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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	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				