

<code>/register</code> USERNAME PASSWORD	Registers the user as a developer. Requires generated credentials.
<code>/login</code> USERNAME PASSWORD	Logs in as the given user
<code>/unregister</code> USERNAME PASSWORD	Removes the given user credentials.
<code>/setadmin</code> USERNAME	Sets the given user as an admin. Must be logged in as admin.
<code>/ecdisable</code>	Disables error code reporting and error pop ups.
<code>/pullfromlive sceiwa.tech</code> USERNAME PASSWORD	Attempts to pull the latest build from the SCEIWA servers.
<code>/sendtouser</code> IDENTITY USERNAME	Pushes the given identity to the target username.
<code>/memlimit</code> #	Sets the memory limit of the software.
<code>/endsession</code>	Ends the current session.
<code>/remotedeskscale</code> #	Adjusts the zoom on the remote desktop.
<code>/background</code> NAME	Changes the remote desktop background.
<code>/poison</code> IDENTITY	Poisons the data of the given identity. TESTING PURPOSES ONLY.
<code>/imagine</code> PROMPT	Prompts Gai to generate text or an image.

INTERNAL USE ONLY

<code>/infinitepenny</code>	Makes Omi's head grow gradually.
<code>/bighead</code>	Makes Omi's head larger
<code>/immortalsnail</code>	Makes Omi chase the mouse pointer slowly.
<code>/horror</code>	Makes Omi spooky.
<code>/speak WORDS</code>	Makes Omi speak the given words.
<code>/wahoo</code>	Enables face deformation on Omi.
<code>/confetti #</code>	Adjusts the amount of confetti output, between 1 to 10.
<code>/borkytalky #</code>	Adjusts Omi's speech from bork to talk, between 1 to 10.
<code>/noclip</code>	Enables WASD controls.
<code>/dogmode ON/OFF</code>	Makes Omi accept any input as correct on puzzles.
<code>/surfsup</code>	Puts a funny character on the screen.
<code>/motherlode</code>	Gives the user 1,000 correct answers.
<code>/impulse101</code>	Equips the user with all weapons.

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