

Command	Variables	Condition	What it does
.sset ack(x) strength	1 - 1000	Do not modify	Set the strength of the 7 types of ack where (x) is type - they are unknown
.sset airshowsmoke	0-1	Do not modify	Allows (1) or not (0) the use of airshow (green & red) wingtip smoke
.sset ammomult	.1 - 32	Do not modify	1 is equal to what they realistically carried <b>*** Variables should be .5 to 10</b>
.arnaflags		(Algebraic)	Returns state & bit pos. of sysvar
.sset arenaflags	1		Not used in WB III
	2		Not used in WB III
	4		Enable field override
	8	Normally off	Enable in-flight exit
	16	Normally On	Disable pingtest
	32	Normally On	Disable GV Icons
	64		Disable Arty
	128		Force 'G-Limited' views
.sset arenaflags2	1	Normally off	Send ALL weapons launches
	2	Normally off	Disable otto calling targets
	4		Allow drone-GV icons so players can see drones but not player GVs
	8		Disable GV otto firing
	16		GVs not rendered
	32	Normally off	Disable CV/DD distance icons
	64		Completely disable GV otto - no gun-tracking & no six calls
	128		Enable 'Tonnage on Target'
.sset autogunners	0-1	Do not modify	Otto gunners On (1) or Off (0)
.sset blackout	0-1	Do not modify	Enable (1) or Disable (0) Red/Black Outs
.sset bulletradius	.1-8	Default is 1.5	Set radius of bullet 'bubble'. Used to adjust gunnery difficulty.
.sset carlinfilter	0-1	GODs only set	Turns on/off "dirty word filter" on public radio channels
.sset countrytimelim	0-604800	Default is 15min	Country change time limit in seconds
.sset cvcapture	0-1		Allow (1) / disallow (0) CV capture - they still may be sunk

Command	Variables	Condition	What it does
.sset easymode	0-2		0 = Real Mode, 1 = Easy Mode and 2 = Mixed Mode (player selects)
.sset enableflight	0-15	(Algebraic)	Allows selected countries aircraft to takeoff - within .maxplayer limits 0 = none                      6 = green+gold                      12 = gold+purple 1 = red                              7 = red+green+gold                      13 = red+gold+purple 2 = green                              8 = purple                              14 = green+gold+purple 3 = red+green                      9 = red+purple                      15 = ALL 4 = gold                              10 = green+purple 5 = red+gold                      11 = red+green+purple
.sset enemyidlim	0-40500	SL = 9000	Set the range (in feet) where enemy id's to appear (d3=1199 ft)
.sset enemynames	0-1	Normal = 0	Enable (1) or Disable (0) view enemy as player names <b>&gt;&gt;&gt; These are either/or not both</b>
.sset enemyplanes	0-1	Normal = 1	Enable (1) or Disable (0) view enemy as aircraft type <b>*** Notice misspelling of enemy</b>
.sset fueldiv	.01-10	Normal = 1	Set the fuel consumption where .5 would be 1/2 normal fuel range etc ...
.sset flakmax	0-50000	Normal = 30000	Set max altitude (in feet) for 88mm FLAK guns.
.sset fldcapf x	0-7	Normal = 3	0 = No capture, 1 = Can Close, 2 = Can Capture, 4 = Cause "War Win"
.sset friendlyidlim	0-40500	SL = 18000	Set range (in feet) to see friendly icons
.sset intelchannel	0-1	SL= 0	Enable (1) or Disable (0) damage reporting on channel 112
.sset killshooter	0-1	SL = 0	Enabled (1) causes 'friendly' shooting at 'friendly', to do damage to themselves
.sset lethality	.1-100	Default = 1	Changes lethality of ALL guns
.sset lobbda	0-1	Default = 1	Enabled (1) logs the bomb/battle damage <b>*** Notice misspelling of lob bda vice log bda</b>
.sset logplay	0-1	Default = 1	Enabled (1) logs player events like kills, takeoffs etc
.sset logtalk	0-1	Default = 0	Enabled (1) logs all radio chatter viewable by ch 201 *** CM usually in .modeset 7 with radio 100 selected

Command	Variables	Condition	What it does
.sset mapflags	0-3	Default = 0	Enables friendly/enemy shapes on map. 0 = None, 1 = friendly, 2 = enemy, 3 = all
.sset maxlives	0-1000	SL = 1	Sets max. lives a player can use. <b>*** This should be reduced to 0-99</b>
.sset maxlivevar	0-127	SL = 15	1 = killed      2 = disco      4 = Bailed      8 = Ditched 16 = Landed    32 = bailed      64 = Ditched with friendly/enemy checked (inop now)
.sset maxpilotg	5-50	Default = 12	Set maximum 'G' load before pilot fatality <b>*** Should be reduced to 5 -15</b>
.sset maxplayersX	0-1000	Default = 200	Sets maximum number of players per country X <b>*** This should be reduced to 999</b>
.sset midairs	0-1	Default = 1	Enable (1) or Disable (0) midair collisions - Friendlies NEVER collide <b>*** Should be changed to 0, 1, 2 where 2 would be enable friendly collisions</b>
.sset navdrones	0-2	SL = 1	.nav commands (0) Disabled for all (1) CMs only or (2) Available to all
.sset ottoack	0-1	Default = 1	Enable (1) counts ack hits/kills as 'weenie' hits/kills, Disable (0) awards them to the player
.sset planerangelim	0-40500	SL = 2900	Sets the range (in feet) where all plane id's appear
.sset protstruct	0-1	Default = 1	Enable (1) or Disable (0) protection of buildings fired on by friendly players
.sset radaralt	0-10000	Default = 300	Sets the altitude (in feet) under which an enemy icon will be less than <i>enamyidlim</i> visible
.sset radarx	0-3	SL = 112 MA = 115	Sets the type of radar the players will see ... where x is country 1,2,3,4 1 = friendly arrow      2 = enemy arrow      4 = all friendlies shown 8 = all enemies shown    16 = friendly tower based    32 = enemy tower based 64 = tower based radar only    *4 & 8 override tower settings (16/32/64) with unlimited range
.sset radarrangex	1-1000000	Don't use x = 0	Sets the range (in feet) the radar reaches out as calculated from the tower (1 mile = 5280).
.sset rebuildmult	.01-1000		This changes 'baseline' structure rebuild time multiplier where .1 = 1 min, 1 = 10 min
.sset rebuildmult2	0.0-1.0		Time that EACH structure adds to rebuild time OVER the 'baseline' multiplier
.sset structlim	0-1	Default = 0	Enable (1) or Disable (0) plane structural limits

Command	Variables	Condition	What it does
.sset sunglare	0-1	SL = 1	Enable (1) or Disable (0) sunglare
.sset transcx	0-4		Sets ownership of ALL off-base 'objects' to country x
.sset voiceon	0-1	Default = 0	Enable (1) or Disable (0) use of in-game voice communications <b>*** Does not work</b>
.sset windxvelocity	-100 to +100	Default = 0	Set East-West (x-component) wind velocity where a (+) value is from the West
.sset windyvelocity	-100 to +100	Default = 0	Set the North-South (y-component) wind velocity where a (+) value is from the North
.sset windzvelocity	-100 to +100	Default = 0	Set the up-down (z component) wind velocity where a (+) value is from the ground
<b>CM Eye Commands</b>			
	<b>Variables</b>	<b>Condition</b>	<b>What it does</b>
.modeset	0-7	SL = 7	0 = none            1 = CMEye only    2 = All seeing Radar    3 = CMEye + Radar 4 = All seeing radios    5 = CMEye + radio    6 = Radar + Radio    7 = CMEye + Radar + Radio
.cmeye			enters CMEye mode <b>AFTER</b> .modeset --- use <ctrl-q> to exit
.cmlist			Toggles a list (upper left corner) of players - their aircraft and colour
	<shift 8-9>	needs .cmlist	<shift 8> toggles CMEye Chase mode on-off <shift 9> jumps to next player on list.
.cmislave	<player>		Lets player(s) see what you see in CMEye - you can have several in slave mode.
.cmifree	<player>		Releases players from cmislave mode.