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See also: Controls The settings are the menu in which players can personalize their gameplay and change certain features to their preferences. The settings can be accessed and changed in the lobby, or in the spawn menu during a match. There are three tabs of settings. Keybinds[] The first tab revolves around keybinds, which allow the player to change the controls by setting certain actions to certain keys. For example, the player may choose to bind the "grenade throw" key to G instead of Q. Also, in this submenu players can customize their sensitivity and invert the mouse. While the first tab affects PC controls, the second tab allows players to set keybinds for XBOX or PS4 controllers. Audio[] In the top of the third tab of the settings, you will find AUDIO CONTROL. There will will have the option to change the sound effects whilst in-game and the menu. It affects the sound of weapons, button clicking and other audio that may be found within Shell Shockers. Gameplay[] The bottom of the third tab is the more options section. Players can select the "safe usernames" option, which changes all player names in a match to default, randomly generated usernames such as "ShellPro56" or "LordCluck83". You also have the option to select or deselect the high resolution, shadow renders, auto detail, and to turn on or off sound. They can also adjust the mouse speed, which is how fast the mouse can move. A 0 mouse speed means that the mouse will not move. Around 60 is the best for new players. With Version 0.47.2, a "Show Hit Markers" option was also presented. Languages[] Under the third tab, you can also find the Language settings. These settings allow you to change the language of the game for chat, audio, and other visual affects that rely on language. Current Language Menu How to report bugs[] Bugs are a common glitch in shell shockers, there are often found quickly and removed in the next update. These bugs can be "Falling out of the map" or "A visual Weapon glitch". If you find a bug in shell shockers here is how you can report it. First take a proper full screenshot or screen recording of this bug(make sure to include every bit of information leading to this bug happening, the more information, the better). After go to the Blue Wizard Digital official Discord server Once your there and you finished all the verification look for the "bug-reports" channel Now upload your video or image and state a description on. State what the bug is? How is it triggered? Or where was it triggered? Current Settings Tabs[] Legacy Settings Tabs[] View source This article is a stub, which if you don't know, is an incomplete article. Please contribute for us to complete this page! These are all the controls for the game. Basic Controls Key(s) Purpose Action W, A, S, D, Arrow Keys Basic Movement Moves your character. Space Jumping Makes your character jump. Shift Sprinting Makes your character faster. C Crawling Makes your character crawl. V Switching POV Switches to First or Third Person. 1,2,3,4,5,6,7,8,9,0 Equipping Equip either a Weapon, Canteen or Food. Weapon & Fighting Controls Key(s) Purpose Action M1 Action Makes your gun shoot, or swings your melee. R Reload Reloads your gun. M2 Aim Aims your gun. E Melee Makes you melee without a melee weapon. F Parry Deflect melee attacks. B Fix Bayonet Fixes a bayonet on your rifle if you have one equipped. G Grenade Throws a grenade, effective for invading trenches. Machine Gun Controls Key(s) Purpose Action V Mount Mount the Machine gun. W Fire Fire the Machine gun. S Reload Reloads the Machine gun. D, A Turn Turns the Machine gun. Skip to content Hello, I hope everyone enjoys this video! This video will just explain to you how to do glitches things in the "Dirt" map in shell shockers. Please comment if you do have any feedback or a question. Get me to 3,000 Subscribers! DON'T CLICK THIS! Thank to "um ok.....#6355" for found this glitch.Music provided by NoCopyrightSounds. Keybindings Controller Bindings See also: Settings Controls are the movement keys in the game, that can perform actions and movements. In Shell Shockers, the format of the control is WASD/SHIFT, which is popular in browser-based FPS games. The controls in the game, by default, are: Keybindings[] W-A-S-D to Move. SPACE BAR to Jump. SHIFT to Aim. LEFT CLICK to Fire. R to Reload. E to swap to Pistol Q to fire a Grenade (hold to throw further). F for Melee swing. G for weapon inspect. LEFT CLICK to stop grenade from being launched. NOTE - This is not customizable. ENTER to type in the chat box. NOTE - This is not customizable. TAB to close the chatbox (can be turned off). NOTE - This is not customizable. SPACE to go up while spectating. SHIFT to go down while spectating. V for first person spectation. (Use the up and down arrows to change who you are spectating). LEFT CLICK for slow motion spectation. Controller Bindings[] 0 to Jump. 7 to Fire. 6 to Aim. 2 to Reload. 3 to swap to Pistol. 5 to fire a Grenade. 1 for Melee swing. 4 for weapon inspect. 6 to go up while spectating. 7 to go up while spectating. Customization[] The default controls can be changed in game settings to the players own comfort. The control settings are in the first panel of the settings, and they can be altered in-game. The player presses the key they play with when in a certain control box. Additionally, keys that are not used in the game can also be added as controls. Many players like to have right click as their aim button as it is like that in many other FPS games. It can also be beneficial to use the right mouse button as your grenade key because using 'Q' compromises easy access to the 'A' key, impacting movement. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Skip to content You can always turn the gun non-invisible back by reloading the game Remember to do all the steps in the vid to get an invisible gun Here is the code: `extern account.getPickedWeaponInSlot= function(){return true}` This page contains a list of cheats, codes, Easter eggs, tips, and other secrets for Shellshock for PC. If you've discovered a cheat you'd like to add to the page or have a correction, please click EDIT and add it. While playing, hit ESC to pause the game and type in "RATTY RAT RATTY". PreviousNextPC Cheats GuideWas this guide helpful? Probably. Here are some known issues we're currently battling: Some players have invisible shells by clipping through an object. It's a bug, NOT hackers, k? Sometimes a difference in ping can mean people will appear to have the wrong weapon. If you notice you are not getting Eggs for kills, please reload the page. Lag! What should I do? If your shots are getting off really late, or you're bouncing around all over the place, here are a few things you can try: Close any other open tabs. Pause or cancel any active downloads or streams on your network. Turn off that cat video! Close any file-sharing applications. Close apps that download in the background (Steam, etc.) Try a different server closer to your location. Restart your router. If you're on WiFi, try a wired connection if you can. Generally speaking, we like to see a ping of 100ms or less. You can see your ping in the upper-right corner of the game window as you play. You can get away with higher pings if they're consistent. Lag spikes (when your ping momentarily shoots upward) will absolutely ruin your day, though, and there is unfortunately no way for the game to compensate for them. My frame rate is low. Now what? (Frame rate is indicated by the FPS readout in the upper-right corner of the game window. 60 is best!) Try closing other apps, browsers, and tabs Open Settings and turn off Auto Detail, then un-check High Resolution and Shadows (if enabled) If you're running multiple displays, try moving your browser window to another one Sometimes you may have accidentally zoomed in. Try zooming out (CTRL & -) and see if it makes a difference. Install the latest video drivers for your card. Here are some links for common brands: NVIDIA ATI Intel If your GPU is on Chrome's blacklist, it might be using a software renderer known as "SwiftShader", which is terribly slow. Enter `chrome://flags` in your address bar, search for "Override software rendering list", and enable it. CAUTION: The blacklist exists for a reason. This may make your system unstable. Make sure you save anything you're working on before trying this! If you're running Chrome, try enabling Experimental Canvas 2D API features: Enter `chrome://flags` in the address bar. Type "canvas" in the search box. Find "Experimental Canvas 2D API features" and enable it Restart Chrome This may make it better, or worse. Good luck with that. Why can't I fire? Some systems have a problem with registering trackpad taps while in Pointer Lock. A full click of the pad, while annoying, I know, should do the trick. It's an issue that's currently being looked in to. Why can't I move and shoot at the same time? Some systems have palm-cancelling software enabled by default, which prevents simultaneous keyboard and trackpad/mouse input. Check your system settings for palm cancelling/rejection and turn down the sensitivity or disable it altogether. Are you going to add more (guns/maps/modes/etc)?? New Maps are added monthly and we are constantly looking at future awesome features! Shell Shockers is currently being developed by a small team, so it's going to take a little time. Rest assured, however, the game is in active development, and when new features are ready, you'll be the first to know! Shell Shockers is enabled, and you don't have to worry about this! Otherwise, follow the directions for your browser below. If your browser version is older than the one listed, download the latest! You'll thank me later. Chrome 88+ Step 1 - Enable hardware acceleration Enter `chrome://settings` in the address bar Open the Advanced settings (probably at the bottom) In the System section, make sure that "Use hardware acceleration when available" is checked. If not, you'll have to restart Chrome after you change it. Step 2 - Enable WebGL Enter `chrome://flags` in the address bar Search for WebGL and set both options to "Enabled". Again, you'll have to restart Chrome once you've done so. Firefox 85+ Enter `about:config` in the address bar Search for `webgl.disabled` and make sure it's set to false Changes take effect immediately. Safari 14.0.1+ Select Safari->Preferences from the menu bar Select the Advanced tab Make sure that the Show Develop menu in menu bar checkbox is checked in the Develop menu, select Experimental Features and make sure that WebGL 2.0 is checked Edge 84+ Should be enabled by default. If not, you probably need to update your graphics driver! Internet Explorer Sorry, Shell Shockers doesn't support IE, as it's missing some key features. WebSockets? Say what? WebSockets allow for efficient communication that is vital for games of this type. Here's a list of browsers that support it. If yours isn't on the list, or is older than the version shown, you should download a new one! Supported browsers Chrome Firefox Edge Safari Opera Brave System requirements We're still in the process of working this out, but here's a rough idea: A mouse (or trackpad; ew!) and keyboard. No official mobile support (yet!) 2.0Ghz processor 4GB RAM A graphics accelerator that supports WebGL A broadband connection A WebGL and WebSocket-compatible browser, such as Chrome, Firefox, Safari, Edge, or Opera Internet Explorer is not supported!