The recent release of Conan Exiles introduced a new method for creating custom console commands.

To add a new console command, we will break the process down into 2 parts.

**DataCommand Object** - This is where all the logic for your command will be handled.
CustomConsoleCommandsDataTable - This is the DataTable your command name and referencing class will be added to.

DataCommand Object

Create a new child blueprint of the **DataCommand** class. Be sure to name this something meaningful. "**BP_DataCommand_HelloWorld**" will be used in this example.
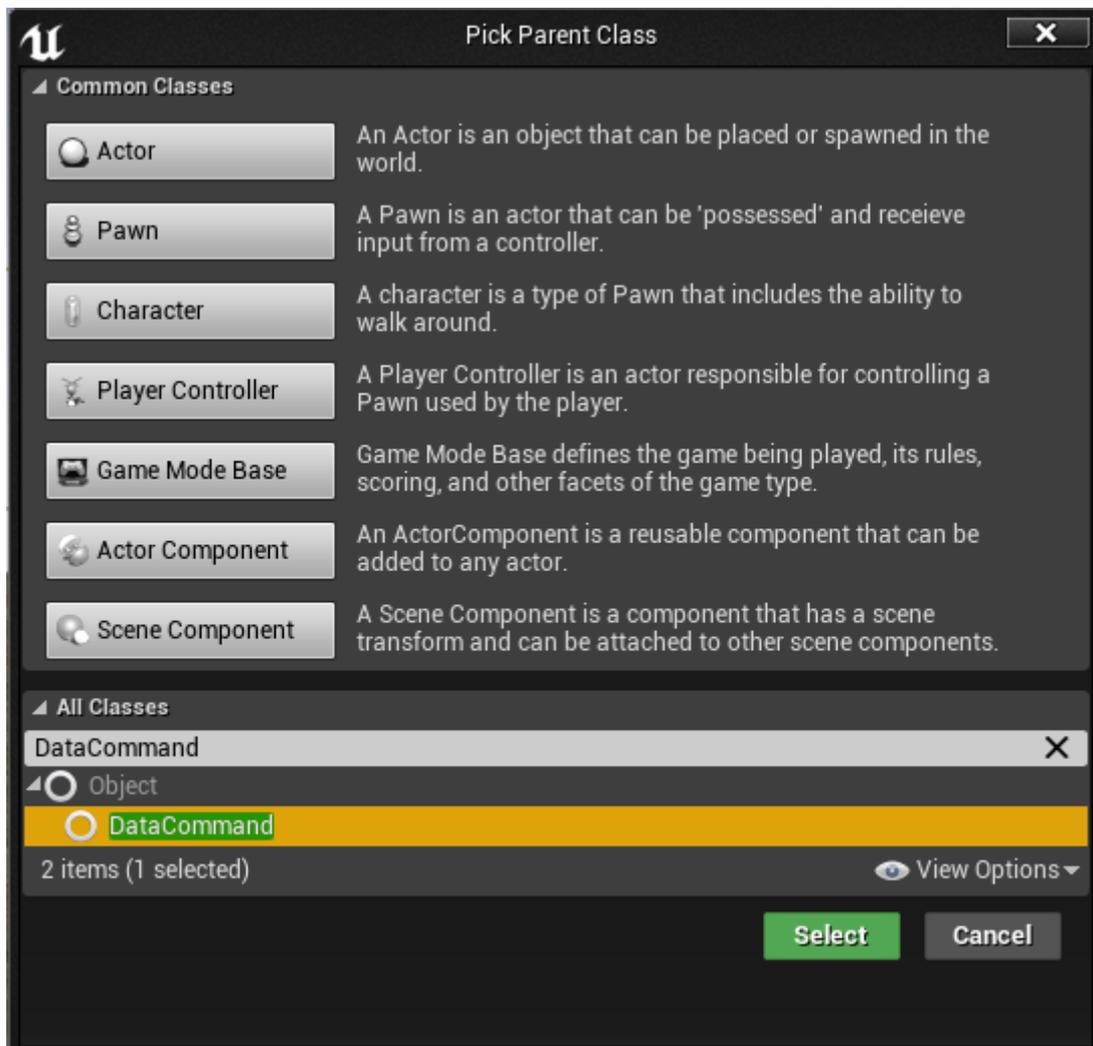
Once you have created your new blueprint, open it up into the blueprint editor. Here we will override the parent interface call **Do Command**. To override the function, click on the **Override** dropdown box in the "**Functions**" category of your "**My Blueprints**" panel and select **Do Command**
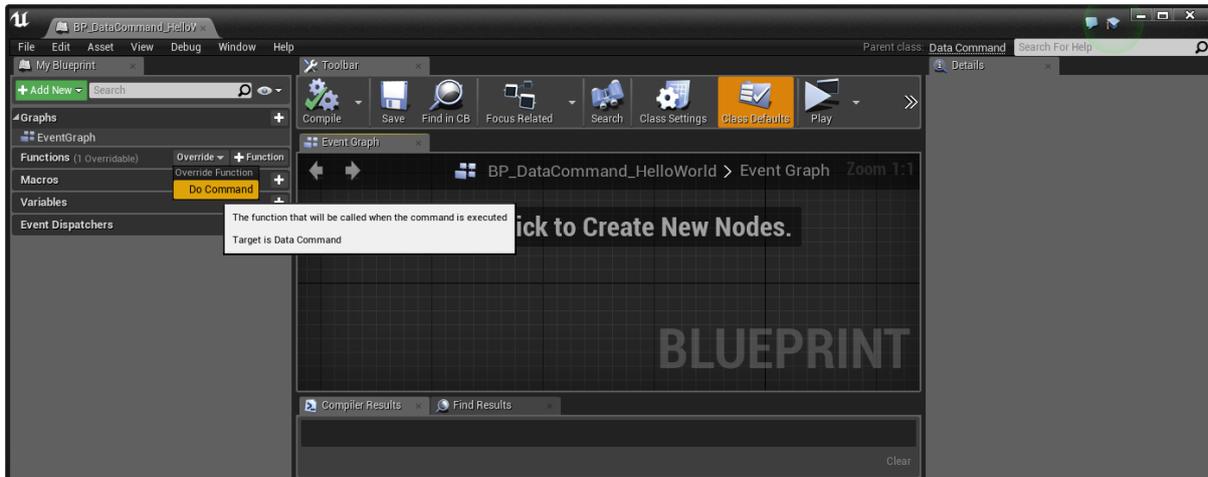
You should now have a new node in your event graph **Event Do Command** with 2 parameters. This is called when ever your console command is invoked in console.
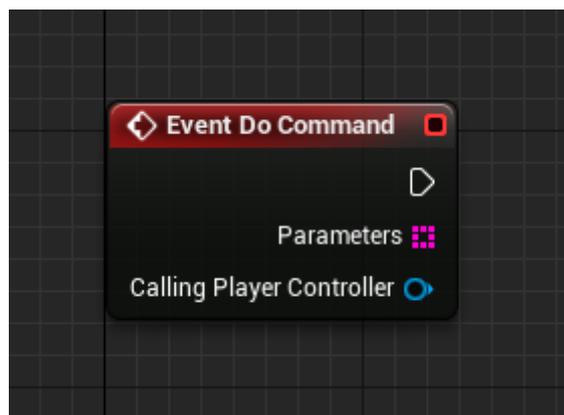
> **Parameters** is an array of strings. When typing the command in to the console, you can also type in some strings after the name of the command. These strings will be put into an array and fed in to the event. It is up to you to parse through these strings, and convert them to ints, floats, etc. if necessary.
>
> **CallingPlayerController** is a reference to the player controller object that is calling the cheat command. It is there to provide convenient access to the player calling the command, and as a convenient **WorldContextObject**.

CustomConsoleCommandsDataTable

Just like all other DataTable operations, we are going to create our own DataTable with the same row struct and merge it with the already existing **CustomConsoleCommandsDataTable**.
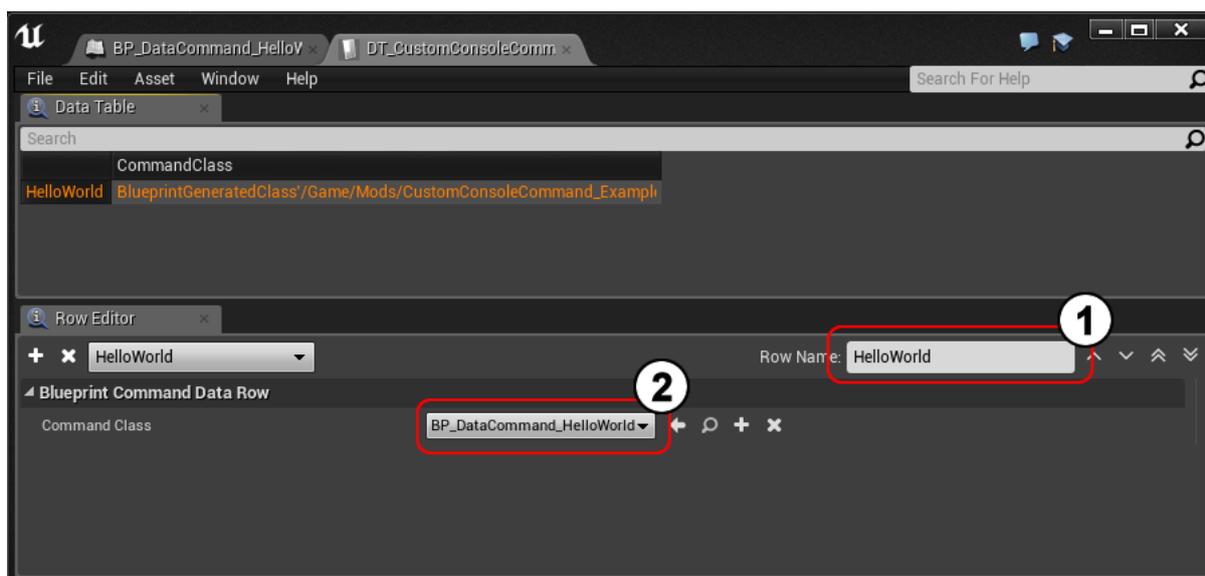
Create a new DataTable, selecting "**Blueprint Command Data Row**" as the struct type.

Open the newly created DataTable and create a new entry.

> **RowName** (1) will be the name you wish to use to invoke your command with in console

> **Command Class** (2) should reference the **DataCommand** object we created earlier in this document.

Now all that is left to do is to merge our newly created DataTable with the original DataTable "**/Game/Systems/Cheats/CustomConsoleCommandsDataTable**" using a ModController and you are done.
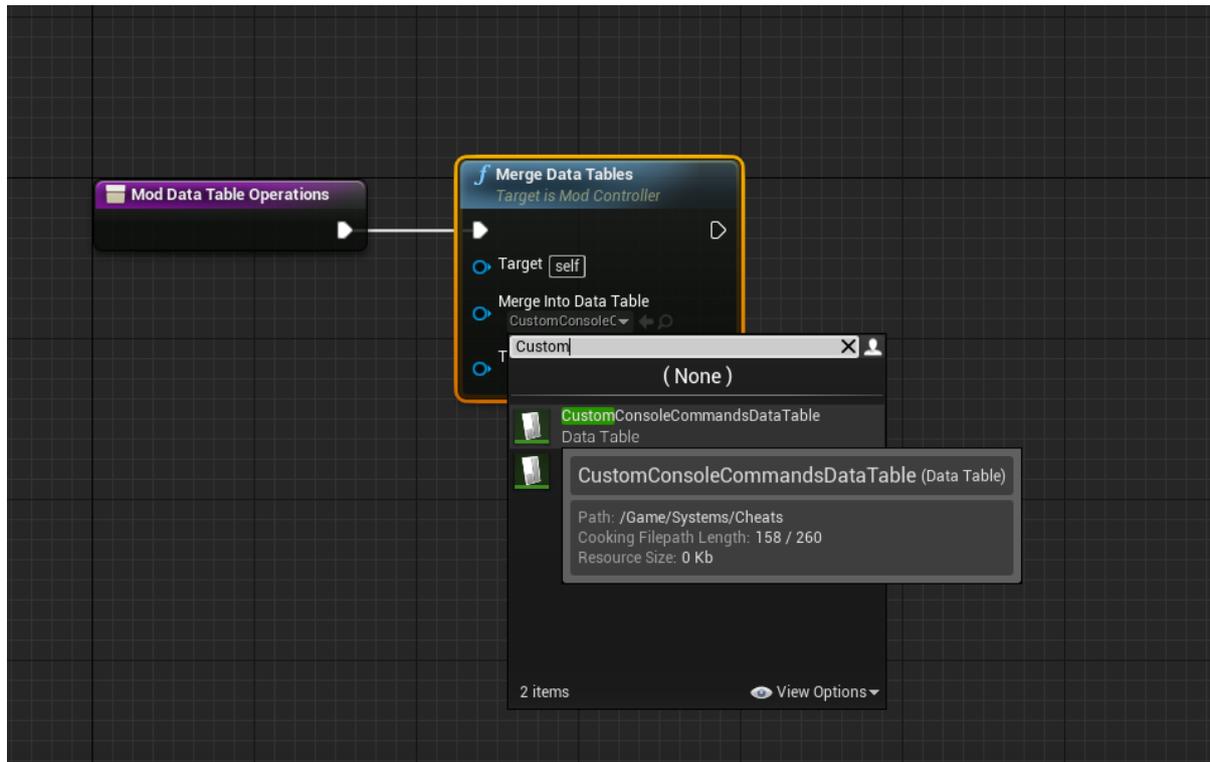
Once this has all been done, you can now call your new command in game.

To call it, start up the game and type in the console:

"**DataCmd CommandName Parameter1 Parameter2 Parameter3… **"

> **DataCmd** is the innate cheat command that will let the game know that we are trying to use a custom command. It is required to have before anything else.

> **CommandName** is the name of your command. Again, this should be the name of the new row you added to your DataTable that was merged with **CustomConsoleCommmandsDataTable**

After **CommandName**, you can type out as many parameters as you want. As stated before, these parameters will get put into a string array that will get passed into the **DoCommand** event of your created console command.