

# Beginner's Guide to Console Commands

Compiled by Fessic  
Updated 11/4/10

## *The Philosophy Behind This Guide*

First let me state the obvious, this guide isn't intended for everyone. In fact it's really just a small extension of much better and more comprehensive lists already out there. The only thing I've tried to do with this one is capture the most *basic console commands* while providing a little more detail on what they do and how to actually execute them. By no means is this meant to replace or duplicate any of the great resources mentioned at the end of the document. As I see it, there are several advantages to this approach.

Morrowind Newbies, former Xbox players or those generally uncomfortable with something like a 'Console' really only need to know a few essential Commands to help them with minor issues (like getting stuck in terrain for instance) not an exhaustive list, and not when first starting out.

Before a player really gets comfortable using the Console it's helpful to have clear instructions on what each command does and how they're used. Many of the uber lists out there fall somewhat short in this regard, which is understandable considering the intended audience.

Sooner or later just about everyone will muster up the bravery to experiment with mods. *Isn't that what attracted most of us to the game in the first place?* It seems to me however that effective playtesting of mods really only calls for a handful of Console Commands. Those are the ones I've tried to capture here.

Having a printed list sitting in front of you can come in handy when the game is already running, especially when the alternative is having to leave the game and go online, or risk crashing the game through Alt-tabbing.

As with my other docs I initially created this for myself. Since it eventually became apparent to me I wouldn't be getting into modding myself I thought at least I might make some small contribution to the overall community. So, hopefully a few players out there will find it handy....maybe those who are new to the game or returning from a long hiatus.

For those who might have previously shied away from the Console, I hope you find this a useful introduction to one of the most helpful features of Morrowind PC Edition.

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## Introducing the Console

Morrowind's astonishingly vast and open-ended game world not only lets you play the game however you choose, but add to it in amazing ways using mods and other enhancements. Along the way, whether simply adventuring through the wilds of Vvardenfell or playtesting that brand new mod, you'll occasionally find yourself in need of a little more control over your character or the game. This is where a very handy little feature comes in known as the "Console." For those not familiar with such a concept think of it as an in-game tool for accomplishing things your character couldn't ever possibly hope to on his or her own.

Once you become a little more familiar with them you'll soon notice that these simple "Commands" range from being 'handy in a pinch' to downright miraculous. You can use the Console to get your character unstuck, fix an NPC, teleport from place to place, add gold to your inventory, become invincible or...well, you get the idea.

But don't be fooled into thinking that Console Commands are something to be taken for granted. These things are not meant to serve as cheats; nor should they be used with reckless abandon as some of them, if used irresponsibly, can have detrimental consequences to your game. I might further add that indiscriminate use of Console "cheats" are a surefire way to utterly destroy the immersiveness of this outstanding game - you have been warned. That having been said, there comes a time and a place when sanctioned use of the Console is appropriate and so that's where this guide comes in.

On a U.S. keyboard (and of course with the game running) you can bring up the Console by pressing the ~ (tilde) key. Close it with the same key. When you want to use a Command, bring up the Console and type the Command, then press Enter. If the Command turns purple without producing an error message it probably worked. There is no single 'convention' for entering Commands (for instance, some require quotes or a prefix while others don't), so you'll just need to pay attention to the specific format for each one. Alright, let's move on to the Commands.

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## Basic Commands for Getting Out of a Jam

**fixme** - use this command if and when your character gets stuck in scenery. It should relocate you somewhere safe nearby where you'll be free to move again. A good basic HELP ME!

**goodbye** - if you use mods that contain custom dialog you're bound to occasionally encounter what is called a choice loop. When this happens use the goodbye console command to literally bring up the "Goodbye" option, which will appear as a new dialog option in the main dialog window.

**ra** - resets actors (NPCs) to their original positions. This can help with NPCs who are rudely blocking your path by standing in doorways or staircases. You'll probably also want to execute this after using **tcl** below if you happen to do so at some point.

**tcl** - toggles clipping. With clipping off you can walk through walls & other objects, or even 'fly' should you possess an overwhelming urge to do so. A real bonus for when you need to get that just perfect aerial screenshot of Caldera or simply feel like freaking out the villagers - alright, they don't seem to care but it sure would be fun if they did react to a flying bare-chested Barbarian.

Also handy is the way **tcl** enables your often navigationally challenged companions to get themselves unstuck as well. Just don't forget to execute **ra** after you toggle clipping back on.

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## Send Objects into Oblivion - `disable`

Occasionally you may encounter an object or item (usually related to a mod) that for whatever reason you'd just assume get rid of. It could be something that's out of place - leftover pieces of a building floating in mid-air, or maybe a super weapon just lying about because some cheeky modder thought it would be "fun" to let your character discover an unguarded Dwemer Light Saber. In any event, you can usually eliminate such annoyances by bringing up the Console, selecting the item (such that its name appears in the console title bar) then typing '`disable`' and pressing Enter. And to answer your next question you can use this quite literally on just about anything, so be careful about what you select on before sending it off to the great beyond.

Consequently if you made a boo boo, that is you sent Caius Cossades into the great beyond or something, and the name of the object (or NPC) is still in the Console window title bar, you can use "`enable`" to undo your recklessness and bring the hapless object back.

Permanent deletion can sometimes be tricky. If the object comes back AFTER fully exiting/restarting the game then you'll need to do a double-whammy on it. Just like before select on the object and use `disable`. Then, type '`setdelete 1`' without apostrophes and hit Enter. *I couldn't begin to tell you why this might need to be the case with some objects, but am confident that someone out there knows.*

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## Teleporting to Towns & Buildings

Who says you have to study magic to enjoy the benefits of teleportation. The Center On Cell command (made especially for all you Mage School dropouts and wannabes) is especially handy when you need to get back to a city, shrine, tomb or anywhere else with a proper name. Open the Console and type `coc` followed by the name of the town and/or building. Be advised that while not case-sensitive your destination must be entered in perfect form, otherwise it won't work. Doh!

### Examples:

```
coc "seyda neen"  
coc "ald-ruhn, manor district"  
coc "balmora, guild of fighters"  
coc "sadrith mora, telvanni council house"  
coc "vivec, foreign quarter plaza"  
coc "moonmoth legion fort"  
coc "mournhold, great bazaar"
```

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## Teleporting to Specific [Outdoor] Coordinates

Not all places have a proper name making it all but impossible to teleport to specific outdoor locations...that is if it weren't for the Center On Exterior command. This one comes in particularly handy when you find yourself in possession of x, y coordinates (these are often provided by mod creators kind enough to disclose the precise location of their creation - a hearty Thank You to all modders who do this). These double value coordinates are also known as Cell or Grid Coordinates depending on how technical you want to be. To find out what treasures await you at location x, y open the Console and type - `coe x, y`

Example: `coe -5, 10`

Another handy tool that's closely related to this one is Toggle Grid (`tg`). Use it whenever you want to reveal the coordinates of your present location. I'll try not to suggest that this be exploited in the absence of a well earned Mark/Recall spell or Amulet.

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## Altering Character Attributes

There may come a point, quite often this comes about just after installing a new head or face pack, that you'll want to change the look and/or other attributes of your character. The next three commands were designed to allow you to do just that.

**EnableRaceMenu** - use this to easily change your character's race, gender, head and/or hair

**EnableNameMenu** - cause let's face it, Legolas is fun to start off with, but eventually you'll realize that Dorkus the Magnificent is much more fun

**EnableClassMenu** - that's right, now you can spend the first half of the game tromping around as a Barbarian, then decide to change it up entirely by becoming a Magic User...without even starting a new character! Is it right? Is it ethical? That's a question not to be answered by me.

**IMPORTANT:** It is highly recommended by those 'in the know' that you not make alterations to your character more than ONCE per GAME LOAD. Meaning, if you use one of these three Console commands don't attempt to make any other changes until the next time you FULLY EXIT then reload the game - this goes double for EnableClassMenu, which you must do immediately upon making changes. For any doubts about why this is necessary check the Forums.

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## Change the Weather

In order for this to work you have to specify the region you're currently in. I find the map comes in handy here. Once you've got yourself oriented the command must be typed exactly as follows, using the codes and names specified below (without the brackets of course...spaces after commas)

ChangeWeather, "[Region Name]", [WeatherID]

Example: changeweather, "bitter coast region", 5

Here are the possible WeatherIDs:

- 0 - Clear
- 1 - Cloudy
- 2 - Foggy
- 3 - Overcast
- 4 - Rain
- 5 - Thunder
- 6 - Ash
- 7 - Blight

And the Regions:

- Ascadian Isles Region
- Ashlands Region
- Bitter Coast Region
- Grazelands Region
- Molag Amur Region
- Mournhold Region
- Red Mountain Region
- Sheogorad
- West Gash Region

*Credit for this goes to Umrahel, at The All Purpose FAQ, SEARCH, HELP and CHEAT Thread*

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## Other Helpful Commands

In addition to the spiffy items mentioned above are these additional “tools” designed for your playtesting convenience. I should now like to emphasize the word *playtesting*.

Important: when entering the name of an item, object, NPC etc. the name you type in MUST precisely match the TES designated file name, which isn't always as intuitive as the average person might hope. If you fail in this regard the command will not work and you will get...NOTHING!! To avoid this rather daunting proposition I highly recommend referencing the carefully assembled tables compiled by our good friend Elric\_Melnibone.

<http://www.elricm.com/nuke/html/modules.php?op=modload&name=MWCSData&file=index>

Oh yes, and in case it isn't readily apparent, you should know that retyping a command with a zero instead of the number one turns the cheat off. Just think of 1 and 0 as on/off switches.

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Add Items Directly to Your Inventory: `player -> additem "[object ID]" <number desired>`

I realize this one's a bit confusing so let's try a few examples:

- For a Quality Restore Health Potion type: `player -> additem "p_restore_health_q" 1`
- For three Quality Potions of Levitation type: `player -> additem "p_levitation_q" 3`

Be sure to pay attention to the spaces before and after the arrow thingy. Here's a few more Object IDs just to familiarize you with the naming convention.

- Sload Soap, "ingred\_sload\_soap\_01"
- Quality Feather Potion, "p\_feather\_q"
- Lantern, "light\_de\_lantern\_06\_128"

Add Gold to Your Inventory: `player -> additem gold_001 <number>`

Example: `player -> additem gold_001 535`

*Greedier types should note that the maximum amount you can add per execution is 65,000*

This is probably a good time to mention that if you open the console and press the up arrow, your last command entry will come back up. Keep pressing up to scroll through all previously entered commands. *Could save you a little typing now and then...*

Breathe Underwater: `player -> setwaterbreathing 1`

*Remember, to turn off water breathing you would retype it and set the number as 0 (zero)*

Increase Strength: `player -> setstrength 300`

Reveal Grid Coordinates (toggle grid): `tg`

*This is useful for noting the location of an important place or object. Note the coordinates (X, Y) and use the `coe` command to return there later*

Summon NPCs: `placeatpc "[NPC ID]" 1, 1, 1`

Example: `placeatpc "maesa gabinia" 1, 1, 1`

*Btw, the summoning command works for items and creatures as well - visit the TES Construction Set Object Database at ElricM.com for a comprehensive list of file names*

Toggle god mode: `tgm`

*Gives your character invincibility, unlimited magicka/fatigue, and spells never fail*

Toggle Kill Stats: `tk`s

This is actually one you should be able to set to "on" or "off" then leave alone depending on your personal preference. With kill stats enabled you should be able to bring up the Console after defeating a creature to see just how many of its unfortunate brethren you've killed - ok I admit, this has little utility but it sure is fun to see how many Cliff Racers you've plucked out of the sky

Unlock Doors or Chests: `unlock`

Walk on Water: `player -> setwaterwalking 1`

Roadrunner Mode: `player -> setspeed 300`

*Be careful with this one as I'm not sure how to determine your previous speed*

Resurrect a Dead NPC: `resurrect`

Be sure the name of the npc is showing in the Console title bar before executing this one

*A quick note on the "resurrect" command: while it is possible to restore a recently disposed NPC with this it may not have the full effect one would hope for. In short, killing an NPC may have implications concerning a quest or mission that using resurrect simply won't resolve. In this case you may find that resorting to a recent save game is the best alternative, although I'm sure there are other ways of fully restoring a broken mission that others out on the forums can help you with.*

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Determine the Source of an Object or NPC: `ori`

The truly great thing about `ori` (Output Ref Info) is that when some object is giving you trouble it allows you to quickly discern the mod responsible. Here's how it works. With the object in front of you open up the Console and click on the object. Then type `ori` and press Enter. That should bring up a small dialog that looks something like this:

---

```
Reference - NOM_food_a_tomato
virtidx -- 1862268010
physidx - 2966
file - Necessities of Morrowind 2.12.esp
cell - Balmora, Sarand Ormandyl: Quality Foods
```

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Here you can plainly see that the object I just checked was a tomato provided by the Necessities of Morrowind mod (btw, if you don't already have this mod I highly recommend it)

In some cases you might want to use this feature to inspect an instance of "doubling." That's when two of the same object appear next to or on top of one another. To determine which is the original and which is the double look at the ID-name at the top of the Console window. An original item should have an ID that ends in 0 (zero); a duplicate or "double" will have one that ends in something other than zero. Feel free to 'disable' the double if it's bugging you.

The catch to this Console trick is that the object in question must be there in front of you to select on; so this won't work for instance on some script error that arose during the game loading sequence. For those you'll need to reference the "Warnings" text file in your main Morrowind directory, then use a utility like TESPCD to look up the file association or seek help on the forums - a recourse that is always recommended.

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Additional Resources:

- The Revised Ultimate Answer Post (#18), the Official Elder Scrolls Forums
  - The UESP: Morrowind Construction Kit Commands page, for the really adventurous
  - Universal Hint System, [www.uhs-hints.com/uhsweb/hints/morrownd/15389.php](http://www.uhs-hints.com/uhsweb/hints/morrownd/15389.php)
  - TES Construction Set Object Database, ElricM.com
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Recognition Department

The vast majority of information contained in this guide was collected from other sources. I'd like to thank the following people:

Umrahel for putting together a great All-In-One Answers thread

Dreadlord7 for keeping it alive

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The Elric Melinbone team - For putting together one of the most helpful and comprehensive Morrowind resources out there

Jason Strautman, Bob Norton and all the others at Universal Hint System

*Anyone who's ever taken the time to enhance the world of Morrowind by creating a mod, texture pack, utility or any other game enhancement; your works are the reason I play this game*

*-Fessic*