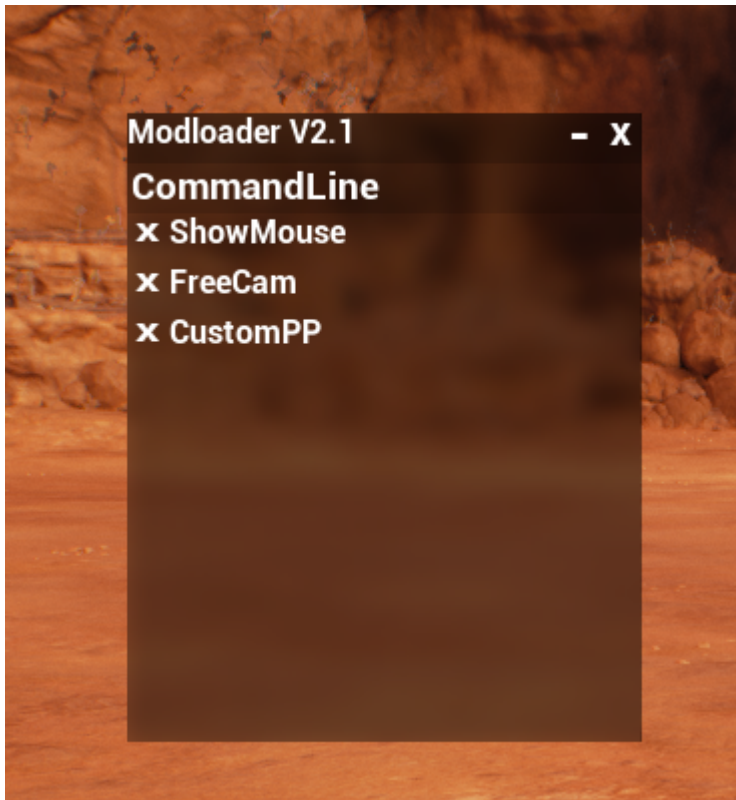


Command Line 2.0 Usage Guide

General Usage

The absolute first step is to install the KH3 Modloader and add Command Line into the list of mods like so.



If it shows up in the list below it is loaded and ready to go.

To open the menu simply press F2 and begin typing in commands. Unlike the previous version time is no longer slowed while the window is open, you can type the GameSpeed command to slow time or you can simply stopAI to stop enemies from bothering you while you type commands. If you have the Command Line window closed but need your mouse for any reason simply press the Tab key to toggle the visibility of your mouse.

When first opening Command Line it will be located in the top left section of the screen, but by clicking and dragging the top section of the window you can drag it

wherever you want. Scaling the window can also be done, click and drag the bottom right corner of the window to scale it.

Upon entering a valid command it will be added to the history portion of the window. Commands in your history can be clicked to initiate again, and you can save them by clicking the heart next to the command, red is pinned, white is unpinned.

If you want to clear unpinned commands simply click the X button and reopen the menu.

Command Descriptions

Ally / Friend

This command is used to set the players' party members. There are two ways to use this command, either the manual way, or with a separate window.

The manual way uses sub commands to clear, add, or remove allies, so for example if you wanted to remove all of your party members you would simply type the command "ally clear". If you want to add a single ally you need to specify the ally you want to add and the index or slot that they're added to. The add sub command works like this "ally add donald 0" this command will add donald to the first slot, if you wanted to add more allies you'd need to specify a different slot "ally add goofy 1" for example.

To open the ally window you'd type the command "ally window", this window will set all of your allies at once with the drop downs, if you want to save this window when changing areas just click the "=" button and it will respawn itself when loading into new areas. If you accidentally lose the ally window and wish to remove it simply type the command "ally window clear" to remove all instances of the window.

BattleLevel

This command is used to set the level of enemies, very simple usage, only needs the command and then the level you want enemies to be. For example "Battle_Level 55" will set the enemies level to 55, the window that is created is setting the level of the enemies and just like the ally window you can save it between areas by clicking the "=" button. To clear a lost window type the command "Battle_Level clear".

DestroyAll

Used for destroying all enemy actors, do not confuse this for KillAll. This should only be used in non scripted fights when an enemy can't be killed by conventional means or with the KillAll command.

Die

Simply triggers a game over.

GameSpeed

Used to set the overall speed of the game, you can speed up or slow down the game. For example "GameSpeed 1.5" will make the game run 50% faster, and "GameSpeed 0.3" will make the game run at 30% speed. Like with other windows click the "=" to save it between areas, and type "GameSpeed clear" to remove any rogue windows that have escaped.

Give

Give is used to add items, munny, and crabs to the inventory. The command needs the item name then the amount of that item you want so for example "give munny 1500" would give you 1500 munny, it's the same for items and crabs. The full list of items can be found [here](#).

GoA

Simply opens the Garden of Assemblage, this does not change the game mode like it does from the main menu, so it will be a little different.

Hist / Pin

This command is used to add any text you want to the command history section, used for commands that would normally open a new map that could not be pinned normally. "Pin GoA" would add the command GoA to the list of used commands.

Player

Sets the player character can be used manually or with a separate window with a drop down. "Player aqua" will set the player to aqua. "Player window" will open the player selection window, this has the option to respawn if it is ever destroyed by loading into a new area, simply click the "=" button. If the window ever

gets away from you and you need to remove it type the command "player window clear" to remove all instances of the window.

PrintAnimation

Prints the players animations. Works slightly differently from other methods of printing animations, this opens a new window and each animation will be added to a list, this list can be edited or copied. It works by checking if the last animation you performed is different from one set on a record, meaning if you do the same animation twice in a row it will only be added to the list once, this is uncommon though.

PrintDamage

Similar to the PrintAnimation window but prints damage instead, it filters out any object that isn't an enemy pawn, I'm not aware of any but there might be cases where your damage won't be printed because of that.

PrintEnemyAnimation

Prints the players locked on target animations, identical to the PrintAnimation command but for your lock on target instead.

PrintMaps

Prints the currently loaded maps, can be used to find all the ENVs in a map or just to see what modloader maps are actually loaded.

PrintPawns

Prints all pawns currently in the map.

Reset/Title

A soft reset command, simply takes you back to the title screen.

Set

Will set the players health, magic, or focus to a given value. Can set them all at once or individually, "set hp 55" will set the players hp to 55, "set hp mp fp 100" will set the players hp, mp, and fp all to 100. Any combination of those three or any order will work.

Spawn

This is the entire reason I made this mod in the first place, this command is used to spawn enemies, but unlike other methods you can spawn large numbers of enemies at once with a single command. "Spawn soldier 25" will spawn 25 Soldiers for example, "spawn larxene 1000" will spawn 1000 Larxenes. The full list of enemies can be found [here](#).

StopAI

Pauses all enemies AI, meaning they won't attack or move like they usually do. Includes a respawn button if you want it to travel through loading screens marked by the "=" button. Closing the window will re-enable the AI. If a window ever escapes you can type the command "StopAI clear" to remove all instances of that window.

TGM

Stands for toggle god mode, this command will set your HP, MP, and FP to a very high value constantly and makes formchanges last forever. Closing the window will disable god mode, and clicking the "=" will allow it to travel through loading screens. Like usual with window commands like this if it ever escapes the screen and you want it gone type the command "tgm clear" to remove all instances of the window.

UnlockCodes

Unlocks both EZ and Pro codes for use, if you already have both of them unlocked this does nothing at all.

YEET

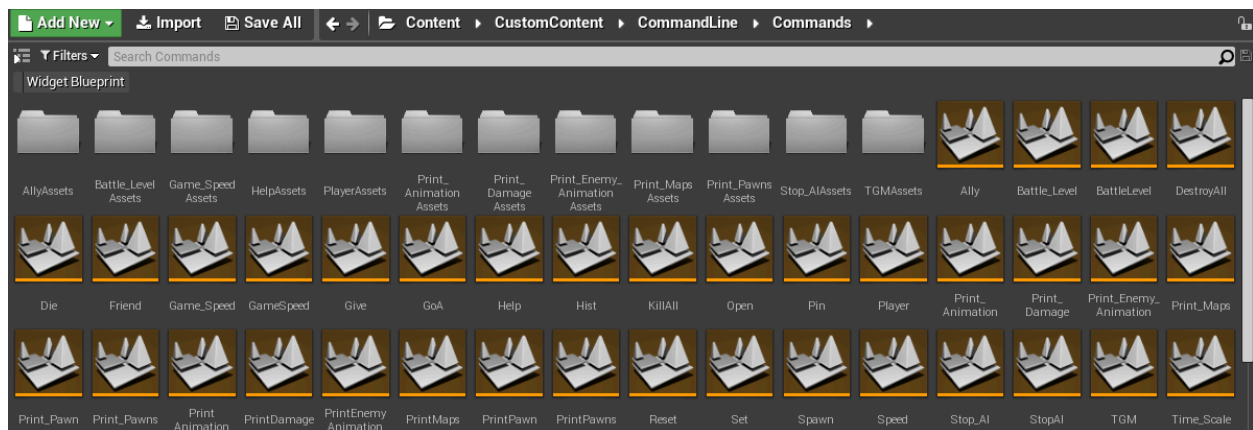
YEET.

Making Custom Commands

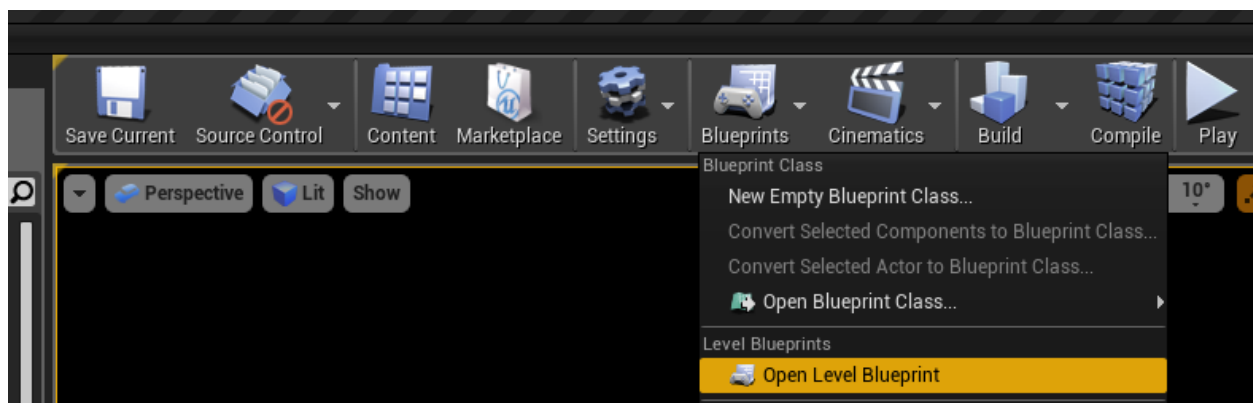
The absolute first step to making custom commands is to setup the custom UE engine and uproject for KH3, this is possibly not mandatory but it will be a huge help and the rest of this section will assume you already have all of that setup. If you don't have all of that you can find the guide for installing it [here](#).

Now that you have all of that done we can actually start detailing how the commands work. Command line essentially just loads maps, the maps then run their

logic and will optionally grab the text you sent through if they need it, the maps then run an event on the main command line window and then finally remove themselves from existence. That sounds like a lot, but most of that is just boilerplate and can be reused between commands. You need to download the uncooked files anyway for the command line, so feel free to look through some of the commands I made to get an idea of how these work, I'll detail them here anyway but looking for yourself is likely a better way to learn. All commands need to be located in the "Content/CustomContent/CommandLine/Commands" folder, all of my commands have the same restriction and you can find them there as well.



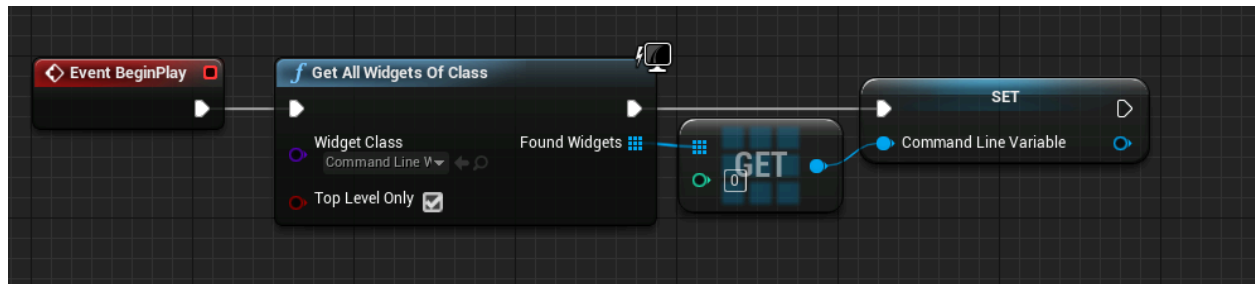
All of these yellow icons are the commands, well the maps that contain the commands at least. To actually view the logic behind the command open one of these maps, double click one to open it, then in the top bar we need to click the Blueprints button and then select "Open Level Blueprint".



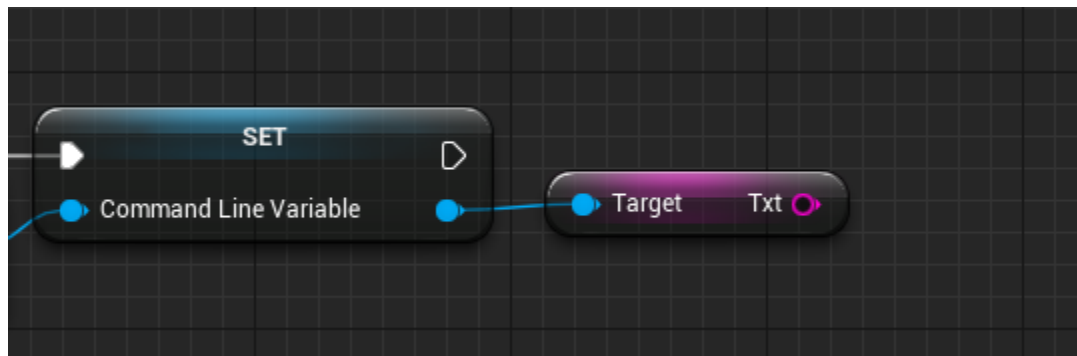
Making a new command would follow that same principle, but you'd just make your own level found in the context menu when you right click in the content browser.

I'll detail making a full command that will simply print any text we want onto the screen, this will use all the boilerplate code and show how to get the text from the command line that we need. I'll name our level "Example", this is the command that

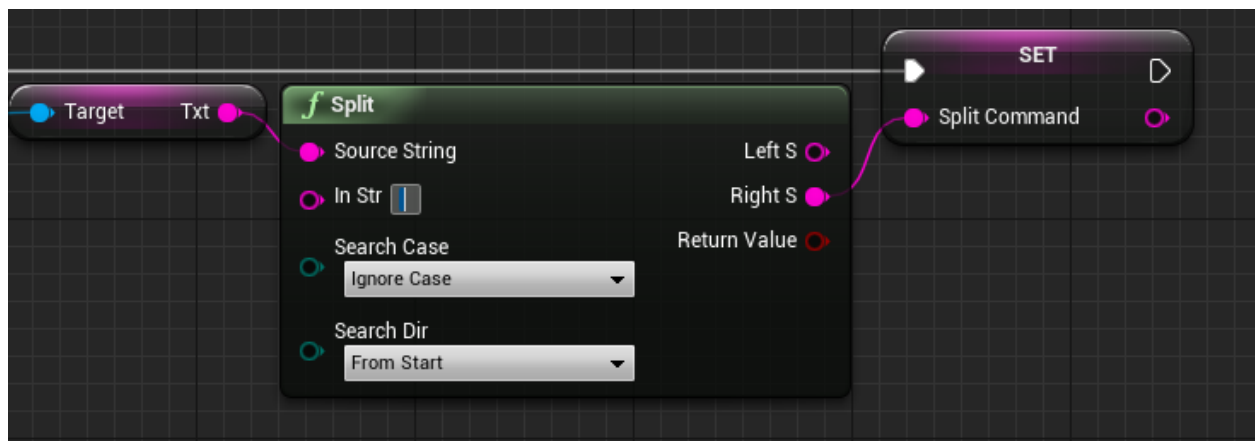
we'll type in so name it accordingly. First we make a begin play event, this will happen as soon as the level is loaded, then we grab a reference to the command line widget and save that to a variable for use later.



Make sure to actually select the command line widget in the widget class drop down before the get or set node. Next we drag from the blue pin of our new variable and search for "get txt", this is our full command that the player just sent through.

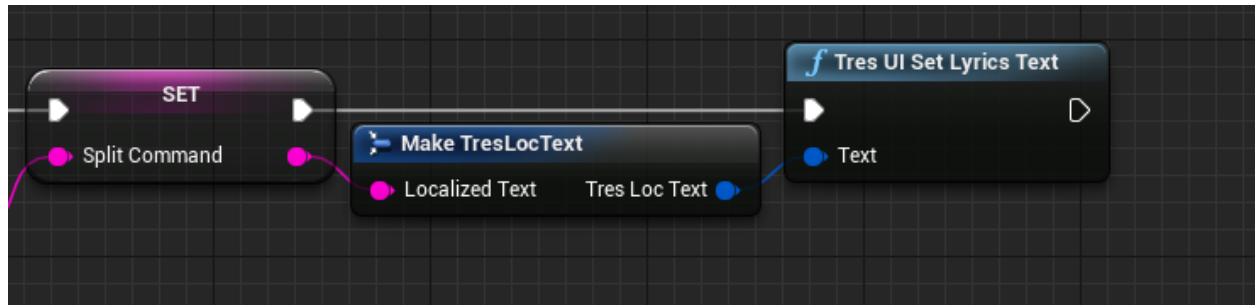


Now the full command is fine but it still has the main command included and we don't need that for this command so we need to split the command. To split the command we will need the split node, and we will split it at the first instance of a space then save that as a variable for later too.

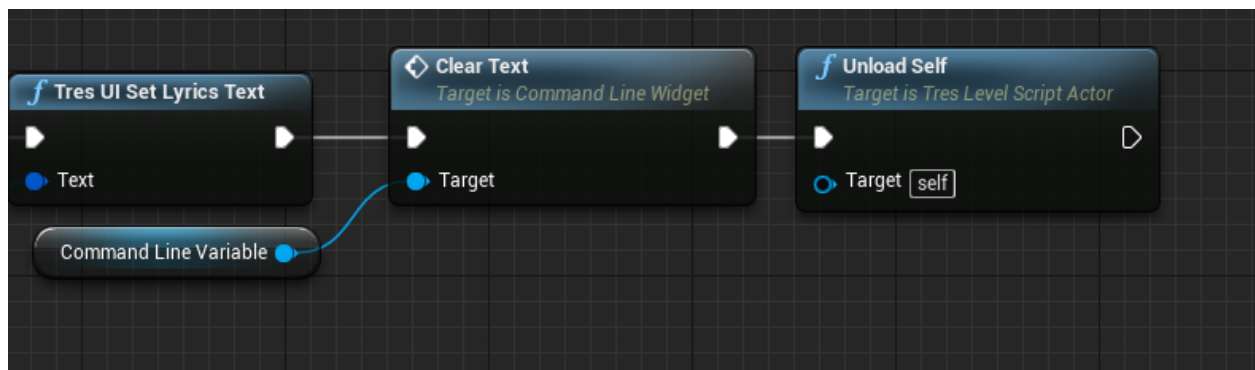


I know it's hard to see, but in the "In Str" box there is a single space. "Left S" will be the main command, the part we don't need anymore, and "Right S" will be the rest of the command, the part we want to be printed on screen. Should be noted that it isn't necessary to save these as variables, but it is nicer to work with in larger BPs and will look cleaner in the end.

Now it's time to actually do something with our command, I won't detail exactly how to set this up but this will print our command onto the screen.



With our command finished we need to clean everything up, we don't want this level to stick around, and the text in the command line will not clear. this is why we saved a reference to our command line widget, we need it now.



All we need is these two nodes, the first is an event in the command line widget to clear the text, and the second unloads our level. With that our simple command is fully functional and doesn't cause a memory leak. From here all we need to do is pak our command with the correct path, you don't need to pak any other command line and in fact you shouldn't pak any other command line things outside of the things your

command needs.



In game our command works exactly as expected with no issues.

Some of the other commands are significantly more complicated and are far beyond the scope of this guide, but please feel free to dig through any of them or reuse any parts of them for your own commands if you need.