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BCG/UC GBS-III COMMAND LISTING AND SYNTAX USAGE
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## 1.0 START/STOP 'nav' commands

- @date|time|inactive
- ESCORT <object> <distance in m> <position>
- NEAR <objectA> <distance in km> <objectB>
- IN <region>
- ON\_PLANET <planet> <mzone> <x> <y> <altitude> <heading>
- ORBIT <object> <distance in m> <speed> [roll angle] [pitch angle]

## 1.1 START/STOP 'action' commands

- DOCK <object> [time]
- HYPERJUMP <region>
- JUMP <object>
- NAVIGATE <planet> <mzone> <x> <y> <altitude> [<waypoint>]
- NAVIGATE <target> [<waypoint>]
- ORBIT <object> <distance in m> <speed> [roll angle] [pitch angle]

## 1.2 EVENT TRIGGERS

- !ARRIVED <region>
- !CREATED <object>
- !DAMAGED <object>,<amount>
- !DESTROYED <victim>,[attacker]
- !DETECT <race|caste|object>,[<...>]
- !DISABLED <object>
- !DOCKED <object>
- !EXIST <object>
- !INIT\_PLAYER
- !LANDED [<waypoint>]
- !NOEXIST <object>
- !REACH <object> | <waypoint>
- !RECOVERED <collectee>[,<collector>]
- !REGION\_SECURE <region>
- !STARTUP
- !UNDER\_ATTACK [object]

## 1.3 EVENT ACTIONS

- ACM\_NEXT
  - ACM\_OFF <quit|continue>
  - ACM\_SKIP\_ENABLE <on|off>
  - ACTIVATE <object>
  - ADD\_MEDAL <0..7>,<num>
- |                       |   |
|-----------------------|---|
| ORDER_OF_THE_UNIVERSE | 0 |
| STAR_OF_MERIT         | 1 |
| EYE_OF_ANDROMEDA      | 2 |
| COMMANDERS_SHIELD     | 3 |
| PLANETARY_SHIELD      | 4 |
| ORDER_OF_THE_WRAITH   | 5 |
| COMBAT_SHIELD         | 6 |
| AWARD_FOR_GALLANTRY   | 7 |
- ADD\_STORE <object>,<qty>,<itm\_num>,...
  - ATTACK <object>
  - AUTOGEN <on/off> [region]
  - BROADCAST <"message">

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- CAP [region]
- CAPTURE <object>
- CLEAR_GUEST <id>,[officer,"message","sfx"]
- CLEAR_INTRUDER <id>,[officer,"message","sfx"]
- CLEAR_PRISONER <id>,[officer,"message","sfx"]
- CLOAK <on|off|ai> [object]
- CLOAKING <on|off|ai> [object]
- COURTMARTIAL <on|off>
- CREATE <num>,[set_member...]
- CREATE_GUEST <id>,"name",<loc>,[officer,"message","sfx"]
- CREATE_HOSTILE <race>,<caste>,<class>,<num>,[id]
- CREATE_INTRUDER <id>,<loc>,[officer,"message","sfx"]
- CREATE_PRISONER <id>,<loc>,[officer,"message","sfx"]
- DAMAGE <object> <shield%> <armor%> <engine%> <bay%> <weapon%>
<reactor%> [<integrity%>]
- DAMAGE_SYSTEM <ship>,<system>,<amount>
- DEACTIVATE <object>
- DEFEND <object>
- DEL_STORE <object>,<qty>,<itm_num>,...
- DESTROY <object>,<time>,<mode>
- DESTROYPLANET <planet id>
- DOCK <object> [time]
- DOCKWITH <object> [<vanish|deactivate>]
- EMIT_SOS <on|off|ai> [object]
- EP_ADD [amount]
- EP_DEC [amount]
- ESCORT <object> [on|off]
- FLAG1..FLAG9 <on|off> <object>
- FLEE
- FLEETRTB [platform]
- FLEETCMD <on|off>
- HALT <on|off|ai> [object]
- HYPERJUMP <region>
- IF/IFNOT/THEN/ELSE/ENDIF/RETURN

ACM <id>
CLOAK <object>
CMA, EPGE <amount>
DESTROYED <object>
DISABLED <object>
DOCKED <object>
EMIT_SOS <object>
ESCORT <object>
EXIST <object>
FLAG1..9 <object>
HERE <bc|player|object> [<range 1-64000m>]
LANDED <object>
PLAYER_CASTE
PLAYER_RACE
RANK <0..4> (see SET_RANK for valid values)
RECOVERED <object>
<object> CONTAINS <item>
<object> DAMAGED <amount>
<object> IN <region>
<object> TAKEOVER <race> <caste>
<object> TOWED
<object> TOW <object_being_towed>
<object> UNDER_ATTACK

- IGNORE <on|off> <object>
- INVINCIBLE <on|off> [object]
- JETTISON_STORE <object>

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- JUMP <object>
  - LAUNCH [caste],<object|class>,<num>,<orders>
  - Orders:
  - LAY,SWEEP,TOW,CAP,SAD,SEAD,SAR,PATROL,ESCORT,ATTACK,DEFEND,DOCK
  - JUMP,HYPERJUMP,FLEE,RECOVER,CAPTURE,HALT
  - LAUNCHES <on|off|ai> [object]
  - LAY [region] [object\_class] (see objdefs.scr. Default is 10 for mines)
  - MOD\_ALLIANCE <raceA>,<raceB>,<value>
  - MOD\_RACECASTE <id> <race> <caste>
  - MOVE\_ALL\_STORE <objectA>,<objectB>
  - MOVE\_STORE <objectA>,<objectB>,<qty>,<itm\_num>,...
  - NAVIGATE <object> <planet> <mzone> <x> <y> <altitude>
  - [<wpoint>] [<land>]
  - NAVIGATE <object> <target> [<land>]
  - ORBIT <object>,<distance>,<orbital\_speed>,[roll\_angle],[pitch\_angle]
  - PATROL [region]
  - PATROLZ <object>,<regionA>,<regionB>,...
  - REBUILD <object>
  - RECOVER <object>[,vanish|deactivate|persist]
  - REENABLE <time\_in\_minutes>
  - RELOCATE <object> <planet> <mzone> <x> <y> <z> <heading>
  - RELOCATE <object> NEAR <object>
  - RESET\_UNDER\_ATTACK <object>
  - REPAIR <object>
  - RESUPPLY <time> <objectA> <objectB> [crew,fuel,repair,weapons
  - ships,items\_set,stores|all]
  - RTB [platform]
  - SAD [region] [object\_class] (see objdefs.scr for class numbers)
  - SAR [region] [object\_class] (see objdefs.scr for class numbers)
  - SAY [person],"message",[<"wavfile.wav">]
  - SEAD [region] [object\_class] (see objdefs.scr for class numbers)
  - SET\_ASSETNAME <"name">
  - SET\_CAREER <career\_type>,[<fp gear profile 0-9>] (see fpgear.ini)
- commander  
 planetary\_support\_pilot  
 elite\_force\_pilot  
 elite\_force\_marine  
 mobile\_infantry\_marine  
 space\_force\_marine  
 assault\_force\_marine  
 recon\_force\_marine  
 engineering\_corps\_marine  
 medical\_corps\_marine
- SET\_CAREER\_F <commander>,[<fp gear profile 0-9>] (see fpgear.ini)
  - SET\_CASTE <caste>
  - SET\_CRAFT <object.3d|class>
  - SET\_FC\_LOADOUT <0 to 9> (see LOADOUTS.INI for fighter loadouts)
  - SET\_ITEM <quantity>,<itm\_num>,...
  - SET\_PLAYERNAME <"name">
  - SET\_RACE <race>
  - SET\_RANK <0 to 4>

Commander career:

Commander	= 0
Fleet Commander	= 1
Strategic Commander	= 2
Tacops Commander	= 3
Supreme Commander	= 4

## Pilot career:

Ensign	= 0
Lieutenant	= 1
Major	= 2
LT. Commander	= 3
Commander	= 4

## Marine career:

Private	= 0
Lance Corporal	= 1
Corporal	= 2
Sergeant	= 3
Command Sergeant	= 4

- SET\_REGION <space|planet region>  
[,<mzone>,<scene>],[<x>,<y>,<altitude>,<heading\_in\_degrees>]
- SET\_SOUND <"name">,<counter>,<interval (ms)>,<splevel>,<[identifier]>]
- SET\_TOD <time>
- SET\_WEATHER <preset 0-6>

boiling	= 0
hot	= 1
normal	= 2
overcast	= 3
rain	= 4
snow	= 5
storm	= 6

- SIGNAL <event> [time]
- SLAVE [on|off] <object>
- SWEEP [region] [object\_class] (see objdefs.scr. Default is 4 for cargo pods)
- TAKEOVER <source> <target to capture>
- TOW <object to tow> [deliver action] [destination] [final action]
- WEAPONS <on|off|ai> [object]
- VIOLATION\_ADD [amount]
- VIOLATION\_DEC [amount]

## 2.0 RESERVED SCRIPTING ID KEYWORDS

- General Purpose

THIS, THIS\_REGION, IT, DISABLED, SOS\_EMIT, LEADER, PLATFORM, TARGET, ANYTHING

- Player's crafts

PLAYER, BC, IC, SC, ATV

- Player's personnel

OFFICER, PILOT, MARINE\_EFORCE, MARINE\_INFANTRY, SENGINEER, FENGINEER, GUEST, PRISONER, INTRUDER, MEDIC

- Interstellar objects

FLUXFIELD, WORMHOLE, JUMPPPOINT, HAZARD, PLANET, MOON

- Object classes

CARGOPOD, ODS, LAUNCHPAD, FIGHTER, CRUISER, CARRIER, TRANSPORT,  
SHUTTLE, CRAFT, NAVAL, STRATEGIC, TACTICAL, INTERSTELLAR,  
SPECIAL, LFCRAFT, BASE, PLANT, STRUCTURE, BUILDING, CITY, FACTORY,  
STARBASE, STARSTATION, RADAR, MARINE\_EFORCE, MARINE\_INFANTRY,  
TROOPS,  
PERSONNEL, SAM, SAL, VEHICLE, COLLATERAL, MISC, PROBE, SATELLITE

- Artifacts

HSD, ENM, ORB, TAS, KMR, TCD, PAD, RANDOM, RDECODER, JAC

## 2.1 ALIEN NATIONS/CASTES

- Alien Castes

Military, EarthCOM, Police, Raider, Insurgent, Assassin,  
Mercenary  
Criminal, Explorer, Colonist, Scientist, Diplomat, Trader,  
Paramedic  
Worker, Commercial, Journalist, Tourist, Hacker, Hazard,  
Aggressive  
Harmless, Anycaste

- Alien Nations

Terran, Syrion, Kandorian, Empirian, Vesperon, Droidan, Falkerie,  
Mandorian, Gammulan, Zelon, Valkerie, Credian, Galaxian (hidden)

- Alien nation alliances (default seeding)

MIXED:	200	100	100	100	100	100	100	100	100	100	100	100	100	100	100
TERRAN:	100	200	154	171	049	091	091	102	038	114	000	122	123	100	100
EMPIRIAN:	100	187	200	049	108	089	096	095	107	118	044	176	179	100	100
VESPERON:	100	190	052	200	046	079	100	174	112	085	100	109	086	100	100
CREDIAN:	100	020	117	093	200	166	114	014	101	083	112	121	093	100	100
KANDORIAN:	100	111	082	104	077	200	181	094	010	118	049	076	123	100	100
MANDORIAN:	100	117	078	101	123	143	200	116	030	077	056	081	100	100	100
ZELON:	100	100	108	159	037	083	120	200	104	087	114	089	121	100	100
VALKERIE:	100	033	114	092	090	047	044	081	200	099	142	117	087	100	100
FALKERIE:	100	099	089	102	078	180	164	122	049	200	024	122	107	100	100
GAMMULAN:	100	000	078	091	115	047	046	083	164	032	200	015	013	100	100
SYRION:	100	092	171	113	094	111	110	103	034	094	053	200	173	100	100
DROIDAN:	100	100	186	117	115	118	101	120	014	076	031	168	200	100	100
GALAXIAN:	100	100	100	100	100	100	100	100	100	100	100	100	100	200	100
(null):	100	100	100	100	100	100	100	100	100	100	100	100	100	100	200