
Subject: Defunct console commands list

Posted by [Deactivated](#) on Thu, 12 Aug 2004 11:10:46 GMT

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STATIC_PROJECTORS
DYNAMIC_PROJECTORS
ENABLE_AUTO_TRANSITIONS
GAMMA_CORRECTION
BRIGHTNESS
CONTRAST
TEXTURE_RESOLUTION
DYNAMIC_LOD_BUDGET
STATIC_LOD_BUDGET
SHADOW_MODE
SURFACE_EFFECT_DETAIL
MESH_DRAW_MODE
PRELIT_MODE
TEXTURE_FILTER_MODE
DIFFICULTY
CNC

Subject: Defunct console commands list

Posted by [Majiin Vegeta](#) on Thu, 12 Aug 2004 14:59:22 GMT

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um...

Subject: Defunct console commands list

Posted by [flyingfox](#) on Thu, 12 Aug 2004 18:05:41 GMT

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that's strange, I thought surface_effect_detail and texture_filter_mode worked. they work in the unpatched version of the game, though.

Subject: Defunct console commands list

Posted by [Try_lee](#) on Thu, 12 Aug 2004 20:43:11 GMT

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Random stuff was removed after the first few patches.

Like the skin selection screen! That's something I'd like BHS to re-enable and get working in some way.

Subject: Defunct console commands list
Posted by [Blazer](#) on Fri, 13 Aug 2004 05:47:46 GMT
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There are a bunch more than that in a debug version of the FDS that Steve Tall let Crimson test long ago

Subject: Defunct console commands list
Posted by [zunnie](#) on Fri, 13 Aug 2004 14:03:21 GMT
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Ah i see. This gotta do anything with the registry settings:

[zunnie]

Subject: Defunct console commands list
Posted by [Doitle](#) on Fri, 13 Aug 2004 14:27:23 GMT
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Try enabling it. Maybe it does something kooky.

Subject: Defunct console commands list
Posted by [snipesimo](#) on Fri, 13 Aug 2004 17:29:26 GMT
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Enabling it on the FDS makes it cooky, doing it on Renegade does nothing.
