目录

97

1 ——————————————————————————————————————

1 黑色表示源代码，绿色表示加入，红色表示删除，蓝色表示替换

2 黄色表示功能/光环效果，紫色为单独的注释。

1 ——————————————————————————————————————I

末日审判 2.1——ini 分析

1 ——————————————————————————————————————1

1 RepairSell=1;1→0 自动修理

2 [Countries];国家注册表

1 ——————————————————————————————————————2

;US Flag Left 原版美国国旗

1 [CAUSFGL]

2 UIName=Name:CAUSFGL

3 Name=Flag US Left

4 TechLevel=-1

5 Strength=20

6 Insignificant=yes

7 Nominal=yes

8 ;RadarInvisible=yes

9 Points=5

10 Armor=steel

11 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

12 MaxDebris=0

13 ;Selectable=no

14 ;IsBase=no

15   BaseNormal=no ;psst....IsBase isn't a Rules flag
16   Sight=6 ; UC base values
17   ClickRepairable=no
18   CanBeOccupied=no
19   MaxNumberOccupants=0
20   DistributedFire=no
21   DamageSound=BuildingMetalDamaged
22   DieSound=BuildingMetalDamaged

1   ;US Flag Left 修改后的美国国旗

1   ;步兵训练+自动加钱+自动加血、自动维修(自身无法在小地图上被看到；2 与 6 即美国与
2   韩国 are friends，在功能上)
3   [CAUSFGL]
4   UIName=Name:CAUSFGL
5   Name=Flag US Left
6   ;BuildCat=Power 可出现在第一页建造界面?不过去掉它也可出现。而且即使加上了它，也
7   没法使得国旗加入加电功能 POWER=9999，因为国旗的一些语句与之冲突。
8   TechLevel=1;-1→1，能建造，且不需要过高的科技要求
9   Prerequisite=none;不需要建造前提，之前我用各国通用的基地车代码来表示无需建造前提
10 ＝＝
11 Adjacent=225;建造范围比较大，几乎整个地图
12 cost=0;不需要花钱
13 Owner=Tstar,Americans,Russians,China,YuriCountry;拥有该建筑的国家，有了才能建
14 Strength=999;20→999，不至于被秒
15 Insignificant=yes;单位被攻击的时候雷达上不会有提示，就是那种框。
16 Nominal=yes
17 RadarInvisible=yes;删除了";"，启用了这个代码：无法被雷达探测；这个代码指定该单位是
18 否会被敌方雷达检测到，效果是敌人无法在小地图看见该单位，即使是"心灵感应装置"一
19 类的建筑物也不能感测到。步兵的默认值为 no。一般和 Insignificant=yes 连用。
20 Points=5;被毁时对方得到经验值=5
21 Armor=steel
22 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
23 MaxDebris=0
24 ;Selectable=no
25 ;IsBase=no
26 BaseNormal=no ;psst....IsBase isn't a Rules flag
27 Sight=6 ; UC base values;视野
28 ClickRepairable=yes;no→yes，可修理
29 Soylent=5000;卖价，可不要这段话，可能我是想让它更像个建筑，以至于能够把它给卖
30 了，比如配合 Unsellable=no
31 Unsellable=no
32 CanBeOccupied=no;无法被工程师占领

—— Designed by xcz.

33 MaxNumberOccupants=0;最大载客量，容纳兵兵向外射击？(由于已经是克隆缸和升级
34 旗，它必须=0)
35 DistributedFire=no;可以向多个目标开火
36 DamageSound=BuildingMetalDamaged
37 DieSound=BuildingMetalDamaged
38 AIBuildThis=no;防止 AI 变得跟我们一样强大
39
40 Armory=yes;步兵训练场，非 3 级的步兵可以进入，出来后直接升成 3 级，不能选择集合
41 点，但如果把训练场加上"Factory=InfantryType"，那么就可以选择集合点，但是训练场就
42 成了 2 号兵营了
43 Ammo=9999;训练数量，只能训练 9999 个人，通常把这个数字设多些，以保证几乎用不完
44 的
45 Factory=InfantryType;加了这句话后，它就没法同时变成克隆缸了，因为克隆缸代码中也有
46 个 Factory，二者会冲突？不过好像克隆缸并不需要用到 Factory 这个代码。之后我找出最
47 可能的原因，应该是 POWER 语句和克隆语句，与国旗的某些语句相违背，有了国旗的那
48 些语句，就不会产生 POWER 和克隆的作用；反正黑猫白猫，抓住耗子就是好猫，这就像
49 DNA 编码一样。
50
51 ProduceCashStartup=800
52 ProduceCashAmount=500
53 ProduceCashDelay=100;油井式井喷加钱
54
55 UnitsGainSelfHeal=9999
56 InfantryGainSelfHeal=9999;自带步兵加血、维修车辆
1 ——3

;RU Flag Left 原版俄国国旗

1 [CARUFGL]
2 UIName=Name:RUSSIANFLAG
3 Name=Flag Russian Left
4 TechLevel=-1
5 Strength=20
6 Insignificant=yes
7 Nominal=yes
8 ;RadarInvisible=yes
9 Points=5
10 Armor=steel
11 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
12 MaxDebris=0
13 ;Selectable=no
14 ;IsBase=no
15 BaseNormal=no ;psst....IsBase isn't a Rules flag

16   Sight=6 ; UC base values
17   ClickRepairable=no
18   CanBeOccupied=no
19   MaxNumberOccupants=0
20   DistributedFire=no
21   DamageSound=BuildingMetalDamaged
22   DieSound=BuildingMetalDamaged

1   # ;RU Flag Left 修改后的俄国国旗

1   ;间谍卫星+心灵感应器+黑幕产生器+探测隐形、间谍单位(自身无法在小地图上被看到；3
2   与 4 即俄国与法国 are friends，在功能上)
1   [CARUFGL]
2   UIName=Name:RUSSIANFLAG
3   Name=Flag Russian Left
4   TechLevel=1
5   Strength=999
6   Prerequisite=none
7   Adjacent=225
8   cost=0
9   Owner=Tstar,Americans,Russians,China,YuriCountry
10   AIBuildThis=no
11   Insignificant=yes
12   Nominal=yes
13   Points=5
14   Soylent=150
15   Armor=steel
16   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
17   MaxDebris=0
18   ;Selectable=no
19   Unsellable=no
20   ;IsBase=no
21   BaseNormal=no ;psst....IsBase isn't a Rules flag
22   Sight=6 ; UC base values
23   ClickRepairable=yes
24   CanBeOccupied=no
25   MaxNumberOccupants=0
26   DistributedFire=no
27   DamageSound=BuildingMetalDamaged
28   DieSound=BuildingMetalDamaged
29
30   Radar=yes;雷达功能
31   SpySat=yes;间谍卫星功能

—— Designed by xcz.

32
33 HasRadialIndicator=true;这个代码指定建筑是否拥有攻击范围圆弧（如机枪碉堡的那种圆
34 弧）。
35 PsychicDetectionRadius=50;这个代码指定探测敌人动作的半径范围。典型的运用是苏军的
36 "心灵感应装置"。
37
38 RadarInvisible=yes;在雷达上隐形
39 GapGenerator=yes;这个代码指定建筑是否为"黑幕产生器"。
40 GapRadiusInCells=255;这个代码指定"黑幕产生器"建筑产生的黑幕半径。要和上面那个配合
41 使用。
42
43 Sensors=yes;能探测隐形单位
44 SensorsSight=50;探测范围=50 格
45 DetectDisguise=yes;单位拥有反间碟的能力
46 DetectDisguiseRange=50;发现伪装敌人的距离

1 ——4

1 # ;FR Flag Left 原版法国国旗

1 [CAFRFGL]
2 UIName=Name:FRENCHFLAG
3 Name=Flag French Left
4 TechLevel=-1
5 Strength=20
6 Insignificant=yes
7 Nominal=yes
8 ;RadarInvisible=yes
9 Points=5
10 Armor=steel
11 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
12 MaxDebris=0
13 ;Selectable=no
14 ;IsBase=no
15 BaseNormal=no ;psst....IsBase isn't a Rules flag
16 Sight=6 ; UC base values
17 ClickRepairable=no
18 CanBeOccupied=no
19 MaxNumberOccupants=0
20 DistributedFire=no
21 DamageSound=BuildingMetalDamaged
22 DieSound=BuildingMetalDamaged

—— Designed by xcz.

1 **;FR Flag Left 修改后的法国国旗**

1 ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)
1 [CAFRFGL]
2 UIName=Name:FRENCHFLAG
3 Name=Flag French Left
4 TechLevel=1
5 Strength=999
6 Insignificant=yes
7 Nominal=yes
8 RadarInvisible=yes
9 Prerequisite=none
10 Owner=Tstar,Americans,Russians,China,YuriCountry
11 AIBuildThis=no
12 Adjacent=225
13 cost=0
14 Soylent=150
15 Points=5
16 Armor=steel
17 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
18 MaxDebris=0
19 ;Selectable=no
20 ;IsBase=no
21 BaseNormal=no ;psst....IsBase isn't a Rules flag
22 Sight=6 ; UC base values
23 ClickRepairable=yes
24 CanBeOccupied=no
25 MaxNumberOccupants=0
26 DistributedFire=no
27 Unsellable=no
28 DamageSound=BuildingMetalDamaged
29 DieSound=BuildingMetalDamaged
30
31 Cloakable=yes;自身隐形
32 CloakingSpeed=1;隐形速度，越小越快; 填 1-10 的数值。这个代码指定该单位的隐形速
33 度，即再次恢复隐形的速度
34
35 DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装
36 PermaDisguise=yes;在移动中不会破坏自己的伪装
37
38 CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的已方单位全部隐形。
39 CloakRadiusInCells=50;这个代码指定建筑隐藏周围已方单位的隐藏半径，要和上面那个配

—— Designed by xcz.

40 合使用。
41 ;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时，
42 该单位不能隐形。
1 ————————————————————————————————————5

;CU Flag Left 原版古巴国旗

```
1   [CACUFGL]
2   UIName=Name:CUBANFLAG
3   Name=Flag Cuba Left
4   TechLevel=-1
5   Strength=20
6   Insignificant=yes
7   Nominal=yes
8   ;RadarInvisible=yes
9   Points=5
10  Armor=steel
11  Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
12  MaxDebris=0
13  ;Selectable=no
14  ;IsBase=no
15  BaseNormal=no ;psst....IsBase isn't a Rules flag
16  Sight=6 ; UC base values
17  ClickRepairable=no
18  CanBeOccupied=no
19  MaxNumberOccupants=0
20  DistributedFire=no
21  DamageSound=BuildingMetalDamaged
22  DieSound=BuildingMetalDamaged
```

;CU Flag Left 修改后的古巴国旗

```
1   ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击 (自身无法在小
2   地图上被看到；它好像无法主动攻击(可以自动攻击)，但我并没有故意这么设置它
3   StupidHunt=yes 不接受攻击命令、永远私自行动)
1   [CACUFGL]
2   UIName=Name:CUBANFLAG
3   Name=Flag Cuba Left
4   TechLevel=1
5   Strength=999
6   Prerequisite=none
7   Owner=Tstar,Americans,Russians,China,YuriCountry
```

9

—— Designed by xcz.

```
 8    AIBuildThis=no
 9    Adjacent=225
10    cost=0
11    Soylent=150
12    Insignificant=yes
13    Nominal=yes
14    RadarInvisible=yes
15    Points=5
16    Unsellable=no
17    Armor=steel
18    Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
19    MaxDebris=0
20    ;Selectable=no
21    ;IsBase=no
22    BaseNormal=no ;psst....IsBase isn't a Rules flag
23    Sight=6 ; UC base values
24    ClickRepairable=yes
25    CanBeOccupied=no
26    MaxNumberOccupants=0
27    DistributedFire=no
28    DamageSound=BuildingMetalDamaged
29    DieSound=BuildingMetalDamaged
30
31    Sensors=yes
32    SensorsSight=50;探测隐形单位
33    DetectDisguise=yes
34    DetectDisguiseRange=50;探测间谍单位
35
36    DefaultToGuardArea=yes;自动进入范围防御状态
37    GuardRange=50;自动进入范围防御状态的距离
38
39    Primary=AAWeaponkk;主武器，自己注册的，好像是仿照暴风雪坦克
40    Secondary=EiffelBolt;副武器，艾尔菲铁塔的电弧攻击
41    Spawns=DMISL;使用的子单位(子武器)，防空好像用的是这个？不不不，暴风雪坦克那个主
42    武器自带放空。
43
44    PipScale=Passengers;下方用小格表示容量空间
45    Passengers=50;容量空间大小，需要以被载者的体积来定可运载数量
46    SizeLimit=50;装载口径，体积大於 50 的东西都无法进入，提高上限到 50 几乎所有东西都
47    能进
48    EnterTransportSound=EnterTransport;装载单位的声音
49    LeaveTransportSound=ExitTransport;释放单位的声音
50    OpenTopped=yes;被载者可以在裏面向外开火，战斗要塞的特点——这一段好像对建筑没
51    用
```

52

53 [AAWeaponkk]

54 Damage=200;武器的攻击力，对于一些特殊的武器它还表示其他一些量，比如混乱气流的

55 混乱时间、侦察机的探路面积、心灵控制可变敌人的总数等。1 代表有特殊作用，可以攻

56 击，但不造成伤害，0 和 2 代表不能攻击，负数代表可以攻击，但不是伤害而是加血，比

57 如维修车

58 ROF=0.5;武器的发射频率，60 表示 1 秒一次，数字越大就停顿得越久才发第二炮

59 Range=50;武器射程上限。MinimumRange=8 武器射程下限

60 Burst=2;一炮发射 2 个炮弹，每一个炮弹都有攻击力，所以 2 个炮弹将造成双倍攻击力，

61 建议这个数字不要大于 4

62 Speed=199;弹体飞行速度，数字越大就飞得越快，但这个速度只对炮弹和导弹两类有实体

63 的弹体有效

64

65 ;弹体:

66 Projectile=Invisible4;武器的射弹形状及飞行轨迹，最常用的是 Invisible 一类无实体的射弹

67 类型

68 Warhead=AAWeaponWH;许多不同种类(伤害、颜色等)的激光武器都会使用同一种类型的

69 弹头/动画设定

70

71 ;--隐蔽的弹体:

72 ;RevealOnFire=no 这种单位在开火的时候不会显示给对方看，通常用于隐形单位、幻影单

73 位和狙击单位

74 ;--游戏平台定死了的弹体:

75 ;IsLaser=true 激光类武器，其 Projectile=Invisible 类最好

76 ;IsMagBeam=yes 磁电波类武器，其 Projectile=Invisible 类最好

77 ;IsSonic=Yes 声波类武器，其 Projectile=Invisible 类最好

78 ;-- 可自定义的弹体:

79 ;IsRailgun=true 雷射炮，属于粒子系统类武器，其 Projectile=Invisible 类最好，这个语句要

80 和语句"AttachedParticleSystem"连用，还需要设置对应的粒子系统

81

82 ;光束设置:

83 LaserInnerColor=1,100,250;设置激光和雷射炮中心光束的颜色，InnerColor 代表发射时的颜

84 色

85 LaserOuterColor=1,1,92;OuterColor 代表逐渐暗淡到消失时的颜色

86 LaserOuterSpread=0,0,0;OuterSpread 代表向外围散开时的颜色

87 LaserDuration=1;光束闪动的时间，数字越大，激光就越久才消失

88 IsLaser=true;激光类武器，其 Projectile=Invisible 类最好

89 ;IsHouseColor=false 如果有了以上 3 个 Color 值，那么这个语句一定要 false。如果没有以

90 上 3 个值，那么就必须为 true，光束颜色自适应成玩家的所属色

91

92 Report=LaserCosmoAttack

93 Anim=BLUESMOKE

1 ——5'

1 ; *** Warhead List **

—— Designed by xcz.

2   ; This is a list of the various types of warheads available in the game

3   [Warheads];需要在这个弹头中加入相应的弹头注册，这相当于复制一个主武器，修改属性

4   后加载到实际单位上使用，作为其主/副武器。——这也可以用于复制超级武器(的弹头)或

5   单位。

6   223=AAWeaponkk

1 ——6

1 ;SK Flag Left 原版韩国国旗

1   [CASKFGL]

2   UIName=Name:KOREAFLAG

3   Name=Flag Korea Left

4   TechLevel=-1

5   Strength=20

6   Insignificant=yes

7   Nominal=yes

8   ;RadarInvisible=yes

9   Points=5

10   Armor=steel

11   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

12   MaxDebris=0

13   ;Selectable=no

14   ;IsBase=no

15   BaseNormal=no ;psst....IsBase isn't a Rules flag

16   Sight=6 ; UC base values

17   ClickRepairable=no

18   CanBeOccupied=no

19   MaxNumberOccupants=0

20   DistributedFire=no;红色是有嫌疑阻碍了 POWER=9999 和克隆代码产生作用的部分，删了

21   DamageSound=BuildingMetalDamaged

22   DieSound=BuildingMetalDamaged

1 ;SK Flag Left 修改后的韩国国旗

1   ;加电+克隆步兵单位 (自身无法在小地图上被看到；我反正是看不懂这个神奇的逻辑，再

2   多加一点任何关于国旗的语句似乎都不能实现克隆功能，而且好像和语句的顺序有关，不

3   仅是组合而且有排列…，虽然作为一个明白人心里清楚这不可能。不过电 POWER 倒是很好

4   加上。——一个简要判断是否能实现克隆功能的判据：国旗可否设置产出复制人的路径，

5   如果可以，那么可以复制，否则无法克隆)

1   [CASKFGL]

2   UIName=Name:KOREAFLAG

3   Name=Flag Korea Left

—— Designed by xcz.

4   Prerequisite=none
5   Owner=Tstar,Americans,Russians,China,YuriCountry
6   Strength=999
7   RadarInvisible=yes
8   Armor=steel
9   TechLevel=1
10   Adjacent=225
11   Sight=6
12   Cost=0
13   Points=30
14   Power=9999
15   Cloning=yes
16   Crewed=yes
17   Capturable=false
18   AIBuildThis=no
19
20   ;CanBeOccupied=no;建筑能否被占领
21   ;Capturable=false;建筑能否被工程师占领
22
23   ;Factory=CloningType;不需要
24   ;VoiceSelect=CloningVatsSelect;不需要
25   ;cloning=yes
26   ;Crewed=yes
27   ;CreateUnitSound=CloningVatsCreate;不需要,
28
29   ;AIBasePlanningSide=2 ;gs 0 for Good, 1 for Evil
30   ;MaxDebris=15
31   ;MinDebris=5
32   ;DebrisAnim=Dbris3sm,Dbris4lg,Dbris4sm,Dbris6sm,Dbris7lg,Dbris7sm,Dbris8sm,Dbris9lg,D;;
33   ;bris10lg,Dbris10sm
34   ;ThreatPosed=0 ; This value MUST be 0 for all building addons
35   ;ExitCoord=0,0,0
36   ;DamageParticleSystems=SparkSys,SmallGreySmokeSys,BigGreySmokeSys
37   ;DamageSmokeOffset=480,96,125——原克隆缸代码，这段不是必须的 not necessary，跟
38   基因编辑一样，有冗沉代码.

1   ————————————————————————————————7

;修改后的矿车

1   [CMON];仿照震撼的地球 60%修改
2   UIName=Name:CMIN
3   Name=Chrono Miner (noback)
4   Nominal=yes

5　　ToProtect=yes

6　　Prerequisite=none

7　　Owner=Tstar,Americans,Russians,China,YuriCountry

8　　AIBuildThis=no

9　　Primary=AAWeaponkk;沿用古巴国旗的武器

10　　Secondary=EiffelBolt

11　　Spawns=DMISL

12　　Category=Support

13　　Strength=9999

14　　Armor=harvester

15　　Dock=NAREFN,GAREFN,CAREFN,TAREFN

16　　Harvester=yes

17　　ChronoInSound=ChronoMinerTeleport

18　　ChronoOutSound=ChronoMinerTeleport

19　　Insignia.Veteran=dummy

20　　Insignia.Elite=dummy

21　　TechLevel=1

22　　Sight=4

23　　Speed=10

24　　AllowedToStartInMultiplayer=no

25　　Cost=1

26　　Soylent=700

27　　Points=25

28　　ROT=5

29　　Crusher=yes

30　　Crewed=no

31　　SelfHealing=yes

32　　Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

33　　VoiceSelect=ChronoMinerSelect

34　　VoiceMove=ChronoMinerMove

35　　VoiceAttack=ChronoMinerMove

36　　VoiceHarvest=ChronoMinerHarvest

37　　VoiceEnter=ChronoMinerReturn

38　　DieSound=GenVehicleDie

39　　ProtectedDriver=yes

40　　CrushSound=TankCrush

41　　MaxDebris=3

42　　DebrisTypes=TIRE

43　　DebrisMaximums=4

44　　Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}

45　　Weight=3

46　　MovementZone=Crusher

47　　ThreatPosed=0

48　　DamageParticleSystems=SparkSys,SmallGreySSys

—— Designed by xcz.

49   ImmuneToRadiation=yes
50   ImmuneToPsionics=yes
51   Trainable=no
52   CanBeReversed=no
53
54   Experience.PromotePassengers=yes
55   PipScale=Passengers
56   Passengers=50
57   OpenTopped=yes
58   SizeLimit=50
59
60   OpportunityFire=yes;可以在移动中攻击
61   DefaultToGuardArea=yes;自动进入范围防御状态
62   GuardRange=50;自动进入范围防御状态的距离，有敌人靠近就会上前攻击
63   ;有了带武器的超时空车就不需要另设超武来限制超武模式下的对方的超武了(定点清除)

心灵终结 3.0——ini 分析

;原版矿车

1   [CMON]
2   UIName=Name:CMIN
3   Name=Chrono Miner (noback)
4   Nominal=yes
5   ToProtect=yes
6   Category=Support
7   Strength=1000
8   Armor=harvester
9   Dock=NAREFN,GAREFN,CAREFN,YARIREFN
10   Harvester=yes
11   ChronoInSound=ChronoMinerTeleport
12   ChronoOutSound=ChronoMinerTeleport
13   Insignia.Veteran=dummy
14   Insignia.Elite=dummy
15   TechLevel=11
16   Sight=4

—— Designed by xcz.

17   Speed=4
18   Owner=Europeans,UnitedStates,Pacific
19   AllowedToStartInMultiplayer=no
20   Cost=1400
21   Soylent=700
22   Points=25
23   ROT=5
24   Crusher=yes
25   Crewed=no
26   SelfHealing=yes
27   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
28   VoiceSelect=ChronoMinerSelect
29   VoiceMove=ChronoMinerMove
30   VoiceAttack=ChronoMinerMove
31   VoiceHarvest=ChronoMinerHarvest
32   VoiceEnter=ChronoMinerReturn
33   DieSound=GenVehicleDie
34   ProtectedDriver=yes
35   CrushSound=TankCrush
36   MaxDebris=3
37   DebrisTypes=TIRE
38   DebrisMaximums=4
39   Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}
40   Weight=3
41   MovementZone=Crusher
42   ThreatPosed=0
43   DamageParticleSystems=SparkSys,SmallGreySSys
44   ImmuneToRadiation=yes
45   Trainable=no
46   Accelerates=false
47   CanBeReversed=no

1   **;修改后的矿车**

1   [CMON]
2   UIName=Name:CMIN
3   Name=Chrono Miner (noback)
4   Nominal=yes
5   ToProtect=yes
6   Prerequisite=none
7   Owner=Europeans,UnitedStates,Pacific,USSR,Latin,Chinese,PsiCorps,Headquaters,ScorpionC
8   ell,Headquaters
9   AIBuildThis=no

—— Designed by xcz.
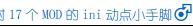
10   Primary=Chaoshikongniubi

11   Secondary=RedAvengerEddddddd

12   Category=Support

13   Strength=9999

14   Armor=harvester

15   Dock=NAREFN,GAREFN,CAREFN,YARIREFN

16   Harvester=yes

17   ChronoInSound=ChronoMinerTeleport

18   ChronoOutSound=ChronoMinerTeleport

19   Insignia.Veteran=dummy

20   Insignia.Elite=dummy

21   TechLevel=1

22   Sight=4

23   Speed=10

24   AllowedToStartInMultiplayer=no

25   Cost=1

26   Soylent=700

27   Points=25

28   ROT=5

29   Crusher=yes

30   Crewed=no

31   SelfHealing=yes

32   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

33   VoiceSelect=ChronoMinerSelect

34   VoiceMove=ChronoMinerMove

35   VoiceAttack=ChronoMinerMove

36   VoiceHarvest=ChronoMinerHarvest

37   VoiceEnter=ChronoMinerReturn

38   DieSound=GenVehicleDie

39   ProtectedDriver=yes

40   CrushSound=TankCrush

41   MaxDebris=3

42   DebrisTypes=TIRE

43   DebrisMaximums=4

44   Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}

45   Weight=3

46   MovementZone=Crusher

47   ThreatPosed=0

48   DamageParticleSystems=SparkSys,SmallGreySSys

49   ImmuneToRadiation=yes

50   ImmuneToPsionics=yes

51   Trainable=no

52   Accelerates=false

53   CanBeReversed=no

—— Designed by xcz.

54 Experience.PromotePassengers=yes;比之前的古巴国旗多了这一段话，就可以装人了？我
55 觉得之前的古巴国旗不能装人，是因为它是个彻底的旗子…其不能被选中强制攻击某人，
56 也是因为它的旗子代码；正如旗子都不能克隆和加电一样…等会我们试一试将所有的旗子
57 退旗子化，可能能同时升级和克隆，或者同时装人和克隆，但应该是不能同时升级和装人
58 的，因为都要进去，对步兵而言…。
59 PipScale=Passengers
60 Passengers=50
61 OpenTopped=yes
62 SizeLimit=50
63
64 [Chaoshikongniubi]
65 AmbientDamage=200
66 Damage=200
67 ROF=1
68 Bright=no
69 Range=25
70 Projectile=Invisible
71 Speed=100
72 Warhead=BlizzardWH
73 Report=CryoAttack
74 Wave.IsBigLaser=yes
75 Wave.Color=0,0,200
76
77 [RedAvengerEddddddd]
78 Damage=200
79 ROF=1
80 Range=40
81 Projectile=SkyRayProj
82 Speed=100
83 Report=SkywatcherAttack
84 Warhead=SAMWH2
85 Bright=no
86 Wave.IsLaser=yes
87 Wave.Color=0,0,255
1 ———1'

1 [WeaponTypes]
2 511 = RedAvengerEddddddd
3 512 = Chaoshikongniubi
1 ———2

1 **;SK Flag Left 修改后的韩国国旗**

1 ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐

—— Designed by xcz.

2　形、间谍单位+加电+克隆步兵单位

3　[CASKFGL]

4　UIName=Name:KOREAFLAG

5　Name=Flag Korea Left

6　Prerequisite=none

7　Owner=Europeans,UnitedStates,Pacific,USSR,Latin,Chinese,PsiCorps,Headquaters,ScorpionC

8　ell,Headquaters

9　Strength=999

10　RadarInvisible=yes

11　Armor=steel

12　TechLevel=1

13　Adjacent=225

14　Sight=6

15　Cost=0

16　Points=30

17　Capturable=false

18　AIBuildThis=no

19

20　Power=9999

21　Cloning=yes

22　Crewed=yes;末日审判韩国国旗功能，加电+克隆

23

24　Armory=yes

25　Factory=InfantryType

26　Ammo=9999

27

28　ProduceCashStartup=800

29　ProduceCashAmount=500

30　ProduceCashDelay=100

31

32　UnitsGainSelfHeal=9999

33　InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动

34　维修

35

36　Radar=yes

37　SpySat=yes

38

39　HasRadialIndicator=true

40　PsychicDetectionRadius=50

41

42　RadarInvisible=yes

43　GapGenerator=yes

44　GapRadiusInCells=255

45

—— Designed by xcz.

46　Sensors=yes
47　SensorsSight=50
48　DetectDisguise=yes
49　DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探
50　测隐形、间谍单位
51
52　SuperWeapon=33Special;加入了超武会导致这些旗子从建筑页面变到防御塔页面。注意没
53　有 SuperWeapon3=这种类似的语句！！！，同一个建筑最多只能加入 2 个超武。
54　SuperWeapon2=5Special
1　————————————————————————————————3

1　;CU Flag Left 修改后的古巴国旗

1　;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击 (自身无法在小
2　地图上被看到；——我改 D-Day 的时候发现加了超武，则将不能自动攻击(可以主动攻击
3　或选择单位强制攻击)，现在我去掉他们)
1　[CACUFGL]
2　UIName=Name:CUBANFLAG
3　Name=Flag Cuba Left
4　TechLevel=1
5　Strength=999
6　Prerequisite=none
7　Owner=Europeans,UnitedStates,Pacific,USSR,Latin,Chinese,PsiCorps,Headquaters,ScorpionC
8　ell,Headquaters
9　AIBuildThis=no
10　Adjacent=225
11　cost=0
12　Soylent=150
13　Insignificant=yes
14　Nominal=yes
15　RadarInvisible=yes
16　Points=5
17　Unsellable=no
18　Armor=steel
19　Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
20　MaxDebris=0
21　;Selectable=no
22　;IsBase=no
23　BaseNormal=no ;psst....IsBase isn't a Rules flag
24　Sight=6 ; UC base values
25　ClickRepairable=yes
26　CanBeOccupied=no
27　MaxNumberOccupants=0

—— Designed by xcz.

28 DistributedFire=no
29 DamageSound=BuildingMetalDamaged
30 DieSound=BuildingMetalDamaged
31
32 Sensors=yes
33 SensorsSight=50
34 DetectDisguise=yes
35 DetectDisguiseRange=50
36
37 DefaultToGuardArea=yes
38 GuardRange=50
39
40 Primary=Chaoshikongniubi
41 Secondary=RedAvengerEddddddd;沿用超时空采矿车的两个主副武器
42
43 ;Experience.PromotePassengers=yes
44 ;PipScale=Passengers
45 ;Passengers=50
46 ;SizeLimit=50
47 ;EnterTransportSound=EnterTransport
48 ;LeaveTransportSound=ExitTransport
49 ;OpenTopped=yes
50
51 ;SuperWeapon=11Special
52 ;SuperWeapon2=9Special

1 ————————————————————————————————4

1 **;FR Flag Left 修改后的法国国旗**

1 ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)
1 [CAFRFGL]
2 UIName=Name:FRENCHFLAG
3 Name=Flag French Left
4 TechLevel=1
5 Strength=999
6 Insignificant=yes
7 Nominal=yes
8 RadarInvisible=yes
9 Prerequisite=none
10 Owner=Europeans,UnitedStates,Pacific,USSR,Latin,Chinese,PsiCorps,Headquaters,ScorpionC
11 ell,Headquaters
12 AIBuildThis=no
13 Adjacent=225

14   cost=0
15   Soylent=150
16   Points=5
17   Armor=steel
18   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
19   MaxDebris=0
20   ;Selectable=no
21   ;IsBase=no
22   BaseNormal=no ;psst....IsBase isn't a Rules flag
23   Sight=6 ; UC base values
24   ClickRepairable=yes
25   CanBeOccupied=no
26   MaxNumberOccupants=0
27   DistributedFire=no
28   Unsellable=no
29   DamageSound=BuildingMetalDamaged
30   DieSound=BuildingMetalDamaged
31
32   Cloakable=yes;自身隐形
33   CloakingSpeed=1;隐形速度，越小越快；填 1-10 的数值。这个代码指定该单位的隐形速
34   度，即再次恢复隐形的速度
35
36   DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装
37   PermaDisguise=yes;在移动中不会破坏自己的伪装
38
39   CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的已方单位全部隐形。
40   CloakRadiusInCells=50;这个代码指定建筑隐藏周围已方单位的隐藏半径，要和上面那个配
41   合使用。
42   ;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时，
43   该单位不能隐形。
44
45   SuperWeapon=8Special
46   SuperWeapon2=7Special

———————————————————————————————————————5

1   [SuperWeaponTypes];这样可以无视超武条件拥有超武技能，并且 AI 没有超武；不过需要
2   注意，如果有 DisableableFromShell=yes，记得关掉(no)，这个我之前复制的是
3   MutationSpecial，现在改成了心灵终结，但似乎 3.0 没用，2.0 才有用；这是 3.0 的超武代
4   码，不知道替换为 2.0 的超武代码会不会 work；modev 也是 3.0 自带的而不是 2.0 的。
5   0 = NukeSpecial
6   1 = IronCurtainSpecial
7   2 = LightningStormSpecial
8   3 = ChronoSphereSpecial
9   4 = ChronoWarpSpecial
10   5 = ParaDropSpecial

```
11    6 = AmericanParaDropSpecial
12    7 = PsychicDominatorSpecial
13    8 = SpyPlaneSpecial
14    9 = IonStormSpecial
15    10 = ForceShieldSpecial
16    11 = TargetPainterSpecial
17    12 = SonarPulseSpecial
18    13 = RepairDroneSpecial
19    14 = ParabombsSpecial
20    15 = RisenMonolithSpecial
21    16 = TankDropSpecial
22    17 = BackwarpSpecial
23    18 = RavenSpecial
24    19 = EMPulsSpecial
25    20 = PsychicBeaconSpecial
26    21 = MolebombSpecial
27    22 = MercurySpecial
28    23 = TechMissileSpecial
29    24 = SpySatSpecial
30    25 = CryofieldSpecial
31    26 = BloodhoundsSpecial
32    27 = FakeDominatorSpecial
33    28 = RageInductorSpecial
34    29 = InstantShelterSpecial
35    30 = OverchargeSpecial
36    31 = IllusionSpecial
37    32 = MotorAmbushSpecial
38    33 = LibraCloneSpecial
39    34 = ZephyrBeaconSpecial
40    35 = NukeCloneSpecial
41    36 = WeaverSpecial
42    37 = KineticBarrierSpecial
43    38 = MutationSpecial
44    39 = NuclearFuelSpecial
45    40 = MentalOmegaSpecial
46    41 = aSpecial
47    42 = bSpecial
48    43 = cSpecial
49    44 = dSpecial
50    45 = eSpecial
51    46 = fSpecial
52    47 = gSpecial
53    48 = hSpecial
54    49 = iSpecial
```

—— Designed by xcz.

55   50 = jSpecial
56   51 = kSpecial
57   52 = lSpecial
58   53 = mSpecial
59   54 = nSpecial
60   55 = oSpecial
61   56 = pSpecial
62   57 = qSpecial
63   58 = rSpecial
64   59 = sSpecial
65   60 = tSpecial
66   61 = uSpecial
67   62 = vSpecial
68   63 = wSpecial
69   64 = xSpecial
70   65 = ySpecial
71   66 = zSpecial
72   67 = 1Special
73   68 = 2Special
74   69 = 3Special
75   70 = 4Special
76   71 = 5Special
77   72 = 6Special
78   73 = 7Special
79   74 = 8Special
80   75 = 9Special
81   76 = 0Special
82   77 = 11Special
83   78 = 22Special
84   79 = 33Special
85   ;newsuper

1   ———5'

1   [33Special];像造 weapon、弹头那样复制代码，改属性
2   UIName=Name:mospecial
3   Name=Mental Omega
4   IsPowered=true
5   RechargeTime=0.01;一般只需要改它就可以无限放超武了
6   Type=NewDominator
7   Action=MentalOmega
8   SidebarImage=OMEGICON
9   ShowTimer=yes;显示倒计时
10   DisableableFromShell=no;界面的超武若没有选中，则仍能建造超武。否则加入了 omega
11   这个超武会导致对应的旗子单位从所有界面消失，即无法建造。
12   Range=11

—— Designed by xcz.

```
13    LineMultiplier=3
14    AIDefendAgainst=yes
15    DomWarhead=DominatorWH
16    DomFireAtPercentage=40
17    DomCaptureRange=11
18    DomDamage=1
19    DomActivateSound=MentalBeam
20    DomAmbient=120
21    DomRed=80
22    DomGreen=30
23    DomBlue=80
24    DomGround=0
25    DomLevel=0
26    DomAmbientChangeRate=1
27    DomCaptureAll=yes
28    DomCaptureBuildings=yes
29    Lighting=no
30    LightRed=100
31    LightGreen=0
32    LightBlue=100
33    AITargetingType=1
34    [DominatorWH]
35    CellSpread=7
36    PercentAtMax=.2
37    Verses=0%,0%,0%,0%,0%,0%,100%,100%,6%,0%,0%
38    ShakeXlo=5
39    ShakeXhi=5
40    ShakeYlo=5
41    ShakeYhi=5
```

——III

D-Day_3.7——ini 分析

——1

;修改后的矿车

[CMON];注，所有在尤里的复仇(1.001)基础上的 MOD 都有这个矿车，甚至还有其兄弟
CMIN，且矿车和旗子的原代码相同，且矿车和旗子的扩展代码通用(大部分是各种 MOD

—— Designed by xcz.

3 全平台认可的),所以接下来对国旗、对矿车,只需要挪用心灵终结 3.0 的代码,并在此基
4 础上进行小幅调整即可。
5 UIName=Name:CMIN
6 Name=Chrono Miner (noback)
7 Nominal=yes
8 ToProtect=yes
9 Prerequisite=none
10 Owner=Americans,British,French,Russians,Germans,Italian,Japanese,Hungary,Chinese,Swede
11 n,Poland,BlackSun
12 AIBuildThis=no
13 Primary=406mmCM54replica
14 Secondary=S75replica
15 Category=Support
16 Strength=9999
17 Armor=harvester
18 Dock=NAREFN,GAREFN,CAREFN,YARIREFN
19 Harvester=yes
20 ChronoInSound=ChronoMinerTeleport
21 ChronoOutSound=ChronoMinerTeleport
22 Insignia.Veteran=dummy
23 Insignia.Elite=dummy
24 TechLevel=1
25 Sight=4
26 Speed=10
27 AllowedToStartInMultiplayer=no
28 Cost=1
29 Soylent=700
30 Points=25
31 ROT=5
32 Crusher=yes
33 Crewed=no
34 SelfHealing=yes
35 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
36 VoiceSelect=ChronoMinerSelect
37 VoiceMove=ChronoMinerMove
38 VoiceAttack=ChronoMinerMove
39 VoiceHarvest=ChronoMinerHarvest
40 VoiceEnter=ChronoMinerReturn
41 DieSound=GenVehicleDie
42 ProtectedDriver=yes
43 CrushSound=TankCrush
44 MaxDebris=3
45 DebrisTypes=TIRE
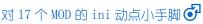46 DebrisMaximums=4

—— Designed by xcz.

47   Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}

48   Weight=3

49   MovementZone=Crusher

50   ThreatPosed=0

51   DamageParticleSystems=SparkSys,SmallGreySSys

52   ImmuneToRadiation=yes

53   ImmuneToPsionics=yes

54   Trainable=no

55   Accelerates=false

56   CanBeReversed=no

57   Experience.PromotePassengers=yes;比之前的古巴国旗多了这一段话，就可以装人了？我

58   觉得之前的古巴国旗不能装人，是因为它是个彻底的旗子…其不能被选中强制攻击某人，

59   也是因为它的旗子代码；正如旗子都不能克隆和加电一样…等会我们试一试将所有的旗子

60   退旗子化，可能能同时升级和克隆，或者同时装人和克隆，但应该是不能同时升级和装人

61   的，因为都要进去，对步兵而言…。

62   PipScale=Passengers

63   Passengers=50

64   OpenTopped=yes

65   SizeLimit=50

66

67   OpportunityFire=yes;可以在移动中攻击

68   DefaultToGuardArea=yes;自动进入范围防御状态

69   GuardRange=50;自动进入范围防御状态的距离 ，有敌人靠近就会上前攻击——相对于心

70   灵终结 3.0 加入了新的，否则这家伙不自动打

71

72   [406mmCM54replica];于是我就搜索 cost 比较高的、或者在游戏里看哪个国家的最贵的武

73   器比较厉害，通过该单位的名字来搜其 weapon。这里用了苏联(原尤里)的 2A-3 地对地、

74   S-75 红旗地对空导弹。

75   Range=50

76   ROF=0.5

77   Speed=999

78   Damage=2000

79   Floater=yes

80   Bright=yes

81   Anim=MUZ_100

82   Report=Cannon3

83   Projectile=Cannon6

84   Warhead=R11WH

85

86   [S75replica] ;S-75 SAM-2

87   Damage=2000 ;800d/m

88   ROF=3 ;2r/m

89   Range=50

90   Projectile=S75Proj

91   Speed=999

92   Warhead=S75WH

93   Report=Rocket0

94   Anim=V3TAKOFF

95

96   [EiffelBolt];这两个在 D-Day 中没用，无法攻击单位，似乎是因为 D-Day 采用了这样的设

97   定：所有旧版本的攻击方式、弹头等武器，均无法攻击单位。

98   Damage=2000

99   ROF=0.5

100   Range=50

101   Speed=199

102   Warhead=Electric

103   Report=ParisTowerAttack

104   Projectile=InvisibleHigh

105   IsElectricBolt=true

106

107   [MayanPrism]

108   Damage=1000

109   ROF=0.5

110   Range=50

111   Speed=199

112   Projectile=InvisibleHigh

113   Warhead=PrismWarhead

114   ;LaserInnerColor = 216,0,184

115   ;LaserOuterColor = 80,0,88

116   LaserOuterSpread= 0,0,0

117   LaserDuration = 15

118   IsLaser=true ; this flag tells the game to use the special laser draw effect

119   IsHouseColor=true

120   Report=PrismTowerAttack

1 ————————————————————————————————————2

1 ;SK Flag Left 修改后的韩国国旗

1 ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐

2 形、间谍单位+加电+克隆步兵单位

3 [CASKFGL] ;沿用心灵终结 3.0 的 3 种国旗代码，但略微作了一些修正和删减

4 UIName=Name:KOREAFLAG

5 Name=Flag Korea Left

6 Prerequisite=none

7 Owner=Americans,British,French,Russians,Germans,Italian,Japanese,Hungary,Chinese,Swede

8 n,Poland,BlackSun

9 Strength=999

—— Designed by xcz.

```
10    RadarInvisible=yes
11    Armor=steel
12    TechLevel=1
13    Adjacent=225
14    Sight=6
15    Cost=0
16    Points=30
17    Capturable=false
18    AIBuildThis=no
19
20    Power=9999
21    Cloning=yes
22    Crewed=yes;末日审判韩国国旗功能，加电+克隆
23
24    Armory=yes
25    Factory=InfantryType
26    Ammo=9999
27
28    ProduceCashStartup=800
29    ProduceCashAmount=500
30    ProduceCashDelay=100
31
32    UnitsGainSelfHeal=9999
33    InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动
34    维修
35
36    Radar=yes
37    SpySat=yes
38
39    HasRadialIndicator=true
40    PsychicDetectionRadius=50
41
42    RadarInvisible=yes
43    GapGenerator=yes
44    GapRadiusInCells=255
45
46    Sensors=yes
47    SensorsSight=50
48    DetectDisguise=yes
49    DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探
50    测隐形、间谍单位
51
52    SuperWeapon=1special
53    SuperWeapon2=2special
```

—— Designed by xcz.

54 ;D-Day 不支持旧版本的超级武器，且看上去没有新版本的超级武器，但仔细找是有的。
1 ———————————————————————————————————————3

;CU Flag Left 修改后的古巴国旗

1 ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击 (自身无法在小
2 地图上被看到)
1 [CACUFGL]
2 UIName=Name:CUBANFLAG
3 Name=Flag Cuba Left
4 TechLevel=1
5 Strength=999
6 Prerequisite=none
7 Owner=Americans,British,French,Russians,Germans,Italian,Japanese,Hungary,Chinese,Swede
8 n,Poland,BlackSun
9 AIBuildThis=no
10 Adjacent=225
11 cost=0
12 Soylent=150
13 Insignificant=yes
14 Nominal=yes
15 RadarInvisible=yes
16 Points=5
17 Unsellable=no
18 Armor=steel
19 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
20 MaxDebris=0
21 ;Selectable=no
22 ;IsBase=no
23 BaseNormal=no ;psst....IsBase isn't a Rules flag
24 Sight=6 ; UC base values
25 ClickRepairable=yes
26 CanBeOccupied=no
27 MaxNumberOccupants=0
28 DistributedFire=no
29 DamageSound=BuildingMetalDamaged
30 DieSound=BuildingMetalDamaged
31
32 Sensors=yes
33 SensorsSight=50
34 DetectDisguise=yes
35 DetectDisguiseRange=50
36

—— Designed by xcz.

37　DefaultToGuardArea=yes
38　GuardRange=50
39
40　Primary=406mmCM54replica
41　Secondary=S75replica;沿用超时空采矿车的两个主副武器
42
43　;Experience.PromotePassengers=yes
44　;PipScale=Passengers
45　;Passengers=50
46　;SizeLimit=50
47　;EnterTransportSound=EnterTransport
48　;LeaveTransportSound=ExitTransport
49　;OpenTopped=yes
50
51　;SuperWeapon=3special
52　;SuperWeapon2=4special 用于攻击的古巴国旗不能加超武，否则无法自动攻击
1　——————————————————————————————————————4

;FR Flag Left 修改后的法国国旗

1　;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)
1　[CAFRFGL]
2　UIName=Name:FRENCHFLAG
3　Name=Flag French Left
4　TechLevel=1
5　Strength=999
6　Insignificant=yes
7　Nominal=yes
8　RadarInvisible=yes
9　Prerequisite=none
10　Owner=Americans,British,French,Russians,Germans,Italian,Japanese,Hungary,Chinese,Swede
11　n,Poland,BlackSun
12　AIBuildThis=no
13　Adjacent=225
14　cost=0
15　Soylent=150
16　Points=5
17　Armor=steel
18　Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
19　MaxDebris=0
20　;Selectable=no
21　;IsBase=no
22　BaseNormal=no ;psst....IsBase isn't a Rules flag

23　Sight=6 ; UC base values

24　ClickRepairable=yes

25　CanBeOccupied=no

26　MaxNumberOccupants=0

27　DistributedFire=no

28　Unsellable=no

29　DamageSound=BuildingMetalDamaged

30　DieSound=BuildingMetalDamaged

31

32　Cloakable=yes;自身隐形

33　CloakingSpeed=1;隐形速度，越小越快；填 1-10 的数值。这个代码指定该单位的隐形速

34　度，即再次恢复隐形的速度

35

36　DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装

37　PermaDisguise=yes;在移动中不会破坏自己的伪装

38

39　CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的已方单位全部隐形。

40　CloakRadiusInCells=50;这个代码指定建筑隐藏周围已方单位的隐藏半径，要和上面那个配

41　合使用。

42　;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时，

43　该单位不能隐形。

44

45　SuperWeapon=5special;明显地，D-Day3.7 的超武作者还没有做好，光是核弹就有很多不

46　同名但弹头差不多的，而且没有发射装置和发射、飞行动画。大多都是装载核弹的飞机模

47　型改了改，核弹头模型、核弹头爆炸效果都没改，换汤没换药。

48　SuperWeapon2=6special

1　————————————————————————————————————5

1　;******************

2　;***Super weapons***

3　;******************

4

5

6　[SuperWeaponTypes]

7　;***American Super Weapons***

8　US01=USParaDrop

9　US02=B18Airstrike

10　US03=B17Airstrike

11　US04=B29Airstrike

12　US05=SupplyDropSpecial

13　US06=AtomicAnnie

14　US07=1special;仿 US04=B29Airstrike

15　US08=6special;仿 US06=AtomicAnnie

16

17　;***British Super Weapons***

—— Designed by xcz.

18   UK01=HorsaSpecial
19   UK02=LancAirstrike
20   UK03=VulcAirstrike
21   UK04=WellAirstrike
22   UK05=BlueAirstrike
23   UK06=HamilcarSpecial
24   UK07=HotspurSpecial
25   UK08=2special;仿 UK05=BlueAirstrike
26
27   ;***French Super Weapons***
28   FR01=ReconSpecial
29   FR02=LeO451Airstrike
30   FR03=MB162Airstrike
31   FR04=SO4000Airstrike
32
33   ;***Soviet Super Weapons***
34   SU01=Tu95Airstrike
35   SU02=Tu16Airstrike
36   SU03=ArtilleryStrike
37   SU04=Pe8Airstrike
38   SU05=IL4Airstrike
39   SU06=3special;仿 Tu95Airstrike
40   SU07=4special;仿 SU03=ArtilleryStrike
41
42   ;***German Super Weapons***
43   GR01=V1StrikeSpecial
44   GR02=SonnengewehrSpecial
45   GR03=SchmutzigeAirstrike
46   GR04=V2StrikeSpecial
47   GR05=MineDropSpecial
48   GR06=KarlStrike
49   GR07=He177Airstrike
50   GR08=5special;仿 He177Airstrike
51
52   ;***Italian Super Weapons***
53   IT01=P108Airstrike
54
55   ;***Japanese Super Weapons***
56
57   ;***Hungarian Super Weapons***
58   HU01=ReinforceSpecial
59
60   ;***Tech Super Weapons***
61   TE01=RepairSpecial

—— Designed by xcz.

62   TE02=TechParaSpecial
63   TE03=TechArtySpecial
64   TE04=TechMineSpecial
65   ——————————————————————————————————————5'
 1   [1special]; 举个 add 例子
 2   UIName=Dday:FATMAN
 3   Name=B-29 Mk.3 Fatman Airstrike
 4   IsPowered=true
 5   RechargeTime=0.01
 6   Type=SpyPlane
 7   Action=Custom
 8   SidebarImage=B29SWICON
 9   ShowTimer=yes
10   DisableableFromShell=yes
11   FlashSidebarTabFrames=100
12   SpyPlane.Type=B29
13   SpyPlane.Count=1
14   SpyPlane.Mission=Attack
15   SW.AITargeting=Offensive
16   Cursor.Frame=259
17   Cursor.Count=10
18   Cursor.Interval=5
19   Cursor.MiniFrame=516
20   Cursor.MiniCount=4
21   ——————————————————————————————————————IV

 1   # 心灵终结 3.3.4——ini 分析

 1   ——————————————————————————————————————1

 1   ;修改后的矿车

 1   [CMON]
 2   UIName=Name:CMONO;相对于 3.0，3.3.4 将其名字改了
 3   Name=Chrono Miner (noback)
 4   Nominal=yes
 5   ToProtect=yes
 6   Prerequisite=none
 7   Owner=Europeans,UnitedStates,Pacific,USSR,Latin,Chinese,PsiCorps,Headquaters,ScorpionC

—— Designed by xcz.

```
8    ell,Guild1,Guild2,Guild3,Neutral,Special
9    AIBuildThis=no
10   Primary=Chaoshikongniubi
11   Secondary=RedAvengerEddddddd
12   Category=Support
13   Strength=9999
14   Armor=harvester
15   Dock=NAREFN,GAREFN,CAREFN,YARIREFN,FAREFN,YAMREF;比 3.0 多了几个可返回的矿场
16   Harvester=yes
17   ChronoInSound=ChronoMinerTeleport
18   ChronoOutSound=ChronoMinerTeleport
19   Insignia.Veteran=dummy
20   Insignia.Elite=dummy
21   TechLevel=1
22   Sight=4
23   Speed=10
24   AllowedToStartInMultiplayer=no
25   Cost=1
26   Soylent=700
27   ;Bounty.Value=350
28   ;Bounty=yes
29   ;Bounty.Display=yes
30   Points=25
31   ROT=5
32   Crusher=yes
33   Crewed=no
34   SelfHealing=yes
35   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
36   VoiceSelect=ChronoMinerSelect
37   VoiceMove=ChronoMinerMove
38   VoiceAttack=ChronoMinerMove
39   VoiceHarvest=ChronoMinerHarvest
40   VoiceEnter=ChronoMinerReturn
41   DieSound=GenVehicleDie
42   ProtectedDriver=yes
43   CrushSound=TankCrush
44   MaxDebris=3
45   DebrisTypes=TIRE
46   DebrisMaximums=4
47   Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}
48   Weight=3
49   MovementZone=Crusher;不能是 normal，3.3.4 相对于 3.0 这里是 normal，否则可能将导
50   致没法瞬移。
51   ThreatPosed=0
```

52 DamageParticleSystems=SparkSys,SmallGreySSys
53 ImmuneToRadiation=yes
54 ImmuneToPsionics=yes
55 Trainable=no
56 Accelerates=false;不能是 true，原版这里从 3.0 改成 3.3.4 的 true 了。
57 CanBeReversed=no
58
59 Experience.PromotePassengers=yes
60 PipScale=Passengers
61 Passengers=50
62 OpenTopped=yes
63 SizeLimit=50
64
65 OpportunityFire=yes;可以在移动中攻击
66 DefaultToGuardArea=yes;自动进入范围防御状态
67 GuardRange=50;自动进入范围防御状态的距离，有敌人靠近就会上前攻击
68
69 [Chaoshikongniubi]
70 AmbientDamage=200
71 Damage=200
72 ROF=1
73 Bright=no
74 Range=25
75 Projectile=Invisible
76 Speed=100
77 Warhead=BlizzardWH
78 Report=CryoAttack
79 Wave.IsBigLaser=yes
80 Wave.Color=0,0,200
81
82 [RedAvengerEddddddd]
83 Damage=200
84 ROF=1
85 Range=40
86 Projectile=SkyRayProj
87 Speed=100
88 Report=SkywatcherAttack
89 Warhead=SAMWH2
90 Bright=no
91 Wave.IsLaser=yes
92 Wave.Color=0,0,255

1 ——1'

1 [WeaponTypes];D-Day 中都没有注册这个，直接加了两个[]、[]，不需要注册就能使用，不
2 知道心灵终结系列是不是这样，如果是，则 3.0 和 3.3.4 都不需要这样注册。

—— Designed by xcz.

3   928=RedAvengerEddddddd
4   929=Chaoshikongniubi
1   ——————————————————————————————————2

1   # ;SK Flag Left 修改后的韩国国旗

1   ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐
2   形、间谍单位+加电+克隆步兵单位
3   [CASKFGL];沿用 D-Day 的国旗代码
4   UIName=Name:KOREAFLAG
5   Name=Flag Korea Left
6   Prerequisite=none
7   Owner=Europeans,UnitedStates,Pacific,USSR,Latin,Chinese,PsiCorps,Headquaters,ScorpionC
8   ell,Guild1,Guild2,Guild3,Neutral,Special
9   Strength=999
10   RadarInvisible=yes
11   Armor=steel
12   TechLevel=1
13   Adjacent=225
14   Sight=6
15   Cost=0
16   Points=30
17   Capturable=false
18   AIBuildThis=no
19
20   Power=9999
21   Cloning=yes
22   Crewed=yes;末日审判韩国国旗功能，加电+克隆
23
24   Armory=yes
25   Factory=InfantryType
26   Ammo=9999
27
28   ProduceCashStartup=800
29   ProduceCashAmount=500
30   ProduceCashDelay=100
31
32   UnitsGainSelfHeal=9999
33   InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动
34   维修
35
36   Radar=yes
37   SpySat=yes

37

—— Designed by xcz.

38
39 HasRadialIndicator=true
40 PsychicDetectionRadius=50
41
42 RadarInvisible=yes
43 GapGenerator=yes
44 GapRadiusInCells=255
45
46 Sensors=yes
47 SensorsSight=50
48 DetectDisguise=yes
49 DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探
50 测隐形、间谍单位
51
52 SuperWeapon=1special
53 ;SuperWeapon2=2special 启用了就赢了
1 ——3

;CU Flag Left 修改后的古巴国旗

1 ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击 (自身无法在小
2 地图上被看到)
1 [CACUFGL]
2 UIName=Name:CUBANFLAG
3 Name=Flag Cuba Left
4 TechLevel=1
5 Strength=999
6 Prerequisite=none
7 Owner=Europeans,UnitedStates,Pacific,USSR,Latin,Chinese,PsiCorps,Headquaters,ScorpionC
8 ell,Guild1,Guild2,Guild3,Neutral,Special
9 AIBuildThis=no
10 Adjacent=225
11 cost=0
12 Soylent=150
13 Insignificant=yes
14 Nominal=yes
15 RadarInvisible=yes
16 Points=5
17 Unsellable=no
18 Armor=steel
19 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
20 MaxDebris=0
21 ;Selectable=no

—— Designed by xcz.

22   ;IsBase=no

23   BaseNormal=no ;psst....IsBase isn't a Rules flag

24   Sight=6 ; UC base values

25   ClickRepairable=yes

26   CanBeOccupied=no

27   MaxNumberOccupants=0

28   DistributedFire=no

29   DamageSound=BuildingMetalDamaged

30   DieSound=BuildingMetalDamaged

31

32   Sensors=yes

33   SensorsSight=50

34   DetectDisguise=yes

35   DetectDisguiseRange=50

36

37   DefaultToGuardArea=yes

38   GuardRange=50

39

40   Primary=Chaoshikongniubi

41   Secondary=RedAvengerEddddddd;沿用超时空采矿车的两个主副武器

1   ———————————————————————————————————4

;FR Flag Left 修改后的法国国旗

1   ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)

1   [CAFRFGL]

2   UIName=Name:FRENCHFLAG

3   Name=Flag French Left

4   TechLevel=1

5   Strength=999

6   Insignificant=yes

7   Nominal=yes

8   RadarInvisible=yes

9   Prerequisite=none

10 Owner=Europeans,UnitedStates,Pacific,USSR,Latin,Chinese,PsiCorps,Headquaters,ScorpionC

11 ell,Guild1,Guild2,Guild3,Neutral,Special;后两个不需要

12 AIBuildThis=no

13 Adjacent=225

14 cost=0

15 Soylent=150

16 Points=5

17 Armor=steel

18 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

—— Designed by xcz.

19   MaxDebris=0

20   ;Selectable=no

21   ;IsBase=no

22   BaseNormal=no ;psst....IsBase isn't a Rules flag

23   Sight=6 ; UC base values

24   ClickRepairable=yes

25   CanBeOccupied=no

26   MaxNumberOccupants=0

27   DistributedFire=no

28   Unsellable=no

29   DamageSound=BuildingMetalDamaged

30   DieSound=BuildingMetalDamaged

31

32   Cloakable=yes;自身隐形

33   CloakingSpeed=1;隐形速度，越小越快；填 1-10 的数值。这个代码指定该单位的隐形速

34   度，即再次恢复隐形的速度

35

36   DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装

37   PermaDisguise=yes;在移动中不会破坏自己的伪装

38

39   CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的已方单位全部隐形。

40   CloakRadiusInCells=50;这个代码指定建筑隐藏周围已方单位的隐藏半径，要和上面那个配

41   合使用。

42   ;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时，

43   该单位不能隐形。

44

45   SuperWeapon=3Special

46   SuperWeapon2=4Special

1   ————————————————————————————————————5

1   [SuperWeaponTypes]

2   0 = NukeSpecial

3   1 = IronCurtainSpecial

4   2 = LightningStormSpecial

5   3 = ChronoSphereSpecial

6   4 = ChronoWarpSpecial

7   5 = ParaDropSpecial

8   6 = AmericanParaDropSpecial

9   7 = PsychicDominatorSpecial

10   8 = SpyPlaneSpecial

11   9 = IonStormSpecial

12   10 = ForceShieldSpecial

13   11 = TargetPainterSpecial

14   12 = SonarPulseSpecial

15   13 = RepairDroneSpecial

16   14 = SmokebombsSpecial
17   15 = RisenMonolithSpecial
18   16 = TankDropSpecial
19   17 = BackwarpSpecial
20   18 = RavenSpecial
21   19 = EMPulsSpecial
22   20 = PsychicBeaconSpecial
23   21 = VisionSpecial
24   22 = MercurySpecial
25   23 = TechMissileSpecial
26   24 = SpySatSpecial
27   25 = IrradiateSpecial
28   26 = BloodhoundsSpecial
29   27 = FakeDominatorSpecial
30   28 = RageInductorSpecial
31   29 = InstantShelterSpecial
32   30 = MagnetShiftSpecial
33   31 = IllusionSpecial
34   32 = MotorAmbushSpecial
35   33 = LibraCloneSpecial
36   34 = ZephyrBeaconSpecial
37   35 = NukeCloneSpecial
38   36 = TickTrapSpecial
39   37 = KineticBarrierSpecial
40   38 = MutationSpecial
41   39 = SpinbladeSpecial
42   40 = NanofiberSyncSpecial
43   41 = SlaveMinerSpecial
44   42 = OverchargeSpecial
45   43 = MaintenanceSpecial
46   44 = ToxicStrikeSpecial
47   45 = KnightfallSpawn
48   46 = BoidBlitzSpecial
49   47 = BlasticadeSpecial
50   48 = GreatTempestSpecial
51   49 = ReconSortieSpecial
52   50 = BlackWidowSpecial
53   51 = LightningRodSpecial
54   52 = MegaarenaSpecial
55   53 = HunterSeekerSpecial
56   54 = SerpentShieldSpecial
57   55 = BlackoutMissileSpecial
58   56 = NanochargeSpecial
59   57 = ConfusionGridSpawn

—— Designed by xcz.

60	58 = BoidFieldSpecial
61	59 = EMPMineSpawn
62	60 = NavalMineSpecial
63	61 = WarpMinersSpecial
64	62 = TerrorDropSpecial
65	63 = StasisGridSpawn
66	64 = ChronoliftSpecial
67	65 = PostliftSpecial
68	66 = CraneSpecial
69	67 = TimeFreezeSpecial
70	68 = FlameTowerSpecial
71	69 = WallbusterSpecial
72	70 = DrakuvSpecial
73	71 = IronGuardSpecial
74	72 = KnightfallSpecial
75	73 = GearChangeSpecial
76	74 = DevourerSpecial
77	75 = HarbingerSpecial;这家伙 rechargetime=9
78	76 = SweeperDropSpecial
79	77 = SignalJammerSpecial
80	78 = ChronoboostSpecial
81	79 = CrateDropSpecial
82	80 = Team1Special
83	81 = Team2Special
84	82 = Team3Special
85	83 = Team4Special
86	84 = GenomineSpawn
87	85 = ReinfoPadSpecial
88	86 = QuickFortSpecial
89	87 = FauxDominatorSpecial;这是个假货，无法使用，虽然 rechargetime=10
90	88 = DropPodSpawn1
91	89 = DropPodSpawn2
92	90 = DropPodSpawn3
93	91 = DropPodSpawn4
94	92 = 1special;模仿 75 = HarbingerSpecial
95	93 = 2special;模仿 20 = PsychicBeaconSpecial
96	94 = 3special;模仿 48 = GreatTempestSpecial
97	95 = 4special;模仿 7 = PsychicDominatorSpecial
98	;newsuperweapons
1	————————————————————————————————5'
1 2	[2special];这是个唯一一个 rechargetime=20 的超武，倒计时结束后会直接胜利，其实心灵终结 2.0 中也有它。
3	UIName=NAME:PSYBREADY
4	Name=Psychic Beacon

—— Designed by xcz.

```
 5    IsPowered=true
 6    RechargeTime=0.01
 7    Type=PsychicDominator
 8    Action=Custom
 9    SidebarImage=DOMNICON
10    ShowTimer=yes
11    DisableableFromShell=no
12    SW.Damage=0
13    SW.Warhead=ControllerBeacon
14    SW.Range=512,512
15    SW.AffectsHouse=enemies
16    SW.AffectsTarget=all
17    SW.ShowCameo=false
18    SW.AutoFire=true
19    SW.ManualFire=false
20    SW.AITargeting=Self
21    SW.ActivationSound=DoomsdaySelect
22    Dominator.FirstAnim=TWNK1
23    Dominator.FirstAnimHeight=750
24    Dominator.SecondAnim=TWNK1
25    Dominator.SecondAnimHeight=0
26    Dominator.FireAtPercentage=20
27    Dominator.ControlAnim=TWNK1
28    Dominator.Captures=yes
29    Dominator.Ripple=no
30    Dominator.CaptureMindControlled=yes
31    Dominator.CapturePermaMindControlled=yes
32    Dominator.CaptureImmuneToPsionics=yes
33    Dominator.PermanentCapture=yes
34    EVA.Detected=none
35    EVA.Ready=none
36    EVA.Activated=EVA_PsychicBeaconActivated
37    Range=0
38    Message.FirerColor=yes
39    Message.Launch=NAME:BEACONACTIVE
40    LineMultiplier=2
41    Light.Enabled=yes
42    Light.Ambient=120
43    Light.Red=85
44    Light.Blue=30
45    Light.Green=20
46    SW.CreateRadarEvent=no
47    FlashSidebarTabFrames=0
48    Text.Ready=NAME:ACTIVATE
```

—— Designed by xcz.

1 ——————————————————————————————————————V

震撼的地球 60%——ini 分析

1 ——————————————————————————————————————1

;修改后的矿车

1 [CMON];沿用心灵终结 3.3.4 的矿车代码，稍作修改
2 UIName=Name:CMIN
3 Name=Chrono Miner (noback)
4 Nominal=yes
5 ToProtect=yes
6 Prerequisite=none
7 Owner=Americans,Russians,YuriCountry,StateGDI,StateNOD,China,Series9;——有时候你需
8 要查看阵营划分[Sides]而非[Countries]，或者 Country Statistics(不知道是不是震撼的地球所
9 独有的)，搜其中的 Series9，owner 后的数目=7(游戏中的可选国家数)时，基本就可确定是
10 这 7 个了。
11 AIBuildThis=no
12 Primary=TSCyCannon3EXfake
13 Secondary=FlakWeaponfake
14 Category=Support
15 Strength=9999
16 Armor=harvester
17 Dock=TSPROC,NAREFN,GAREFN,TSPROC2,TSPROC3,TSPROC4,YARIREFN,CAREFN
18 Harvester=yes
19 ChronoInSound=ChronoMinerTeleport
20 ChronoOutSound=ChronoMinerTeleport
21 Insignia.Veteran=dummy
22 Insignia.Elite=dummy
23 TechLevel=1
24 Sight=4
25 Speed=10
26 AllowedToStartInMultiplayer=no
27 Cost=1
28 Soylent=700
29 Points=25
30 ROT=5
31 Crusher=yes

—— Designed by xcz.

```
32    Crewed=no
33    SelfHealing=yes
34    Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
35    VoiceSelect=ChronoMinerSelect
36    VoiceMove=ChronoMinerMove
37    VoiceAttack=ChronoMinerMove
38    VoiceHarvest=ChronoMinerHarvest
39    VoiceEnter=ChronoMinerReturn
40    DieSound=GenVehicleDie
41    ProtectedDriver=yes
42    CrushSound=TankCrush
43    MaxDebris=3
44    DebrisTypes=TIRE
45    DebrisMaximums=4
46    Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}
47    Weight=3
48    MovementZone=Crusher
49    ThreatPosed=0
50    DamageParticleSystems=SparkSys,SmallGreySSys
51    ImmuneToRadiation=yes
52    ImmuneToPsionics=yes
53    Trainable=no
54    CanBeReversed=no
55
56    Experience.PromotePassengers=yes
57    PipScale=Passengers
58    Passengers=50
59    OpenTopped=yes
60    SizeLimit=50
61
62    OpportunityFire=yes;可以在移动中攻击
63    DefaultToGuardArea=yes;自动进入范围防御状态
64    GuardRange=50;自动进入范围防御状态的距离，有敌人靠近就会上前攻击
65
66    [MayanPrism]
67    Damage=1000
68    ROF=0.5
69    Range=50
70    Speed=199
71    Projectile=InvisibleHigh
72    Warhead=PrismWarhead
73    ;LaserInnerColor = 216,0,184
74    ;LaserOuterColor = 80,0,88
75    LaserOuterSpread= 0,0,0
```

```
76    LaserDuration = 15
77    IsLaser=true   ; this flag tells the game to use the special laser draw effect
78    IsHouseColor=true
79    Report=PrismTowerAttack
80
81    [RedAvengerEddddddd]
82    Damage=200
83    ROF=0.5
84    Range=50
85    Speed=999
86    Projectile=AAHeatSeeker4
87    Warhead=SAMWH2
88    Report=AegisAttack
89    TurboBoost=yes
90    OmniFire=yes
91    Burst=4
92
93    [TSCyCannon3EXfake];改编自 cost=4000 的单位的 Primary=GrandCannonWeaponE；对地
94    激光+天晴坦克，范围攻击，适合主武器
95    Damage=500
96    ROF=0.5
97    Range=50
98    LaserInnerColor = 0,0,255
99    LaserOuterColor = 0,0,255; para hacer mas grande el laser
100   "LaserOuterColor"=="LaserInnerColor"
101   LaserOuterSpread= 30,60,60
102   Projectile=LLine3
103   IsLaser=true
104   Speed=200
105   Warhead=KTSTLEXP;PlasmaWH
106   Report=tsscrinattack
107
108   [GrandCannonWeaponEfake]; 改编自 cost=5000 的单位的 Primary=TSCyCannon3EX；对地
109   疯狂伊万炸弹
110   Damage=500
111   ROF=0.5
112   Range=50
113   MinimumRange=3
114   Projectile=GrandCannonBall
115   Speed=99
116   Report=GrandCannonAttack;ExplosionCrazyIvan
117   Bright=yes
118   Warhead=IvanWH2;GrandCannonWH
119   Anim=GCMUZZLE
```

—— Designed by xcz.

120
121   [EarthQuakefake];改编自 cost=5000 的单位的 Primary=EarthQuake；对地自爆
122   Damage=1000
123   ROF=0.5
124   Range=50
125   AreaFire=yes
126   FireOnce=yes
127   Speed=199
128   CellRangeFinding=yes
129   Projectile=InvisibleHigh
130   Warhead=QuakeWH
131   Report=YuriDeploy
132   Anim=VTMUZZLE
133   OmniFire=yes
134   IsHouseColor=true
135   LaserOuterSpread=0,0,0
136   LaserDuration=15
137   IsLaser=true
138
139   [200mmEXfake];对地，船炮
140   Damage=500
141   ROF=0.5
142   Range=50
143   Projectile=Ballistic
144   Speed=99
145   Warhead=ARTYHE
146   Report=EXPNEW2
147   Anim=GUNFIRE
148   Burst=6
149   Lobber=no
150
151   [FlameBallEX1fake];对地，发射恐怖分子自爆的小蘑菇云炸弹
152   Damage=500
153   ROF=0.5
154   Range=50
155   Projectile=FireBall
156   Speed=99;10
157   Warhead=V3EWH
158
159   [SuperElectorWeapon1fake];对地，大炮秒杀，适合作为主武器
160   Damage=500
161   ROF=0.5
162   Range=50
163   Projectile=Invisible;GrandCannonBall

—— Designed by xcz.

```
164    Speed=100;3
165    Warhead=GrandCannonWH
166    Report=BigBombEX
167    ;FireOnce=yes
168    Anim=GCMUZZLE
169    Bright=no
170    Burst=6
171    OmniFire=yes
172
173    [EMPGUNfake];对地，且只能打步兵，对坦克无效，并且打的同时建筑周围会 emp 光环，
174    导致周围建筑和坦克停电，己方也会停电。
175    Damage=1200          ; Damage is duration for EM Pulse
176    ROF=0.5
177    Speed=99
178    Warhead=EMPuls
179    Projectile=InvisibleLow;PulsPr
180    Range=50 ; was 30
181    Report=PLSECAN2
182    AreaFire=yes
183    OmniFire=yes;FireOnce=yes
184
185    [20mmsfake];咱放空就用这个得了…中国的一个 cost=1000 的狙击炮兵；但主动使用这个打
186    自己的飞机，会弹框。
187    Damage=500
188    ROF=3
189    Range=50
190    Projectile=Invisible3
191    Speed=100
192    Warhead=SSA
193    Report=Gattling20mms
194
195    IsLaser=true
196    LaserInnerColor=200,200,160
197    LaserDuration=1
198
199    [FlakWeaponfake]       ; This belongs to Flak Cannon；换用苏联的防空炮得了…；主动打自
200    己的飞机还是会几率性弹框，估计是因为打得太快，heal 也 heal 得太快，在逼近 0 血的
201    时候，系统不知道是让单位死还是活。可能其他 mod 也有这样的情况，没试过，不过如
202    果原因是这样的话，那几乎是通病了。——一个例证：打敌人就不存在弹框的问题，无论
203    主动还是被动。这是因为敌人没有疯狂加血，就不存在子之矛攻子之盾的两难境地。
204    Damage=500
205    ROF=1
206    Range=50
207    Projectile=FlakProj; AA bullet shared with Flak Track
```

```
208    Speed=100
209    Report=FlakCannonAttack
210    Warhead=FlakWH
211    Anim=GUNFIRE
  1  ————————————————————————————————————————2
```

2 ## ;SK Flag Left 修改后的韩国国旗

```
  1    ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐
  2    形、间谍单位+加电+克隆步兵单位
  3    [CASKFGL];沿用心灵终结 3.3.4 的国旗代码
  4    UIName=Name:KOREAFLAG
  5    Name=Flag Korea Left
  6    Prerequisite=none
  7    Owner=Americans,Russians,YuriCountry,StateGDI,StateNOD,China,Series9
  8    Strength=999
  9    RadarInvisible=yes
 10    Armor=steel
 11    TechLevel=1
 12    Adjacent=225
 13    Sight=6
 14    Cost=0
 15    Points=30
 16    Capturable=false
 17    AIBuildThis=no
 18
 19    Power=9999
 20    Cloning=yes
 21    Crewed=yes;末日审判韩国国旗功能，加电+克隆
 22
 23    Armory=yes
 24    Factory=InfantryType
 25    Ammo=9999
 26
 27    ProduceCashStartup=800
 28    ProduceCashAmount=500
 29    ProduceCashDelay=100
 30
 31    UnitsGainSelfHeal=9999
 32    InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动
 33    维修
 34
 35    Radar=yes
```

—— Designed by xcz.

36   SpySat=yes
37
38   HasRadialIndicator=true
39   PsychicDetectionRadius=50
40
41   RadarInvisible=yes
42   GapGenerator=yes
43   GapRadiusInCells=255
44
45   Sensors=yes
46   SensorsSight=50
47   DetectDisguise=yes
48   DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探
49   测隐形、间谍单位
50   ;有了超时空矿车后就不需要设置自己的 0.01s 恢复的超武来遏制对方的超武了。
 1   ——3

1   # ;CU Flag Left 修改后的古巴国旗

1   ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击（自身无法在小
2   地图上被看到)
1   [CACUFGL]
2   UIName=Name:CUBANFLAG
3   Name=Flag Cuba Left
4   TechLevel=1
5   Strength=999
6   Prerequisite=none
7   Owner=Americans,Russians,YuriCountry,StateGDI,StateNOD,China,Series9
8   AIBuildThis=no
9   Adjacent=225
10   cost=0
11   Soylent=150
12   Insignificant=yes
13   Nominal=yes
14   RadarInvisible=yes
15   Points=5
16   Unsellable=no
17   Armor=steel
18   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
19   MaxDebris=0
20   ;Selectable=no
21   ;IsBase=no
22   BaseNormal=no ;psst....IsBase isn't a Rules flag

23   Sight=6 ; UC base values
24   ClickRepairable=yes
25   CanBeOccupied=no
26   MaxNumberOccupants=0
27   DistributedFire=no
28   DamageSound=BuildingMetalDamaged
29   DieSound=BuildingMetalDamaged
30
31   Sensors=yes
32   SensorsSight=50
33   DetectDisguise=yes
34   DetectDisguiseRange=50
35
36   DefaultToGuardArea=yes
37   GuardRange=50
38
39   Primary=SuperElectorWeapon1fake
40   Secondary=FlakWeaponfake
1   ──4

1   ## ;FR Flag Left 修改后的法国国旗

1   ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)
1   [CAFRFGL]
2   UIName=Name:FRENCHFLAG
3   Name=Flag French Left
4   TechLevel=1
5   Strength=999
6   Insignificant=yes
7   Nominal=yes
8   RadarInvisible=yes
9   Prerequisite=none
10   Owner=Americans,Russians,YuriCountry,StateGDI,StateNOD,China,Series9
11   AIBuildThis=no
12   Adjacent=225
13   cost=0
14   Soylent=150
15   Points=5
16   Armor=steel
17   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
18   MaxDebris=0
19   ;Selectable=no
20   ;IsBase=no

21 BaseNormal=no ;psst....IsBase isn't a Rules flag

22 Sight=6 ; UC base values

23 ClickRepairable=yes

24 CanBeOccupied=no

25 MaxNumberOccupants=0

26 DistributedFire=no

27 Unsellable=no

28 DamageSound=BuildingMetalDamaged

29 DieSound=BuildingMetalDamaged

30

31 Cloakable=yes;自身隐形

32 CloakingSpeed=1;隐形速度，越小越快；填 1-10 的数值。这个代码指定该单位的隐形速

33 度，即再次恢复隐形的速度

34

35 DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装

36 PermaDisguise=yes;在移动中不会破坏自己的伪装

37

38 CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的己方单位全部隐形。

39 CloakRadiusInCells=50;这个代码指定建筑隐藏周围己方单位的隐藏半径，要和上面那个配

40 合使用。

41 ;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时，

42 该单位不能隐形。

1 ————————————————————————————————————VI

2 命吧大战争 0.91——ini 分析

1 ————————————————————————————————————1

1 ;修改后的矿车

1 [CMON];沿用震撼的地球矿车代码，稍作修改

2 UIName=Name:CMIN

3 Name=Chrono Miner (noback)

4 Image=HORV

5 Nominal=yes

6 ToProtect=yes

7 Prerequisite=none

8 Owner=British,French,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,Yu

9 riCountry;——Country Statistics，我只敢肯定有 Alliance 鋼爪,Germans 鐵騎,Arabs 守護契

—— Designed by xcz.

10   約,Confederation 黑手少女，可能剩下的两个是 French GDI 强拆队和 Africans 凯恩之印。
11   AIBuildThis=no
12   Primary=MayanPrismfake;主武器不能是 DEFOBAAfake，否则没法主动开枪，虽然它可对地
13   可对空
14   Secondary=DEFOBAAfake
15   Category=Support
16   Strength=9999
17   Armor=harvester
18   Dock=TSPROC,NAREFN,GAREFN,TSPROC2,TSPROC3,TSPROC4,YARIREFN,CAREFN
19   Harvester=yes
20   ChronoInSound=ChronoMinerTeleport
21   ChronoOutSound=ChronoMinerTeleport
22   Insignia.Veteran=dummy
23   Insignia.Elite=dummy
24   TechLevel=1
25   Sight=4
26   Speed=10
27   AllowedToStartInMultiplayer=no
28   Cost=1
29   Soylent=700
30   Points=25
31   ROT=5
32   Crusher=yes
33   Crewed=no
34   SelfHealing=yes
35   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
36   VoiceSelect=ChronoMinerSelect
37   VoiceMove=ChronoMinerMove
38   VoiceAttack=ChronoMinerMove
39   VoiceHarvest=ChronoMinerHarvest
40   VoiceEnter=ChronoMinerReturn
41   DieSound=GenVehicleDie
42   ProtectedDriver=yes
43   CrushSound=TankCrush
44   MaxDebris=3
45   DebrisTypes=TIRE
46   DebrisMaximums=4
47   Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}
48   Weight=3
49   MovementZone=Crusher
50   ThreatPosed=0
51   DamageParticleSystems=SparkSys,SmallGreySSys
52   ImmuneToRadiation=yes
53   ImmuneToPsionics=yes

—— Designed by xcz.

54 Trainable=no
55 CanBeReversed=no
56
57 Experience.PromotePassengers=yes
58 PipScale=Passengers
59 Passengers=50
60 OpenTopped=yes
61 SizeLimit=50
62
63 OpportunityFire=yes;可以在移动中攻击
64 DefaultToGuardArea=yes;自动进入范围防御状态
65 GuardRange=50;自动进入范围防御状态的距离，有敌人靠近就会上前攻击
66
67 [MayanPrismfake]
68 Damage=1000
69 ROF=0.5
70 Range=50
71 Speed=199
72 Projectile=InvisibleHigh
73 Warhead=PrismWarhead
74 ;LaserInnerColor = 216,0,184
75 ;LaserOuterColor = 80,0,88
76 LaserOuterSpread= 0,0,0
77 LaserDuration = 15
78 IsLaser=true   ; this flag tells the game to use the special laser draw effect
79 IsHouseColor=true
80 Report=PrismTowerAttack
81
82 ;Core Defender Obelisk Elite Weapon that can shot ground & Air Units
83 [DEFOBAAfake];由造价 10000 的渗透科技隐藏单位的武器[DEFOBAA]改编而来。
84 Damage=800
85 ROF=0.5
86 Burst=2
87 Range=50
88 Speed=100
89 Warhead=Super2
90 Report=OBELCOR3
91 LaserInnerColor = 0,0,255
92 LaserOuterColor = 0,0,255
93 LaserOuterSpread= 20,40,40
94 LaserDuration = 4 ;era 2
95 Projectile=AALLine
96 IsBigLaser=true
97 IsLaser=true ; this flag tells the game to use the special laser draw effect

1 ——2

2 # ;SK Flag Left 修改后的韩国国旗

1 ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐
2 形、间谍单位+加电+克隆步兵单位
3 [CASKFGL];沿用震撼的地球国旗代码
4 UIName=Name:KOREAFLAG
5 Name=Flag Korea Left
6 Prerequisite=none
7 Owner=British,French,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,Yu
8 riCountry
9 Strength=999
10 RadarInvisible=yes
11 Armor=steel
12 TechLevel=1
13 Adjacent=225
14 Sight=6
15 Cost=0
16 Points=30
17 Capturable=false
18 AIBuildThis=no
19
20 Power=9999
21 Cloning=yes
22 Crewed=yes;末日审判韩国国旗功能，加电+克隆
23
24 Armory=yes
25 Factory=InfantryType
26 Ammo=9999
27
28 ProduceCashStartup=800
29 ProduceCashAmount=500
30 ProduceCashDelay=100
31
32 UnitsGainSelfHeal=9999
33 InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动
34 维修
35
36 Radar=yes
37 SpySat=yes
38
39 HasRadialIndicator=true

—— Designed by xcz.

40   PsychicDetectionRadius=50
41
42   RadarInvisible=yes
43   GapGenerator=yes
44   GapRadiusInCells=255
45
46   Sensors=yes
47   SensorsSight=50
48   DetectDisguise=yes
49   DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探
50   测隐形、间谍单位
51   ;有了超时空矿车后就不需要设置自己的 0.01s 恢复的超武来遏制对方的超武了。
1   ——3

1   ;CU Flag Left 修改后的古巴国旗

1   ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击（自身无法在小
2   地图上被看到)
1   [CACUFGL]
2   UIName=Name:CUBANFLAG
3   Name=Flag Cuba Left
4   TechLevel=1
5   Strength=999
6   Prerequisite=none
7   Owner=British,French,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,Yu
8   riCountry
9   AIBuildThis=no
10   Adjacent=225
11   cost=0
12   Soylent=150
13   Insignificant=yes
14   Nominal=yes
15   RadarInvisible=yes
16   Points=5
17   Unsellable=no
18   Armor=steel
19   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
20   MaxDebris=0
21   ;Selectable=no
22   ;IsBase=no
23   BaseNormal=no ;psst....IsBase isn't a Rules flag
24   Sight=6 ; UC base values
25   ClickRepairable=yes

26 CanBeOccupied=no
27 MaxNumberOccupants=0
28 DistributedFire=no
29 DamageSound=BuildingMetalDamaged
30 DieSound=BuildingMetalDamaged
31
32 Sensors=yes
33 SensorsSight=50
34 DetectDisguise=yes
35 DetectDisguiseRange=50
36
37 DefaultToGuardArea=yes
38 GuardRange=50
39
40 Primary=MayanPrismfake
41 Secondary=DEFOBAAfake
1   ——————————————————————————————————4

1   # ;FR Flag Left 修改后的法国国旗

1   ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)
1   [CAFRFGL]
2   UIName=Name:FRENCHFLAG
3   Name=Flag French Left
4   TechLevel=1
5   Strength=999
6   Insignificant=yes
7   Nominal=yes
8   RadarInvisible=yes
9   Prerequisite=none
10 Owner=British,French,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,Yu
11 riCountry
12 AIBuildThis=no
13 Adjacent=225
14 cost=0
15 Soylent=150
16 Points=5
17 Armor=steel
18 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
19 MaxDebris=0
20 ;Selectable=no
21 ;IsBase=no
22 BaseNormal=no ;psst....IsBase isn't a Rules flag

—— Designed by xcz.

23　　Sight=6 ; UC base values
24　　ClickRepairable=yes
25　　CanBeOccupied=no
26　　MaxNumberOccupants=0
27　　DistributedFire=no
28　　Unsellable=no
29　　DamageSound=BuildingMetalDamaged
30　　DieSound=BuildingMetalDamaged
31
32　　Cloakable=yes;自身隐形
33　　CloakingSpeed=1;隐形速度，越小越快；填 1-10 的数值。这个代码指定该单位的隐形速
34　　度，即再次恢复隐形的速度
35
36　　DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装
37　　PermaDisguise=yes;在移动中不会破坏自己的伪装
38
39　　CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的已方单位全部隐形。
40　　CloakRadiusInCells=50;这个代码指定建筑隐藏周围已方单位的隐藏半径，要和上面那个配
41　　合使用。
42　　;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时，
43　　该单位不能隐形。

1 ——VII

反恐联盟 1.6.3A——ini 分析

1 ——1

;修改后的矿车

1　　[CMON];沿用震撼的地球矿车代码，稍作修改
2　　UIName=Name:CMIN
3　　Name=Chrono Miner (noback)
4　　Nominal=yes
5　　ToProtect=yes
6　　Prerequisite=none
7　　Owner=British,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,YuriCount
8　　ry,French,China
9　　AIBuildThis=no
10　　Primary=SDEATHRAYfake;仿照大和战舰主炮和副炮(但都不能防空)

—— Designed by xcz.

11   Secondary=PeaceRay1Efake

12   Category=Support

13   Strength=9999

14   Armor=harvester

15   Dock=NAREFN,GAREFN,UAREFN

16   Harvester=yes

17   ChronoInSound=ChronoMinerTeleport

18   ChronoOutSound=ChronoMinerTeleport

19   Insignia.Veteran=dummy

20   Insignia.Elite=dummy

21   TechLevel=1

22   Sight=4

23   Speed=10

24   AllowedToStartInMultiplayer=no

25   Cost=1

26   Soylent=700

27   Points=25

28   ROT=5

29   Crusher=yes

30   Crewed=no

31   SelfHealing=yes

32   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

33   VoiceSelect=ChronoMinerSelect

34   VoiceMove=ChronoMinerMove

35   VoiceAttack=ChronoMinerMove

36   VoiceHarvest=ChronoMinerHarvest

37   VoiceEnter=ChronoMinerReturn

38   DieSound=GenVehicleDie

39   ProtectedDriver=yes

40   CrushSound=TankCrush

41   MaxDebris=3

42   DebrisTypes=TIRE

43   DebrisMaximums=4

44   Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}

45   Weight=3

46   MovementZone=Crusher

47   ThreatPosed=0

48   DamageParticleSystems=SparkSys,SmallGreySSys

49   ImmuneToRadiation=yes

50   ImmuneToPsionics=yes

51   Trainable=no

52   CanBeReversed=no

53

54   Experience.PromotePassengers=yes

—— Designed by xcz.

55   PipScale=Passengers
56   Passengers=50
57   OpenTopped=yes
58   SizeLimit=50
59
60   OpportunityFire=yes;可以在移动中攻击
61   DefaultToGuardArea=yes;自动进入范围防御状态
62   GuardRange=50;自动进入范围防御状态的距离，有敌人靠近就会上前攻击
63
64   [SDEATHRAYfake]
65   Damage=500
66   ROF=0.5
67   Range=50
68   Speed=100
69   Burst=2
70   BurstDelay=0
71   Projectile=InvisibleHigh
72   Warhead=DeathRayWarhead1
73   LaserInnerColor = 255,0,0
74   LaserOuterColor = 128,0,0
75   LaserDuration = 10
76   IsLaser=true
77   IsHouseColor=false
78   DecloakToFire=no
79   Report=RainDeathRay1
80
81   [OPDEATHRAYfake]
82   Damage=500
83   ROF=0.5
84   Range=50
85   Speed=100
86   Projectile=InvisibleHigh
87   Warhead=OPDeathRayWarhead
88   DecloakToFire=no
89
90   [WSfake];光明剑侠主武器
91   AmbientDamage=1
92   Damage=500
93   ROF=0.5;仍然打得太慢了，不知道是什么限制了
94   Range=50
95   Projectile=InvisibleAll
96   Speed=999
97   Warhead=LaserSword
98   DecloakToFire=no

—— Designed by xcz.

```
99    UseSparkParticles=yes
100   AttachedParticleSystem=WSParticSys
101   Report=BlueSwordAttack
102   IsHouseColor=true
103   LaserOuterSpread= 0,0,0
104   LaserDuration = 15
105   IsLaser=true
106
107   [PeaceRay1Efake]
108   Damage=500
109   ROF=0.5
110   Range=50
111   Projectile=InvisibleAll
112   Speed=40
113   Burst=2
114   Report=PeaceCannonLaser
115   Warhead=PeaceRay1WH
116   Bright=yes
117   DecloakToFire=no
118   IsLaser=true
119   IsHouseColor=False
120   LaserInnerColor=255,0,255
121   LaserOuterColor=80,0,80
122   LaserOuterSpread=128,0,128
123   LaserDuration=30
```

1 ——2

2 ## ;SK Flag Left 修改后的韩国国旗

```
1   ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐
2   形、间谍单位+加电+克隆步兵单位
3   [CASKFGL];沿用震撼的地球国旗代码
4   UIName=Name:KOREAFLAG
5   Name=Flag Korea Left
6   Prerequisite=none
7   Owner=British,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,YuriCount
8   ry,French,China
9   Strength=999
10  RadarInvisible=yes
11  Armor=steel
12  TechLevel=1
13  Adjacent=225
14  Sight=6
```

—— Designed by xcz.

```
15    Cost=0
16    Points=30
17    Capturable=false
18    AIBuildThis=no
19
20    Power=9999
21    Cloning=yes
22    Crewed=yes;末日审判韩国国旗功能，加电+克隆
23
24    Armory=yes
25    Factory=InfantryType
26    Ammo=9999
27
28    ProduceCashStartup=800
29    ProduceCashAmount=500
30    ProduceCashDelay=100
31
32    UnitsGainSelfHeal=9999
33    InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动
34    维修
35
36    Radar=yes
37    SpySat=yes
38
39    HasRadialIndicator=true
40    PsychicDetectionRadius=50
41
42    RadarInvisible=yes
43    GapGenerator=yes
44    GapRadiusInCells=255
45
46    Sensors=yes
47    SensorsSight=50
48    DetectDisguise=yes
49    DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探
50    测隐形、间谍单位
51    ;有了超时空矿车后就不需要设置自己的 0.01s 恢复的超武来遏制对方的超武了。
 1    ──────────────────────────────────────────────3
```

1   ;CU Flag Left 修改后的古巴国旗

1   ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击 (自身无法在小
2   地图上被看到)

1   [CACUFGL]
2   UIName=Name:CUBANFLAG
3   Name=Flag Cuba Left
4   TechLevel=1
5   Strength=999
6   Prerequisite=none
7   Owner=British,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,YuriCount
8   ry,French,China
9   AIBuildThis=no
10 Adjacent=225
11 cost=0
12 Soylent=150
13 Insignificant=yes
14 Nominal=yes
15 RadarInvisible=yes
16 Points=5
17 Unsellable=no
18 Armor=steel
19 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
20 MaxDebris=0
21 ;Selectable=no
22 ;IsBase=no
23 BaseNormal=no ;psst....IsBase isn't a Rules flag
24 Sight=6 ; UC base values
25 ClickRepairable=yes
26 CanBeOccupied=no
27 MaxNumberOccupants=0
28 DistributedFire=no
29 DamageSound=BuildingMetalDamaged
30 DieSound=BuildingMetalDamaged
31
32 Sensors=yes
33 SensorsSight=50
34 DetectDisguise=yes
35 DetectDisguiseRange=50
36
37 DefaultToGuardArea=yes
38 GuardRange=50
39
40 Primary=SDEATHRAYfake;仿照大和战舰主炮和副炮
41 Secondary=PeaceRay1Efake
42 ―――4

1   ;FR Flag Left 修改后的法国国旗

—— Designed by xcz.

1   ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)

1   [CAFRFGL]

2   UIName=Name:FRENCHFLAG

3   Name=Flag French Left

4   TechLevel=1

5   Strength=999

6   Insignificant=yes

7   Nominal=yes

8   RadarInvisible=yes

9   Prerequisite=none

10   Owner=British,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,YuriCount

11   ry,French,China

12   AIBuildThis=no

13   Adjacent=225

14   cost=0

15   Soylent=150

16   Points=5

17   Armor=steel

18   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

19   MaxDebris=0

20   ;Selectable=no

21   ;IsBase=no

22   BaseNormal=no ;psst....IsBase isn't a Rules flag

23   Sight=6 ; UC base values

24   ClickRepairable=yes

25   CanBeOccupied=no

26   MaxNumberOccupants=0

27   DistributedFire=no

28   Unsellable=no

29   DamageSound=BuildingMetalDamaged

30   DieSound=BuildingMetalDamaged

31

32   Cloakable=yes;自身隐形

33   CloakingSpeed=1;隐形速度，越小越快；填 1-10 的数值。这个代码指定该单位的隐形速

34   度，即再次恢复隐形的速度

35

36   DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装

37   PermaDisguise=yes;在移动中不会破坏自己的伪装

38

39   CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的已方单位全部隐形。

40   CloakRadiusInCells=50;这个代码指定建筑隐藏周围已方单位的隐藏半径，要和上面那个配

41   合使用。

42   ;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时，

43   该单位不能隐形。

—— Designed by xcz.

1　————————————————————————————————————5
2　;隐藏单位
1　[B2fake]
2　UIName=Name:B2
3　Name=B2 Ghost Bomber
4　Prerequisite=none
5　;RequiresStolenTech=GATECH
6　;RequiresStolenAlliedTech=yes
7　Primary=B2BOMB
8　Image=B2
9　Cloakable=yes
10　CloakSound=IntruderTakeOff
11　DecloakSound=IntruderLanding
12　CloakingSpeed=1
13　CanPassiveAquire=no
14　CanRetaliate=no
15　Strength=1000
16　Category=AirPower
17　Armor=special_1
18　TechLevel=1
19　Sight=8
20　RadarInvisible=no
21　Landable=yes
22　MoveToShroud=yes
23　Dock=GAAIRC,AMRADR,AIRCOMD,GHRADR
24　Speed=10
25　PitchSpeed=0.98
26　PitchAngle=0
27　OmniFire=yes
28　Owner=British,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,YuriCount
29　ry,French,China
30　;RequiredHouses=British,Germans,Americans,Alliance,French
31　Cost=1
32　Points=500
33　ROT=3
34　Crewed=no
35　ConsideredAircraft=yes
36　AirportBound=yes
37　GuardRange=30
38　Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
39　MaxDebris=3
40　IsSelectableCombatant=yes
41　VoiceSelect=B2Select
42　VoiceMove=B2Move

—— Designed by xcz.

```
43    VoiceAttack=B2AttackCommand
44    VoiceCrashing=B2VoiceDie
45    DieSound=
46    MoveSound=IntruderMoveLoop
47    CrashingSound=B2Die
48    ImpactLandSound=GenAircraftCrash
49    Locomotor={4A582746-9839-11d1-B709-00A024DDAFD1}
50    MovementZone=Fly
51    ThreatPosed=20
52    DamageParticleSystems=SparkSys,SmallGreySSys
53    AuxSound1=IntruderTakeOff
54    AuxSound2=IntruderLanding
55    VeteranAbilities=STRONGER,FIREPOWER,SIGHT,FASTER,CLOAK
56    EliteAbilities=STRONGER,FIREPOWER,ROF,CLOAK
57    Fighter=yes
58    SelfHealing=yes
59    AllowedToStartInMultiplayer=no
60    ImmuneToPsionics=yes
61    ElitePrimary=B2BOMBE
62    PreventAttackMove=yes
63    ;buildlimit=1
64    AIBuildThis=no
65
66    [AircraftTypes]
67    25=B2fake
68
69    [AXEfake]
70    UIName=Name:AXE
71    Name=Waraxe Cruiser
72    Prerequisite=none
73    ;RequiresStolenTech=NATECH
74    ;RequiresStolenSovietTech=yes
75    Primary=AxeLauncher
76    Image=AXE
77    CanPassiveAquire=no
78    Spawns=NEWDMISL
79    SpawnsNumber=2
80    SpawnRegenRate=400
81    SpawnReloadRate=0
82    NoSpawnAlt=yes
83    FireAngle=32
84    ToProtect=yes
85    Category=Support
86    Strength=1400
```

```
87    Naval=yes
88    Armor=heavy
89    TechLevel=1
90    Sight=8
91    Speed=4
92    CrateGoodie=no
93    Owner=British,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,YuriCount
94    ry,French,China
95    ;RequiredHouses=British,Germans,Americans,Alliance,French
96    AllowedToStartInMultiplayer=no
97    Cost=1
98    Soylent=3000
99    Turret=no
100   Points=55
101   Weight=4
102   ROT=1
103   Crusher=no
104   Crewed=no
105   IsSelectableCombatant=yes
106   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
107   VoiceSelect=AXESelect
108   VoiceMove=AXEMove
109   VoiceAttack=AXEAttackCommand
110   VoiceFeedback=
111   DieSound=
112   SinkingSound=GenLargeWaterDie
113   MoveSound=DreadnoughtMoveStart
114   Locomotor={2BEA74E1-7CCA-11d3-BE14-00104B62A16C}
115   SpeedType=Float
116   MovementZone=Water
117   ThreatPosed=25
118   DamageParticleSystems=SparkSys,SmallGreySSys
119   VeteranAbilities=STRONGER,FIREPOWER,ROF,SIGHT,FASTER
120   EliteAbilities=SELF_HEAL,STRONGER,FIREPOWER,ROF
121   TooBigToFitUnderBridge=true
122   SelfHealing=yes
123   Size=50
124   ;BuildLimit=4
125   AIBuildThis=no
126
127   [VehicleTypes]
128   169=AXEfake
129
130   [PTROOPfake];加的这东西造出来后无图标，不如不加 fake，代码会覆盖原有代码。
```

—— Designed by xcz.

```
131    UIName=Name:PCOMMANDO
132    Name=Psi-Corp Trooper
133    Category=Soldier
134    Prerequisite=none
135    ;RequiresStolenTech=YATECH
136    ;RequiresStolenThirdTech=yes
137    Sensors=yes
138    SensorsSight=4
139    Primary=MindControl3
140    LeadershipRating=6
141    C4=yes
142    CrushSound=InfantrySquish
143    Crushable=no
144    TiberiumProof=yes
145    Strength=150
146    Armor=Plate
147    TechLevel=1
148    Pip=red
149    Sight=4
150    Speed=5
151    Owner=British,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,YuriCount
152    ry,French,China
153    ;RequiredHouses=British,Germans,Americans,Alliance,French
154    AllowedToStartInMultiplayer=no
155    Cost=1
156    Soylent=1750
157    Points=50
158    IsSelectableCombatant=yes
159    VoiceSelect=YuriSelect
160    VoiceMove=YuriMove
161    VoiceAttack=YuriAttackCommand
162    VoiceFeedback=
163    VoiceSpecialAttack=YuriMove
164    DieSound=YuriDie
165    Locomotor={4A582744-9839-11d1-B709-00A024DDAFD1}
166    PhysicalSize=1
167    MovementZone=Infantry
168    ThreatPosed=25
169    SpecialThreatValue=1
170    ImmuneToVeins=yes
171    ImmuneToPsionics=yes
172    VeteranAbilities=STRONGER,FIREPOWER,ROF,SIGHT,FASTER
173    EliteAbilities=SELF_HEAL,STRONGER,FIREPOWER,ROF
174    DetectDisguise=yes
```

—— Designed by xcz.

```
175    SelfHealing=yes
176    ImmuneToPsionics=yes
177    ElitePrimary=MindControl5
178    IFVMode=4
179    ;BuildLimit=4
180    AIBuildThis=no
181
182    [InfantryTypes]
183    100=PTROOPfake
184
185    [LIGHTSfake]
186    UIName=Name:LIGHTS
187    Name=Lighting Sworder
188    Image=LIGHTS
189    TypeImmune=yes
190    Category=Soldier
191    Prerequisite=none
192    ;RequiresStolenTech=UATECH
193    CrushSound=InfantrySquish
194    Crushable=no
195    LeadershipRating=6
196    Strength=180
197    Sensors=yes
198    SensorsSight=4
199    Primary=WS
200    Secondary=MedicAirburst
201    Armor=Plate
202    TechLevel=1
203    Sight=4
204    Speed=4
205    Owner=British,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,YuriCount
206    ry,French,China
207    ;RequiredHouses=British,Germans,Americans,Alliance,French
208    AllowedToStartInMultiplayer=no
209    Cost=1
210    Soylent=2000
211    Pip=blue
212    Points=50
213    VoiceSelect=LSworderSelect
214    VoiceMove=LSworderMove
215    VoiceAttack=LSworderAttackCommand
216    VoiceFeedback=LSworderFear
217    VoiceSpecialAttack=SworderSpecialAttack
218    DieSound=SworderDie
```

—— Designed by xcz.

```
219    Locomotor={4A582744-9839-11d1-B709-00A024DDAFD1}
220    VeteranAbilities=STRONGER,FIREPOWER,CLOAK
221    EliteAbilities=SELF_HEAL,STRONGER,FIREPOWER
222    ElitePrimary=WSE
223    EliteSecondary=MedicAirburstE
224    SelfHealing=yes
225    ImmuneToVeins=yes
226    ImmuneToPsionics=yes
227    Deployer=yes
228    DeployFire=yes
229    UndeployDelay=150
230    PhysicalSize=1
231    MovementZone=Infantry
232    ThreatPosed=0
233    SpecialThreatValue=1
234    PreventAttackMove=yes
235    IFVMode=12
236    ;BuildLimit=1
237    AIBuildThis=no
238
239    [InfantryTypes]
240    101=LIGHTSfake
241
242    [NUKERfake]
243    UIName=Name:NUKER
244    Name=NukeMissile Launcher
245    Prerequisite=none
246    ;RequiresStolenTech=NATECH
247    ;RequiresStolenSovietTech=yes
248    Primary=NukeRocketLauncher
249    Image=NUKER
250    CanPassiveAquire=no
251    Strength=1400
252    Category=AFV
253    Armor=heavy
254    Turret=yes
255    IsTilter=yes
256    TargetLaser=yes
257    TooBigToFitUnderBridge=true
258    TechLevel=1
259    Sight=4
260    Speed=4
261    InitialAmmo=0
262    Ammo=5
```

—— Designed by xcz.

263   PipScale=Ammo
264   Reload=1000
265   EmptyReload=1000
266   CrateGoodie=no
267   Crusher=yes
268   Owner=British,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,YuriCount
269   ry,French,China
270   ;RequiredHouses=Russians,Confederation,Africans,Arabs
271   AllowedToStartInMultiplayer=no
272   Cost=1
273   Points=500
274   ROT=3
275   IsSelectableCombatant=yes
276   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
277   VoiceSelect=NukerSelect
278   VoiceMove=NukerMove
279   VoiceAttack=NukerAttackCommand
280   VoiceFeedback=
281   DieSound=GenVehicleDie
282   MoveSound=NukerMoveStart
283   CrushSound=TankCrush
284   Maxdebris=6
285   MinDebris=6
286   Locomotor={4A582741-9839-11d1-B709-00A024DDAFD1}
287   MovementZone=Destroyer
288   ThreatPosed=40
289   DamageParticleSystems=SparkSys,SmallGreySSys
290   DamageSmokeOffset=100, 100, 275
291   VeteranAbilities=STRONGER,FIREPOWER,SIGHT,FASTER
292   EliteAbilities=SELF_HEAL,STRONGER,FIREPOWER,ROF
293   Trainable=no
294   SelfHealing=yes
295   ImmuneToVeins=yes
296   ImmuneToPsionics=yes
297   Accelerates=true
298   ZFudgeColumn=8
299   ZFudgeTunnel=13
300   Size=6
301   Weight=1.0
302   ;BuildLimit=1
303   AIBuildThis=no
304
305   [VehicleTypes]
306   167=NUKERfake

—— Designed by xcz.

307
308 [PEACEBCfake]；不如不加 fake，代码会覆盖原有代码。
309 UIName=Name:PEACEBC
310 Name=Peace For Ever Battle Cruiser
311 Prerequisite=none
312 ;RequiresStolenTech=YATECH
313 ;RequiresStolenThirdTech=yes
314 Primary=SDEATHRAY
315 Secondary=OPDEATHRAY
316 ;Secondary=AssaultRay 无效武器
317 Strength=1400
318 Category=AFV
319 Nominal=yes
320 Armor=special_2
321 Turret=yes
322 IsTilter=yes
323 TooBigToFitUnderBridge=true
324 TechLevel=-1;建了这家伙会出问题。或者你直接将代码复制到原本的 PEACEBC 中，不需
325 要另外建造这个，因为电脑应该不会建。
326 Sight=8
327 RadarInvisible=yes
328 MoveToShroud=yes
329 BalloonHover=yes
330 Speed=10
331 JumpjetSpeed=10
332 JumpjetClimb=5
333 JumpjetCrash=8
334 JumpJetAccel=1
335 JumpJetTurnRate=2
336 JumpjetHeight=1000
337 JumpjetNoWobbles=no
338 Crashable=yes
339 CrateGoodie=no
340 Crusher=yes
341 Owner=British,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,YuriCount
342 ry,French,China
343 ;RequiredHouses=YuriCountry
344 Cost=1
345 Soylent=5000
346 Points=500
347 ROT=10
348 AllowedToStartInMultiplayer=no
349 IsSelectableCombatant=yes
350 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

```
351    VoiceSelect=PEACESelect
352    VoiceMove=PEACEMove
353    VoiceAttack=PEACEAttackCommand
354    VoiceFeedback=
355    VoiceSpecialAttack=PEACEMove
356    DieSound=
357    MoveSound=
358    CreateSound=PEACECreate
359    CrushSound=BattleCruiserCrush
360    Maxdebris=6
361    MinDebris=6
362    Locomotor={92612C46-F71F-11d1-AC9F-006008055BB5}
363    MovementZone=Fly
364    SpeedType=Hover
365    ThreatPosed=80
366    DamageParticleSystems=SparkSys,SmallGreySSys
367    DamageSmokeOffset=100, 100, 275
368    VeteranAbilities=STRONGER,FIREPOWER,SIGHT,FASTER
369    EliteAbilities=SELF_HEAL,STRONGER,FIREPOWER
370    ElitePrimary=SDEATHRAYE
371    Accelerates=true
372    ZFudgeColumn=8
373    ZFudgeTunnel=13
374    Size=50
375    OpportunityFire=no
376    IsGattling=yes
377    IsCyclicGattling=yes;NPEXT
378    TurretCount=1
379    WeaponCount=6
380    Weapon1=PeaceRay1
381    EliteWeapon1=PeaceRay1E
382    Weapon2=OPDEATHRAY
383    EliteWeapon2=OPDEATHRAY
384    Weapon3=PeaceRay2
385    EliteWeapon3=PeaceRay2E
386    Weapon4=OPDEATHRAY
387    EliteWeapon4=OPDEATHRAY
388    Weapon5=ParitcCannon
389    EliteWeapon5=ParitcCannonE
390    Weapon6=OPDEATHRAY
391    EliteWeapon6=OPDEATHRAY
392    WeaponStages=3
393    Stage1=240
394    Stage2=320
```

—— Designed by xcz.

```
395    Stage3=330
396    EliteStage1=240
397    EliteStage2=320
398    EliteStage3=330
399    ;Stage1=320
400    ;Stage2=740
401    ;Stage3=741
402    ;EliteStage1=320
403    ;EliteStage2=740
404    ;EliteStage3=741
405    RateUp=1
406    RateDown=0
407    Weight=3
408    ;BuildLimit=1
409    ImmuneToPsionics=yes
410    TurretRotateSound=GrandCannonRotate
411    AIBuildThis=no
412
413    [VehicleTypes]
414    54=PEACEBCfake
415
416    [HIBOLIERfake]
417    ROT=10
418    Cost=1
419    Name=Hibolier of Peace For Ever Battle Cruiser
420    Size=50
421    Armor=special_2
422    Image=PEACEBC
423    Owner=British,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,YuriCount
424    ry,French,China
425    Sight=8
426    Speed=20
427    Points=500
428    RateUp=1
429    Stage1=320
430    Stage2=530
431    Stage3=531
432    Turret=yes
433    UIName=NameSC:HIBOLIER
434    Weight=3
435    Crusher=yes
436    Nominal=yes
437    Primary=SDEATHRAY
438    Soylent=5000
```

—— Designed by xcz.

439   Weapon1=PeaceRay1
440   Weapon2=OPDEATHRAY
441   Weapon3=PeaceRay2
442   Weapon4=OPDEATHRAY
443   Weapon5=ParitcCannon
444   Weapon6=OPDEATHRAY
445   Category=AFV
446   DieSound=
447   IsTilter=yes
448   RateDown=0
449   Strength=2100
450   Crashable=yes
451   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
452   Locomotor={92612C46-F71F-11d1-AC9F-006008055BB5}
453   Maxdebris=6
454   MinDebris=6
455   MoveSound=
456   Secondary=OPDEATHRAY
457   SpeedType=Hover
458   TechLevel=1
459   VoiceMove=PEACEMove
460   ;BuildLimit=-1
461   CrushSound=BattleCruiserCrush
462   IsGattling=yes
463   Accelerates=true
464   CrateGoodie=no
465   CreateSound=PEACECreate
466   EliteStage1=320
467   EliteStage2=440
468   EliteStage3=441
469   ThreatPosed=80
470   TurretCount=1
471   VoiceAttack=PEACEAttackCommand
472   VoiceSelect=PEACESelect
473   WeaponCount=6
474   BalloonHover=yes
475   ElitePrimary=SDEATHRAYE
476   EliteWeapon1=PeaceRay1E
477   EliteWeapon2=OPDEATHRAY
478   EliteWeapon3=PeaceRay2E
479   EliteWeapon4=OPDEATHRAY
480   EliteWeapon5=ParitcCannonE
481   EliteWeapon6=OPDEATHRAY
482   JumpJetAccel=1

—— Designed by xcz.

483 JumpjetClimb=10
484 JumpjetCrash=8
485 JumpjetSpeed=20
486 MoveToShroud=yes
487 MovementZone=Fly
488 Prerequisite=none
489 WeaponStages=3
490 ZFudgeColumn=8
491 ZFudgeTunnel=13
492 JumpjetHeight=1000
493 VoiceFeedback=
494 EliteAbilities=SELF_HEAL,STRONGER,FIREPOWER
495 RadarInvisible=yes
496 JumpJetTurnRate=2
497 OpportunityFire=no
498 ImmuneToPsionics=yes
499 IsCyclicGattling=yes
500 JumpjetNoWobbles=no
501 VeteranAbilities=STRONGER,FIREPOWER,SIGHT,FASTER
502 DamageSmokeOffset=100, 100, 275
503 TurretRotateSound=GrandCannonRotate
504 VoiceSpecialAttack=PEACEMove
505 DamageParticleSystems=SparkSys,SmallGreySSys
506 IsSelectableCombatant=yes
507 TooBigToFitUnderBridge=true
508 AllowedToStartInMultiplayer=no
509 AIBuildThis=no
510
511 [VehicleTypes]
512 168=HIBOLIERfake
513
514 [TBRUTfake]
515 UIName=Name:TBRUT
516 Name=Tburt
517 Image=TBRUT
518 Category=Soldier
519 Sensors=yes
520 SensorsSight=6
521 Primary=APunch
522 Secondary=ASmash
523 Prerequisite=none
524 CrushSound=InfantrySquish
525 Crushable=no
526 Strength=600

—— Designed by xcz.

527 Armor=flak
528 TechLevel=-1;这个就是狂兽人…没啥意思，而且即使加了 AIBUILDTHIS=NO,电脑也会造，
529 所以取消它
530 Pip=white
531 Sight=6
532 Speed=6
533 Owner=British,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,YuriCount
534 ry,French,China
535 Cost=1
536 Soylent=750
537 Points=150
538 IsSelectableCombatant=yes
539 VoiceSelect=BruteSelect
540 VoiceMove=BruteMove
541 VoiceAttack=BruteAttackCommand
542 VoiceFeedback=BruteFear
543 VoiceSpecialAttack=BruteMove
544 DieSound=BruteDie
545 Locomotor={4A582744-9839-11d1-B709-00A024DDAFD1}
546 PhysicalSize=1
547 MovementZone=InfantryDestroyer
548 ThreatPosed=25
549 VeteranAbilities=STRONGER,FIREPOWER,ROF,SIGHT,FASTER
550 EliteAbilities=SELF_HEAL,STRONGER,FIREPOWER,ROF
551 ImmuneToVeins=yes
552 Size=2
553 AllowedToStartInMultiplayer=no
554 ElitePrimary=APunchE
555 EliteSecondary=ASmashE
556 DeathWeapon=HeroesDie
557 IFVMode=0
558 Unnatural=yes
559 CloseRange=yes
560 DefaultToGuardArea=yes
561 GuardRange=2.5
562 SelfHealing=yes
563 ImmuneToPsionics=yes
564 PixelSelectionBracketDelta=-8 ;gs higher number draws lower.   Pixel difference from
565 normal for selection bracket
566 NotHuman=yes
567 ;NP 新逻辑——免疫
568 ImmuneTo=Chrono,Mutate1,Mutate2
569 VeteranImmuneTo=Chrono,Mutate1,Mutate2
570 EliteImmuneTo=Chrono,Mutate1,Mutate2

—— Designed by xcz.

571 AIBuildThis=no
572
573 [InfantryTypes]
574 139=TBRUTfake
1 ————————————————————————————————VIII

2 丧命时刻 **v1.003——ini** 分析

1 ————————————————————————————————1

1 ;修改后的矿车

1 [CMON];沿用反恐联盟矿车代码，只修改了 owner 和主副武器
2 UIName=Name:CMIN
3 Name=Chrono Miner (noback)
4 Nominal=yes
5 ToProtect=yes
6 Prerequisite=none
7 Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,
8 YuriCountry
9 AIBuildThis=no
10 Primary=LunarPrismfake;仿照第二个 cost=50000 的一个奇葩单位的主武器（有三个 50000
11 建筑）
12 Secondary= LunarPrismAAfake
13 Category=Support
14 Strength=9999
15 Armor=harvester
16 Dock=NAREFN,GAREFN,UAREFN
17 Harvester=yes
18 ChronoInSound=ChronoMinerTeleport
19 ChronoOutSound=ChronoMinerTeleport
20 Insignia.Veteran=dummy
21 Insignia.Elite=dummy
22 TechLevel=1
23 Sight=4
24 Speed=10
25 AllowedToStartInMultiplayer=no
26 Cost=1
27 Soylent=700

—— Designed by xcz.

28   Points=25

29   ROT=5

30   Crusher=yes

31   Crewed=no

32   SelfHealing=yes

33   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

34   VoiceSelect=ChronoMinerSelect

35   VoiceMove=ChronoMinerMove

36   VoiceAttack=ChronoMinerMove

37   VoiceHarvest=ChronoMinerHarvest

38   VoiceEnter=ChronoMinerReturn

39   DieSound=GenVehicleDie

40   ProtectedDriver=yes

41   CrushSound=TankCrush

42   MaxDebris=3

43   DebrisTypes=TIRE

44   DebrisMaximums=4

45   Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}

46   Weight=3

47   MovementZone=Crusher

48   ThreatPosed=0

49   DamageParticleSystems=SparkSys,SmallGreySSys

50   ImmuneToRadiation=yes

51   ImmuneToPsionics=yes

52   Trainable=no

53   CanBeReversed=no

54

55   Experience.PromotePassengers=yes

56   PipScale=Passengers

57   Passengers=50

58   OpenTopped=yes

59   SizeLimit=50

60

61   OpportunityFire=yes;可以在移动中攻击

62   DefaultToGuardArea=yes;自动进入范围防御状态

63   GuardRange=50;自动进入范围防御状态的距离，有敌人靠近就会上前攻击

64

65   [LunarPrismAAfake]

66   Burst=50

67   ROF=2

68   Range=50

69   Speed=25

70   Projectile=InvisibleAll

71   Warhead=LunarPrismWarhead

—— Designed by xcz.

```
72    Anim=FLASHMUZZ
73    ;LaserInnerColor = 216,0,184
74    ;LaserOuterColor = 80,0,88
75    LaserOuterSpread= 0,0,0
76    LaserDuration = 8
77    IsLaser=true   ; this flag tells the game to use the special laser draw effect
78    IsHouseColor=true
79    ;Report=PrismTowerAttack
80    [LunarPrismfake]
81    Burst=50
82    ROF=2
83    Range=50
84    Speed=25
85    Projectile=InvisibleHigh
86    Warhead=LunarPrismWarhead
87    Anim=FLASHMUZZ
88
89    LaserInnerColor=250,255,255
90    LaserOuterColor=250,255,255
91    LaserOuterSpread=250,255,255
92    LaserDuration = 8
93    IsLaser=true   ; this flag tells the game to use the special laser draw effect
94    ;Report=PrismTowerAttack
```

1 ——2

2 ;SK Flag Left 修改后的韩国国旗

```
1    ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐
2    形、间谍单位+加电+克隆步兵单位
3    [CASKFGL];沿用震撼的地球国旗代码
4    UIName=Name:KOREAFLAG
5    Name=Flag Korea Left
6    Prerequisite=none
7    Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,
8    YuriCountry
9    Strength=999
10   RadarInvisible=yes
11   Armor=steel
12   TechLevel=1
13   Adjacent=225
14   Sight=6
15   Cost=0
16   Points=30
```

—— Designed by xcz.

```
17    Capturable=false
18    AIBuildThis=no
19
20    Power=9999
21    Cloning=yes
22    Crewed=yes;末日审判韩国国旗功能，加电+克隆
23
24    Armory=yes
25    Factory=InfantryType
26    Ammo=9999
27
28    ProduceCashStartup=800
29    ProduceCashAmount=500
30    ProduceCashDelay=100
31
32    UnitsGainSelfHeal=9999
33    InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动
34    维修
35
36    Radar=yes
37    SpySat=yes
38
39    HasRadialIndicator=true
40    PsychicDetectionRadius=50
41
42    RadarInvisible=yes
43    GapGenerator=yes
44    GapRadiusInCells=255
45
46    Sensors=yes
47    SensorsSight=50
48    DetectDisguise=yes
49    DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探
50    测隐形、间谍单位
51    ;有了超时空矿车后就不需要设置自己的 0.01s 恢复的超武来遏制对方的超武了。
```

1 ———3

;CU Flag Left 修改后的古巴国旗

1   ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击 (自身无法在小
2   地图上被看到)
1   [CACUFGL]
2   UIName=Name:CUBANFLAG

```
3    Name=Flag Cuba Left
4    TechLevel=1
5    Strength=999
6    Prerequisite=none
7    Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,
8    YuriCountry
9    AIBuildThis=no
10   Adjacent=225
11   cost=0
12   Soylent=150
13   Insignificant=yes
14   Nominal=yes
15   RadarInvisible=yes
16   Points=5
17   Unsellable=no
18   Armor=steel
19   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
20   MaxDebris=0
21   ;Selectable=no
22   ;IsBase=no
23   BaseNormal=no ;psst....IsBase isn't a Rules flag
24   Sight=6 ; UC base values
25   ClickRepairable=yes
26   CanBeOccupied=no
27   MaxNumberOccupants=0
28   DistributedFire=no
29   DamageSound=BuildingMetalDamaged
30   DieSound=BuildingMetalDamaged
31
32   Sensors=yes
33   SensorsSight=50
34   DetectDisguise=yes
35   DetectDisguiseRange=50
36
37   DefaultToGuardArea=yes
38   GuardRange=50
39
40   Primary=LunarPrismfake
41   Secondary=LunarPrismAAfake
42  ─────────────────────────────────────────────────4
```

1   ;FR Flag Left 修改后的法国国旗

1 ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)
1 [CAFRFGL]
2 UIName=Name:FRENCHFLAG
3 Name=Flag French Left
4 TechLevel=1
5 Strength=999
6 Insignificant=yes
7 Nominal=yes
8 RadarInvisible=yes
9 Prerequisite=none
10 Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,
11 YuriCountry
12 AIBuildThis=no
13 Adjacent=225
14 cost=0
15 Soylent=150
16 Points=5
17 Armor=steel
18 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
19 MaxDebris=0
20 ;Selectable=no
21 ;IsBase=no
22 BaseNormal=no ;psst....IsBase isn't a Rules flag
23 Sight=6 ; UC base values
24 ClickRepairable=yes
25 CanBeOccupied=no
26 MaxNumberOccupants=0
27 DistributedFire=no
28 Unsellable=no
29 DamageSound=BuildingMetalDamaged
30 DieSound=BuildingMetalDamaged
31
32 Cloakable=yes;自身隐形
33 CloakingSpeed=1;隐形速度，越小越快; 填 1-10 的数值。这个代码指定该单位的隐形速
34 度，即再次恢复隐形的速度
35
36 DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装
37 PermaDisguise=yes;在移动中不会破坏自己的伪装
38
39 CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的已方单位全部隐形。
40 CloakRadiusInCells=50;这个代码指定建筑隐藏周围已方单位的隐藏半径，要和上面那个配
41 合使用。
42 ;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时，
43 该单位不能隐形。

—— Designed by xcz.

44 —————————————————————————————————————IX

45 红线——ini 分析

1 —————————————————————————————————————1

1 ;修改后的矿车

1 [CMON];沿用反恐联盟矿车代码，只修改了 owner 和主副武器
2 UIName=Name:CMIN
3 Name=Chrono Miner (noback)
4 Nominal=yes
5 ToProtect=yes
6 Prerequisite=none
7 Owner=Japan,British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Ar
8 abs,China,YuriCountry,MoonBase,MoonArmy,Hydra
9 AIBuildThis=no
10 Primary=Gattlingfake;anti-ground+ anti-air
11 Secondary=AAGattlingfake;Gattling Cannon，anti-air，无法主动反地，可被动反地
12 Category=Support
13 Strength=9999
14 Armor=harvester
15 Dock=NAREFN,GAREFN,UAREFN
16 Harvester=yes
17 ChronoInSound=ChronoMinerTeleport
18 ChronoOutSound=ChronoMinerTeleport
19 Insignia.Veteran=dummy
20 Insignia.Elite=dummy
21 TechLevel=1
22 Sight=4
23 Speed=10
24 AllowedToStartInMultiplayer=no
25 Cost=1
26 Soylent=700
27 Points=25
28 ROT=5
29 Crusher=yes
30 Crewed=no
31 SelfHealing=yes

—— Designed by xcz.

32 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
33 VoiceSelect=ChronoMinerSelect
34 VoiceMove=ChronoMinerMove
35 VoiceAttack=ChronoMinerMove
36 VoiceHarvest=ChronoMinerHarvest
37 VoiceEnter=ChronoMinerReturn
38 DieSound=GenVehicleDie
39 ProtectedDriver=yes
40 CrushSound=TankCrush
41 MaxDebris=3
42 DebrisTypes=TIRE
43 DebrisMaximums=4
44 Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}
45 Weight=3
46 MovementZone=Crusher
47 ThreatPosed=0
48 DamageParticleSystems=SparkSys,SmallGreySSys
49 ImmuneToRadiation=yes
50 ImmuneToPsionics=yes
51 Trainable=no
52 CanBeReversed=no
53
54 Experience.PromotePassengers=yes
55 PipScale=Passengers
56 Passengers=50
57 OpenTopped=yes
58 SizeLimit=50
59
60 OpportunityFire=yes;可以在移动中攻击
61 DefaultToGuardArea=yes;自动进入范围防御状态
62 GuardRange=50;自动进入范围防御状态的距离 ， 有敌人靠近就会上前攻击
63
64 [120HE3maybayNewfake]
65 Damage=1000
66 ROF=0.5
67 Range=50
68 Projectile=henxuib52
69 Speed=40
70 Warhead=ARTYHEa10B52
71 Report=KirovAttack
72 Anim=GUNFIRE
73 Bright=yes
74 ;Burst=5
75

—— Designed by xcz.

```
76    ; rapid fire anti-air machine gun
77    [AAGattlingfake]
78    Damage=1000
79    ROF=0.5
80    Range=55
81    Projectile=Invisible4 ;GEF Anti air ;SA
82    Speed=100
83    Warhead=GattWH
84    Report=GattlingGunAttackLoop1
85    ;DownReport=GattlingGunDecreaseLoop1
86    Burst = 2
87    Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
88    NW
89
90    ; rapid fire anti-ground machine gun
91    [AGGattlingfake]
92    Damage=1000
93    ROF=0.5
94    Range=55
95    Projectile=Invisiblelow ;GEF Anti ground ;SA
96    Speed=100
97    Warhead=GattWH
98    Report=GattlingGunAttackLoop1
99    ;DownReport=GattlingGunDecreaseLoop1
100   Burst = 2
101   Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
102   NW
103
104   ; rapid fire machine gun
105   [Gattlingfake]
106   Damage=1000
107   ROF=0.5
108   Range=55
109   Projectile=Invisible3 ;GEF Anti air and anti ground ;SA
110   Speed=100
111   Warhead=GattWH
112   Report=SentryGunAttack
113   Anim=GUNFIRE
114   ;Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
115   NW
116
117   [TNKRollfake] ;尤里至尊的主武器，可防空，范围广，但无法主动攻击。
118   Damage=1000
119   ROF=0.5
```

—— Designed by xcz.

120 Range=55
121 Areafire=yes
122 Speed=100
123 Warhead=Rolling
124 Report=MagnetronAttack
125 Projectile=Invisible3
126 IsHouseColor=true
127 LaserOuterSpread=100,100,100
128 LaserDuration=10
129 IsLaser=true
1 ————————————————————————————————————2

2 ## ;SK Flag Left 修改后的韩国国旗

1 ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐
2 形、间谍单位+加电+克隆步兵单位
3 [CASKFGL];沿用震撼的地球国旗代码
4 UIName=Name:KOREAFLAG
5 Name=Flag Korea Left
6 Prerequisite=none
7 Owner=Japan,British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Ar
8 abs,China,YuriCountry,MoonBase,MoonArmy,Hydra
9 Strength=999
10 RadarInvisible=yes
11 Armor=steel
12 TechLevel=1
13 Adjacent=225
14 Sight=6
15 Cost=0
16 Points=30
17 Capturable=false
18 AIBuildThis=no
19
20 Power=9999
21 Cloning=yes
22 Crewed=yes;末日审判韩国国旗功能，加电+克隆
23
24 Armory=yes
25 Factory=InfantryType
26 Ammo=9999
27
28 ProduceCashStartup=800
29 ProduceCashAmount=500

—— Designed by xcz.

```
30  ProduceCashDelay=100
31
32  UnitsGainSelfHeal=9999
33  InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动
34  维修
35
36  Radar=yes
37  SpySat=yes
38
39  HasRadialIndicator=true
40  PsychicDetectionRadius=50
41
42  RadarInvisible=yes
43  GapGenerator=yes
44  GapRadiusInCells=255
45
46  Sensors=yes
47  SensorsSight=50
48  DetectDisguise=yes
49  DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探
50  测隐形、间谍单位
51  ;有了超时空矿车后就不需要设置自己的 0.01s 恢复的超武来遏制对方的超武了。
```

————————————————————————————————————3

;CU Flag Left 修改后的古巴国旗

```
1   ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击（自身无法在小
2   地图上被看到)
1   [CACUFGL]
2   UIName=Name:CUBANFLAG
3   Name=Flag Cuba Left
4   TechLevel=1
5   Strength=999
6   Prerequisite=none
7   Owner=Japan,British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Ar
8   abs,China,YuriCountry,MoonBase,MoonArmy,Hydra
9   AIBuildThis=no
10  Adjacent=225
11  cost=0
12  Soylent=150
13  Insignificant=yes
14  Nominal=yes
15  RadarInvisible=yes
```

—— Designed by xcz.

16 Points=5

17 Unsellable=no

18 Armor=steel

19 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

20 MaxDebris=0

21 ;Selectable=no

22 ;IsBase=no

23 BaseNormal=no ;psst....IsBase isn't a Rules flag

24 Sight=6 ; UC base values

25 ClickRepairable=yes

26 CanBeOccupied=no

27 MaxNumberOccupants=0

28 DistributedFire=no

29 DamageSound=BuildingMetalDamaged

30 DieSound=BuildingMetalDamaged

31

32 Sensors=yes

33 SensorsSight=50

34 DetectDisguise=yes

35 DetectDisguiseRange=50

36

37 DefaultToGuardArea=yes

38 GuardRange=50

39

40 Primary=120HE3maybayNewfake

41 Secondary=Gattlingfake

42 ——4

1 **;FR Flag Left 修改后的法国国旗**

1 ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)

1 [CAFRFGL]

2 UIName=Name:FRENCHFLAG

3 Name=Flag French Left

4 TechLevel=1

5 Strength=999

6 Insignificant=yes

7 Nominal=yes

8 RadarInvisible=yes

9 Prerequisite=none

10 Owner=Japan,British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Ar

11 abs,China,YuriCountry,MoonBase,MoonArmy,Hydra

12 AIBuildThis=no

—— Designed by xcz.

13   Adjacent=225

14   cost=0

15   Soylent=150

16   Points=5

17   Armor=steel

18   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

19   MaxDebris=0

20   ;Selectable=no

21   ;IsBase=no

22   BaseNormal=no ;psst....IsBase isn't a Rules flag

23   Sight=6 ; UC base values

24   ClickRepairable=yes

25   CanBeOccupied=no

26   MaxNumberOccupants=0

27   DistributedFire=no

28   Unsellable=no

29   DamageSound=BuildingMetalDamaged

30   DieSound=BuildingMetalDamaged

31

32   Cloakable=yes;自身隐形

33   CloakingSpeed=1;隐形速度，越小越快；填 1-10 的数值。这个代码指定该单位的隐形速

34   度，即再次恢复隐形的速度

35

36   DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装

37   PermaDisguise=yes;在移动中不会破坏自己的伪装

38

39   CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的已方单位全部隐形。

40   CloakRadiusInCells=50;这个代码指定建筑隐藏周围已方单位的隐藏半径，要和上面那个配

41   合使用。

42   ;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时，

43   该单位不能隐形。

44   ——————————————————————————————————5

;解锁的隐藏单位

1   [yuriko]

2   UIName=Name:YuriPrime

3   Name=Yuri Prime

4   Image=yuriko

5   Category=Soldier

6   CanBeReversed=no

7   Prerequisite=none

8   Primary=TNKRoll

```
9    ElitePrimary=SuperMindControlE
10   Secondary=SuperPsiWave
11   AIBuildThis=no
12   OpenTransportWeapon=1;defaults to -1 (decide normally)   What weapon should I use in a
13   Battle Fortress
14   CrushSound=InfantrySquish
15   Crushable=no
16   TiberiumProof=yes
17   Strength=250
18   Armor=plate
19   TechLevel=1
20   Pip=red
21   PixelSelectionBracketDelta=-26;gs higher number draws lower.   Pixel difference from
22   normal for selection bracket
23   Sight=9
24   Speed=7
25   Owner=Japan,British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Ar
26   abs,China,YuriCountry,MoonBase,MoonArmy,Hydra
27   AllowedToStartInMultiplayer=no
28   Cost=1500
29   Soylent=750
30   Points=50
31   IsSelectableCombatant=yes
32   VoiceSelect=YuriPrimeSelect
33   VoiceMove=YuriPrimeMove
34   VoiceAttack=YuriPrimeAttackCommand
35   VoiceFeedback=YuriPrimeFear
36   VoiceSpecialAttack=YuriPrimeMove
37   DieSound=YuriPrimeDie
38   MoveSound=YuriPrimeMoveLoop
39   ;CreateSound=YuriPrimeCreated
40   Experience.MindControlSelfModifier=80%
41   ;Locomotor={4A582744-9839-11d1-B709-00A024DDAFD1};
42   ;MovementZone=Infantry
43
44   ;SpeedType=Hover
45   ;Locomotor={4A582742-9839-11d1-B709-00A024DDAFD1}
46   ;MovementZone=Amphibious ; gs AMphibiousDestroyer I can't have a destroyer zone
47   without a weapon!
48   ;gs Correct in theory, but Hover only works properly for units.
49
50   SpeedType=Amphibious
51   Locomotor={4A582744-9839-11d1-B709-00A024DDAFD1}
52   MovementZone=AmphibiousDestroyer
```

—— Designed by xcz.

53
54 PhysicalSize=1
55 ThreatPosed=25 ; This value MUST be 0 for all building addons
56 SpecialThreatValue=1
57 ImmuneToVeins=yes
58 VeteranAbilities=STRONGER,FIREPOWER,ROF,SIGHT,FASTER
59 EliteAbilities=SELF_HEAL,STRONGER,FIREPOWER,ROF
60 ImmuneToPsionics=yes
61 ImmuneToPsionicWeapons=yes ;gs Patch
62 Deployer=yes
63 DeployFire=yes
64 UndeployDelay=75
65 Size=1
66 ;CanPassiveAquire=no ; Won't try to pick up own targets
67 IFVMode=15
68 Unnatural=yes
69 SelfHealing=yes
70 Insignia.Rookie=None
71 Insignia.Veteran=SovietVet
72 Insignia.Elite=SovietStar
73 ————————————————————————————————————X

74 # 零点行动 **3.2e——ini** 分析

1   —————————————————————————————————————1

1   **;修改后的矿车**

1   [CMON];沿用反恐联盟矿车代码，只修改了 owner 和主副武器
2   UIName=Name:CMIN
3   Name=Chrono Miner (noback)
4   Nominal=yes
5   ToProtect=yes
6   Prerequisite=none
7   Owner=eu1,newusa,eu2,eu3,eu4,Americans,Alliance,French,newruss,newchina,Germans,Briti
8   sh,Africans,Arabs,Confederation,Russians,YuriCountry,newgla,Yuri1,yuri2,yuri3,russ1,russ2,rus
9   s3
10 AIBuildThis=no
11 Primary=Gattlingfake

—— Designed by xcz.

```
12    Secondary=Gattlingfake
13    Category=Support
14    Strength=9999
15    Armor=harvester
16    Dock=NAREFN,GAREFN,UAREFN
17    Harvester=yes
18    ChronoInSound=ChronoMinerTeleport
19    ChronoOutSound=ChronoMinerTeleport
20    Insignia.Veteran=dummy
21    Insignia.Elite=dummy
22    TechLevel=1
23    Sight=4
24    Speed=10
25    AllowedToStartInMultiplayer=no
26    Cost=1
27    Soylent=700
28    Points=25
29    ROT=5
30    Crusher=yes
31    Crewed=no
32    SelfHealing=yes
33    Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
34    VoiceSelect=ChronoMinerSelect
35    VoiceMove=ChronoMinerMove
36    VoiceAttack=ChronoMinerMove
37    VoiceHarvest=ChronoMinerHarvest
38    VoiceEnter=ChronoMinerReturn
39    DieSound=GenVehicleDie
40    ProtectedDriver=yes
41    CrushSound=TankCrush
42    MaxDebris=3
43    DebrisTypes=TIRE
44    DebrisMaximums=4
45    Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}
46    Weight=3
47    MovementZone=Crusher
48    ThreatPosed=0
49    DamageParticleSystems=SparkSys,SmallGreySSys
50    ImmuneToRadiation=yes
51    ImmuneToPsionics=yes
52    Trainable=no
53    CanBeReversed=no
54
55    Experience.PromotePassengers=yes
```

—— Designed by xcz.

```
56    PipScale=Passengers
57    Passengers=50
58    OpenTopped=yes
59    SizeLimit=50
60
61    OpportunityFire=yes;可以在移动中攻击
62    DefaultToGuardArea=yes;自动进入范围防御状态
63    GuardRange=50;自动进入范围防御状态的距离，有敌人靠近就会上前攻击
64
65    [HornetLauncher123fake];10000 块的航母
66    Damage=1
67    ROF=0.5
68    Range=200
69    ;Range=-2 ; infinite
70    Spawner=yes
71    Projectile=Invisible
72    Speed=10
73    Warhead=Special
74    OmniFire=yes
75
76    ; rapid fire anti-air machine gun
77    [AAGattlingfake]
78    Damage=1000
79    ROF=0.5
80    Range=55
81    Projectile=Invisible4 ;GEF Anti air ;SA
82    Speed=100
83    Warhead=GattWH
84    Report=GattlingGunAttackLoop1
85    ;DownReport=GattlingGunDecreaseLoop1
86    Burst = 2
87    Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
88    NW
89
90    ; rapid fire anti-ground machine gun
91    [AGGattlingfake]
92    Damage=1000
93    ROF=0.5
94    Range=55
95    Projectile=Invisiblelow ;GEF Anti ground ;SA
96    Speed=100
97    Warhead=GattWH
98    Report=GattlingGunAttackLoop1
99    ;DownReport=GattlingGunDecreaseLoop1
```

—— Designed by xcz.

```
100   Burst = 2
101   Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
102   NW
103
104   ; rapid fire machine gun
105   [Gattlingfake]
106   Damage=1000
107   ROF=0.5
108   Range=55
109   Projectile=Invisible3 ;GEF Anti air and anti ground ;SA
110   Speed=100
111   Warhead=GattWH
112   Report=SentryGunAttack
113   Anim=GUNFIRE
114   ;Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
115   NW
116   ——————————————————————————————————————————2
```

117 ## ;SK Flag Left 修改后的韩国国旗

```
1     ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐
2     形、间谍单位+加电+克隆步兵单位
3     [CASKFGL];沿用震撼的地球国旗代码
4     UIName=Name:KOREAFLAG
5     Name=Flag Korea Left
6     Prerequisite=none
7     Owner=eu1,newusa,eu2,eu3,eu4,Americans,Alliance,French,newruss,newchina,Germans,Briti
8     sh,Africans,Arabs,Confederation,Russians,YuriCountry,newgla,Yuri1,yuri2,yuri3,russ1,russ2,rus
9     s3
10    Strength=999
11    RadarInvisible=yes
12    Armor=steel
13    TechLevel=1
14    Adjacent=225
15    Sight=6
16    Cost=0
17    Points=30
18    Capturable=false
19    AIBuildThis=no
20
21    Power=9999
22    Cloning=yes
23    Crewed=yes;末日审判韩国国旗功能，加电+克隆
```

—— Designed by xcz.

24
25   Armory=yes
26   Factory=InfantryType
27   Ammo=9999
28
29   ProduceCashStartup=800
30   ProduceCashAmount=500
31   ProduceCashDelay=100
32
33   UnitsGainSelfHeal=9999
34   InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动
35   维修
36
37   Radar=yes
38   SpySat=yes
39
40   HasRadialIndicator=true
41   PsychicDetectionRadius=50
42
43   RadarInvisible=yes
44   GapGenerator=yes
45   GapRadiusInCells=255
46
47   Sensors=yes
48   SensorsSight=50
49   DetectDisguise=yes
50   DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探
51   测隐形、间谍单位
52   ;有了超时空矿车后就不需要设置自己的 0.01s 恢复的超武来遏制对方的超武了。
1   ——3

1   # ;CU Flag Left 修改后的古巴国旗

1   ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击（自身无法在小
2   地图上被看到）
1   [CACUFGL]
2   UIName=Name:CUBANFLAG
3   Name=Flag Cuba Left
4   TechLevel=1
5   Strength=999
6   Prerequisite=none
7   Owner=eu1,newusa,eu2,eu3,eu4,Americans,Alliance,French,newruss,newchina,Germans,Briti
8   sh,Africans,Arabs,Confederation,Russians,YuriCountry,newgla,Yuri1,yuri2,yuri3,russ1,russ2,rus

—— Designed by xcz.

9   s3
10 AIBuildThis=no
11 Adjacent=225
12 cost=0
13 Soylent=150
14 Insignificant=yes
15 Nominal=yes
16 RadarInvisible=yes
17 Points=5
18 Unsellable=no
19 Armor=steel
20 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
21 MaxDebris=0
22 ;Selectable=no
23 ;IsBase=no
24 BaseNormal=no ;psst....IsBase isn't a Rules flag
25 Sight=6 ; UC base values
26 ClickRepairable=yes
27 CanBeOccupied=no
28 MaxNumberOccupants=0
29 DistributedFire=no
30 DamageSound=BuildingMetalDamaged
31 DieSound=BuildingMetalDamaged
32
33 Sensors=yes
34 SensorsSight=50
35 DetectDisguise=yes
36 DetectDisguiseRange=50
37
38 DefaultToGuardArea=yes
39 GuardRange=50
40
41 Primary=Gattlingfake
42 Secondary=Gattlingfake
43 ──4

1   ## ;FR Flag Left 修改后的法国国旗

1   ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)
1   [CAFRFGL]
2   UIName=Name:FRENCHFLAG
3   Name=Flag French Left
4   TechLevel=1

5   Strength=999

6   Insignificant=yes

7   Nominal=yes

8   RadarInvisible=yes

9   Prerequisite=none

10   Owner=eu1,newusa,eu2,eu3,eu4,Americans,Alliance,French,newruss,newchina,Germans,Briti

11   sh,Africans,Arabs,Confederation,Russians,YuriCountry,newgla,Yuri1,yuri2,yuri3,russ1,russ2,rus

12   s3

13   AIBuildThis=no

14   Adjacent=225

15   cost=0

16   Soylent=150

17   Points=5

18   Armor=steel

19   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

20   MaxDebris=0

21   ;Selectable=no

22   ;IsBase=no

23   BaseNormal=no ;psst....IsBase isn't a Rules flag

24   Sight=6 ; UC base values

25   ClickRepairable=yes

26   CanBeOccupied=no

27   MaxNumberOccupants=0

28   DistributedFire=no

29   Unsellable=no

30   DamageSound=BuildingMetalDamaged

31   DieSound=BuildingMetalDamaged

32

33   Cloakable=yes;自身隐形

34   CloakingSpeed=1;隐形速度，越小越快；填 1-10 的数值。这个代码指定该单位的隐形速

35   度，即再次恢复隐形的速度

36

37   DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装

38   PermaDisguise=yes;在移动中不会破坏自己的伪装

39

40   CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的已方单位全部隐形。

41   CloakRadiusInCells=50;这个代码指定建筑隐藏周围已方单位的隐藏半径，要和上面那个配

42   合使用。

43   ;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时，

44   该单位不能隐形。

45   ——5

1   ;解锁的隐藏单位

1   [xyh];但好像是海军，所以造不出来…
2   UIName=Name:xyh
3   Name=Aircraft Carrier
4   Prerequisite=none
5   Primary=HornetLauncher123
6   CanPassiveAquire=no ; Won't try to pick up own targets
7   Spawns=HORNET
8   SpawnsNumber=8
9   SpawnRegenRate=200
10   SpawnReloadRate=100
11   FireAngle=32
12   ToProtect=yes
13   Category=Support
14   Strength=2000
15   Naval=yes ;GS
16   Armor=heavy
17   TechLevel=1
18   Sight=7
19   Speed=2
20   CrateGoodie=no
21   Owner=eu1,newusa,eu2,eu3,eu4,Americans,Alliance,French,newruss,newchina,Germans,Briti
22   sh,Africans,Arabs,Confederation,Russians,YuriCountry,newgla,Yuri1,yuri2,yuri3,russ1,russ2,rus
23   s3
24   AllowedToStartInMultiplayer=no
25   Cost=1
26   Soylent=1
27   Turret=no
28   Points=500
29   ROT=1
30   Crusher=no; yes
31   Weight=5
32   Crewed=no
33   ;OmniFire=yes ;GEF moved to weapon
34   IsSelectableCombatant=yes
35   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
36   VoiceSelect=hkmjyes
37   VoiceMove=hkmjmove
38   VoiceAttack=hkmjattack
39   VoiceFeedback=
40   DieSound=
41   SinkingSound=GenLargeWaterDie
42   MoveSound=ACCMoveStart
43   Locomotor={4A582741-9839-11d1-B709-00A024DDAFD1}
44   SpeedType=Float

—— Designed by xcz.

45 MovementZone=Water
46 ThreatPosed=25   ; This value MUST be 0 for all building addons
47 DamageParticleSystems=SparkSys,SmallGreySSys
48 VeteranAbilities=STRONGER,FIREPOWER,ROF,SIGHT,FASTER
49 EliteAbilities=SELF_HEAL,STRONGER,FIREPOWER,ROF
50 TooBigToFitUnderBridge=true
51 GuardRange=10
52 ;BuildLimit=1
53 Size=50
54 AIBuildThis=no
55 ——XI

玲玲实验室——ini 分析

1 ——1

;修改后的矿车

1   [CMON];沿用反恐联盟矿车代码，只修改了 owner 和主副武器
2   UIName=Name:CMIN
3   Name=Chrono Miner (noback)
4   Nominal=yes
5   ToProtect=yes
6   Prerequisite=none
7   Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu
8   riCountry,Huns,China
9   AIBuildThis=no
10 Primary=460mmfake
11 Secondary=25mmx3fake
12 Category=Support
13 Strength=9999
14 Armor=harvester
15 Dock=NAREFN,GAREFN,UAREFN
16 Harvester=yes
17 ChronoInSound=ChronoMinerTeleport
18 ChronoOutSound=ChronoMinerTeleport
19 Insignia.Veteran=dummy
20 Insignia.Elite=dummy
21 TechLevel=1

```
22    Sight=4
23    Speed=10
24    AllowedToStartInMultiplayer=no
25    Cost=1
26    Soylent=700
27    Points=25
28    ROT=5
29    Crusher=yes
30    Crewed=no
31    SelfHealing=yes
32    Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
33    VoiceSelect=ChronoMinerSelect
34    VoiceMove=ChronoMinerMove
35    VoiceAttack=ChronoMinerMove
36    VoiceHarvest=ChronoMinerHarvest
37    VoiceEnter=ChronoMinerReturn
38    DieSound=GenVehicleDie
39    ProtectedDriver=yes
40    CrushSound=TankCrush
41    MaxDebris=3
42    DebrisTypes=TIRE
43    DebrisMaximums=4
44    Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}
45    Weight=3
46    MovementZone=Crusher
47    ThreatPosed=0
48    DamageParticleSystems=SparkSys,SmallGreySSys
49    ImmuneToRadiation=yes
50    ImmuneToPsionics=yes
51    Trainable=no
52    CanBeReversed=no
53
54    Experience.PromotePassengers=yes
55    PipScale=Passengers
56    Passengers=50
57    OpenTopped=yes
58    SizeLimit=50
59
60    OpportunityFire=yes;可以在移动中攻击
61    DefaultToGuardArea=yes;自动进入范围防御状态
62    GuardRange=50;自动进入范围防御状态的距离，有敌人靠近就会上前攻击
63
64    [460mmfake];cost=10000 的 destroyer；cost=8000 的也有不少：4 个。
65    Damage=1000
```

—— Designed by xcz.

```
66   ROF=0.5
67   Range=50
68   Projectile=BallisticY
69   Speed=10
70   Warhead=HowitzerWH
71   Report=YamatoGun
72   Anim=GUNFIRE
73   Lobber=yes
74
75   [25mmx3fake]              ; This belongs to Flak Cannon
76   Damage=1000
77   ROF=0.5
78   Range=50
79   Projectile=FlakProj; AA bullet shared with Flak Track
80   Speed=100
81   Report=Yamato25mm
82   Warhead=FlakWH
83   Anim=GUNFIRE
84
85   ; rapid fire anti-air machine gun
86   [AAGattlingfake]
87   Damage=1000
88   ROF=0.5
89   Range=55
90   Projectile=Invisible4 ;GEF Anti air ;SA
91   Speed=100
92   Warhead=GattWH
93   Report=GattlingGunAttackLoop1
94   ;DownReport=GattlingGunDecreaseLoop1
95   Burst = 2
96   Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
97   NW
98
99   ; rapid fire anti-ground machine gun
100  [AGGattlingfake]
101  Damage=1000
102  ROF=0.5
103  Range=55
104  Projectile=Invisiblelow ;GEF Anti ground ;SA
105  Speed=100
106  Warhead=GattWH
107  Report=GattlingGunAttackLoop1
108  ;DownReport=GattlingGunDecreaseLoop1
109  Burst = 2
```

—— Designed by xcz.

110 Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
111 NW
112
113 ; rapid fire machine gun
114 [Gattlingfake]
115 Damage=1000
116 ROF=0.5
117 Range=55
118 Projectile=Invisible3 ;GEF Anti air and anti ground ;SA
119 Speed=100
120 Warhead=GattWH
121 Report=SentryGunAttack
122 Anim=GUNFIRE
123 ;Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
124 NW
125 ──2

126 **;SK Flag Left 修改后的韩国国旗**

1 ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐
2 形、间谍单位+加电+克隆步兵单位
3 [CASKFGL];沿用震撼的地球国旗代码
4 UIName=Name:KOREAFLAG
5 Name=Flag Korea Left
6 Prerequisite=none
7 Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu
8 riCountry,Huns
9 Strength=999
10 RadarInvisible=yes
11 Armor=steel
12 TechLevel=1
13 Adjacent=225
14 Sight=6
15 Cost=0
16 Points=30
17 Capturable=false
18 AIBuildThis=no
19
20 Power=9999
21 Cloning=yes
22 Crewed=yes;末日审判韩国国旗功能，加电+克隆
23
24 Armory=yes

—— Designed by xcz.

```
25    Factory=InfantryType
26    Ammo=9999
27
28    ProduceCashStartup=800
29    ProduceCashAmount=500
30    ProduceCashDelay=100
31
32    UnitsGainSelfHeal=9999
33    InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动
34    维修
35
36    Radar=yes
37    SpySat=yes
38
39    HasRadialIndicator=true
40    PsychicDetectionRadius=50
41
42    RadarInvisible=yes
43    GapGenerator=yes
44    GapRadiusInCells=255
45
46    Sensors=yes
47    SensorsSight=50
48    DetectDisguise=yes
49    DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探
50    测隐形、间谍单位
51    ;有了超时空矿车后就不需要设置自己的 0.01s 恢复的超武来遏制对方的超武了。
```

1 ―――――――――――――――――――――――――――――――――――――――3

1 ## ;CU Flag Left 修改后的古巴国旗

```
1     ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击 (自身无法在小
2     地图上被看到)
1     [CACUFGL]
2     UIName=Name:CUBANFLAG
3     Name=Flag Cuba Left
4     TechLevel=1
5     Strength=999
6     Prerequisite=none
7     Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu
8     riCountry,Huns
9     AIBuildThis=no
10    Adjacent=225
```

―― Designed by xcz.

```
11    cost=0
12    Soylent=150
13    Insignificant=yes
14    Nominal=yes
15    RadarInvisible=yes
16    Points=5
17    Unsellable=no
18    Armor=steel
19    Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
20    MaxDebris=0
21    ;Selectable=no
22    ;IsBase=no
23    BaseNormal=no ;psst....IsBase isn't a Rules flag
24    Sight=6 ; UC base values
25    ClickRepairable=yes
26    CanBeOccupied=no
27    MaxNumberOccupants=0
28    DistributedFire=no
29    DamageSound=BuildingMetalDamaged
30    DieSound=BuildingMetalDamaged
31
32    Sensors=yes
33    SensorsSight=50
34    DetectDisguise=yes
35    DetectDisguiseRange=50
36
37    DefaultToGuardArea=yes
38    GuardRange=50
39
40    Primary=Gattlingfake
41    Secondary=Gattlingfake
42 ——————————————————————————————————————————4
```

1   ;FR Flag Left 修改后的法国国旗


```
1    ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)
1    [CAFRFGL]
2    UIName=Name:FRENCHFLAG
3    Name=Flag French Left
4    TechLevel=1
5    Strength=999
6    Insignificant=yes
7    Nominal=yes
```

—— Designed by xcz.

8   RadarInvisible=yes

9   Prerequisite=none

10   Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu

11   riCountry,Huns

12   AIBuildThis=no

13   Adjacent=225

14   cost=0

15   Soylent=150

16   Points=5

17   Armor=steel

18   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

19   MaxDebris=0

20   ;Selectable=no

21   ;IsBase=no

22   BaseNormal=no ;psst....IsBase isn't a Rules flag

23   Sight=6 ; UC base values

24   ClickRepairable=yes

25   CanBeOccupied=no

26   MaxNumberOccupants=0

27   DistributedFire=no

28   Unsellable=no

29   DamageSound=BuildingMetalDamaged

30   DieSound=BuildingMetalDamaged

31

32   Cloakable=yes;自身隐形

33   CloakingSpeed=1;隐形速度，越小越快；填 1-10 的数值。这个代码指定该单位的隐形速

34   度，即再次恢复隐形的速度

35

36   DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装

37   PermaDisguise=yes;在移动中不会破坏自己的伪装

38

39   CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的已方单位全部隐形。

40   CloakRadiusInCells=50;这个代码指定建筑隐藏周围已方单位的隐藏半径，要和上面那个配

41   合使用。

42   ;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时，

43   该单位不能隐形。

44   ───XII

机甲风暴——ini 分析

45

—— Designed by xcz.

1 ──1

;修改后的矿车

1 [CMON];沿用反恐联盟矿车代码，只修改了 owner 和主副武器
2 UIName=Name:CMIN
3 Name=Chrono Miner (noback)
4 Nominal=yes
5 ToProtect=yes
6 Prerequisite=none
7 Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu
8 riCountry
9 AIBuildThis=no
10 Primary=PulsarCannonfake
11 Secondary=BlastWavefake
12 Category=Support
13 Strength=9999
14 Armor=harvester
15 Dock=NAREFN,GAREFN,UAREFN
16 Harvester=yes
17 ChronoInSound=ChronoMinerTeleport
18 ChronoOutSound=ChronoMinerTeleport
19 Insignia.Veteran=dummy
20 Insignia.Elite=dummy
21 TechLevel=1
22 Sight=4
23 Speed=10
24 AllowedToStartInMultiplayer=no
25 Cost=1
26 Soylent=700
27 Points=25
28 ROT=5
29 Crusher=yes
30 Crewed=no
31 SelfHealing=yes
32 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
33 VoiceSelect=ChronoMinerSelect
34 VoiceMove=ChronoMinerMove
35 VoiceAttack=ChronoMinerMove
36 VoiceHarvest=ChronoMinerHarvest
37 VoiceEnter=ChronoMinerReturn
38 DieSound=GenVehicleDie
39 ProtectedDriver=yes

—— Designed by xcz.

40   CrushSound=TankCrush
41   MaxDebris=3
42   DebrisTypes=TIRE
43   DebrisMaximums=4
44   Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}
45   Weight=3
46   MovementZone=Crusher
47   ThreatPosed=0
48   DamageParticleSystems=SparkSys,SmallGreySSys
49   ImmuneToRadiation=yes
50   ImmuneToPsionics=yes
51   Trainable=no
52   CanBeReversed=no
53
54   Experience.PromotePassengers=yes
55   PipScale=Passengers
56   Passengers=50
57   OpenTopped=yes
58   SizeLimit=50
59
60   OpportunityFire=yes;可以在移动中攻击
61   DefaultToGuardArea=yes;自动进入范围防御状态
62   GuardRange=50;自动进入范围防御状态的距离，有敌人靠近就会上前攻击
63
64   [PulsarCannonfake];cost=6000 的三方偷取科技单位
65   Damage=1000
66   ROF=0.5
67   Range=50
68   Projectile=PulsPr
69   Speed=70
70   Warhead=PulsarWH
71   Report=PlasmaAttack
72   Burst=2
73   Bright=yes
74
75   [BlastWavefake]
76   Damage=1000
77   Range=50
78   ROF=0.5
79   Projectile=Overload
80   Speed=10
81   Warhead=BlastWaveWH
82   AreaFire=yes
83   FireOnce=yes

—— Designed by xcz.

```
84      Report=GrandCannonAttack
85      Anim=ICERING1
86      RadLevel=200
87
88      ; rapid fire anti-air machine gun
89      [AAGattlingfake]
90      Damage=1000
91      ROF=0.5
92      Range=55
93      Projectile=Invisible4 ;GEF Anti air ;SA
94      Speed=100
95      Warhead=GattWH
96      Report=GattlingGunAttackLoop1
97      ;DownReport=GattlingGunDecreaseLoop1
98      Burst = 2
99      Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
100     NW
101
102     ; rapid fire anti-ground machine gun
103     [AGGattlingfake]
104     Damage=1000
105     ROF=0.5
106     Range=55
107     Projectile=Invisiblelow ;GEF Anti ground ;SA
108     Speed=100
109     Warhead=GattWH
110     Report=GattlingGunAttackLoop1
111     ;DownReport=GattlingGunDecreaseLoop1
112     Burst = 2
113     Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
114     NW
115
116     ; rapid fire machine gun
117     [Gattlingfake]
118     Damage=1000
119     ROF=0.5
120     Range=55
121     Projectile=Invisible3 ;GEF Anti air and anti ground ;SA
122     Speed=100
123     Warhead=GattWH
124     Report=SentryGunAttack
125     Anim=GUNFIRE
126     ;Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
127     NW
```

—— Designed by xcz.

128 ——————————————————————————————2

129 **;SK Flag Left 修改后的韩国国旗**

1 ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐
2 形、间谍单位+加电+克隆步兵单位
3 [CASKFGL];沿用震撼的地球国旗代码
4 UIName=Name:KOREAFLAG
5 Name=Flag Korea Left
6 Prerequisite=none
7 Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu
8 riCountry
9 Strength=999
10 RadarInvisible=yes
11 Armor=steel
12 TechLevel=1
13 Adjacent=225
14 Sight=6
15 Cost=0
16 Points=30
17 Capturable=false
18 AIBuildThis=no
19
20 Power=9999
21 Cloning=yes
22 Crewed=yes;末日审判韩国国旗功能，加电+克隆
23
24 Armory=yes
25 Factory=InfantryType
26 Ammo=9999
27
28 ProduceCashStartup=800
29 ProduceCashAmount=500
30 ProduceCashDelay=100
31
32 UnitsGainSelfHeal=9999
33 InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动
34 维修
35
36 Radar=yes
37 SpySat=yes
38
39 HasRadialIndicator=true

—— Designed by xcz.

```
40   PsychicDetectionRadius=50
41
42   RadarInvisible=yes
43   GapGenerator=yes
44   GapRadiusInCells=255
45
46   Sensors=yes
47   SensorsSight=50
48   DetectDisguise=yes
49   DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探
50   测隐形、间谍单位
51   ;有了超时空矿车后就不需要设置自己的 0.01s 恢复的超武来遏制对方的超武了。
```

―――――――――――――――――――――――――――――――3

;CU Flag Left 修改后的古巴国旗

```
1    ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击 (自身无法在小
2    地图上被看到)
1    [CACUFGL]
2    UIName=Name:CUBANFLAG
3    Name=Flag Cuba Left
4    TechLevel=1
5    Strength=999
6    Prerequisite=none
7    Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu
8    riCountry
9    AIBuildThis=no
10   Adjacent=225
11   cost=0
12   Soylent=150
13   Insignificant=yes
14   Nominal=yes
15   RadarInvisible=yes
16   Points=5
17   Unsellable=no
18   Armor=steel
19   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
20   MaxDebris=0
21   ;Selectable=no
22   ;IsBase=no
23   BaseNormal=no ;psst....IsBase isn't a Rules flag
24   Sight=6 ; UC base values
25   ClickRepairable=yes
```

―― Designed by xcz.

26 CanBeOccupied=no
27 MaxNumberOccupants=0
28 DistributedFire=no
29 DamageSound=BuildingMetalDamaged
30 DieSound=BuildingMetalDamaged
31
32 Sensors=yes
33 SensorsSight=50
34 DetectDisguise=yes
35 DetectDisguiseRange=50
36
37 DefaultToGuardArea=yes
38 GuardRange=50
39
40 Primary=Gattlingfake
41 Secondary=Gattlingfake
42 ──4

1 ## ;FR Flag Left 修改后的法国国旗

1 ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)
1 [CAFRFGL]
2 UIName=Name:FRENCHFLAG
3 Name=Flag French Left
4 TechLevel=1
5 Strength=999
6 Insignificant=yes
7 Nominal=yes
8 RadarInvisible=yes
9 Prerequisite=none
10 Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu
11 riCountry
12 AIBuildThis=no
13 Adjacent=225
14 cost=0
15 Soylent=150
16 Points=5
17 Armor=steel
18 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
19 MaxDebris=0
20 ;Selectable=no
21 ;IsBase=no
22 BaseNormal=no ;psst....IsBase isn't a Rules flag

—— Designed by xcz.

23   Sight=6 ; UC base values
24   ClickRepairable=yes
25   CanBeOccupied=no
26   MaxNumberOccupants=0
27   DistributedFire=no
28   Unsellable=no
29   DamageSound=BuildingMetalDamaged
30   DieSound=BuildingMetalDamaged
31
32   Cloakable=yes;自身隐形
33   CloakingSpeed=1;隐形速度，越小越快; 填 1-10 的数值。这个代码指定该单位的隐形速
34   度，即再次恢复隐形的速度
35
36   DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装
37   PermaDisguise=yes;在移动中不会破坏自己的伪装
38
39   CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的已方单位全部隐形。
40   CloakRadiusInCells=50;这个代码指定建筑隐藏周围已方单位的隐藏半径，要和上面那个配
41   合使用。
42   ;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时,
43   该单位不能隐形。
44   ——XIII

TSAW——ini 分析

45

1   ——1

1   **;修改后的矿车**

1   [CMON];沿用命吧大战争矿车代码，稍作修改
2   UIName=Name:CMIN
3   Name=Chrono Miner (noback)
4   Image=HORV
5   Nominal=yes
6   ToProtect=yes
7   Prerequisite=none
8   Owner=British,French,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,Yu
9   riCountry,HandOfCABAL;——Country Statistics，我只敢肯定有 Alliance 鋼爪,Germans 鐵
10   騎,Arabs 守護契約,Confederation 黑手少女，可能剩下的两个是 French GDI 强拆队和

—— Designed by xcz.

11   Africans 凯恩之印。

12   AIBuildThis=no

13   Primary=MayanPrismfake;主武器不能是 DEFOBAAfake，否则没法主动开枪，虽然它可对地

14   可对空

15   Secondary=DEFOBAAfake

16   Category=Support

17   Strength=9999

18   Armor=harvester

19   Dock=TSPROC,NAREFN,GAREFN,TSPROC2,TSPROC3,TSPROC4,YARIREFN,CAREFN

20   Harvester=yes

21   ChronoInSound=ChronoMinerTeleport

22   ChronoOutSound=ChronoMinerTeleport

23   Insignia.Veteran=dummy

24   Insignia.Elite=dummy

25   TechLevel=1

26   Sight=4

27   Speed=10

28   AllowedToStartInMultiplayer=no

29   Cost=1

30   Soylent=700

31   Points=25

32   ROT=5

33   Crusher=yes

34   Crewed=no

35   SelfHealing=yes

36   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

37   VoiceSelect=ChronoMinerSelect

38   VoiceMove=ChronoMinerMove

39   VoiceAttack=ChronoMinerMove

40   VoiceHarvest=ChronoMinerHarvest

41   VoiceEnter=ChronoMinerReturn

42   DieSound=GenVehicleDie

43   ProtectedDriver=yes

44   CrushSound=TankCrush

45   MaxDebris=3

46   DebrisTypes=TIRE

47   DebrisMaximums=4

48   Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}

49   Weight=3

50   MovementZone=Crusher

51   ThreatPosed=0

52   DamageParticleSystems=SparkSys,SmallGreySSys

53   ImmuneToRadiation=yes

54   ImmuneToPsionics=yes

—— Designed by xcz.

55   Trainable=no
56   CanBeReversed=no
57
58   Experience.PromotePassengers=yes
59   PipScale=Passengers
60   Passengers=50
61   OpenTopped=yes
62   SizeLimit=50
63
64   OpportunityFire=yes;可以在移动中攻击
65   DefaultToGuardArea=yes;自动进入范围防御状态
66   GuardRange=50;自动进入范围防御状态的距离，有敌人靠近就会上前攻击
67
68   [MayanPrismfake]
69   Damage=1000
70   ROF=0.5
71   Range=50
72   Speed=199
73   Projectile=InvisibleHigh
74   Warhead=PrismWarhead
75   ;LaserInnerColor = 216,0,184
76   ;LaserOuterColor = 80,0,88
77   LaserOuterSpread= 0,0,0
78   LaserDuration = 15
79   IsLaser=true ; this flag tells the game to use the special laser draw effect
80   IsHouseColor=true
81   Report=PrismTowerAttack
82
83   ;Core Defender Obelisk Elite Weapon that can shot ground & Air Units
84   [DEFOBAAfake];由造价 10000 的渗透科技隐藏单位的武器[DEFOBAA]改编而来。
85   Damage=800
86   ROF=0.5
87   Burst=2
88   Range=50
89   Speed=100
90   Warhead=Super2
91   Report=OBELCOR3
92   LaserInnerColor = 0,0,255
93   LaserOuterColor = 0,0,255
94   LaserOuterSpread= 20,40,40
95   LaserDuration = 4 ;era 2
96   Projectile=AALLine
97   IsBigLaser=true
98   IsLaser=true ; this flag tells the game to use the special laser draw effect

—— Designed by xcz.

1 ——2

;SK Flag Left 修改后的韩国国旗

```
1   ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐
2   形、间谍单位+加电+克隆步兵单位
3   [CASKFGL];沿用命吧大战争国旗代码
4   UIName=Name:KOREAFLAG
5   Name=Flag Korea Left
6   Prerequisite=none
7   Owner=British,French,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,Yu
8   riCountry,HandOfCABAL
9   Strength=999
10  RadarInvisible=yes
11  Armor=steel
12  TechLevel=1
13  Adjacent=225
14  Sight=6
15  Cost=0
16  Points=30
17  Capturable=false
18  AIBuildThis=no
19
20  Power=9999
21  Cloning=yes
22  Crewed=yes;末日审判韩国国旗功能，加电+克隆
23
24  Armory=yes
25  Factory=InfantryType
26  Ammo=9999
27
28  ProduceCashStartup=800
29  ProduceCashAmount=500
30  ProduceCashDelay=100
31
32  UnitsGainSelfHeal=9999
33  InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动
34  维修
35
36  Radar=yes
37  SpySat=yes
38
39  HasRadialIndicator=true
```

—— Designed by xcz.

40   PsychicDetectionRadius=50

41

42   RadarInvisible=yes
43   GapGenerator=yes
44   GapRadiusInCells=255

45

46   Sensors=yes
47   SensorsSight=50
48   DetectDisguise=yes
49   DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探
50   测隐形、间谍单位
51   ;有了超时空矿车后就不需要设置自己的 0.01s 恢复的超武来遏制对方的超武了。
1   ───3

1   # ;CU Flag Left 修改后的古巴国旗

1   ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击 (自身无法在小
2   地图上被看到)
1   [CACUFGL]
2   UIName=Name:CUBANFLAG
3   Name=Flag Cuba Left
4   TechLevel=1
5   Strength=999
6   Prerequisite=none
7   Owner=British,French,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,Yu
8   riCountry,HandOfCABAL
9   AIBuildThis=no
10   Adjacent=225
11   cost=0
12   Soylent=150
13   Insignificant=yes
14   Nominal=yes
15   RadarInvisible=yes
16   Points=5
17   Unsellable=no
18   Armor=steel
19   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
20   MaxDebris=0
21   ;Selectable=no
22   ;IsBase=no
23   BaseNormal=no ;psst....IsBase isn't a Rules flag
24   Sight=6 ; UC base values
25   ClickRepairable=yes

26 CanBeOccupied=no
27 MaxNumberOccupants=0
28 DistributedFire=no
29 DamageSound=BuildingMetalDamaged
30 DieSound=BuildingMetalDamaged
31
32 Sensors=yes
33 SensorsSight=50
34 DetectDisguise=yes
35 DetectDisguiseRange=50
36
37 DefaultToGuardArea=yes
38 GuardRange=50
39
40 Primary=MayanPrismfake
41 Secondary=DEFOBAAfake
1 ——————————————————————————————————————4

;FR Flag Left 修改后的法国国旗

1 ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)
1 [CAFRFGL]
2 UIName=Name:FRENCHFLAG
3 Name=Flag French Left
4 TechLevel=1
5 Strength=999
6 Insignificant=yes
7 Nominal=yes
8 RadarInvisible=yes
9 Prerequisite=none
10 Owner=British,French,Germans,Americans,Alliance,Russians,Confederation,Africans,Arabs,Yu
11 riCountry,HandOfCABAL
12 AIBuildThis=no
13 Adjacent=225
14 cost=0
15 Soylent=150
16 Points=5
17 Armor=steel
18 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
19 MaxDebris=0
20 ;Selectable=no
21 ;IsBase=no
22 BaseNormal=no ;psst....IsBase isn't a Rules flag

—— Designed by xcz.

23   Sight=6 ; UC base values

24   ClickRepairable=yes

25   CanBeOccupied=no

26   MaxNumberOccupants=0

27   DistributedFire=no

28   Unsellable=no

29   DamageSound=BuildingMetalDamaged

30   DieSound=BuildingMetalDamaged

31

32   Cloakable=yes;自身隐形

33   CloakingSpeed=1;隐形速度，越小越快；填 1-10 的数值。这个代码指定该单位的隐形速

34   度，即再次恢复隐形的速度

35

36   DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装

37   PermaDisguise=yes;在移动中不会破坏自己的伪装

38

39   CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的己方单位全部隐形。

40   CloakRadiusInCells=50;这个代码指定建筑隐藏周围已方单位的隐藏半径，要和上面那个配

41   合使用。

42   ;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时，

43   该单位不能隐形。

44   ——————————————————————————————————————XIV

45   Ros——ini 分析

1   ——————————————————————————————————————1

1   ;修改后的矿车

1   [CMON];沿用反恐联盟矿车代码，只修改了 owner 和主副武器

2   UIName=Name:CMIN

3   Name=Chrono Miner (noback)

4   Nominal=yes

5   ToProtect=yes

6   Prerequisite=none

7   Owner=Americans,Russians,YuriCountry

8   AIBuildThis=no

9   Primary=Gattlingfake

10   Secondary= Gattlingfake

—— Designed by xcz.

```
11      Category=Support
12      Strength=9999
13      Armor=harvester
14      Dock=NAREFN,GAREFN,UAREFN
15      Harvester=yes
16      ChronoInSound=ChronoMinerTeleport
17      ChronoOutSound=ChronoMinerTeleport
18      Insignia.Veteran=dummy
19      Insignia.Elite=dummy
20      TechLevel=1
21      Sight=4
22      Speed=10
23      AllowedToStartInMultiplayer=no
24      Cost=1
25      Soylent=700
26      Points=25
27      ROT=5
28      Crusher=yes
29      Crewed=no
30      SelfHealing=yes
31      Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
32      VoiceSelect=ChronoMinerSelect
33      VoiceMove=ChronoMinerMove
34      VoiceAttack=ChronoMinerMove
35      VoiceHarvest=ChronoMinerHarvest
36      VoiceEnter=ChronoMinerReturn
37      DieSound=GenVehicleDie
38      ProtectedDriver=yes
39      CrushSound=TankCrush
40      MaxDebris=3
41      DebrisTypes=TIRE
42      DebrisMaximums=4
43      Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}
44      Weight=3
45      MovementZone=Crusher
46      ThreatPosed=0
47      DamageParticleSystems=SparkSys,SmallGreySSys
48      ImmuneToRadiation=yes
49      ImmuneToPsionics=yes
50      Trainable=no
51      CanBeReversed=no
52
53      Experience.PromotePassengers=yes
54      PipScale=Passengers
```

—— Designed by xcz.

```
55    Passengers=50
56    OpenTopped=yes
57    SizeLimit=50
58
59    OpportunityFire=yes;可以在移动中攻击
60    DefaultToGuardArea=yes;自动进入范围防御状态
61    GuardRange=50;自动进入范围防御状态的距离，有敌人靠近就会上前攻击
62
63    ; rapid fire anti-air machine gun
64    [AAGattlingfake]
65    Damage=1000
66    ROF=0.5
67    Range=55
68    Projectile=Invisible4 ;GEF Anti air ;SA
69    Speed=100
70    Warhead=GattWH
71    Report=GattlingGunAttackLoop1
72    ;DownReport=GattlingGunDecreaseLoop1
73    Burst = 2
74    Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
75    NW
76
77    ; rapid fire anti-ground machine gun
78    [AGGattlingfake]
79    Damage=1000
80    ROF=0.5
81    Range=55
82    Projectile=Invisiblelow ;GEF Anti ground ;SA
83    Speed=100
84    Warhead=GattWH
85    Report=GattlingGunAttackLoop1
86    ;DownReport=GattlingGunDecreaseLoop1
87    Burst = 2
88    Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
89    NW
90
91    ; rapid fire machine gun
92    [Gattlingfake]
93    Damage=1000
94    ROF=0.5
95    Range=55
96    Projectile=Invisible3 ;GEF Anti air and anti ground ;SA
97    Speed=100
98    Warhead=GattWH
```

—— Designed by xcz.

99 Report=SentryGunAttack
100 Anim=GUNFIRE
101 ;Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
102 NW
103 ——2

104 ## ;SK Flag Left 修改后的韩国国旗

1 ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐
2 形、间谍单位+加电+克隆步兵单位
3 [CASKFGL];沿用震撼的地球国旗代码
4 UIName=Name:KOREAFLAG
5 Name=Flag Korea Left
6 Prerequisite=none
7 Owner=Americans,Russians,YuriCountry
8 Strength=999
9 RadarInvisible=yes
10 Armor=steel
11 TechLevel=1
12 Adjacent=225
13 Sight=6
14 Cost=0
15 Points=30
16 Capturable=false
17 AIBuildThis=no
18
19 Power=9999
20 Cloning=yes
21 Crewed=yes;末日审判韩国国旗功能，加电+克隆
22
23 Armory=yes
24 Factory=InfantryType
25 Ammo=9999
26
27 ProduceCashStartup=800
28 ProduceCashAmount=500
29 ProduceCashDelay=100
30
31 UnitsGainSelfHeal=9999
32 InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动
33 维修
34
35 Radar=yes

—— Designed by xcz.

36   SpySat=yes
37
38   HasRadialIndicator=true
39   PsychicDetectionRadius=50
40
41   RadarInvisible=yes
42   GapGenerator=yes
43   GapRadiusInCells=255
44
45   Sensors=yes
46   SensorsSight=50
47   DetectDisguise=yes
48   DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探
49   测隐形、间谍单位
50   ;有了超时空矿车后就不需要设置自己的 0.01s 恢复的超武来遏制对方的超武了。
1   ——3

1   ## ;CU Flag Left 修改后的古巴国旗

1   ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击（自身无法在小
2   地图上被看到)
1   [CACUFGL]
2   UIName=Name:CUBANFLAG
3   Name=Flag Cuba Left
4   TechLevel=1
5   Strength=999
6   Prerequisite=none
7   Owner=Americans,Russians,YuriCountry
8   AIBuildThis=no
9   Adjacent=225
10   cost=0
11   Soylent=150
12   Insignificant=yes
13   Nominal=yes
14   RadarInvisible=yes
15   Points=5
16   Unsellable=no
17   Armor=steel
18   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
19   MaxDebris=0
20   ;Selectable=no
21   ;IsBase=no
22   BaseNormal=no ;psst....IsBase isn't a Rules flag

—— Designed by xcz.

23   Sight=6 ; UC base values
24   ClickRepairable=yes
25   CanBeOccupied=no
26   MaxNumberOccupants=0
27   DistributedFire=no
28   DamageSound=BuildingMetalDamaged
29   DieSound=BuildingMetalDamaged
30
31   Sensors=yes
32   SensorsSight=50
33   DetectDisguise=yes
34   DetectDisguiseRange=50
35
36   DefaultToGuardArea=yes
37   GuardRange=50
38
39   Primary=Gattlingfake
40   Secondary=Gattlingfake
41   ——4

1   **;FR Flag Left 修改后的法国国旗**

1   ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)
1   [CAFRFGL]
2   UIName=Name:FRENCHFLAG
3   Name=Flag French Left
4   TechLevel=1
5   Strength=999
6   Insignificant=yes
7   Nominal=yes
8   RadarInvisible=yes
9   Prerequisite=none
10   Owner=Americans,Russians,YuriCountry
11   AIBuildThis=no
12   Adjacent=225
13   cost=0
14   Soylent=150
15   Points=5
16   Armor=steel
17   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
18   MaxDebris=0
19   ;Selectable=no
20   ;IsBase=no

21   BaseNormal=no ;psst....IsBase isn't a Rules flag

22   Sight=6 ; UC base values

23   ClickRepairable=yes

24   CanBeOccupied=no

25   MaxNumberOccupants=0

26   DistributedFire=no

27   Unsellable=no

28   DamageSound=BuildingMetalDamaged

29   DieSound=BuildingMetalDamaged

30

31   Cloakable=yes;自身隐形

32   CloakingSpeed=1;隐形速度，越小越快；填 1-10 的数值。这个代码指定该单位的隐形速

33   度，即再次恢复隐形的速度

34

35   DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装

36   PermaDisguise=yes;在移动中不会破坏自己的伪装

37

38   CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的己方单位全部隐形。

39   CloakRadiusInCells=50;这个代码指定建筑隐藏周围己方单位的隐藏半径，要和上面那个配

40   合使用。

41   ;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时，

42   该单位不能隐形。

43   ————————————————————————————————XV

44 Vs_ini——ini 分析

1   ————————————————————————————————1

1 ;修改后的矿车

1   [CMON];沿用反恐联盟矿车代码，只修改了 owner 和主副武器

2   UIName=Name:CMIN

3   Name=Chrono Miner (noback)

4   Nominal=yes

5   ToProtect=yes

6   Prerequisite=none

7   Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu

8   riCountry

9   AIBuildThis=no

```
10    Primary=Gattlingfake
11    Secondary= Gattlingfake
12    Category=Support
13    Strength=9999
14    Armor=harvester
15    Dock=NAREFN,GAREFN,UAREFN
16    Harvester=yes
17    ChronoInSound=ChronoMinerTeleport
18    ChronoOutSound=ChronoMinerTeleport
19    Insignia.Veteran=dummy
20    Insignia.Elite=dummy
21    TechLevel=1
22    Sight=4
23    Speed=10
24    AllowedToStartInMultiplayer=no
25    Cost=1
26    Soylent=700
27    Points=25
28    ROT=5
29    Crusher=yes
30    Crewed=no
31    SelfHealing=yes
32    Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
33    VoiceSelect=ChronoMinerSelect
34    VoiceMove=ChronoMinerMove
35    VoiceAttack=ChronoMinerMove
36    VoiceHarvest=ChronoMinerHarvest
37    VoiceEnter=ChronoMinerReturn
38    DieSound=GenVehicleDie
39    ProtectedDriver=yes
40    CrushSound=TankCrush
41    MaxDebris=3
42    DebrisTypes=TIRE
43    DebrisMaximums=4
44    Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}
45    Weight=3
46    MovementZone=Crusher
47    ThreatPosed=0
48    DamageParticleSystems=SparkSys,SmallGreySSys
49    ImmuneToRadiation=yes
50    ImmuneToPsionics=yes
51    Trainable=no
52    CanBeReversed=no
53
```

—— Designed by xcz.

```
54    Experience.PromotePassengers=yes
55    PipScale=Passengers
56    Passengers=50
57    OpenTopped=yes
58    SizeLimit=50
59
60    OpportunityFire=yes;可以在移动中攻击
61    DefaultToGuardArea=yes;自动进入范围防御状态
62    GuardRange=50;自动进入范围防御状态的距离，有敌人靠近就会上前攻击
63
64    ; rapid fire anti-air machine gun
65    [AAGattlingfake]
66    Damage=1000
67    ROF=0.5
68    Range=55
69    Projectile=Invisible4 ;GEF Anti air ;SA
70    Speed=100
71    Warhead=GattWH
72    Report=GattlingGunAttackLoop1
73    ;DownReport=GattlingGunDecreaseLoop1
74    Burst = 2
75    Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
76    NW
77
78    ; rapid fire anti-ground machine gun
79    [AGGattlingfake]
80    Damage=1000
81    ROF=0.5
82    Range=55
83    Projectile=Invisiblelow ;GEF Anti ground ;SA
84    Speed=100
85    Warhead=GattWH
86    Report=GattlingGunAttackLoop1
87    ;DownReport=GattlingGunDecreaseLoop1
88    Burst = 2
89    Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
90    NW
91
92    ; rapid fire machine gun
93    [Gattlingfake]
94    Damage=1000
95    ROF=0.5
96    Range=55
97    Projectile=Invisible3 ;GEF Anti air and anti ground ;SA
```

—— Designed by xcz.

98 Speed=100
99 Warhead=GattWH
100 Report=SentryGunAttack
101 Anim=GUNFIRE
102 ;Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
103 NW
104 ——2

105 ;SK Flag Left 修改后的韩国国旗

1 ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐
2 形、间谍单位+加电+克隆步兵单位
3 [CASKFGL];沿用震撼的地球国旗代码
4 UIName=Name:KOREAFLAG
5 Name=Flag Korea Left
6 Prerequisite=none
7 Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu
8 riCountry
9 Strength=999
10 RadarInvisible=yes
11 Armor=steel
12 TechLevel=1
13 Adjacent=225
14 Sight=6
15 Cost=0
16 Points=30
17 Capturable=false
18 AIBuildThis=no
19
20 Power=9999
21 Cloning=yes
22 Crewed=yes;末日审判韩国国旗功能，加电+克隆
23
24 Armory=yes
25 Factory=InfantryType
26 Ammo=9999
27
28 ProduceCashStartup=800
29 ProduceCashAmount=500
30 ProduceCashDelay=100
31
32 UnitsGainSelfHeal=9999
33 InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动

34 维修

35

36 Radar=yes

37 SpySat=yes

38

39 HasRadialIndicator=true

40 PsychicDetectionRadius=50

41

42 RadarInvisible=yes

43 GapGenerator=yes

44 GapRadiusInCells=255

45

46 Sensors=yes

47 SensorsSight=50

48 DetectDisguise=yes

49 DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探

50 测隐形、间谍单位

51 ;有了超时空矿车后就不需要设置自己的 0.01s 恢复的超武来遏制对方的超武了。

1 ———3

;CU Flag Left 修改后的古巴国旗

1 ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击 (自身无法在小

2 地图上被看到)

1 [CACUFGL]

2 UIName=Name:CUBANFLAG

3 Name=Flag Cuba Left

4 TechLevel=1

5 Strength=999

6 Prerequisite=none

7 Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu

8 riCountry

9 AIBuildThis=no

10 Adjacent=225

11 cost=0

12 Soylent=150

13 Insignificant=yes

14 Nominal=yes

15 RadarInvisible=yes

16 Points=5

17 Unsellable=no

18 Armor=steel

19 Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

20   MaxDebris=0
21   ;Selectable=no
22   ;IsBase=no
23   BaseNormal=no ;psst....IsBase isn't a Rules flag
24   Sight=6 ; UC base values
25   ClickRepairable=yes
26   CanBeOccupied=no
27   MaxNumberOccupants=0
28   DistributedFire=no
29   DamageSound=BuildingMetalDamaged
30   DieSound=BuildingMetalDamaged
31
32   Sensors=yes
33   SensorsSight=50
34   DetectDisguise=yes
35   DetectDisguiseRange=50
36
37   DefaultToGuardArea=yes
38   GuardRange=50
39
40   Primary=Gattlingfake
41   Secondary=Gattlingfake
42   ——4

1   ## ;FR Flag Left 修改后的法国国旗

1   ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)
1   [CAFRFGL]
2   UIName=Name:FRENCHFLAG
3   Name=Flag French Left
4   TechLevel=1
5   Strength=999
6   Insignificant=yes
7   Nominal=yes
8   RadarInvisible=yes
9   Prerequisite=none
10   Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu
11   riCountry
12   AIBuildThis=no
13   Adjacent=225
14   cost=0
15   Soylent=150
16   Points=5

—— Designed by xcz.

17   Armor=steel

18   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

19   MaxDebris=0

20   ;Selectable=no

21   ;IsBase=no

22   BaseNormal=no ;psst....IsBase isn't a Rules flag

23   Sight=6 ; UC base values

24   ClickRepairable=yes

25   CanBeOccupied=no

26   MaxNumberOccupants=0

27   DistributedFire=no

28   Unsellable=no

29   DamageSound=BuildingMetalDamaged

30   DieSound=BuildingMetalDamaged

31

32   Cloakable=yes;自身隐形

33   CloakingSpeed=1;隐形速度，越小越快; 填 1-10 的数值。这个代码指定该单位的隐形速

34   度，即再次恢复隐形的速度

35

36   DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装

37   PermaDisguise=yes;在移动中不会破坏自己的伪装

38

39   CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的已方单位全部隐形。

40   CloakRadiusInCells=50;这个代码指定建筑隐藏周围已方单位的隐藏半径，要和上面那个配

41   合使用。

42   ;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时，

43   该单位不能隐形。

44   ———XVI

Red Resurruction——ini 分析

45

1   ———1

1   **;修改后的矿车**

1   [CMON];沿用反恐联盟矿车代码，只修改了 owner 和主副武器

2   UIName=Name:CMIN

3   Name=Chrono Miner (noback)

4   Nominal=yes

5   ToProtect=yes

6   Prerequisite=none

7   Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu

8   riCountry

9   AIBuildThis=no

10   Primary=Gattlingfake

11   Secondary= Gattlingfake

12   Category=Support

13   Strength=9999

14   Armor=harvester

15   Dock=NAREFN,GAREFN,UAREFN

16   Harvester=yes

17   ChronoInSound=ChronoMinerTeleport

18   ChronoOutSound=ChronoMinerTeleport

19   Insignia.Veteran=dummy

20   Insignia.Elite=dummy

21   TechLevel=1

22   Sight=4

23   Speed=10

24   AllowedToStartInMultiplayer=no

25   Cost=1

26   Soylent=700

27   Points=25

28   ROT=5

29   Crusher=yes

30   Crewed=no

31   SelfHealing=yes

32   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

33   VoiceSelect=ChronoMinerSelect

34   VoiceMove=ChronoMinerMove

35   VoiceAttack=ChronoMinerMove

36   VoiceHarvest=ChronoMinerHarvest

37   VoiceEnter=ChronoMinerReturn

38   DieSound=GenVehicleDie

39   ProtectedDriver=yes

40   CrushSound=TankCrush

41   MaxDebris=3

42   DebrisTypes=TIRE

43   DebrisMaximums=4

44   Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}

45   Weight=3

46   MovementZone=Crusher

47   ThreatPosed=0

48   DamageParticleSystems=SparkSys,SmallGreySSys

—— Designed by xcz.

```
49    ImmuneToRadiation=yes
50    ImmuneToPsionics=yes
51    Trainable=no
52    CanBeReversed=no
53
54    Experience.PromotePassengers=yes
55    PipScale=Passengers
56    Passengers=50
57    OpenTopped=yes
58    SizeLimit=50
59
60    OpportunityFire=yes;可以在移动中攻击
61    DefaultToGuardArea=yes;自动进入范围防御状态
62    GuardRange=50;自动进入范围防御状态的距离，有敌人靠近就会上前攻击
63
64    ; rapid fire anti-air machine gun
65    [AAGattlingfake]
66    Damage=1000
67    ROF=0.5
68    Range=55
69    Projectile=Invisible4 ;GEF Anti air ;SA
70    Speed=100
71    Warhead=GattWH
72    Report=GattlingGunAttackLoop1
73    ;DownReport=GattlingGunDecreaseLoop1
74    Burst = 2
75    Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
76    NW
77
78    ; rapid fire anti-ground machine gun
79    [AGGattlingfake]
80    Damage=1000
81    ROF=0.5
82    Range=55
83    Projectile=Invisiblelow ;GEF Anti ground ;SA
84    Speed=100
85    Warhead=GattWH
86    Report=GattlingGunAttackLoop1
87    ;DownReport=GattlingGunDecreaseLoop1
88    Burst = 2
89    Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
90    NW
91
92    ; rapid fire machine gun
```

—— Designed by xcz.

```
93   [Gattlingfake]
94   Damage=1000
95   ROF=0.5
96   Range=55
97   Projectile=Invisible3 ;GEF Anti air and anti ground ;SA
98   Speed=100
99   Warhead=GattWH
100  Report=SentryGunAttack
101  Anim=GUNFIRE
102  ;Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
103  NW
104  ————————————————————————————————————————————————————————2
```

105 ;SK Flag Left 修改后的韩国国旗

```
1    ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐
2    形、间谍单位+加电+克隆步兵单位
3    [CASKFGL];沿用震撼的地球国旗代码
4    UIName=Name:KOREAFLAG
5    Name=Flag Korea Left
6    Prerequisite=none
7    Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu
8    riCountry
9    Strength=999
10   RadarInvisible=yes
11   Armor=steel
12   TechLevel=1
13   Adjacent=225
14   Sight=6
15   Cost=0
16   Points=30
17   Capturable=false
18   AIBuildThis=no
19
20   Power=9999
21   Cloning=yes
22   Crewed=yes;末日审判韩国国旗功能，加电+克隆
23
24   Armory=yes
25   Factory=InfantryType
26   Ammo=9999
27
28   ProduceCashStartup=800
```

—— Designed by xcz.

```
29   ProduceCashAmount=500
30   ProduceCashDelay=100
31
32   UnitsGainSelfHeal=9999
33   InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动
34   维修
35
36   Radar=yes
37   SpySat=yes
38
39   HasRadialIndicator=true
40   PsychicDetectionRadius=50
41
42   RadarInvisible=yes
43   GapGenerator=yes
44   GapRadiusInCells=255
45
46   Sensors=yes
47   SensorsSight=50
48   DetectDisguise=yes
49   DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探
50   测隐形、间谍单位
51   ;有了超时空矿车后就不需要设置自己的 0.01s 恢复的超武来遏制对方的超武了。
```

1 ——3

;CU Flag Left 修改后的古巴国旗

```
1    ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击 (自身无法在小
2    地图上被看到)
1    [CACUFGL]
2    UIName=Name:CUBANFLAG
3    Name=Flag Cuba Left
4    TechLevel=1
5    Strength=999
6    Prerequisite=none
7    Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu
8    riCountry
9    AIBuildThis=no
10   Adjacent=225
11   cost=0
12   Soylent=150
13   Insignificant=yes
14   Nominal=yes
```

—— Designed by xcz.

15   RadarInvisible=yes
16   Points=5
17   Unsellable=no
18   Armor=steel
19   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
20   MaxDebris=0
21   ;Selectable=no
22   ;IsBase=no
23   BaseNormal=no ;psst....IsBase isn't a Rules flag
24   Sight=6 ; UC base values
25   ClickRepairable=yes
26   CanBeOccupied=no
27   MaxNumberOccupants=0
28   DistributedFire=no
29   DamageSound=BuildingMetalDamaged
30   DieSound=BuildingMetalDamaged
31
32   Sensors=yes
33   SensorsSight=50
34   DetectDisguise=yes
35   DetectDisguiseRange=50
36
37   DefaultToGuardArea=yes
38   GuardRange=50
39
40   Primary=Gattlingfake
41   Secondary=Gattlingfake
42   ——————————————————————————————————4

1   **;FR Flag Left 修改后的法国国旗**

1   ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)
1   [CAFRFGL]
2   UIName=Name:FRENCHFLAG
3   Name=Flag French Left
4   TechLevel=1
5   Strength=999
6   Insignificant=yes
7   Nominal=yes
8   RadarInvisible=yes
9   Prerequisite=none
10   Owner=British,French,Germans,Americans,Alliance,Russians,Africans,Confederation,Arabs,Yu
11   riCountry

—— Designed by xcz.

12   AIBuildThis=no

13   Adjacent=225

14   cost=0

15   Soylent=150

16   Points=5

17   Armor=steel

18   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60

19   MaxDebris=0

20   ;Selectable=no

21   ;IsBase=no

22   BaseNormal=no ;psst....IsBase isn't a Rules flag

23   Sight=6 ; UC base values

24   ClickRepairable=yes

25   CanBeOccupied=no

26   MaxNumberOccupants=0

27   DistributedFire=no

28   Unsellable=no

29   DamageSound=BuildingMetalDamaged

30   DieSound=BuildingMetalDamaged

31

32   Cloakable=yes;自身隐形

33   CloakingSpeed=1;隐形速度，越小越快; 填 1-10 的数值。这个代码指定该单位的隐形速

34   度，即再次恢复隐形的速度

35

36   DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装

37   PermaDisguise=yes;在移动中不会破坏自己的伪装

38

39   CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的已方单位全部隐形。

40   CloakRadiusInCells=50;这个代码指定建筑隐藏周围已方单位的隐藏半径，要和上面那个配

41   合使用。

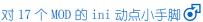42   ;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时，

43   该单位不能隐形。

44   ——XVII

ALLEX——ini 分析

45

1   ——1

1   **;修改后的矿车**

—— Designed by xcz.

```
1   [CMON];沿用反恐联盟矿车代码，只修改了 owner 和主副武器
2   UIName=Name:CMIN
3   Name=Chrono Miner (noback)
4   Nominal=yes
5   ToProtect=yes
6   Prerequisite=none
7   Owner=Americans,British,French,Germans,Italians,Alliance,Russians,Africans,Confederation,K
8   orean,YuriCountry,Japanese,Indians,Arabs,Afghans,Syrian,Chinese
9   AIBuildThis=no
10  Primary=Gattlingfake
11  Secondary= Gattlingfake
12  Category=Support
13  Strength=9999
14  Armor=harvester
15  Dock=NAREFN,GAREFN,UAREFN
16  Harvester=yes
17  ChronoInSound=ChronoMinerTeleport
18  ChronoOutSound=ChronoMinerTeleport
19  Insignia.Veteran=dummy
20  Insignia.Elite=dummy
21  TechLevel=1
22  Sight=4
23  Speed=10
24  AllowedToStartInMultiplayer=no
25  Cost=1
26  Soylent=700
27  Points=25
28  ROT=5
29  Crusher=yes
30  Crewed=no
31  SelfHealing=yes
32  Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
33  VoiceSelect=ChronoMinerSelect
34  VoiceMove=ChronoMinerMove
35  VoiceAttack=ChronoMinerMove
36  VoiceHarvest=ChronoMinerHarvest
37  VoiceEnter=ChronoMinerReturn
38  DieSound=GenVehicleDie
39  ProtectedDriver=yes
40  CrushSound=TankCrush
41  MaxDebris=3
42  DebrisTypes=TIRE
43  DebrisMaximums=4
44  Locomotor={4A582747-9839-11d1-B709-00A024DDAFD1}
```

—— Designed by xcz.

```
45    Weight=3
46    MovementZone=Crusher
47    ThreatPosed=0
48    DamageParticleSystems=SparkSys,SmallGreySSys
49    ImmuneToRadiation=yes
50    ImmuneToPsionics=yes
51    Trainable=no
52    CanBeReversed=no
53
54    Experience.PromotePassengers=yes
55    PipScale=Passengers
56    Passengers=50
57    OpenTopped=yes
58    SizeLimit=50
59
60    OpportunityFire=yes;可以在移动中攻击
61    DefaultToGuardArea=yes;自动进入范围防御状态
62    GuardRange=50;自动进入范围防御状态的距离，有敌人靠近就会上前攻击
63
64    ; rapid fire anti-air machine gun
65    [AAGattlingfake]
66    Damage=1000
67    ROF=0.5
68    Range=55
69    Projectile=Invisible4 ;GEF Anti air ;SA
70    Speed=100
71    Warhead=GattWH
72    Report=GattlingGunAttackLoop1
73    ;DownReport=GattlingGunDecreaseLoop1
74    Burst = 2
75    Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
76    NW
77
78    ; rapid fire anti-ground machine gun
79    [AGGattlingfake]
80    Damage=1000
81    ROF=0.5
82    Range=55
83    Projectile=Invisiblelow ;GEF Anti ground ;SA
84    Speed=100
85    Warhead=GattWH
86    Report=GattlingGunAttackLoop1
87    ;DownReport=GattlingGunDecreaseLoop1
88    Burst = 2
```

—— Designed by xcz.

89 Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
90 NW
91
92 ; rapid fire machine gun
93 [Gattlingfake]
94 Damage=1000
95 ROF=0.5
96 Range=55
97 Projectile=Invisible3 ;GEF Anti air and anti ground ;SA
98 Speed=100
99 Warhead=GattWH
100 Report=SentryGunAttack
101 Anim=GUNFIRE
102 ;Anim=MGUN-N,MGUN-NE,MGUN-E,MGUN-SE,MGUN-S,MGUN-SW,MGUN-W,MGUN-
103 NW
104 ——2

105 ## ;SK Flag Left 修改后的韩国国旗

1   ;步兵训练+自动加钱+自动加血、自动维修+间谍卫星+心灵感应器+黑幕产生器+探测隐
2   形、间谍单位+加电+克隆步兵单位
3   [CASKFGL];沿用震撼的地球国旗代码
4   UIName=Name:KOREAFLAG
5   Name=Flag Korea Left
6   Prerequisite=none
7   Owner=Americans,British,French,Germans,Italians,Alliance,Russians,Africans,Confederation,K
8   orean,YuriCountry,Japanese,Indians,Arabs,Afghans,Syrian,Chinese
9   Strength=999
10 RadarInvisible=yes
11 Armor=steel
12 TechLevel=1
13 Adjacent=225
14 Sight=6
15 Cost=0
16 Points=30
17 Capturable=false
18 AIBuildThis=no
19
20 Power=9999
21 Cloning=yes
22 Crewed=yes;末日审判韩国国旗功能，加电+克隆
23
24 Armory=yes

—— Designed by xcz.

```
25  Factory=InfantryType
26  Ammo=9999
27
28  ProduceCashStartup=800
29  ProduceCashAmount=500
30  ProduceCashDelay=100
31
32  UnitsGainSelfHeal=9999
33  InfantryGainSelfHeal=9999;末日审判美国国旗功能：步兵训练+自动加钱+自动加血、自动
34  维修
35
36  Radar=yes
37  SpySat=yes
38
39  HasRadialIndicator=true
40  PsychicDetectionRadius=50
41
42  RadarInvisible=yes
43  GapGenerator=yes
44  GapRadiusInCells=255
45
46  Sensors=yes
47  SensorsSight=50
48  DetectDisguise=yes
49  DetectDisguiseRange=50;末日审判俄国国旗功能：间谍卫星+心灵感应器+黑幕产生器+探
50  测隐形、间谍单位
51  ;有了超时空矿车后就不需要设置自己的 0.01s 恢复的超武来遏制对方的超武了。
```

———3

;CU Flag Left 修改后的古巴国旗

```
1  ;探测隐形、间谍单位+自动防御海陆空单位靠近+可装载单位进行定点射击 (自身无法在小
2  地图上被看到)
1  [CACUFGL]
2  UIName=Name:CUBANFLAG
3  Name=Flag Cuba Left
4  TechLevel=1
5  Strength=999
6  Prerequisite=none
7  Owner=Americans,British,French,Germans,Italians,Alliance,Russians,Africans,Confederation,K
8  orean,YuriCountry,Japanese,Indians,Arabs,Afghans,Syrian,Chinese
9  AIBuildThis=no
10 Adjacent=225
```

—— Designed by xcz.

```
11    cost=0
12    Soylent=150
13    Insignificant=yes
14    Nominal=yes
15    RadarInvisible=yes
16    Points=5
17    Unsellable=no
18    Armor=steel
19    Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
20    MaxDebris=0
21    ;Selectable=no
22    ;IsBase=no
23    BaseNormal=no ;psst....IsBase isn't a Rules flag
24    Sight=6 ; UC base values
25    ClickRepairable=yes
26    CanBeOccupied=no
27    MaxNumberOccupants=0
28    DistributedFire=no
29    DamageSound=BuildingMetalDamaged
30    DieSound=BuildingMetalDamaged
31
32    Sensors=yes
33    SensorsSight=50
34    DetectDisguise=yes
35    DetectDisguiseRange=50
36
37    DefaultToGuardArea=yes
38    GuardRange=50
39
40    Primary=Gattlingfake
41    Secondary=Gattlingfake
42    ────────────────────────────────────────4
```

1   ;FR Flag Left 修改后的法国国旗

```
1    ;将周围单位全部隐形，包括建筑、步兵、坦克等(自身不在小地图上显示、且自身隐形)
1    [CAFRFGL]
2    UIName=Name:FRENCHFLAG
3    Name=Flag French Left
4    TechLevel=1
5    Strength=999
6    Insignificant=yes
7    Nominal=yes
```

—— Designed by xcz.

8   RadarInvisible=yes
9   Prerequisite=none
10   Owner=Americans,British,French,Germans,Italians,Alliance,Russians,Africans,Confederation,K
11   orean,YuriCountry,Japanese,Indians,Arabs,Afghans,Syrian,Chinese
12   AIBuildThis=no
13   Adjacent=225
14   cost=0
15   Soylent=150
16   Points=5
17   Armor=steel
18   Explosion=TWLT070,S_BANG48,S_BRNL58,S_CLSN58,S_TUMU60
19   MaxDebris=0
20   ;Selectable=no
21   ;IsBase=no
22   BaseNormal=no ;psst....IsBase isn't a Rules flag
23   Sight=6 ; UC base values
24   ClickRepairable=yes
25   CanBeOccupied=no
26   MaxNumberOccupants=0
27   DistributedFire=no
28   Unsellable=no
29   DamageSound=BuildingMetalDamaged
30   DieSound=BuildingMetalDamaged
31
32   Cloakable=yes;自身隐形
33   CloakingSpeed=1;隐形速度，越小越快；填 1-10 的数值。这个代码指定该单位的隐形速
34   度，即再次恢复隐形的速度
35
36   DisguiseWhenStill=yes;指定单位在不移动时会把自身伪装
37   PermaDisguise=yes;在移动中不会破坏自己的伪装
38
39   CloakGenerator=yes;这个代码指定该建筑是否可以将自身周围的己方单位全部隐形。
40   CloakRadiusInCells=50;这个代码指定建筑隐藏周围己方单位的隐藏半径，要和上面那个配
41   合使用。
42   ;CloakStop=填 yes 或 no。这个代码的指定该单位是否受隐形建筑的波及影响。填 yes 时,
43   该单位不能隐形。
44

—— Designed by xcz.