

V119 Commands update

Screen Effects

setposteffect=x – where x is the name of the full screen shader to be used

playfullvideo=x – X=1, plays the full version of the next video called by video=x, preventing the player interrupting the playback.

Player Commands

plrwobble=x – sets the amount of 'wobble' affecting the player as they move around.

plrdeath=x –where X equal the direction of fall for the player

X=1 Fall left

X=2 Fall right

X=3 Fall forward

X=4 Fall backwards

X=5 Fall randomly

plrdeathspeed=x where x is the speed of the players fall.

plrdeathbounce=x where x is the amount of 'shake' when the player hits the floor.

plraction=X – Forces a one off player action

X=1 Fires current weapon

X=2 Zooms current weapon

X=3 Reloads current weapon

X=4 Crouches player

X=5 Jumps player

X=6 Peeks player left

X=7 Peeks player right

X=8 Forces “use” key

X=9 Forces left mouse click

X=10 Forces right mouse click

X=11 Forces current weapon jam

plrforcemove=X – if positive, turns on auto move forward for player, a negative value forces an auto move backwards as if the appropriate

movement key had been pressed. A setting of 0 (the default) disables auto move

plrfloorequal=x - returns true if the player is on floor X

plrsetimmune=x, when set the anything other than 0, player is immune from all damage!

plrimmune (condition)– returns true if the player is immune from damage.

plrspeedmod=x where x adjusts the player speed by X%

plrstrength=x - multiplies the players strength by X%

plrrunning=x (condition) - X=1 returns true if the player is running, x=0 returns true if player not running.

plrcrouching=x (condition) - X=1. returns true if player crouched, x=0 returns true if player not crouching

plronground=x (condition) - X=1 and player is on ground returns true, X=0 and player is not on ground returns true.

plrjumping=x (condition) x=1 returns true if player is jumping, x=0 returns true if player is not jumping.

plrnotrunning (condition) - returns true if player is not running
plrnotjumping (condition) - returns true if player is not jumping
plrnotcrouched (condition) - returns true if player is not crouched
moveplr x = x - adds a one off X to players X velocity
moveplr y = x - adds a one off X to players Y velocity
moveplr z = x - adds a one off X to players Z velocity
plrdamagemult= x where x is the % multiplier for the current damage caused by the player.
plrpickon= x , $x=1$ then allow player pick up with right click
plrpickrange= x , sets the range at which the player can pick up an entity with right click
plraccuracymult= x . Modifiers the player accuracy by $x\%$
linktoplayer - attach the current entity to the player cam using the entities camera offsets
freefromplayer - free the entity from the player cam and leave at last cords.
plralwaysrun= x - $x=1$ the player will always run.
linkxrotation= x - $X=1$, rotates entity linked to player to use players x rotation
linkyrotation= x - $X=1$, rotates entity linked to player to use players y rotation
linkzrotation= x - $X=1$, rotates entity linked to player to use players z rotation
plroffsetangle x = x - **player camera offset angle x**
plroffsetangle y = x - player camera offset angle y
plroffsetangle z = x - player camera offset angle z
offsetangle x = x - entity offset angle x
offsetangle y = x - entity offset angle y
offsetangle z = x - entity offset angle z
swapplrweapon= x swaps the player current weapon or shows the weapon for path x .
 e.g.scifi\autoslug - the weapon must be in the player inventory.
lockslot= x y : sets the ability of the player to select weapons on slot x , $y=0$ available, $y=1$ not available.

Player Control

Arrowkeys= X - toggles use of the arrow keys for movement
Peekkey= X - toggles use of the the peek keys
Crouchkey= X - toggles use of the crouch key
Jumpkey= X - toggles use of the jump key
Walkkey= X - toggles use of the walk key for movement
Runkey= x - toggles use of the walk key for movement
mousesclick= x (condition) – Returns the current mousestate.

$X=1$ returns true if left button is depressed
 $X=2$ returns true if right button is depressed
 $X=3$ returns true if both left and right buttons are depressed

setlistkey= x y - X from list below, Y =new scan code
 $x= 1$ = plrkeyW
 $x= 2$ = plrkeyS
 $x= 3$ = plrkeyA
 $x= 4$ = plrkeyD
 $x= 5$ = plrkeySpace
 $x= 6$ = plrkeyC
 $x= 7$ = plrkeyReturn
 $x= 8$ = plrkeyR
 $x= 9$ = plrkeyQ

x= 10= plrkeyE
x= 11= plrkeyShift

Player Weapons

crosshair=x, where 1 displays a crosshair if available and x=0 disables them. The default is on
weapontoslot=x where X is the next weapon slot to be used, X=0, use next free slot.

setmaxweapons=x - sets the maximum number of weapons allowed in the players inventory.
Exceeding X prevents pick up.

plrweaponsgreater=x (condition) - returns true if weapons in inventory is greater than X

plrweaponslesser=x (condition) - returns true if weapons in inventory is less than X

plrweaponequal=x (condition) - returns true if weapons in inventory is equal to X

weaponinslot=x (condition) - returns true if slot X contains a weapon

currentweapon=x (condition) - returns true if the currently held weapon is in slot X

swaptoalt - swaps to alt fire on the current weapon

firemode=x (condition) - returns true if current firemode=x, 0=normal, 1=alt fire mode

plrzoomed=x (condition) - X=1 returns true if player weapon currently zoomed, X=0, returns true if weapon not zoomed

plrusingreload=X (condition) - returns true if reload pressed

plrnotzoomed (condition) - returns true if player is not zoomed

plrnotusingreload (condition) - returns true if player is not pressing reload

plrlastfired=x (condition) returns true if weapon path X is the last player weapon fired or x=the slot the weapon is carried in.

holster=x where x=1, player can swap/holster weapons as normal, x=0, player cannot holster or swap weapons.

removeplrweapon=x where x is either the slot number or the weapon path e.g. scifi\autoslug - removes the weapon from the player, freeing the slot.

giveplrweapon=x where x is the path of the weapon e.g. scifi\autoslug. The weapon must exist somewhere in the level or will fail silently.

playgunanimation=x y - where x is the animation start frame and y is the animation end frame.

presetgunanimation=x, plays a present gun animation, if it exists. where x= one of the following:
(no action is taken if animation doesn't exist)

fixjam

handpush

handdead

jammed

swaptoalt

handbutton

handtake

select

idle

move

run

startreload

endreload

cock

lockemplacement - locks the player to a 45 degree fire arc

freemplacement - frees the player from the fire arc.

plrweaponidle (condition) - returns true if the player weapon is idle.

plrweapontidle (condition) - returns true if the player weapon is not idle.

Gunspecs

Emptyreloadonly (gunspec) - Won't allow reload until weapon is empty.

gravitygun=x (gunspec) - turns weapon into gravity gun, allow plr to pick up an object with right click within range X, right click again, drops, left click throws

magnet=x (gunspec) - turns gravity gun into magnet, left click hurls held object towards player

gravitystrength=x (gunspec) - sets the physics weight the gravity gun will handle

magnetstrength=x (gunspec) - sets the physics weight the magnet will handle

jamchance=X.0 (gunspec) = percentage chance of a gun jammed due to overhear (Reloading clears jam)

overheatafter=x (gunspec) = the number of shots fired before the chance of jamming becomes active.

cooldown=x (gunspec) = time in millisecs between shots to completely prevent jamming

currentweaponjammed (condition) = returns true if the current weapon is jammed.

nosubmergedfire=x (gunspec) - prevents the weapon firing while underwater.

Gunspecs (Animations)

fix jam (gunspec animation)=X Y where x is the start animation and Y is the end animation

hand push (gunspec animation)=X Y where x is the start animation and Y is the end animation

hand dead (gunspec animation)=X Y where x is the start animation and Y is the end animation

jammed (gunspec animation)=X Y where x is the start animation and Y is the end animation

change firemode (gunspec animation)=X Y where x is the start animation and Y is the end animation

hand button (gunspec animation)=X Y where x is the start animation and Y is the end animation

hand take (gunspec animation)=X Y where x is the start animation and Y is the end animation

Camera Commands

plrrotatex=x - rotate camera angle x to X

plrrotatey=x - rotate camera angle y to X

entitycam - moves camera to entity position, using entities rotation.

plrcam - restores camera to player

lastcam - swaps to previous camera.

camrotationon=x if x=0 the camera uses the entities rotation, x=1 use user set rotation

setcamoffsetx=x

setcamoffsety=x

setcamoffsetz=x

setcamrotx=x

setcamroty=x

setcamrotz=x

plrcamoffseton=x - 1 allows player camera offsetting.

plrcamoffsetx=x - x player camera offset

plrcamoffsety=x - y player camera offset

plrcamoffsetz=x - z player camera offset

Force Commands

Emitforce=x emits X amount of force from the current entity as a pulse. In a range of 0.0+ (default 1.0)

Forcedamageon=x 1=allows force damage (the default) any other number prevents damage

Setforcedamage=x – Sets the amount of damage the next force burst will cause.

Body Armour

Armon = x 1=Turn on body armour, 0=No body armour, damage is deducted from armour before health.

SetArmx=x, X cord of the armour display

SetArmy=x, Y cord of the armour display

SetArm=x, Sets body armour value to X

ArmInc=X, add X to your current body armour

ArmDec=X, subtract X from your current armour.

Water and Air Commands

Airon=X - X=0 is off, X=1 acts like an aqualung. X=2 acts like lungs, restoring air to the amount set by SetAirMax when you surface.

Addair=X - Add x to air

Setair=X - Sets air to X

Setairx=X - Sets air display X cord to X

Setairy=X - Sets air display Y cord to X

Setairmax=X - sets the maximum air allowed.

Setair=X - Sets air to X

Setairtime=X - Where X is the number of milliseconds underwater before air is reduced

Setdrowntime=X - Where X is the number of milliseconds underwater before drowning damage occurs.

Instantdrown=x - If X=1 (default) running out of air results in instant death, otherwise x=0 reduces health.

AirGreater=x (condition) - returns true if air is greater than X.

AirLesser=x (condition) - returns true if air is less than X.

AirEqual=x (condition) - returns true if air equals X.

globalnoair=x where X=1 set a global zero air, and x=0 sets air on. uses standard air settings otherwise.

setnoairdamage=x where x is the amount of health lost when player has no air left.

waterflow=x - sets the force of water flow effecting the player and entities if in water

watercurrent=x - sets the direction in angles of the water flow.

createbulletspashsound=x, where x=0 turns off sound of bullets hitting water.

Entity Commands

Samefloorasplr(condition) - returns true if the entity is on the same floor as the player.

Entityfloorequal=x - returns true if the entity is on floor X

entrotatex=x - rotate entity angle x to x

entrotatey=x - rotate entity angle y to x

entrotatez=x - rotate entity angle z to x

entitydamagemult=x multiplies the entities damage by x%

entityishigher=x (condition) - returns true if the entity is X units higher than the player

entityislower=x (condition) - returns true if the entity is X units lower than the player

entityfloorhigher=x (condition) - returns true if the entity is X floors higher than the player

entityfloorlower=x (condition) - returns true if the entity is X floors lower than the player

logicburst - give entity temporary logic burst, effectively setting to always active for a few moments.

spawnleft=x y (condition) returns true if spawnleft=x and y=1 or returns true if spawnleft<>x and y=0

spawnsgreater=x y (condition) returns true if spawns are greater than x and y=1 or returns true if spawns are less than x and y=0
damageby=X (condition) where X is either a weapon path (e.g. ww2/colt45) or the string "collision", "melee", "indirect", "flak" or "falling" or X= the slot number the weapon is carried in
damagetimegreater=x - returns true of last entity damage time greater than X
entitysetimmune=x - where x=1 set the entity to be immune from damage, x=0 set to receive damage
entityimmune (condition) - returns true if current entity is immune
entitynotimmune (condition)- returns true if current entity is not immune
entityaccuracymult=x Modifiers the entity accuracy by x%

Characters

scale=x or **scale**=x y - scales characters to scale X or scale X+ a value between 0-Y
scalelimb=x y - scales limb X to scale y
hidelimb=x - hides limb X
showlimb=x - shows limb x
Mutate=x y - mutates the character/object limbs between scale X and Y
soundplaying (condition) - returns true if the last sound called by the entity is still playing.
soundnotplaying (condition) - returns true if the last sound called by the entity is not longer playing.

Compass.Radar and Objectives

Compasson = Turns on the compass
Compassoff= Turns off the compass
CompassX = Compass x coordinate on screen
CompassY = Compass y coordinate on screen
Compassspin = Sets the compass to spin rather than the needle
Needlespin = Sets the needle to spin rather than the compass.
radaron=x, where 1 turns on the dark radar feature, using blip1.png,blip2.png, etc, stored in databank to represent teams (1-10) non Dark AI's blips show as enemy (blip2)
radarx=x the radar x cord of the radar centre
radary=x the radar y cord of the radar centre
rotateblip=x, 1= enables radar blip to show entity facing
radarrange=x the range that entities show on the radar in segments
Setisobjective, the object is set as the objective. A pointer, using the same format as the radar and the compass will point in the direction of the objective. Entities and Characters can all be set as objectives. This is NOT the same as the isobjective in an objects settings.
setobjectivex=x. Where x= the x coordinate of the centre of the objective pointer
setobjectivey=x. Where x= the y coordinate of the centre of the objective pointer
setobjectivemode=x where x=0 hide objective set objective, x=1 always show, x=2 show on same floor only.
onradar=x (condition) returns true if character on radar and x=1, else returns true if x=0 and character not on the radar.
radargreater=x y (condition) returns true is an entites range on the radar is greater (in segment size) than x and Y=1, else returns true if range less than x and Y=0
radarequal=x y (condition) returns true is an entites range on the radar is equal (in segment size) to x and Y=1, else returns true if range does not equal x and Y=0
notonradar (condition) - returns true if entity is not on the radar
setobjectiverange=x - sets the range an objective marker is dropped from the radar
objectiverangelesser=x (condition) - returns true if the entity is an objective and it's range is less

than x

objectiverangegreater=x (condition) - returns true if the entity is an objective and it's range is greater than x

multicompass (setup.ini) - activates compass for multiplayer

multicompassx (setup.ini) - multiplayer compass x

multicompassy (setup.ini) - multiplayer compass y

multiradar (setup.ini) - activates radar in multiplayer

multiradarx (setup.ini) - multiplayer radar x

multiradary (setup.ini) - multiplayer radar y

Internal Variables

\$ARM = system variable armour

\$AIR = system variable air

\$FPS = system variable FPS

\$WAT = system variable water height

\$MAX = system variable maximum weapons slots

\$DIS - returns the current entities distance from the player.

\$DIF - returns the current entities real world distance in feet from the player.

\$DIM - returns the current entities real world distance in metres from the player.

Culling

cullmode=X - 0=Legacy culling, 1=Legacy+dynamic entity cull based on entity size- default, x=1 and system calculated cull range

cullrange=X - when cullmode=1 sets the range the entity will be culled at, overriding system defaults

hide - hides the current entity

show - shows the current entity

cullmod=x - where x is the multiplier for the new culling - x=default 400, while entity size dependant 100=approximately 1 segment

cullevenifimmobile=x - allows the current immobile entity to be affected by the cull system, off by default.

Rawtext

AddRawText = String, Adds the string to the current RawText text.

addrawvar=X where X=var name or number. Adds the named variable to the current rawtext string.

Maths + Variables

setvarrnd=x or **setvarrnd**=var x. sets system variable or named var to a random value between 0 and x

Randomize - resets the rnd seed to the timer

sin=x y - set variable X to sin of Y

cos=x y - set variable X to cos of Y

resetglobalsonreload=x - x=0, carries default global variables over to the next level. X=1 resets default global variables on loading.

Lighting

emitflash - Emits a flash from an entity

setflashred=x - sets the next flashes red element

setflashgreen=x - sets the next flashes green element

setflashblue=x - sets the next flashes blue element

setflashrange=x - sets the flash range of the next flash emitted, default=600

flashing=x (condition) returns true if a spotflash is in process and x=1 or returns true if no spotflash is in process and x=0

Huds

scalehudx=X Y - rescales hud named X's X scale to Y

scalehudy=X Y - rescales hud named X's Y scale to Y

changehudalpha=X Y - changes hud X to alpha Y

Debugging

debugcursor=x y

debugvar=var name

debugtext=text

wireframe=x 1=wireframe mode, 0=solid.