

Birdopolis - God Codes

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All of these codes work on the dev version of the game. Only reset works on the production version.

How to Use the Codes

Run Holland.

Press Shift-D.

Click in the input window at bottom of screen to put the cursor there. Then, type the code you want and press Enter/Return.

Example:

```
scratch = 1000000
```

This gives you 1,000,000 scratch.

The codes don't care about case (capitalization) or extra white space between the elements, so something like this will work:

```
SCRATCH      = 1000000
```

Player Stats Codes

Code	Usage
scratch = <#>	Set Scratch <#> must be an integer greater than or equal to 0. Sets your bird scratch to the input number.
premium = <#>	Set Premium Currency (Bird Bucks) <#> must be an integer greater than or equal to 0. Sets your bird bucks to the input number.
energy = <#> coreenergy = <#>	Set Energy (aka Core Energy) <#> must be an integer greater than or equal to 0. Sets your energy to the input number.
coreenergymax = <#>	Set Maximum Energy Regeneration Limit <#> must be an integer greater than or equal to 0. Sets your maximum energy regeneration to the input number. Note that you have have more current energy than this limit. The limit only means energy won't automatically regenerate unless your current is less than the limit.
visitingenergy = <#>	Set Visiting Energy <#> must be an integer greater than or equal to 0. Sets your visiting energy to the input number. Visiting energy is the amount of energy you can use in friends' yards.
xp = <#>	Set XP <#> must be an integer greater than or equal to 0. Sets your experience points to the input number. The upper left feather on the screen will display your resulting level based on the XP total your entered. Level maxes out at 20, the maximum we have planned for the launch app.
minxp = <#> maxxp = <#>	Set Minimum XP, Maximum XP <#> must be an integer greater than or equal to 0. When hovering the mouse over the XP readout, you see <#>/<#> showing your progress to the next level. minxp affects the first number and maxxp affects the second.
beauty = <#>	Set Yard Beauty Level <#> must be an integer greater than or equal to 0. Sets your beauty LEVEL (not yard beauty points) to the specified level. Example: beauty = 5 sets yard beauty to level 5. The YB level up dialog does not trigger when this code is used.

Utility Codes

Code	Usage
reset	Reset Yard and Player Data Resets both the yard and the player. The yard you own is reset to the default starting yard. Your player stats (xp, scratch, goal progress, etc.) are reset to the default starting stats.
save disabled	Disable Saving Prevents the current session from being saved on exit.
save enabled	Enable Saving Enables the current session to be saved (which is the default behavior).
save	Save Session Immediately save the session.

harvest on	Enable Manual Harvesting Turn on manual harvesting. When on, hold down the shift key and left click the mouse button on a harvestable item to harvest it immediately, as if its harvest timer had reached 0.
harvest off	Disable Manual Harvesting Turn off manual harvesting.
clear	Clear the Debug Console
frame rate = <#>	Set the Target Frame Rate Set the target frame rate to <#> frames per seconds. The Flash player will attempt to achieve this frame rate but is not guaranteed to meet it. Setting the frame rate will affect some (perhaps all) animaitons but may not affect items that are time-based.
pause bg	Pause Background I think this may pause animations in the background (such as the waterfall).
play bg	Resume Playing of the Background I think this may resume playing of animations in the background.
flarblewock	Complete All Builds Energy Free! Complete all items that are currently in building mode in the yard without spending money.
everythingmustgo	Enable Free Mode Currency is never subtracted, and bird mall items are not level locked. If the bird mall is open when this code is entered, items will not level unlock until you close the mall and reopen it.
thatsgonnacostyou	Disable Free Mode
post=url=data	Post Data to URL Posts data as a string to the supplied url. Data should not be in quotes and will be sent in POST data. White space in data is preserved and data is case sensitive. The url is expected to be a domain name (example.com) but IP addresses also can be used. For example, to save a player's data to the server, one could enter: post = http://107.22.238.203/service/player = player_data_here_in_json_format
tracedata = player	Display Player Data Displays the client's compiled save data for the player's stats.
tracedata = yard	Display Player Yard Displays the client's compiled save data for the player's yard.
close dialogs	Close All Open Dialogs
time	Display Current Time
load time	Display App Load Time
give gift = <from> = <to> = <item ID> = <request ID>	Give Gift This attempts to give a gift. This is best used only for debugging by someone with the appropriate info. <from> is the Facebook ID of the user giving the gift. <to> is the Facebook ID of the user the gift is being given to. <item ID> is the item ID of the gift. <request ID> is the request ID of the gift.
get gift	View the Gift List This returns the list of gifts for the player. (It only lists them; it does not accept them.)
accept gift = <request ID>	Accept a Gift This accepts the gift identified by style=<request ID>.
decline gift = <request ID>	Decline a Gift This declines (deletes without accepting) the gift identified by <request ID>.
locate = top locate = bottom locate = left locate = right locate = center locate = scene locate = tile	Locate Mode On Each of these codes can turn on locate mode. When you close the console, mouseover text will show the X,Y coordinates of the component you selected. Note that normal mouseover text is not displayed.
locate = off locate	Locate Mode Off Turns off locate mode. Issue the command twice, as currently it doesn't turn it off after the first issuing. (Instead, it sets locate mode to a null component.) Even after issuing it the second time, the mouseover text will continue to display location coordinates until you move the mouse over an item that has normal mouseover text.
trace <something>	Trace <something> Display in the debug console the value of <something>.
trace	Push Empty Line to Debug Console
buy = <classID>	"Buy" an Item for Placement Buys item <classID>. When you return to the isometric view, the item will be in placement mode and you can place it as usual. This only works with items found in the "Item" category of the CMS. <classID> can be obtained from the CMS. Example: buy = 16.0.5 buys the Warm Gerbera Daisies item.
pass time = <numberSeconds>	Instantly Pass Time Enter <numberSeconds> to instantly pass time in the game. This affects harvest cycles, but nothing else currently. <numberSeconds> is a positive time in seconds (negative times may work, but are untested). To elapse to the next day cycle, simply enter sufficient time to reach the next day cycle. This is equal to the amount of time to harvest on an already harvested wishing well (but not the water well, which works differently!). Please note that when you enter this code in a yard and then visit a different yard, the elapsed time will be applied to the visited yard if the visit occurs in the

	same client-session as the entered god code. Useful <numberSeconds> numbers: 300 is 5 minutes 1800 is 30 minutes 3600 is 1 hour 7200 is 2 hours 10800 is 3 hours 14400 is 4 hours 21600 is 6 hours 28800 is 8 hours 43200 is 12 hours 86400 is 24 hours 10 ¹³⁸ is approximately how long to one possible effective the heat death of the universe based on physics as we currently understand things.
gctest	Display the Weak Reference List
dialogqueue	Display the Dialog Queue List
closedialogs	Close Open Dialogs
msg = <var1>, <var2>, <var3>, <var4>	Post a Message to the Server This is used for testing posts to the server. Do not use this unless you know what you are doing.
(shift click placement)	Buy and Place Multiples of an Item This is a general ability of the game and not a god code. To purchase and place multiples of the item without return to the mall each time, hold down the shift key while placing an item you just bought. To leave multiple-placement mode, press Esc or release the shift key when placing your desired last instance of the item.
Mouse Click in Bird Spotting Mode	Spot Bird Now Clicking anywhere in the Flash viewport when in binoculars phase of bird spotting mode will immediately spot the bird.

Bird Generation Codes

When custom generation mode is enabled, you can shift+click on a primary object that is capable of holding a bird (currently everything but the default tile), and a bird will be generated there, according to custom gen = id# code (cardinal by default). Any bird previously occupying this primary object will fly away.

Code	Usage
custom gen on	Turn on Custom Bird Generation See custom gen = id# below.
custom gen off	Turn off Custom Bird Generation
list birds	List All Birds Prints a list of bird names and their associated id numbers to the god mode text box.
custom gen = id#	Generate a Bird Sets which bird is generated on a custom bird generation event (defaults to cardinal). If custom generation mode is disabled, using this code also enables custom generation mode. id# is the ID number for a bird. Use list birds to see a list of the numbers. Once this code is entered, on the isometric view hold down the Shift key and click on an item that a bird can perch on. The specified bird will go that item. You can sequentially shift-click several items to get several birds.
custom gen on	Enable Custom Generation Mode
custom gen off	Disable Custom Gen Mode
thought = <value> thought = happy thought = hungry thought = disappointed thought = tagstart thought = off	Change Bird Thought Mode Enter a thought = <value> to enter that mode. Then, to change individual birds to that mode, just shift-click on the bird when you return to the isometric view. Enter thought = off to disable the ability to manually set bird thought modes.
thought	Display Current Bird Thought Mode The current bird thought mode setting is shown in the console.

Goal & Tutorial Codes

Code	Usage
fly you fools	Skip Initial Tutorials Skips the tutorials (will activate and pop up the first goal if not yet activated).
list goals	List All Goals Lists all goals in catalog, sorted into inactive/active/completed lists.
goal complete = goalID	Complete Goal Activates and completes the goal specified by goalID, if it is not yet completed.

goal activate = goalID	Activate Goal Activates the goal specified by goalID, if it is not yet activated.
chapter complete = chapterID	Complete Chapter Activates and completes the chapter specified by chapterID , if it is not yet completed.

Action Codes

Code	Usage
action=actionString=actionCount	Run an Action Runs actions where actionString is the action string to send to player stats manager and actionCount is the number of times to send the action.
action=spot/birdID=spotNum Example: action=spot/0.0.1=30	Spot birdID spotNum Times The example spots 0.0.1 (Northern Cardinal) 30 times (which gives instant gold familiarity with cardinals).
action=spotAll=spotNum Example: action=spotAll=30	Spots All Birds spotNum Times The example spots all birds 30 times (which gives instant gold familiarity with all birds). Please note that this dumps a TON of resources onto your screen, so you have ~10 seconds where you will bog down. Large values for # could potentially crash the game.

Other Codes

Code	Usage
bird is the word	Enable Intro Movie The intro movie will run the next time the game is loaded.