special items) for combat and exploration: c_give (krampus_sack) Dark Sword: c_give (night word) Night armor: c_give (armor_sanity) Fire personnel: c_give (fire) Ice Headquarters: c_give (ice pick) Tuecit Club: c_give (ruins_bat) Tulacite Costume: c_give (armorruins) Lazy Explorer: c_give (orange) Just for fun ☺ Calling a moose / goose: c_spawn (moose) Call antlion: c_spawn (antlion) (only in) the desert, call Bearger: c_spawn (Bear) Call the Deer: c_spawn (Deerclops) The Spider-King's Challenge: c_spawn (Spider) Challenge Bee the queen : c_spawn (Beequeen) Call ancient Guardian: c_spawn (minotaur) Call of Malbatross : c_spawn (malbatross) Toad Challenge: c_spawn (toadstool) Treeguard Challenge: c_spawn (Leif) Klaus Challenge: c_spawn (Klaus) Call Ancient Fuel Source: c_spawn (stalker_atrium c_spawn) How: Don't Starve Together - Guide to Autumn Don't Starve Together - A Guide to Winter Not Starving Together - A Guide to Summer Not To Starve Together - How Farm Pigs Skins and Meat Don't Starve: Together console and team administrator CommandSyntaxDescription c_spawn (prefab, number) c_spawn (221.20) c_give (prefab, amount) c_give (221.20) Just like above, but works only with backpacks and items that can be stored in inventory. c_sethea lth (percentage) c_sethea lth (1.00) percentage (fractional numbers only). c_setsanit y (percentage) c_setsanit y (1.00) Sets your sanity to a secured percentage. c_sethunger (pe rcent) c_sethunger (0.90) - 90% places your hunger to the interest provided. c_setmoisture (pe rcent) c_setmoisture (0.90) Sets your hunger to interest provided. c_settemperature (degrees) c_settemperature (1.00) Sets the temperature up to the given percentage. c_godmode () c_godmode () Same as the regime of God, but also sets all statistics in full, even when it is turned off. c_supergodmode () c_supergodmode () The same as God's mode, but will set all your stats in full, even if it is disabled. c_speedmult (multiplier) c_speedmult (1.0) changes the walking/run speed to the value set in fractional numbers. Additional useful CommandSyntaxDescription ThePlayer.components.builder:GiveAllRecipes() N/A allows you to create something without the resources you need. ThePlayer.components.health:SetMaxHealth (value) ThePlayer.components.health:SetMaxHealth (100) sets the maximum level of health of the character up to the given value. ThePlayer.components.sanity:SetMax (value) ThePlayer.components.sanity:SetMax (100) sets the maximum level of sanity of your character to the given value. ThePlayer.components.hunger:SetMax (value) ThePlayer.components.hunger:SetMax (100) Sets your character's maximum hunger level to the given value. ThePlayer.components.hunger:Pause .components.hunger.hunger:Pause ThePlayer.components.beaverness:SetPercent (meaning) ThePlayer.components.beaverness:SetPercent (.01) turns Woody into Werebeaver. Default for normal form: 1 Source: Don't starve together Wikia 4 Users found this useful Here's where the console commands come in handy! This introductory command list will help you and your friends survive everything from empty inventory to harsh winters. The command console is usually enabled by default, so just click on the tilde I'm the key to get started! 10 Keep Up Your Stats Is a great place to start making sure that all your statistics, including health, sanity and hunger, are in excellent condition. To set each individual statistic to the max, you can use this line of code: GetPlayer.health:SetMax (value) If you want to set other stats, just replace health higher with sanity or hunger. Some people would prefer to use a certain percentage, so in this case, this line is your go to: c_sethealth (percentage) Just like the first line, replace health with sanity or hunger to set them apart, too. Make sure to write a percentage here as decimal as 0.90 to 90% as well. 9 Fill your pockets with items you can never have lots of elements, right? Or the creatures either-life among Beefalos sounds pretty cool! These lines of code will help you with the items, props, or creatures that you crave. It even means that the Tallbirds or Spider queens, too! To generate a certain item, write this line: c_spawn (item, amount) Item can be replaced Any animal, monster, character, object or object of the environment in the game. The amount is as simple as you want. Just be careful not to breed too many Terrorbeaks! You can also replace caviar with a give if you want items to show in your inventory. 8 Include God mode (s) True classic for any good console command system. The inclusion of God's mode will ensure your stats stay where they are and you will get reincarnated if you happen to die. Pretty neat! Don't starve together even comes with Super God mode, which will bring your stats to the max no matter what. Each of these modes can be enabled separately using the lines below: c_godmode () c_supergodmode () ThePlayer.components.builder:GiveAllRecipes () This last line is a bit more complicated looking, but never be afraid, it's Creative Mode! Just like any good craft game, Creative Mode can come in handy when you want to craft almost anything. 7 Employee Players Sometimes, you need to jump over the card to your friends, or you just want to teleport them to you. To get started, you can grab a reference list of player numbers by typing: c_listallplayers () To move someone, make sure to replace the number with a particular player's number in the following line: c_move (AllPlayers) Or if you prefer to teleport to them: c_goto (AllPlayers) Killing or Resurrecting a player is also possible, just be careful what kind of power! You never know when your friends might turn against you. To kill them: AllPlayers':P ushEvent ('death') Or return them and make amends: AllPlayers'number':P ushEvent ('respawnfromghost') 6 Time and seasons Haven't we mention messing around over time before? That's why these teams exist! Want to skip the whole day? Just in the way: TheWorld:PushEvent (ms_nextcycle) Or maybe you prefer to start the summer right away. It's possible with: TheWorld:PushEvent (ms_setseason, summer) You can start winter, too, if it's more your cup of tea. Just replace summer for winter in the line above! Or, if you're weaker with how far you'd like to miss, you can connect: TheWorld.net.components.clock:OnUpdate (16 x 30 days) Days can be replaced by the number of days you'd like to miss. Be especially careful though: too many missed days can slow your game down. 5 What is the weather like? If you can change the fabric of time yourself, then of course you can change the weather, too. No more rain to worry about! Or a lot of rain to deal with if it's more your speed. Let's first set the temperature: c_settemperature (degrees) Degrees works just like lines for statistics where you need to use a decimal point like 0.90 to 90%. And if you want it raining with this: TheWorld:PushEvent (ms_forceprecipitation) Or stop it immediately with this: TheWorld:PushEvent False) You can also cause a lightning strike! TheWorld:PushEvent (ms_sendlightningstrike, ConsoleWorldPosition) Or meteor strike, for those who prefer crazy weather: weather: 1) Network, Network, Network Then there is a more technical side of things that will allow you to remove objects from the world or change server properties. These two lines will allow you to remove an item located under the mouse: ConsoleWorldEntityUnderMouse (): Delete () c_select (): Delete (): If you come to an unfortunate situation where you need to hit or ban a player from your server, these lines will help you: TheNet:Kick (userid) TheNet:Ban (userid) And if you want to close the server and ensure more players do not come during the game, this line will serve you well during the game. : TheNet:SetAllowIncomingConnections (false) Changing false to true will allow you to open your server again. 3 Navigate the world from time to time, you need to make sure your server is running in first-class form. That's where the reboot comes in handy! Regenerate the world with this: c_regenerateworld () Keeping the server manually is pretty easy: c_save () But if you need to turn off the server, it's also simple: c_shutdown (admittedly) Using the true above allows you to save and exit. Installing it on a false will make you quit without saving. Keep a close eye on where you use it! If you want to bounce a few saves, it's also possible: c_rollback (number) Number can be replaced by a number of saves. 2 More stats! Did you think we were all right with the statistics? Not-quite-these lines are fun additions that you can use to move specific situations with which you could run. Pausing hunger is possible with this: GetPlayer.hunger:Pause (admittedly) You can also make yourself a powerful opponent by up damaging the multiplier: GetPlayer (). How about changing the speed of running so that you can literally walk on water? But of course! c_speedmult (multiplier) Usually, your character's speed is 1, so it's fun setting that way higher than usual! 1 Different shenanigans Finally, there are teams that don't quite fit under any other umbrella. These two commands are very useful when it comes to more specific situations with which you could run. If you want to clear the morgue, or a list of characters who have died, this line will help: ErasePersistentString (morgue) you will have to reopen the game later to see the changes in the morgue. And if you play like Woody and you want to immediately turn into Werebeaver? It's possible with: GetPlayer ().).).).).).).).).'s .' NEXT: 10 games to play after not starving The next Sword of Pokemon and Shield: 5 Pokemon That Are Useless Without Form Gigantamax (No. 5 That Don't Need Them) About Author Megan Hoynes (11 Articles Published) More from Megan Hoynes don't starve together commands. don't starve together commands not working. don't starve together command to reveal map. don't starve together command codes. don't starve together command to change character. don't starve together commands items. don't starve together commands console. don't starve together commands spawn