

Old World Console Commands

Hit <shift> <tilda> to bring up the console.

All Console Commands can be printed to the Unity console using the command: *dumpconsolecommands*

Name	Command	Category
doeventstory	doeventstory EVENTSTORY_TYPE	Events
testEvents	testEvents (true/false)	Events
eventstorymaxprio	eventstorymaxprio EVENTSTORY_TYPE	Events
addmoney	addmoney int (playerIndex)	Goods, Yields, Money
addyield	addyield YIELD_TYPE int (playerIndex)	Goods, Yields, Money
addunit	addunit UNIT_TYPE tileID playerIndex (BARBARIAN_TYPE)	Units
addgeneral	addgeneral tileID characterID	Units
removetopunit	removetopunit tileID	Units
removeunits	removeunit tileID	Units
addimprovement	addimprovement IMPROVEMENT_TYPE tileID (playerIndex) (RELIGION_TYPE) (buildTurns)	Improvements
removeimprovement	removeimprovement tileID	Improvements
finishimprovement	finishimprovement tileID	Improvements
addvegetation	addvegetation VEGETATION_TYPE (tileID)	Vegetation
removevegetation	removevegetation (tileID)	Vegetation
makenation	makenation playerIndex NATION_TYPE	Tiles

addcity	addcity tileID playerIndex (FAMILY_TYPE)	Tiles
setcityowner	setcityowner tileID playerIndex	Tiles
setTileName	setTileName tileIndex tileNameUnderscoreForSpace	Tiles
revealmap	revealmap playerID	Visibility
fullrevealmap	fullrevealmap	Visibility
setTribeAlliance	setTribeAlliance TRIBE_TYPE playerID	Diplomacy
setTribeHostile	setTribeHostile TRIBE_TYPE playerID	Diplomacy
setTeamHostile	setTeamHostile teamID teamID	Diplomacy
setTribeTruce	setTribeTruce TRIBE_TYPE playerID	Diplomacy
setTeamTruce	setTeamTruce teamID teamID	Diplomacy
setTribePeace	setTribePeace TRIBE_TYPE playerID	Diplomacy
setTeamPeace	setTeamPeace teamID teamID	Diplomacy
setTribeAlly	setBarbarianAlly BARBARIAN_TYPE, playerID	Diplomacy
setTeamAlliance	setTeamAlliance teamID, teamID	Diplomacy
addgoal	addgoal GOAL_TYPE (playerID)	Goals
removegoal	removegoal currentGoalID (playerID)	Goals
finishgoal	finishgoal GOAL_TYPE (fail)	Goals
newcharacter	newcharacter (playerID) (FAMILY_TYPE) (age) (fillValue)	Characters
makedead	makedead characterID	Characters
addtrait	addtrait TRAIT_TYPE (characterID)	Characters
removetrait	removetrait TRAIT_TYPE (characterID)	Characters
setrating	setrating RATING_TYPE rating (characterID)	Characters
setexperience	setexperience experience (characterID)	Characters
setcognomen	setcognomen COGNOMEN_TYPE (characterID)	Characters
setnation	setnation NATION_TYPE (characterID)	Characters

setfamily	setfamily FAMILY_TYPE (characterID)	Characters
setCourtier	setCourtier COURTIER_TYPE (characterID)	Characters
addrelationship	addrelationship RELATIONSHIP_TYPE character1ID character2ID	Characters
removerelationship	removerelationship RELATIONSHIP_TYPE character1ID character2ID	Characters
addCharacterMemory	addCharacterMemory MEMORYCHARACTER_TYPE characterID	Characters
setReligion	setReligion RELIGION_TYPE characterId	Characters
addFamilyMemory	addFamilyMemory MEMORYFAMILY_TYPE FAMILY_TYPE	Family
setFamilyHead	setFamilyHead FAMILY_TYPE characterID	Family
addPlayerMemory	addPlayerMemory MEMORYPLAYER_TYPE playerMemoryOwnerID playerMemoryTargetIDDefaultsToZero	Player
addTeamMemory	addTeamMemory MEMORYPLAYER_TYPE playerMemoryOwner teamTarget	Player
setPlayerLeader	setPlayerLeader playerID characterID	Player
addTribeMemory	addTribeMemory MEMORYTRIBE_TYPE playerMemoryOwner TRIBE_TYPE	Tribe
setTribeLeader	setTribeLeader TRIBE_TYPE characterID	Tribe
addReligionMemory	addReligionMemory MEMORYRELIGION_TYPE playerMemoryOwner RELIGION_TYPE	Religion
setReligionHead	setReligionHead RELIGION_TYPE characterId	Religion
turnlock	turnlock	Game
autoplay	autoplay NUM_TURNS	Game
setTeamVictory	setTeamVictory VICTORY_TYPE teamID	Game
setachievement	setachievement ACHIEVEMENT_TYPE playerID	Game
reloadmods	reloadmods	Mod
dumpconsolecommands	dumpconsolecommands	Dump

dumphotkeyscommands	dumphotkeyscommands	Dump
dumpprofilerdata	dumpprofilerdata filename [saves out 5 seconds of profiler data to a file, which can then be sent to QA for performance analysis]	Dump
memoryprofilersnapshot	memoryprofilersnapshot filename	Dump