GALACTIC COMMAND ECHO SQUAD SE™

Game Cheats

COMMAND LINE PARAMETERS

You can use the following command line cheats by adding them to the game shortcut properties. If you have the Steam version, this is how to add these options:

- Right-click on the game in Steam client library
- Go to GENERAL/SET LAUNCH OPTIONS
- Add the desired command, then click OK

/i	- this makes you and your support units invincible
/n	- bypass the intro animation
/w	- runs the game in a window. ALT+TAB will usually work as long as window is not covered by another window. With a large monitor, you could run the game in a 1280x720 window and a PDF viewer (for the docs) in another window (which should NOT cover the game window)
/x	- run the software audio mixer instead of hardware. Helps with some laptop audio, and buggy audio drivers
/opt_cheats_on	- adds CHEATS menu in HUD and enables various options below.

CHEAT CAPABILITIES

(01) Increased speed (press **9**, then hold down **W** to exceed your craft's dynamics).

(02) **SHIFT+9** allows you to leave planet at any altitude.

(03) Use the transporter to warp to any location on the current planet. In TACOPS (i) click **transporter** (ii) select a position using **setpos** (iii) then click **deploy** (even if it's not highlighted) to warp to the new position.

(04) Perpetual fleet C&C control, allowing you to order most NPC units as if they were part of your fleet.

(05) Gives Hyperion Subspace Device artifact. Left-Click on the LOCATION hotspot and warp to any space region without actually flying there.

(06) Gives extended radar ranges

CHEAT HOTKEYS

SHIFT+T
Accelerate time. When on the planet, this can also be used to see the day/night transitions (e.g. progressive dusk to dawn). Earth has various climate/weather transitions. To monitor the current climate, time, weather, check the NID/NIR mode.

WARNING: Using this key combo will also toggle the TRS on/off with each press.

ALT+SHIFT+J
Target a jump anomaly (e.g. jump gate) in the NID, then jump to the target region without having to fly to and enter the jump anomaly.

CTRL+ALT+F
Target a ship in the TRS, then order it to flee the region.

ALT+X
Target an object in the TRS, then destroy it. WARNING: If there is no target selected & visible in the VDD, you will destroy yourself!!

ALT+W
Target an object in the TRS, then damage it. WARNING: If there is no target selected & visible in the VDD, you will damage yourself!

CTRL+ALT+A
Skip the current ACM mission if the acm_skip_enable command is set in the script.

CTRL+K | CTRL+L
Cycle next/previous weather types.

CTRL+F5 | CTRL+ALT+F5
Create a wing of random friendly (TER/MIL) or enemy fighters around your craft.

CTRL+F6 | CTRL+ALT+F6
Create a random friendly (TER/MIL) or enemy cruiser around your craft.

CTRL+F7 | CTRL+ALT+F7
Create a random friendly (TER/MIL) or enemy carrier around your craft.