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                        UCAWA GBS-IV COMMAND LISTING AND SYNTAX USAGE
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## 1.0 START/STOP 'nav' commands

- @date|time|inactive
- ESCORT <object> <distance in m> <position>
- NEAR <objectA> <distance in km> <objectB>
- IN <region>
- ON\_PLANET <planet> <mzone> <x> <y> <altitude> <heading>
- ORBIT <object> <distance in m> <speed> [roll angle] [pitch angle]

## 1.1 START/STOP 'action' commands

- DOCK <object> [time]
- HYPERJUMP <region>
- JUMP <object>
- NAVIGATE <planet> <mzone> <x> <y> <altitude> [<waypoint>]
- NAVIGATE <target> [<waypoint>]
- ORBIT <object> <distance in m> <speed> [roll angle] [pitch angle]

## 1.2 EVENT TRIGGERS

- !ARRIVED <region>
- !CREATED <object>
- !DAMAGED <object>,<amount>
- !DESTROYED <victim>,[attacker]
- !DETECT <race|caste|object>,[<...>]
- !DISABLED <object>
- !DOCKED <object>
- !EXIST <object>
- !INIT\_PLAYER
- !LANDED [<waypoint>]
- !NOEXIST <object>
- !REACH <object> | <waypoint>
- !RECOVERED <collectee>[,<collector>]
- !REGION\_SECURE <region>
- !STARTUP
- !UNDER\_ATTACK [object]

## 1.3 EVENT ACTIONS

- ACM\_NEXT
  - ACM\_OFF <quit|continue>
  - ACM\_SKIP\_ENABLE <on|off>
  - ACTIVATE <object>
  - ADD\_MEDAL <0..7>,<num>
- |                       |   |
|-----------------------|---|
| ORDER_OF_THE_UNIVERSE | 0 |
| STAR_OF_MERIT         | 1 |
| EYE_OF_ANDROMEDA      | 2 |
| COMMANDERS_SHIELD     | 3 |
| PLANETARY_SHIELD      | 4 |
| ORDER_OF_THE_WRAITH   | 5 |
| COMBAT_SHIELD         | 6 |
| AWARD_FOR_GALLANTRY   | 7 |
- ADD\_STORE <object>,<qty>,<itm\_num>,...
  - ATTACK <object>
  - AUTOGEN <on/off> [region]
  - BROADCAST <"message">

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- CAP [region]
- CAPTURE <object>
- CLEAR_GUEST <id>,[officer,"message","sfx"]
- CLEAR_INTRUDER <id>,[officer,"message","sfx"]
- CLEAR_PRISONER <id>,[officer,"message","sfx"]
- CLOAK <on|off|ai> [object]
- CLOAKING <on|off|ai> [object]
- COURTMARTIAL <on|off>
- CREATE <num>,[set_member...]
- CREATE_GUEST <id>,"name",<loc>,[officer,"message","sfx"]
- CREATE_HOSTILE <race>,<caste>,<class>,<num>,[id]
- CREATE_INTRUDER <id>,<loc>,[officer,"message","sfx"]
- CREATE_PRISONER <id>,<loc>,[officer,"message","sfx"]
- DAMAGE <object> <shield%> <armor%> <engine%> <bay%> <weapon%>
<reactor%> [<integrity%>]
- DAMAGE_SYSTEM <ship>,<system>,<amount>
- DEACTIVATE <object>
- DEFEND <object>
- DEL_STORE <object>,<qty>,<itm_num>,...
- DESTROY <object>,<time>,<mode>
- DESTROYPLANET <planet id>
- DOCK <object> [time]
- DOCKWITH <object> [<vanish|deactivate>]
- EMIT_SOS <on|off|ai> [object]
- EP_ADD [amount]
- EP_DEC [amount]
- ESCORT <object> [on|off]
- FLAG1..FLAG9 <on|off> <object>
- FLEE
- FLEETRTB [platform]
- FLEETCMD <on|off>
- HALT <on|off|ai> [object]
- HYPERJUMP <region>
- IF/IFNOT/THEN/ELSE/ENDIF/RETURN

ACM <id>
CLOAK <object>
CMA, EPGE <amount>
DESTROYED <object>
DISABLED <object>
DOCKED <object>
EMIT_SOS <object>
ESCORT <object>
EXIST <object>
FLAG1..9 <object>
HERE <bc|player|object> [<range 1-65535m>]
LANDED <object>
PLAYER_CAREER
PLAYER_CASTE
PLAYER_RACE
RANK <0..4> (see SET_RANK for valid values)
RECOVERED <object>
<object> CONTAINS <item>
<object> DAMAGED <amount>
<object> IN <region>
<object> TAKEOVER <race> <caste>
<object> TOWED
<object> TOW <object_being_towed>
<object> UNDER_ATTACK

- IGNORE <on|off> <object>
- INVINCIBLE <on|off> [object]

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- JETTISON\_STORE <object>
  - JUMP <object>
  - LAUNCH [caste],<object|class>,<num>,<orders>  
Orders:  
LAY,SWEEP,TOW,CAP,SAD,SEAD,SAR,PATROL,ESCORT,ATTACK,DEFEND,DOCK  
JUMP,HYPERJUMP,FLEE,RECOVER,CAPTURE,HALT
  - LAUNCHES <on|off|ai> [object]
  - LAY [region] [object\_class] (see objdefs.scr. Default is 10 for mines)
  - MOD\_ALLIANCE <raceA>,<raceB>,<value>
  - MOD\_RACECASTE <id> <race> <caste>
  - MOVE\_ALL\_STORE <objectA>,<objectB>
  - MOVE\_STORE <objectA>,<objectB>,<qty>,<itm\_num>,...
  - NAVIGATE <object> <planet> <mzone> <x> <y> <altitude>  
[<wpoint>] [<land>]  
NAVIGATE <object> <target> [<land>]
  - ORBIT <object>,<distance>,<orbital\_speed>,[roll\_angle],[pitch\_angle]
  - PATROL [region]
  - PATROLZ <object>,<regionA>,<regionB>,...
  - REBUILD <object>
  - RECOVER <object>[,vanish|deactivate|persist]
  - REENABLE <time\_in\_minutes>
  - RELOCATE <object> <planet> <mzone> <x> <y> <z> <heading>  
RELOCATE <object> NEAR <object>
  - RESET\_UNDER\_ATTACK <object>
  - REPAIR <object>
  - RESUPPLY <time> <objectA> <objectB> [crew,fuel,repair,weapons  
ships,items\_set,stores|all]
  - RTB [platform]
  - SAD [region] [object\_class] (see objdefs.scr for class numbers)
  - SAR [region] [object\_class] (see objdefs.scr for class numbers)
  - SAY [person],"message",[<"wavfile.wav">]
  - SEAD [region] [object\_class] (see objdefs.scr for class numbers)
  - SET\_ASSETNAME <"name">
  - SET\_CAREER <career\_type>,[<fp gear profile 0-9>] (see fpgear.ini)
- commander  
planetary\_support\_pilot  
elite\_force\_pilot  
elite\_force\_marine  
mobile\_infantry\_marine  
space\_force\_marine  
assault\_force\_marine  
recon\_force\_marine  
engineering\_corps\_marine  
medical\_corps\_marine
- SET\_CAREER\_F <commander>,[<fp gear profile 0-9>] (see fpgear.ini)
  - SET\_CASTE <caste>
  - SET\_CRAFT <object.3d|class>
  - SET\_FC\_LOADOUT <0 to 9> (see LOADOUTS.INI for fighter loadouts)
  - SET\_ITEM <quantity>,<itm\_num>,...
  - SET\_PLAYERNAME <"name">
  - SET\_RACE <race>
  - SET\_RANK <0 to 4>

Commander career:

Commander	= 0
Fleet Commander	= 1
Strategic Commander	= 2
Tacops Commander	= 3

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    Supreme Commander    = 4

Pilot career:

    Ensign                = 0
    Lieutenant           = 1
    Major                 = 2
    LT. Commander        = 3
    Commander            = 4

Marine career:

    Private               = 0
    Lance Corporal        = 1
    Corporal              = 2
    Sergeant              = 3
    Command Sergeant      = 4

- SET_REGION <space|planet region>
  [, <mzone>, <scene>], [<x>, <y>, <altitude>,
    <heading_in_degrees>]
- SET_SOUND <"name">, <counter>, <interval (ms)>, <splevel>, [<identifier>]
- SET_TOD <time>
- SET_WEATHER <preset 0-6>

    boiling  = 0
    hot      = 1
    normal   = 2
    overcast = 3
    rain     = 4
    snow     = 5
    storm    = 6

- SIGNAL <event> [time]
- SLAVE [on|off] <object>
- SWEEP [region] [object_class] (see objdefs.scr. Default is 4 for
  cargo pods)
- TAKEOVER <source> <target to capture>
- TOW <object to tow> [deliver action] [destination] [final action]
- WEAPONS <on|off|ai> [object]
- VIOLATION_ADD [amount]
- VIOLATION_DEC [amount]

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## 2.0 RESERVED SCRIPTING ID KEYWORDS

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- General Purpose

    THIS, THIS_REGION, IT, DISABLED, SOS_EMIT, LEADER, PLATFORM, TARGET,
    ANYTHING

- Player's crafts

    PLAYER, BC, IC, SC, ATV

- Player's personnel

    OFFICER, PILOT, MARINE_EFORCE, MARINE_INFANTRY, SENGINEER,
    FENGINEER,
    GUEST, PRISONER, INTRUDER, MEDIC

- Interstellar objects

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FLUXFIELD, WORMHOLE, JUMPPPOINT, HAZARD, PLANET, MOON

- Object classes

CARGOPOD, ODS, LAUNCHPAD, FIGHTER, CRUISER, CARRIER, TRANSPORT,  
SHUTTLE, CRAFT, NAVAL, STRATEGIC, TACTICAL, INTERSTELLAR,  
SPECIAL, LFCRAFT, BASE, PLANT, STRUCTURE, BUILDING, CITY, FACTORY,  
STARBASE, STARSTATION, RADAR, MARINE\_EFORCE, MARINE\_INFANTRY,  
TROOPS,  
PERSONNEL, SAM, SAL, VEHICLE, COLLATERAL, MISC, PROBE, SATELLITE

- Artifacts

HSD, ENM, ORB, TAS, KMR, TCD, PAD, RANDOM, RDECODER, JAC

## 2.1 ALIEN NATIONS/CASTES

- Alien Castes

Military, EarthCOM, Police, Raider, Insurgent, Assassin,  
Mercenary  
Criminal, Explorer, Colonist, Scientist, Diplomat, Trader,  
Paramedic  
Worker, Commercial, Journalist, Tourist, Hacker, Hazard,  
Aggressive  
Harmless, Anycaste

- Alien Nations

Terran, Syrion, Kandorian, Empirian, Vesperon, Droidan, Falkerie,  
Mandorian, Gammulan, Zelon, Valkerie, Credian, Galaxian (hidden)

- Alien nation alliances (default seeding)

MIXED:	200	100	100	100	100	100	100	100	100	100	100	100	100	100	100
TERRAN:	100	200	154	171	049	091	091	102	038	114	000	122	123	100	100
EMPIRIAN:	100	187	200	049	108	089	096	095	107	118	044	176	179	100	100
VESPERON:	100	190	052	200	046	079	100	174	112	085	100	109	086	100	100
CREDIAN:	100	020	117	093	200	166	114	014	101	083	112	121	093	100	100
KANDORIAN:	100	111	082	104	077	200	181	094	010	118	049	076	123	100	100
MANDORIAN:	100	117	078	101	123	143	200	116	030	077	056	081	100	100	100
ZELON:	100	100	108	159	037	083	120	200	104	087	114	089	121	100	100
VALKERIE:	100	033	114	092	090	047	044	081	200	099	142	117	087	100	100
FALKERIE:	100	099	089	102	078	180	164	122	049	200	024	122	107	100	100
GAMMULAN:	100	000	078	091	115	047	046	083	164	032	200	015	013	100	100
SYRION:	100	092	171	113	094	111	110	103	034	094	053	200	173	100	100
DROIDAN:	100	100	186	117	115	118	101	120	014	076	031	168	200	100	100
GALAXIAN:	100	100	100	100	100	100	100	100	100	100	100	100	100	200	100
(null):	100	100	100	100	100	100	100	100	100	100	100	100	100	100	200

## 3.0 STARSTATION/STARBASE DISTRIBUTION

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## STARSTATION DISTRIBUTION

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NAME	TYPE	RACE	CASTE	PLANET ORBIT/SYSTEM
=====				
GALCOMHQ	SSTAT0	Terran	Military	Earth/Sol
GENESIS	SSTAT10	Terran	Military	Venus/Sol
STARPATH	SSTAT3	Terran	Military	Mars/Sol
GAZER1	SSTAT2	Terran	Scientist	Pluto/Sol
ISS	SSTAT1	Terran	Military	Titan/Sol
EARTHSTAR	SSTAT1	Terran	Earthcom	Europa/Sol
DESTINY	SSTAT11	Terran	Insurgent	Nevuela/Alpha Centauri
CENTAURI	SSTAT1	Empirian	Military	Cronus/Alpha Centauri
ALERI	SSTAT8	Empirian	Military	Tramis/Alpha Centauri
ORION	SSTAT7	Terran	Military	Centris/Alpha Centauri
SYGANSTAR	SSTAT9	Terran	Insurgent	Sygan/Barnard's Star
IDAN	SSTAT8	Mixed	Raider	Zilon/Barnard's Star
BOREALIS	SSTAT4	Terran	Insurgent	Lennen/Sirius
WRAITH	SSTAT7	Terran	Military	Lyrius/Syrius
ERIDANI	SSTAT6	Vesperon	Military	Canaan/Omicron Eridani
RAMIX	SSTAT1	Vesperon	Military	Ramis/Omicron Eridani
NEW AMERICA	SSTAT13	Terran	Insurgent	Midae/Omicron Eridani
STARLIGHT	SSTAT2	Terran	Insurgent	Arima/Tau Ceti
QUANTICON	SSTAT8	Terran	Insurgent	Eori/Tau Ceti
CENTRON	SSTAT2	Mixed	Trader	Polaris-1/Polaris
VELARI	SSTAT6	Terran	Military	Polaris-2/Polaris
PROCYON	SSTAT4	Mixed	Trader	Actis-iv/Procyon
PROCIN	SSTAT5	Mixed	Scientist	Actis-v/Procyon
VANGUARD	SSTAT7	Credian	Military	Ronus-iv/Trenis
BARIN	SSTAT10	Mixed	Raider	Herin/Trenis
ORUNA	SSTAT5	Credian	Trader	Darain/Trenis
SPECTRE	SSTAT8	Terran	Insurgent	Antis/Trenis
STARON	SSTAT3	Kandorian	Military	Tyrus-2/Krynon
STARWIND	SSTAT10	Kandorian	Scientist	Lydan/Krynon
ALLIANCE	SSTAT7	Zelon	Military	Zelana/lanix-v
ADONIS	SSTAT4	Mandorian	Military	Pravis/Cyrian
NEW FRONTIER	SSTAT10	Terran	Insurgent	Rinaal/Cyrian
DABRIS	SSTAT9	Mandorian	Military	Hadar-9/Cyrian
TORON1	SSTAT8	Mixed	Scientist	Krystar/Tau Ranis
TORON2	SSTAT5	Mixed	Trader	Rebelan/Tau Ranis
ARENIS	SSTAT9	Mixed	Raider	Khan/Arenis
ELURO	SSTAT2	Mixed	Raider	Chanis-1/Xyon
RAGIN	SSTAT3	Mixed	Raider	Chanis-2/Xyon
EXIN	SSTAT3	Valkerie	Military	Kruger/Omega Centauri
ALIDIS	SSTAT4	Valkerie	Military	Otura-6/Omega Centauri
AVINO	SSTAT5	Valkerie	Trader	Otura-9/Omega Centauri
CYGNI	SSTAT8	Falkerie	Military	LV-103/Alpha Cygni
HEXAR	SSTAT1	Gammulan	Military	Gamma-1/Gammula
GAMMULA	SSTAT12	Gammulan	Military	Gamma-2/Gammula
SORIUS	SSTAT9	Gammulan	Military	LV-110/Gammula
PARIX	SSTAT6	Gammulan	Military	LV-115/Gammula
ROGAN	SSTAT5	Gammulan	Military	Chalini/Alpha Gamma
SOVAR	SSTAT4	Gammulan	Military	Mantisi/Alpha Gamma
CYCLONE	SSTAT1	Valkerie	Military	Cyron-VI/Cyron
ROCON	SSTAT10	Gammulan	Military	Regis-vi/Regulus
SARON	SSTAT1	Syrion	Military	Sarien/Alpha Canis
LV125	SSTAT2	Syrion	Scientist	LV-125/Alpha Canis

LV130

SSTAT4

Syrion

Trader

LV-130/Alpha Canis

ALPHA PRIME	SSTAT3	Terran	Insurgent	Tarean/Alpha Canis
ALTERA	SSTAT11	Syrion	Military	Alteris/Vega Eridani
MONDANIS	SSTAT6	Droidan	Military	Mondial/Omega Eridani
RECARA	SSTAT10	Droidan	Scientist	Ylisia/Omega Eridani
MAJORA	SSTAT7	Droidan	Military	Majoris/Alpha Majora

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STARBASE DISTRIBUTION

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NAME	TYPE	RACE	CASTE	PLANET/SYSTEM
EARTH SB1	SBASE7	Terran	Military	Earth/Sol
EARTH SB2	SBASE4	Terran	Insurgent	Earth/Sol
MARS SB1	SBASE5	"	Military	Mars/Sol
CENTRIS SB1	SBASE3	Empirian	Military	Centris/Alpha Centauri
VARAN SB1	SBASE2	"	Military	Varan/Alpha Centauri
TRAMIS SB1	SBASE1	"	Military	Tramis/Alpha Centauri
SYGAN SB1	SBASE6	Terran	Insurgent	Sygan/Barnard's Star
LYRIUS SB1	SBASE7	"	Raider	Lyrius/Sirius
MIDAE SB1	SBASE8	Vesperon	Military	Midae/Omicron Eridani
FRELLIS SB1	SBASE1	"	Trader	Frellis/Omicron Eridani
XYLAN SB1	SBASE4	Terran	Insurgent	Xylan/Tau Ceti
EORI SB1	SBASE5	"	Raider	Eori/Tau Ceti
POLARIS SB1	SBASE6	"	Raider	Polaris-1/Polaris-1
ACTISIV SB1	SBASE8	"	Trader	Actis-IV/Procyon
ACTISV SB1	SBASE2	"	Scientist	Actis-V/Procyon
RONUSIV SB1	SBASE1	Credian	Military	Ronus-IV/Trenis
HERIN SB1	SBASE5	"	Military	Herin/Trenis
SCORPIA SB1	SBASE4	"	Military	Scorpia/Trenis
TYRUS2 SB1	SBASE3	Kandorian	Military	Tyrus-2/Krynon
LYDAN SB1	SBASE6	"	Military	Lydan/Krynon
ZELANA SB1	SBASE7	Zelon	Military	Zelana/Lanix-v
PRAVIS SB1	SBASE8	Mandorian	Military	Pravis/Cyrian
HADAR9 SB1	SBASE4	"	Military	Hadar-9/Cyrian
KRYSTAR SB1	SBASE3	Mixed	Trader	Krystar/Tau Ranis
KHAN SB1	SBASE2	"	Raider	Khan/Arenis
CHANIS1 SB1	SBASE1	"	Raider	Chanis-1/Xyon
LV184 SB1	SBASE5	Valkerie	Military	LV-184/Omega Centauri
OTURA6 SB1	SBASE6	"	Military	Otura-6/Omega Centauri
LV103 SB1	SBASE8	Falkerie	Military	LV-103/Alpha Cygni
LV105 SB1	SBASE7	"	Military	LV-105/Alpha Cygni
GAMMA1 SB1	SBASE6	Gammulan	Military	Gamma-1/Gammula
GAMMA2 SB1	SBASE2	"	Military	Gamma-2/Gammula
TYRINIS SB1	SBASE4	"	Military	Tyrinis/Gammula
LV110 SB1	SBASE3	"	Military	LV-110/Gammula
CHALINIS SB1	SBASE7	"	Military	Chalinis/Alpha Gamma
CRYSTAR SB1	SBASE1	"	Military	Crystar/Alpha Gamma
CYRONVI SB1	SBASE3	Gammulan	Military	Cyron-VI/Cyron
REGISIV SB1	SBASE6	"	Military	Regis-IV/Regulus
SARIEN SB1	SBASE7	Syrion	Trader	Sarien/Alpha Canis
TAREAN SB1	SBASE6	"	Military	Tarean/Alpha Canis
DROIA SB1	SBASE7	Syrion	Trader	Droia/Vega Eridani
YLISIA SB1	SBASE8	Droidan	Scientist	Ylisia/Omega Eridani
MAJORIS SB1	SBASE2	"	Military	Majoris/Alpha Majora