

Player Commands		World Editing		Misc. Commands	
<code>/give</code> {itemName} [count] [variation]	Give yourself any item.	<code>/placeTile</code> {tileset} {tile type} {x} {y}	Place tile relative to your position.	<code>/passive</code>	Toggle enemy AI passive behavior.
<code>/give food</code> {Item1} + {Item2} [count]	Give yourself any food.	<code>/placeTile</code> {item name} {x} {y}	Place tile relative to your position.	<code>/spawn</code> {entityName} {x} {y} [variation]	Spawn any entity at position.
<code>/clearInv</code>	Clear the player inventory.	<code>/removeTile</code> {tile type} {x} {y}	Remove tile relative to your position.	<code>/hide</code> <target> [state]	Hide User Interface, Inventory and Player visual elements. Possible targets: player, ui, inventory
<code>/heal</code> [amount]	Use to fully heal the player.	<code>/removeTile</code> {item name} {x} {y}	Remove tile relative to your position.	<code>/repeat</code> {times} {command name} [command parameters]	Repeat any valid command
<code>/feed</code> [amount]	Use to fully feed the player.	<code>/placeTileArea</code> {tileset} {tile type} {sX} {sY} {eX} {eY}	Place tiles in area relative to your position.		
<code>/maxSkills</code>	Max out all skills.	<code>/placeTileArea</code> {item name} {sX} {sY} {eX} {eY}	Place tiles in area relative to your position.		
<code>/resetSkills</code>	Reset all skills to 0.	<code>/removeTileArea</code> {tile type} {sX} {sY} {eX} {eY}	Remove tiles in area relative to your position.		
<code>/setSkill</code> {skillName} {level}	Set the given skill to the given level (0-100)	<code>/removeTileArea</code> {item name} {sX} {sY} {eX} {eY}	Remove tiles in area relative to your position.		
<code>/kill</code>	Kill the player.	<code>/remove</code> {objectID} [all slow]	Remove closest matching entity from world.		
<code>/invincible</code>	Toggle the player's invincibility.				
<code>/noClip</code>	Move freely without physical limitations.				
<code>/noclip</code> speed {multiplier}	Set noclip movement speed.				
<code>/setReveal</code> {radius}	Set your character map reveal radius. Also enables seeing through walls.				

