

Console command list

Console open:

Make sure your selected character is standing and point your mouse over the kneeling icon. Press F11 to open the console.

Command status:

- **GREEN** – works
- **ORANGE** – does not work
- **RED** – crashes the game, don't use

Naming:

PC – your units
NPC – all other units

Unit selection in-game:

To select NPC, hold Left ALT and hover mouse over the unit.

To select PC, use command **PCSIGHT** to enable PC cones, then select your unit the same way you select an NPC.

Robin Hood Console Help File (edited).

Available commands in this release:

- **AI** Display AI information of selected NPC
- **ALARM** Reinforcement arriving...
- **AMOR** Increase the number of available arrows for all the selected PCs
- **AMULETS** or **GOODLUCK** Adds 100 amulets to the campaign
- **ASSERTFALSE** Ok!
- **BABYLON** Display all NPC remarks on screen
- **BIG BROTHER** Display some actor infos
- **BUD SPENCER** Stun all oponents
- **CALL** Call a PCs method
- **COMA** Put a PC in the coma
- **COMPANIES** Display the company numbers
- **DIES IRAE** Divine intervention (selecting any unit kills it immediately)
- **EINSTEIN** Show all 3D-obstacles!
- **ELEVATION** Display bonds (yellow, red when crossed), character elevation (blue) and character movement (white)
- **EULER** Show the graph of the pathfinder
- **EZB** Gives money
- **FPS** Display the FPS rate
- **FORGET** Check the current state of the memory
- **FREEZE** Freeze / unfrost all NPCs in the level
- **FULLHOUSE** Give all PCs ammunition for all actions
- **GOLDENEYE** Make all PCs invisible for other characters

- **HADES** Kill selected NPC
- **HELP** Display this help
- **HIGHLANDER** or **IMMUNITY** All PCs become invulnerable
- **HIGHLANDER2** All NPCs become invulnerable
- **HONOLULU** Beam the selected NPC to Honolulu (removes unit from the map)
- **KOLKOZ** or **MERRYMAN** Add a new peasant to the gang (joins next time you visit Sherwood forest)
- **LAST MAN STANDING** Beam all but the selected NPC to Honolulu (removes all units but selected one from the map)
- **LEVEL TEXT <arg0>** Display all texts for the current level
<arg0>:
DG for dialogues
DB for debriefings
PT for popup texts
SB for short berinfings
- **LOOSE** Loose this mission!
- **MISTER SANDMAN** The PCs make a little nap (kills all PCs)
- **MORPHEUS** Knock out selected NPC (puts NPC in comma)
- **MOTION** Show all motion obstacles & doors
- **NOISE** Display ranges of walk noise of the PCs
- **NUKE** Kill all oponent in the level
- **PAMELA ANDERSON** or **PAM** Make the soldiers stupid in close combat (won't attack you)
- **PROJECTION** Show all 3D-projection areas
- **RAILROAD** Display railroads
- **ROTER ALARM** Alert all NPCs in the level
- **SAN PETRUS** Make all selected PC go to paradise (kills selected PC)
- **SHADOW** Display the free shadow polygon
- **SPHERE** Display the shadow polygon sphere
- **STATUS FRAMECACHE** Get information about the current sprite caching system
- **STATUS HARDWARE** Get information about the hardware used
- **STATUS SHADOW** Get Information about the sprite cache
- **STATUS PC** Display the current status of all PC
- **UBIQUITY** or **UNBLIP** Unblip all actors (reveal all units on map)
- **WAKEUP** When the currently selected NPC is sleeping, he wakes up
- **WASP MASTER** Increases the number of available wasp nets for all the selected PCs (adds thousands of wasps to your selected unit)
- **WIN** or **WINNER** Win this mission!
- **WAPPEN** Give blazons (gives one blazon to you in any blazoon map)
- **LUKAS** Knock out a PC (should probably put in comma your selected PC but doesn't work)
- **ANIM** Show all animation polylines
- **SARKOZY** Securization of all memory allocation!
- **SEEKANDDESTROY** Display all seek points
- **REPORT** Complete campaign state report
- **LIGHT** Display light zones (maps at night)
- **PCSIGHT** Enable PC view cone

- **CAMPAIGN** Load campaign values (CAMPAIGN FILENAME)
- **I AM THE WINNER** Win the campaign!
- **CESTLAZONE** Display script zones
- **OPTIMIZE** Try to optimize the custom memory manager
- **CHROMA** <arg0> <arg1> <arg2> <arg3> <arg4> Change the color of one PC on the fly (rendering graphic of PC unit; unknown args)
- **CASH** gives cash (crashes in this modified exe, use cheat **EZB** instead)
- **BINGO** (999 ammunition for your people)