| | | | [core] | https://docs.google.com/spreadsheets/d/1aeP3pUic0lutZlgGix_cM8xR7LEH44gS4ltAxETK954/edit7userstoinvite=sadoldpo | rygon24%40gmail.com&ts=5f49ec37&actionButton | n=1#gid=8909753 | 57⦥=A4 | | | | | | | | | | | |
|--------|--|-----------------------|---|--|--|------------------------------------|----------------------|---|--|--|---------|--|---|---------|--|---|------|----------|
| | | | [carBuild] | ofter (Boca google compressiblestell falle) Bullefüllefüglic (MBRFT EH44)5E48.6E TRUGENETHLISSE auch sich sich sich sich so der State (BBL) Bullefüllefüglich (BBL) Bullefüllefüglich (BBL) Bullefüllefüllefüllefüllefüllefüllefüllef | rygon24%40gmail.com&ts=5f49ec37&actionButtor rygon24%40gmail.com&ts=5f49ec37&actionButtor | n=1#gid=8909753 n=1#gid=8909753 | 57⦥=A167 57⦥=A186 | | | | 1 | | | | | | | +- |
| | Section | | [core] | | | | | | | | | | | | | | | |
| | Code | Value Type | Description | Example | | | | | | | _ | _ | _ | _ | | | | + |
| Added | ode | value Type | | Example | | | | | | | | | | | | | | |
| | | | Necessary Code, will cause error if these are not included name: | | | | | | | | | | | | | | | |
| | | | mass: | | | | | | | | | - | | | | | | - |
| | | | price: | | | | | | | | | | | | | | | |
| | | 4 | maxHp: | | | | | | | | | | | | | | | |
| | ame: ithames: | string | maxHp: Common Keys Defines the unit raw name, game uses it to identify as a unique name. (This is not displayed in-game) | name: customTank1 | | | | | | | | | | | | | | |
| | itNames: | string(s) | Comma separated list of names. Like name but lower priority, useful for multiple optional mods. | atNames: custTank1, customTank1, cTank1 class: CustomUnitMetadata | | | | | | | _ | | | | | | | - |
| 1.13.3 | lass: trictLevel: | float | Reserved for future use, must be CustomUnitMetadata by default. Defaults to 0. 1 = Errors if keys are duplicated. Add to "all-units.template" in root to apply to all units. | strictLevel: 1 | | | | | | | | | | | | | | |
| | rice: | int int | The unit cost from builders/buildings. The 'weight' of the unit, defines how it collides with other units, a greater value means it's tougher to push. | price: 500 mass: 3000 | | | | | | | - | | - | - | | | | + |
| | nass: schLevel: uildSpeed: | int | Defines the Tech Level of the unit, there're 3 levels and each will appear in a different color in the GUI. Time it takes to build the unit. (may multiply with builder speed) | techLevel: 1 | | | | | | | | | | | | | | |
| | uildSpeed: edius: | float / s | Time it takes to build the unit. (may multiply with builder speed) Circular area around the unit that makes it selectable. (mouse click/screen touch) | buildSpeed: 3s radius: 20 | | | | | | - | + | | _ | _ | | | | _ |
| | adius: | bool | Circular area around the unit that makes it selectable. (mouse click/screen touch) Choose whether the unit is bioligical or not, affects sound and splat (unless hideScorchMarktrue) Changes some death defaults, and sort order in Sandbox. | isBio: true isBug: false | | | | | | | | | | | | | | |
| 1.13 | Bug: Builder: | bool | Normally required if this unit places buildings. Defaults to [alijuseAsBuilder. | sBuilder: true | | | | | | | | | | | | | | |
| | navHp: | J | Unit Stats Keys The max health for the unit. (will spawn with this value) | maxHp: 200 | | | | | | | | | | | | | | Ι |
| | etRegenRate: | float | Passive self repair rate. | settRegenRate: 0.01 | | | | | | | | | | | | | | <u> </u> |
| | elfRegenRate: naxShield: tartShield&Fern: | int hool | The max shield hilpoints of the unit. Can start with 0 hilpoints if startShieldAlZero:true. Unit starts with a 0 hilpoints shield on created if true. | selfRegenRate: 0.01 maxShleid: 500 m | | | | | | | - | - | - | | | | | + |
| | hieldRegen: | float | Passive shield regen rate. | shieldRegen: 0.15 | | | | | | | | | | | | | | |
| - | nergyMax: nergyRegen: | float | Defaults to 0. Energy that can be used as ammo for turrets, laser defense and actions. Passive energy regen rate. | energyMax: 1 energyRegen: 0.001 | | | | | | \vdash | + | _ | + | + | | | | +- |
| | nergyStartingPercentage: | float | Sets the percentage of charged energy when the unit is first built. | energyStartingPercentage: 0.5 | | | | | | | | | | | | | | 1 |
| | nergyNeedsToRechargeToFull: nergyRegenWhenRecharging | float | Disables weapons using energy after reaching zero till fully recharged if true. Regen rate while recharging. | energyNeedsToRechargeToFull: true | | 1 | | | | | + | | + | _ | | | | + |
| | nergyDisplayName | string | | | | | | | | | | | | | | | | _ |
| 1.13 | rmour: rmourMinDamageToKeep: | int . | Damage taken away from each hit. (not currently used in any vanilla units) Min damage to keep from received damage. Defaults to 1. | armour: 6 armourMinDamageToKeep: 2 | | <u>L</u> | | | <u> </u> | | | | | | | | | <u> </u> |
| 1.13.3 | orrowResourcesWhiteAirve: eneration_resources: | price | Takes these resources when created and returns them when removed or destroyed. Income unit creates, (custom resource version) | borrowResources/WhileAlive: gold=10 generation_resources: credits=5, gold=20 | | | | | | \vdash | | | | | | | - | + |
| 1.13.3 | eneration_active: | logicBoolean | Disables generation_resources/credits when false. (logic_boolean) | generation_active: if not self.hp(lessThan=100) | | | | | | | \perp | | | \perp | | | | \perp |
| | eneration_active: eneration_credits: eneration_delay: | int | Disables generation_resources/credits when false. (logic_boolean) income unit creates. (credits only) How often generation_resources/credits is added. Defaults to 40. (changing not recommended) | generation_credts: 2 generation_delay: 40 | | | | | | | | | | | | | | _ |
| | | | III and Granhies Keys | | | | | | | | | | | | | | | |
| | howInEditor: isplayText | bool LocaleString | Set to false to hide unit in Sandbox editor. (Defaults to true) The unit name that the name shows to the niquer. | showinEdtor: false displayText: Custom Tank | | | | | | | _ | | _ | _ | | | | |
| 1.13 | isplayText_(LANG): | string | The unit name that the game shows to the player. LANG = ISO 639-1 Code to show this text instead when game is in this language. | displayText_es: Tanque Personalizado | | | | | | | | | | | | | | |
| | isplayDescription: isplayDescription_(LANG): | LocaleString | Unit description that the game shows to the player. LANG = ISO 639-1 Code to show this text instead when game is in this language. | displayDescription: -Fast movement'n-Light damage displayDescription_es: -Movimiento rápidoln-Daflo ligero | | | | | | | - | | 1 | | | | | + |
| | isolayLocaleKey: | string | Translation file key for unit name and description. | displayLocaleKey: units.mechArtillery | | | | | | | | | | | | | | |
| | isplayRadius: iTargetRadius | int int | Defaults to radius value. Set to show a larger or smaller selection circle UI on units. Defaults to displayRadius value. Radius used when attacking/reclaiming/etc this unit | displayRadius: 20 | | | | | | | _ | | | | | | | _ |
| | hieldRenderRadius: | int | Defaults is a little bigger than radius. Set to show a larger or smaller shield circle on units. | shieldRenderRadius: 12 | | | | | | | | | | | | | | |
| | hieldDisplayOnlyDeflection: hieldDeflectionDisplayRate: | float | Hide shield unless deflecting shot if true. Defaults to 4. High value causes shield deflection to fade disappear faster. | shieldDisplayOnlyDeflection: true shieldDeflectionDisplayRate: 3 | | | | | | | | | | | | | | + |
| 1.13.3 | howOnMinimap: | bool | Defaults to true. Hide units on minimap if false. Shows a merged action list if all units selected includes one of these tags. Useful for converted units. | showOnMinimap: false | | | | | | | | | | | | | | 1 |
| 1.13.3 | howActionsWthMosedSelection#OtherUnitsHaveTag: howOnMinimapToEnemies | bool | Shows a merged action list if all units selected includes one of these tags, Useful for converted units. Useful for stealth units | showActionsWithMandSelectionScherrUniteRevrTag true | | | | | | | _ | _ | _ | _ | | | | + |
| | Building: | g | Building Only Keys Defnes if the unit is a building. | isBuilding true | | | | | | | | | | | | | | _ |
| | potprint: | ints | Destries a little clinit is a dississing. Left, up, right, down. Tiles taken up which block unit movement. Defaults to 0,0,0,0 = 1 center file. Tiles taken up for placement of other buildings. Defaults to 0,0,0,0 = 1 center tile. | footprint: 0,0,1,1 | | | | | | | | | | | | | | |
| | onstructionFootprint: isplayFootprint: | ints | Tiles taken up for placement of other buildings. Defaults to 0,0,0,0 = 1 center tile. Left, up, right, down. Only applies to buildings, just used for GUI. Defaults to footprint. | constructionFootprint: -1,-1,1,3 displayFootprint: 0,0,1,1 | | | | | | | _ | _ | _ | | | | | |
| | uildingSelectionOffset: | int | Defaults to 0. Adds or removes padding on the drawn selection rect in UI. | buildingSelectionOffset: 4 | | | | | | | | | | | | | | |
| | uildingToFootprintOffsetX: uildingToFootprintOffsetY: | float | Defaults to 10. Change the building position in the footprint on the X-axis. Defaults to 10. Change the building position in the footprint on the Y-axis. | buildingToFootprintOffsetX: 4 buildingToFootprintOffsetY: 6 | | | | | | | | | | | | | | + |
| | laceOnlyOnResPool: etBuildRate: | bool | Normally used for extractors, forces building construction in a resource pool. Rate unit builds itself when placed without a builder. | placeOnlyOnResPool: true setBuildRate: 0.0008 | | | | | | | | | | | | | | |
| | efBuildRate: gnoreInUnitCapCalculation | float | Rate unit builds itself when placed without a builder. defaults to true for buildings otherwise false. Set to true to not count this unit in unit cap. | setBuidRate: 0.0008 | | | | | | | _ | | | | | | | |
| _ | **** | | defaults to true for buildings otherwise false. Set to true to not count this unit in unit cap. Misc Keys | | | | | | | | | | | | | | | |
| | opyFrom: ont_load: | bool | Uses unt data from another in file as default for this unit, supports multiple files. Do not load unit, and don't error on missing data. Can be useful when used with copyFrom. Overrides another unit with this unit. Build links and map positions to target unit will be replaced. | copyFrom: RODTdefaultTanks template, tankT1.ini dont_load: true overrideAndReplace: builder, combatEngineer | | | | | | | | | | | | | | _ |
| | verrideAndReplace: nNewMapSpawn: | string(s) | Overrides another unit with this unit. Build links and map positions to target unit will be replaced. Values: emptyResourcePools_asNeutral, emptyOrOccupiedResourcePools_asNeutral, mapCenter_asNeutral | overrideAndReplace: builder, combatEngineer al, mapCenter_eachActiveTeam, spawnPoint_eachActiveTeam | | | | | | | _ | _ | _ | | | | | - |
| | lobalScale: | float | Defaults to 1. Changing not recommended. | globalScale: 2 | | | | | | | | | | | | | | |
| | Locked: Locked/GameModeNoNuke: | bool | Disallow building of this unit. Can be used with overrideAndReplace to restrict units player can build. Disallows building of this unit if nukes are disabled during match setup. | isLocked: true isLockedt/GameModeNoNuke: true | | | | | | | | | | | | | | + |
| | xperimental: | bool | Tan unit as experimental. Affects zoomed out inon and end name stats | experimental: true | | | | | | | | | | | | | | |
| 1.13 | xperimental: tayNeutral: reateNeutral: | bool | Set to false to disable capture when unit is on the neutral team. Set to true to always spawn the unit on the neutral team. | createNeutral: true | | | | | | | + | | _ | | | | | + |
| | reateOnAggressiveTeam: | bool | Set to true to always spawn the unit on aggressive teams on single player matches. | createDnAggressiveTeam: true tags: tank, smallTank, piercingDamage | | | | | | | | | | | | | | \vdash |
| | ags: ogOfWarSightRange: | int | List of comma separated strings. Used to classify units, create special actions and balances. Sets number of tiles this unit can see through the fog of war. Defaults to 15. Fog of War range when unitbuilding is incomplete. Defaults to fogOfWarSightRange | tags: tank, smallTank, plercingDamage fogOfWarSightRange: 18 | | | | | | | | | | | | | | |
| | ogOfWarSightRange: ogOfWarSightRangeWhileNotBuilt ofCollisionOnall: | int int | Fog of War range when untitbuilding is incomplete. Defaults to fogOfWarSightRange Creates a soft collision effect when touching other units. | softCollisionOnAll: 3 | | | | | | $\vdash =$ | - | _ | _ | _ | | - | | += |
| | isableAllUnitCollisions: | bool | Unit cannot collide with others if true. | disableAllUnitCollisions: true | | | | | | | | | | | | | | |
| 1.13 | UnrepairableUnit :Unselectable: | bool | No unit can repair this unit if true. | isUnrepairableUnit: true isUnselectable: true | | | | | | \vdash | 1 | | 1 | _ | | _ | | + |
| 1.14 | UnselectableAsTarget | bool | Defaults to is Unselectable. Can be used to create units that cannot be selected but can be targeted for atta | ck, reclaim, etc | | | | | | | | | | | | | | \perp |
| 1.13 | PickableStartingUnit: tartFallingWhenStartingUnit: | bool | If true, unit is added to dropdowns for starting unit in game setup menus. Unit will appear falling from skies when starting unit if true. | isPickableStartingUnit: true startFallingWhenStartingUnit: true | | - | | | | \vdash | + | _ | + | _ | | | | + |
| | oundOnAttackOrder: | sound(s) | List of sound names. Only one will be played on each attack order. Only .ogg and .wav formats. | soundOnAttackOrder: tankAttackOrder1.ogg, tankAttackOrder2.ogg | | | | | | | | | | | | | | _ |
| 1.13.3 | oundOnMoveOrder: oundOnNewSelection: | sound(s) | List of sound names. Only one will be played on each move order. Only .ogg and .wav formats. List of sound names. Only one will be played on each unit selection. Only .ogg and .wav formats. | soundOnMoveOrder: tankMoveOrder1.ogg, tankMoveOrder2.ogg soundOnNewSelection: tankSelection1.ogg, tankSelection2.ogg | | ! | | | | | | | | | | | | |
| = | oundOnNewSelection: anNotBeDirectlyAttacked: anNotBeDamaged | bool | No unit can directly target this unit. If true this will also skip this unit in victory/defeat checks. Defaults to value of canNotBeDirectlyAttacked (be careful setting this without canNotBeDirectlyAttacked, as | canNotSetXirectlyAttacked: true Al will attack forever) | | | | | | \vdash | | | | | | | | + |
| 1.13.3 | anNotBeGivenOrdersByPlayer. | bool | If true unit will not take player or Al orders. | canNotBeGivenOrdersByPlayer: true | | | | | | | | | | | | | | |
| 1.13.3 | anOnlyBeAttackedByUnitsWthTags: isableDeathOnZeroHp | strings(s) | List of tag strings, only units with these tags can directly target this unit. Setting to true allows unit to continue living even at 0 HP, useful for custom "death" action. Warning: If not us | canOnlyBeAttackedByUnitsWithTags: pieroingTank, powerfulTank erl with an auto Trinner of units will attack this unit forever | | | | | | | | | | | | | | + |
| | **** | J | Transport Keys | | | | | | | | | | | | | | | |
| | ansportSlotsNeeded: naxTransportingUnits | int int | Defaults to 1. Number of slots this unit uses up in a transport, experimentals are often set to 5. Number of slots this units has for transporting other units. | transportSlotsNeeded: 2 maxTransportingUnits: 5 | | | | | | | + | _ | + | _ | - | | | + |
| 1.13 | ansportUnitsRequireTag: ransportUnitsRequireMovementType: | string(s) | Only allows trasport of units that have one of these tags. | transportUnitsRequireTag: smalfTank, soldier | | | | | | | | | | | | | | |
| 1.13 | ansportUnitsRequireMovementType: ansportUnitsBlockAirAndWaterUnits: | movementTypes bool | Only allows trasport of units that have one of these movement types. Defaults to true. This unit can only transport LAND units if true. | transportUnitsRequireMovementType: AIR, WATER transportUnitsBlockAirAndWaterUnits: false | | <u> </u> | | | | | | | | | | | | \pm |
| | moreout leitekkoonik itti leite | host | Makes built units stay inside transport instead of exiting it once ready if true. | transportUnitsKeepBuiltUnits: true | | | | | | | | | | | | | | _ |
| 1.13 | ansportUnitsCanUnloadUnits: | LogicBoolean | Defaults to: if not self isOverLiquid() and not self isMoving(). This unit cannot unload units if false. | transportUnits:CanUnioadUnits: false | | | | | | | | | | | | | | \perp |
| 1.13 | ansportUnitsAddUnloadOption: arsportUnitsUnloadDelayBetweenEachUnit: | bool | Defines if unload button should be added to the unit menu Changes the delay it takes between each unit getting unloaded. | transportUnitsAddUnloadOption: false transportUnitsUnloadDelayBetweenEachUnit: 12 | | - | | | | \vdash | - | | - | - | + | - | | + = |
| 1.13 | ansportUnitsUnloadDelayBetweent:achUnit: ransportUnitsKilOnDeath: ransportUnitsHealBy: | LogicBoolean | Changes the deay it takes between each unit getting unifoliated. Defaults to the !! false transported units don't de when transport dies. Rate to heal units that are being transported. | transportUnitsKillOnDeath: if self.isOverLiquid() | | | | | | | | | | | | | | |
| 1.13 | ansportUnitsHealBy: ansportUnitsBlockOtherTransports: | float | Rate to heal units that are being transported. Defaults to true, if false this transports can hold other transports. | | | | | _ | | \vdash | _ | | _ | _ | | | | + |
| 1.13.3 | hileNeutralTransportAnyTeam: | bool | This unit can transport units of any team while neutral if true. | transportUnitsBlockOtherTransports: false whiteNeutralTransportAnyTeam: true | | | | | | | | | | | | | | = |
| 1.13.3 | rhileNeutralConvertToTransportedTeam: onvertToNeutralIfNotTransporting: | bool | Converts this unit to transported team while neutral. Useful with whileNeutralTransportAnyTeam. Reverts back this unit to neutral when unloaded. Useful with whileNeutralTransportAnyTeam. | whileNeutralConvertToTransportedTeam: true convertToNeutrallfNotTransporting: true | | | | | | | + | | 1 | _ | | | | + |
| 1.13.3 | arsportUnitsOnTeamChangeKeepCurrentTeam: | bool | Keeps transported units on their orginal team when this unit is converted if true. | transportUnitsOnTeamChangeKeepCurrentTeam: true | | | | | | | | | | | | | | = |
| | mapor no filia Earth Unit www.ySU sessinglestot | oott | grave variaportationesces on sansportes units. | | | 1 | | | | | | | | | | | | |

| to | | | | | | | | | | | | | | | | | | |
|--|--|--|--|--|--|--|--------------|--|--|---------------|---|---|----|---|---|---|---|---|
| | nsportUnitsKeepWaypoints | LogicBoolean | Default false. When true transported units keep their original waypoints when unloading, and don't get an unit | ad waypoint. | | | | | | | | | | | | | | |
| 440.0 | | - | Downson Marke Mana | | | | | | | | | | | | | | | _ |
| 1.13.3 | | , | Resource Node Keys | | | | | | | | - | - | | | | | | + |
| re | ouroeRate: | float | Used with canReclaimResources. Allows other teams to reclaim this unit. Normally used with neutral team. | Use price to set what resources are gained. | | | | | | | | | | | | | | |
| | ilarResourcesHaveTag: | string(s) | When this has been reclaimed harvester unit moves on to another resource with these tags. | similarResourcesHaveTag: goldResource | | | | - | | | | | | | | | | - |
| 1.13.3 re | ourceMaxConcurrentReclaimingThis: laimPrice: | int | Defaults to unlimited. Set to restict how many units can reclaim this resource at the same time. Like price but for resources. Useful for buildable resources. | resourceMaxConcurrentReclaimingThis: 3 reclaimPrice: gold=1000 | | | | | | _ | _ | _ | _ | | | | | _ |
| 1.13.3 | | 4 | Possesson Manuster Vous | | | | | | | | | | | | | | | _ |
| C | ReclaimResources: | bool | If true this unit can gather resources, useful with resourceRate. | canReclaimResources: true | | | | | | | | | | | | | | |
| Ci | ReclaimResourcesNextSearchRange: ReclaimResourcesOnlyWithTags: | int | Defines the resource search range of this unit when its main gathered resource runs out. | canReclaimResourcesNextSearchRange: 100 canReclaimResourcesCnlyWithTags: foodResource, goldResource | | | | | | | | | | | | | | - |
| Ci Ci | ReclaimUnitsOnlyWithTags | string(s) string(s) | This unit is only allowed to gather resources with these tags. This is for reclaiming units, not for resources. See canReclaimResourcesOnlyWithTags | Carriectaimnesources.Chrywith lags: roodnesource, goldnesource | | | | - | - | _ | | | | _ | | | | _ |
| | in the state of th | #***** | Construction and Factory Keys | | | | | | | | | | | | | | | |
| Ci | RepairUnitsOnlyWithTags | string(s) | | | | | | | | | | | | | | | | |
| Ci | RepairBuildings: | | | canRepairBuildings: true | | | | - | | | | | | | | | | - |
| o o | RepairUnits: oRepair: | bool | Can this can heal ally units. (isBuilder:true is required), canRepairBuildings required for buildings. Automatically try and repair damaged units in nano range. (isBuilder:true is required) | canRepairUnits: true autoRepair: true | | | | _ | | _ | | | | | | | | _ |
| n | ioRange: | int | Defaults to 85. Defines the unit building/repair/reclaim range. | nanoRange: 110 | | | | | | | | | | | | | | |
| n | toRange: toRepairSpeed: toBuildSpeed: | float | Defaults to 85. Defines the unit building/repair/reclaim range. Defaults to 0.2. Defines the unit nano repair/reclaim speed. Defaults to 1. Defines the unit nano building speed. (May multiply with target's buildSpeed) | nanoRange: 110 nanoRegaiSpeed: 0.01 nanoRegaiSpeed: 0.0 | | | | | | | | | | | | | | |
| 1 12 2 01 | noBuildSpeed: | float | Defaults to 1. Defines the unit nano building speed. (May multiply with target's buildSpeed) Defines if this unit must touch its transit to specif it. | nanoBuildSpeed: 0.9 nanoRangeForRepairlsMelee: true | | | | - | - | \rightarrow | | | | | | | | + |
| 1.13.3 na | toRangeForRepairlsMelee: toRangeForReclaimIsMelee: | bool | Defines if this unit must touch its target to repair it. Defines if this unit must touch its target to reclaim it. | nanoRangeForReclaimIsMelee: true | | | | | | | | | | | | | | _ |
| 1.13.3 na | oRangeForRepair: | int | Defines a specific range for the repair action of this unit. | nanoRangeForRepair: 60 | | | | | | | | | | | | | | |
| | noRangeForReclaim: noFactorySpeed: | | | nanoRangeForReclaim: 60 nanoFactorySpeed: 1.2 | | | | | | | | | | | | | | - |
| 60 | raBuildRangeWhenBuildingThis: | | Temporarily adds extra build range to builders to build this unit. Useful for water based buildings. | extraBuildRangeWhenBuildingThis: 90 | | | | | | - | | | | | | | | _ |
| | tFrom_#_name: | string(s) | Useful if adding this unit to build to existing buildings. Like canBuild but in opposite direction. | builtFrom_1_name: landFactory, airFactory | | | | | | | | | | | | | | |
| bi | tFrom_#_pos: | float | Order this build link appears in UI. Using canBuild instead is more recommended. | builFrom_1_pos: 0.1 | | | | | | | | | | | | | | |
| 1 13 3 h | tFrom # forceNanc: | LogicBoolean | Build as if this is a building if true. (even if it's a unit) If the this unit cannot be built in this built link (can be conditioned if lonic Booleans are used) | built-rom_1 forceNano: true built-rom_1 isl noted: if self-builessThan=100) | | | | | | _ | | | | | | | | - |
| 1.13.3 bi | IFrom # isLocked: IFrom # isLockedMessage: | LocaleString | If true this unit cannot be built in this build link. (can be conditioned if logicBooleans are used) Message shown when this build link is locked. | bullFrom 1_islocked: if self.hpilessThan=100) bullFrom 1_islockedMessage: -Needs more population | | | | | | | | | | | | | | |
| 61 | Ly. | float | Where created or unloaded units appears from the transport or building. Defaults to 0. | ext_x:0 | | | | | | | | | | | | | | |
| 0 | Ly: | float | Where created or unloaded units appears from the transport or building. Defaults to 5. | ext.xc5 | | | | _ | - | - | - | | - | - | - | | - | _ |
| 1.13 (1 | _dirOffset: _heightOffset: | float | Defaults to 180 for units and 0 for buildings. Defines the exit direction of created or unloaded units. Defaults to 0. Defines the height where created or unloaded units appears. | exit_dirOffset: 140 exit_heightOffset: 16 | | | | | | | - | - | | | | | | _ |
| 1.13 co | _moveAwayAmount: | float | Defaults to 70. Defines the distance that created or unloaded units moves from this unit. | ext_moveAwayAmount: 10 | | | | | | | | | | | | | | |
| 1.14 c: | tHeightIgnoreParent | bool | gnores parent height for exit height; useful for separating attachments with their parents for building | | | | | | - | | - | | - | | | | | _ |
| 4 | On Construct: | bool | Death Keys Deletes this unit when it starts to build if true. (target building/unit likely will need selfBuildRate set) | dieOnConstruct true | | l | | — | | \rightarrow | - | - | - | | | - | | _ |
| 1.13 di | OnZeroEnergy: | bool | Kills this unit if energy level reaches zero when true. | | | | | | | | | | | | | | | |
| n | OnZeroEnergy: nBitsOnDeath: | int | | deOnZeroEnergy; true numBitsOnDeath: 20 | | | | | | | | | | | | | | |
| n | ieOnDeath: | DOGE | Unit will spawn a nuke detonation built-in effect when dies if true. | nukeOnDeath: true | | _ | | | + | - | | | | | | | - | _ |
| n | eOnDeathRange: eOnDeathDamage: | float | Defines the nuke effect range when using nukeOnDeath. Defines the nuke effect area damage when using nukeOnDeath. | nukeOnDeathRange: 140 nukeOnDeathDamage: 2000 | | - | | | + + + | -+ | - | | -+ | | | | | 1 |
| n | eOnDeathDisableWhenNoNuke: | bool | Defaults to false. If true this unit will not explode with nuke when nukes are disabled in skirmish maps. | nukeOnDeathDisableWhenNoNuke: true | | | | | | | | | | | | | | |
| fir | TurretXAtSelfOnDeath: | | | fireTurretXAISelfOnDeath: turret_1 | | | | \vdash | | - $=$ | - | | - | | | | | - |
| 1.13 0 | ilodeOnDeath: ilodeOnDeathGroundCollision: | boolean | Defaults to true. Disables the unit death explode built-in effect if faise. Defaults to true. Disables the explode built-in effect on death when unit touches ground if faise. | explodeOnDeath: false explodeOnDeathGroundCollision: false | | - | | | | \rightarrow | - | | - | | | | | + |
| 1.14 c: | olodeTypeOnDeath: | preset effects | options: verysmall, small, normal, large, largethit, building, buildingNoShockwaveOrSmoke, verylargeBuilding | | | | | | - | | | | | | | | | _ |
| 1.13 et | ectOnDeath: | effect(s) ref | Spawns built-in or custom effects when unit dies. | effectOnDeath: shockwave, CUSTOM:pieces*3, CUSTOM:deathSound | | | | | | | | | | | | | | |
| 1.13 et | | effect(s) ref string(s) | Like effectOnDeath but when unit touches ground: Useful for flying units. | effectOnDeath:GroundCollision: CUSTOM.bigExplosion unitsSpawnedOnDeath: tank*5, hoverTank | | | | | | | | | | | | | | |
| 40 | sSpawnedOnDeath setToTeamOfLastAttacker | bool | Spawns these units when dies. Comma separated unit identifiers. Units spawned on death will appear on the last attacker team if true. | unitsSewaredOnDeath seffoTeamOfLastAttacker true | | | | | - | | | | | | | | | _ |
| hi | eScorchMark: indOnDeath: | bool | Disables the death scorch mark leaved when unit dies if true. Sets a custom sound for this unit death. | hideScorchMark: true soundOnDeath: tankExplosion1.ogg, tankExplosion2.ogg | | | | | | | | | | | | | | |
| sc | indOnDeath: | string(s) | Sets a custom sound for this unit death. | soundOnDeath: tankExplosion1.ogg, tankExplosion2.ogg | | | | | | | | | | | | | | |
| 1 14 of | OnDeath cctOnDeathifUnbuilt: | bool? | If the unit was not completed, and is destroyed, play this effect. Defaults to effectOnDeath | effectOnDeathifUnbuilt: CUSTOM:implode | | | | | | _ | | | _ | | | | | _ |
| | | GINCO(#) TGI | The dist was not completed, and a destroyed, pay and effect. Destruct to effect of the completed | | | | | | | | | | | | | | | |
| | | , | Action Keys | | | | | | | | | | | | | | | |
| | oTriggerCooldownTime: | time (seconds) | Action Keys Post automatic action cooldown (Not detection cooldown). Defaults to 1s. Warning: Setting this too low for ma | any units might effect performance depending on the action effects. | | | | | | | | | | | | | | |
| | oTriggerCooldownTime: oTriggerCooldownTime_allowDangerousHighCPU: | time (seconds) | Action Keys Post automatic action cooldown (Not detection cooldown). Defaults to 1s. Warning: Setting this too low for ma Allows for auto action cooldown lower than 0.2s. Default to false. Deprecated Keys (can be used but there are better ways) | | | | | | | | | | | | | | | |
| depr. 1.13 | | time (seconds) bool string | Action Keys Port automatic action coordiown (Noti detection coordiown). Defaults to 1st Warning: Setting this too low for mo Defaultomatic action action coordiown lower han 0.2s. Default to failse. Deprecation (Keys) (can be used but there are better ways) Deprecation (1.11), use justice of justices indicate. | | | | | | | | | | | | | | | |
| depr. 1.13 and depr. 1.13 and | | time (seconds) bool string float | Action Keys Ordinal administration coordown (Netf detection coordown) Defaults to 1s. Warning: Setting this too love for mi Ordinal administration coordown lover than 0.2s. Default to table. Supercolland Keys Lead to active Coordown lover than 0.2s. Default to table. Supercolland Keys Lead to active the Coordown Lead to table the Setting | | | | | | | | | | | | | | | |
| depr. 1.13 audepr. | | time (seconds) bool string float int string | Action Keys The alternative action cooldown (Not detection cooldown). Defaults to 1s. Wavning: Setting this too low for management action cooldown hower from 0.2s. Ordinal to tales. Allows for and action cooldown hower from 0.2s. Ordinal to tales. Deposited Keys (and excelled full time are believed weeking). Deposited Keys (and excelled full time are believed weeking). Deposited for 1.51, use justices, a justices instead. Other price of your action for the use, IM your and actions will be likeled to the 8 you use). They price of your action for the use, IM your and actions will be likeled to the 8 you use). | | | | | | | | | | | | | | | |
| depr. 1.13 | | time (seconds) bool string float int string string | Action Keys To advantage address condown (but detector condown) Sofialits to its Warning Setting this to low for me whose for the absolute condown how the or Dis. Ordinat to bloke. The condown the setting of the condown | | | | | | | | | | | | | | | |
| depr. 1.13 or depr. 1.13 | | time (seconds) bool string float int string string float float | Action Key. In the control of the co | | | | | | | | | | | | | | | |
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| depr. 1.13 | TriggerCoddownTime_allowDangercusHighCPU anddownersTip and | time (seconds) bool string float int string string string float string string float bool string | Allow for the and control contribution flower from CSs. Orderd to Date. Opportunitied Tayle (and the sected for this was an extended to the section of the | | | | | | | | | | | | | | | |
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| Compared to the compared to | or Togger Contour Time absorbangemontripic CPU is a second content of the contour Time absorbangemontripic CPU is a second content of the contour Time absorbangement of the contour Time absor | bool Memory Memo | Allow for the an interest content of the annual and a second to be the annual and a second and a | any units night direct performance depending on the action directs. Control June 15 1 C | | | | | | | | | | | | | | |
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| s | nadowOffsetX: | float | | | | | | | | | | | | | | | | |
|--|--|---|--|--|---|--|--|-------|--|--------------|---------------|------|--|---|---|---|--|---------|
| 1 12 2 | adowOffsetY: | float | If shadow image should use frame animation of main image | | | | | | | | | | | | | | | _ |
| - 10.0 E | age shadow frames ck shadow rotation with main turret: | bool | If shadow image should use traine arrination or main image Locks body image shadow locked to first turrer's direction Effects and animation | | | | | | | | | | | | | | | |
| | ck_shadow_rotation_with_main_turret: | | Effects and animation | | | | | | | | | | | | | | | |
| ti | tal_frames sfault_frame | int | Defaults to 1. Animations require this. Sets the default frame to display. Dependent on total_frames. | | | | | | 1 | | | | | | | | | _ |
| fi | ame width: | int | Calculated for you if total frames is set, but can be overridden | | | | | | | | | | | | | | | |
| fi | ame_height | int | Defaults to image height True to create a water wave effect when over water: Default false | | | | | | | | | | | | | | | |
| 9 | sastement: | bool | True to create a water wave effect when over water: Default false True to create a dust effect when over land. Default false | | | | | | _ | | | | | _ | | | _ | _ |
| | elastEffectReverse: | | True to also create effect when unit is reversing | | | | | | | | | | | | | | | |
| d | ustEffectReverse: | | True to also create effect when unit is reversing | | | | | | | | | | | | | | | |
| 1.13 n | overmentEffect overmentEffectReverse | effect | Custom movement effect, can be anything | eg: movementEffect: smoke, CUSTOM:fastDust*2, CUSTOM:pop*5 | | | | | + | | | | | | | | | + |
| 1.13 n | ovementEffectReverse ovementEffectRate | float | | | | | | | | | | | | | | | | |
| | | bool | Create effect as if unit has rotated 180 when reversing | | | | | | - | | | | | | | | - | + |
| n | pairEffectATarget pairEffectATarget pairEffectRate | effect | Custom movement effect, can be anything. Replaces default effect from builders | | | | | | | | | | | | | | | |
| n | ,airEffectRate | int | Defaults to 5 | | | | | | | | | | | | | | | |
| 1.13.3 n | claimEffectAtTarget | effect | | | | | | | + | | \rightarrow | | | _ | | | - | + |
| 1.13.3 n | claimEffectRate | int | | | | | | | t | | | | | | | | | |
| | | bool | Defaults to true. Makes unit body image locked to 0 degrees when false. Often used with animation_direction | | | | | | | | | | | | | | | |
| 9 | nimation_direction_units: | float | 45 for 8 directions, 90 for 4 direction animation. Used with rotate_with_direction:false Animation frames to offset on direction change. | | | | | | | | | | | | | | | _ |
| a | nimation direction strideY: | int | Animation frames to offset on direction change. Used with frame_height. | | | | | | | | | | | | | | | |
| a | nimation_direction_starting: | float | Direction for first frame | | | | | | | | | | | | | | | |
| 1,13.3 d | nimation_direction_useMainTurret | bool | Use main turret | | | | | | | | | | | | | | | |
| 1.13.3 d | sableLowHpFire sableLowHpSmoke owTransportBar. | bool | | | | | | | | | | | | | | | | |
| 1.13.3 s | owTransportBar: lowHealthBar | bool | | | | | _ | _ | + | + | - | | | - | | | _ | +- |
| 1.13.3 s | ow-heathbar now-EnergyBar | bool | | | | | † | | | | \rightarrow | | | | | | | + |
| 1.14 s | nowShieldBar ! | bool | | | | | | | | | | | | | | | | |
| 1.14 s | towQueueBar ! | bool | Deprecated Keys (can be used but there are better, more adaptable ways) | | - | - | - | | + | + + + | \rightarrow | | | _ | | | - | + |
| dept1.12 | Imation_TVPE_start- | int | TYPE can be set to: attack, moving, idia. Use [animation] section instead for more control | animation_moving_ctart_0 | | | | | | | | | | | | | | |
| dopr5.13 o | mation_TYPE_and: | int | End frame, must be larger than start | unimation_moving_end-3 | | | | | | | \neg | | | | | | | |
| Sept. 5-53 | mation_TVPE_scale_start | finat | Scale unit image. Defaults to 1. Useful for bio units or breathing effects. Scale unit image. Defaults to 1. Useful for bio units or breathing effects. | | | - | - | | - | | - | | | | _ | | - | + |
| dept1.13 | Imation_TYPE_speed: | float | Delay for each frame of animation. Larger values cause clower animation | | | | | | | | | | | | | | | \perp |
| dept. 1.12 | matten_TYPE_pingPong- | bool | Play-animation in reverse before repeating. Useful with scale_startiscale_end | | | | | | | | | | | | | | | |
| | Section | | [attack] | The attack section is for global attack characteristics, per-turret overrides these | | | 1 | | | | | | | | | 1 | | |
| - | nde | Value Type | Description | Example | | | | | | | | | | | | | | \perp |
| c | nAttack: | bool | If set to false, can not attack any unit. Regards of other canAttack options below. | | | | | | | | - | | | | | | | |
| | anAttackFlyingUnits: anAttackLandUnits: | LogicBoolean | can also be narrowed per turret. Note: not required if canAttack is false. can also be narrowed per turret | | | | | | | | | | | | | | | _ |
| c | nAttackUnderwaterUnits: | LogicBoolean | can also be narrowed per turret | | | | | | | | | | | | | | | |
| n | axAttackRange: | float | (multiplied by globaliScale) Default true. If false unit can only attack units in contact with the water. Used for units with torpedos. (can als | | | | | | | | | | | | | | | _ |
| 1 13 3 0 | inAttackNotTouchingWaterUnits: inOnlyAttackUnitsWithTags | tans | Default true. If taise unit can only attack units in contact with the water, used for units with torpedos, (can as Will only attack units that has the specified tags. | o be set per turnet) | | | | | _ | | _ | | | | | | _ | _ |
| 1.13.3 c | inOnlyAttackUnitsWithoutTags | tans | Can only attack units without the specified taps | | | | | | | | | | | | | | | |
| 1.13 ti | rretMultiTargeting : | bool | Allow each turrets to fire at a different target at the same time. Very useful if [turret]limitingAngle is used | | | | | | | | | | | | | | | _ |
| 1,13,3 n | Melee: eleeEngangementDistance metRotateWithBody tackMovement: | int | Allow each harrets to fire at a different target at the same time. Very useful if jurnetjimiting/lengle is used Used with a low attack range (ile man/strucklange; 9) makes or and target radas get added to range, and Makes unit move butch reading visits of plantate to 250 for moles, and 0 for non moles (Works even if non- Are all turnets rotated when body rotates. Defaults to true. | erects Al. selec, but might be unexpected to players) | | | | | | | | | | | | | | _ |
| ti | retRotateWithBody | bool | Are all turrets rotated when body rotates. Defaults to true | | | | | | | | | | | | | | | |
| | ackMovement | | | | | | | | | | | | | | | | | _ |
| 0 | eOnAttack: moveOnAttack | bool | Will die when it attacks. Remove unit when it attacks. | | | | | | | | | | | | | | | _ |
| is . | moveOnAttack FixedFiring: mOffsetSpread: | bool | Must aim body at tarnet to shoot. Will often make the unit need to stop before it can aim and shoot. | | | | | | | | | | | | | | | |
| 1 12 | nOffsetSpread: | float | Offset each shot multiplied by target radius. Defaults to 0.6 Unit stops targeting after firing a shot. Rarely used or needed. | aimOffsetSpread:0 will make unit always attack center | | | | | - | | | | | | | | _ | _ |
| d | opTargetingAfterFiring sablePassiveTargeting: | bool | Unit only attacks manually ordered target. Rarely used or needed. | | | | | | | | | | | | | | | |
| 1.13.3 s | rowRangeUlGuide | bool | Will it show the range indicator. Useful for showing ranges in radar and related structures. Set main turnet for lockLegRotationWithMainTurnet, lockShadowRotationWithMainTurnet, etc. | | | | | | | | | | | | | | | _ |
| | MainTurresAs | turret ref | Deprecated Keys - can be used but better to set these per turnet | | | | | | | | | | | | | | | _ |
| | | | | | | | | | | | | | | | | | | |
| depr. 1.13 | retGize: | float | (multiplied by globaliscale) | | | | | | | | | | | | | | | _ |
| depr. 1.13 h | potDelavi | float | Global delay-can also use delay-on-each turret | | | | | | | | | | | | | | | |
| | Section | | [turret_NAME] | | | | | | | | | | | | | | | |
| | ode | Value Type | Description | Turrets fire projectiles with different traits | | | | | - | | - | | | _ | | | - | _ |
| | de | value Type | Necessary Code | example | | | | | | | | | | | | | | + |
| | | float | x: | | | | | | | | | | | | | | | 1 |
| - | | float | y: PositioninniStats | | | - | - | - | + | | -+ | | | | | | - | + |
| | | | Positioning/Stats | | | | | | | | | | | | | | | \perp |
| × | | float | | | | | | | | | - | | | | | | | |
| ly c | pyFrom: | turret ref | Copy all values from another turret as defaut values for this turret | copyFrom: 1 | | | | | + | + + + | - | | | | | | | + |
| P | sjectile | projectile ref | Projectile fired from this turret. | eg: projectile: torpedo | | | | | | | | | | | | | | |
| 1.14 | Projectile ProjectileCondition | projectile ref | Alternative projectile fired from this turnet when altProjectileCondition is true Used with altProjectile | | | - | - | - | - | | | | | | | | - | + |
| 1.13 b | zretX | float | Defaults to 0. Controls horizontal position for projectile spawn. | | | | | | | | | | | | | | | \perp |
| 1.13 b | pyrotes Projectile Projectile Projectile Projectile rent Projectile rent rent rent rent rent rent rent ren | float | Copy all values from another hard as deflat values for the turnel Abstraction projects freed from the cut of which all Projects freed from the cut of which all Projects freed from the cut of which all Projects freed from the Contracts of Contracts from the Contracts for Contracts from the Contracts for C | | | | | | | \vdash | - | | | | | | | \perp |
| | arrelHeight : | float | pregra or swirer at 30. Effect projectile and shoot frame starting height Controls the distance between the center of the turnet and the point from where projectiles shown | size: 5 | | | — | | + | + + + | \rightarrow | | | | | | _ | + |
| t | mSpeed mSpeedAcceleration | float | Make turn speed of the turns. Defaults to disabled, and full turn speed is used. | | | | | | | | | | | | | | | |
| | nSpeedAcceleration | float | Defaults to disabled, and full turn speed is used. | 9 | | — | 1 | _ | +- | + | - | | | - | | - | | _ |
| - 1 | | | present to annu-present alternation, beauty this rights than turn access and might allow faster targets to be | 10 | | | _ | | | | \rightarrow | | | | | | - | + |
| ti ti | mSpeedDeceleration #Dir | float | Defaults to 0 | the state of the s | | | | | | | | | | | | | 1 | |
| 1.13 id | mSpeedDeceleration leDir leDirReversing | float | Defaults to idleDir+180 unless attached to another turret (as attached turret will often be rotating when revers | Ing) | | | | | | | | | | | | | | |
| 1.13 id | mSpeedDeceleration | float | Defaults to idleDir+180 unless attached to another turret (as attached turret will often be rotating when revers Defaults true. False to disable the reseting turret angle when idle | ing) | | | | | | | _ | | | | | | | |
| 1.13 id | mSpeedDeceleration | float bool int float | Defaults to slidDir+180 unless attached to another turnet (as attached turnet will often be rotating when revers Defaults true. False to disable the resering turnet angle when side Disabled by default. Controls how for the turnet will "lock" left and right Controls the delay between ide6 weep movements: | | | | | | | | | | | | | | | |
| 1.13 id | mSpeedDeceleration | float bool int float | Defaults to slidDir+180 unless attached to another turnet (as attached turnet will often be rotating when revers Defaults true. False to disable the resering turnet angle when side Disabled by default. Controls how for the turnet will "lock" left and right Controls the delay between ide6 weep movements: | rqi | | | | | | | | | | | | | | |
| 1.13 k 1.14 k 1.14 k 1.14 k 1.14 k | m Specific Deceleration leibir lectif Reversing loudiff Sessifiumet SedweepAngle leibiweepDday | float bool int float float LogicBoolean float | Collubration (addition—180 unless attended to another turnet (as attained burst will offer be rolleding when reversibleate trans a few parts and the reversible products trans. Each or sides the reversible principle when title. Classification (addition of the parts of the fourth of Tools" let and right Classification (addition of the parts of the fourth of Tools" let and right Classification (addition of the parts of the fourth of Tools" let and right Countries the parts of the | | | | | | | | | | | | | | | |
| 1.13 k 1.14 k 1.14 k 1.14 k 1.14 k 1.14 k 1.14 k | mSpeedDeceleration Bell' Bell' Revening Bell' Reven | float bool int float float LogicBoolean float | Collubration (addition—180 unless attended to another turnet (as attained burst will offer be rolleding when reversibleate trans a few parts and the reversible products trans. Each or sides the reversible principle when title. Classification (addition of the parts of the fourth of Tools" let and right Classification (addition of the parts of the fourth of Tools" let and right Classification (addition of the parts of the fourth of Tools" let and right Countries the parts of the | rej | | | | | | | | | | | | | | |
| 1.13 k 1.13 k 1.14 k 1.14 k 1.14 k 1.14 k 1.14 k 1.14 k | mSpeedDeceleration short MDFRevening MDFRe | float bool int float float LogicBoolean float int | Conducts to delicht 195 unless attorned to worther terret just attorned uneret all then be cristing when ever conducts tour. False to believe the seating tour end only when dies. Conducts tour. False to delicht. Controls from the terret was "con" at and orget Controls to delicy between delicitieses processeries. Controls to be upper allem which the turnt seeping when die Controls to delicy delicitieses processeries. Controls to delicitieses processeries. | | | | | | | | | | | | | | | |
| 1.13 k 1.14 k | mSpeedDeceleration Bell' Bell' Revening Bell' Reven | float bool int float float LogicBoolean float turret ref bool | Chellution to Solich's 150 unless attituded to authorise trans (as attituded trans at it film be relating when more Soliches trans 5 fails to Soliches the sealings trans and pain of the Chellution 150 and 150 unless the sealings trans and only a Contribution 150 unless the sealing sealings of the sealings of the sealings of Contribution 150 unless the sealings of the sealings of the sealings of Contribution 150 unless the sealings of the sealings of the sealings of Contribution 150 unless the sealings of the sealings of the sealings of Contribution 150 unless the sealings of the sealings of Contribution 150 unless the sealings of Contr | | | | | | | | | | | | | | | |
| 1.13 k 1.14 k | Infligence Charles Infligence Ch | float bool int float float LogicBoolean float turret sef bool bool float | Chefulds to Solich's 150 urbos attached to worther berry (as attached between it show he relating when ever Chefulds but a failer is shown the relating the area of the shown of the company. Controls the control of | rogi | | | | | | | | | | | | | | |
| 1.13 k 1.14 k | inSpecificocientation (MCVIII) MCVIIII MCVIIII | float bool int float float float LogicBoolean float int turet ref bool bool float price | Conducts to delich! 150 unless attained to worther terret as attained uner at if then be relating when never Delaction tour False in Selection 150 unless attained to worther terret as delicities of the selection 150 unless at | | | | | | | | | | | | | | | |
| 1.13 k 1.13 k 1.14 k | Indipendit boundaries Individual and the second an | float bool int float float float LogicBoolean float int turet ref bool bool float price | Conducts to delich! 150 unless attained to worther terret as attained uner at if then be relating when never Delaction tour False in Selection 150 unless attained to worther terret as delicities of the selection 150 unless at | rogi | | | | | | | | | | | | | | |
| 1.13 k 1.13 k 1.14 k 1.16 k 1.16 k 1.16 k 1.17 k 1.18 k 1. | Influence Construction Influe | float bool int float float float LogicBoolean float int turet turet turet bool float float price | Conducts to delich! 150 unless attained to worther terret as attained uner at if then be relating when never Delaction tour False in Selection 150 unless attained to worther terret as delicities of the selection 150 unless at | rogi | | | | | | | | | | | | | | |
| 1.13 k 1.13 k 1.14 k 1.16 k 1.16 k 1.16 k 1.17 k 1.18 k 1. | Influence Construction Influe | float bool int float float float LogicBoolean float int turet turet turet bool float float price | Conducts to delich! 150 unless attained to worther terret as attained uner at if then be relating when never Delaction tour False in Selection 150 unless attained to worther terret as design and the Conduction 150 unless attained to the selection 150 unless at the origin Conduction 150 unless attained to the conduction 150 unless at the conduction 150 unless attained 150 unless at | rogi | | | | | | | | | | | | | | |
| 1.13 k 1.13 k 1.13 k 1.14 k 1.14 k 1.14 k 1.14 k 1.14 k 1.15 k 1.16 k 1.16 k 1.17 k 1.17 k 1.18 k 1. | Influence Construction And Co | float bool int float float float LogicBoolean float turret ref bool float price float turret ref float | Conduction to dischol-180 unless attituded to sorther sort (as attituded shared with the lost collecting when mover thought they are also stated to the sorting state and paid and the conduction they are also stated to the sorting of the conduction of the conduction of Conduction the open and many the fourth as well as Conduction the open and many the fourth as well as Conduction the open and many the fourth as well as Conduction the open and many the conduction of conduction of conduction of conduction of Conduction the conduction of the fourth as well as of an around the conduction of conduction of conduction of conduction of conduction of conduction the sort and conduction of conduc | regions and to false and the second service of the second service | | | | | | | | | | | | | | |
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| 11 | Influence Construction Influe | float bool int float float float float float int float float int float bool float | Cheful to Michael The Collect of The | regions and to false and the second service of the second service | | | | | | | | | | | | | | |
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| canShoot: | bool | Defaults to true | | | | | | | | | | | | | | | | |
|--|--|--|--|---|-------------|---|-------|---|--|--|---------------|---|---|---------------|---|--|-------|----|
| canAttackFlyingUnits: | LogicBoolean | Narrows targeting for this turret, note targeting for the whole unit in [attack] is applied first. (so you can only | use this to target less not more) | | | | | | - | | | | | | | | | _ |
| canAttackLandUnits: | LogicBoolean | | | | | | | | - | | | | | | | | - | _ |
| canAttackNotTouchingWaterUnits: | LogicBoolean | Default true. If false unit can only attack units in contact with the water. Used for units with torpedos. | | | | | | | | | | | | | | | _ | _ |
| 3.3 canOnlyAttackUnitsWithTags | tags | | | | | | | | 1 | | | | | | | | | |
| 13.3 canOnlyAttackUnitsWithTags 13.3 canOnlyAttackUnitsWithoutTags | tags | | | | | | | | | | | | | | | | | |
| canAttackCondition: 1.14 canAttackMaxAngle | LogicBoolean | Normally, used to optionally disable a turret based on a LogicBoolean. Eg: this unit's height Max angle to target for turret to be allowed for fire. Defaults to 5, don't set lower. Can be set to 181 for turret | canAttackCondition: if not self.flying | | | | | | 1 | | | | | | | | | |
| 14 canAttackMaxAngle | float | Max angle to target for turret to be allowed for fire. Defaults to 5, don't set lower. Can be set to 181 for turret | s that don't need to turn to fire missiles. | | | | | | _ | | | | | | | | | |
| 1.13 clearTurretTargetAfterFiring | foot | Clears the turrets sub-target when using multi-targeting. Make this turret have less range than the maxAttackRange. Do not apply this to all turrets change maxAttack | Page intend | | | | | | + | - | | | | + | | | _ | _ |
| limitingRange: 1.13 limitingAngle | liber | Linked with idleDir. Turret will only be able to fire at units +/- this angle. | rounge instead. | | | | | | + | | | | | | | | | |
| 1.13 imitingMinRange | | Sets minimum range for turret. | limitingMinRange: 200 | | | | | | | | | | | | | | | |
| 1.13 interceptProjectiles_withTags | | Currently used with anti-nuke units. | | | | | | | | | | | | | | | | |
| interceptProjectiles_andTargetingGroundUnderDistance | ce | | | | | | | | | | | | | | | | | |
| interceptProjectiles_andUnderDistance | | Defaults to 2000, distance inflight before firing | | | | | | | | | | | | | | | | |
| interceptProjectiles_andOverHeight | - | Defaults to 0 Set to enable a projectile laser defence from this turret. Should also set the energyMax in core. | | | | | | | - | | | | | | | | _ | _ |
| laserDefenceEnergyUse: | hoat | | | | | 1 | | | + | | _ | _ | _ | | | | _ | + |
| invisible: | LogicBoolean | Graphics and effects Don't render this turret, but still can shoot, etc. | | | | | | | _ | | | | | | | | | _ |
| image: | file (image) | Use custom image. Overrides unit's main turret image | | | | | | | 1 | | | | | | | | | |
| image_applyTeamColors | bool | | | | | | | | | | | | | | | | | |
| image_drawOffsetX | float | | | | | | | | | | | | | | | | | |
| image_drawOffsetY | float | | | | | | | | | | _ | | | | | | _ | _ |
| chargeEffectimage: | file (image) | Used with warmup. Shows a scaling effect image on turret barrel when charging. | | | | | | | | | | | | | | | | |
| warmupStartEffect | effect ref | | | | | | | | | | | | | | | | | |
| shoot_sound: | string | Can be linked to an .ogg or .wav file, or one of the default game sounds (list at bottom of reference) | shoot_sound: tank_firing shoot_sound: missile.wav shoot_sound: ROOT:audio/shoot.ogg | | | | | | | | | | | | | | | |
| shoot_sound_vol: | float | | | | | | | | | | | | | | | | | _ |
| shoot_flame: | effects | Current types are: small, large, smoke, shockwave, or CUSTOM: effectSectionName | eg: shoot_flame: smoke, CUSTOM:lightFade, CUSTOM:pop*5 | alleged: largeExplosion, smallExplosion, resourcePoolSmoke, nor | neExplosion | | | | - | | | | | | | | _ | _ |
| shoot_light idleSpin: | float | Spin rate when idle, used on missile turrets | | | | | - | | + | + | _ | | | | | | _ | + |
| 1.13 onShoot playAnimation | animation ref | Play a custom animation from an [animation] section after firing this turret | | | | | | | | 1 1 | | | | | | | | - |
| 1.13 onShoot_playAnimation 1.14 onShoot_triggerActions | action refs | Play a custom animation from an (animation) section after firing this turret Trigger these actions each time this turret fires | | | | | | | | | | | | | | | | |
| 13.3 onShoot freezeBodyMovementFor recoilOffset recoilOffTime recoilReturnTime | time | Stops the unit from moving for a certain period of time Push turret forward or back after firing for a recoil effect. Value in pixels. | | | | | | | 1 | | | | | | | | | |
| recoilOffset | float | Push turret forward or back after firing for a recoil effect. Value in pixels. | | | | - | + | - | - | + | | | | | | | - | _ |
| recoilReturnTime | float | Time to get to offset position after fring Time to return to default position | | | | + | + | _ | + | + | \rightarrow | | | \rightarrow | _ | | - | +- |
| 13.3 showRangeUlGuide | bool | | | | | t | | | t | + + + | - | | | - | | | t | |
| unloadUpToXUnitsAndGiveAttackOrder | int | After unloading the units, they are automatically given an attack waypoint against the parent's target | | | | | | | | | | | | | | | | |
| unloadUpToXUnitsAndGiveAttackOrder_withTag | tag(s) | Specifies units with specified tag. | | | | | | | | | | | | | | | | |
| Section | | [projectile_NAME] | | | | 1 | | | | | | | | | | | I | |
| Code | Volume | | Projectiles are necessary to inflict damage on an enemy, but also other purposes | | | | + | - | + | + | | | | | | | - | - |
| Code | | Description | Zampe | + | - | - | + + + | | + | + | | | | | | | - | - |
| | int | Necessary Code directDamage: or areaDamage: | | | | | | | _ | + | _ | | | - | | | _ | _ |
| | | life: | | | | | | | t | | | | | | | | t | 1 |
| | | Core | | | | | | | | | | | | | | | | |
| ife: deflectionPower: 1.13 explodeOnEndOfLife | | How long till this projectile gets removed if it hasn't hit a target, 300 might be a good starting point, change d | epending on speed and range | | | | | | | | | | | | | | | |
| deflectionPower: | float | Defaults to 1. Energy needed for laser defence to deflect1 to disable deflection (only disable for special we Default to false. True to explode at end of life with all side effects and area damage instead of disappearing. | sapons like flames) | | | | | | | $\overline{}$ | | | | | | | | |
| 13 explodeOnEndOfLife | bool | Default to false. True to explode at end of life with all side effects and area damage instead of disappearing. | Good for making area-denial weapons. | | | - | | | + | | _ | | | | | | _ | _ |
| autoTargetingOnDeadTarget: 1.14 autoTargetingOnDeadTargetRange | int | Retarget to nearby unit if target dies while in transit The range which it will select a new target if old target has died | | | | | | | + | | | | | | | | | _ |
| 1.14 autoTargetingOnDeadTargetLead | float | The lead it will try to have on the new target | | | | | | | 1 | | | | | | | | | |
| 1.13 unloadUpToXUnitsFromSource | int | Unload X units from source unit, to projectile explode location | | | | | | | | | | | | | | | | _ |
| 1.13 teleportSource | bool | Move unit that shot this projectile to projectile explode location | | | | | | | | | | | | | | | | |
| 1.13 spawnUnit 1.14 spawnProjectilesOnEndOfLife | unit types | Spawn new units of this type at projectile explode location Spawns new projectiles on end of life, useful for secondary projectiles | eg: spawnUnit: heavyTank, tank"5, hoverTank(offsetX=10) | | | | | | | | | | | | | | | |
| 14 spawnProjectilesOnEndOfLife | projectile ref | Spawns new projectiles on end of life, useful for secondary projectiles | spaunProjectilesOnEndOtLife: torpedo_split(offsetDir=90), torpedo_split(offsetDir=90) | | | | | | - | - | _ | | | | | | _ | _ |
| 1.14 spawnProjectilesOnExplode 1.14 spawnProjectilesOnCreate | projecule rei | Projectiles to spawns when this projectile hits it's target Spawns projectiles on creation of this projectile, useful for making true shotgun-like projectile spread | | | | | | | | | | | | | | | | |
| 13.3 convertHitToSourceTeam | bool | Convert units hit to the team that fired this projectile. Useful to make capturing systems | | | | | | | 1 | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | |
| 1.13 tags | tags | Useful for projectile interceptions (e.g. Nuke and Anti-Nuke Interaction) | | | | | | | | | | | | | | | | |
| 1.13 tags flameWeapon: | tags bool | Useful for projectile interceptions (e.g. Nuke and Anti-Nuke Interaction) Generates small flames on hit (only cosmetic) | | | | | | | | | | | | | | | | |
| flameWeapon: | tags bool | Generates small flames on hit (only cosmetic) Damage | | | | | | | | | | | | | | | | |
| flame/Weapon: directDamage: | tags bool int | Generates small flames on hit (only cosmetic) Damage Damage to target unit on hit. Does not work with targetGround:rue as it won't have a clear unit to target | er's this in rismane | | | | | | | | | | | | | | | |
| flame/Weapon: directDamage: | bool int int float | Generates small flames on hit (only cosmetic) Damage Damage to target unit on hit. Does not work with target@round true as it won't have a clear unit to target Damage to target unit on hit. Does not work with target@round true as it won't have a clear unit to target Damages on arrival of target with an area effect, use areaReadius to adjust size of clamage, target@round ne How wide areaDamage effects. Note this focus of filtriess areaDamages(Pacified is used) | eds this to damage | | | | | | | | | | | | | | | |
| flameWeapon: directDamage: aresDamage: aresDamage: 1.13 aresRadius: | tags bool int int float bool | Generates small flames on hit (only cosmetic) Damage Damage to target unit on hit. Does not work with target@round true as it won't have a clear unit to target Damage to target unit on hit. Does not work with target@round true as it won't have a clear unit to target Damages on arrival of target with an area effect, use areaReadius to adjust size of clamage, target@round ne How wide areaDamage effects. Note this focus of filtriess areaDamages(Pacified is used) | sels this to damage | | | | | | | | | | | | | | | |
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| 1.14 retargetingInFlightSearchRange | int | Range which targets are reselected. Default 120 | | | | | | | | | | | | - | |
|--|--|--|--|-------|---------------|---------|---|--------------|---|--|-------|---------|---------------|-------------------|--|
| 1:14 retargetingInFlightSearchLead | float | The lead of the projectile to try to hit the target: Default 15 | | | | | | | | | | +- | | | |
| 1.14 retargetingInFlightSearchOnlyTags | tag ref | Only retarget units with these tags | | | | | | | | | | \perp | | | |
| 1.13 | | Graphics and effects Recolors this projectile using a hex value. | color: #bebe50 | | | _ | | | | | | +- | $\overline{}$ | \rightarrow | |
| color | color | Recolors this projectile using a hex value. | color: #bebe50 | | | + | - | | | | | + | - | - | |
| 1.13.3 Invisible image: | file (image) | Use custom image. Overrides drawType and frame | | | | + | + | | | | | + | | - | |
| drawType drawSize: | int | Bullt-in image to use. 0:projectiles.png 1:projectiles_large.png 2:projectiles2.png Scale image. Defaults to 1 | drawType:1 | | | | | | | | | | | | |
| drawSize: | float | Scale image. Defaults to 1 | | | | | | | | | | \perp | | | |
| frame hitSound: | int | Built-in image frame to use, starts at zero. Default true | | | | + | - | | | | | + | - | - | |
| 1 13 evolode-ffect | effect ref list | Details fide | explodeEffect: smallExplosion, CUSTOM:myExplodeEffect | | | + | + | | | | _ | + | | - | |
| 1.13 explodeEffect 1.13 explodeEffectOnShield | effect ref list | Use this effect if shield is active on target | | | | | | | | | | + | | | |
| 1.13 teamColorRatio 1.14 teamColorRatio_sourceRatio | float | Mix 0-1 of team colour into color field default is (1-teamColorRatio). Keep more of color when mixing. Note this might saturate colors. | | | | | | | | | | \perp | | | |
| 1.14 teamColorRatio_sourceRatio | float | default is (1-teamColorRatio). Keep more of color when mixing. Note this might saturate colors. | | | | | | | | | | + | $\overline{}$ | \rightarrow | |
| 1.13 drawUnderUnits 1.13 effectOnCreate | effect ref list | | | | | + | _ | - | - | | | + | - | - | |
| 1.13 shouldRevealFog | bool | Reveal fog to player on explode | | | | | 1 | | | | | + | - | - | |
| 1.13 alwaysVisibleInFog | bool | | | | | | | | | | | | | | |
| 1.13 shouldRevealFog 1.13 ahosyValblehiFog 1.13 nekeWeapon trailEffect 1.13 trailEffectRate | bool | Shows on mini-map when fired. Some other side effects as well. | | | | | | | | | | \perp | | | |
| trailEffect | bool/effect | true for built-in defaults, but can also point to any custom effects Defaults to 3 | | | | + | - | | | | | + | - | - | |
| ightCastOnGround | hool | Details to 3 | | | | + | + | | | | _ | + | | - | |
| lightSize: | float | | | | | | | | | | | +- | | | |
| lightColor largeHitEffect | color | | lightColor: #ffe92b | | | | | | | | | \perp | | | |
| largeHitEffect | bool | Creates a large explosion and accompanying sound on hit (only cosmetic) | | | | _ | - | | | | _ | + | - | \rightarrow | |
| lightingEffect: laserEffect | bool | Draw as lighting works best with instant-true Draw as laser works best with instant-true | | | | + | + | | | | _ | + | - | - | |
| 1.14 beaminage | file (image) | Image to use for laserEffect | | | | | | | | | | + | | - | |
| | float | | | | | | | | | | | | | | |
| 1.14 beamImageStart 1.14 beamImageStartRotated | int | Frame start of beam animation effect | | | | | | | | | | + | $\overline{}$ | \rightarrow | |
| 1.14 beaminageStatishotated | int | Defaults false. True to rotate with turret angle Frame end of beam animation effect | | | | _ | _ | | | | _ | + | - | - | |
| 1.14 beamImageEnd 1.14 beamImageEndRotated | bool | Defaults false | | | | \perp | | | | | | \perp | | = $+$ | |
| Section | | [movement] | | | | | 1 | | | | | | | | |
| Section | Vertex | 20 Mariana - Caralana | These are traits the unit has as far as movement goes, such as rotation and accel- | el el | $\overline{}$ | 1 | 1 | | - | | | + | \vdash | \longrightarrow | |
| Code movementType: | string | Defines what kind of terrain the unit will be able to move, along with other properties of unit types. | Example movementType: LAND | | | + | + | | - | | | + | \vdash | - | |
| slowDeathFalt | bool | Used with large aircraft. Makes the unit fall slowly while maintaining its speed at the time of death. | slowDeathFall: true | | | | | | | | | \pm | | - | |
| slowDeathFalt moveSpeed: | float | Maximum movement speed of the unit. | moveSpeed: 1.2 | | | | | | | | | | | | |
| moveAccelerationSpeed: | float | Defines how fast units accelerate to max speed. | moveAccelerationSpeed: 0.07 | | | _ | | | | | | + | \vdash | - | |
| movecieceierationSpeed: | float | Don't make this too low or units will have trouble stopping at waypoints 0.6 default. Over 0.4 will reverse for short distances (at 40% speed). If set to 1 will drive in reverse same as 5 | moveDecelerationSpeed: 0.17 | | + | + | + | | | | | + | + | \rightarrow | |
| reverseSpeedPercentage: landOnGround: | bool | 0.6 default. Over 0.4 will reverse for short distances (at 40% speed). If set to 1 will drive in reverse same as 5 Should flying unit land when idle. | land On Ground: false | | | + | + | | | | _ | + | | - | |
| targetHeight | float | Should flying unit land when idle. Defaults to 0 but if AIR movementType default is 35 Smooth arrinated height change. Defaults to 0 but if AIR movementType default is 1.5 | targetHeight: 25 | | | | | | | | | | | = | |
| targetHeight: targetHeightDrift: | float | Smooth animated height change. Defaults to 0 but if AIR movementType default is 1.5 | targetHeight: 25 targetHeightDrift: 1 | | | | | | | | | \perp | | = | |
| startingHeightOffset 1.14 heightChangeRate: | float | | | | | - | - | | | | | + | - | \rightarrow | |
| 1.14 hegritChargeRate: | float | Rate at which the unit changes height, either from converting or drifting The acceleration in which a unit drops | heightChangeRate: 3 | | | | | | | | | + | | | |
| 1.14 fallingAcceleration: 1.14 fallingAccelerationDead: maxTurnSpeed: | float | fallingAcceleration but when destroyed | | | | | | | | | | + | | - | |
| maxTurnSpeed: | float | | | | | | | | | | | | | | |
| turnAcceleration: | float | | | | | | 1 | | | | | + | - | \rightarrow | |
| moveSlidingMode: | bool | Makes the unit slide when moveDecelerationSpeed is lower, making them drift and feel natural Allows the unit to move without fully turning in the direction its moving, useful for ships and air units | | | | + | - | | | | _ | + | - | -+ | |
| movelgnoringBody: | int | palows the unit to move without day surning in the direction its moving, diseid for strips and all units | | | | | | | | | | + | | - | |
| moveSidingDir: joinsGroupFormations: ignoreMoveOrders | bool | Defaults to true. Changing not recommended | | | | | 1 | | | | | + | | | |
| ignoreMoveOrders | bool | Ignore and remove movement type waypoints. Always to true for buildings. | | | | | | | | | | | | = | |
| Section | | [ail | This determines what the Al will use the unit for, does not effect player | | | | | | | | | | | | |
| Code | Value Tyres | | This determines what the A. will use the time to, does not effect player | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| useAsBuilder: | bool | Set to true if unit can build or repair buildings. Defaults to [core]isBuilder. | Example | | | | | | | | | + | | - | |
| Code useAsBuilder: useAsTransport | bool | Description Set to true if unit can build or repair buildings. Defaults to [core]isBuilder: Defaults to true if unit can transport units | Example | | | | | | | | | | | | |
| useAsTransport useAsHarvester | bool bool bool | Defaults to true if unit can transport units Defaults to true if unit can reclaim resources | Example | | | | | | | | | | | # | |
| useAsTransport useAsHarvester | bool bool bool bool | Defaults to true if unit can transport units Defaults to true if unit can reclaim resources Can Al use this unit for attacks. Defaults to true. | krample | | | | | | | | | | | \equiv | |
| useAsTransport useAsHarvester useAsHarvester disableUse: | bool bool bool bool bool | Defaults to true if unit can transport units Defaults to true if unit can reclaim resources Can A lus et his unit for attacks. Defaults to true. Disastive At building this unit for building Defaults to OS Set between G-1, higher means AI is more likely to upgrade this unit before others | ksample | | | | | | | | | | | | |
| useA Transport useA Sharvester useA Sharvester useA Sharvester disable Use: ai_upgrade Priority | bool bool bool bool float | Debtahs to the if and can trainport units Octatable to the if and can inclaim resources Can A use the unit for attacks. Cellulath to true. Debtahs to 10 US fine that of called to true. Debtahs to 10 US set between 0-1, higher means AI is more likely to upgrade this unit before others Buildings only. | Sample | | | | | | | | | | | | |
| useAA Transport useAA Affaveater useAA Affacker disable Lie: ai jupgradePriority buldPriority: | bool bool bool bool float | Contains to bear of unit con transport units Collectifies to bear of unit con retailm resources Casi A use this unit for attacks. Defaults to true. Casi A use this unit for attacks. Default to true. Collectifies 10: All Collectifies 11: Light researe All is more filely to upgrade this unit before others Buildings only. 5.1. All uses 8.0 for first land factory, 6.4 for first but for the total truet. | Example | | | | | | | | | | | | |
| usaha Taraport usaha Harvester usaha Haksoker disabel Use di Japan Harvester di Japan Har | bool bool bool bool bool float float float | Dichals to that if our can branged on this Cana A use this unit for attitudes. Defaults to true. Cana A use this unit for attitudes. Defaults to true. Dichals to to 10.5 dis strokens of 1-1 tipper resear A is more lakely to upgrade this unit before others Buildings only. 5.1.4 A use of 5 for feat and before, of 6-1 for an featory 0.4 for for turnet. Add to buildings only. | Compine | | | | | | | | | | | | |
| useA Transport useA shareveter useA shareveter useA shareveter disable lize: a upgradePriority buildPriority; nonel@saset.briaPriority; nonel@saset.briaPriority; | bool bool bool bool bool float float float float float | Districts to last of year on instance or the contract of the c | Lampie | | | | | | | | | | | | |
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| usubd Tarasport ubbd Verwarder d desidestuder d oppositions of the second of the se | Counts | Districts to be an of our related on the region country of the cou | Example | | | | | | | | | | | | |
| usubd Tarasport ubbd Verwarder d desidestuder d oppositions of the second of the se | Value Type ficat | Districts to be an of our related on the region country of the cou | Example | | | | | | | | | | | | |
| usubd Tarasport ubbd Verwarder d desidestuder d oppositions of the second of the se | Value Type ficat | Districts to the of our criments resource. Gladeric to the aft our criments resource. Gladeric to the aft our criments resource. Gladeric to be aft our criments resource. Gladeric to A beliefy the unit or basility. Gladeric to A beliefy the unit or basility or research as more lawly to upgate the unit before offere offered by the criments of the unit before offere offered by the criments of the unit before offered by the criments of the criments of the criments. Addition to district the criments of the criments of the criments of the criments. Addition to districtive, if the unit before criment or any where on the map Districts to 30. Oversion buildings of the criments of the criments. Districts to 30. Oversion buildings of the criments of the criments of the criments of the criments. Districts to 10. Oversion buildings of the criments of the criments of the criments of the criments. Districts to 10. Oversion buildings of the criments of the criments. Districts to 10. From the timents of the criments. Districts to 10. From the timents of the criments. Districts to 10. From the timents of the criments. Districts to 10. From the timents of the criments. Grandings and offices. | Example | | | | | | | | | | | | |
| cool of Toroport cited Vericedar de de Vericedar de veri | Value Type ficat | Districts to be an of our related on the region country of the cou | Example | | | | | | | | | | | | |
| cool of Tarapport class the Vereiner description descr | Value Type ficat | Districts to the of our center response to the Control of the Cont | Example | | | | | | | | | | | | |
| cook of strangent cook of stra | Value Type ficat | Districts to the of our criments resource. Gladeric to the aft our criments resource. Gladeric to the aft our criments resource. Gladeric to be aft our criments resource. Gladeric to A beliefy the unit or basility. Gladeric to A beliefy the unit or basility or research as more lawly to upgate the unit before offere offered by the criments of the unit before offere offered by the criments of the unit before offered by the criments of the criments of the criments. Addition to district the criments of the criments of the criments of the criments. Addition to districtive, if the unit before criment or any where on the map Districts to 30. Oversion buildings of the criments of the criments. Districts to 30. Oversion buildings of the criments of the criments of the criments of the criments. Districts to 10. Oversion buildings of the criments of the criments of the criments of the criments. Districts to 10. Oversion buildings of the criments of the criments. Districts to 10. From the timents of the criments. Districts to 10. From the timents of the criments. Districts to 10. From the timents of the criments. Districts to 10. From the timents of the criments. Grandings and offices. | Example | | | | | | | | | | | | |
| cook of strangent cook of strangent dealerches deal | Value Type ficat | Districts to the of our criments resource. Gladeric to the aft our criments resource. Gladeric to the aft our criments resource. Gladeric to be aft our criments resource. Gladeric to A belong the unit or business. Gladeric to A business to the total business. A bits to business to a business to be after the party where on the map. Districts to S Districts business. Districts to S Districts business. Districts to S Districts business. Districts to S Districts to B party or business. Districts to S Districts to B party or business. Districts to S Districts to B party or business. Districts to S Districts business. Districts to S Districts business. Districts business. Gladeric business. Gladeric business. Gladeric business. Gladeric business. Districts business. Di | Example | | | | | | | | | | | | |
| cook of strengers cook of strengers dealers of the strengers dealers of the strengers dealers of the strengers dealers of the strengers cook of the streng | Value Type ficat | Clocked to the of the content of the | Example | | | | | | | | | | | | |
| cook of strengers cook of strengers dealers of the strengers dealers of the strengers dealers of the strengers dealers of the strengers cook of the streng | Value Type ficat | Districts to the of our criments resource. Gladeric to the aft our criments resource. Gladeric to the aft our criments resource. Gladeric to be aft our criments resource. Gladeric to A belong the unit or business. Gladeric to A business to the total business. A bits to business to a business to be after the party where on the map. Districts to S Districts business. Districts to S Districts business. Districts to S Districts business. Districts to S Districts to B party or business. Districts to S Districts to B party or business. Districts to S Districts to B party or business. Districts to S Districts business. Districts to S Districts business. Districts business. Gladeric business. Gladeric business. Gladeric business. Gladeric business. Districts business. Di | Example | | | | | | | | | | | | |
| cook of strangent cook of strangent dealers of the strangent dealer | Value Type ficat | Districts to the of our center response to the Control of the Cont | Example | | | | | | | | | | | | |
| cook of services class of the control of the contr | Value Type ficat | Includes to the affect on relief measurement. Globalities to the affect on relief measurement. Globalities to the affect on relief measurement. Globalities to Alleting Res under charities. Addities to Enderwork, Pitting and committee and in the any winder on the major. Addities to Enderwork, Pitting and committee and in the any winder on the major. Addities to Saletines to Alletines to Alletines to Alletines. Addities to Saletines to Alletines to Alletines to Alletines. Globalities to Saletines to Alletines to Alletines. Globalities to Saletines to Alletines to Alletines. Globalities to Saletines to Enderwork to Enderwork to Alletines to Alletines to Alletines. Globalities to Saletines to Enderwork to Alletines to Alletines to Alletines to Alletines to Alletines. Globalities to Alletines to Alletines to Alletines to Alletines to Alletines to Alletines to Alletines. Globalities to Alletines and Alletine | Example | | | | | | | | | | | | |
| cook of services class of the control of the contr | Value Type ficat | Includes to the affect on relief measurement. Globalities to the affect on relief measurement. Globalities to the affect on relief measurement. Globalities to Alleting Res under charities. Addities to Enderwork, Pitting and committee and in the any winder on the major. Addities to Enderwork, Pitting and committee and in the any winder on the major. Addities to Saletines to Alletines to Alletines to Alletines. Addities to Saletines to Alletines to Alletines to Alletines. Globalities to Saletines to Alletines to Alletines. Globalities to Saletines to Alletines to Alletines. Globalities to Saletines to Enderwork to Enderwork to Alletines to Alletines to Alletines. Globalities to Saletines to Enderwork to Alletines to Alletines to Alletines to Alletines to Alletines. Globalities to Alletines to Alletines to Alletines to Alletines to Alletines to Alletines to Alletines. Globalities to Alletines and Alletine | Example | | | | | | | | | | | | |
| toda Transport Local Verlander Galanticus Galanticu | Value Type ficat | Districts to the of our center response to the Control of the Cont | Example | | | | | | | | | | | | |

| drawFootWhenZoomedOut | | For performance, defaults changes based on unit size | | | 1 | | | 1 | | | | $\overline{}$ | \neg |
|--|------------------|--|--|--|---|------|------|---|---|------------------|--------|---------------|---------------|
| resetAngler | float | [attachment_NAME] | | | | | | | | | | | |
| Section | Value Type | [attachment_NAIVIE] Description | Attachments are slots where other units can be positioned or carried Example | | | | | | | | | \leftarrow | 4 |
| 1.13.3 X | float | - | | | | | | | | | | | |
| 1.13.3 y 1.13.3 height | bool | | | | | | | | | | | | \pm |
| 1.13.3 height 1.13.3 idleDir 1.14 idleDirReversing | int int | | | | | | | | | | | | |
| 1.13.3 isVisible 1.13.3 onCreateSpawnUnitOf | bool unit ref | | | | | | | | | | | | |
| 1.13.3 isUnselectable canAttack | bool | Defaults to false Defaults to true. Set to false to stop this attachment attacking. | | | | | | | | | = | = | = |
| 1.13.3 canBeAttackedAndDamaged | bool | | | | | | | | | | = | | = |
| 1.13.3 deattachifWantingToMove 1.13.3 tockLegMovement | bool | If the unit is ordered to move, it will detach. This includes waypoints from actions. | | | | | | | | | | | |
| 1.13.3 lockLegMovement 1.13.3 keepAlveWhenParentDies 1.13.3 setDrawLayerOnTop | bool | Defaults to false | | | | | | | | | | | _ |
| 1.13.3 setDrawLayerOnBottom 1.13.3 addTranscortedUnits | bool | | | | | | | | | | - | | $\overline{}$ |
| 1.13.3 lockRotation 1.13.3 rotateWthParent | bool | | | | | | | | | | | | \perp |
| 1.13.3 resetRotationWhenNotAttacking | bool | Similar to shouldResetTurret.for turrets. It will priotize targeting the main target. Defaults to true. | | | | | | | | | = | = | = |
| 1.13.3 prioritizeParentsMainTarget 1.13.3 alwaysAllowedToAttackParentsMainTarget | bool | It was protecte saligering one mant saliger. Detailers to trude. Will always that of the parent sanit saliget. Defaults false. If true attached units are not converted when parent changes team. Eg from jorojectile/jonvent | | | | | | | | | | | \pm |
| onParentTeamChangeKeepCurrentTeam | bool | | | | | | | | | | - | | _ |
| onConvertKeepExistingUnitinSameSlot unloadinCurrentPosition keepWayopintsNeedingMovement | bool | Defaults false. If true transported attached units are kept current attached location when unloading Defaults false. If true attached units keep waypoints with movement even while they cannot move. Useful if the | ev will be automatically deattached soon. | | | | | | | | = | = | |
| keepWaypointsNeedingMovement 1.14 smoothlyBlandPositionWhenExistingUnitAdded 1.14 keepWaypointsNeedingMovement | bool | Defaults to false. When false any queued waypoints needing movement to complete get removed. | | | | | | | | | = | = | |
| 1.14 showAllActionsFrom 1.14 createIncompleteifParentis: | LogicBoolean | Show all actions of the units attached in the parent unit list when selected | | | | | | | | | | | |
| 1.14 createIncompleteIParentIs: 1.14 redirectDamageToParent: 1.14 redirectDamageToParent_shieldOnly: | bool | Redirects damage done to this attachment to the parent instead of damaging itself directly | | | | | | | | | = | \perp | |
| | bool | [-ff+ NANAT] | | | | | | | | | | | |
| Section | Value Type | Description Description | Effects are purely visual, but can be important for a mod Example | | | | | | | | | | |
| 1.13 life | float | Description Defaults 200. Time till effect is removed. Set low as possible to reduce effect overhead. Random offert life by 41 this solve. | Example title: 70 titleRandom: 12 | | | | | | | | | | |
| 1.14 lifeRandom 1.13 alsoEmitEffects | effect ref | Create more effects when created, useful for meta-effects. Note: other 'alsoEmitEffects' on created effects are | Intercandom: 12 Ignored. | | | | | | | | | | |
| 1.14 alsoEmitEffectsOnDeath ifSpawnFailsEmitEffects | | Create these effects when life runs out. If 'spawn/Chance' for this effects falls then emit these effects instead | | | _ | | | | _ | | - | - | |
| 1.13 alsoPlaySound | sound ref | Defaults false | | | _ | | | | | | = | = | $\overline{}$ |
| 1.13 createWhenZoomedOut | bool | Defaults true | | | | | | | | | | | |
| 1.13 Conservine Conservation Co | bool | Defaults true Defaults true Defaults true Defaults fixe Default 1, if less than 1 effect only has a random chance of being created | | | | | | | | | | | |
| 1.13 spawnChance 1.13 showInFog | float | Default 1. If less than 1 effect only has a random chance of being created Default false | | | _ | | _ | | _ | | - | +- | + |
| 1.13 delayedStartTimer 1.13 typeAfferAffachedDies | float | Default false Hide for x time before showing and updating effect. Defaults dates when attached to it is below used. | | | | | | | | | | | = |
| 1.13 EveAfterAttachedDies 1.13 priority | string | Defaults false when attached ToUnit is being used Defaults to high, verylow/low/flow/flow/high/veryhigh/critical. Takes effect when too many effects are being shown at on | 02. | | | | | | | | = | = | \perp |
| 1.13 attachedToUnit | bool | Movement Attach to unit or projectile that created this effect. Will move with this object. | | | | | | | | | | | \pm |
| 1.13 alwayStartDirAlZero 1.13 atmospheric | bool | Ignore source/attached unit dir Apply drag to slow this effect down and add small wind effects | | | | | | | | | | | |
| 1.13 atmospheric 1.13 physics 1.13 physics 1.13 physicsGravity 1.13 XOffsetRelative | float | Fall to ground and bounces. Needs height to take effect. Defaults to 1. height speed acceleration when physics: true | | | | | | | | | - | - | |
| 1.13 xOffsetRelative 1.13 yOffsetRelative | float | Agric was not related to the sur- latery days a loss of the select down and add small while effects "Fall to provid and bounces. Needs height to bits effect." Doubtable 11. Haight pointed acceptance where projects the Doubtable 11. Haight pointed controlled the project the controlled the selection of the select | | | | | | | | | = | = | |
| 1.13 xOffsetRelativeRandom | float | Random offset by +/- this value | | | | | | | | | | | \pm |
| 1.13 yOffsetAbsolute | float | Random offset by +/- this value Offset starting effect by position ignoring direction of attached turret, projectile, unit | | | | | | | | | = | | |
| 1.53 yOffsetAbsolute 1.53 xOffsetAbsoluteRandom 1.53 yOffsetAbsoluteRandom 1.53 yOffsetAbsoluteRandom 1.53 ySpeedRelative 1.53 ySpeedRelative | float | | | | | | | | | | - | | |
| 1.13 yOffsetAbsoluteRandom | float | Random offset by +/- this value Random offset by +/- this value | | | | | | | | | = | | \perp |
| 1.13 ySpeedRelative | float | | | | | | | | | | = | \rightarrow | \perp |
| 1.13 xSpeedRelativeRandom 1.13 ySpeedRelativeRandom | float | Randomly change by -value to value Randomly change by -value to value | | | | | | | | | = | | |
| 1.13 xSpeedAbsolute 1.13 ySpeedAbsolute | float | | | | | | | | | | -+ | +- | _ |
| 1.13 xSpeedAbsoluteRandom 1.13 ySpeedAbsoluteRandom | float | Randomly change by -value to value Randomly change by -value to value | | | | | | | | | - | | |
| 1.13 hOffset 1.13 hOffsetRandom | float | height offset from source Randomly change by -value to value | | | | | | | | | = | = | |
| 1.13 hSpeed | float | height speed | | | | | | | | | | | \pm |
| 1.13 hSpeed 1.13 hSpeedRandom 1.13 dirOffset | float | height speed Randomly change by -value to value rotation Randomly change by -value to value | | | | | | | | | - | +- | _ |
| 1.13 dirOffsetRandom | float | | | | _ | | | | _ | | - | +- | + |
| 1.13 di/Speed 1.13 di/SpeedRandom | float | Randomly change by -value to value Graphics | | | | | | | | | = | | + |
| 1.13 frameIndex | int | frame of to use | | | | | | | | | = | \rightarrow | \pm |
| 1.13 stripIndex | int/string | A built-in image set to use. Cannot be used with custom image | effects/explode_big/light_50/flame/effects/effects/project/les/project/les2/explode_bits | | | | | | | | = | = | \pm |
| tamelnderRandom 113 briphotex 113 inage imageShadow 113 scaleTo 113 scaleTo 113 scaleTom 115 colorRatio | image image | A built-in image set to use. Cannot be used with custom image Custom mage file to use. Cannot be used with adiplinates. Custom mage file to use Cannot be used with adiplinates. Custom mage file to use brailadous Defaults to 1 Defaults to 1 Defaults to 1 Defaults to 1 | | | | | | | | | \pm | \pm | \pm |
| 1.13 scaleTo 1.13 scaleFrom | float | Defaults to 1 Defaults to 1 | | | 1 | | | | | | - | - | _ |
| 1.13 color | color | Defaults #FFFFFFF | | | | | | | | | = | = | _ |
| | bool | 0-1 | | | | | | | | | | | |
| 1.13 fadeInTime 1.13 fadeOut | float | Fade alpha from 0% to 100% for this time at start Fade alpha from 100% to 0% based on life. Set alpha is higher than 1 to delay fade | | | | | | | | | - | - | +- |
| alpha shadow | | reduce agent interest of the Oris control of the set higher than a to delay facefore interest of the original and original | | | | | | | | | - | | |
| | int | | | | 1 | | | | | | = | | = |
| 1.13 total_frames 1.13 animateFrameStart | int | Total frames of 'Image', used with animation or frameIndex. Only needed with custom images | | | | | | | | | | | \pm |
| 1.13 animateFrameEnd 1.13 animateFramePingPong | int int | | | | _ | | | | | | - | \pm | \pm |
| 1.13 animateFrameSpeed 1.13 animateFrameSpeedRandom | time time | | | | | + | | | | \vdash | $ \mp$ | | + |
| 1.14 animateFrameLooping | bool | Defaults false. When false effect is removed when animation ends | | | | | | | | | | | |
| Section | | [animation_NAME] | Use this to make intricate animations based on different circumstances | | | | | | | | | | |
| Code 1.13 onActions : Unknown | Value Type | Description move, attack, idle, underConstruction, underConstructionWithLinkedBuiltTime, queuedUnits For anAction: queuedUnits. Amount queue needs to reach before starting, set between 0-1 | Editor | | | | | | | | | | |
| 1.13 onActionsQueuedUnitPlayAt : float | | For onAction: queuedUnits. Amount queue needs to reach before starting, set between 0-1 Blend with last animation for this time | | | _ | + | | | | $\vdash \exists$ | $-\mp$ | + | + = 1 |
| 1.13 blendin : time | | | | | | | | | | | | - | $\overline{}$ |
| 1.13 blendin : time 1.13 blendOut : time | hoel | Blend with next animation for this time | | | | | | | _ | - | | - | - |
| 1.13 blestonic butter to the time 1.13 blendout : time 1.13 pingPong 1.13 Keyframe TimeScale : float | bool float | Bland with next animation for this time Play animation in reverse after it ends Scales all layframe times, useful to make an animation faster/slower without changing everything | | | | | | | | | = | \equiv | \equiv |
| | bool float | Bland with next animation for this time Play animation in reverse after it ends Scales all keyframe times, useful to make an animation fasterislower without changing everything Keyframes - create as many as needed | eg amn1, Sc (c S. dr: 90) | | | | | | | | | | |

| Column | _ | | | | | | | | | | | | | | | | | | | |
|--|--|---|--|---|--|---|----------|--|---|-------------|---|---------------|----|---|---|---------------|---------------|----------------|----------|---|
| Company | ь | ody_[time] | | Adds a keyframe at time for body. Only frame and scale allowed on body | eg: body_4s: (trame: 4, scale: 0.5) | | | | | | | | | | | | | - | | |
| Column C | 1.14 c | flect_[time] | | Spawn effects while playing an animation | eg: effect_2s: {name: CUSTOM myExplode, x: 0,y: 5} | | | | | | | | | | | | \vdash | - | | |
| Column C | d | irection units | float | Overrides forachics animation direction units while this animation is claving | | | | | | + | | | | | | | \vdash | $\overline{}$ | | |
| March Marc | d | irection_strideX: | int | Overrides [graphics]animation_direction_strideX | | | | | | | | | | | | | | | | |
| Column C | | | | | | | | | | | | | | | | = | - | - | | |
| March Marc | 0 | rector_starting: | HOME | Deprecated Keys (can be used but there are better ways) | | | | | | | | _ | | | | - | - | - | | |
| March Marc | 1.13 | tart - int | | Start image frame_deprecated | | | | | | | | | | | | | = | | | |
| March Marc | 1.13 | nd vint | | Ind image frame, deprecated Start code, Deprecated, use both instrume instead. | | | | | | | | | | | | - | \vdash | $\overline{}$ | | |
| March Marc | 1.13 | cale-and-float | | End-scale-Deprecated-use-body-keyframes-instead- | | | | | | | | | | | | | $\overline{}$ | $\overline{}$ | | _ |
| March Marc | 1.13 % | pood+final | | Speed-smaller is faster-Only effects start-end-scale_start-scale_end | | | | | | | | | | | | = | - | \blacksquare | | |
| March Marc | | | | Control of the control | | | | | | | | | | | | \rightarrow | $\overline{}$ | $\overline{}$ | | |
| Part | | Section | | | Actions that can dynamically cause changes to units and resources | | | | | | | | | | | | | | | |
| March Marc | | a de | Makes Years | hiddenAction_NAME] is basically an action with isVisible: false by default | C | | | | | | | _ | _ | | | | | | | |
| Margin M | te | est . | string | Text shown in III | example | | | | | | | | | | | | - | $\overline{}$ | | |
| Margin M | te | antPostFix: | string | fext shown as suffix, useful with textAddUnitName to create text UI | text: [textPostFix:] textAddUnitName: unitRef self.attachment/slot="\$(slotId)") | | | | | | | | | | | | | = | | |
| Margin M | te | ext_(LANG) | string | & disclay test when you colort your unit's action, used to explain it's resmone. | | | | | | | | | | | | - | \vdash | $\overline{}$ | | |
| Part | d | escription_(LANG) | string | | | | | | | | | | | | | - | \vdash | $\overline{}$ | | |
| Part | d | isplayType | list | ione, rally, upgrade, queueUnit, building, action, infoOnly, infoOnlyNoBox | | | | | | | | | | | | = | - | = | | |
| Part | d | isplayRemainingStockpile os | float | Jueue is shown as number of times action can be triggered based on price Order action appears in UI | | | | | | | | | | | | \rightarrow | \vdash | - | | _ |
| March Marc | ic | onimage | file (image) | Adds an icon for the action. | | | | | | | | | | | | = | | | | |
| Part | 1.14 ic | onExtraimage | file (image) | Jrawn over top of icon image. Useful for upgrade icons, etc | | | | | | - | | \rightarrow | | | | \rightarrow | \vdash | $\overline{}$ | | + |
| Part | 1.14 ic | conExtralsVisible | | | | | | | | | | | | | | - | - | $\overline{}$ | | |
| March Marc | 1.13.3 u | nitShowninUl | unitRef/unitType | Jisplay this unit. (as if this action built this unit) | eg: unitShowninUI: unitRef self transporting(slot=0) or unitShowninUI: heavyTank | | | | | | | | | | | | | | | |
| March Control Contro | 1.14 s | etBuit | float unitRefluntTune | Jesignates how built the unit is from a percentage of 0-100% with a number between 0 and 1. UNE INITIAL TO SECURE A SEC | | | | | | - | | \rightarrow | | | - | \rightarrow | \vdash | $\overline{}$ | | + |
| March Control Contro | | | | Unit Reference - Dynamically parts from already existing units, useful w/ isAlsoViewableByEnemies | self, self.parent(), self.transporting(slot+x), self.attachment(slot+X) | | | | | | | | | | | = | | | | |
| Part | 1.14 to | extAddUnitName | | | eg: textAddUnitName: unitRef self.attachment(slot="1") | | | | | | | | | | | = | \vdash | - | | |
| Part | 1.14 d | escriptionAddUnitStats: | unitRefunitType | Add this unit's stats (eg HP, energy, resources) to this action's description | descriptionAddUnitStats: unitRef self.parent() | | | | | t | + | | | | | \rightarrow | \vdash | $\overline{}$ | | + |
| Part | 1.14 u | nitShownInUIWithHpBar | bool | default true, Only used when unitShownInUI is a unitRef | | | | | | | | | | | | = | = | = | | |
| March Marc | 1.14 u | nitShowninUlWithProgressBar | bool | refault true, Only used when unitShowninUI is a unitRef. Replaces HP bar if active | | + | - | | - | - | + | \rightarrow | -+ | - | | \rightarrow | \vdash | - | - | + |
| March Marc | 1.14 a | IwaysSinglePress | bool | Defaults false. When true no confirmation needed on mobile, when used with canPlayerCancel false and allo | wMultipleInQueue:false will also hide the queue interface. | | | | | | | | | | | | | | | |
| March Marc | 0 | rice | resources | The price of your action for the unit. Disables action if not available. Defaults to credits if unlabelled | price: credits=5, energy=5, hp=100, shield=5, ammo=1 | | | | | 1 | | = | | - | | = | \vdash | - | | |
| Marche M | is | Visible | LogicBoolean | Penauta true. If have then action is disabled and shown in red in UI. Defaults true. If false action is hidden from UI and disabled. | | | | | _ | | + | \rightarrow | | | | | - | $\overline{}$ | | + |
| March Marc | is | Locked | LogicBoolean | Defaults false. If true action is disabled, and a lock icon is shown. Mostly used for no nuke game modes | | | | | | | | | | | | | | | | |
| Marche M | is | LockedMessage | LocaleString | | | | | | | | | | | | | - | - | - | | |
| Marche M | 1.13.3 B | LockedAlfMessage | LocaleString | -nother reason for this to be locked. Can just use OH on isLocked, but this allows a different message to be s | nown | | | | | | | | | | | \rightarrow | \vdash | $\overline{}$ | | + |
| Section Sect | 1.13.3 is | LockedAlt2 | LogicBoolean | | | | | | | | | | | | | | \Box | = | | |
| March Marc | | | LocaleString | | | | | | | | | | | | | - | \vdash | $\overline{}$ | | _ |
| Maria Mari | 0 | nlyOneUnitAtATime | bool | When action is picked in UI, only one unit selected with get this action. Defaults to false. | | | | | | | | | | | | | \vdash | $\overline{}$ | | |
| Company Comp | 1.13.3 is | GuiBlinking | LogicBoolean | Flashes in UI to draw attention to it. Might be annoying if used often, recommended only for temporarily states | simessages | | | | | | | | | | | | | | | |
| Company Comp | 1.14 s | AlsoViewableByAllies | bool | clows ally players to see actions from this unit, useful for showing stats to other players (eg missile count, ite Allows enemy players to see actions from this unit useful for showing stats to other players (en missile cour. | ms collected) | | | | | - | | \rightarrow | | | - | \rightarrow | \vdash | $\overline{}$ | | + |
| Marche M | | | | Al - How the Al uses this action | (Territor a delication of the control of the contr | | | | | | | | | | | | | | | |
| Marche M | | | | | | | | | | | | | | | | | | - | | |
| March Marc | 1.13.3 a | i_isHighPriority | LogicBoolean | Jse this for faction selection actions or other high priority actions such as building high priority units | | | | | | | | | | | | \rightarrow | \vdash | $\overline{}$ | | - |
| Property | 1.13.3 a | considerSameAsBuilding | | Se careful with | | | | | | | | | | | | = | | | | |
| Property | | | | | Also A series and also Occupated to the extension to add an extension to the except | | | | | | | | | | | = | - | $\overline{}$ | | |
| Marging Marg | | | | reggers - I nese skip the queue and do not use price, ignores isLocked, build lime, etc. Parameters: created, completeAndActive, destroyed, killedAnvUnit, queuedUnitFinished, queueltemAdded. | (Use 2 actions and also Queue Action to automatically add an action to the queue) | | | | | | | | | | | - | \vdash | $\overline{}$ | | |
| Marging Marg | 1 12 2 | utoTriggerOnEvent | | queueltemCancelled, teleported, touchTargetSuccess, newWaypointGivenByPlayer, teamChanged, transportingNewLinit transportinglander(CrRemovertinit tookDamage | | | | | | | | | | | | | 1 1 | , ! | | |
| Second S | a | utoTrigger | LogicBoolean | When true triggers the effects of this action instantly (ignoring price, isActive, isVisible, buildSpeed, etc) | autoTrigger: if self.overWater(), autoTrigger: if self.customTimer(laterThanSeconds=5) | | | | | | | | | | | | | | | |
| Manual part of the part of t | 1 1 | | No. o | While action is queued | | | | | | | | | | | | = | - | \neg | | |
| Management Man | b | uidSpeed uidSpeed ignoreFactorySpeedModifiers | time bool? | | buildspield; 5s | | | | | | | | | | | - | \vdash | $\overline{}$ | | |
| Manual Andread Manual Andread Manual Manua | h | ighPriorityQueue | bool | Defaults to false. If true this action skips all other low priority actions in queue. Useful for fireTurret actions. | | | | | | | | | | | | | | = | | |
| Marchan, Anthony, Anthony, Marchan, M | G | anPlayerCancel | bool | When false, it prevents the player to cancel the action Stone unit require white action is below applied. I tenful for deploy like actions | | | | | | - | | | | | | | \vdash | - | | |
| Marchan, Anthony, Anthony, Marchan, M | w | henBuilding playAnimation | animation ref | Plays animation when the action is queued | | | | | | | | | | | | = | | | | |
| Mathematic and Control Angle March Service | va. | henBuilding_rotateTo | float | | | | | | | | | | | | | | | - | | |
| Mathematic and Control Angle March Service | w | henBuilding rotateTo waitTilRotated | | Rotate chit body to this direction when action is in active queue | | | | | | | - | | | | | $\overline{}$ | | | | _ |
| Mathematic of the following and antique light of | w | | bool | If true allow rotation in 180 degrees from whenBuilding_rotateTo when this is a smaller angle Pause action queue till rotation is finished | | | | | | | | -1 | | | | = | \vdash | \vdash | | |
| Marchan-Colonian | | henBuilding_temporarilyConvertTo | bool | If true allow rotation in 180 degrees from whenBuilding_rotateTo when this is a smaller angle Pause action queue till rotation is finished | | | | | | | | | | | | | | | | |
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| March Control March Contro | 1.14 v | whenBuilding_temporarilyConvertTo whenBuilding_triggerAction whenBuilding_rotateTo_aimAtActionTarget whenBuilding_rotateTo_rotateTurretX | unit ref action ref bool turret ref | If the ablow rotation in 180 degrees from whenfluiding, rotatello when this is a smaller angle. Convert to another unit white action is in active queue. Notes actions from the conspiral unit will be legal. Convert to another unit white action is in active queue. Notes actions from the conspiral unit will be legal. Rotates the unit on the direction where the target is placed (especially when using first TurreDAASCon Rotates the specific tears of the direction where the target is placed.) | und) | | | | | | | | | | | | | | | |
| Marcheller Mar | 1.14 w | henBuilding, temporarityConvertTo henBuilding, triggerAction henBuilding, rotateTo_aimAtActionTarget henBuilding, rotateTo_rotateTurretX pawnEffectsOnQueue | unit ref action ref bool turret ref effect ref | This allow critation is 150 degrees from wherefuldings, proteins have the in a smaller engine. Please action questife finding in Section 2. Convert to another unit withis action in a native queue. State actions from the original unit will be legal. Convert to another unit withis action in a native queue. State action is from the original unit will be legal. Figure a securicida convertible to squared. The proposition of th | urd) | | | | | | | | | | | | | | | |
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| | | Outcome - Waypoint Changes | | | | | | | | | | | | = | | | | |
|--|--|--|--|----------|----------|----------|--|---|---------|---|---|---|---|---|---|---------------|---------------|---|
| 1.13.3 clearAllWaypoints | bool | Clears all waypoints, be careful not to annoy players by removing their orders, prepending waypoints is offer | better | | | | | | | | | | | | | $\overline{}$ | | |
| 1.13.3 clearActiveWaypoint addWaypoint_type | DOG | move, attackMove, guard, loadinto, loadUp, attack, reclaim, repair, touchTarget, build, follow, setPassiveTarg | net . | | | | | | - | | | | | | | \rightarrow | - | _ |
| 1.13.3 addWaypoint_unitType | | Only for use with addWaypoint_type:build | | | | | | | | | | | | | | - | | |
| 1.13.3 addWaypoint_prepend | bool | Add to the start of the waypoint queue or the end | | | | | | | | | | | | | | - | | |
| 1.13.3 addWaypoint triggerActionIfFailed | actions | Add to the start of the waypoint queue or the end. If target_nearestUnit fails to find a match so waypoint cannot be added then trigger this action. | | | | | | | | | | | | | | | | |
| 1,14 addWaypoint_triggerActionIfMatched 1.13.3 addWaypoint_maxTime | actions | | | | | | | | | | | | | | | | | |
| 1.13.3 addWaypoint_max time 1.13.3 addWaypoint_target_nearestUnit_tagged | time | Automatically remove this waypoint if it has been active for longer than this time. | | | | | | | - | | | | | | | | $\overline{}$ | _ |
| 1.13.3 add/Vaypoint_target_nearestUnit_taged 1.13.3 add/Vaypoint_target_nearestUnit_team | relation | own(neutral)allyNotOwn(ally(enemy(any | | | | | | _ | - | | | | | | | - | | _ |
| 1.13.3 addWypoint_target_nearesfLinit_mxxRange | float | | | | | | | | | | | | | | | - | | 1 |
| 1.13.3 addWaypoint_target_mapMustBeReachable | bool | | | | | | | | | | | | | | | | | |
| 1.13.3 addWaypoint position offsetFromSelf | point | | | | | | | | - | | | | | | | | | |
| 1.13.3 addWaypoint_position_fromAction 1.13.3 addWaypoint_position_randomOffsetFromSetf | bool | Same as above, but random. | | | | | | | - | | | | | | | | | _ |
| 1.14 addWaypoint_position_relativeOffsetFromSelf | point | Same as above, but hardom. | | | | | | | - | | | | | | | - | | + |
| 1.14p6 addWaypoint target randomUnit tagged | F | | | | | | | | | | | | | | | | | |
| 1.14p6 addWaypoint_target_randomUnit_team 1.14p6 addWaypoint_target_randomUnit_maxRange | | | | | | | | | | | | | | | | | | |
| 1.14p6 addWaypoint_target_randomUnit_maxRange | | | | | | | | | | | | | | | | | | |
| 1.14 addActionCooldownTime | en. | Outcome - Cooldown | | | | | | | - | | | | | | | | | _ |
| 1.14 addActionCooldownTime 1.14 addAllActionCooldownsTime | time | Player cannot use action again for this amount of time Same as addActionCooldownTime, but affects all actions and build menu | | | | | | | | | | | | | _ | \rightarrow | - | + |
| | action ids | Sets addActionCooldownTime's target. Defaults to this action. | | | | | | | | | | | | | | | | |
| 1,14 clearAllActionCooldowns | | Removes all cooldown | | | | | | | | | | | | | | | | |
| | | Outcome - Animation | | | | | | | | | | | | | | , | | |
| 1.13.3 playAnimation | animation id | Park and a second and another Makes and another to advand a standard | | | | | | | - | | | | | | | | | + |
| 1.13.3 playAnimationIfNotPlaying 1.13.3 fnishPlayingLastAnimation | hool | Don't restart animation if this animation is already playing Finish last animation, including blend out | | | | | | | | | | | | | | - | | + |
| 1.13.3 stopLastAnimation | bool | Stop last animation, skipping blend out | | | | | | | | | | | | | | - | | |
| | | | | | | | | | | | | | | | | | | |
| 1.13.3 switchToNeutralTeam 1.13.3 switchToAggressiveTeam | boolean | Change team to neutral. This team is allied to all other teams. Will be captured by nearby units unless (core) Change to a built-in team that is aggressive to all other teams. Does not get captured. | stayNeutralt true is used | | | | | | | | | | | | | = | | |
| 1.13.3 switchToAggressiveTeam | boolean | Change to a built-in team that is aggressive to all other teams. Does not get captured. | | - | | | | | - | | | | | | _ | $\overline{}$ | $\overline{}$ | + |
| 1.13.3 takeResources | rustomDrine | Outcome - Take Resources from other units Resources to take (required to use take resources). And at-least 1 include key is needed. | takeResources: hp=5, gold=10 | <u> </u> | - | | | _ | + | | | | | | | $\overline{}$ | | + |
| 1.13.3 takeResources_includeUnitsInTransport | bool | | and the same of the same of | | | | | | | | | | | | | \rightarrow | | |
| 1.13.3 takeResources_includeParent | bool | Include attachment parent or transport parent | | | | | | | | | | | | = | | | | |
| 1.13.3 takeResources_includeUnitsWithinRange | float | | | | | | | | | | | | | | | | | |
| 1.13.3 takeResources_includeUnitsWithinRange_team | | Used with includeUnitsWithinRange, defaults to own. Can be: own(ally(allyNotOwn)enemy)neutral(any | | | | | | _ | - | | - | - | - | | - | \neg | | _ |
| | tags customPrice | | | | | | | _ | - | | | | | | | $\overline{}$ | | + |
| 1.13.3 takeResources_excludeUnitsWithTheseResources 1.13.3 takeResources_excludeUnitsWithoutAliResources | customPrice bool | Defaults to true. | | | | | | | | _ | | | | | | \rightarrow | | _ |
| 1.13.3 takeResource_triggerActioniSAnyCollected | action refs | | | | | | | | | | | | | | | \rightarrow | | |
| 1.13.3 takeResources_triggerAction/fNoneCollected | action refs | | | | | | | | | | | | | | | | | |
| 1.13.3 takeResources_discardCollected | bool | Just take resources from targets, don't add(or remove) to self | | | | | | | \perp | | - | | | | | ota | \Box | |
| 1.13.3 takeResources_keepResourcesOnTarget takeResources_maxUnits | pool | Don't additemove resource from target. This clones resources. Use with takeResources_discardCollected at Defaults to 1. | nd taxervesources_triggerActionIfAnyCollected to make a resource detector. | | - | — | | - | - | | | | | | | $\overline{}$ | | _ |
| 1.14 takeResources_directTransferStoppingAtZero | hool | Detauts to 1. If less resources on target than transfer amount, only remaining resources will be transfered. Doesn't support | t use with some other takeResources * keys | | | | | | - | | | | | | | \rightarrow | - | + |
| | | Outcome - Convert Resources | | | | | | | | | | | | | | - | | |
| 1.13.3 convertResource_from | customResource | Name of custom resource to take from | | | | | | | | | | | | | | | | |
| 1.13.3 convertResource_to | customResource | Name of custom resource to give to | | | | | | | | | | | - | | | - | | |
| 1.13.3 convertResource_minAmount 1.13.3 convertResource_maxAmount | float | Skip if less than this amount in "from". Defaults to 0. Likely not needed for most use cases Max amount to transfer between "from" and "to" | | | | | | | - | | | | | | | | | _ |
| 1.13.3 convertResource_maxAmount 1.13.3 convertResource_multiplyAmountBy | float | Max amount to transfer between 'from' and 'to' Defaults to 1. Amount to multiply when adding on 'to' (does not effect amount taken on 'from') Outcome - Set Resources | | | | | | _ | + | _ | | | | - | | \rightarrow | | _ |
| | - | Outcome - Set Resources | | | | | | | | | | | | | | $\overline{}$ | | |
| 1.13.3 resourceAmount | customResource | Name of custom resource to set with the below 3 keys. All keys are optional, and can be used together. Absolute value to set this resource to, ignores current value of resource. Skipped by default | resourceAmount: oil | | | | | | | | | | | | | | | |
| 1.13.3 resourceAmount_setValue | | | | | | | | | | | | | | | | | | |
| | neat | Absolute value to set this resource to, ignores current value of resource. Skipped by default | resourceAmount_setValue: 20 | | | | | | | | | | | | | | | |
| 1.13.3 resourceAmount_addOtherResource | customResource | Absolute value to set this resource to, ignores current value of resource. Skipped by default Name of another custom resource to add to this on. Can be used without resourceAmount_setValue, to just | resourceAmount_setValue: 20 add resources. Or with resourceAmount_setValue:0 to copy a resource value. | | | | | | | | | | | | | | | |
| 1.13.3 resourceAmount_addOtherResource 1.13.3 resourceAmount_multiplyBy | customResource float | Name of another custom resource to add to this on. Can be used without resourceAmount_setValue, to just Defaults to 1. Multiple the current or new value by | resourceAmount, setValue: 20 add resources. Or with resourceAmount, setValue: 0 to copy a resource value. | | | | | | | | | | | | | | | |
| 1.13.3 resourceAmount_multiplyBy | float | Absolute value to set this resource to ignores current value of resource. Skipped by default Name of another custom resource to add to this on Can be used without resourceAmount_setNalue, to just. Defaults to 1. Multiple the current or new value by Outcome - Attachment changes | (resourceAmount, setValue: 20 add resources. Or with resourceAmount, setValue: 0 to copy a resource value. | | | | | | | | | | | | | | | |
| 1.13.3 resourceAmount_multiplyBy 1.13.3 attachments_addNewUnits 1.13.3 attachments_doiteNumUnits | customResource float unit types int | Name of another custom resource to add to this on. Can be used without resourceArmount_setValue, to just. Details to 1. Multiple the current or new value by Outcome - Attachment changes | Interconcelement, setfolia: 20 and securios. Of with resourceAmount, setfolia: 0 to copy a resource value. | | | | | | | | | | | | | | | |
| 1133 resourceAmount_multiplyBy 1133 attachments_addNewUnits 1133 attachments_deleteNumUnits 1133 attachments_cniyOnSicts | customResource float unit types int | Name of another custom resource to add to this on. Can be used without resourceAmount_setValue, to just Defaults to 1. Multiple the current or new value by | Inscruzia/montal, setfalus 20 and Recourse. O'with resource/innoref, setfalus 0 to copy a resource value. | | | | | | | | | | | | | | | |
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| Type code | | LogicBoolean Pescription | Advanced code to create conditionals and triggers Example | | | | | | | | | | | | |
| true | | oracipion . | Compre | | | | | | | | | | | | |
| false | | Start all logic booleans with it, unless just using trueffalse | | | | | | | | | | | | | |
| and | | | If self.isinWater() and self.energy(greaterThan=1) | | | | | | | | | | | | |
| or not | | | If (self.energy(greaterThan=1) or self.ammo(greaterThan=1)) and self.isFlying() If not self.isOveri.kpi.id() | | | | | | | | | | | | |
| | | Unit location and movement | | | | | | | | | | | | | |
| self.isUnderwater() self.isAtGroundHeight() | | | | | | | | | | | | | | | |
| self.isFlying() | | | | | | | | | | | | | | | |
| self.isMoving() self.isAtTopSpeed() | | | | | | | | | | | | | | | |
| self.isInWater() self.isOverwater() | | Touching water Touching or over a water tile | | | | | | | | | | | | | |
| self.isOverLiquid() | | louching or over a water trie | | | | | | | | | | | | | 1 |
| self.isOverClift() | | | | | | | | | | | | | | | |
| self.isOverPassableTile() self.isOverOpenLand() | | (parameters: type) shortcut for self.isOverPassableTile(type="LAND") | | | | | | | | | | | | | |
| 1.13.3 self.hasResources() | | Unit stats Can check multiple resources (all price parameters) | | | | | | | | | | | | | |
| setf.resource() | | Checks a single resource (parameters: type, greaterThan, lessThan) | | | | | | | | | | | | | |
| self resource() 1.147 self isResourceLargerThan | | Compare two resource between each other, note multiplyTargetBy doesn't make any changes. (parameters (parameters: greaterThan, lessThan, empty, full) | : source=x, compareTarget=x, byMoreThan=x, multiplyTargetBy=x) | | | | | | | | | | | | |
| self hp() self height() self ammo() self sammo() self sammo(Emphy() self ammo(andingQueued()) | | (parameters: greaterThan, lessThan, empty, full) | | | | | | | | | | | | | |
| self.ammo() | _ | [parameters: greaterThan, leasThan, empty, full (parameters: greaterThan, leasThan, empty, full (parameters: greaterThan, leasThan, empty, full startout for self amonicemplystusu) Also includes ammo from actions still in queue (parameters: greaterThan, leasThan, empty, full) | | | | | | | | | | | | | _ |
| self.ammoIncludingQueued() | | Also includes ammo from actions still in queue (parameters: greaterThan, lessThan, empty, full) | if self.ammoincludingQueued(lessThan=12) | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| self.energyIncludingQueued() self.isEnergyFull() | | Also includes energy from actions still in queue (parameters: greaterThan, lessThan, empty, full) shortcut for self.energy(full=true) | | | | | | | | | | | | | |
| self.isEnergyEmpty() self.shield() | | shortout for self-energy(emply=true) (parameters: greaterThan, lessThan, empty, full) | | | | | | \vdash | - | - | - | | | -+ | _ |
| self.kills() | | (parameters: greaterThan, lessThan) | | | | | | | | | | | | | |
| 1.13.3 self.queueSize() | | Misc | | | <u> </u> | | | \vdash | -1 | - | - | | - | | 1 |
| self.hasFlag() | | Boolean flag saved into units for mods to use. (parameters: id=0-31) | Use addResources in action change this value | | | | | | | | | | | | |
| self.tags() 1.13.3 self.globalTeamTags() | _ | (parameters: includes) (parameters: includes) | <u> </u> | | | | | | \rightarrow | \rightarrow | \rightarrow | | | | + |
| self transportingCount() self numberOfAttachedUnits() | | (parameters: greaterThan, lessThan, empty) | | | | | | | | | | | | | |
| self.numberOfAttachedUnits() self.isAttacking() | | (withTag, greaterThan, lessThan) | | | | | | | -1 | - | | | - | | _ |
| self.hasActiveWaypoint() | | [parameter: type=x]s can be the following: move, attackflove, guard, loadinto, load-up, attack, reclaim, repair, buch Target, build, following: | self hasActiveWaypoint(type='attack') | | | | | | | | | | | | |
| self.transportingUnitWithTags() self.hasParent() | | (parameters: includes) For both attachments and transports (parameters: [withTag=x]) | self.transportingUnitWithTags(includes="human") | | | | | | | \rightarrow | | | | | + |
| self.hasTakenDamage() | | (parameters: withinSeconds=X, laterThanSeconds=X) | self.hasTakenDamage(withinSeconds=1) | | | | | | | | | | | | |
| self.timeAlive() self.tastConverted() | | (parameters: withinSeconds=X, laterThanSeconds=X) (parameters: withinSeconds=X, laterThanSeconds=X) | | | | | | | | | | | | | |
| self.customTimer() | | (parameters: withinSeconds=X, laterThanSeconds=X) | | | | | | | | | | | | | |
| self.customTimer() self.isOnNeutralTeam() 1.13.3 self.isControlledByAl() | | | | | | | | | | | | | | | |
| 1.13.3 self hasUnitinTeam() | | (parameters: withTag, withinRange, incompleteBuildings, factoryQueue) alias for numberOfUnitsInTeam | | | | | | | | | | | | | |
| 1.13.3 self.noUnitinTeam() numberOfUnitsInTeam() numberOfUnitsInNeutralTeam() | | (parameters: withTag, withinRange, incompleteBuildings, factoryQueue) alias for numberOfLinitsInTeam (parameters: withTag, greaterThan, lessThan, withinRange, incompleteBuildings, factoryQueue) (parameters: withTag, greaterThan, lessThan, withinRange, incompleteBuildings, factoryQueue) | numberOfUnitsInTeam(withTag="techUnlockBuilding", greaterThan=0) | | | | | | | | | | | | |
| numberOfUnitsInNeutralTeam() | | (parameters: withTag, greaterThan, lessThan, withinRange, incompleteBuildings, factoryQueue) | | | | | | | | | | | | | |
| 1.13.3 numberOfUnitsInEnemyTeam() | | | | | | | | | | | | | | | |
| 1.14 numberOfUnitsInAggressiveTeam() | | (parameters: withTag, greaterThan, lessThan, withinRange, incompleteBuildings, factoryQueue) The special 'aggressive to all' team (this is not the same as numberOfUnitsInEnemyTeam) (parameters: v | withTag, greaterThan, lessThan, withinRange, incompleteBuildings, factoryQueue) | | | | | | | - | | | | | - |
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