7 Days to Die Command List

Command	Shortcut Key	Effect
admin add \<name / entity id / Steam ID> \<permission level>		Add a player to the admin list at a specific permission level. You can either use the player's entity id, their name, or their Steam ID. Permission levels can have any value between 0 (maximum) and 1000 (none).
admin remove \<name / entity id / Steam ID>		Remove a player from the admin list.
aiddebug		Toggle debug output for the AI Director.
ban add \<name / entity id / Steam ID> \<duration> \<duration unit> [reason]		Ban a player from the game for \<duration> in \<duration units> with an optional message explaining the [reason]. Duration units can be expressed in minutes, hours, days, weeks, months, and years.
ban list		Print a list of banned players to the console.
ban remove \<name / entity id / Steam ID>		Remove a player from the ban list.
buff \<buff>		Apply the specified \<buff> to your character. You can find a list of all buffs in the game in *7 Days To Die\Data\Config\buffs.xml*
buffplayer \<name / entity id / Steam ID> \<buff name>		Apply the specified \<buff> to another player's character. You can find a list of all buffs in the game in *7 Days To Die\Data\Config\buffs.xml*
chunkcache	*cc*	Display all loaded chunks in the cache.
clear		Clear the command console.
cp add \<command> \<level>		Add a command to the command permission list with the specified permission level.
cp list		Display a list of command permissions. 1000 is the lowest (guest or normal player) while 0 is the highest (host or admin).
cp remove \<command>		Remove a command from the command permission list.
deathscreen \<on/off>		Display the death screen during normal gameplay.
debuff \<buff>		Remove the specified \<buff> from your character.
debuffplayer \<name / entity id / Steam ID> \<buff name>		Remove the specified \<buff> from another player's character.
enablescope \<on/off>	*es*	Toggle debug scope.
exhausted		Exhaust your character.
exportcurrentconfigs		Export the current game config to *.local/share/7DaystoDie/Saves/\<worldname>/\<savegamename>/Configs*
exportitemicons		Export all item icons to the *7 Days To Die\ItemIcons* folder.
getgamepref	*gg*	Display current game preferences.
getgamestat	*ggs*	Display current game stats.
gettime	*gt*	Display day and time.
gfx af \<0 or 1>		Set anisotropic filtering to 0 (off) or 1 (default).
gfx dti		Set distant terrain instancing.

gfx dtpix		Set distant terrain pixel error.
givequest <quest>		Give yourself a quest. You can find a list of all quests in the game in *7 Days To Die\Data\Config\quests.xml*.
giveself <item> [quality level]		Give yourself an <item> at a specific [quality level]. You can find a list of all items in the game in *7 Days To Die\Data\Config\items.xml*
help <command>		Display the help file for <command>.
kick <name / entity id / Steam ID> [reason]		Kick a player from the game and display the [reason].
kickall [reason]		Kick all players from the game and display the [reason].
killall		Kill all players and entities.
lights		Display an outline around all light-emitting objects.
listents	*le*	List all entities currently in the game.
listlandclaim	*llp*	List all active Land Claim Blocks with player name, world ID, Steam ID, LCB's current health state, and coordinates.
listplayerids	*lpi*	List all players and their IDs.
listplayers	*lp*	List all players with IDs, positions, health, stats, IP address, etc.
listthreads	*lt*	List all threads.
loggamestate <message> [true/false]	*lgs*	Log the current state of the game to *7 Days To Die\7DaysToDie_Data\ output_log.txt*. <message> is included in the header of the log. [true] means the command should be run on the client. [false] means the command should be run on the server.
loglevel <loglevel> <true/false>		Telnet/web only. Select which types of log messages are shown on the connection. Log levels: INF, WRN, ERR, EXC, or ALL.
mem		Display memory information and start garbage collection.
memcl		Display memory information on client and start garbage collection.
pplist		Display Persistent Player data.
removequest <quest>		Remove a quest. You can find a list of all quests in the game in *7 Days To Die\Data\Config\quests.xml*.
repairchunkdensity <x> <z> [fix]	*rcd*	Check if chunk block density matches block type. If there is a mismatch it can lead to faulty chunk rendering. Optionally, [fix] mismatches within a chunk. <x> and <z> are the coordinates of the block within the chunk to check.
saveworld	*sa*	Save the world.
say <message>		Send a message from the server to all connected clients.
setgamepref <preference> <value>	*sg*	Set a gamepref.
setgamestat <stat> <value>	*sgs*	Set a gamestat.
settempunit <c or f>	*stu*	Set temperature unit to Celsius (c) or Fahrenheit (f, default).
settime day *settime* night *settime* <time> *settime* <day> <hour> <minute>	*st*	Set current game time. <time> uses the military-style 24h format (2pm is 1400), [hour] and [minute] do not. <day> is the total number of days that have passed.
showalbedo	*albedo*	Toggle display of albedo in gBuffer.
showchunkdata	*sc*	Show current chunk data.
showclouds		Show a layer of clouds.
shownexthordetime		Display Wandering Horde time.

shownormals	*norms*	Toggle display of normal maps in gBuffer.
showspecular	*spec*	Toggle display of specular values in gBuffer.
shutdown		Shut the game down.
sounddebug		Toggle SoundManager debug output.
spawnentity <playerID> <entityID>	*se*	Spawn an entity.
spawnscreen		Display spawn screen.
spawnwh		Spawn a Wandering Horde.
spectrum <spectrum>		Force a lighting spectrum. <spectrum> can be Biome, BloodMoon, Foggy, Rainy, Stormy, and Snowy.
staticmap		Switch between a static and a dynamic map.
switchview	*sv*	Switch the perspective between first- person and third- person view.
systeminfo		Display info about the current system.
teleport <E / W> [y] <N / S> *teleport* <E / W> <N / S> *teleport* <target player name/Steam ID/entity id> *teleport offset* <inc E / W> <inc y> <inc N / S>	*tp*	Teleport yourself to the specified location. If using [y], use -1 to spawn on the ground. Use only <E / W> and <N / S> to always spawn on the ground. Use *offset* to teleport based on your current position. South and West are negative, (-) before number.
teleportplayer <name / player id / Steam ID> <E / W> <y> <N / S> *teleportplayer* <player id> <player id>	*tele*	Teleport the target player to the specified location. If using [y], use -1 to spawn on the ground. Use another player's name or ID to teleport one player to another. South and West are negative, (-) before number.
thirsty		Makes yourself thirsty.
traderarea		If a player is within a trader area, they will be forced out but can reenter unless trader is closed.
updatelighton <name / player id / Steam ID>		Commands for UpdateLightOnAllMaterials and UpdateLightOnPlayers.
version		Display game version and loaded mods.
water		Control water settings.
weather		Control weather settings.
whitelist add <name / player id / Steam ID>		Add a player to the whitelist.
whitelist list		Display whitelisted players.
whitelist remove <name / player id / Steam ID>		Remove a player from the whitelist.