

Factorio console command

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Home - Guide - Factorio - Taking automation to a whole new level using the Factorio game console, players can do almost anything they ever want to do in this amazingly exciting factory management game. From changing the world around them to controlling the spread of biters, from instant teleportation to increasing inventory size, from adjusting the speed of the game to instantaneous creation of items, our Factorio console team guide will show you exactly how to use all the most useful and powerful cheats in the game. The Factorio Team console there's just a colossal number of ways in which you can change your Factorio game with a game console. But we're both busy people, so I'm just going to lay out the most useful and used cheats for you below. Team console player (teleport, mine faster, craft faster, etc.) Teams console inventory (add inventory slots, include cheating mode, etc.) Enemy console commands (kill nearby enemies, disable the biter extension, etc.) Teams of world consoles (world editor, reveal map, adjust game speed, etc.) Teams research console (quick research, include all recipes, etc.) How to use the Factorio console to access the Factorio console, all you have to do is hit/ key while in the world. If that doesn't work, you can check (or assign) what the press key is by opening the menu and navigating the settings. For a list of the main commands, just bring in/help the console, and you'll be given a list of possible commands that you can enter. However, if you're after cheats, what you're really after is/ team team (which you can shorten to just /c). Please note: Using a command/c will disable all achievements for your Factorio world, so make sure this is what you want to do before committing. Now let's take a closer look at the most useful console commands in Factorio. The team's player console These Factorio cheats directly affect the player, allowing you to move quickly and expand your leadership capabilities. Player teleport function: Teleport player to specified coordinates. Syntax/Example: /c game.player.teleport (X) Mine faster Function: increases (or reduces) the speed of manual mining. 0 - 100%, 1 - 200%, 2 - 300% etc. Syntax /Example: /c game.player.force.manual_mining_speed_modifier 100 Craft faster function: increases (or reduces) your manual craft speed. 0 - 100%, 1 - 200%, 2 - 300% etc. Syntax /Example: /c game.player.force.manual_crafting_speed_modifier 100 Player Increase to reach function: increases the maximum distance of reach of the player (how close you must be in order to interact with or place the object). Default 10. Syntax/Example: /c local coverage 500 - game.player.force.character_reach_distance_bonus - Reach the console inventory team Become a master of inventory with these Factorio-focused inventory oriented Command. Turn on cheat mode: allows or disables cheat mode. Cheat mode allows free and immediate crafting of any item. Replace the true one with the false one to disable. Syntax/Example: /c game.player.force.character_reach_distance_bonus game.player.cheat_mode True Add an item to the inventory function: Adds the specified item to your inventory. You can find a list of IDs items here. Syntax/Example: /c game.player.insert-nameinfinite-chest, inventory increase feature: increases inventory size by adding a specified number of inventory slots. Syntax/Example: /c game.player.force.character_inventory_slots_bonus 80 Enemy console commands to manage the spread of biters in your Factorio world using these commands. Turn on the peaceful regime function: allows or disables the Peaceful mode. While the peaceful mode is on, biters won't attack you until it's provoked. Replace the true one with the false one to disable. Syntax/Example: /c game.player.surface.peaceful_mode True Disable Biter Evolution Function: disables Biter Evolution both in time (first team) and pollution (second team). Syntax/Example: /c game.map_settings.enemy-evolution.time-factor-0/c game.map_settings.enemy-evolution.pollution-factor-0 Biter disconnection function: allows or disables biter extension. Replace the false with the true one to turn on. Syntax/Example: /c game.map_settings.enemy-expansion.enabled-false Kill all enemies Function: kills all enemies in the world under study. Syntax/Example: /c game.forcesenemy_kill_all_units () Kill nearby enemies Feature: kills all enemy units (biters and nest structures) within a specified radius of the player. Syntax/Example: /c local surface/game.player.surface local pp - game.player.position.local cnt No 0 for key, essence in pairs (surface.find_entities_filtered (strength) enemy, radius -250, position-pp) do cnt - cnt-1 entity.destroy () end game.player.print (cnt) Set biter Evolution Factor: Sets Biter Evolution Factor. Minimum 0, maximum 1. Syntax/Example: /c game.forcesenemy_evolution_factor 0 World console teams from changing time of day and speed of time to changing the very terrain around you, these powerful commands will allow you to sculpt your perfect Factorio experience. Include the map editor function: map editor overlay switches, allowing you to change the terrain. Syntax/Example: /editor Show map around player function: explores pieces in radius around the player, just as the radar does. Syntax/Example: /c local radius-1000-game.player.force.chart (game.player.surface, game.player.position.x-radius, game.player.position.y-radius, game.player.position.x-radius, game.player.position.y-radius) Eternal daily function: blocks the time of day before daylight saving time. Replace the true one with the false one to disable. Syntax/Example: /c game.player.surface.always_day True Speed Change Game Feature: Changes Speed, with Running game engine. 1 - 100%, 2 - 200%, 3 - 300% etc. Syntax /Example: /c game.speed-2 Remove the pollution function: removes all pollution in the world. Syntax/Example: /c game.player.surface.clear_pollution () Turn off the pollution function: allows or disables pollution. Replace the false with the true one to turn on. Syntax/Example: /c game.map_settings.pollution.enabled-false research console teams unlock all the technology or just make the research much faster and easier with these commands. Research of all technology function: research of all technologies. Syntax/Example: /c game.player.force.research_all_technologies () Unlock all recipes Feature: allows all recipes. Syntax/Example: /c for name, recipe in pairs (game.player.force.recipes) make recipe.enabled - the true end of Research specific technology Function: research of the specified technology. Syntax/Example: /c game.player.force.technologies/steel-processing/researched/true Increase in the rate of study Function: increases the speed of study. 1 - 100%, 2 - 200%, 3 - 300% etc. Syntax / Example: /c game.player.force.laboratory_speed_modifier-2 And with this we illustrated all the most useful commands of the Factorio console that we found. Hopefully you found the above list useful. It may also be worth checking out below for any other Factorio guides that take your fancy. Based on this post, here are the updated commands for 0.13. Here's official 0.13 changelog. Here's the full Api Factorio for reference. You can find every possible command documented out there. Entering any console command (even the wrong one) will permanently disable all achievements to save. To open the console in Factorio, click 'q'. This can be used to communicate online, but if you write '/c' at the beginning, it turns into a team and the game tries to convert what follows into what it can run. You can find a complete list of English item names in the Settings Catalog under Factorio\data/base/locale/en. Choose a different folder in /locale based on your own language. For reference, here's the full file 0.13.0 English locale: that these names are strings, so you need around it when writing it to the team. I've written to every team with a game.player that refers to the player issuing a team in single and multiplayer games. This link syntax has been updated between .12 and .13 and has been a major bugfix for most teams in the old post. You can also refer to the player by name. For example, I could use game.players.catalyst518 in all my teams in both single and multiplayer games. Note that the use of the multiplayer game has not been tested for the teams below. I also note that game.players will also work in single games, but the index is likely to be wrong in multiplayer games. Any variables will be written in all the covers, so if anything all the caps need to replace it with something. ALL TEAMS MUST With /c use this command to read the value of the variables. Useful for receiving defaults before setting your own values. Example: Print Print Speed of the game. It's always a day. Stops any flow of time if set to be true. Resumes time as normal if you're set to be false. Change the speed of the game. 1 default, 2 double speeds, etc. This can be used for many things like when you know you have to wait for long periods of time for something to complete. Freeze the passage time. Stops the progress of time if the truth is passed, or defrosted if the lie is passed. Cheating mode. All handmade is unlocked, free and instantaneous. Give the player an item. Replace ITEM with the right item and X for the one you want. Get the player's position. Print the coordinates of the current position. A teleport player. Moves the player to the specified location. You should be able to teleport to a particular player if you get their coordinates through the previous team. Increase the speed of crafting. 1 by default, 2 double speeds, etc. increase the rate of extraction. 1 default, 2 double speeds etc. Unlock and explore all Technology. Reset any default modifiers. This includes technical and speed changes. Changing the peaceful regime. Set on true or false. It will only effect new caviar, any existing enemies will remain in their previous state. Normally you would kill all the enemies on the map after changing that value. Kill all the biters. This will only kill biter units, not bases or worms. Kill all the enemies. It will kill all the biting, bases and worms. Everything that is the enemy will be completely destroyed. This only affects enemies in the explored world, so any uncharted parts of the map that still need to be created will still have enemies. Print Actor of Evolution. See here to discuss evolution. Note: This is the only team on this list that won't disable achievements. Set the evolution factor. Ranges from 0 (new game) to 1. Set time factor for evolution. By default, 0.000004 or 4e-6. Set the spawning break factor for evolution. By default 0.002. Install the pollution factor for evolution. By default 0.000015 or 1.5e-5. A map of the force to reveal. This will explore the area from (-W, -X) to (Y, q). Be careful with this as it will greatly increase the size of the card and there is no way to undo it once it has started, other than a return to the previous save. I strongly recommend saving before launching this command. This will run slowly in the background, so you can play the game while this team is running. At the same time it means that it takes a long time to make a larger area. I believe it can be used in conjunction with the game speed team to make it run faster (this may start to have an impact on performance though). Update The Researched Map. It will function as if you had radar, exploring the entire map. It re-scans and any identified pieces, so it's useful to view what the distant base biter is up to. This is also useful if you kill all the bits on the map because they won't disappear from the map until you update the pieces. Uncharted/Clear Map. This will make the entire map black (unexplored), however any hidden piece remains generated. So it doesn't reduce the File sizes are simply not visible as the map is still generated. I'm not sure about the impact this has in multiplayer (as in I'm not sure if it hides it for everyone, or just you). Update all the pieces generated. This cancels the previous team. Any piece that is simply hidden behind black will be revealed again. Similar general behavior as .rechart (). Create an ore patch. This will create an ore patch. Replace ORE with ore, such as iron ore. Wealth is set by the variable quantity (each square in the patch will have the same value). The values of XPOS and YPOS are how far a player can place an ore patch. Remove the object. Be careful with this, as it is easy to remove more than you would like. It will remove things around the player in the specified region (XPOS and YPOS). This should work with any organization, so that includes stones, des, and buildings. Simply replace ORE/OBJECT with an entity to destroy. Remove all the rocks. This will destroy all the rocks (or any object you want) in the explored world. Replace ORE/OBJECT with rock stone to remove all breeds. And finally, this is how you would take a great screenshot. As usual, replace X and Y with the values you want. This has been outlined in the Reddit post before, but here's the updated syntax. As noted in the post, the file is placed in a folder called the script-exit, which is in the same place as the mod folder. These pictures can be quite large. This is for RSO fashion, not sure if there is an equivalent for vanilla. This team can take quite a long time to finish because it does it all at once. So the smaller the card, the better for it. Most useful if you're creating a map and then decide that you don't like generation settings. Be careful though, because I can sometimes change the positioning of things. If you specifically want another generation of ore, you can add an extra 'true' to the end of the team that will re-roll gen (I believe the starting ore remain the same). It wasn't tested by me at 0.13 or this was not tested by me in 0.13.1 put this as a separate name because I know it was a problem that I encountered and struggled to find anything on it. Not sure what causes it, but it does make the player unable to return to his player's body (although it still exists in the gaming world). The only way I've experienced this is by spawning a new character using the following command: It's hard to reproduce this bug, but I believe there's a better way (if someone checks it, let me know if it works). The problem with the previous method is that the old character still spawned. This command has to set the controller back to the character, but I'm not sure if it will pick up the old character. 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