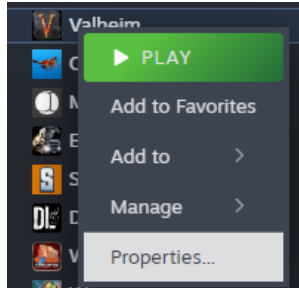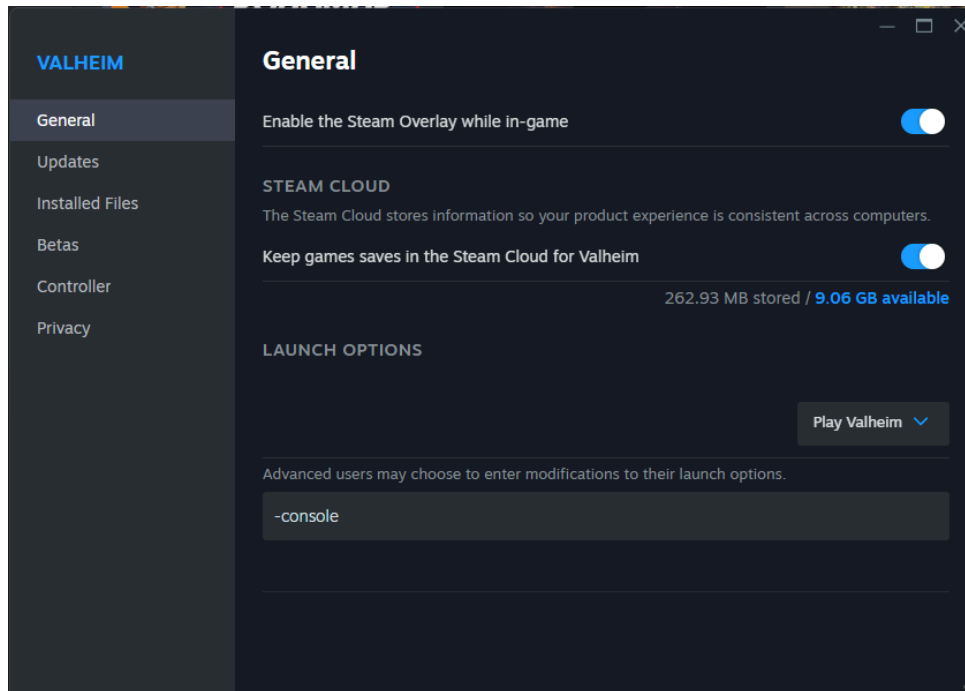**Debug Mode, and Basic Commands**

# <u>Setting Up</u>

To enable the console, right click Valheim in your Steam library and go to properties.



Add -console to your launch options



Once you uploaded and loaded into the correct save file, tap F5 on your keyboard to open up a menu. It should look like this:
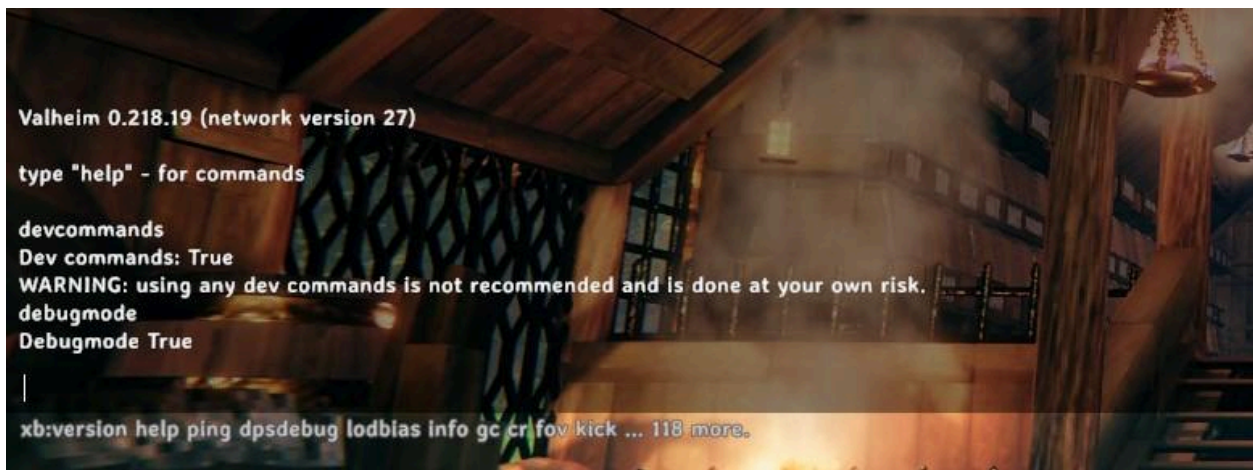
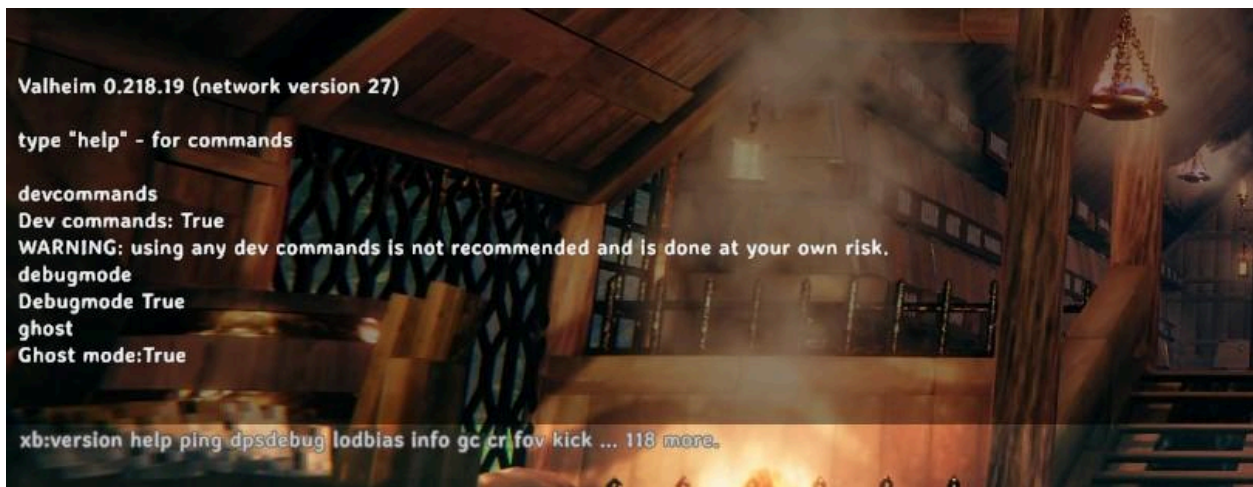From here, type devcommands and hit enter and you should get a return of 'True'



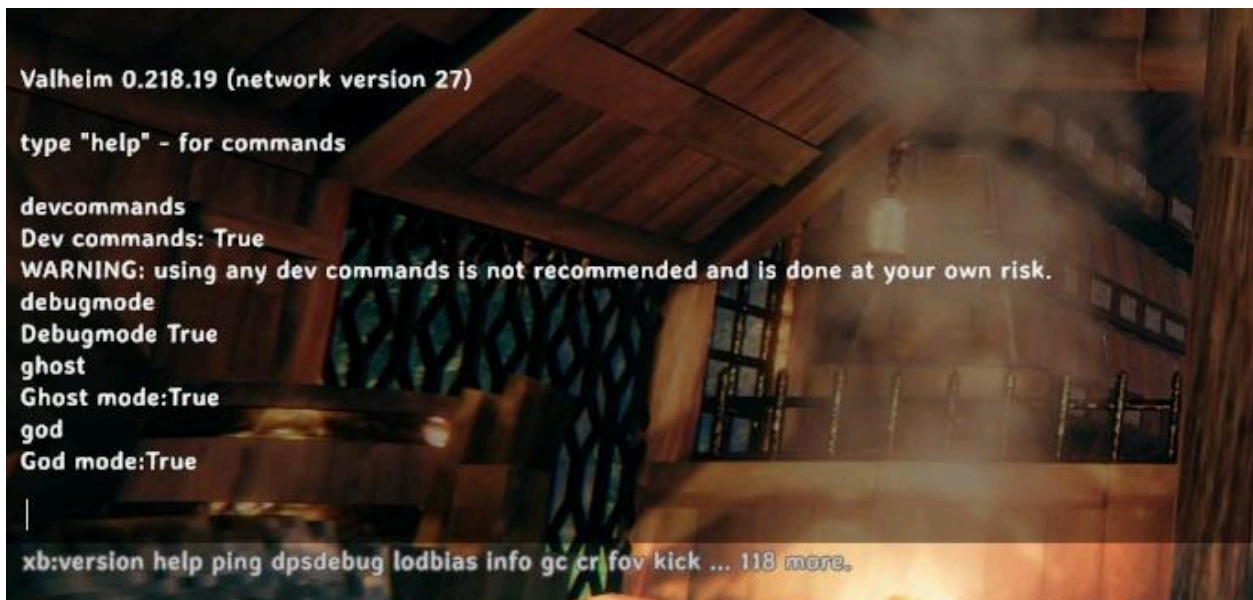Next, type debugmode and hit enter. Once again, you should get a return of 'True'

# Debug Mode, and Basic Commands



Even though we have creatures on passive, type ghost and hit enter. You should once again get a return of 'True'



Next, also for safety reasons, type god and hit enter. You will get a return of 'True.'
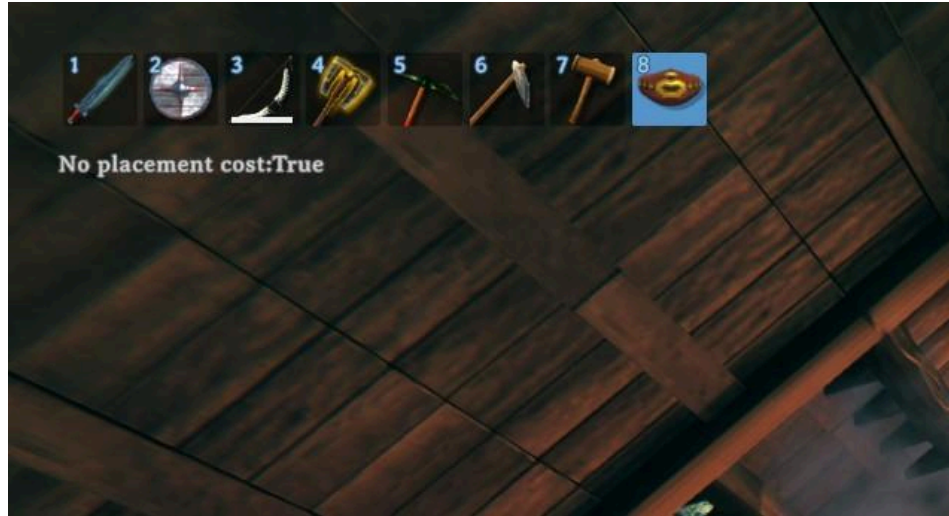


## Keyboard Shortcuts

# Debug Mode, and Basic Commands

Although we have hammermode set for the world, building in debugmode will allow you more control and range over your building. Once you've done the above steps and entered debugmode, close the F5 window. From there, you can use the following keyboard shortcuts.

B will allow you to build, craft, and repair freely. You can build normally without the need for any craft benches. Tapping B will give a confirmation on the upper lefthand corner of the screen.



Hitting Tab will open up the normal crafting menu but it will be full of all craftable items that you can make at any point, and you can also repair all items simply by clicking on the normal repair button.

**Debug Mode, and Basic Commands**

If flying will make building easier for you, you can tap Z. You will get a confirmation in the upper lefthand corner of your screen.



# Additional Commands, Spawning Items, & Signs

**If you find that fog has rolled in, or a storm has begun,** then you can enter F5 again at any time and type env clear and hit enter. The return you should get is "Setting debug environment:Clear." It takes about a minute, but the environment will clear up and become sunny again.

## Debug Mode, and Basic Commands

**If it becomes too dark for you to see** and you do not have a bed to sleep it, or you do not want to waste the time to sleep through the night, open up the F5 menu and type in tod 0.4 to change the day setting to earlier in the day



If you need to spawn something in, such as weapons, food, or trophies, open up the F5 menu. If you are unsure of the item name, please refer to our compiled list of spawnable items.  Type out spawn ITEM AMOUNT and hit enter. For example, if you want to spawn in 10 Stone Golem trophies, you would type "spawn TrophySGolem 10" and hit enter.
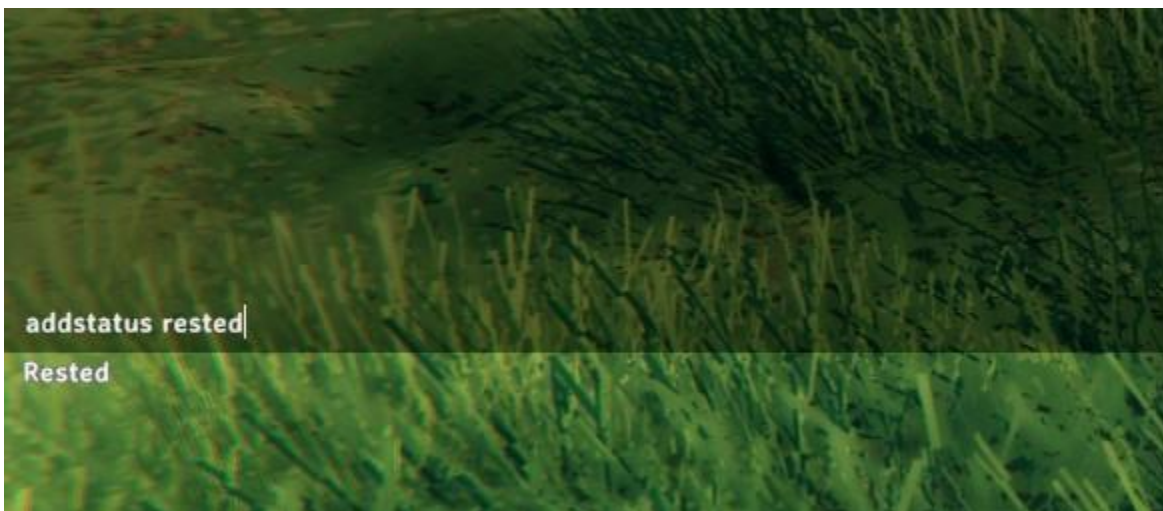
# Debug Mode, and Basic Commands

**If you need to remove any dropped items** you open up F5 and type removedrops and hit enter. You will not see anything confirming this in the F5 window, but on the top left you will see how many items were removed.  Please know this will remove any drops in the area.



**If you need to change an effect status on your character**, such as adding a rested bonus, open up the F5 menu and type addstatus rested. This will add 8 minutes of rested bonus.

## Debug Mode, and Basic Commands

**If you'd like to change the color of a sign**, there are two ways to do this.  The first is to use the most basic color names. On the actual sign, type <color=COLOR> and it will disappear and you can type in whatever color you have chosen. For example, if you wanted white text, you would type <color=white>



You can also use hex codes. Using the same code, replace the color name with the hex code, including the # symbol

## Debug Mode, and Basic Commands

**If you'd like to change the size of the text on the sign,** you can do so using the same basic code concept as changing the colors.  On the sign, type <size=NUMBER>. For example, if you'd like very large font, you can use <size=50>



Please know that it vertically, not horizontally, adjusts the text on the sign.



So you may need to use multiple signs to accomplish your goal.