name: sahkame: class: shick.ovet		- Large	-
class: 5 strict.evel:	Common Keys Defines the unit raw name, game uses it to identify as a unique name. (This is not displayed in-game Common second list of names. Like names but lower priority: useful for multiple cotional mode.) tame: customTank1 altNamer: custTank1, customTank1, cTank1	string string(s)
	Comma separated list of names. Like sames but lower priority, usuful for multiple optional mode. Reserved for future use, must be Customichileteadata by default. Setaults to 4: 1 = Errora II keys are duplicated. Add to "all-units semplate" in root to apply to all units. The unit cost from builders/buildings.	class: CustomUnitMetadats 45/cLavel: 1	string foat
pice: mass: sechLevel:	The unit cost from buildersibuildings. The 'weight' of the unit, defines how it collides with other units, a greater value means it's tougher to. Defines the Tech Level of the unit, thereins 3 levels and each will appear in a different color in the GL.	Isticia eve 1 price: 500 put 158: 5000 III Sechland: 1	20
buildSpeed: radius:	Time it takes to build the unit. (may multiply with builder speed) Clicular area around the unit that makes it selectable, (mouse click/screen south) Clicular area around the unit that makes it selectable, (mouse click/screen south)	buildipeed is radius 20 alicy tran	foat / s int
eBug (Changes some death of this unit places buildings. Cefaults to jailyeasksBuilder. Normally required if this unit places buildings. Cefaults to jailyeasksBuilder.	BBug false BBulder: twe	bool bool
maxHp: setRepenRate:	The mass health for the unit. (will apasen with this value) Passive set recair rate.	masSig: 200 serRegenRate: 0.01	ert foot
marShield starShieldACaro: 0	The max shield hippoints of the unit. Can start with 0 hippoints if startShieldAtZero.true.	masShield 500 starShieldAZero: true	int Bool
shield-legen: energyldax:	Passive shald regen rate. Defaults to 0: Energy that can be used as ammo for turnets, laser defense and actions.	shaidReger: 0.15 energyMax: 1	foat foat
energyRegen: energyStartingPercentage:	Sets the percentage of charged energy when the unit is first built.	energ/Reger: 0.001 energ/StartingPercentage: 0.5	foat foat
energyNeedsToRechargeToFult armour armour WinCourageToKeep: borrowResourcesWhileAlve:	Disables weapons using energy after reaching zero til fully recharged if tive. Damage taken zway from each hit, (not currently used in any vanilla units)	energyliseds ToRechargeToFult true armour: 6 armour: 60	est est
corrowResourcesWhileAlive: generation_resources: generation_active:	terr carriage in seeing in receiver carriage, consists or i. Takes these resources when created and return them when removed or destroyed. Income unit creates, (custom resource version) Disables generation, resources when false, (opic, boolean)	SomouResources/White-Miles gold+10 generation_resources: credit=5, gold+20 generation_active: if not self-toplessThate+100)	price price (poic@polean
generation active: generation credits: generation_delay.	Disables generation_necessors when false, (logic_booken) Income unit oreates, (predits only) How often generation_(\$PECOME() is added. Defaults to 40. (changing not recommended)	generation_active: if not self-toplessThan+100) generation_credix: 2 generation_credix: 40	ingicilioolean int
	the country graphics Keys Set to false to hide unit is Sandbox editor. (Defaults to true)	showinEditor false	bool
displayText: displayText_(LANG): displayCescription:	The unit name that the game shows to the player. ANG = ISO 636 1 Code to show this such instead when game is in this language. Unit description that the game shows to the player.	displayText_ex: Tanque Personalizado displayText_ex: Tanque Personalizado displayCexcription: -Fast movementin-Light damage	LocaleString string LocaleString
SeplayCescriptor (LANS): SeplayCescriptor (LANS): SeplayCescriptor SeplayCestur:	Unit description that the game shows to the player. ANG = SDC 650+ Code to show this test instead when game is in this language. Translation file key for unit name and description. De faults to radius value. Set to show a larger or smaller selection circle UT on units.	daspisyChecription: Fast movementin-Light damage daspisyChecription; ex: -Movimiento stipidore-Daño ligero daspisy, coalekter; units mechArtillery daspisyChadus; 20	atring string
SeplayRadius: chieldRenderRadius: chieldDeplayOnlyDeSection:	Defaults to radius value. Set to show a larger or smaller salection circle bit on units. Ourbaults is a little bigger than radius. Set to show a larger or smaller shalld circle on units. Hote shalls unless defecting shot if thus.	displayRadus: 20 shistGlandsRadus: 12 shistGlaplayOnlyCefector: 5ue	est est book
shieldDefectionDisplayRate: 0 showOnMinimap: 0	Defaults to 4. High value causes shield defection to fade disappear faster. Defaults to true. Hide units on minimap if false.	shieldDefectionDeptayRate: 3 showOnlifeInimap: false	fost bool
den blev til til sell der im Ette State ef eg genne	Shows a merged action list if all units selected includes one of these tags. Useful for converted units. Building Only Keys	haddes/Hittalistate/CheOrbine*ig te	bool bool
footprint constructionFootprint	central 19th Unit at 5 custory. Laft, up, right, down. Tiles taken up which block unit movement. Certaults to 0.0.0.0 = 1 center tile. Tiles taken up for placement of other buildings. Defaults to 0.0.0.0 = 1 center tile. Laft, up, right, down. Only applies to buildings, just used for GUI. Defaults to footprint.	Madeling true Magelin 0.0.1.1 construction for the first of the first	eris eris
daplayFootprint: buildingSelectionOffset: buildingToFootprintOffsetX:	Defaults to 0. Adds or removes padding on the drawn selection rich in UK. Defaults to 10. Change the building position in the footprint on the X-axis.	displayFootprint: 0,0,1,1 buildingSelectionOffset: 4 buildingToFootprintOffsetO: 4	ints int float
ouldingToFootprintOffset1*: placeOnlyOnResPool: selfSuidPate:	Celtaults to 10. Change the building position in the footprint on the Y-axis. Normally used for extractors, forces building construction in a resource pool. Rate unit builds itself when placed without a builder.	buildingToFootprintOffseth: 6 placeOnlyOnlikePool: true setSuidClase: 0.0008	foat Bool foat
			Se(s) (n)
dort_load: overideAndReplace: orNeeMapSpawn:	Does unit 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. Fasters empty Resource Pools, authorized, empty for copied-becomes Pools, authorized, mapCenter.	copyFrom: ROOT defaultTanks template, tankT1 ini dors; load: true oventideAndReplace: builder, combatiEngineer abbectos; mapCenter; sachVictovEsam	string(s)
jobal Scale: eLocked:	Defaults to 1. Changing not recommended. Disallow building of this unit. Can be used with overvideAndRegilace to nestrict units player can build	potentical: 2 Laborate Tue	Tool bool
at ooked fiGame Mode NoNuke: 1 experimental:	Disallows building of this unit if nukes are disabled during match setup. Tag unit as experimental. Affects poomed out icon and end game stats.	al. ooked Küsmeklodekishluke: true experimental: true	bool bool
stayNeutral: createNeutral: createOnAggressiveTean:	Set to true to always spawn the unit on the neutral team. Set to true to always spawn the unit on the neutral team.	stayNeutral: false DeadeNeutral: true DeadeOnAggressiveTeam: true	Soci Soci
tage: togOtNarSighRange: lathCollaionOnAt:	Set to thus to always space the unit on aggressive teams on single player marches. List of comma separated strings. Used to classify units, create special actions and balances. Sats number of ties this unit can see through the fog of war. Defaults to 15. Creates a soft collector effect when tourning other units.	cossiOnAggressionFear: true tags: tank, small, percingDamage fogOMaGighPlange: 18 setCossionOnAt: 3	etring(s)
SaableAtUnitCollisions (aUnrepairableUnit)	Unit cannot colide with others if true. No unit can repair this unit if true.	StableAUniCollisions true aUnippainthicUnit true	bool bool
aLinselectable: aPickableStartingLinit: starFallingWhenStartingUnit:	If true unit cannot be selected. (includes Al players) If true, unit is added to dropdowns for starting unit in game setup menus.	aLinselectable: true laPickableGtaringLink: true starFallingWherGtaringLink: true	bool bool
stanFallingWhenStanlingUnit: soundOnAttackOrder: soundOnMoveOnder:	Unit viil appear falling from siène wene starring unit if true. Let of sound names. Chriy one will be played on each stack order. Only logg and wav formats. List of sound names. Chriy one will be played on each move order. Chriy logg and leav formats. List of sound names. Chriy one will be played on each unit selection. Chriy logg and leav formats.	statif sling/Wee/Satring/Init true sound/Attack/Order: tankAttack/Order! ogg tankAttack/Order2 ogg sound/Attack/Order: tankAttack/Order! ogg tankKove/Order2 ogg sound/Orlew-Selection: tankSelection1 ogg tankSelection2 ogg	sound(s) sound(s)
doundOnNewSelection: canNotSelCiricSyAttacked canNotSelCarrages	List of sound names. Only one will be played on each unit selection. Only logg and leav formats. No unit can directly target this unit. If true this will also skip this unit in victory/defeat checks. Defaults to value of canNotileDirectlyAttacked (becareful setting this without canNotileDirectlyAttack	sound/Intrins/Selection: tank/Selection1.ogg, tank/Selection2.ogg canhints/sc/linectlyAttacked: true ad, as All will attack forever)	sound(s) bool
canvosacumager canVosSe GivenOrdensByPlayer canOnlyReAttackedByUniteWthTage:	If true unit will not take player or Al orders. List of tag strings, only units with these tags can directly target this unit.	ac, as An act attack convery can his Sin Given Cristen Siy Player: true can Ciny Be Attacked Siy Links With Tage: piencing Tank, powerful Tank	bool strings(s)
transportSkitteNeeded: 0	Transport Keys Defaults to 1. Number of slots this unit uses up in a transport, experimentals are often set to 5.	transportSkttNeeded 2	ist ist
transport/inteRequireTag: transport/inteRequireMovementType:	Number of aims this units has for transporting other units. City allows trasport of units that have one of these tags. City allows trasport of units that have one of these movement types. Sefaults to true. This unit can only transport LAMD units if true.	maxTransportingbrids: 5 transportingbrids: 5 transportingbridger transpo	int string(s) trovementTypes
transportUniteRookArAndiraserUnite transportUniteKeepBu HUnite	Defaults to true. This unit can only transport LAND units if true. Makes built units stay inside transport instead of eating it once ready if true.	transportUniteBlockAVAnd#laterUnits: false transportUniteGespBuiltUnits: true	EogicRoolean
transportUniteCanUnicadUnite transportUniteAddUnicadOption:	Defaults to: If not self-activer (quid) and not self-labloving). This unit cannot unload units if false. Defines if unload that attents should be added to the unit meau. (Facous the drille: If takes better on the property of the propert	transportUniteCartUnioacUnite: false transportUniteCartUnioacUnite: false transportUniteCartUnioacUnitesCartUnite 12	LogicRoolean LogicRoolean
transportUniteKilOnDeath: 0	Defaults to true. If false transported units don't die when transport dies.	transportivistivisacDelayBetweerEartLinit: 12 transportivisKEOnDeath: if sef.isOverLiquid)	foat LogicRoolean foat
transportUniteStockOtherTransports: whileNeutralTransportAryTeam: whileNeutralTransportAryTeam:	Rais to head units that are being transported. Setauits to true, if false this transports can hold other transports. This unit can transport units of any team while neutral if true. Converts that unit to transported team while neutral if true.	transports/insereasing cit 1 transports/insereasing-cit 1 transports/inser	bool bool
converToNeutralifectTransporting	Convents this unit to transported team while neutral. Useful with whilefectual framsportshylf-earn. Revents back this unit to neutral when unload ed. Useful with whilefectual framsportshylf-earn. Wilespa transported units on their original team when this unit is converted frams.	convert observativot range are read that convert observativot range (see Current Fears true	bool bool
-	Resource Node Keys		p
tecorceRate: c similarResource/laveTag	Deed with carificial/infleeounces: Allow other teams to reclaim this unit. Normally used with neutr. When this has been reclaimed harvester unit moves on to another resource with these tags.	al team. Use price to set what recourses are gained similar/ke courses/lave/Tag gold/Resource	float string(s)
recordelas/ConcurrentReclaimingThis: 0	When the tax been recurred nevereer unit moves on to another resource with these tags. 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. Resource Surrestor Kins.	sinitarReconnesidae/Tag goldRecounce recounceMaxConcurrenRecisimingThis: 3 reciainPrice: gold=1000	int int
canRecisimResources: canRecisimResourcesNextSearchRange: 0	the bis unit can gather resources, useful with resourceRate. It the this unit can gather resources, useful with resourceRate. It Defines the resource search range of this unit when its main pathered resource runs out.	canRadaimResource: true canRadaimResource/Net/SearthRange: 100	bool
canReclaimResourcesOnlyWthTags:	This unit is only allowed to gather resources with these tags. Construction and Factory Keys	canReclaimResourcesOnlyWithTags: foodResource, goldResource	string(s)
canRepairBuildings: canRepairUnits: subcRepair:	This unit can heat ally buildings? If have, (selbaldectase in required) This unit can heat ally units if true, (selbaldectase in required) Automatically by and regarir demanged units in ranso range, (selbaldectase in required) Detauts to 86. Defines the unit building regarirectain range.	canRepaiduldings true canRepaidulds true autoRepair, true	bool bool
autoRepair: InanoRange: InanoRapairSpeed: InanoRuidSpeed:	Defaults to BS. Defines the unit building/lepain/teclaim range. Defaults to 0.2. Defines the unit nano repair speed. Defaults to 1. Defines the unit nano building speed. (May multiply with target's buildSpeed)	autoRepair true sanoRange: 110 sanoRangisSpeed: 0.01 sanoRanidSpeed: 0.01	fost fost
ranoBuldSpeed ranoRangeForRepainsMelee ranoRangeForRedainsMelee:	Defines if this unit must touch its target to repair it. Defines if this unit must touch its target to reclaim it.	nanoRangeForRepaintMelee: true nanoRangeForReclaintMelee: true	bool bool
nanoRangeForRedain: nanoRangeForRedain: nanoFactoryGored	Outness a specific range for the repair action of this unit. Defines a specific range for the reclaim action of this unit. Defaults to 1. Multiclies the buildflased value of the created unit if this unit is a factory.	tanoRangeForRedain: 60 tanoRangeForRedain: 60 tanoFactor/Soed: 1.2	int int foot
extraBuildRangeWhenBuildingThis:	Temporarily adds extra build range to builders to build this unit. Useful for water based buildings.	extsiBuildRangeWhenBuildingThis: 90	est string(s)
building # pos: building # pos: building # forceNano building # jaLooket:	Useful if adding this with to built to relating buildings. Like carefauld but in opposite direction. Order this build link appears in U.I. Using carefauld instead in more recommended. Quild as if this is a building if two, (even if it is a unit) If two this unit cannot be built in this build link; (pan be conditioned if logiciacoleans are used)	build-row 1, name innef-actory, aid-actory build-row 1, por 0.1 build-row 1, browkland true build-row 1, bulooked if self-thylessTham+100;	Sool Sool LogicRoolean
	If the this sind cannot be built in the built bits, span be conditioned if topicacousins are used) Message share when this built like is locked. Where created or unloaded units appears from the transport or building. Defaults to 0.	built-ran_1 accept it set appear nan-ray built-ran_1 ist ocked/lessage: -Needs more population ext_x 0	LocaleString float
ext_drOffset	Where Created of uncased units appears from the transport of busing. Defaults to 180 for units and 0 for buildings. Defines the exit direction of created or unicaded units.	ext_x 5 ext_dother: 140 ext_heightOther: 16	foat foat
ext_heightOffset ext_moveAwayAmount	Default to 0. Defines the height where created or unloaded units appears. Default to 70. Defines the distance that created or unloaded units moves from this unit. Death Keys.	ext_heightDhart 16 ext_moveAwayAmount 10	foat
deOnConstruct: deOnZeroEnergy: numBitsOnDeath:	Science this unit when it starts to build if true, (target buildings on it likely will need setficial@ase set). Kills this unit if energy level eaches, sare when true. Defines the number of acathered bit framement when this unit dies.	SeOnConstact true SeOnZeroCnergy true sumBisiOnDeath: 20	bool
numBitsOnDeath: nukeOnDeath: hukeOnDeathRange:	Defines the number of scattered bit fragments when this unit dies. Unit will apswn a nulse detoration built in effect when dies if true. Defines the nulse effect range when using autocode act.		bool
rukeOnDeathDamage: rukeOnDeathDisableWhenNoNuAe: 0	Defines the nuke effect area damage when using suiteOnDeath . Defaults to false. If true this unit will not explode with nuke when nukes are disabled in skirnlish map	sukeOnDeathRange: 140	est bool foat
fireTurnet/Artisett/mDeath: suplodeOnDeath: suplodeOnDeathGroundCollision:	Auto-shoot a specific turnet when this unit dies. Defaults to true. Disables the unit death explode built-in effect if false.	sukeOnDeathRange: 140 sukeOnDeathDanage: 2000 sukeOnDeathDeathWhinNoNAir: true	tool est tool foat foat tool
effectOnDeath: effectOnDeathGroundCollision: unitsSpawneoOnDeath;	Defaults to true. Disables the unit death explode built in effect if false. Defaults to true. Disables the explode built in effect on death when unit touches ground if false.	NAMA/DIAMPRANGE 160 NAMA/DIAMPRANGE 2000 NAMA/DIAMP	bool let bool float float bool summer ref bool bool bool bool bool bool bool boo
	Defaults to true. Disables the explicit built-in effect on death when unit touches ground if false. Spawns built-in or custom effects when unit dies.	AssidOciamBiaggi 16) AssidOciamBiaggi 200 AssidOcia	bool bit bool float float bool suret ref bool boolsan effect(s) ref
	Celatus to true. Clustice the explose built in effect on death when unit touches ground if false. Spawns built-in or custom effects when unit dies. Like effective/easth out when unit touches ground. Useful for flying units. Spawns these units when dies. Comma separated unit identifiers.	hand/destriken; 16 hand/destriken; 20 hand/destriken; 200 hand/destri	effect(s) ref string(s) bool bool
	Defaults to true. Disables the explicit built-in effect on death when unit touches ground if false. Spawns built-in or custom effects when unit dies.	auxin/Commission; 140 _auxin/Commission; 2000 _auxin/Commission; 2000	
	Celatus to true. Clustice the explose built in effect on death when unit touches ground if false. Spawns built-in or custom effects when unit dies. Like effective/easth out when unit touches ground. Useful for flying units. Spawns these units when dies. Comma separated unit identifiers.	hand/destriken; 16 hand/destriken; 20 hand/destriken; 200 hand/destri	effect(s) ref string(s) bool bool
	Celatus to true. Clustice the explose built in effect on death when unit touches ground if false. Spawns built-in or custom effects when unit dies. Like effective/easth out when unit touches ground. Useful for flying units. Spawns these units when dies. Comma separated unit identifiers.	hand/destriken; 16 hand/destriken; 20 hand/destriken; 200 hand/destri	effect(s) ref string(s) bool bool
	Celatus to true. Clustice the explose built in effect on death when unit touches ground if false. Spawns built-in or custom effects when unit dies. Like effective/easth out when unit touches ground. Useful for flying units. Spawns these units when dies. Comma separated unit identifiers.	hand/destriken; 16 hand/destriken; 20 hand/destriken; 200 hand/destri	effect(s) ref string(s) bool bool
and in present Charles, and in frame Charlestone (Section State) And Charlestone And Topic Charlestone Tree And Topic Charlestone And Topic Charles	Medical Conference of the Conf	hand/destriken; 16 hand/destriken; 20 hand/destriken; 200 hand/destri	effect(s) ref string(s) bool bool
melotyment/Charto, ymf rhan Charlobaen (Medicarchhaet) (Medica	Celatus to true. Clustice the explose built in effect on death when unit touches ground if false. Spawns built-in or custom effects when unit dies. Like effective/easth out when unit touches ground. Useful for flying units. Spawns these units when dies. Comma separated unit identifiers.	hand/destriken; 16 hand/destriken; 20 hand/destriken; 200 hand/destri	effect(s) of string(s) to the string(s) to the string(s) to the string(s) terring(s) terring(s) terring
set of parameters and control of the	Medical Conference of the Conf	hand/destriken; 16 hand/destriken; 20 hand/destriken; 200 hand/destri	effect(s) of string(s) bool bool bool string(s) string(s) string(s) string(s) string(s) string(s) string(s) string(s) string(s) string
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animation_direction_strideY:	Asimation frames to offset on direction change. Used with fame_height. One-clos for first frame.		int	1						
animation_direction_starting: disableLoaklpFire	Direction for first frame		foat	1.13.3						
disablet owingSmoke show Transportikar show Healthillar			bool bool	1.13.3						
showEnergy@ar showEnergy@ar	Deprecated Keys (can be used but there are better ways)		bool	1.13.3						
animation_TVDE_atob	Deprecated, use (animation) section instead End frame, must be larger then start	Inimation moving start 0 unimation moving and 3	es .	deprecated 1.13 deprecated 1.13 deprecated 1.13 deprecated 1.13						
animation_TVPC_examples	scale and shage, betauts so it obeside for document or destinating shedos. Scale and image, Debutts to 1, Useful for bid units or breathing effects. Delay for each fixme of admission, Expery values course stower admission.		foat	deprecated 1.13 deprecated 1.13 deprecated 1.13						
Section	Play animation in reverse before repeating. Useful with scale_startiscale_end [attack]		bool	deprecated 1.13						
	Searciption (multiplied by globalicale)	Domple	Value Type float							
mauktaci/Range: canAttack: canAttack/FiylingUnite: canAttack/FiylingUnite:	If set to false, can not attack any unit. Regards of other canAttack options below. Can also be namowed per turnet.		Soci LogisBoolean							
canAttackUnderwaterUnits:	can also be namowed per turnet can also be namowed per turnet		LogicRoolean LogicRoolean							
canAttack NotTouching Water Linits: canOnlyAttack Linite WithTags canOnlyAttack Linite WithoutTags	Definition in cases using the control of the control of the second control of the	(unit along our sale pair statists)	tage tage	1.13.3						
survetMultsTargeting at/folios:	Allow each sunset to fice at a different target at the same time. Very useful if furnef(initingAngle is use. Used with a low attack range (like maxAtackFlange: 6) makes are and target radius get added to can Makes unit move to attack nearby units: Defaults to 590 for make; and 0 for non make (Works even	ed ge, and effects Al.	bool	1.13	2					
atroles: molesEngangementDistance turePotateWithGody attackMovement	Makes unit move to attack neastly units. Defaults to 500 for makes, and 0 for non melies (Works, even. As all turvits rotated when body rotates. Defaults to true somalbomber, bomber attack movement will reheat when energy runs out.	if nor-make, but might be unexpected to players)	Soci strine	1.13.3						
deOnAttack aFlasdFiring:	Must aim body at target to shoot. Will often make the unit need to stop before it can aim and shoot.		bool bool							
ainOffsetSpread: stopTargetingAfterFiring disablePassiveTargeting: showRangeUlGuide	Offset each shot multiplied by target radius. Defaults to 0.6. Unit stops targeting after firing a shot. Rarely used or needed .	simOffsetSpread 0 will make unit always attack center	bool	1.13	2					
showRangeUlfuide	Unit only attacks manually ordered target. Rarely used or needed. De preciated Keys - can be used but better to set these per turnet.		-	1.13.3						
turnificati turnificatiopeed	prodipina iny grahalisanini		foat							
Section	[turret_NAME]		1.00							
Code	Description	Example	Value Type foat							
yc copy-From: projectile	Copy all values from another turnet as defaut values for this turnet Projectile fired from this turnet.	copyFrom: 1 ag projectile: torpedo	Suret ref projectile ref							
pamelY pamelY	Defaults to 6. Controls horizontal position for projectile spawn. Defaults to size. Note: size and barreln' have the same meaning	The first of the f		1.13 1.13	2					
sion:	Controls the distance between the center of the turnet and the point from where projecties spawn.	size: \$	foat	1.13.3						
turrSpeed turrSpeedAcceleration turrSpeedDeceleration	Max imm speed of the turner. Certaints to deabled, and full turn speed is used. Defaults to deabled, and full turn speed is used. Defaults to turnSpeedAcceleration. Setting this higher than turn acceleration might allow faster target.	ts to be hit								
sumSpeedDeceleration ideDir decDr Revening shouldResetTurnet attachedTa: ellivet: MainResetTurnet	Certaults to 0 Certaults to ideCi+160 unless attached to another turner (as attached turner will other be rotating when	e swening)	foat	1.13	3					
stroudheaset Luriet: strachedTo: stave:	Defaults true. False to disable the resolving turnet angle when life it of another turnet to attach to, will be positioned relative to it, and state with it. Looks this turnet's direction and short cooldoors to attached turnet. Other used with warmup for multiple	a barrel guns	Surreit reif							
enero/Usage:	Defaults to false. Turnet to use for creating buildings, etc. should only be true on one turnet, and shoul Required energy to fire weapon. Same as resource/Diage: energy*X	id have cardihoot set to false	Soat Soat							
resourceUsage	can be in creditalenegy-hplishieldiammo. Stops firing if not met Taming Override clobal shootDelay for this suret	resourceUsage: creditin5, energyn5, hp=100, shleich5, ammo=1	foat							
Selay: InKhelayWdr.Turret warnup:	Override global shootDelay for this turnst. When this other turnst fires the cooldown delay on this turnst will be resettemoved. Delay before firing a short.		Suret ref Scat							
ea mup Califlown Rate ea mup No Reset ea mup No Reset ea mup Shoot Delay Transfer	Rase to reduce warmup when turnet is not ready to fire at any targets. Defaults to false. When true warmup is not reset after fising a shot, Used with warmupCaliCovmRate. Defaults to 0, a multiplier which reduces the next shot delay by the warmup value. When used with w	armupNoReset, can make a each shot faster.	Soot Soot							
onShoot_freeze@odyMovementFor	On Shoot or it in a management of reduction over most order using by the restricting framework of the Shoot of Shoot of the Shoot of th			1.13.3						
cardinost	Targeting control Cellate to true Assume transports for this turner note transfort for the whole unit in better's is enoded four for your re- terms transports for this turner note transfort for the whole unit in better's is enoded four for your re-	n columns this to ternal lass not moss).	bool Look 9							
canAttackLandUnite: canAttackLandUnite: canAttackUnderwaterUnite:		n only use this to target less not more)	LogicRoolean LogicRoolean LogicRoolean							
cardinost: car-Vitad-RyingUnits: car-Vitad-RyingUnits: car-Vitad-Linder nation; viole: car-Vitad-Linder nation; viole: car-Vitad-Linder Touching Water-Links: car-Vitad-Linder United Water-Links: car-Vitad-Linder United Water-Links: car-Vitad-Linder United Stages car-Vitad-Linder Linder	Default true: If false unit can only attack units in contact with the water. Used for units with top-ados.		Logiciloolean tags	1.13.3						
canumyAttackCiniteWithoutTags canAttackCondition: clearTuttetTatopriAtarCriss	Normally, used to optionally disable a turnst based on a Logickoolean. Eg: this unit's height	canAttackCondition: If not self-flying	tags LogicRocken	1.13.3						
canAttack Condition: clearTurnetTargetAfterFiting int SingSunge. imtingAngle intitleOffense.	Make this surret have less range than the masAttackSange. Co not apply this to all turnets change ma Linked with idleCir. Turnet will only be able to fire at units +5 this angle.	suktaci/Range instead.	fost							
interceptProjectiles_withTags	Sets minimum range for turnet. Cultimothy used with ami-nuke units.	EmbrigMinRange: 200		5.13 5.13 5.13						
interceptProjecties_andTargetingGround interceptProjecties_andUnderDatance interceptProjecties_andOverHeight	UnderStrance Defaults to 2000, distance inflight before fring Defaults to 0									
laserDefenceEnergyUse:	Certains or V Set to enable a projectile baser defence from this turnet. Should also set the energy/dax in core. Graphics and effects Con't needer this turnet, but still can shoot, etc.		foat LogisRoolsan							
rrage: image_applyTeamColors	Use custom image. Overrides unit's main turnet image		Sie (image)							
invisible: image_applyTeamColons image_applyTeamColons image_crossOffset(image_crossOffset(chargeCfsect(image)			foat foat							
chargeEffectimage: warmupStarEffect	Used with warmup. Shows a scaling effect image on turnet barrel when charging.		Sie (image) effects							
shoot_sound_volt		eg: shoot_fame: smoke, CUSTCBhlightFade, CUSTOM:pop*S	string float							
shoot light deSpin:	Current types and small, large, smoke, shookusve, or CUSTOM: effectSectionName Spin rate when lide, used on missile-turnits	ag stocylana stock; cost-catagaraa; cost-catagar	color							
warmugistanifikad dood, asuad ahoud, asuad ahoud, asuad, yell ahoud, fasani ahoud, light dasilipat unifikad, heusiliadajikhuwanenifiar sacalodhari sacalodhari	Spin rate when lide, used on missile turnits Play a custom animation from an janimation) section after filing this turnet Push turnet forward or back after filing for a secol effect. Value in plants.		animation ref	1.13.3						
recolOffset recolOutTime recolRetursTime	Push surret forward or back after filing for a social effect. Value in pixels. Time to get to offset position after fring. Time to setum to default position.		foat foat							
Section Code	[projectile_NAME]			1.13.3						
Code	Secuription How long fill this projectile gets serrowed It it haunt hit is target, 200 might be a good starting point, ch	Example same decenting on speed and range	Value Type							
defectionPower: explodeOnEndOfLite	Defaults to 1. Energy needed for laser defence to defect1 to disable deflection jonly disable for spe Default to false. True to explode at end of life with all side effects and area damage instead of disapp	acial weapons like fames) wasting	foat bool	1.13	2					
defectionPower: auplodeOnEndOffLife autoTargetingOn DeadTarget unioadUpToWiniteFrontSource alexandSource	Unload X units from source unit, to projectile explode location		ast Novi	1.12 1.12						
separticurce spawitist convert-IET cilourceTeam	Move unit that this projectile to projectile explicate location Spasen new units of this type at projectile explicate location Convert units hit to the team that fixed this projectile. Useful to make capturing systems	eg: spawniUnit: heavyTank, tank*S, hoverTank	unit types bool	1.13.3	2					
convert-litToScurceTeam tage fameWeapon:	Cenerates small flames on hit (only cosmetic)		tags bool	1.13	2					
SrecDamage: aresDamage:	Camage to target unit on hit. Does not work with target/cound true as we don't have a unit target directDamage or areaCamage is required.		est lest							
areaCamageNoFalloff	How wide areaDamage effects. Note this drops off (unless areaDamageNoFalioff is used) Removes the falioff from areaDamage		foat bool	1.13	2					
areaPadiusFromEdge areaEugandTime areaPoNeNedLandMoSameTime areaPdSIndensateAlways	Applies damage from edge of units instead of center. Mostly effects large units. Applies area damage as an expanding blast wave rather than instantly. Useful for ruke projecties. Defaults to false.		foat 500i	1.13	3					
areal-fishdensate/Masys arealgroreUnitsCoserThan buildingComageMutiplier	Defaults to false Units closer than this range aren't effected. Rarely needed. Not recommended for normal projective. Defaults to 1									
shieldharageldutipler shieldbefectonMutipler	Obstaults to 1. Cestaults to 1.	eg: 0 to do no damage to shields and 2 to do double damage eg: 0 to ignore shields and directly damage hull	foat foat	5.13 5.13 5.13	2					
triendy-Fire	Amount of armour to ignore on target and do-damage as if this armour was not there Lets area effect projecties damage own team units (can't damage allies). Useful for nuke-like weapon	ns tierdyEve: tales / tiendyEve: true / tiendyEve: only-ignoreEnemy	boolisting							
mutatorX_RUnishithTags mutatorX_RUnishithoutTags mutatorX_drectCumageMutiplier	Applies multitions to this projectile if target has corresponding tags. Splits as IllustribithTags, but applies if target doesn't have the set tags. Changes describsmage. Defaults to 1: Se careful not to confuse players using this as the effect may	eg: mutatori_itLintWithTags: infantry eg: mutatori_itLintWithoutTags: strongAmour not be clear. Use amour instead when possible		1.13.3						
mutatorX_drectCamageMultiplier mutatorX_areaCamageMultiplier mutatorX_changedExplodeEfect	Same as directionnegability lier but for areaCamage. Defaults to 1. Change explode effect if this mutator is active. Eg make a bounce off amour effect. Helps to make the	e damage change more clear to players (Doesn't work with targetGround.)		1.13.3						
targetGround append	Target ground, and don't home in on target. Note: only areaCarrage is applied if targeting ground.		tool foat							
targetSpeed. targetSpeedAcceleration	Accelerate to this speed Controls the speed rampup for target(speed		foat foat	1.13	2					
balletic balletic_delaymove_height balletic_height targetEnoundSpread:	Makes projectiles fly up into the air and come down, instead of going in a straight line		tost foat							
targetGroundSpread: appedSpread toutest	Randomly makes the shot inaccurate by this amount. Also used by weapons like the flamethrower Sandomly change the starting projectile speed by this amount.		foat foat							
hetenReuseLast: disableLeadTargeting	Not sapper instantly Recycles last projectile fired, only one projectile ever exists. Can turn lasers into beam weapons by us Stable the lead targeting calculations when aiming at a moving target. Defaults false. The expected speed of this posicials for target/Ground lead target calculation. Defaults to 'target/Green'.	sing lower rate of fire and setting this to true	tool tool	1.13	2					
leadTargetingSpeedCalculation Initiating uidedSpeedHeight	Sets vertical speed for projectiles with targetGround. Use gravity to make smooth arching projectiles	of if set otherwise 'speed'.	fost	1.12 1.13 1.13.3	2					
gang	Controls the pull for projectiles that target ground. Use together with initial/inguidedSpeedHeight			1.13.3						
color Invisible	Graphics and effects Recolors this projectile using a hax value.	color Mebalib	color	1.13.3						
mage: drawType	Use custom image. Cueridas cissufype and frame Built-in image to use. Oprojectiles png 1 projectiles, large, png 2 projectiles2 png	dawType:1	tie (image) ist							
image: drawType drawSize: frame NESound: eaptoosEffect septoosEffect	Scale image. Cefaults so 1 Suillin image frame so use, stants at zero. Outsid true.		foat int							
suplodeEffect suplodeEffectOnShield	Default true	explodeEffect smallExplosion, CUSTCRtmyExplodeEffect	effect ref list effect ref list	1.13	2					
esglodel/RectOnGinield teamColorRetio drawUnderUnits effectOnDinate	Use this effect if shield is active on target. Mix 0-1 of team colour lists color field		foat tool	1.12 1.13 1.13 1.13 1.13 1.13 1.13	2 2					
effectOnCreate shouldRevealFog alwaysVisibininFog	Reveal fog to player on explode		tool	1.13 1.13 1.19	2					
trailEffect	Shows on mini-map when fired. Some other side effects as well, true for build-in defaulte, but can also point to any custom effects.		tool toolefect	1.13						
lightSize:	Newsonia to a	SgreColor: MM40b	foat color	1.13						
ightColor largeHiSCRect lightingEffect laxeSiffect	Cheates a large explosion and accompanying sound on hit (only cosmetic). Soor as lighting works best with instant true.		bool bool							
Section code	Ones at lear works best with instantive [movement] Percription		*00X							
Code seconserdType: situ@estrFuit	Description Defines what kind of sersain the unit will be able to move over, along with other properties related to ultimate with large silorant. Makes the unit fall slowly while maintaining its speed at the time of death.	François ni movement yes: LAND	Value Type string							
siowDeathFallt trowsGreed trowsAccelerationSpeed:	Used with targe alroads. Makes the unit fall slowly while maintaining its speed at the time of death. Maximum movement speed of the unit. Certines how test units accelerate to max speed.	siceDeathFait true moveSpeed: 1.2 moveAccelerationSpeed: 0.07	foat foat							
moveDecalerationSpeed: reverseSpeedPercentage:	Con'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 sa	moveDecelerationSpeed: 0.17 and leveratispeedPercentage: 0	foat							
targetHeight:	Should flying unit land when idle. Defaults to 0 but if AIR movementType default is 25	andOnSround false largetHeight 25	tool foat							
starting-Height-Offset	Smooth animated height change. Defaults to 0 but if AIR movementType default is 1.5	target-leightCrit: 1	foat							
maxTumSpeed: sumAcceleration: moveGidingMode: movelerationEnd-			Sool Sool							
movelgroinglisty: movelsidinglist; povelsidinglist; pinelsroupFormations:	Setaults to true. Changing not recommended		est bool							
Section	[ai]	Formalis	Makes							
Code useAsSuider: useAsTransport	Celecription Set to true if unit can build or repair buildings. Defaults to (conspellulation. Defaults to true if unit can transport units.		tool							
useAsi-tarvester disableUse:	Defaults to the of unit can transport mass. Defaults to the of unit can transport mecourses. Clearlow All building this unit or building.		tool							
al_upgradePriority	Defaults to 0.06. Set between 0-1, higher means Al is more likely to upgrade this unit before others buildings celly 3-1. All uses 0.8 for first land factory, 0.48 for air factory, 0.47 for first turnet.		foat							
build Priority: scorein Breed Litra Priority: score Circhal Extra Priority:	Adds to build Priority, if this unit doesn't exist in the Alls base Adds to build Priority. If this unit doesn't exist in the any where on the map		foat foat							
recommended in Each RaseNum recommended in Each RasePriority If Unine apgradedFrom:	Defaults to 0: Ordaults to 0:5. Overrides buildPriority Cheate link to another unit to preserve max counts for upgraded and non-upgraded types in same bar	44.	etrino							
marifobal marifobal marifobal	The state of the s		est let							
whenUsingAsHarvester_recommendedir	Sachlasse local									
whenUsingAsHarvester_recommendedC whenUsingAsHarvester_includeOtherHa onlyUseAsHarvester_ISIassHasUnitTagg	ped									
Section	[leg_#] / [arm_#]	Cornole	Value Time							
E F	C estription Sens position of the foot on the X axis. Sens position of the foot on the Y axis. Capy from another lag, Useful foo only need to set lag values once Capy from another lag, Useful foo only need to set lag values once Capy from another lag. Useful foo only need to set lag values once		foat foat							
copyFrom:	Copy from another leg. Useful to only need to set leg values once	topyFrom: 1	ant .							

Service Servic						
Company	lockflovement heightSpeed:	Lock to unit body. Useful if walking unit converted to a flying unit.		bool float		
Services						
Second S	holdDisMax: holdDisMax:	Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning. Defaults to 16. Force reposition of leg at this distance.		foat foat		
Second S	hold_moveOnlydFurtheat holdClaMin_checkNeighbours					
March Marc	hard.init	Detauts to 50. Force leg to never go this far. Setter to not be reached. defaults to 1. Predicts were unit will be for leg placement based on unit speed.		foat foat		
March Marc	hidden:	Graphics and effects		logic boolean	Mar. 119	
Marie	image end shadow image end teamColors			inage	19 19 19 19 19 19 19 19 19 19 19 19 19 1	
Calculation	image_foot_shadow	same as image_end		inage inage		
Marie Mari	Image_middle Image_leg			inage inage		
Company Comp	drawOverBody drawUnderAlUnits	Draw over all units		bool bool		
March Marc	drawDirOffset dust_effect			float book		
Martin	tayour Opposite Gide Neighbours fraud an When Zoome & Dut	calculate neighbours with X 10 times closer than Y		tost		
The content of the		For performance, defaults changes based on unit size situated		float		
Section 1	Section	[attachment_NAME]				
Section 1	x	bearges	Example	Value Type	103	
Section 1				1		
Marie	onCreate/SpawnUnitOf			1	113	
Marie	canileAttackedAndComaged isUnselectable lockLedMovement			-	103	
Marie	keepAliveWhenParentDies serDrawLayerOnTop			1		
The content of the	setDrawLayerOnScittom addTransportedUnits			1	113	
The content of the	rotateWithParent	Similar to about Gasar Sunar for breats		-		
The content of the	deattach/MilantingToMove prioritizeParents/MainTarget	If the unit is ordered to move, it will detach. This includes waypoints from actions. It will printipe targeting the main target. Defaults to true.		1	103	
Mary	alwaysAllowedToAttackParentsMainTa canAttack	rgetWill always attack the parents main target. Defaults to true. Set to false to stop this attachment attacking.		bool	153	
Marie			.convertielToSourceTeam		_	
Second Company Seco	Section	[effect_NAME]	Example	Value Type		
Marie	ife alecEmitEffects	Defaults 200. Time till effect is removed. Set low as possible to reduce effect overhead. Cheate more effects when created, useful for meta-effects. Note: other 'alsoEmiliEffects' on created effe.	Sects are ignored .	float effect ref	1.13 1.13	
Section Sect	Spawn als intitects alsoPaySound	If 'spawnChance' for this effects fails then emit these effects instead				
March Marc	create(thenCfscreen create(thenZcomedOut			Bool Bool	10 10	
March Marc	create/liherOverLand spawsChance	Cetaults true Detault 1. If less than 1 effect only has a random chance of being created		bool foat	10	
March Marc	delayedStartTimer	Cetaut take Hide for a time before showing and updating effect.		boolean foat	15	
Company Comp		Defaults to high, verylow/low/high/veryhigh/critical. Takes effect when too many effects are being show	en at once.	string	10	
Company	attachedToUnit skesyStartDrAcZero	Attach to unit or projectile that created this effect. Will move with this object. Ignore source/attached unit dir		bool bool	19	
Company	atmospheric physics	Apply drag to slow this effect down and add small wind effects. Fall to ground and bounces, Needs height to take effect.		bool bool	19	
Company	prysociawky MitterRelative	Offset starting effect position. Relative to direction of attached turnet, projectile, unit		foat foat	10	
Company		Random offset by +/- this value Sundom offset by +/- this value Sundom offset by +/- this value		float float	10 10	
Company	-Office Marrieda	Offset starting effect by position ignoring direction of attached turnet, projectile, unit Offset starting effect by position ignoring direction of attached turnet, projectile, unit		foat foat	13	
Company		Random offset by +/- this value Random offset by +/- this value		foat foat	15	
Company	ySpeedRelative xSpeedRelativeRandom			foat foat	1.0	
Company	ySpeedRelativeRandors xSpeedAbsolute	Randomly change by -value to value		foat foat	1.0	
Company	/SpeedAbsolute	Randomly change by -value to value		foat foat	10 10 10 10 10 10 10 10 10 10 10 10 10 1	
Company	nOffset	height offset from source		foat	153	
Company	1GpeedRandom	height geed Sandomly change by value to value Sandomly change by value to value		foat foat	102	
Company	drOffset drOffsetRandom	rotation Randomly change by -value to value		foat foat	10	
Company Comp	drSpeed drSpeedRandom	Votation speed Sandomly change by -value to value Grandomly change by -value		foat		
Marie	trameindes trameindes/Random	frame of to use		iet .		
Company	stripindes linage	A built-in image set to use. Cannot be used with custom image. Custom image file to use. Cannot be used with stripindes.	effects/explode_big/light_SU/fame/effects/effects/project/les/project/les/2/explode_bi	intenting image	10	
Marie	scaleTo scaleEno			float float	10	
Company	color IsanColorRatio	Detauts #FFFFFFF 0-1		color		
Company	drawUnderUnits fadeInTime	Fade alpha from 0% to 100% for this time at start		tool foat	103	
Company Comp	sipha shadow			BOOK		
Mary	iotal frames	Animation		int	19	
Mary	animateFrameStart			et et	10	
Mary	animateFramePingPong animateFrameSpeed			int Sine	133	
Marie	Section	[animation_NAME]				
Marie	Code onActions : Unknown	Crear(pilon move, attack, ide, underConstruction, underConstructionWithLinkedBuiltTime, queuedLinits	Example	Value Type	503	
Marie	onActionsQueuedUnitPlayAt : float blendin : time	For onAction: queuedUnits. Amount queue needs to reach before starting, set between 0-1 Stend with last animation for this time			133	
Marie	pingPong KeytameTmeScale : foat	Play animation in reverse after it ends Scales all switzers fines, useful to make an animation faster/slower eithout changing eventhing		tool foat	10	
Section Continue Cont	arr#_[ire]	Keyframes - create as many as needed Adds a keyframe at time. Use multiple times to create animation.	ag armt_Sc (c S, dir 90)			
Marie Mari	leg#_fime lody_(time)	Adds a keyframe at time. Use multiple times to create animation. Adds a keyframe at time for body. Only frame and scale allowed on body.	eg: body_4s: (frame: 4, scale: 0.5)			
Marie Mari	direction_units direction_strideX:	Overides (graphicalanimator, direction, units while this animation is playing Overides (graphicalanimator, direction, stride)X		feat		
Section Sectio	direction_strideY: direction_starting:	Overides [graphics]animation_direction_strideY Overides [graphics]animation_direction_starting		int Sout		
Section Sectio	atan-ini	Deprecated Keys (can be used but there are better ways)			- 19	
Section Sectio	scale, atom foot	Stan-image-frame-depended			1.0	
	Acade_and-clost	Materiange Raman - depression And image Raman - depression Sates acrois - Depression - see a body keyformes instead. End acrois - Depression - see body keyformes instead.			15	
	Speed-Seet	Sent in any finite department of the control of the				
	Section	[action_NAME] / [hiddenAction_NAME]	tample	Value Type		
Series	Section Code Basel Basel Section Code Basel Base	Text shown in UI	Comple	Value Type string		
The content of the	Section Code Set Maria Section Code Set Maria Section Code Set Maria Section Code Set Maria Section Section Section Section Section Section Section Section	Fact shown in UI A display text when you select your unit's action, used to explain it's purpose.	- Comple	Value Type string		
Company Comp	Section Code Sus_[LANG]	A dispay had willen you select your writ's action, used to explain it's purpose. A dispay had willen you select your writ's action, used to explain it's purpose. Soon mile, upgrade, questional busing, action inhibition, withough willow Committee of the section on the triggent based on price.	Comple	Value Type string string bool foot		
Seed 1 Abboth 1 Abbot	dapayType dapayRemainingStockpile pos monimos	Cent pours N. L. A display test when you writed your write action, used to explain it's purpose. Sect. Buy, supprise, security. It salled, a write in before, inchick-putches. Sect. Buy, supprise, security. It salled, a write in before, inchick-putches. Sect. Buy, supprise is considered from solder can be supprised based on price. Crear action appears in U.	fresh	bool float		
Section 1. The content of the content for the	dapayType dapayRemainingStockpile pos monimos	Sections to a second or section of the second of the secon		bool Soat UnitType 1 Measures		
Section 1	dapiny type spring to the property of the prop	Mod absociation in the content of th	price: credita+5, energy=5, hp+100, shield=6, anmo=1	tool float LiniType 1 Measurces LogicRoolsen LogicRoolsen	101 101 101 101 101 101 101 101 101 101	
Marie Mari	doppiny lopa doppiny lopa posity lopa posi	Mod absociation in the content of th	price: credita+5, energy=5, hp+100, shield=6, anmo=1	tool float tiniType II Beaunites LogicSlooken LogicSlooken LogicSlooken LogicSlooken LogicSlooken LogicSlooken	7. 7. 7. 7. 7. 7. 7. 7. 7. 7. 7. 7. 7. 7	
Section 1.	dispany Type Continue Co	Mod absociation in the content of th	price: credita+5, energy=5, hp+100, shield=6, anmo=1	bool foat UniType 8 Beauces LogicBoolean LogicBoolean LogicBoolean LogicBoolean LogicBoolean LocaleString LocaleString LocaleString LocaleString	133	
Seguing Company and with a control of the property of the control	despirat year Jean Sangara yan di S	And considerable Angles of the stage of the	price: credita+5, energy=5, hp+100, shield=6, anmo=1	bool foat UniType 8 Beauces LogicBoolean LogicBoolean LogicBoolean LogicBoolean LogicBoolean LocaleString LocaleString LocaleString LocaleString	133	
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Self-Self-Self-Self-Self-Self-Self-Self-	despulyarian despu	The administration of the control of	price: credita+5, energy=5, hp+100, shield=6, anmo=1	tool float LiniType 1 mountes Logicisosian Logicisosian Logicisosian Logicisosian Logicisosian LocaleString Logicisosian LocaleString Logicisosian LocaleString LocaleString LocaleString LocaleString LocaleString LocaleString LocaleString	101	
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Section of the sectio	despuis figure Language and the second and the sec	And appears all and a second an	and retailed imaged upon a month of month of the control of the co	bool float float float missiones Logisticulars	No. No.	
And Andrew Andre	South See Control of the Control of	And appears a series of the control	pas coder's lawyer's profit matrix, owner's 1. See See See See See See See See See Se	bool float float float missiones Logisticulars	No. No.	
And Andrew Services of the Control o	Sometimes Sometimes Commany	And appears a series of the control	pas coder's lawyer's profit matrix, owner's 1. See See See See See See See See See Se	Total State	35	
And Controlly an	Continue of the Continue of th	Management of the control of the con	pas coder's lawyer's profit matrix, owner's 1. See See See See See See See See See Se	Total State	35	
The state of the s	Control of the Contro	Management of the control of the con	pas coder's lawyer's profit matrix, owner's 1. See See See See See See See See See Se	Total State	35	
Cardin State of the control of purples as promoted and the control of purples as promoted and the control of th	Control of the Contro	Management of the control of the con	pas coder's lawyer's profit matrix, owner's 1. See See See See See See See See See Se	Dool Seas Control of the Control of Seas Contr		
Selection of the control of the cont	Control of	Management of the control of the con	pas coder's lawyer's profit matrix, owner's 1. See See See See See See See See See Se	Dool Seas Control of the Control of Seas Contr		
According to the control of the cont	Canada Carago Ca	Management of the control of the con	part refer to supply spell spe	Total State		
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witchToNeutralTeam Change team to neutral. This team is witchToAggressiveTeam Change to a built-in team that is aggr	allied to all other teams. Will be captured by nearby units unless j easive to all other teams. Does not get captured.	s (core)stayNeutral true is used	boolean boolean
Cutcome - Take Resources from of skeResources Resources to take trequired to use to	ther units ke resources). And at-least 1 include key is needed.	takeResources: ht=5 gold=10	customPrice
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ARREQUIDES decardCollected Just take resources from targets, don			action refs bool
ksResources_keepResourcesOnTarget Don't additivemove resource from targetsResources_maxUnits Defaults to 1.	st. This clones resources. Use with takeResources_discardCollect	cted and takeResources_triggerAction(RenyCollected to make a resource detector.	bool
Outcome - Convert Resources nvertResource from Name of custom resource to take from			
nverticesource_to Name of custom resource to give to Name of custom resource to give to			
	Defaults to 0. Likely not needed for most use cases if and 'to'		_
	in adding on 'to' (does not effect amount taken on 'from')		
courceAmount Name of custom resource to set with courceAmount_setValue Absolute value to set this resource to courceAmount_setValue Name of another custom resource to	the below 3 keys. All keys are optional, and can be used together	er.	custonResource
ourceAmount_addOtherResource Name of another custom resource to	add to this on. Can be used without resource Amount_set/falue; 9	to just add resources. Or with resourceAmount_setValue:0 to copy a resource value	soli us. custonResource
urceAmount_multiplyBy Defaults to 1. Multiple the current or in Outcome - Attachment changes	ew value by		foat
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Annual Brown			
Message To Payer Sends a message to the player control Message To Payer Sends a message to the player control Message To APPayers Sends a message to the players Alick War Log Teral Payer Gands a Culck War Log message to the Control Payer Sends a Culck War Log message to the Control Payer Sends a Culck War Log message to the Control Payer Sends a Culck War Log message to the Control Payer Sends a Culck War Log message to the Control Payer Sends a Culck War Log message to the Control Payer Sends a Culck War Log message to the Control Payer Sends a Culck War Log message to the Control Payer Sends a Culck War Log message to the Control Payer Sends a Culck War Log message to the Control Payer Con	sing the unit		string
Message to Ashrayers Sends a message to all players QuickWarLogToPlayer Sends a Quick War Log message to	he player controlling the unit (in the lower left)		string
QuickWarLogToAliPlayers Sends a Quick War Log message to a gulessage Only shows in Sandbox with Technol	the player controlling the unit (in the lower lef) all players (in the lower lef) node on.		
			Targets
pe Spawn units line			
Se Description	multiple units with parameter	Example aparetinite crates*10(neutralTeam*true), tank(aparetChance=0.5)	
	stead of the same team as source	· · · · · · · · · · · · · · · · · · ·	_
oTeamOfLastAttacker Spawn the unit on the last attacker of wiChance Chance this unit will spawn. Defaults	source (useful on [core]unitrSipswnedOnDeath) to 5.		
spawnLimit Useful with spawn/Chance, max numb lign Align spawn location to grid, useful for	ser of units to spawn in total	spawnLinibr treeAjspawnChance+0.5, maxSpawnLimib+1), treeBjtraxSpawnLim	(P1)
Overlapping Con't spawn this unit if spawn in an in	reald location. Eg on units or over water when LAND based		
RandonX RandonY			
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	be used to set flags that trigger actions	spawnUnite: crates(addResource=gold 30(stone:10, spawnChance=0.5)	Targetz
pe LogicBoolean			
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Start all logic booleans with it, unless	just using truefalse	If and inhibitation and salf anarminosal Theresis	\pm
		If (self-energy/greaterThan+1) or self-emmo(greaterThan+1) and self-leFlying)	+
Unit location and movement		f not self-is OverLiquid()	
eLinderwater() sA4GroundHeight()			
Fyirg) Moving)			
lateritater() Touching water inDvenwater() Touching or over a water tile			
atministry)			
aOve-Citr) aOve-PassatieTile() (parameters: type)			
isOverOpenLand() shortout for self-isOverPassableTile(t) Unit stats			
hasResources) Cas chock multiple resources (all pric resources) Chacks a single resource parameter poli parameters (present frame, less Than, parameters (present Than, less Than, parameters (present Than, less Than, parameters)	e parameters) is troe, greater/Than, less/Than)		=
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mmoincludingQueued) Also includes ammo from actions still nergy() parameters: greaterThan, lessThan.	in queue (parameten: greaterThan, lessThan, empty; full) empty; full)	f self.ammoindudingQueued(lessThan*12)	_
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EnergyFul() shortcut for self-energy(full+true) EnergyEmpty() shortcut for self-energy(empty+true)			
	empty, full)		\bot
held() jorameters: greaterThan, lessThan, lessThan, jorameters: greaterThan, lessThan)			
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This sheet is for 1.13.2 an older version - see sheet tabs below.

[core]		
Description	Example	Value Type
Common keys		1
Defines the raw name for your unit, in which case the game uses to identify as a unique name. (This na	name: customTank_1	string
comma separated list of names. Like name but lower priority, useful for multiple optional mods.	altNames: custTank1, customTank1, cTank1	string(s)
		string
		int
		int
		float
		int
		bool
Changes some death defaults, and sort order in sandbox		bool
Normally required if this unit places buildings. Defaults to [ai]useAsBuilder		
	maxHp: 200	int
·	mayShield: 500	float
		bool
Passive shield regen rate	shieldRegen: 0.15	float
Defaults to 0. Energy can be used as ammo for turrets or for laser defense	energyMax: 1	float
		float
	energyStartingPercentage: 0.5	float
		float
	generation credits: 2	int
		int
Set to false to hide unit in sandbox editor (Default true)	showInEditor: true	bool
The name of your unit that the game shows to the player.	displayText: Custom Tank	string
	displayText_es: Hola	
Description of your unit that the game shows to the player.	displayDescription: - Fast movement.\n- Light damage.	string
		string
		int
Defaults to radius value. Set to show a larger of smaller selection box of on units.	uispiayi radids. 20	III.
Hide shield (if active) unless deflecting shot	shieldDisplayOnlyDeflection: false	bool
Defaults to 4. High value causes shield deflection to fade disappear faster	shieldDeflectionDisplayRate: 3	float
Cannot be selected		
Building only keys		
	Colordon A A A A	bool
	Constitution Corpute -1,-1,1,0	int
		float
Defaults to 10		float
		bool
		float
	The second secon	Cl. C.D
		file (ini) bool
		string(s)
Defaults to 1. Changing not recommend	globalScale: 1	float
Disallow building of this unit. Can be used with overrideAndReplace to restrict units the player is allowed	isLocked: false	bool
	isLockedIfGameModeNoNuke: false	
Tag unit as experimental. Affects zoomed out icon and end game stats.	experimental: false	bool
Set to false to disable capture when unit is on the neutral team	stayNeutral: false	bool
Used with canReclaimResources Experimental feature that is not yet finished		float
	r other things in future	out
	fogOfWarSightRange: 15	int
		int
No unit can repair this unit		
No unit can repair this unit If true, unit is added to dropdowns for starting unit in game setup menus.		
If true, unit is added to dropdowns for starting unit in game setup menus.		
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deflectionPower: Defaults to 1. Energy needed for laser defence to deflect1 to disable deflection (only disable for special weapons like flames) float			· ·	
explodeOnEndOfLife Default to false. True to explode at end of life with all side effects and area damage instead of disappearing bool	ctionPower: D		I weapons like flames)	
			ing	1.13
autoTargetingOnDeadTarget: Retarget to nearby unit if target dies while in transit bool unloadUpToXUnitsFromSource Unload X units from source unit, to projectile explode location int				1.13
HelportSource Move unit that shot this projectile to projectile explode location bool				1.13
spawnUnit Spawn new units of this type at projectile explode location eg: spawnUnit: heavyTank, tank*5, hoverTank unit types	vnUnit S	unit types 1	eg: spawnUnit: heavyTank, tank*5, hoverTank	1.13
tags Lags Concrete amelification on hit (selv-geometric) Concrete amelification				1.13
flameWeapon: Generates small flames on hit (only cosmetic) bool Damage		DOOI		
directDamage: Damage to target unit on hit. Does not work with targetGround:true as we don't have a unit target int		int		

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Septiment of the control of the cont	targetGround	Target ground, and don't home in on target. Note: only areaDamage is applied if targeting ground.		bool	
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hardLimit:	Defaulte to 50. Force les to page on this fay Detter to pat he seached		float	
estimatingPositionMultiplier	Defaults to 50. Force leg to never go this far. Better to not be reached. defaults to 1. Predicts were unit will be for leg placement based on unit speed.		float	
Community Contonination	Graphics and effects		nout	
hidden:			logic boolean	
image_end			image	1.13
image_end_shadow			image	1.13
image_end_teamColors				1.13
image_foot	same as image_end		image	1.13
image_foot_shadow			image	1.12
image_middle	cama as imaga middla		image	1.13
image_leg draw_foot_on_top	same as image_middle		bool	1.13
drawOverBody	Draw over the body of unit, defaults of false		bool	1.15
drawUnderAllUnits	Draw over all units		bool	
drawDirOffset			float	
dust_effect:	Spawns dust particles on each step.		bool	
spinRate	Makes arm/leg spin, like idleSpin for turrets		float	
favourOppositeSideNeighbours	calculate neighbours with X 10 times closer than Y			
drawLegWhenZoomedOut	For performance, defaults changes based on unit size			
drawFootWhenZoomedOut resetAngle:	For performance, defaults changes based on unit size Unused		float	
researingle:			lioat	
Section	[effect_NAME]			
Code	Description	Example	Value Type	
life	Defaults 200. Time till effect is removed. Set low as possible to reduce effect overhead.		float	1.13
alsoEmitEffects	Create more effects when created, useful for meta-effects. Note: other 'alsoEmitEffects' on created effe	cts are ignored.	effect ref	1.13
ifSpawnFailsEmitEffects	If 'spawnChance' for this effects fails then emit these effects instead			
alsoPlaySound			sound ref	1.13
createWhenOffscreen	Defaults false.		bool	1.13
createWhenZoomedOut	Defaults true		bool	1.13
createWhenOverLiquid createWhenOverLand	Defaults true Defaults true		bool	1.13
spawnChance	Default 1. If less than 1 effect only has a random chance of being created		float	1.13
showInFog	Default 1. It less than 1 effect only has a fandom chance of being created Default false		boolean	1.13
delayedStartTimer	Hide for x time before showing and updating effect.		float	1.13
liveAfterAttachedDies	Defaults false when attachedToUnit is being used		bool	1.13
priority	Defaults to high. verylow/low/high/veryhigh/critical. Takes effect when too many effects are being show	n at once.	string	1.13
	Movement			
attachedToUnit	Attach to unit or projectile that created this effect. Will move with this object.		bool	1.13
alwayStartDirAtZero	Ignore source/attached unit dir		bool	1.13
atmospheric	Apply drag to slow this effect down and add small wind effects		bool	1.13
physics physicsGravity	Fall to ground and bounces. Needs height to take effect. Defaults to 1. height speed acceleration when physics: true		float	1.13 1.13
xOffsetRelative	Offset starting effect position. Relative to direction of attached turret, projectile, unit		float	1.13
yOffsetRelative	Offset starting effect position. Relative to direction of attached turret, projectile, unit		float	1.13
xOffsetRelativeRandom	Random offset by +/- this value		float	1.13
yOffsetRelativeRandom	Random offset by +/- this value		float	1.13
xOffsetAbsolute	Offset starting effect by position ignoring direction of attached turret, projectile, unit		float	1.13
yOffsetAbsolute	Offset starting effect by position ignoring direction of attached turret, projectile, unit		float	1.13
xOffsetAbsoluteRandom	Random offset by +/- this value		float	1.13
yOffsetAbsoluteRandom	Random offset by +/- this value		float	1.13
xSpeedRelative ySpeedRelative			float	1.13 1.13
xSpeedRelativeRandom	Randomly change by -value to value		float	1.13
ySpeedRelativeRandom	Randomly change by -value to value		float	1.13
xSpeedAbsolute			float	1.13
ySpeedAbsolute			float	1.13
xSpeedAbsoluteRandom	Randomly change by -value to value		float	1.13
ySpeedAbsoluteRandom	Randomly change by -value to value		float	1.13
hOffset	height offset from source		float	1.13
hOffsetRandom	Randomly change by -value to value		float	1.13
hSpeed	height speed		float	1.13
hSpeedRandom dirOffset	Randomly change by -value to value		float	1.13 1.13
dirOffsetRandom	Randomly change by -value to value		float	1.13
dirSpeed	rotation speed		float	1.13
dirSpeedRandom	Randomly change by -value to value		float	1.13
	Graphics			
frameIndex	frame of to use		int	1.13
		effects/explode_big/light_50/flame/effects/effects2/projectiles/projectiles2/explode_bi	int/string	1.13
stripIndex	A built-in image set to use. Cannot be used with custom image			1.13
stripIndex Image	Custom image file to use. Cannot be used with stripIndex.		image	
stripIndex Image imageShadow	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows		image	1 12
stripIndex Image imageShadow scaleTo	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1		image float	1.13
stripIndex Image imageShadow scaleTo scaleFrom	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows		image float float	1.13
stripIndex Image imageShadow scaleTo	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1		image float	
stripIndex Image imageShadow scaleTo scaleFrom color	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults #FFFFFFFF Defaults #FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF		image float float	1.13
stripIndex Image imageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults #FFFFFFFF 0-1 Fade alpha from 0% to 100% for this time at start		image float float color	1.13 1.13
stripIndex Image ImageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeIoUt	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults #FFFFFFFF 0-1 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		image float float color	1.13 1.13 1.13
stripIndex Image ImageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeOut alpha	Custom image file to use. Cannot be used with stripindex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults to 1 Defaults for 1 Defaults frefFFFFF 0-1 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 Capped between 0-1. Can be set higher than 1 to delay fadeCut effects		image float float color bool float	1.13 1.13 1.13 1.13
stripIndex Image ImageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeIoUt	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults for 1 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 Capped between 0-1. Can be set higher than 1 to delay fadeOut effects True to draw a shadow. Forced true if imageShadow is used		image float float color bool float	1.13 1.13 1.13 1.13
stripIndex Image ImageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeOut alpha shadow	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults to 1 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 Capped between 0-1. Can be set higher than 1 to delay fadeOut effects True to draw a shadow. Forced true if imageShadow is used Animation		image float float color bool float bool	1.13 1.13 1.13 1.13 1.13
stripIndex Image ImageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeOut alpha shadow total_frames	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults for 1 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 Capped between 0-1. Can be set higher than 1 to delay fadeOut effects True to draw a shadow. Forced true if imageShadow is used		image float float color bool float bool	1.13 1.13 1.13 1.13 1.13
stripIndex Image ImageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeOut alpha shadow total_frames animateFrameStart	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults to 1 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 Capped between 0-1. Can be set higher than 1 to delay fadeOut effects True to draw a shadow. Forced true if imageShadow is used Animation		image float float color bool float bool int int	1.13 1.13 1.13 1.13 1.13 1.13
stripIndex Image ImageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeOut alpha shadow total_frames animateFrameStart animateFrameEnd	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults to 1 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 Capped between 0-1. Can be set higher than 1 to delay fadeOut effects True to draw a shadow. Forced true if imageShadow is used Animation		image float float color bool float bool int int int	1.13 1.13 1.13 1.13 1.13 1.13 1.13
stripIndex Image ImageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeOut alpha shadow total_frames animateFrameStart animateFrameEnd animateFramePingPong	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults to 1 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 Capped between 0-1. Can be set higher than 1 to delay fadeOut effects True to draw a shadow. Forced true if imageShadow is used Animation		image float float color bool float bool int int int int	1.13 1.13 1.13 1.13 1.13 1.13 1.13 1.13
stripIndex Image ImageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeOut alpha shadow total_frames animateFrameStart animateFrameEnd	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults to 1 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 Capped between 0-1. Can be set higher than 1 to delay fadeOut effects True to draw a shadow. Forced true if imageShadow is used Animation		image float float color bool float bool int int int	1.13 1.13 1.13 1.13 1.13 1.13 1.13
stripIndex Image Image ImageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeOut alpha shadow total_frames animateFrameStart animateFrameEnd animateFrameEnd animateFrameSpeed animateFrameSpeed	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults to 1 Defaults for 1 Defaults for 1 Defaults for 1 Defaults or 1 Defaults or 1 Defaults or 1 Defaults or 1 Defaults for 1 Defaults #FFFFFFFF O-1 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 Capped between 0-1. Can be set higher than 1 to delay fadeOut effects True to draw a shadow. Forced true if imageShadow is used Animation Total frames of 'image', used with animation or frameIndex. Only needed with custom images		image float float color bool float bool int int int int time	1.13 1.13 1.13 1.13 1.13 1.13 1.13 1.13
stripIndex Image Image ImageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeOut alpha shadow total_frames animateFrameEnd animateFrameEnd animateFramePingPong animateFrameSpeed	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults to 1 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 Capped between 0-1. Can be set higher than 1 to delay fadeOut effects True to draw a shadow. Forced true if imageShadow is used Animation		image float float color bool float bool int int int int time	1.13 1.13 1.13 1.13 1.13 1.13 1.13 1.13
stripIndex Image Image ImageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeOut alpha shadow total_frames animateFrameStart animateFrameEnd animateFrameEnd animateFrameSpeed animateFrameSpeed	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults to 1 Defaults for 1 Defaults for 1 Defaults for 1 Defaults or 1 Defaults or 1 Defaults or 1 Defaults or 1 Defaults for 1 Defaults #FFFFFFFF O-1 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 Capped between 0-1. Can be set higher than 1 to delay fadeOut effects True to draw a shadow. Forced true if imageShadow is used Animation Total frames of 'image', used with animation or frameIndex. Only needed with custom images	Example	image float float color bool float bool int int int int time	1.13 1.13 1.13 1.13 1.13 1.13 1.13 1.13
stripIndex Image Image Shadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeOut alpha shadow total_frames animateFrameStart animateFrameEnd animateFrameSpeed animateFrameSpeed animateFrameSpeed Section Section Code onActions: Unknown	Custom image file to use. Cannot be used with stripindex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults to 1 Defaults to 1 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 Capped between 0-1. Can be set higher than 1 to delay fadeOut effects True to draw a shadow. Forced true if imageShadow is used Animation Total frames of 'image', used with animation or frameIndex. Only needed with custom images [animation_NAME] Description move, attack, idle, underConstruction, underConstructionWithLinkedBuiltTime, queuedUnits	Example	image float float color bool float bool int int int int time time	1.13 1.13 1.13 1.13 1.13 1.13 1.13 1.13
stripIndex Image Image ImageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeOut alpha shadow total_frames animateFrameStart animateFrameStart animateFramePingPong animateFrameSpeed	Custom image file to use. Cannot be used with stripindex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults to 1 Defaults to 1 Defaults for 1 Defaults on 1 Fade alpha from 0% to 100% for this time at start Fade alpha from 00% to 0% based on life. Set alpha is higher than 1 to delay fade Capped between 0-1. Can be set higher than 1 to delay fadeOut effects True to draw a shadow. Forced true if imageShadow is used Animation Total frames of 'image', used with animation or framelindex. Only needed with custom images [animation_NAME] Description move, attack, idle, underConstruction, underConstructionWithLinkedBuiltTime, queuedUnits For onAction; queuedUnits. Amount queue needs to reach before starting, set between 0-1	Example	image float float color bool float bool int int int int time time	1.13 1.13 1.13 1.13 1.13 1.13 1.13 1.13
stripIndex Image ImageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeOut alpha shadow shadow total_frames animateFrameStart animateFrameSped	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults to 1 Defaults to 1 Defaults is #FFFFFFFF 0-1 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 Capped between 0-1. Can be set higher than 1 to delay fadeOut effects True to draw a shadow. Forced true if imageShadow is used Animation Total frames of "image", used with animation or frameIndex. Only needed with custom images [animation_NAME] Description move, attack, idle, underConstruction, underConstructionWithLinkedBuiltTime, queuedUnits For onAction: queuedUnits. Amount queue needs to reach before starting, set between 0-1 Blend with last animation for this time	Example	image float float color bool float bool int int int int time time	1.13 1.13 1.13 1.13 1.13 1.13 1.13 1.13
stripIndex Image Image ImageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeOut alpha shadow total_frames animateFrameStart animateFrameStart animateFrameSpeed animateFrameSpeed animateFrameSpeed onActions : Unknown onActions : Unknown onActions : Unknown onActions : Unknown blendl : time	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults to 1 Defaults to 1 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 Capped between 0-1. Can be set higher than 1 to delay fadeOut effects True to draw a shadow. Forced true if imageShadow is used Antimation Total frames of 'image', used with animation or frameIndex. Only needed with custom images [animation_NAME] Description move, attack, idle, underConstruction, underConstructionWithLinkedBuiltTime, queuedUnits For onAction: queuedUnits. Amount queue needs to reach before starting, set between 0-1 Blend with last animation for this time Blend with next animation for this time	Example	image float float color bool float bool int int int int time time Value Type	1.13 1.13 1.13 1.13 1.13 1.13 1.13 1.13
stripIndex Image Image imageShadow scaleTo scaleFrom color teamColorRatio drawUnderUnits fadeInTime fadeOut alpha shadow total_frames animateFrameStart animateFrameStart animateFramePingPong animateFrameSpeed beautification animateFrameSpeed	Custom image file to use. Cannot be used with stripIndex. Custom image file to use for shadows Defaults to 1 Defaults to 1 Defaults to 1 Defaults to 1 Defaults is #FFFFFFFF 0-1 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 Capped between 0-1. Can be set higher than 1 to delay fadeOut effects True to draw a shadow. Forced true if imageShadow is used Animation Total frames of "image", used with animation or frameIndex. Only needed with custom images [animation_NAME] Description move, attack, idle, underConstruction, underConstructionWithLinkedBuiltTime, queuedUnits For onAction: queuedUnits. Amount queue needs to reach before starting, set between 0-1 Blend with last animation for this time	Example	image float float color bool float bool int int int int time time	1.13 1.13 1.13 1.13 1.13 1.13 1.13 1.13

arm# [time]	Keyframes - create as many as needed	are send for (v. 5. dip 00.)		
arm#_[time] leg#_[time]	Adds a keyframe at time. Use multiple times to create animation. Adds a keyframe at time. Use multiple times to create animation.	eg: arm1_5s: {x: 5, dir: 90 }		1.1
body_[time]	Adds a keyframe at time for body. Only frame and scale allowed on body	eg: body_4s: {frame: 4, scale: 0.5}		
	Deprecated Keys (can be used but there are better ways)			
start : int end : int	Start-image-frame, deprecated End-image-frame, deprecated			1.1
scale_start : float	Start-scale. Deprecated, use body keyframes instead.			1.1
scale_end : float	End-seale. Deprecated, use body keyframes instead.			1.1
speed : float	Speed, smaller is faster. Only effects start, end, scale_start, scale_end			1.1
	[+i NANAT]			
Section	[action_NAME]			
	Description	Example	Value Type	
text text {LANG}	Text shown in UI		string	
description	A display text when you select your unit's action, used to explain it's purpose.		string	
description_{LANG}				
	none, rally, upgrade, queueUnit, building, action, infoOnly, infoOnlyNoBox		h and	
displayRemainingStockpile pos	Queue is shown as number of times action can be triggered based on price Order action appears in UI		float	
iconImage				
	Requirements to trigger or enable	and a second for 5 and 5 has 400 abided 5 and 5 d		
price isActive	The price of your action for the unit. Disables action if not available. Defaults to credits if unlabelled Defaults true. If false then action is disabled and shown in red in UI.	price: credits=5, energy=5, hp=100, shield=5, ammo=1	resources LogicBoolean	
	Defaults true. If false action is hidden from UI and disabled.		LogicBoolean	
isLocked	Defaults false. If true action is disabled, and a lock icon is shown. Mostly used for no nuke game mode		LogicBoolean	
isLockedMessage	When eating is righted in LII only one with selected with set this eating Defaults to felor		string	
onlyOneUnitAtATime autoTrigger	When action is picked in UI, only one unit selected with get this action. Defaults to false. When true triggers the effects of this action instantly (ignoring price, isActive, isVisible, buildSpeed, etc.)	autoTrigger: if self.overWater()	bool LogicBoolean	
	Defaults false. Stop AI using this action.		LogicBoolean	
	While action is queued			
buildSpeed highPriorityQueue	Defaults to false. If true this action skips all other low priority actions in queue. Useful for fireTurret action	buildSpeed: 5s	time	
canPlayerCancel			bool	
whenBuilding_cannotMove	Stops unit moving while action is being applied. Useful for deploy like actions.		bool	
whenBuilding_playAnimation	Play a custom animation from an [animation] section when in active queue		animation ref	
	Rotate unit body to this direction when action is in active queue If true allow rotation in 180 degrees from whenBuilding_rotateTo when this is a smaller angle		float	
	Pause action queue till rotation is finished		bool	
whenBuilding_temporarilyConvertTo	Convert to another unit while action is in active queue. Note: actions from the original unit will be kept		unit ref	
spawnEffectsOnQueue	Effects to spawn at unit when action is first added to queue		effect ref	
playSoundToPlayerOnQueue	Global sound to play to unit's player only when action is first added to queue Results (What happens) - Must be at least one result listed		sound ref	
convertTo	Convert your unit into another unit. properties are preserved.		unit ref	
	When action finishes fire target turret at point on ground, bypasses canShoot rules in turret.	fireTurretXAtGround: nukeSilo	turret ref	
fireTurretXAtGround_withOffset fireTurretXAtGround_withProjectile	If not set player targets the ground with GUI, if a point is set this step is skipped Used with fireTurretXAtGround. Defaults to target turret's normal projectile.	fireTurretXAtGround_withOffset: 0,0	point projectile ref	
addEnergy	Adds energy to unit. Has no effect unless energyMax is set		float	
	Add these resources when action finishes.	addResources: credits=5, energy=-5, hp=-100, shield=5, ammo=1	resources	
	Trigger to results of another action as well. Ignores action's requirements		action ref	
alsoQueueAction alsoTriggerOrQueueActionConditional	Adds another action into the normal unit's queue. Ignores action's requirements Defaults true. alsoTriggerAction and alsoQueueAction are ignored if this works out to be false.		action ref LogicBoolean	
spawnEffects	Effects to spawn at unit		effect ref	
playSoundAtUnit	Local sound to play when action finishes		sound ref	
playSoundGlobally playSoundToPlayer	Global sound to play to all players in game Global sound to play to unit's player only		sound ref	
addUnitsIntoTransport	Add units into transport, use self.transportingCount() to check for space before adding	addUnitsIntoTransport: tank*3, heavyTank		
deleteNumUnitsFromTransport			int	
	Reset timer used with self.customTimer()		LogicBoolean	
Type	LogicBoolean			
Code	Description	Example	Targets	
true				
false	Start all logic booleans with if, unless just using true/false			
and		if self.isInWater() and self.energy(greaterThan=1)		
or		if (self.energy(greaterThan=1) or self.ammo(greaterThan=1)) and self.isFlying()		
not	Unit location and movement	if not self.isOverLiquid()		
self.isUnderwater()	Unit location and movement			
self.isAtGroundHeight()				
self.isFlying()				
self.isMoving() self.isAtTopSpeed()				
self.isAtTopSpeed() self.isInWater()	Touching water			
self.isOverwater()	Touching or over a water tile			
self.isOverLiquid()				
self.isOverClift() self.isOverPassableTile()	(parameters: type)			
self.isOverOpenLand()	shortcut for self.isOverPassableTile(type='LAND')			
	Unit stats			
self.hp() self.ammo()	(parameters: greaterThan, lessThan, empty, full) (parameters: greaterThan, lessThan, empty, full)			
	(parameters: greater i han, less i han, empty, tull) shortcut for self.ammo(empty=true)			
	Also includes ammo from actions still in queue (parameters: greaterThan, lessThan, empty, full)	if self.ammoIncludingQueued(lessThan=12)		
self.energy()	(parameters: greaterThan, lessThan, empty, full)			
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()	shortcut for self.energy(mili=true) shortcut for self.energy(empty=true)			
self.shield()	(parameters: greaterThan, lessThan, empty, full)			
self.kills()	(parameters: greaterThan, lessThan)			
game.nukesEnabled()	Misc			
	Boolean flag saved into units for mods to use. (parameters: id=0-31)	Use addResources in action change this vaule		
self.tags()	(parameters: includes) (parameters: greaterThan, lessThan, empty)			
	(parameters: includes)			

self.isAttacking()			
self.transportingUnitWithTags()	(parameters: includes)	self.transportingUnitWithTags(includes='human')	
self.hasTakenDamage()	(parameters: withinSeconds=X, laterThanSeconds=X)	self.hasTakenDamage(withinSeconds=1)	
self.timeAlive()	(parameters: withinSeconds=X, laterThanSeconds=X)		
self.lastConverted()	(parameters: withinSeconds=X, laterThanSeconds=X)		
self.customTimer()	(parameters: withinSeconds=X, laterThanSeconds=X)		
self.isOnNeutralTeam()			
numberOfUnitsInTeam()	(parameters: withTag, greaterThan, lessThan, withinRange, incompleteBuildings, factoryQueue)	numberOfUnitsInTeam(withTag='techUnlockBuilding', greaterThan=0)	
Туре	Resources - used by addResources, price, e	tc	
Code	Description	Example	Targets
	Description	Example	raigets
credits	Global resource	Lample	Targets
	· ·	Example	Targets
credits energy hp	· ·	Compre	raigets
energy hp	· ·	price: hp=-100, shield=100	Tangets
energy	· ·		Tulgets
energy hp shield	Global resource		Tuigets
energy hp shield ammo	Global resource Hidden value on each unit for use by mods	price: hp=-100, shield=100	luigets
energy hp shield ammo setFlag	Global resource Hidden value on each unit for use by mods use with addResources, resourceUsage or price. 0-31. Flags are stored in each unit	price: hp=-100, shield=100	Turgeto
energy hp shield ammo setFlag unsetFlag	Global resource Hidden value on each unit for use by mods use with addResources, resourceUsage or price. 0-31. Flags are stored in each unit use with addResources, resourceUsage or price. 0-31	price: hp=-100, shield=100	Turgets

This sheet is for 1.13 an older version - see sheet tabs below.

	This sheet is for 1.13 an older version - see	STICCL LADS DCIOW.		
Section	[core]			
Code	Description	Example	Value Type	
Code	Common keys	Liample	value Type	
name:	Defines the raw name for your unit, in which case the game uses to identify as a unique name. (This na	name: customTank_1	string	
altNames:	comma separated list of names. Like name but lower priority, useful for multiple optional mods.	altNames: custTank1, customTank1, cTank1	string(s)	
class:	Reserved for future use, must be CustomUnitMetadata	class: CustomUnitMetadata	string	
price:	The cost of your unit from builders/buildings.	price: 500	int	
mass:	The 'weight' of your unit, this will define how it collides with other units, a greater value means it is tougl Defines the Tech Level of your unit, there are 3 levels and each will appear in a different color in the GU		int	
techLevel: buildSpeed:	Time it takes to build unit (may multiply with builder speed) Formulae for seconds: 10 ÷ 60 = 0.16 (0.16		int	
radius:	Circular area around your unit that makes it selectable (mouse click/screen touch)	radius: 20	int	
isBio:	Choose whether your unit is bioligical or not, will effect sound and splat (unless hideScorchMark is true		bool	
isBug:	Changes some death defaults, and sort order in sandbox		bool	
isBuilder	Normally required if this unit places buildings. Defaults to [ai]useAsBuilder			1.13
	Unit stats			
maxHp:	The max health for your unit. (will spawn with this value)	maxHp: 200	int	
selfRegenRate:	Passive self repair rate	Object 500	float	
maxShield: startShieldAtZero:	The max shield hitpoints of your unit. Can start with 0 hitpoints if startShieldAtZero is set to true Sets the unit's shield to 0 HP when it is first built.	maxShield: 500 startShieldAtZero: true	int	
shieldRegen:	Passive shield regen rate	shieldRegen: 0.15	float	
energyMax:	Defaults to 0. Energy can be used as ammo for turrets or for laser defense	energyMax: 1	float	
energyRegen:	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	·	float	
energyStartingPercentage:	Sets the percentage of charged energy when the unit is first built.	energyStartingPercentage: 0.5	float	
energyNeedsToRechargeToFull:	Disable weapons using energy after reaching zero till fully recharged		float	
armour	Damage taken away from each hit (not currently used in any core units)			1.13
armourMinDamageToKeep	Min damage to keep. Defaults to 1	generation gradity: 2	int	1.13
generation_credits:	Income unit creates How often generation, credits is added. Defaults to 40 (changing not recommended).	generation_credits: 2	int	
generation_delay:	How often generation_credits is added. Defaults to 40 (changing not recommended) UI and Graphics related keys	generation_delay: 40	mt	
showInEditor:	Set to false to hide unit in sandbox editor (Default true)	showInEditor: true	bool	
displayText	The name of your unit that the game shows to the player.	displayText: Custom Tank	string	
displayText_{LANG}	LANG=ISO 639-1 Code to show this text instead when game is in this language	displayText_es: Hola	J	1.13
displayDescription	Description of your unit that the game shows to the player.	displayDescription: - Fast movement.\n- Light damage.	string	
displayDescription_{LANG}	LANG=ISO 639-1 Code to show this text instead when game is in this language	displayDescription_es: -Movimiento rapido\n-Daño ligero		1.13
displayLocaleKey:	Translation file key for unit name and description	displayLocaleKey: units.mechArtillery	string	
displayRadius:	Defaults to radius value. Set to show a larger or smaller selection box ui on units.	displayRadius: 20	int	
shieldRenderRadius	I Pale ability of a discharge about	abid IPicata Oat Daffe disc. files	h a al	
shieldDisplayOnlyDeflection: shieldDeflectionDisplayRate:	Hide shield (if active) unless deflecting shot Defaults to 4. High value causes shield deflection to fade disappear faster	shieldDisplayOnlyDeflection: false shieldDeflectionDisplayRate: 3	float	
silielubellectionbispiayNate.	Building only keys	ShieldDellectionDisplayNate. 3	lioat	
isBuilding:	Dulluling Only Reys		bool	
footprint	Only applies to buildings, tiles taken up which block unit movement. Defaults to 0,0,0,0 = 1 center tile	footprint: -1,-1,1,1		
constructionFootprint	Only applies to buildings, tiles taken up for placement of other buildings. Defaults to 0,0,0,0	constructionFootprint: -1,-1,1,3		
buildingSelectionOffset:	Defaults to 0. Adds or removes padding on the drawn selection rect in UI		int	
buildingToFootprintOffsetX	Defaults to 10		float	
buildingToFootprintOffsetY	Defaults to 10		float	
placeOnlyOnResPool:	Normally used for extractors		bool	
selfBuildRate:	Rate unit builds it's self when placed without a builder		float	
	Misc Keys	Francisco Control Defends	Cl. Call	
copyFrom: dont_load:	Use unit data from another ini file as base Do not load unit, and don't error on missing data. Can be useful when used with copyFrom	copyFrom: customTank_Default dont_load: true	file (ini) bool	
overrideAndReplace:	Override another unit with this unit. Build links pointing to target unit will be replaced with this unit. And		string(s)	
globalScale:	Defaults to 1. Changing not recommend	globalScale: 1	float	
isLocked:	Disallow building of this unit. Can be used with overrideAndReplace to restrict units the player is allowe	isLocked: false	bool	
isLockedIfGameModeNoNuke	Disallows building of this unit if nukes are disabled during match setup.	isLockedIfGameModeNoNuke: false		1.13
experimental:	Tag unit as experimental. Affects zoomed out icon and end game stats.	experimental: false	bool	
stayNeutral:	Set to false to disable capture when unit is on the neutral team	stayNeutral: false	bool	
createNeutral				1.13
resourceRate:	Used with canReclaimResources. Experimental feature that is not yet finished.	r other things in future	float	4.10
tags fogOfWarSightRange:	List of any comma separated strings. Only used for transportUnitsRequireTag right now, will be used for Set number of tiles this unit can see. Defaults to 15	r other things in future foqOfWarSightRange: 15	int	1.13
softCollisionOnAll:	Set number of dies this unit can see, Delauits to 13	iogorival olgrititatige. 15	int	
isUnrepairableUnit	No unit can repair this unit			1.13
isPickableStartingUnit	If true, unit is added to dropdowns for starting unit in game setup menus.			1.13
				1.13
startFallingWhenStartingUnit				
startFallingWhenStartingUnit soundOnAttackOrder	List of sounds. Only one will be played each attack order		sound	
	List of sounds. Only one will be played each move order		sound	
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Code Description Example Value Type	Section	lattackl			
			Fyample	Value Ture	
Tituliplica by global codic)			- Country C		
canAttack: If set to false, can not attack any unit. Regards of other canAttack options below.					
canAttackFlyingUnits: can also be narrowed per turret LogicBoolean					
canAttackLandUnits: can also be narrowed per turret LogicBoolean	canAttackLandUnits:				
can Attack Underwater Units: can also be narrowed per turret Logic Boolean	canAttackUnderwaterUnits:	can also be narrowed per turret		LogicBoolean	

canAttackNotTouchingWaterUnits:				
	Default true. If false unit can only attack units in contact with the water. Used for units with torpedos. (c		LogicBoolean	
turretMultiTargeting	Allow each turrets to fire at a different target at the same time. Very useful if [turret]limitingAngle is used			1.13
isMelee:	Used with a low attack range (like maxAttackRange: 9) makes src and target radius get added to range	e, and effects Al.	bool	
turretRotateWithBody	Are all turrets rotated when body rotates. Defaults to true		bool	
attackMovement:	normal/bomber. bomber attack movement will retreat when energy runs out		string	
dieOnAttack:	No. 1 Control of the		bool	
isFixedFiring:	Must aim body at target to shoot. Will often make the unit need to stop before it can aim and shoot.	aim OffactCareadiO will make wait abuse a thack acutes	bool	
aimOffsetSpread: stopTargetingAfterFiring	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	bool	1.13
disablePassiveTargeting:	Unit only attacks manually ordered target. Rarely used or needed.		bool	1.13
disabler assive rangeling.	Deprecated Keys - can be used but better to set these per turret		booi	
turretSize-	(multiplied by alphalScale)		float	
turretTurnSpeed:	(maniphed by globalocally)		float	
shootDelay:	Global-delay, can also use delay on each turret		float	
0 ::	Thurst NAME			
Section	[turret_NAME]			
Code	Description	Example	Value Type	
x:			float	
y:			float	
copyFrom:	Copy all values from another turret as defaut values for this turret	copyFrom: 1	turret ref	
projectile	Projectile fired from this turret.	eg: projectile: torpedo	projectile ref	
barrelX	Defaults to 0			1.13
barrelY	Defaults to size. Note: size and barrelY have the same meaning	design of the second of the se	0 - 1	1.13
size:	Controls the distance between the center of the turret and the point from where projectiles spawn.	size: 5	float	
turnSpeed	Max turn speed of the turret			
turnSpeedAcceleration turnSpeedDeceleration	Defaults to disabled, and full turn speed is used. Defaults to turnSpeedAcceleration. Setting this higher than turn acceleration might allow faster targets	I to be hit		
idleDir	Defaults to turnSpeedAcceleration. Setting this nigher than turn acceleration might allow faster targets. Defaults to 0		float	
idleDirReversing	Defaults to idleDir+180 unless attached to another turret (as attached turret will often be rotating when	reversing)	float	1.13
shouldResetTurret:	Defaults true. False to disable the reseting turret angle when idle	The state of the s	bool	
attachedTo:	Id of another turret to attach to, will be positioned relative to it, and rotate with it.		turret ref	
slave:	Locks this turret's direction and shot cooldown to attached turret. Often used with warmup for multiple to	barrel guns	bool	
isMainNanoTurret:	Defaults to false. Turret to use for creating buildings, etc. should only be true on one turret, and should		bool	
energyUsage:	Required energy to fire weapon. Same as resourceUsage: energy=X		float	
resourceUsage	can be in credits/energy/hp/shield/ammo. Stops firing if not met	resourceUsage: credits=5, energy=5, hp=100, shield=5, ammo=1	price	
	Timing			
delay:	Override global shootDelay for this turret		float	
linkDelayWithTurret	When this other turret fires the cooldown delay on this turret will be reset/removed		turret ref	
warmup:	Delay before firing a shot.		float	
warmupCallDownRate	Rate to reduce warmup when turret is not ready to fire at any targets		float	
warmupNoReset	Defaults to false. When true warmup is not reset after firing a shot. Used with warmupCallDownRate		bool	
warmupShootDelayTransfer	Defaults to 0, a multiplier which reduces the next shot delay by the warmup value. When used with war	rmupNoReset, can make a each shot faster.	float	
canShoot:	Targeting control Defaults to true		bool	
canAttackFlyingUnits:	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)	LogicBoolean	
canAttackLandUnits:	Transver largering for the tarter, note largering for the whole drift in factority is applied more (so you duri	Siny dec une to target less het meley	LogicBoolean	
canAttackUnderwaterUnits:			LogicBoolean	
canAttackNotTouchingWaterUnits:	Default true. If false unit can only attack units in contact with the water. Used for units with torpedos.		LogicBoolean	
canAttackCondition:	Normally, used to optionally disable a turret based on a LogicBoolean. Eg: this unit's height	canAttackCondition: if not self.flying	LogicBoolean	
clearTurretTargetAfterFiring				1.13
limitingRange:	Make this turret have less range than the maxAttackRange. Do not apply this to all turrets change max	AttackRange instead.	float	
limitingAngle	Linked with idleDir. Turret will only be able to fire at units +/- this angle.			1.13
limitingMinRange	Sets minimum range for turret.	limitingMinRange: 200		1.13
interceptProjectiles_withTags	Currently used with anti-nuke units.			1.13
interceptProjectiles_andTargetingGround				
interceptProjectiles_andOverHeight	Defaults to 2000, distance inflight before firing			
	Defaults to 0		fleet	
laserDefenceEnergyUse:	Set to enable a projectile laser defence from this turret. Should also set the energyMax in core. Graphics and effects		float	
invisible:	Don't render this turret, but still can shoot, etc.		bool	
image:	Use custom image. Overrides unit's main turret image		file (image)	
chargeEffectImage:	Used with warmup. Shows a scaling effect image on turret barrel when charging.		file (image)	
warmupStartEffect	The state of the s		effects	
shoot_sound:				
shoot_sound_vol:			string	
			string float	
shoot_flame:	Current types are: small, large, smoke, shockwave, or CUSTOM: effectSectionName	eg: shoot_flame: smoke, CUSTOM:lightFade, CUSTOM:pop*5		
shoot_light		eg: shoot_flame: smoke, CUSTOM:lightFade, CUSTOM:pop*5	float effects color	
shoot_light idleSpin:	Spin rate when idle, used on missile turrets	eg: shoot_flame: smoke, CUSTOM:lightFade, CUSTOM:pop*5	float effects color float	
shoot_light idleSpin: onShoot_playAnimation	Spin rate when idle, used on missile turrets Play a custom animation from an [animation] section after firing this turret	eg: shoot_flame: smoke, CUSTOM:lightFade, CUSTOM:pop*5	float effects color float animation ref	
shoot_light idleSpin: onShoot_playAnimation recoilOffset	Spin rate when idle, used on missile turrets Play a custom animation from an [animation] section after firing this turret Push turret forward or back after firing for a recoil effect. Value in pixels.	eg: shoot_flame: smoke, CUSTOM:lightFade, CUSTOM:pop*5	float effects color float animation ref float	
shoot_light idleSpin: onShoot_playAnimation recoilOffset recoilOutTime	Spin rate when idle, used on missile turrets Play a custom animation from an [animation] section after firing this turret Push turret forward or back after firing for a recoil effect. Value in pixels. Time to get to offset position after firing	eg: shoot_flame: smoke, CUSTOM:lightFade, CUSTOM:pop*5	float effects color float animation ref float float	
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shoot_light idleSpin: onShoot_playAnimation recoilOffset recoilOttet recoilOttet recoilOttet recoilOttet recoilOttet Code	Spin rate when idle, used on missile turrets Play a custom animation from an [animation] section after firing this turret Push turret forward or back after firing for a recoil effect. Value in pixels. Time to get to offset position after firing Time to return to default position [projectile_NAME] Description	Example	float effects color float animation ref float float float float Value Type	
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shoot_light idleSpin: onShoot_playAnimation recoilOffset recoilOutTime recoilEsturnTime Section Code life: deflectionPower: explodeOnEndOfLife	Spin rate when idle, used on missile turrets Play a custom animation from an [animation] section after firing this turret Push turret forward or back after firing for a recoil effect. Value in pixels. Time to get to offset position after firing Time to return to default position [projectile_NAME] Description How long till this projectile gets removed if it hasn't hit a target, 300 might be a good starting point, chall position to 1. Energy needed for laser defence to deflect1 to disable deflection (only disable for specification to false. True to explode at end of life with all side effects and area damage instead of disapper.	Example nge depending on speed and range ial weapons like flames)	float effects color float animation ref float float float Value Type int float bool	
shoot_light idlespin: onshoot_playAnimation recoilOffset recoilOutTime recoilOteturnTime Section Code life: deflectionPower: explodeOnEndOfflife autoTargetingOnDeadTarget: unloadUpTxXUnitsFromSource teleportSource	Spin rate when idle, used on missile turrets Play a custom animation from an [animation] section after firing this turret Push turret forward or back after firing for a recoil effect. Value in pixels. Time to get to offset position after firing Time to return to default position [projectile_NAME] Description How long till this projectile gets removed if it hasn't hit a target, 300 might be a good starting point, cha Defaults to 1. Energy needed for laser defence to deflect1 to disable deflection (only disable for spec Default to false. True to explode at end of life with all side effects and area damage instead of disapper Retarget to nearby unit if target dies while in transit Unload X units from source unit, to projectile explode location Move unit that shot this projectile to projectile explode location	Example nge depending on speed and range ial weapons like flames) aring	float effects color float animation ref float float float float Value Type int float bool bool int bool	1.13
shoot_light idleSpin: onShoot_playAnimation recoilOffset recoilOtTime Section Code life: deflectionPower: explodeOnEndOffLife autoTargetingOnDeadTarget: unloadUpToXUnitsFromSource teleportSource spawnUnit	Spin rate when idle, used on missile turrets Play a custom animation from an [animation] section after firing this turret Push turret forward or back after firing for a recoil effect. Value in pixels. Time to get to offset position after firing Time to return to default position [projectile_NAME] Description Description Description Default to 1. Energy needed for laser defence to deflect1 to disable deflection (only disable for spec Default to false. True to explode at end of life with all side effects and area damage instead of disapper Retarget to nearby unit if target dies while in transit Unload X units from source unit, to projectile explode location	Example nge depending on speed and range ial weapons like flames)	float effects color float animation ref float float float float float float bool int bool unit types	1.13 1.13 1.13
shoot_light idleSpin: onShoot_playAnimation recoilOffset recoilOutTime recoilReturnTime Section Code life: deflectionPower: explodeOnEndOfLife autoTargetingOnDeadTarget: unloadUpToXUnitsFromSource teleportSource spawnUnit tags	Spin rate when idle, used on missile turrets Play a custom animation from an [animation] section after firing this turret Push turret forward or back after firing for a recoil effect. Value in pixels. Time to get to offset position after firing Time to return to default position [projectile_NAME] Description How long till this projectile gets removed if it hasn't hit a target, 300 might be a good starting point, chan Defaults to 1. Energy needed for laser defence to deflect1 to disable deflection (only disable for spec Default to faise. True to explode at end of life with all side effects and area damage instead of disapper. Retarget to nearly until it farget dies while in transit Unload X units from source unit, to projectile explode location Move unit that shot this projectile to projectile explode location Spawn new units of this type at projectile explode location	Example nge depending on speed and range ial weapons like flames) aring	float effects color float animation ref float float float float float float float float float unit type int float bool bool int bool unit types tags	1.13 1.13 1.13
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	<u></u>			
speed:	Target ground, and don't home in on target. Note: only areaDamage is applied if targeting ground.		float	
targetSpeed:	Accelerate to this speed		float	
targetSpeedAcceleration	Accountate to this operat		float	1.13
ballistic:			bool	
ballistic_delaymove_height:			float	
ballistic_height:			float	
targetGroundSpread:	Randomly makes the shot inaccurate by this amount. Also used by weapons like the flamethrower		float	
speedSpread:	Randomly change the starting projectile speed by this amount		float	
instant	Hit target instantly		bool	
instantReuseLast:	Recycles last projectile fired, only one projectile ever exists. Can turn lasers into beam weapons by usi	ng lower rate of fire and setting this to true	bool	
disableLeadTargeting			bool	1.13
leadTargetingSpeedCalculation			float	1.13
	Graphics and effects			1.13
color		color: #bebe50	color	
image:	Use custom image. Overrides drawType and frame		file (image)	
drawType	Built-in image to use. 0:projectiles.png 1:projectiles_large.png 2:projectiles2.png	drawType:1	int	
drawSize:	Scale image. Defaults to 1		float	
frame	Built-in image frame to use, starts at zero.		int	
hitSound:	Default true		bool	
explodeEffect		explodeEffect: smallExplosion, CUSTOM:myExplodeEffect	effect ref list	1.13
explodeEffectOnShield	Use this effect if shield is active on target		effect ref list	1.13
teamColorRatio	Mix 0-1 of team colour into color field		float	1.13
drawUnderUnits			bool	1.13
effectOnCreate	Description to a large section of the section of th		effect ref list	1.13
shouldRevealFog	Reveal fog to player on explode		bool	1.13
alwaysVisibleInFog	Shows on mini man when fired. Some other side offeets as well		bool	1.13
nukeWeapon	Shows on mini-map when fired. Some other side effects as well.		bool bool/offeet	1.13
trailEffect	true for built-in defaults, but can also point to any custom effects Defaults to 3		bool/effect	4.40
trailEffectRate	Detaults to 3		float	1.13
lightSize:		lightColor: #ffe92b	float	
lightColor largeHitEffect:	Creates a large explosion and accompanying count on hit (only secretic)	IIIGIIICOIOI. #118920		
	Creates a large explosion and accompanying sound on hit (only cosmetic)		bool	
lightingEffect:	Draw as lighting works best with instant:true Draw as laser works best with instant:true		bool	
idoci Elicut.	Draw as lasti works utst with instant. IIUE		5001	
Section	[movement]			
Code	Description	Example	Value Type	
movementType:				
slowDeathFall:	Defines what kind of terrain the unit will be able to move over, along with other properties related to unit Used with large aircraft. Makes the unit fall slowly while maintaining its speed at the time of death.	slowDeathFall: true	string	
moveSpeed:	Maximum movement speed of the unit.	moveSpeed: 1.2	float	
moveAccelerationSpeed:	Defines how fast units accelerate to max speed.	moveAccelerationSpeed: 0.07	float	
moveDecelerationSpeed:	Don't make this too low or units will have trouble stopping at waypoints	moveAccelerationSpeed: 0.07 moveDecelerationSpeed: 0.17	float	
reverseSpeedPercentage:	0.6 default. Over 0.4 will reverse for short distances (at 40% speed). If set to 1 will drive in reverse sam		float	
landOnGround:	Should flying unit land when idle.	landOnGround: false	bool	
targetHeight:	Defaults to 0 but if AIR movementType default is 35	targetHeight: 25	float	
targetHeightDrift:	Smooth animated height change. Defaults to 0 but if AIR movementType default is 1.5	targetHeightDrift: 1	float	
startingHeightOffset	Chicago animated holgh change. Doladie to a bat in his throughout type doladie to 1.0	talget forgine int.	nout	
maxTurnSpeed:			float	
turnAcceleration:			float	
moveSlidingMode:			bool	
movelgnoringBody:			bool	
moveSlidingDir:			int	
joinsGroupFormations:	Defaults to true. Changing not recommended		bool	
	1 1			
Section	[ai]			
Code	Description	Example	Value Type	
useAsBuilder:	Set to true if unit can build or repair buildings. Defaults to [core]isBuilder.		bool	
disableUse:	Disallow Al building this unit or building		bool	
ai_upgradePriority	Defaults to 0.06. Set between 0-1, higher means AI is more likely to upgrade this unit before others		float	
	Buildings only			
buildPriority:	0-1. Al uses 0.8 for first land factory, 0.48 for air factory, 0.47 for first turret.		float	
noneInBaseExtraPriority:	Adds to buildPriority, if this unit doesn't exist in the Als base		float	
noneGlobalExtraPriority:	Adds to buildPriority, if this unit doesn't exist in the any where on the map		float	
upgradedFrom:	Create link to another unit to preserve max counts for upgraded and non-upgraded types in same base		string	
maxGlobal:			int	
maxEachBase:			int	
Section	[[
1313 H. W. L. W. L	1100 #1 / 12rm #1			
	[leg_#] / [arm_#]			
Code	Description	Example	Value Type	
	Description Sets position of the foot on the X axis.	Example	float	
Code x: y:	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis.		float	
Code x: y: copyFrom:	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once	Example copyFrom: 1	float float int	
Code x: y: copyFrom: attach_x:	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis.		float float int float	
Code x: y: copyFrom: attach_x: attach_y:	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once		float float int float float	
Code x: y: copyFrom: attach_x: attach_y: rotateSpeed:	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the Y axis.		float float int float float float float float	
Code x: y: copyFrom: attach_x: attach_y: rotateSpeed: lockMovement	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis.		float float int float float float float float bool	
Code x: y: copyFrom: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed:	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the Y axis.		float float int float float float float float	
Code x: y: copyFrom: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: moveSpeed	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the Y axis.		float float int float float float float float bool	
Code x: y: copyFrom: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: moveSpeed moveWarmUp	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the Y axis. Lock to unit body. Useful if walking unit converted to a flying unit.		float float int float float float float float float float float bool float	
Code x: y: y: y: copyFrom: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: moveSpeed moveWarmUp holdDisMin:	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the Y axis. Lock to unit body. Useful if walking unit converted to a flying unit. Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning.		float float int float float float float float bool float float	
Code x: y: copyFrom: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: moveSpeed moveWarmUp holdDisMin: holdDisMax:	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the Y axis. Lock to unit body. Useful if walking unit converted to a flying unit.		float float int float float float float float float float float bool float	
Code X: y: copyFrom: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: moveSpeed moveWarmUp holdDisMin: holdDisMax: holdDisMin_maxMovingLegs	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the Y axis. Lock to unit body. Useful if walking unit converted to a flying unit. Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning.		float float int float float float float float bool float float	
Code x: y: y: copyFrom: attach_x: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: moveSpeed moveWarmUp holdDisMin: holdDisMin_maxMovingLegs hold_moveOnlylfFurthest	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the Y axis. Lock to unit body. Useful if walking unit converted to a flying unit. Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning.		float float int float float float float float bool float float	
Code x: y: copyFrom: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: moveSpeed moveSpeed moveWarmUp holdDisMin: holdDisMin: holdDisMin_maxMovingLegs hold_moveOnlyliFurthest hold_DisMin_checkNeighbours	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the Y axis. Lock to unit body. Useful if walking unit converted to a flying unit. Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning. Defaults to 16. Force reposition of leg at this distance.		float float float int float float float float float float float float float	
Code X: y: copyFrom: attach_x: attach_y: rotateSpeed: lockMovement beightSpeed: lockMovement beightSpeed moveSpeed moveWarmUp holdDisMin: holdDisMin: holdDisMin: holdDisMin: holdDisMin-checkNeighbours hardLimit:	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the Y axis. Lock to unit body. Useful if walking unit converted to a flying unit. Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning. Defaults to 16. Force reposition of leg at this distance.		float float float int float float float float bool float float float float float float	
Code x: y: copyFrom: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: moveSpeed moveSpeed moveWarmUp holdDisMin: holdDisMin: holdDisMin_maxMovingLegs hold_moveOnlyliFurthest hold_DisMin_checkNeighbours	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the X axis. Lock to unit body. Useful if walking unit converted to a flying unit. Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning. Defaults to 16. Force reposition of leg at this distance. Defaults to 50. Force leg to never go this far. Better to not be reached. defaults to 1. Predicts were unit will be for leg placement based on unit speed.		float float float int float float float float float float float float float	
Code x: y: copyFrom: attach_x: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: moveSpeed moveWarmUp holdDisMin: holdDisMin: holdDisMin_maxMovingLegs hold_moveOnlylfFurthest holdDisMin_checkNeighbours hardLimit: estimatingPositionMultiplier	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the Y axis. Lock to unit body. Useful if walking unit converted to a flying unit. Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning. Defaults to 16. Force reposition of leg at this distance.		float float float int float	
Code x: y: copyFrom: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: lockMovement heightSpeed: moveSpeed moveWarmUp holdDisMin: holdDisMin: holdDisMin: holdDisMin-deckNeighbours hardLimit: estimatingPositionMultiplier hidden:	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the X axis. Lock to unit body. Useful if walking unit converted to a flying unit. Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning. Defaults to 16. Force reposition of leg at this distance. Defaults to 50. Force leg to never go this far. Better to not be reached. defaults to 1. Predicts were unit will be for leg placement based on unit speed.		float float float int float float float float bool float float float float float bool float float float float	
Code X: y: copyFrom: attach_x: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: lockMovement heightSpeed: moveSpeed moveSpeed moveWarmUp holdDisMin: holdDisMin: holdDisMin: maxMovingLegs hold_moveOnlyliFurthest holdDisMin_checkNeighbours hardLimit: estimatingPositionMultiplier hidden: image_end	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the X axis. Lock to unit body. Useful if walking unit converted to a flying unit. Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning. Defaults to 16. Force reposition of leg at this distance. Defaults to 50. Force leg to never go this far. Better to not be reached. defaults to 1. Predicts were unit will be for leg placement based on unit speed.		float	1.13
Code x: y:	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the X axis. Lock to unit body. Useful if walking unit converted to a flying unit. Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning. Defaults to 16. Force reposition of leg at this distance. Defaults to 50. Force leg to never go this far. Better to not be reached. defaults to 1. Predicts were unit will be for leg placement based on unit speed.		float float float int float float float float bool float float float float float bool float float float float	1.13
Code x: y: copyFrom: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: lockMovement heightSpeed: moveSpeed moveWarmUp holdDisMin: holdDisMin: holdDisMin: holdDisMin-maxMovingLegs hold_moveOnlyliFurthest holdDisMin_checkNeighbours hardLimit: estimatingPositionMultiplier hidden: image_end_mage_end_shadow image_end_shadow image_end_teamColors	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the Y axis. Lock to unit body. Useful if walking unit converted to a flying unit. Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning. Defaults to 16. Force reposition of leg at this distance. Defaults to 50. Force leg to never go this far. Better to not be reached. defaults to 1. Predicts were unit will be for leg placement based on unit speed. Graphics and effects		float	1.13 1.13
Code X: y: copyFrom: attach_x: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: moveSpeed moveNgamUp holdDisMin: holdDisMin: holdDisMin_maxMovingLegs hold_moveOnlyIfFurthest holdDisMin_checkNeighbours hardLimit: estimatingPositionMultiplier hidden: image_end_shadow image_end_shadow image_end_teamColors image_foot	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the X axis. Lock to unit body. Useful if walking unit converted to a flying unit. Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning. Defaults to 16. Force reposition of leg at this distance. Defaults to 50. Force leg to never go this far. Better to not be reached. defaults to 1. Predicts were unit will be for leg placement based on unit speed.		float	1.13
Code x: y: copyFrom: attach_x: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: lockMovement heightSpeed: moveSpeed moveWarmUp holdDisMin: holdDisMin: holdDisMin_maxMovingLegs hold_moveOnlylfFurthest holdDisMin_checkNeighbours hardLimit: estimatingPositionMultiplier limage_end_teamColors image_end_teamColors image_foot_shadow image_foot_shadow image_foot_shadow image_foot_shadow	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the Y axis. Lock to unit body. Useful if walking unit converted to a flying unit. Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning. Defaults to 16. Force reposition of leg at this distance. Defaults to 50. Force leg to never go this far. Better to not be reached. defaults to 1. Predicts were unit will be for leg placement based on unit speed. Graphics and effects		float	1.13 1.13 1.13
Code x: y: copyFrom: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: lockMovement heightSpeed: moveSpeed moveWarmUp holdDisMin: holdDisMin: holdDisMin: holdDisMin: holdDisMin-paxMovingLegs hold_moveOnlyliFurthest holdDisMin_checkNeighbours hardLimit: estimatingPositionMultiplier hidden: image_end image_end image_end shadow image_end teamColors image_foot image_foot image_foot shadow image_middle	Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the X axis. Lock to unit body. Useful if walking unit converted to a flying unit. Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning. Defaults to 16. Force reposition of leg at this distance. Defaults to 50. Force leg to never go this far. Better to not be reached. defaults to 1. Predicts were unit will be for leg placement based on unit speed. Graphics and effects same as image_end		float	1.13 1.13
Code x: y: copyFrom: attach_x: attach_x: attach_y: rotateSpeed: lockMovement heightSpeed: lockMovement heightSpeed: moveSpeed moveWarmUp holdDisMin: holdDisMin: holdDisMin_maxMovingLegs hold_moveOnlylfFurthest holdDisMin_checkNeighbours hardLimit: estimatingPositionMultiplier limage_end_teamColors image_end_teamColors image_foot_shadow image_foot_shadow image_foot_shadow image_foot_shadow image_foot_shadow	Description Sets position of the foot on the X axis. Sets position of the foot on the Y axis. Copy from another leg. Useful to only need to set leg values once Sets the leg's attach point on the X axis. Sets the leg's attach point on the Y axis. Lock to unit body. Useful if walking unit converted to a flying unit. Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning. Defaults to 16. Force reposition of leg at this distance. Defaults to 50. Force leg to never go this far. Better to not be reached. defaults to 1. Predicts were unit will be for leg placement based on unit speed. Graphics and effects		float	1.13 1.13 1.13

drawOverBody	Draw over the body of unit, defaults of false		bool	
drawUnderAllUnits	Draw over the body of unit, defaults of faise Draw over all units		bool	
IrawDirOffset			float	
ust_effect:	Spawns dust particles on each step.		bool	
pinRate	Makes arm/leg spin, like idleSpin for turrets		float	
avourOppositeSideNeighbours	calculate neighbours with X 10 times closer than Y			
esetAngle:	Unused		float	
Continu	[effect_NAME]			
Section				
Code	Description	Example	Value Type	4.4
alsoEmitEffects	Defaults 200. Time till effect is removed. Set low as possible to reduce effect overhead. Create more effects when created, useful for meta-effects. Note: other 'alsoEmitEffects' on created or crea	effects are ignored	float effect ref	1.13
alsoPlaySound			sound ref	1.13
createWhenOffscreen	Defaults false.		bool	1.13
createWhenZoomedOut	Defaults true		bool	1.1:
createWhenOverLiquid createWhenOverLand	Defaults true Defaults true		bool	1.1;
spawnChance	Default 1. If less than 1 effect only has a random chance of being created		float	1.1:
showInFog	Default false		boolean	1.13
delayedStartTimer	Hide for x time before showing and updating effect.		float	1.13
iveAfterAttachedDies priority	Defaults false when attachedToUnit is being used Defaults to high. verylow/low/high/veryhigh/critical. Takes effect when too many effects are being sh	oun et ance	bool	1.1;
ononty	Movement Movement	own at once.	string	1.16
attachedToUnit	Attach to unit or projectile that created this effect. Will move with this object.		bool	1.13
alwayStartDirAtZero	Ignore source/attached unit dir		bool	1.13
atmospheric	Apply drag to slow this effect down and add small wind effects		bool	1.13
physics physicsGravity	Fall to ground and bounces. Needs height to take effect. Defaults to 1. height speed acceleration when physics: true		float	1.13
OffsetRelative	Offset starting effect position. Relative to direction of attached turret, projectile, unit		float	1.13
yOffsetRelative	Offset starting effect position. Relative to direction of attached turret, projectile, unit		float	1.13
OffsetRelativeRandom	Random offset by +/- this value		float	1.13
yOffsetAbsolute	Random offset by +/- this value Offset starting affect by position ignoring direction of attached turnet projectile unit		float	1.13
xOffsetAbsolute yOffsetAbsolute	Offset starting effect by position ignoring direction of attached turret, projectile, unit Offset starting effect by position ignoring direction of attached turret, projectile, unit		float	1.13
xOffsetAbsoluteRandom	Random offset by +/- this value		float	1.13
yOffsetAbsoluteRandom	Random offset by +/- this value		float	1.13
SpeedRelative			float	1.13
ySpeedRelative xSpeedRelativeRandom	Randomly change by -value to value		float	1.13
ySpeedRelativeRandom	Randomly change by -value to value Randomly change by -value to value		float	1.13
xSpeedAbsolute			float	1.13
ySpeedAbsolute			float	1.13
«SpeedAbsoluteRandom	Randomly change by -value to value		float	1.13
ySpeedAbsoluteRandom nOffset	Randomly change by -value to value height offset from source		float	1.13
nOffsetRandom	Randomly change by -value to value		float	1.13
nSpeed	height speed		float	1.13
nSpeedRandom	Randomly change by -value to value		float	1.13
dirOffset	rotation		float	1.13
dirOffsetRandom dirSpeed	Randomly change by -value to value rotation speed		float	1.13
dirSpeedRandom	Randomly change by -value to value		float	1.13
	Graphics			
rameIndex	frame of to use		int	1.13
stripIndex mage	A built-in image set to use. Cannot be used with custom image Custom image file to use. Cannot be used with stripIndex.	effects/explode_big/light_50/flame/effects/effects2/projectiles/projectiles2/explode_big/light_50/flame/effects/effects2/projectiles/projectiles2/explode_big	int/string image	1.13
mageShadow	Custom image file to use for shadows		image	1.10
scaleTo	Defaults to 1		float	1.13
scaleFrom	Defaults to 1		float	1.13
color drawUnderUnits	Defaults #FFFFFFF		color	1.13
adeInTime	Fade alpha from 0% to 100% for this time at start		float	1.13
adeOut	Fade alpha from 100% to 0% based on life. Set alpha is higher than 1 to delay fade		bool	1.13
alpha	Capped between 0-1. Can be set higher than 1 to delay fadeOut effects			
shadow	True to draw a shadow. Forced true if imageShadow is used			
otal_frames	Animation Total frames of 'image', used with animation or frameIndex. Only needed with custom images		int	1.13
animateFrameStart	Jan		int	1.13
animateFrameEnd			int	1.13
animateFramePingPong			int	1.13
animateFrameSpeed animateFrameSpeedRandom			time	1.13
	[animation NAME]		amo	
Section	[animation_NAME]			
Code	Description	Example	Value Type	
onActions : Unknown onActionsQueuedUnitPlayAt : float	move, attack, idle, underConstruction, underConstructionWithLinkedBuiltTime, queuedUnits			1.13
blendIn : time	For onAction: queuedUnits. Amount queue needs to reach before starting, set between 0-1 Blend with last animation for this time			1.13
plendOut : time	Blend with next animation for this time			1.13
oingPong	Play animation in reverse after it ends		bool	1.13
KeyframeTimeScale : float	Scales all keyframe times, useful to make an animation faster/slower without changing everything		float	1.13
rm#_[time]	Keyframes - create as many as needed Adds a keyframe at time. Use multiple times to create animation.	eg: arm1_5s: {x: 5, dir: 90 }		1.1:
eg#_[time]	Adds a keyframe at time. Use multiple times to create animation.			1.16
pody_[time]	Adds a keyframe at time for body. Only frame and scale allowed on body	eg: body_4s: {frame: 4, scale: 0.5}		
	Deprecated Keys (can be used but there are better ways)			
start : int	Start image frame, deprecated			1.13
eale start : float	Start scale. Deprecated, use body keyframes instead.			1.1:
cale_end : float	End scale. Deprecated, use body keyframes instead.			1.13
peed : float	Speed, smaller is faster. Only effects start, end, scale_start, scale_end			1.13
Costion	[action_NAME]			
Section				
Section	Description	Example	Value Type	

description displayType displayRemainingStockpile	A display text when you select your unit's action, used to explain it's purpose.		string
			_ ·
displayRemainingStockpile	none, rally, upgrade, queueUnit, building, action, infoOnly, infoOnlyNoBox		
	Queue is shown as number of times action can be triggered based on price		bool
pos	Order action appears in UI		float
	Requirements to trigger or enable		
price	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	resources
isActive	Defaults true. If false then action is disabled and shown in red in UI.		LogicBoolean
isVisible	Defaults true. If false action is hidden from UI and disabled.		LogicBoolean
isLocked	Defaults false. If true action is disabled, and a lock icon is shown. Mostly used for no nuke game mode		LogicBoolean
isLockedMessage	g		string
onlyOneUnitAtATime	When action is picked in UI, only one unit selected with get this action. Defaults to false.		bool
		and Triangle Mark and Market	
autoTrigger	When true triggers the effects of this action instantly (ignoring price, isActive, isVisible, buildSpeed, etc	auto i rigger: ir seir.overvvater()	LogicBoolean
ai_isDisabled	Defaults false. Stop Al using this action.		LogicBoolean
	While action is queued		
buildSpeed		buildSpeed: 5s	time
highPriorityQueue	Defaults to false. If true this action skips all other low priority actions in queue. Useful for fireTurret action	ons.	bool
canPlayerCancel			bool
whenBuilding_cannotMove	Stops unit moving while action is being applied. Useful for deploy like actions.		bool
whenBuilding_playAnimation	Play a custom animation from an [animation] section when in active queue		animation ref
			_
whenBuilding_rotateTo	Rotate unit body to this direction when action is in active queue		float
whenBuilding_rotateTo_orBackwards	If true allow rotation in 180 degrees from whenBuilding_rotateTo when this is a smaller angle		bool
	Pause action queue till rotation is finished		bool
whenBuilding_temporarilyConvertTo	Convert to another unit while action is in active queue. Note: actions from the original unit will be kept		unit ref
spawnEffectsOnQueue	Effects to spawn at unit when action is first added to queue		effect ref
playSoundToPlayerOnQueue	Global sound to play to unit's player only when action is first added to queue		sound ref
	Results (What happens) - Must be at least one result listed		
convertTo	Convert your unit into another unit. properties are preserved.		unit ref
ireTurretXAtGround	When action finishes fire target turret at point on ground, bypasses canShoot rules in turret.	fireTurretXAtGround: nukeSilo	turret ref
ireTurretXAtGround withOffset	If not set player targets the ground with GUI, if a point is set this step is skipped	fireTurretXAtGround_withOffset: 0,0	
		INCTUTEDATORUM WITHOUSEL U,U	point
fireTurretXAtGround_withProjectile	Used with fireTurretXAtGround. Defaults to target turret's normal projectile.		projectile ref
addEnergy	Adds energy to unit. Has no effect unless energyMax is set	100	float
addResources	Add these resources when action finishes.	addResources: credits=5, energy=-5, hp=-100, shield=5, ammo=1	resources
alsoTriggerAction	Trigger to results of another action as well. Ignores action's requirements		action ref
alsoQueueAction	Adds another action into the normal unit's queue. Ignores action's requirements		action ref
alsoTriggerOrQueueActionConditional	Defaults true. alsoTriggerAction and alsoQueueAction are ignored if this works out to be false.		LogicBoolean
spawnEffects	Effects to spawn at unit		effect ref
playSoundAtUnit	Local sound to play when action finishes		sound ref
			sound ref
playSoundGlobally	Global sound to play to all players in game		
playSoundToPlayer	Global sound to play to unit's player only		sound ref
addUnitsIntoTransport	Add units into transport, use self.transportingCount() to check for space before adding	addUnitsIntoTransport: tank*3, heavyTank	
resetCustomTimer	Reset timer used with self.customTimer()		LogicBoolean
T	LogioPooloon		
Туре	LogicBoolean		
Code	Description	Example	Targets
rue			
false			
dise			
ıt .	Start all logic booleans with if, unless just using true/false		
and		if self.isInWater() and self.energy(greaterThan=1)	
or		if (self.energy(greaterThan=1) or self.ammo(greaterThan=1)) and self.isFlying()	
not		if not self.isOverLiquid()	
not	Unit location and movement	if not self.isOverLiquid()	
	Unit location and movement	if not self.isOverLiquid()	
self.isUnderwater()	Unit location and movement	if not self.isOverLiquid()	
self.isUnderwater() self.isAtGroundHeight()	Unit location and movement	if not self.isOverLiquid()	
self.isUnderwater() self.isAtGroundHeight() self.isFlying()	Unit location and movement	if not self.isOverLiquid()	
self.isUnderwater() self.isAtGroundHeight() self.isFlying() self.isMoving()	Unit location and movement	if not self.isOverLiquid()	
self.isUnderwater() self.isAlGroundHeight() self.isAlgroundHeight() self.isMoving() self.isAlTopSpeed()		if not self.isOverLiquid()	
self.isUnderwater() self.isAlGroundHeight() self.isFlying() self.isMoving() self.isAtTopSpeed() self.isAtTopSpeed()	Touching water	if not self.isOverLiquid()	
self.isUnderwater() self.isAlGroundHeight() self.isAlGroundHeight() self.isMoving() self.isMoving() self.isMoving() self.isMoving() self.isInWater() self.isOverwater()		if not self.isOverLiquid()	
self.isUnderwater() self.isAtGroundHeight() self.isFlying() self.isMoving() self.isMoving() self.isMoving() self.isMovender() self.isOverwater() self.isOverwater()	Touching water	if not self.isOverLiquid()	
self.isUnderwater() self.isAtGroundHeight() self.isFlying() self.isMoving() self.isMoving() self.isMoving() self.isMovender() self.isOverwater() self.isOverwater()	Touching water	if not self.isOverLiquid()	
self.isUnderwater() self.isAtGround+leight() self.isAtGround+leight() self.isFlying() self.isNoving() self.isAtTopSpeed() self.isAtTopSpeed() self.isInWater() self.isOverwater() self.isOvertiudid() self.isOvertitit()	Touching water	if not self.isOverLiquid()	
self.isUnderwater() self.isAlGroundHeight() self.isAlGroundHeight() self.isFlying() self.isMoving() self.isAlTopSpeed() self.isInWater() self.isOverwater() self.isOverLiquid() self.isOverliquid() self.isOverBassableTile()	Touching water Touching or over a water tile	if not self.isOverLiquid()	
self.isUnderwater() self.isAlGroundHeight() self.isAlGroundHeight() self.isFlying() self.isMoving() self.isAlTopSpeed() self.isInWater() self.isOverwater() self.isOverLiquid() self.isOverliquid() self.isOverBassableTile()	Touching water Touching or over a water tile (parameters: type) shortcut for self.isOverPassableTile(type="LAND")	if not self.isOverLiquid()	
self.isUnderwater() self.isAtGround+leight() self.isAtGround+leight() self.isFlying() self.isSpeed() self.isAtOspeed() self.isOverwater() self.isOvervater() self.isOverClift() self.isOverClift() self.isOverDenLand()	Touching water Touching or over a water tile (parameters: type) shortcut for self isOverPassableTile(type="LAND") Unit stats	if not self.isOverLiquid()	
self.isUnderwater() self.isAlGroundHeight() self.isFlying() self.isFlying() self.isArtopSpeed() self.isInVater() self.isInvater() self.isOvervater()	Touching water Touching or over a water tile (parameters: type) shortcut for self-isOverPassableTile(type="LAND") Unit stats (parameters: greaterThan, lessThan, empty, full)	if not self.isOverLiquid()	
self.isUnderwater() self.isAtGroundHeight() self.isAtGroundHeight() self.isFlying() self.isFlying() self.isAtTopSpeed() self.isAtTopSpeed() self.isOverwater() self.isOverLiquid() self.isOverLiquid() self.isOverPassableTile() self.isOverOpenLand()	Touching water Touching or over a water tile (parameters: type) shortcut for self.isOverPassableTile(type='LAND') Unit stats (parameters: greaterThan, lessThan, empty, full) (parameters: greaterThan, lessThan, empty, full)	if not self.isOverLiquid()	
self.isUnderwater() self.isAtGroundHeight() self.isAtGroundHeight() self.isAToyong() self.isAToySpeed() self.isAToySpeed() self.isAToySpeed() self.isOverwater() self.isOverCifft() self.isOverCifft() self.isOverOpenLand() self.isOverOpenLand() self.isOverDentDentOpenLand() self.isOverDentDentOpenLand() self.isOverOpenLand()	Touching water Touching or over a water tile (parameters: type) shortcut for self.isOverPassableTile(type="LAND") Unit stats (parameters: greaterThan, lessThan, empty, full) (parameters: greaterThan, lessThan, empty, full) shortcut for self.ammo(empty=true)		
self.isUnderwater() self.isAtGroundHeight() self.isFlying() self.isFlying() self.isShoving() self.isAtTopSpeed() self.isInVater() self.isOvervater()	Touching water Touching or over a water tile (parameters: type) shortcut for self.is/OverPassableTile(type='LAND') Unit stats (parameters: greaterThan, lessThan, empty, full) (parameters: greaterThan, lessThan, empty, full) shortcut for self.ammo(empty=true) Also includes ammo from actions still in queue (parameters: greaterThan, lessThan, empty, full)	if not self.isOverLiquid() if self.ammolncludingQueued(lessThan=12)	
self.isUnderwater() self.isAlGroundHeight() self.isAlGroundHeight() self.isAlGroundHeight() self.isFlying() self.isAnoving() self.isDverlound() self.isOvervater() self.isOvervater() self.isOverlound() self.isOverlound() self.isOverDenLand() self.isOverOpenLand() self.isOverOpenLand()	Touching water Touching or over a water tile (parameters: type) shortout for self isOverPassableTile(type="LAND") Unit stats (parameters: greaterThan, lessThan, empty, full) (parameters: greaterThan, lessThan, empty, full) shortout for self ammo(empty=true) Also includes ammo from actions still in queue (parameters: greaterThan, lessThan, empty, full) (parameters: greaterThan, lessThan, empty, full)		
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This sheet is for 1.12, for 1.13.3 see sheet tabs below.

Section	[core]		
Code	Description	Example	Value Type
name:	Defines the raw name for your unit, in which case the game uses to identify as a unique name. (This name is not displayed in-game)	name: customTank_1	string
class:	Reserved for future use, must be CustomUnitMetadata	class: CustomUnitMetadata	string
price:	The cost of your unit from builders/buildings.	price: 500	int
maxHp:	The max health for your unit. (will spawn with this value)	maxHp: 200	int
mass:	The 'weight' of your unit, this will define how it collides with other units, a greater value means it is tougher to push.	mass: 3000	int
techLevel:	Defines the Tech Level of your unit, there are 3 levels and each will appear in a different color in the GUI.	techLevel: 1	int
buildSpeed:	Time it takes to build unit (may multiply with builder speed) Formulae for seconds: 10 ÷ 60 = 0.16 (0.16 will make it take 10 seconds to build)	buildSpeed: 0.16	float
radius:	Circular area around your unit that makes it selectable (mouse click/screen touch)	radius: 20	int
isBio:	Choose wether your unit is bioligical or not, will effect sound and splat (unless hideScorchMark is true)	isBio: false	bool
displayText:	The name of your unit that the game shows to the player.	displayText: Custom Tank	string
displayDescription:	Description of your unit that the game shows to the player.	displayDescription: - Fast movement.\n- Light damage.	string
copyFrom:	Use unit data from another ini file as base	copyFrom: customTank_Default	file (ini)
dont_load:	Do not load unit, and don't error on missing data. Can be useful when used with copyFrom	dont_load: true altNames: custTank1, customTank1, cTank1	bool etring(s)
altNames: overrideAndReplace:	comma separated list of names. Like name but lower priority, useful for multiple optional mods. Override another unit with this unit. Build links pointing to target unit will be replaced with this unit. And this unit will replace target on maps.	overrideAndReplace: builder, combatEngineer	string(s)
globalScale:	Defaults to 1. Changing not recommend	globalScale: 1	float
displayLocaleKey:	Translation file key for unit name and description	displayLocaleKey: units.mechArtillery	string
showInEditor:	Set to false to hide unit in sandbox editor (Default true)	showInEditor: true	bool
isLocked:	Disallow building of this unit. Can be used with overrideAndReplace to restrict units the player is allowed to build.	isLocked: false	bool
experimental:	Tag unit as experimental. Affects zoomed out icon and end game stats.	experimental: false	bool
generation_credits:	Income unit creates	generation_credits: 2	int
generation_delay:	Defaults to 40, recommended only changing generation_credits	generation_delay: 40	int
stayNeutral:	Set to false to disable capture when unit is on the neutral team	stayNeutral: false	bool
resourceRate:	Used with canReclaimResources. Experimental feature that is not yet finished.		float
maxShield:			int
startShieldAtZero:			bool
shieldRegen:			float
shieldDisplayOnlyDeflection:	Hide shield (if active) unless deflecting shot		bool
shieldDeflectionDisplayRate:	Defaults to 4. High value causes shield deflection to fade disappear faster		float
energyMax:	Defaults to 0. Energy can be used as ammo for turrets or for laser defense		float
energyRegen:			float
energyStartingPercentage:			float
energyNeedsToRechargeToFull:	Disable weapons using energy after reaching zero till fully recharged		float
displayRadius:	Defaults to radius value. Set to show a larger or smaller selection box ui on units.	displayRadius: 20	int
buildingSelectionOffset:			int
buildingToFootprintOffsetX:			float
buildingToFootprintOffsetY:			float
fogOfWarSightRange:	Set number of tiles this unit can see. Defaults to 15	fogOfWarSightRange: 15	int
exit_x:	Defaults to 0	exit_x: 0	float
exit_y:	Defaults to 5. Controls were newly created units appear.	exit_x: 5	float
softCollisionOnAll:			int
isBug:			bool
hideScorchMark:			bool
isBuilding:			bool
placeOnlyOnResPool:	Normally used for extractors		bool
canRepairBuildings:	([ai]useAsBuilder:true is required as well right now)		bool
canRepairUnits:	([ai]useAsBuilder:true is required as well right now)		bool
autoRepair:	Automatically try and repair damaged units in range ([ai]useAsBuilder:true is required as well right now)		bool
nanoRange:			int
nanoRepairSpeed:			float
nanoBuildSpeed:			float
nanoFactorySpeed:			float
selfRegenRate:	Passive self repair rate		float
selfBuildRate:			float
dieOnConstruct:	Delete this unit when it starts making a building. Target building likely will need selfBuildRate set to be created without a builder.		bool

numBitsOnDeath:			int
nukeOnDeath:			bool
nukeOnDeathRange:			float
nukeOnDeathDamage:			float
nukeOnDeathDisableWhenNoNuke:	Defaults to false		bool
fireOnDeath:			int
canReclaimResources:	Used with resourceRate. Experimental feature that is not yet finished.		bool
maxTransportingUnits:	Number of slots this units as for transporting other units.		int
transportSlotsNeeded:	Defaults to 1. Number of slots this unit uses up in a transport, Experimentals are often set to 5 to stop small transports holding them.		int
builtFrom_#_name:			string
builtFrom_#_pos:	Order action appears in UI		string
builtFrom_#_forceNano:	Build as if it was a building even if it's a unit.		bool
canBuild_#_name:	(Note: canBuild and builtFrom have the same effect just in the opposite direction. Only one is needed to create a link.)		string
canBuild_#_pos:	Order action appears in UI		string
canBuild_#_tech:			int
canBuild_#_forceNano:	Build target as if it was a building even if it's a unit.		bool
canBuild_#_type:			string
action_#_convertTo:	Convert your unit into another unit. (All your sub actions will be linked to the # you use) (due to bug target must have the same number of legs)	action_1_convertTo: customTank_2	string
action_#_pos:	Order action appears in UI		float
action_#_price:	The price of your action for the unit. (All your sub actions will be linked to the # you use)	action_1_price: 1000	int
action_#_text:	A display text when you select your unit's action, used to explain it's purpose. (All your sub actions will be linked to the # you use)	action_1_text: Upgrade to Custom Tank 2	string
action_#_description:			string
action_#_addEnergy:	Adds energy to unit. Has no effect unless energyMax is set		float
action_#_whenBuilding_cannotMove:	Stops unit moving while action is being applied. Useful for deploy like actions.		bool

Section [graphics]

Code	Description	Example	Value Type
total_frames	Defaults to 1. Animations require this.		int
frame_width:	Calculated for you if total frames is set, but can be overridden		int
frame_height:	Defaults to image height		int
image_offsetX:			int
image_offsetY:			int
teamColorsUseHue:	False: Green pixels on unit gets converted to team color. True: Whole unit is tinted the team colour. Defaults to false		bool
imageSmoothing:			bool
image:			file (image)
image_back:			file (image)
image_wreak:			file (image)
image_turret:			file (image)
image_shadow:	Image file, NONE, or AUTO. AUTO will use image and make it transparent black only.		file (image)
shadowOffsetX:			float
shadowOffsetY:			float
teamColorsOnTurret:	Defaults false. Apply team colours on turret as well. (Only works on image_turret right now, not image on each turret)		bool
scaleImagesTo:			float
imageScale:			float
scaleTurretImagesTo:			float
splastEffect:			bool
dustEffect:			bool
splastEffectReverse:			bool
dustEffectReverse:			bool
drawLayer:	Set to experimentals, or leave line out		string
lock_body_rotation_with_main_turret:	Locks body image locked to first turret's direction		bool
lock_shadow_rotation_with_main_turre	Locks body image shadow locked to first turret's direction		bool
rotate_with_direction:	Defaults to true. Makes unit body image locked to 0 degrees when false. Often used with animation_direction_*		bool
animation_direction_units:	45 for 8 directions, 90 for 4 direction animation. Used with rotate_with_direction:false		float
animation_direction_strideX:	Animation frames to offset on direction change.		int
animation_direction_strideY:	Animation frames to offset on direction change. Used with frame_height.		int
animation_direction_starting:	Direction for first frame		float
animation_TYPE_start:	Animation start frame, from 0. Set total_frames to use (TYPE is moving/idle/attack)	animation_moving_start: 0	int
animation_TYPE_end:	End frame, must be larger then start	animation_moving_end: 3	int
animation_TYPE_scale_start:	Scale unit image. Defaults to 1. Useful for bio units or breathing effects.		float
animation_TYPE_scale_end:	Scale unit image. Defaults to 1. Useful for bio units or breathing effects.		float
animation_TYPE_speed:	Delay for each frame of animation. Larger values cause slower animation		float
animation_TYPE_pingPong:	Play animation in reverse before repeating. Useful with scale_start/scale_end		bool

Section	[attack]		
Code	Description	Example	Value Type
turretSize:	(multiplied by globalScale)		float
turretTurnSpeed:			float
turretRotateWithBody:			bool
attackMovement:	normal/bomber		string
disablePassiveTargeting:	Unit only attacks manually ordered target. Rarely needed.		bool
attackMovementSpeed:	Unused		float
maxAttackRange:	(multiplied by globalScale)		float
shootDelay:	Global delay, can also use delay on each turret		float
isMelee:	Used with a low attack range (like maxAttackRange: 9) makes src and target radius get added to range, and effects Al.		bool
dieOnAttack:			bool
canAttack:	If set to false, can not attack any unit. Regards of other canAttack options below.		bool
canAttackFlyingUnits:	can also be narrowed per turret		LogicBoolear
canAttackLandUnits:	can also be narrowed per turret		LogicBoolean
canAttackUnderwaterUnits:	can also be narrowed per turret		LogicBoolear
canAttackNotTouchingWaterUnits:	Default true. If false unit can only attack units in contact with the water. Used for units with torpedos. (can also be set per turret)		LogicBoolear

bool

Must aim body at target to shoot. Will often make the unit need to stop before it can aim and shoot.

Section	[turret_#]

isFixedFiring:

aimOffsetSpread:

Code	Description	Example	Value Type
x:			float
у:			float
copyFrom:	Copy all values from another turret as defaut values for this turret	copyFrom: 1	int
idleDir:			float
linkDelayWithTurret:			int
delay:	Override global shootDelay for this turret		float
warmup:			float
warmupCallDownRate:			float
warmupNoReset:			bool
warmupShootDelayTransfer:			float
recoilOffset:	Amount to offset turret after firing		float
recoilOutTime:	How long to get to offset value		float
recoilReturnTime:	How long to return back to default position.		float
energyUsage:	Required energy to fire weapon		float
attachedTo:	ld of another turret to attach to, will be positioned relative to it.		int
canShoot:	Defaults to true		bool
shoot_sound:			string
shoot_sound_vol:			float
shoot_flame:	Current types are: small, large, smoke, shockwave		string
shoot_light			color
slave:	Locks this turret's direction and shot cooldown to attached turret. Often used with warmup for multiple barrel guns		bool
invisible:	Don't render this turret, but still can shoot, etc		bool
canAttackFlyingUnits:	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)		LogicBoolean
canAttackLandUnits:			LogicBoolean
canAttackUnderwaterUnits:			LogicBoolean
canAttackNotTouchingWaterUnits:	Default true. If false unit can only attack units in contact with the water. Used for units with torpedos.		LogicBoolean
canAttackCondition:	Normally, used to optionally disable a turret based on a LogicBoolean. Eg: this unit's height	canAttackCondition: if not self.flying	LogicBoolean
size:			float
limitingRange:	Make this turret have less range than the maxAttackRange. Do not apply this to all turrets change maxAttackRange instead.		float
laserDefenceEnergyUse:	Set to enable a projectile laser defence from this turret. Should also set the energyMax in core.		float
shouldResetTurret:	Defaults true. False to disable the reseting turret angle when idle		bool
idleSpin:	Spin rate when idle, used on missile turrets		float
isMainNanoTurret:	Defaults to false. Turret to use for creating buildings, etc. should only be true on one turret, and should have canShoot set to false		bool
image:	Use custom image. Overrides unit's main turret image		file (image)
chargeEffectImage:	Used with warmup. Shows a scaling effect image on turret barrel when charging.		file (image)

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Code	Description	Example	Value Type
directDamage:	Damage to target unit on hit. Does not work with targetGround		int

areaDamage:	directDamage or areaDamage is required		int
areaRadius:	How wide areaDamage effects. Note this drops off.		
deflectionPower:	Defaults to 1. Energy needed for laser defence to deflect1 to disable deflection (only disable for special weapons like flames)		float
targetGround:	Target ground, and don't home in on target. Only areaDamage is applied if targeting ground.		bool
life:	How long till this projectile gets removed if it hasn't hit a target, 300 might be a good starting point, change depending on speed and range		int
speed:			float
instant:	Hit target instantly		bool
instantReuseLast:	Recycles last projectile fired, only one projectile ever exists. Can turn lasers into beam weapons by using lower rate of fire and setting this to tru	ie .	bool
ballistic:			bool
trailEffect:			bool
lightSize:			float
lightColor		lightColor: #ffe92b	color
largeHitEffect:			bool
lightingEffect:			bool
laserEffect:			bool
ballistic_delaymove_height:			float
ballistic_height:			float
targetSpeed:	Accelerate to this speed		float
autoTargetingOnDeadTarget:	Retarget to nearby unit if target dies while in transit		bool
drawSize:	Scale image. Defaults to 1		float
color		color: #bebe50	color
image:	Use custom image. Overrides drawType and frame		file (image)
drawType	Built-in image to use. 0:projectiles.png 1:projectiles_large.png 2:projectiles2.png	drawType:1	int
frame	Built-in image frame to use, starts at zero.		int
flameWeapon:			bool
hitSound:			bool
targetGroundSpread:	Randomly makes the shot inaccurate by this amount. Also used by weapons like the flamethrower		float
speedSpread:	Randomly change the starting projectile speed by this amount		float

Section [movement]

Code	Description	Example	Value Type
movementType:			string
slowDeathFall:	Used with large aircraft		bool
moveSpeed:			float
moveAccelerationSpeed:			float
moveDecelerationSpeed:	Don't make this too low or units will have trouble stopping at waypoints		float
reverseSpeedPercentage:	0.6 default. Over 0.4 will reverse for short distances (at 40% speed). If set to 1 will drive in reverse same as forwards. Useful if slow turning		float
landOnGround:	Should flying unit land when idle.		bool
targetHeight:	Defaults to 0 but if AIR movementType default is 35		float
targetHeightDrift:	Smooth animated height change. Defaults to 0 but if AIR movementType default is 1.5		float
maxTurnSpeed:			float
turnAcceleration:			float
moveSlidingMode:			bool
movelgnoringBody:			bool
moveSlidingDir:			int
joinsGroupFormations:	Defaults to true. Changing not recommended		bool

ection [a

Code	Description	Example	Value Type
useAsBuilder:	Set to true if unit can build or repair buildings.		bool
disableUse:	Disallow Al building this unit or building		bool
maxGlobal:			int
maxEachBase:			int
buildPriority:	0-1. All uses 0.8 for first land factory, 0.48 for air factory, 0.47 for first turret.		float
noneInBaseExtraPriority:	Adds to buildPriority, if this unit doesn't exist in the Als base		float
noneGlobalExtraPriority:	Adds to buildPriority, if this unit doesn't exist in the any where on the map		float
upgradedFrom:	Create link to another unit to preserve max counts for upgraded and non-upgraded types in same base.		string

Section [leg_#]

Code	Description	Example	Value Type
x:			float
y:			float

copyFrom:	Copy from another leg. Useful to only need to set leg values once	copyFrom: 1	int
attach_x:			float
attach_y:			float
hidden:			bool
rotateSpeed:			float
resetAngle:	Unused		float
lockMovement	Lock to unit body. Useful if walking unit converted to a flying unit.		bool
heightSpeed:			float
draw_foot_on_top:			bool
dust_effect:			bool
holdDisMin:	Defaults to 7. Reposition leg at this distance if neighbor legs are not already repositioning.		float
holdDisMax:	Defaults to 16. Force reposition of leg at this distance.		float
hardLimit:	Defaults to 50. Force leg to never go this far. Better to not be reached.		float