
Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Titan1x77](#) on Mon, 15 Oct 2007 10:47:15 GMT
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Console commands for instant action (offline)

God (god mode)
Allweapons (gives you all weapons)
Allammo (gives you full ammo)
fly (fly around)
walk (stop flying)
ghost (Fly around and go through walls)
stat fps (shows your frame rate {frames per second})
stat net
setsensitivity <value> (set your mouse sensitivity)
suicide (kill yourself)
loaded (same as allweapons)
playersonly (nothing moves except you)
setbind key command (set input is now setbind key command)
shot (takes a screenshot)
behindview (3rd person view w/crosshair)
open [IP address] [Port number]
summon utgamecontent.utslowvolume_content (slow volume cube)
stat engine (for the rendering info.)
disconnect (disconnect from server)
reconnect (reconnect to server)
exit (quits program)
togglescreenshotmode (disables all hud elements for taking screenshots)
giveweapon utgamecontent.UTWeap_Translocator_Content (translocator)
summon utgamecontent.utvehicle_fury_content (Fury vehicle)
summon utgamecontent.utvehicle_hellbender_content (hellbender vehicle)
summon utgamecontent.utvehicle_darkwalker_content (darkwalker vehicle)
summon utgamecontent.utvehicle_cicada_content (cicada vehicle)
summon utgamecontent.utvehicle_nemesis (nemesis vehicle)
summon utgamecontent.utvehicle_paladin (paladin vehicle)
summon utgamecontent.utslowvolume_content
fov (widescreen should use 110) < this doesnt stick, resets after death

If you use "loaded" on that shagraLa map you can press Q and use the translocator.

Heres a few tweaks I used to get around 40-60 FPS during online play.

OPEN

C:\Documents and Settings\user\My Documents\My Games\Unreal Tournament 3
Demo\UTGame\config

open up UTengine.ini
under [SystemSettings] you'll find all of these

DynamicLights=True (you might want to set to false)
MotionBlur=False
DepthOfField=False
Bloom=True (another one u might want to change, mine only gains 1 FPS at most)
Trilinear=True(another one i only gained a small amount, but could prove to be a bigger gain for you)
AllowD3D10=False

This final tweak is a big boost, but makes things alot less detailed, Try something between 75-100 % on the screen precentage....I could achieve 100's FPS with 75%

it renders everything at a low quality tho^

either set it in the game menu or in the .ini
ScreenPercentage=100.000000