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Lucky revolver000e2c86Mysterious Magnum00127c6cLi'l Devil pistol xx000805Anti-materiel Rifle0008f21cAssault Carbine (GRA)0008f21eChristine's CoS silencer riflexx0112baSilenced .22 SMG0008f21eChristine's CoS silencer riflexx0112baSilenced .22 SMG000
rifle00103b1dFlamer0000432dPlasma caster000906cfTesla cannon000e2becFat Man 0000432cMercy0015fff4Missile launcher 00004340Chainsaw0015fe44Power Fist00004347 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). The backquote key shifts to tilde (~) on U.S. keyboards, and the not symbol (¬') on UK 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, `on Brazilian keyboards, `on Br
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 in 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 commands listed below; it displays a few extra debugging commands. Player reputation and faction[] addreputation – 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 subtracted from the
player's fame (1) or infamy (0) with the faction. Examples: addreputation out at its normal minimum and maximum values of 0 and 100. The variable will determine if the amount is set for the player's fame (1) or infamy (0) with the faction. Examples: addreputation 000ffae8 1 5 - adds 5 fame to the Boomers
faction. removereputation 000ffae8 0 5 - removes 5 infamy from 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 cannot skip ranks (and you would go from neutral to Idiolized/Villifed 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' factions wx003E41 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. movetout - Moves the player to the current quest store and done.
GetQuestCompleted - Checks if the current quest is complete. Receiving 1.00 means it is not. sqt - Generates a list of current quest is completes the given quest. caqs - Completes the given quests, even 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. setobjective displayed - 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. player.setweaponhealthperc - sets currently equipped weapon.
selected item. Example: player.additem 0000000f 200 - adds 200 caps to the player money/inventory. It is also possible to exclude the zeroes before the item's ID assuming it is not from outside of the base game. 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. 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 - 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 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 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 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.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. setpccanusepowerarmor 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 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.
(Example: player.modav energyweapons 25 +25 to Energy Weapons) player.restoreav - Reduces the stat by a specified value until it reaches minimum. player.forceav - 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 does not add the Experience Points. While you gain all 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. Any levels gained will be granted immediately, one after the other. (You cannot subtract experience using player.rewardxp -n. 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 face editing, showsleepwaitmenu 1 - Opens the crafting menu from specified category. Campfire: 0013B2C0, Workbench: 0013B2C1, Reloading bench:
00153621, Sierra Madre vending machine: 010103A0 player.addperk - give player selected perk or trait. For list of perks, click the list of items here. 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.setlevel - Allows the player to set their level player.resethealth - restore NPC's health. player.setlevel - Allows the player to set their level player.setlevel - Allows the player to set their level player.resethealth - restore NPC's health.
is child, 1 is adult, 2 is elder, 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 enable the completion of failed guests. resurrect - Revives non-player character without renewing their inventory. This command will not enable the completion of failed guests. resurrect - Revives non-player character without renewing their inventory. This command will not enable the completion of failed guests.
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 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 and ally of 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. remove from faction - Removes non-player character from a specific faction. For example
remove them from your faction and they will return to being hostile. tcai - Toggle all non-player character doesn't fight) tai - Toggle all or selected non-player character doesn't fight) tai - Toggle all or selected non-player character doesn't fight) tai - Toggle all or selected 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. 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 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
                          them and without being able to fast travel to them.) tdt - Toggle debug display tlv - Toggle leaves tg - 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) Enable - 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 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 Wireframe tm - Toggle Word 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 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[] 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. For is not a permanent change field of view permanently is with mods such as FOV Slider. Several Fallout 3 console commands
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 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
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 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.
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 (Unpaused). The backquote key shifts to tilde (~) on U.S. keyboards, and the not
symbol (¬') on UK keyboards. Other 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, circumflex (^) on German keyboards, 2 on French
keyboards, \ or \ on Italian keyboards, \ on Brazilian keyboards, \ on
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 iConsole 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 an
(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 - removes player reputation with faction; the value will max out at its normal minimum and
maximum values of 0 and 100. The variable will determine if the amount is set for the player's fame (1) or infamy (0) with the faction. Examples: addreputation 000ffae8 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 below 4. Note If you increase fame value to below 4. Note If you increase fame value to 90 and reduce infamy value to below 4. Note If you increase fame value to 90 and reduce infamy value to below 4. Note If you increase fame value to 90 and reduce infamy value to below 4. Note If you increase fame value to 90 and reduce infamy value to below 4. Note If you increase fame value to 90 and reduce infamy value to below 4. Note If you increase fame value to 90 and reduce infamy value to below 4. Note If you increase fame value to 90 and reduce infamy value to 90 and reduce infamy value to below 4. Note If you increase fame value to 90 and reduce infamy value to 90 and reduce 
the Reputation in intervals of 0-5, because you cannot skip ranks (and you would go from neutral to Idiolized/Villifed if you add 100, the game can't handle that so its limited to a maximum of 5 points per command) removefromallfactions. 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 enemy status with each other.
other quests to receive it once more. movetout - Moves the player to the current quest is completed - 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 so full quests, even quest targets. completes the given 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. setobjective displayed - 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.setweaponhealthper
 - sets currently equipped weapon's health. For example, player.setweaponhealthperc 100 would fully repair the currently equipped weapon. player money/inventory. It is also possible to exclude the zeroes before the item's
formID in the command line and it would register as the item's ID assuming it is not from outside of the base game. Example: player.remove the indicated amount of the selected item. player.addinote - add indicated note. player.removenote - remove the indicated
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 printten unowned unlock - unlock doors, safes, terminals or any other locked containers.
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. 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 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. setpccanusepower armor wearable. If you will no longer be able to wear it. player.showinventory shows player inventory and item ID's of all player inventory items. resetinventory
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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 energyweapons 25 +25 to Energy Weapons) player.restoreav - Increases the stat by a specified value until it reaches maximum
allowed. player.damageav - Reduces the stat by a specified value until it reaches minimum. player.forceav - Set precise value of Skill or S.P.E.C.I.A.L. from (1-10), S.P.
player up by one level, but does not add the Experience Points. While you gain all 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.
 other. (You cannot subtract experience using player.rewardxp -n. Attempting player.modav xp -n displays the message "Actor value 'XP' cannot be modified in scripts or the console.") shownamemenu - Allows race editing, whenever. showbarbermenu - Allows face
editing. showsleepwaitmenu 1 - Opens the sleep/wait menu. player.showrecipemenu - Opens the crafting menu from specified category. Campfire: 0013B2C1, Reloading bench: 0013B2C1, Reloa
player.removeperk - removes the selected perk. sexchange - changes the sex of your character. player.setspeedmult - changes movement in half, while player.setspeedmult 150 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. 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 thee 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 to your own character to your own character to 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 from a specific faction. These previous two commands are useful when you need to turn a
hostile non-player character friendly in order to talk to them and complete their quest. Then remove them from your faction, talk to 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 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, limited ammunition, no 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. (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 Wireframe tm - Toggle VATS lights Search "service rifle" will show all results that include the words that include the words to the words to the words of things the console returns. (JIP LN NVSE plugin required) Examples: search "service rifle" will show all results that include the words to the words of things the console returns.
'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[]
incrementscripted challenge - 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 and relaunch it. Fallout: New Vegas contains much legacy content left over from Fallout 3 that may only be acquired through use of console
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
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, 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, you may lose the weapons you had taken from you.
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. Bethesda From the moment you begin your adventure in Fallout: New Vegas, you've already cheated death. Your first
playthrough of the game should be done as the developers intended, though maybe with a couple of mods to make the experience a little smoother, but nothing that breaks the game. That said, it's been over a decade since the game came out, so odds are you've already played through the intended way at least once. This is when you can have some
fun tinkering with the game and play using console commands and cheats if you're on the PC version of the game. There are a ton of commands you can input to manipulate your character, the world, objects, and more. Here's a full rundown of all the cheats there are and how to activate them. How to enter console commands Opening up the
        and console to type in your cheats is just a single keystroke away. While in the game (not paused), hit the ~ key located below cheats. All Fallout: New Vegas console commands and cheats Bethesda Because there are so many
we're going to break them down into general categories to make it easier for you to find what you're looking for based on what you want to do. Faction and reputation with a faction with a faction.
removefromallfactions — Removes you from any joined factions allied with one another. Quest to your character and removes it from the quest log. movetogt — Moves the player to the current quest objective. showquestlog —
Brings up the quest log showing all your completed quests. GetQuestCompleted — Tells you if your current quest is completed every quest in the game, whether you've started them or not. setstage — Advances a quest to the desired
stage. setobjectivedisplayed — Choose what quest objective is shown on screen. Inventory and item cheats player.setweaponhealthperc — Sets currently equipped weapon's health. player.additem — Obtain the desired amount of the selected item. Example: player.additem 0000000f 200 — Adds 200 caps to your inventory. player.removeitem —
Removes a set amount of any item, player, addited note, player, ad
doors, safes, terminals, or any other locked containers. player.srm — Self-repair of items up to your current repair skill. setpccanusepowerarmor 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.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).
for the list. player.modav — Add or subtract from Skills or S.P.E.C.I.A.L. amount. player.restoreav — Increases the stat by a specified value until it reaches the minimum. player.forceav — Set precise value of Skill or S.P.E.C.I.A.L. level. player.advlevel —
Levels the player up by one level, but does not add the Experience Points. player.rewardxp 15000 — Adds 15,000 exp. shownamemenu — Allows race editing. shows face editing. showsleepwaitmenu 1 — Opens the sleep/wait menu.
player.showrecipemenu — Opens the crafting menu from specified category. player.addperk — Removes the selected perk or trait. player.setspeedmult — Changes movement speed by percentage. 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 mode, 0 disables it. Miscellaneous tmm 1 — Reveals
all Pip-Boy markers and fast-travel locations on your map. tflow — Turns on or off the fog of war on your map. tflow — Turns off the HUD. fov — Adjusts the
field of view. tlb — Turns on or off lightbright mode. tcl — Turns on or off. tg — Turns grass on or off. tel — Turns grass gras
all things... What are the Fallout New Vegas console commands and cheats? Fallout 3 and Fallout New Vegas are both built on the Gamebryo 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 bethesda's latest. How to use Fallout New Vegas 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 for your perusal, as well as all the Starfield console commands for bethesda's latest.
and cheats To enter commands into Fallout New Vegas, you'll need to open the developer console. To do this, tap the 'tilde' key (~), which can be found in the same spot. Pressing the console key
will pause the game, remove the HUD, and give a text prompt (|) in the lower left corner of the screen. Simply type in a command and press enter for the effect to take place. When typing commands, replace any text surrounded by brackets with the required information, and do not type the brackets. Replace # with numerical values. Fallout New
Vegas console commands and cheats list All Pip-Boy Markers tmm 1 Activates all Pip-Boy markers on the map, making them visible and fast-travel locations. Toggles on/off god mode, which makes the player invincible to all damage, provides unlimited ammo,
carrying capacity and AP. Items do not degrade. Demi-God Mode (New Vegas only) tdm Toggles on/off demi-god mode, which makes the player invincible to all damage, but does not provide unlimited ammo or any other benefits. Kill All NPCs and creatures in the area. Teleport coc Teleports the player to a specific cell location.
Fallout New Vegas Camera Commands Free Camera anywhere you please. Use tfc 1 to pause the game too. Free Camera, allowing you to move the camera, allowing you to move the camera, and up to 10 for a fast camera, and up to 10 for a fast camera, and up to 10 for a fast camera, allowing you to move the camera anywhere you please. Use tfc 1 to pause the game too. Free Camera Movement Speed sucs moves the game too.
menus and HUD. Field of View fov Adjusts the field of view. Default is 75, Narrow is around 40, and wide is around 40, and wide is around 40, and the mode, which increases lighting in dark areas. Fallout New Vegas Inventory Commands Add Item to Inventory player. additem Adds an item to your
inventory. Items will be at 'full health' and undamaged. Remove Item from Inventory player.removeitem Removes an item from your inventory. Repair skill to fix items. The menu works like a merchant repair trade, but payment will be given back to the player. Show
Inventory IDs player.showinventory Lists the player's inventory with item IDs. Equip Item from Inventory with item IDs. Equip Item from your inventory Lists the player's inventory with item IDs. Equip Item from Inventory Weapon Health player.setweaponhealthperc Changes the health of your currently held weapon. Replace # with a number between 1-100. Fallout New Vegas NPC Commands For
almost all NPC commands, the NPC must be targeted before typing the command. Issuing a command without a target prid The same as left-clicking on a target, but useful if you cannot see the target prid The same as left-clicking on a target p
NPC. Teleport NPC moveto player Moves an NPC to your character. Add/Remove NPC Inventory, including hidden items. Barter
Menu sbm Shows the barter menu, for use with NPC traders. Restore NPC Health resethealth Brings an NPC die. Revive NPC resurrect Brings and Revive NPC
intelligence, so NPCs are unable to fight. Toggles on/off all artificial intelligence, so NPCs are unable to do anything. Set NPC Faction as Enemy setenemy (0/1 optional) (0/1 optional) Sets a faction as an enemy with another
faction. sets an enemy, sets as neutral. Make NPC Immortal setessential Makes an NPC unable to die. sets NPC as immortal, sets NPC as immortal, sets NPC as immortal setessential Makes an NPC unable to die. sets NPC as immortal, sets NPC as immortal setessential Makes an NPC unable to die. sets NPC as immortal setessential Makes an NPC unable to die. sets NPC as immortal setessential Makes an NPC unable to die. sets NPC as immortal setessential Makes an NPC unable to die. sets NPC as immortal setessential Makes an NPC unable to die. sets NPC as immortal setessential Makes an NPC unable to die. sets NPC as immortal setessential Makes an NPC unable to die. sets NPC as immortal setessential Makes an NPC unable to die. sets NPC as immortal setessential Makes an NPC unable to die. sets NPC as immortal sets nPC unable to die. sets NPC as immortal sets nPC unable to die. sets NPC as immortal sets nPC unable to die. sets nPC unable to di
combat, although NPC will remain hostile. Stop NPC Hostility setav aggression 0 Stops an NPC from being hostile towards you. Add NPC Script addscriptpackage Adds a script to the targeted NPC. For example, use id "4083b" to make an NPC follow you. Clone an NPC player.placeleveledactoratme Creates a clone of an NPC and places it by the
player character. Reset Companion Quest resetquest Reset a companion's hire quest. Fallout New Vegas Stat player.damageactorvalue Reduces a stat by a numerical value. The most typical stat variable would be 'health'. Set Scale player.setscale Set player scale. The higher the scale, the faster and stronger you become. 1.0
is default. 0.95 is smaller, 1.1 is bigger. Actor Values player.getav Provides a read-out of an NPC stats player.getav Provides a read-out of an NPC actor's stats to a specific numerical value. Example variables are karma and intelligence. Set NPC Stats player.getav Provides a read-out of an NPC actor's stats to a specific numerical value.
Negative numbers lower the stat. The value you assign to # will be in addition to what the value currently is, rather than replacing the whole stat value. Add a Perk player.sexchange Changes your player.
character gender. Change Name shownamemenu Opens a menu to allow player character name changes. Change Race/Face showracemenu Opens a menu to allow you to change your face will disable perks, so they must be removed and added again manually. Change Traits showtraitmenu Opens a menu to
change player traits. Change Hair showbarbermenu Opens a menu to change player hairstyle. Change Facial Features showplasticsurgeonmenu Opens a menu to change player appearance. Level Up player.advlevel Advances your character by one XP level. Change Facial Features showplasticsurgeonmenu Opens a menu to change player appearance. Level Up player.advlevel Advances your character by one XP level. Change Facial Features showplasticsurgeonmenu Opens a menu to change player appearance.
Sets the age generation of your character. Replace # with -1 for child, 1 for adult, 2 for elderly person. Grant XPplayer.rewardxp Adds a specified amount of Karma to the player character. Set Settingsetgs Sets a specific game setting, such as max level cap, or
damage resistance. Setting reset each time the game is started, so need re-applying each session. Replace with a setting, such as "iMaxCharacterLevel ". Fallout New Vegas Item and World Commands Delete Object zap Deletes the targeted item. Set Item Scale setScale Sets the scale of an item in the game world. Show Item Scale getScale Shows a
read-out of the targeted item's scale. Unlock unlock Unlocks a locked safe, door, or container. The effect can be reversed with "lock", which can also be modified by adding a numerical value equal to the required lockpick skill. A setting of "lock 255" will be unpickable and require a key. Activate an Item activate Activate a targeted item without
having to locate its switch. Delete Item markfordelete Deletes an item from the game world. Get Items player, not specified amount and quality. Move to Item player, move to the player, of specified amount and quality. Move to Item player, of specified amount and quality. Move to Item player, of specified amount and quality.
categories: "0013b2c1" for Workbench, "0013b2c0" for Campfire, and "xx0103a0" for Vending Machine. Set Timescale set timescale to Sets how fast time progresses in game. A setting of 1 is real time, with 1 second in real time. The default setting is 30. Set Game Hour set gamehour to Sets
the game hour to the specified time, and will be applied when the game is unpaused. Fallout New Vegas Quest Commands Move to Quest Target movetogt Moves player character to the game. Quest Check getgc Checks if
the current quest is complete. A result of "1" means complete, "0" means uncomplete. Quest Reset resetquest Reset objective getstage Gets the objective level of a quest. Set Quest Objective Level setstage Sets a quest to a specified objective, which
can be used to drop back by an objective if bugs arise. Complete all Objectives Complete all Objectives of the specified quests of the specified quests. Fallout New Vegas Game Commands Save Game save Saves the game using the specified
description. Load Game load Loads the game file with the specified description. Quit Game quitgame Quits the game without using menus. Fallout New Vegas Reputation Commands Add Reputation for infamy reputation, or "1" for fame. 100 is the highest
value that can be attained. Remove Reputation removereputation Removes reputation with a specified faction to a specified faction to a specified faction with a specified f
specified fraction. Replace "variable" with "0" for infamy reputation, or "1" for fame. 100 is the highest value that can be attained. Skip to content while in-game and working around bugs, but may be used to cheat as well. Use the backguote key (`)
while in-game (Unpaused). The backquote key shifts to tilde (~) on U.S. keyboards, and the not symbol (¬') on UK 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, or | on Italian keyboards,
you are using a computer-compatible Xbox controller before you can use console commands. When command entry mode is enabled, the game will freeze. If the left side of the console TextXPos variable will move
the prompt further right into the field of view. Enter help for the list of all console commands. Note: The help commands listed below; it displays a few extra debugging commands. Player reputation - 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. remover putation 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 minimum and maximum values of 0 and 100. The variable will determine if the amount is set for the player's fame (1) or infamy (0) with the faction. Examples: addreputation 000ffae8 1 5 - adds 5 fame to the Boomers faction. removereputation 000ffae8 0 5 -
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