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Lucky revolver000e2c86gMysterium Magnusm001276cLil Devil pistol xk009085Anti-material Rifleu000921c5Affault Carbine (GRA)000821cChristine's CoS silencer riflexx00112baSilenced..22 SMG000821cSturdy Caravan Shotgunx001735c3aMinigun0000433cFallout blaster 00004322Euclid's c-Finder0014e3cPew Pew laser rifle00103b1d4fLamplasma caster000906cTesla cannon000e2becFt Man 0000432cMerryCannon0004344Cripk Skrip to content The console is a debugging tool in the PC version of Fallout: New Vegas. It is useful for altering content while in-game and working around bugs, but may be used to cheat as well. Use the backquote key (`) while in-game (Unpaused). The backquote key shifts to tilde (~) on U.S. keyboards, and the not symbol (~) on UK keyboards. Other keyboards with different layouts will differ, but the key is usually to the left of 1 or just under the Escape key (Esc). The key is the top left key under escape, on non-U.S. keyboards. (Example: §, ½ or | on Nordic (Danish, Finnish, Norwegian, Swedish) keyboards, circumflex (˘) on German keyboards, ² on French keyboards, ° or | on Italian keyboards, " on Brazilian keyboards, " on Turkish keyboards). The HUD will disappear and you will get a prompt (!) in the lower left corner of the screen where you can input codes. You may have to change settings over to mouse if you are using a computer-compatible Xbox controller before you can use console commands. When command entry mode is enabled, the game will pause and the camera will freeze. If the left side of the console is not visible, one may need to edit the Fallout\default.ini file in the installation folder. Increasing the iConsoleTextXPos variable will move the prompt further right into the field of view. Enter help for the list of all console commands. Note: The help command does not display all of the commands listed below; it displays a few extra debugging commands. Player reputation and faction[] adreputation - adds player reputation with faction; the value will max out at its normal maximum value of 100. The variable will determine if the amount is added to the player's fame (1) or infamy (0) with the faction. removereputation - removes player reputation with faction; the value will max out at its normal minimum value of 0. The variable will determine if the amount is subtracted from the player's fame (1) or infamy (0) with the faction. setreputation - sets player reputation with faction; the value will max out at its normal maximum value of 100. The variable will determine if the amount is added to the player's fame (1) or infamy (0) with the Boomers faction. removereputation 000fae8 1 5 - adds 5 fame to the Boomers faction. setreputation 000fae8 1 5 - sets player's fame with the Boomers faction to 5. Note: If a player wishes to obtain an idolized reputation with any faction, they must both increase fame value to 90 and reduce infamy value to below 4. Note: If you increase your reputation with Caesar's Legion, while having Boone as a companion, you will cause him to question the Courier, or just leave. Note you can only edit the Reputation in intervals of 0-5, because you cannot skip ranks (and you would go from neutral to Idolized/Vilified if you add 100, the game can't handle that so its limited to a maximum of 5 points per command) removemovelfactions - removes the Courier from all factions. Also removes them from the 'Player' faction. Use player.AddToFaction 0001b2d4 1 to fix. Remember to also re-add the DLC player factions: xx00B42e for Honest Hearts, xx016154 for Old World Blues, and xx003E41 for Lonesome Road. setally - sets factions allied status with each other. The variable will determine the status of each faction to the other: 0=friend, 1=ally, setenemy - sets factions enemy status with each other. The variable will determine the status of each faction to the other: 0=enemy, 1=neutral. Example: setally 000FD3F 00154307 1 0 - Will set Boomers allied status for BoS to allies, and BoS allied status for Boomers to friends. Quest[] resetquest - Gives the given quest, removing it from the quest log. Beware: often, this may force you to redo other quests to receive it once more. movetoqt - Moves the player to the current quest target. showquestlog - Shows the quest log which includes everything the player has encountered and done. GetQuestCompleted - Checks if the current quest is complete. Returns 1 for true and 0 for false. Receiving 1.00 means the quest is complete; 0.00 means it is not. sqt - Generates a list of current quest targets. completequest - Completes the given quest. caqs - Completes all stages of all quests, even quests you have not taken on, basically completely wiping out all quests of the game and completing the game without ending the game. setback - Moves the quest in your quest log to the indicated quest stage. Recommended command for moving past bugged sections of quests rather than forcing the entire quest to become completed. setobjectivedisplayed - Sets which objective is displayed, in progress, in your quest log. After typing the stage number type 1 (to display) or 0 (to remove) Inventory and item manipulation[] player:setweaponhealthperc - sets currently equipped weapon's health. For example, player:setweaponhealthperc 100 would fully repair the currently equipped weapon. player:addditem - get the indicated amount of the selected item. 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Quality should be given in decimal form where 1.0 = 100%. setownership - make the item owned by an actor's form id (or player if unspecified) by mouse left-click on item and typing setownership (for instance, a cabinet or a bed; already owned property will still deduct Karma) clearownership - make the item unowned/unlock - unlock doors, safes, terminals or any other locked containers. Adding a number after lock sets the difficulty. For example, lock 0 would create a very easy lock, lock 25 easy lock, lock 25 easy lock, and lock 100! will make the item unpick-able (Requires Key). activate - doors, switches, radios and other objects that have multiple states can have their state changed by a specified form id, either numeric or player. player:srm - Self-repair of items up to your current repair skill. Note that you can't repair all items in one command ('A' on PC) if the total cost of the repair is more caps than you currently have, forcing you to do repair individual items until the total amount needed to repair all items in a single command is less than your total caps on hand. Regardless of the method, all caps "spent" on repairs are paid to you, netting a total cost of zero. This is particularly handy before you sell items, raising their value considerably. setpcasunpowerarmor 1 - make power armor wearable. If you can already wear power armor and type 0 instead of 1, you will no longer be able to wear it. player:showinventory shows player inventory and item ID's of all player inventory items. resetinventory resets the inventory of the selected container. Player manipulation[] RewardKarma - rewards specified amount of Karma (Use negative numbers to reduce Karma) player:setscale - Set precise value of Skill or S.P.E.C.I.A.L. level. A = Skill or S.P.E.C.I.A.L. name; X = amount - Skill range from (1-100), S.P.E.C.I.A.L. from (1-10) (Example: player:forcav medicine 50 sets medicine level on 50) player:advlevel - Levels the player up by one level, but does not add the Experience Points. While you gain all the level perks, etc, you will not level again until you have made up all the points for the levels gained by this command and the experience required for the next level. player:rewardxp 15000 - adds 15000 exp. showcraemenu - Allows game editing, whenever. showbarbermenu - Allows hair editing. showwamenenu - Allows renaming. showplasticsurgeonmenu - Allows face editing. showsleepwaitmenu 1 - Opens the sleep/wait menu. player:showcraemenu - Opens the crafting menu from specified category. Campfire: 0013B2C0, Workbench: 0013B2C1, Reloading bench: 00153621, Sierra Madre vending machine: 010103A0 player:adddperk - give player selected perk or trait. For list of perks, click the list of items here. player:removeperk - removes the selected perk. sexchange - changes the sex of your character. player:setspeedmult - changes movement speed by percentage. Example: player:setspeedmult 50 cuts movement in half, while player:setspeedmult 150 increases movement by half. showtraitmenu - Allows the player to re-pick their traits. player:resetlevel - Allows the player to set their level. player:resethealth - restore NPC's health. player:agecra - As long as the race has properly defined child and elder sub-races, this will change them accordingly. -1 is child, 1 is adult, 2 is elder. player:sethardcore 1 activates hardcore mode, 0 disables it. Actor manipulation[] "Actor" refers to a class in which non-player characters, Creatures, and "Talking Activators" belong. These work on creatures and non-player characters. adddperk - Select an NPC and type adddperk 00031db7; this example would give the selected NPC Light Step, resurrect - Revives non-player character and renews their inventory. This command will not undo the failure of quests. resurrect 1 - Revives non-player character without renewing their inventory. This command will not enable the completion of failed quests. player:resurrect -
May cause a game crash. kill - Kills non-player character. Killing quest-related NPCs may lead to failed quests. killall - Kills all non-invincible NPCs in the nearby area. Use with caution, as some quest-essential NPCs you can't see directly may also be killed. Also affects companions (rendering them "unconscious" in Casual mode but actually killing them in Hardcore). tdetect - Toggles AI player detection (Causes player to always be hidden). rdt - resets all the dialog trees of all actors. The last resort for bugged dialogue; can help in bugged quests or break them if used incorrectly. (i.e. choosing an answer, then resetting and choosing a different one may or may not break the quest based on such answers) Use with caution. player:placeatme - Spawns Creature/Non-player character, static objects, and containers. They will spawn on top of you, so make sure you are in an open area if you spawn a lot. Alternatively, you can use 'placeatme' instead to spawn things at the selected object location instead of the player location. (useful if spawning several monsters and you don't want to be at hit distance from them) addfaction - Makes selected non-player character a member of a specific faction. Replace X with "1" to make the non-player character an ally of the faction or "0" to simply make him/her friendly with it. Be sure to click on each character you want to add to the faction before entering the command. So, for example, to add a non-player character to your own character's faction as a friend, you would first click on them and then enter addfaction 1b2d4 0. Remember you will then need to use the stopcombat function right afterward if the non-player character was already attacking. removemovelfaction - Removes non-player character from a specific faction. 1b2d4 will remove NPC from your own Player Character's faction. These previous two commands are useful when you need to turn a hostile non-player character friendly in order to talk to them/begin a quest related to them that you otherwise couldn't start. Add them to your faction, talk to them and complete their quest. Then remove them from your faction and they will return to being hostile. tcra - Toggle all non-player character combat AI (non-player character doesn't fight) tai - Toggle all or selected non-player character AI (disables AI processing) OpenTeamateContainer 1 - Will open their inventory, as though they were a companion, for the transfer of inventory items. setav aggression 0 - disable NPC's hostility. SetRestrained 1 - Will cause an actor to stand in place, not engaging in combat or carrying out AI packages. Playidle - Plays an idle, where X is the idle's EditorID string (not the FormID). The number of EditorIDs are too numerous to list here. PushActorAway - Causes another actor (variable X, an Actor reference formID) to go into a ragdoll state and gets propelled away at a force of Y, away from the calling reference (selectable by clicking on a ref in console mode or by using the 'xid' command) setscale - like player:setscale but works on NPCs instead. agecra - like player:agecra but works on NPCs instead. matchcra - changes the currently selected npc's race to the specified form ID belonging to another NPC. getbaseobjectid - prints a reference's EditorID, useful for commands that require Form ID without having to refer to a wikt to find it. Display manipulation and debugging[] tcl - Toggle Free Camera (where X is an optional variable in which a value of 1 will freeze all in the scene except any running scripts) fov - Sets the viewmodel FOV to the maximum, allowing for full view of any weapon while in First Person perspective. fov - Set Field of View. fov 40 - narrow, fov 90 - wide angle lens. fov 75 is the default value. sgtm - Set global time speed. sgtm = 100% sets the game to normal speed, where X is the multiplier (IE: normal: 1, 1 half speed: 0.5) succm - Set UFO cam movement speed, where X is a multiplier tb - Toggle Light Bright (disables lighting and shadowing; all materials at full brightness; normal bump shading won't function) tcl - No clipping mode, allows for free movement, ideal when being stuck tmm - Show/hide all map markers (additionally: 'tmm 1 0 1' will show all map markers without discovering them and without being able to fast travel to them.) tdt - Toggle debug display tv - Toggle leaves tv - Toggle leaves tgm - Toggle debug display tgm - Toggle grass tp - Toggle view of projectiles and spawns tfow - Toggle fog of war on local map tgm - Toggle god mode (infinite health, unlimited ammunition, no need to reload, able to carry unlimited items) tdm - Toggle demigod mode (infinite health, limited ammunition, need to reload, able to carry unlimited items) EnablePlayerControls - Enables player controls (when disabled by cutscenes) disable - Removes the selected object from the game (can be undone by typing 'enable' while the object is still selected. Great for removing glitching objects. enable - Used for enabling previously disabled objects. (Object still needs to be selected, as you cannot reselect an object that no longer exists.) markfordelte - Flags the object for deletion. On next cell loading the object will be removed. zap - Immediately deletes an object from the game. movetoqt - Instantly shifts you to the quest target or next optional quest spot. coc - Force fast travel to town/area (Example: coc Jacobstown) tvg - Toggle Collision Geometry Visibility, useful for locating items and objects[] search - search for a specific item or object containing said query. The variable will determine what kind of things the console returns. (JIP LN NVSE plugin required) Examples: search 'service rifle' will show all results that include the words 'service rifle' in the console. search gun perk will show only perks that include the word 'gun', such as Run n' Gun and Shotgun Surgeon, in the console. Replacing 'perk' with 'weapon' would return all weapons that include the string 'gun'. search primm will show all results for objects and items including the word 'primm' in their name. Miscellaneous[] incrementscriptedchallenge - Increments the current value of a challenge by 1, does not work with all challenges. See Fallout: New Vegas challenges for challenge form IDs. Notes[] The coc command, when used for certain locations, will drop you into a black pit. Can be fixed by reloading the game or fast traveling somewhere else. Also using the tcl command to leave. [verified] Sometimes, when using the console command, your followers' apparel or weapons will reset to their original state, therefore losing the "special" equipped items. The inventory will not be changed if the follower was not wearing or using the item. [verified] When returning to your player view after using the 'tfc' command, the 1st Person model of weapons will be farther out than usual i.e. you may be able to see the stock of the weapon. This can be fixed by completely exiting the game (not just reloading the save), then restarting it. [verified] When using the 'movetoqt' or 'coc' command from inside a Strip casino and lose your weapons, upon returning to the casino, you may not be able to move. This can only be fixed by exiting and restarting the game. [verified] Another option may be to enter the command "enableplayercontrols" so that you can move and also have weapons returned upon exiting the casino. Skip to content The console is a debugging tool in the PC version of Fallout: New Vegas. It is useful for altering content while in-game and working around bugs, but may be used to cheat as well. Use the backquote key (`) while in-game (Unpaused). 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Miscellaneous tmm 1 - Reveals all Pip-Boy markers and fast-travel locations on your map. tfow - Turns on or off the fog of war on your map. tgm - Toggles god mode. tdm - Toggles demi-god mode. killall - Kills all NPCs in your area. coc - Teleport to any location. tcl - Turns on camera free mode. tm - Turns off the HUD. fov - Adjusts the field of view. tb - Turns on or off light/bright mode. tcl - Turns on no clipping mode. tv - Turns leaves on or off. tvg - Turns grass on or off. set timescale to - Changes how fast time moves in-game. pushactoraway - Makes an NPC ragdoll. Jesse Lennox has been a writer at Digital Trends for over five years and has no plans of stopping. He covers all things... What are the Fallout New Vegas console commands and cheats? Fallout 3 and Fallout New Vegas are both built on the GabeRybo engine, which means they share a lot of DNA. One of those shared elements is console commands, of which you can find a huge list of just below. If you're looking to make some instant changes to your Fallout game, or perhaps - gasp - cheat, then these are the commands you need. The wasteland's a harsh place, so we don't blame you for trying to make things easier on yourself. We've also got Fallout 4 console commands for your perusal, as well as all the Starfield console commands for Bethesda's latest. How to use Fallout New Vegas console commands and cheats To enter commands into Fallout 3 or Fallout New Vegas, you'll need to open the developer console. To do this, tap the 'tilde' key (~), which can be found under the ESC key on American English keyboards. If you have a UK English keyboard, then you'll need the 'grave' key (`), which can be found in the same spot. Pressing the console key will open the console. Open the HUD and type in the command you want to use. Press the Enter key to execute the command. Replace # with a number between 1 and 100. Fallout New Vegas NPC Commands For the most part, the NPC must be targeted before typing the command. Issuing a command without a target will simply result in nothing. Set Target prid The same as clicking on a target, but useful if you cannot see the target. Most NPC commands will require a target. Teleport to NPC player:moveto Moves an NPC to your character. Add/Remove NPC Inventory item:addditem - Obtain the desired amount of the selected item. Example: player:addditem 0000000F 200 - Adds 200 caps to your inventory. player:removeitem - Removes a set amount of any item. player:adddnote - Add indicated note. player:removenote - Remove the indicated note. player:addditemhealthperc - Adds an item of the specified quality to your inventory. setownership - Make an item owned by an NPC belong to you. clearownership - Make an item not owned by anyone. unlock - Unlock doors, safes, terminals, or any other locked containers. player:srm - Self-repair of items up to your current repair skill. setpcasunpowerarmor 1 - Make power armor wearable player:showinventory - Shows player inventory, including item IDs. resetinventory - Resets the inventory of a container zap - Deletes an object Character cheats RewardKarma - Rewards specified amount of Karma (Use negative numbers to reduce Karma) player:setscale - 1 is default, 0.1 is tiny, 10 is gigantic (not recommended for indoor use - and note that this does not change fall damage). player:gtav - Get the current value of Skills, S.P.E.C.I.A.L. or Karma amount. See Fallout 3 console commands for the list. player:modav - Add or subtract from Skills or S.P.E.C.I.A.L. amount. (Example: player:modav energyweapons +25 to Energy Weapons) player:restoreavr - Increases the stat by a specified value until it reaches maximum allowed. player:damagavr - Reduces the stat by a specified value until it reaches the minimum. player:forcavr - Set precise
value of Skill or S.P.E.C.I.A.L. level. A = Skill or S.P.E.C.I.A.L. name; X = amount - Skill range from (1-100), S.P.E.C.I.A.L. from (1-10) (Example: player:forcav medicine 50 sets medicine level on 50) player:advlevel - Levels the player up by one level, but does not add the Experience Points. While you gain all the level perks, etc, you will not level again until you have made up all the points for the levels gained by this command and the experience required for the next level. player:rewardxp 15000 - Adds 15,000 exp. showcraemenu - Allows game editing, whenever. showbarbermenu - Allows hair editing. showwamenenu - Allows renaming. showplasticsurgeonmenu - Allows face editing. showsleepwaitmenu 1 - Opens the sleep/wait menu. player:removeperk - Removes the selected perk. sexchange - Changes the sex of your character. player:setspeedmult - Changes movement speed by percentage. 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removes 5 a companion, you will use him to question the Courier, or just leave. Note you can only edit the Reputation in intervals of 0-5, because you cannot skip ranks (and you would go from neutral to idealized/ vilified if you add 100, the game can't handle that so its limited to a maximum of 5 points per command) removefromallfactions - removes the Courier from all factions. Also removes them from the 'Player' faction. Use player.AddToFaction 0001b2a4 1 to fix. Remember to also re-add the DLC player factions: xx00B42E for Honest Hearts, xx016154 for Old World Blues, and xx003E41 for Lonesome Road. setally - sets factions allied status with each other. The variable will determine the status of each faction to the other: 0=friend, 1=ally, setenemy - sets factions enemy status with each other. The variable will determine the status of each faction to the other: 0=enemy, 1=neutral. Example: setally 000FED3F 00154307 1 0 - Will set Boomers allied status for BoS to allies, and BoS allied status for Boomers to friends. Quest[] resetquest - Gives the given quest, removing it from the quest log. Beware: often, this may force you to redo other quests to receive it once more. movetoqt - Moves the player to the current quest target. showquestlog - Shows the quest log which includes everything the player has encountered and done. GetQuestCompleted - Checks if the current quest is complete. Returns 1 for true and 0 for false. Receiving 1.00 means the quest is complete; 0.00 means it is not. sgt - Generates a list of current quest targets. completequest - Completes the given quest. caqs - Completes all stages of all quests, even quests you have not taken on, basically completely wiping out all quests of the game and completing the game without ending the game. setstage - Moves the quest in your quest log to the indicated quest stage. Recommended command for moving past bugged sections of quests rather than forcing the entire quest to become completed. setobjectivedisplayed - Sets which objective is displayed, in progress, in your quest log. After typing the stage number type 1 (to display) or 0 (to remove) Inventory and item manipulation[] player.setweaponhealthperc - sets currently equipped weapon's health. For example, player.setweaponhealthperc 100 would fully repair the currently equipped weapon. player.additem - get the indicated amount of the selected item. Example: player.additem 8ED03 300 - adds 300 9mm round to the player inventory. player.removeitem - remove the indicated amount of the selected item. player.addnote - add indicated note. player.removenote - remove the indicated note. If it is a physical note (such as written texts), the note is deleted permanently unless added via console again. player.additemhealthpercent - add item to your inventory, with a specified condition. Quality should be given in decimal form where 1.0 = 100%. setownership - make the item owned by an actor's form id (or player if unspecified) by mouse left-click on item and typing setownership (for instance, a cabinet or a bed; already owned property will still deduct Karma) clearownership - make the item unowned unlock - unlock doors, safes, terminals or any other locked containers. You can get the unique ID of an item by clicking on it while you have the console open, causing it to print out on the command line, preferably after you type "unlock " and a space. Please note that the "unlock" command may not work on a very limited number of locks, safes and/or terminals. However, it will open anything that is meant to be opened directly from the door/safe/container, and some more that are game breaking, like the elevator behind Benny's room leads to a vault, and the doors that are not meant to be opened will lead to bottomless gray pits. If you jump into the pit, it drops you to the stairs under the Vault 21 gift shop. lock - lock doors, safes, terminals or any other unlocked containers. Adding a number after lock sets the difficulty. For example, lock 0 would create a very easy lock, lock 25 an easy lock, and lock 100 a very hard lock. lock 101 will make the item unpick-able (Requires Key). activate - doors, switches, radios and other objects that have multiple states can have their state changed by a specified form id, either numeric or player. player.srm - Self-repair of items up to your current repair skill. Note that you can't repair all items in one command ('A' on PC) if the total cost of the repair is more caps than you currently have, forcing you to do repair individual items until the total amount needed to repair all items in a single command is less than your total caps on hand. Regardless of the method, all caps "spent" on repairs are paid to you, netting a total cost of zero. This is particularly handy before you sell items, raising their value considerably. setcanusepowerarmor 1 - make power armor wearable. If you can already wear power armor and type 0 instead of 1, you will no longer be able to wear it. player.showinventory shows player inventory and item ID's of all player inventory items. resetinventory resets the inventory of the selected container. Player manipulation[] RewardKarma - rewards specified amount of Karma (Use negative numbers to reduce Karma) player.setscale - 1 is default, 0.1 is tiny, 10 is gigantic (not recommended for indoor use - and note that this does not change fall damage). player.getav - Get the current value of Skills, S.P.E.C.I.A.L. or Karma amount. See Fallout 3 console commands for the list. These can be modified with the modav command. player.modav - Add or subtract from Skills or S.P.E.C.I.A.L. amount. 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Attempting player.modav xp -n displays the message "Actor value 'XP' cannot be modified in scripts or the console.") showracemenu - Allows race editing, whenever. showbarbermenu - Allows hair editing. shownamemenu - Allows renaming. showplasticsurgeonmenu - Allows face editing. showsleepwaitmenu 1 - Opens the sleep/wait menu. player.showrecipemenu - Opens the crafting menu from specified category. Campfire: 0013B2C0, Workbench: 0013B2C1, Reloading bench: 00153621, Sierra Madre vending machine: 010103A0 increases movement by half. showtraitmenu - Allows the player to re-pick their traits. player.setlevel - Allows the player to set their level player.resethealth - restore NPC's health. player.agerace - As long as the race has properly defined child and elder sub-races, this will change them accordingly. -1 is child, 1 is adult, 2 is elder. player.sethardcore 1 activates hardcore mode, 0 disables it. Actor manipulation[] "Actor" refers to a class in which non-player characters, Creatures, and "Talking Activators" belong. These work on creatures and non-player characters. addperk - Select an NPC and type addperk 00031db7; this example would give the selected NPC Light Step. resurrect - Revives non-player character and renews their inventory. This command will not undo the failure of quests. resurrect 1 - Revives non-player character without renewing their inventory. This command will not enable the completion of failed quests. player.resurrect - May cause a game crash. kill - Kills non-player character. Killing quest-related NPCs may lead to failed quests. killall - Kills all non-invincible NPCs in the nearby area. Use with caution, as some quest-essential NPCs you can't see directly may also be killed. Also affects companions (rendering them "unconscious" in Casual mode but actually killing them in Hardcore). tdetect - Toggles AI player detection (Causes player to always be hidden). rdf - resets all the dialog trees of all actors. The last resort for bugged dialogue; can help in bugged quests or break them if used incorrectly. (i.e. choosing an answer, then resetting and choosing a different one may or may not break the quest based on such answers) Use with caution. player.placeatme - Spawns Creature/Non-player character, static objects, and containers. They will spawn on top of you, so make sure you are in an open area if you spawn a lot. Alternatively, you can use 'placeatme' instead to spawn things at the selected object location instead of the player location. (useful if spawning several monsters and you don't want to be at hit distance from them) addtofaction - Makes selected non-player character a member of a specific faction. Replace X with "1" to make the non-player character an ally of the faction or "0" to simply make him/her friendly with it. Be sure to click on each character you want to add to the faction before entering the command. So, for example, to add a non-player character to your own character's faction as a friend, you would first click on them and then enter addtofaction 1b2a4 0. Remember you will then need to use the stopcombat function right afterward if the non-player character was already attacking. removefromfaction - Removes non-player character from a specific faction. For example: removefromfaction 1b2a4 will remove NPC from your own Player Character's faction. These previous two commands are useful when you need to turn a hostile non-player character friendly in order to talk to them/begin a quest related to them that you otherwise couldn't start. Add them to your faction, talk to them and complete their quest. Then remove them from your faction and they will return to being hostile. tcai - Toggle all non-player character combat AI (non-player character doesn't fight) tai - Toggle all or selected non-player character AI (disables AI processing) OpenTeammateContainer 1 - Will open their inventory, as though they were a companion, for the transfer of inventory items. setav aggression 0 - disable NPC's hostility. SetRestrained 1 - Will cause an actor to stand in place, not engaging in combat or carrying out AI packages. PlayIdle - Plays an idle, where X is the idle's EditorID string (not the FormID). The number of EditorIDs are too numerous to list here. PushActorAway - Causes another actor (variable X, an Actor reference formID) to go into a ragdoll state and gets propelled away at a force of Y, away from the calling reference (selectable by clicking on a ref in console mode or by using the 'prid' command) setscale - like player.setscale but works on NPCs instead. agerace - like player.agerace but works on NPCs instead. matchrace - changes the currently selected npc's race to the specified form ID belonging to another NPC. getbaseobject - prints a reference's EditorID, useful for commands that require Form ID without having to refer to a wiki to find it. Display manipulation and debugging[] tfc - Toggle Free Camera (where X is an optional variable in which a value of 1 will freeze all in the scene except any running scripts) fov - Sets the viewmodel FOV to the maximum, allowing for full view of any weapon while in First Person perspective. fov - Set Field of View. fov 40 - narrow, fov 90 - wide angle lens. fov 75 is the default value. sgtm - Set global time speed, where X is the multiplier (IE: normal: 1, half speed: 0.5) sucsm - Set UFO cam movement speed (IE: freecam speed), where X is a multiplier tlb - Toggle Light Brite (disables lighting and shadowing; all materials at full brightness; normal bump shading won't function) tcl - No clipping mode, allows for free movement, ideal when being stuck tmm - Show/hide all map markers (additionally: 'tmm 1 0 1' will show all map markers without discovering them and without being able to fast travel to them.) tdt - Toggle debug display tlv - Toggle leaves tg - Toggle grass tp - Toggle view of projectiles and spawns tfow - Toggle fog of war on local map tgm - Toggle god mode (infinite health, unlimited ammunition, no need to reload, able to carry unlimited items) tdm - Toggle demigod mode (infinite health, limited ammunition, need to reload, able to carry unlimited items) EnablePlayerControls - Enables player controls (when disabled by cutscenes) disable - Removes the selected object from the game (can be undone by typing "enable" while the object is still selected. Great for removing glitching objects. enable - Used for enabling previously disabled objects. (Object still needs to be selected, as you cannot reselect an object that no longer exists.) markfordelete - Flags the object for deletion. On next cell loading the object will be removed. zap - Immediately deletes an object from the game. movetoqt - Instantly shifts you to the quest target or next optional quest spot. coc - Force fast travel to town/area (Example: coc Jacobstown) tcg - Toggle Collision Geometry Visibility, useful for locating items that were lost or dropped by accident twf - Toggle Wireframe tm - Toggle HUD tvl - Toggle VATS lights Searching for items and objects[] search - search for a specific item or object containing said query. The variable will determine what kind of things the console returns. (JIP LN NVSE plugin required) Examples: search "service rifle" will show all results that include the words 'service rifle' in the console. search gun perk will show only perks that include the word 'gun,' such as Run n' Gun and Shotgun Surgeon, in the console. Replacing 'perk' with 'weap' would return all weapons that include the string 'gun.' search primm will show all results for objects and items including the word 'primm' in their name. Miscellaneous[] incrementscriptedchallenge - Increments the current value of a challenge by 1, does not work with all challenges. See Fallout: New Vegas challenges for challenge form IDs. Notes[] The coc command doesn't work for all locations in the game; it's also fairly heavy on lower-end systems and can freeze the game. fov is not a permanent change command, and tweaks made will be reset upon restarting the game. The only way to change field of view permanently is with mods such as FOV Slider. Several Fallout 3 console commands remain the same, e.g. player.modav carryweight. Refer to these commands here. Most commands are the same in Fallout 3 and New Vegas because both games use the same engine. Using console commands in the Steam version of the game will disable achievements. Simply opening the console will not disable them. To re-enable them, one must exit the game and relaunch it. Fallout: New Vegas contains much legacy content left over from Fallout 3 that may only be acquired through use of console commands. Bugs[] Sometimes, when changing your reputation while disguised and *after* having attacked a certain faction, they may be hostile even though your reputation with them has changed from bad to good. However, this is a continuance error and maybe rectified after spending enough time away from said faction while out of combat. (Test in 21 different ways).[verified] If you cannot pull up the console, check Control Panel - Device Manager - Keyboards for Microsoft home MCIR devices. These interfere with the Tilde (console) key. Remove these devices and restart Fallout: New Vegas. You should now be able to enter console mode. Also works for Fallout 3. [verified] The coc command, when used for certain locations, will drop you into a black pit. Can be fixed by reloading the game or fast traveling somewhere else. Also using the tcl command to leave. [verified] Sometimes, when using the console command, your followers' apparel or weapons will reset to their original state, therefore losing the "special" equipped items. The inventory will not be changed if the follower was not wearing or using the item. [verified] When returning to your player view after using the 'tfc' command, the 1st Person model of weapons will be farther out than usual i.e. you may be able to see the stock of the weapon. This can be fixed by completely exiting the game (not just reloading the save), then restarting it. [verified] When using the 'movetoqt' or 'coc' command from inside a Strip casino, you may lose the weapons you had taken from you. This can be fixed by returning to an earlier save.[verified] If you use the 'movetoqt' or 'coc' command from inside a Strip casino and lose your weapons, upon returning to the casino, you may not be able to move. This can only be fixed by exiting and restarting the game. [verified] Another option may be to enter the command "enableplayercontrols" so that you can move and also have weapons returned upon exiting the casino.