**Development parameters, tutorial**

These are the parameters that I use to make the map a better place. But I'm new at this, so there are probably better commands too... Add any tricks you use if you don't see them here.

**Compile stage:**

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| --- | --- | --- |
| **Where** | **Command** | **Description** |
| The BSP compilator ( Q3map.exe ) | -blocksize 0 | Removes the default map cutting blocks from the BSP process ( The default location of these blocks can be seen in Radiant by selecting View->Show->Show blocks ). |

**In game ( regular ):**

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| --- | --- | --- |
| **Where** | **Command** | **Description** |
| Console | r\_showportal 1 | Shows the portal boundaries with green lines when playing the map, must have the <[MyMapName?](http://gronnevik.se/rjukan/index.php?n=Main.MyMapName?action=edit)>.prt file ( generated at compile time ) in the map dir to work. |

**In game ( developer mode ):**

The following parameters are "cheat protected". To be allowed to use them, you must start your map in developer mode, either by using the **devmap <MyMapName>** command, or by setting the developer cvar to 1 before starting the map.

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| --- | --- | --- |
| **Where** | **Command** | **Description** |
| Console | r\_showtris 1 | Writes lines around all faces to show what triangels have been created in the compile stage. |
| Console | r\_showtris 2 | Same as value 1, but draws triangels around all faces that the engine draws... this means that you will see throgh walls if the stuff behind a wall is drawn. |
| Console | r\_lockpvs 1 | Locks all triangels drawn from the current player location. After this command you can walk around and see what was really drawn when you were at the "lock location" without new triangels beeing drawn, or old ones removed. |
| Console | logfile 1 | Good for making a log file of your console. Use to find errors that may have been buffered out and for copying and pasting to get help (See [ScoresAndStatistics](http://gronnevik.se/rjukan/index.php?n=Main.ScoresAndStatistics) for more information on the log file variable) |

To **disable** the in game commands, write the same command, but with a 0 at the end.

- [Bjarne](http://gronnevik.se/rjukan/index.php?n=Profiles.Bjarne)