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Ark summon level

There are a few situations, in which an adminstrator is forced to cheat on his own server. Some examples: repairing something destroyed by a bug, recover items, track down misbehaving users or just testing the server. This is a list of commands, which can be used to cheat in the game. You can also download a handy sheet for printing from THIS page

Command Target Parameters Description and examples

EnableCheats Self Password Server administrator password enablecheats pass123

SetCheatPlayer true/false Self true to enable, false to disable

Enable cheat commands that affect the current player, mounted dinosaurs and the game world

setcheatplayer true

AddExperience Self HowMuch Amount to add

Adds the specified number of experience points to the player (or the currently mounted dinosaur if the player is mounted)

FromTribeShare Apply as if experience came from tribe. To give another player experience, use the GiveExpToPlayer command.

PreventSharingWithTribe 1: player only

admincheat addexperience 1000 0 1 0: share with tribe

AllowPlayerToJoinNoCheck SteamID Player to whitelist

Adds the player specified by the their Integer encoded Steam ID to the server's whitelist.

admincheat AllowPlayerToJoinNoCheck 18446744073709551615

AutoCycle Duration BanPlayer PlayerSteamName Player to ban

Add the specified player to the server's banned list.

admincheat BanPlayer Bob

Broadcast MessageText Message to broadcast

Broadcast a message to all players on the server.

admincheat Broadcast Hi, everybody!

ChangeSize Self SizeMult Size multiplier

Changes the current player's size. Your player character's model will only stretch or squash so far however, and if made too big will seem to float and bob up and down during different animations (too small and you'll sink through the ground). You will not become any slower or faster. Set back to 1 to go back to your normal size.

ClearPlayerInventory PlayerID Player's in-game UE4 ID

Clears the specified player's inventory, equipped items, and/or slot items.

ClearInventory Clear player's inventory?

ClearSlotItems Clear player's slot items?

ClearEquippedItems Clear player's equipped items (armor)?

ClearTutorials Self None

Resets all tutorials on your client (make them so that they will re-appear without being forced).

DebugStructures Self None

Toggles the display of debug information on structures when you look at them, including the structure's class name and entity ID. You can use the class name in other commands.

DestroyAll type Type to destroy

Destroys all creatures of the specified type.

admincheat DestroyAll Ankylo_Character_BP_C

DestroyAllEnemies None

Destroys all non-player creatures on the map, including tamed creatures. This does not prevent new ones from spawning as usual.

admincheat destroyallenemies

DestroyMyTarget Target None

Instantly destroys the creature or structure in the current player's crosshairs, without leaving any corpse. To kill an entity and leave a corpse, use the Kill command.

DestroyStructures None

Destroys all structures owned by all players on the map.

DestroyWildDinos None

Destroys all untamed creatures on the map.

Useful for helping newly-released creatures to spawn.

admincheat destroywilddinos

DisableSpectator Self None

quits spectatormode (as the character is killed when enable spectating, the respawn menu is displayed)

DisallowPlayerToJoinNoCheck SteamID Player to remove

Removes the specified player from the server's whitelist.

admincheat DisallowPlayerToJoinNoCheck 1234567890

DoExit None

Shuts down the server as soon as possible.

DoRestartLevel None

DoTame Target None

Tames the targeted creature if the creature is capable of being tamed, activating all triggers as if the player had tamed the creature normally (sound effect, dossier entry, gives experience, etc)

EnemyInvisible true/false Self true to be ignored, false for normal behavior

When enabled, all creatures on the map will ignore the current player, even when attacked.

admincheat EnemyInvisible true

ExecSetSleeping true/false Self true to put to sleep, false to wake up

Puts the current player character to sleep or wakes them up.

admincheat ExecSetSleeping true

Fly Self None

Activates "fly mode", permitting the player character to move freely in any direction without physics or gravity being applied. Use the walk command to disable the mode.

admincheat fly

ForceTame Target None

Immediately tames the dinosaur under the player's crosshairs. Dinosaurs tamed with this command can be ridden even when no saddle is equipped.

admincheat forcetame

ForcePlayerToJoinTargetTribe Target PlayerID Player's in-game UE4 ID

Forces the player specified by their in-game UE4 ID to the tribe that the target entity or structure of the current player belongs to. Known to have problems if there are currently no longer members in the tribe, but this may be fixed in the future.

ForcePlayerToJoinTribe PlayerID Player's in-game UE4 ID

Forces the player specified by their in-game UE4 ID to the tribe specified by it's name. Known to have problems if there are currently no longer members in the tribe, but this may be fixed in the future.

TribeName Tribe's Name

ForceTribes PlayerName1 PlayerName2 NewTribeName

GameCommand TheCommand

Command Runs a game-mode specific command / trigger. For example, to start the game in the SoTF mod game mode, run: cheat gamecommand startgame

GetChat None

Returns the latest chat buffer (the same amount that the clients see).

Ghost Self None

Toggles "ghost mode", permitting the player character to pass freely through objects in the world that normally block movement, including the terrain itself. Use the walk command to disable the mode.

admincheat ghost

GiveAllStructure Target None

Gives the current player ownership of all the targeted structure and all structures connected to it recursively.

GiveColors Self Quantity Item quantity

Gives you quantity of each dye in the game. In vanilla Ark, this equates to only 2.6 weight units per set.

GiveEngrams Self None

Unlocks all crafting recipes for the player character. No longer crashes your game! But may lag a little. (The crash was caused by some hidden crazy broken duplicate engrams, which has been fixed- hopefully).

admincheat giveengrams

GiveExpToPlayer PlayerID Player's in-game UE4 ID

Gives the specified player the specified amount of experience points.

HowMuch Amount to give

To easily give yourself experience, use the AddExperience command.

FromTribeShare Apply as if experience came from tribe.

PreventSharingWithTribe 1: player only

0: share with tribe

Giveltem Self BlueprintPath The blueprint path of the item to give. Adds the specified item to the player's inventory (or its blueprint) in the specified quantity and with the specified quality. Quantity Number of items to add

To Specify items by their item number, use GiveltemNum. Quality Quality of added items

To give items to another player, use GiveltemToPlayer.

ForceBlueprint true to add the item's blueprint, false to add the item

GiveltemNum Self ItemNum item ID to add

Adds the specified item to the player's inventory (or its blueprint) in the specified quantity and with the specified quality. Quantity Number of items to add

To specify items by their blueprint path, use Giveltem. Quality Quality of added items

To give items to another player, use GiveltemNumToPlayer.

ForceBlueprint true to add the item's blueprint, false to add the item

admincheat GiveltemNum 1 1 1 0

GiveltemToPlayer PlayerID PlayerID to give the item to. Adds the specified item to the player's inventory (or its blueprint) in the specified quantity and with the specified quality. BlueprintPath The blueprint path of the item to give. To specify items by their item number, use GiveltemNumToPlayer. Quantity Number of items to add

To give items to yourself, use GiveltemNum. Quality Quality of added items

ForceBlueprint true to add the item's blueprint, false to add the item

GiveltemNumToPlayer 1234567890 1 1 0

ForceBlueprint true to add the item's blueprint, false to add the item

GiveResources Self None

Add 50 units of each resource in the game to the player's inventory. In vanilla Ark, this equates to 300+ units of weight, so you will probably be encumbered. (200 of which comes from Metal Ore, Metal Ingots, Obsidian, and Crystal)

admincheat giveresources

GiveSlotItem Self BlueprintPath Item's blueprint path. Adds the item specified by it's blueprint path into one of your item slots. If the item does not support stacking, items after the first will be dumped into your inventory. Specifying an invalid slot id will dump all the item(s) into your inventory. Item quality will always be 0 and you cannot request adding a blueprint. SlotNum Inventory slot number. (0-9)

To specify items by their item ID, use the GiveSlotItemNum command. Quantity Number of items to add

GiveSlotItemNum Self ItemNum item ID to add. Adds the item specified by it's item id into one of your item slots. If the item does not support stacking, items after the first will be dumped into your inventory. Specifying an invalid slot id will dump all the item(s) into your inventory. Item quality will always be 0 and you cannot request adding a blueprint. SlotNum Inventory slot number. (0-9)

To specify items by their blueprint path, use the GiveSlotItem command. Quantity Number of items to add

GiveToMe Target None

Changes the owner of the targeted entity (structure or dino) to the current player. However, note that this command does not actually tame dinos – their inventory will not be accessible and they will not be rideable unless they were already tamed by another player or you use one of the dino taming commands afterwards.

God Self None

Toggles "god mode", making the player invulnerable to damage from attacks, explosions or from falling. This does not prevent player character death by drowning (infinetstats must be enabled to prevent this). Repeat the command to disable the mode. To specifically enable or disable god mode, use the SetGodMode command.

admincheat god

HideTutorial Self TutorialIndex Tutorial index

Hides the tutorial specified by it's tutorial index. See the ShowTutorial command description for a list of tutorial ids.

HurtMe Self Amount Damage to deal

Damages the player character.

admincheat HurtMe 50

InfiniteStats Self None

Gives the player character infinite food, water, stamina, carrying capacity and keeps Torpor at zero. Repeat the command to disable its effects.

admincheat infinetstats

KickPlayer steam_id Player to kick[1]

Forcibly disconnect the specified player from the server.

Kill Target None

Instantly kills the targeted structure or dinosaur, leaving behind a corpse. To kill an entity without leaving behind a corpse, use the DestroyMyTarget command.

KillPlayer PlayerID Player's in-game UE4 ID. Kills the specified player.

ListPlayers None

List all connected players and their SteamIDs.

MakeTribeAdmin Self None

Promotes you to an admin of the tribe you're currently a member of.

MakeTribeFounder Self None

Makes you the founder of the tribe you're currently a member of.

OnToggleInGameMenu Self None

Opens or closes the in-game menu (when you hit the escape key). To specifically show the in-game menu, use the ShowInGameMenu command.

OpenMap MapName Map's Name

Loads the map specified by it's name. (not sure if a file path is accepted)

OpenMap TheIsland

PlayersOnly None

Stops all creature movement in the game world and halts crafting. Players can still move normally. Repeat the command to disable its effects.

admincheat PlayersOnly

PrintColors None

Prints the Color IDs. RemoveTribeAdmin None

RenamePlayer ""

PlayerName Player's current name. Renames the player specified by their in-game string name.

NewName New name for player.

RenameTribe TribeName Tribe's current name. Renames the tribe specified by it's string name.

NewName New name for Tribe.

ReportLeastSpawnManagers None

ReportSpawnManagers None

RequestSpectator Self Password Spectator password. Requests spectator mode on servers where there is a spectator password. The password given must match the server's "SpectatorPassword".

SaveWorld None

Forces the server to save the game world to disk in its current state. In single-player mode, the game saves this information locally.

admincheat saveworld

ScriptCommand CommandString Command string. Runs a game mode specific command / script. These can be implemented by mod authors. Currently, there are no official game modes that use custom scripts.

ServerChat MessageText Message

Sends a chat message to all currently connected players.

ServerChatTo SteamID Player's SteamID

Sends a direct chat message to the player specified by their int64 encoded steam id.

MessageText Message

ServerChatToPlayer PlayerName Player's In-game name. Sends a direct chat message to the player specified by their in-game player name.

MessageText Message

SetBabyAge AgeValue Value to set age to. Sets the age (0.01 to 1) of the target baby dino.

SetGlobalPause IsPaused

Pause game? Pauses _EVERYTHING_ game related.

SetGodMode Self

Enable Enable god mode? Enables or disables god mode for the current player. To simply toggle between god mode states, use the UE command God. SetGraphicsQuality Self Quality Graphics quality. Sets your client's graphics quality. Note that Ark claims the quality parameter is actually an Int32, but it does accept decimals (so I called it a float, not sure if that's correct). This command is a general command that affects many different graphics settings, all of which will be set to the new value (rounding if necessary). This command does not change the quality to the graphics presets, which are generally much better to use. The table below lists the approximate corresponding graphics qualities.

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Epic

SetMessageOfTheDay Message

Message to use

Sets the server's "message of the day", displayed to players when they connect to it.

admincheat SetMessageOfTheDay

Beware the dodo.

SetTargetDinoColor ColorID Target

ColorRegion Color

Region Sets the dino you target to specified color/s. Example: cheat SetTargetDinoColor 0 0. ColorID Color ID. admincheat SetTargetDinoColor 1 1

SetTargetPlayerBodyVal Target

BodyValIndex ... Will fill in later... BodyVal ... SetTargetPlayerColorVal Target

ColorValIndex ... Will fill in later... ColorVal Color ID

SetPlayerPos Self x, y, z

Coordinates to use

Moves the player character's to the specified position instantly.

admincheat SetPlayerPos -71467 -52156 0

SetTimeOfDay :[:] Hour

Sets the game world's time of day to the specified time.

Minute

admincheat settimeofday 06:30:00

Second

ShowInGameMenu Self None

Displays the in-game menu (when you hit the escape key).

ShowMessageOfTheDay Self None

Displays the message of the day. ShowTutorial Self TutorialIndex Tutorial index. Displays the tutorial specified by it's tutorial ID. Tutorials are localized messages coded into the game that are displayed in the same area as the message of the day that shows new users hints about the game. These tutorials disappear after some time, just like the message of the day. Currently there are only two tutorials: ForceDisplay True = show tutorial even if you've already seen it. 0 Blank 1 Your first day. Slomo SpeedMult Speed multiplier

Sets the game speed multiplier. Change back to 1 to set back to normal.

SpawnActor Self BlueprintPath Blueprint path

Spawns the entity specified by it's blueprint path.

SpawnDistance SpawnYOffset ZOffset

SpawnActorSpread Self BlueprintPath Blueprint path

Spawns a number of entities in the specified area.

SpawnDistance SpawnYOffset ZOffset

NumberActors Number of the specified entities to spawn.

SpreadAmount

SpawnDino Self BlueprintPath Blueprint path

Spawns a leveled dino specified by it's blueprint path.

SpawnDistance SpawnYOffset ZOffset

DinoLevel Dino level

Suicide Self None

Kills yourself. Does the same thing as hurting yourself (see HurtMe command) for your current health, so it will not work if you are invincible. Was originally part of the game when it came out, but it was removed in a later patch. Since then it was re-added (it's easier to type than the HurtMe command).

Summon Self type

Spawn a creature of the specified type in front of the player character.

admincheat summon Ankylo_Character_BP_C

Teleport Self None

Moves the player character forward in the direction the player is facing until the character collides with an object or the terrain. If the player wouldn't hit the terrian or an object, they are teleported to 0,0 instead.

admincheat teleport

TeleportPlayerIDToMe Self PlayerID Player's in-game id. Teleports the player specified by their in-game ID to the current player. To teleport yourself to the other player, use the TeleportToPlayer command. To specify a player to teleport by their player name, use the TeleportPlayerNameToMe command.

TeleportPlayerNameToMe Self PlayerName Player's in-game name. Teleports the player specified by their name to the current player. To specify a player to teleport by their in-game id, use the TeleportPlayerIDToMe command.

TeleportToPlayer Self PlayerID Player's in-game id. Teleports the current player to the player specified by their in-game ID. To teleport the other player to yourself, use the TeleportPlayerIDToMe command.

TestSteamRefreshItems None

ToggleInfiniteAmmo Self None

Provides unlimited ammunition for all of the player character's weapons. Repeat the command to disable its effects.

admincheat ToggleInfiniteAmmo

Unban player

Player to unban

Remove the specified player from the server's banned list.

admincheat Unban Bob

Walk Self None

Deactivates "fly mode" (activated by the fly command). Physics and gravity will be applied to the player character normally.

admincheat walk

Stat Self

Command See Stat Commands. Enables an on-screen display showing various debug information. See Stat Commands for a list of stat commands available in Ark. Stat fps

ShowMyAdminManager Self None

Opens the admin manager GUI, which gives you easy access to a number of useful admin things. It shows your player's current position, some useful server info, key server configurations, a list of currently logged in players, a list of banned players, a list of whitelisted players, allows you to modify the MoTD, and shows you a list of a good amount (but not all) admin commands. If you select a player in the connected player's list, you can easily copy their UE4 player ID (a 10 digit number) into a command's parameters for commands that require a player ID. Supposedly you should also be able to copy their Int64 encoded Steam ID for commands that require it, but it seems to be broken at the moment. Use the ListPlayers command or grep the server's save files to get a player's Int64 encoded Steam ID. ShowMyAdminManager EnableSpectator Self None

Mode spectator

StopSpectating Ctrl-M: Toggle floating player huds for the entire map (helpful to spot where everyone is)

Ctrl-P: Toggle Only Show Nearby Floating Huds

Ctrl-N to display a list of players to jump to

Left click to attach to the player in front of you

Left Click and Right Click to cycle attached player

Spacebar to detach

Shift to Fly Fast

Ctrl to Fly Slow

Mousewheel to adjust fly speed

Shift + f1-f10 to save camera positions, and f1-f10 to teleport to them

stopspectating for leaving cheat

enablespectator

ToggleGun Self None

Prevents the player character's equipped item (or hands if nothing is equipped) from being displayed. Repeat the command to disable its effects.

togglegun

destroytribestructures Target None

Will destroy all structures on the ARK, based on the Tribe owner (or player owner) of the thing that you are currently looking at.

destroytribedinos Target None

Will destroy all dinos on the ARK, based on the Tribe owner (or player owner) of the thing that you are currently looking at.

destroytribeplayrs Target None

Will destroy all players of a tribe on the ARK, based on the Tribe owner (or player owner) of the thing that you are currently looking at.

Source of many command descriptions: ark.gamepedia.com

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