

UNIT CONTROL

A - Attack
B - Build menu
C - Capture
D - D-gun
E - rEclaim
F - Fire (toggles "hold fire", "return fire", & "fire at will" standing orders)
G - Guard
H - Hand (give) selected units and/or resources to other players
K - cloaK (toggles "cloak" & "visible" standing orders)
L - Load
M - Move
N - Next unit offscreen (in build sequence)
O - Orders menu
P - Patrol
R - Repair
S - Stop
T - Track selected unit
U - Unload
V - maneuVer (toggles "hold position", "maneuver", and "roam" standing orders)
1-9 - select the menu for the current unit
, (comma) - select the previous menu for that unit
. (period) - select the next menu for that unit
~ (tilde) - toggle damage bars on the units
ESC - cancel current command before it is executed
SHIFT - queue consecutive commands; show move/patrol routes
LMB (left mouse button) - click to select unit(s), group units, and initiate commands
RMB (right mouse button) - click to deselect unit(s)
SHIFT LMB - add 5 units to construction queue (lab menu)
SHIFT RMB - subtract 5 units from construction queue (lab menu)
SHIFT CTRL LMB - add 100 units to construction queue (lab menu)
SHIFT CTRL RMB - subtract 100 units from construction queue (lab menu)
ALT 1-9 - activate (select) previously assigned squad
CTRL 1-9 - assign currently selected units to a squad
CTRL A - select All units
CTRL B - cycle through idle construction (Build) units
CTRL C - select and center screen on Commander
CTRL D - self-Destruct selected units (will toggle on/off)
CTRL F - select all Factories
CTRL M - select all Mines
CTRL P - select all aircraft with weapons
CTRL R - select all Radar, sonar, and jamming units
CTRL S - select all units currently on Screen
CTRL V - select all aircraft
CTRL W - select all mobile units with Weapons except commander
CTRL Z - select all units of same type

GAME CONTROL

- (minus) - decrease game speed
+ (plus) - increase game speed
ENTER - open chat bar for messages and commands
PAUSE - pause the game
SPACEBAR - game status bar
TAB - multiplayer options menu
F1 - display information on a selected unit
F2 - bring up the options menu
F3 - go to the unit that last reported (chatted) information
F4 - scorecard (display/hide)

F5-F8 - center screen on a map bookmark
F11 - execute chat macro (CTRL F2 to edit)
F12 - clear all chat messages
CTRL F2 - interface upgrade options menu (recorder menu)
CTRL F5-F8 - assign map bookmark
CTRL F9 - screen capture (will print screen to file SHOT####.pcx)

AUTO-CLICK

X - default autoclick key (CTRL F2 to change)
SHIFT X - build rows (or rings around other structures)

WHITEBOARD

**** - default whiteboard key (CTRL F2 to change)
\ LMBx2 - create or edit text mark (x2 = doubleclick)
\ LMB - draw line or drag selected mark
\ MMB - quick mark (MMB = middle mouse button)
\ RMB - fat eraser (100x100, wipe)
\ RMBx2 - small eraser (20x20, spot)
**CTRL ** - scroll to newest ally marker

IN-GAME COMMANDS

+atm - Instant 1000 metal and energy boost (cheat code)
+bigbrother - Cycles through all units (in build sequence)
+bps - Displays network connection statistics (on/off)
+cdstart - Turns on CD music
+cdstop - Turns off CD music
+clock - Displays game time (on/off)
+contour # - Displays contour lines
+dither - Line-of-sight shadow (color/grey)
+fshadow - Toggles feature shadows (on/off)
+gamma # - Changes screen gamma
+honk - Units make a honking noise when they stop
+logo # # - Change color (0-9) of player (0-9) (your perspective only)
+los - View selected player's line-of-sight limits (on/off) (cheat code)
+makeposter - Large screenshot of map (saves as BIGSHOT####.bmp)
+mapping - Toggles mapping (on/off)
+noenergy - Energy level drops to zero (cheat code)
+nometal - Metal level drops to zero (cheat code)
+noshake - Keeps screen from shaking during combat/earthquakes (on/off)
+nowisee - Sets line-of-sight to permanent (cheat code)
+radar - Toggles full radar for entire map (on/off) (cheat code)
+setshareenergy # - Shares energy when energy level exceeds # (if +shareenergy on)
+setsharemetal # - Shares metal when metal level exceeds # (if +sharemetal on)
+sfx - Toggles nanolathing/smoke effects (on/off)
+shadow - Toggles shadows (on/off)
+shareenergy - Shares your energy with your allies (on/off)
+sharemetal - Shares your metal with your allies (on/off)
+shootall - Makes your combat units fire at enemy non-combat units (on/off)
+showranges - With SHIFT, shows area effect radii
+sing - Units sing instead of making normal sounds
+switchalt - Group selection without ALT key (1-9 instead of ALT 1-9)
+view # - View from player #'s perspective (cheat code)

.crash - Mainly for debugging purposes -- forces the recorder to actually crash if it is catching exceptions, so that you can get a full Errorlog.txt of the event. Usually you will

want to use .panic.

.take - When a reject screen for a player appears, an ally can use .take to claim the dropping player's units and structures.

.takecmd - Same as .take, but includes the dropping player's Commander giving you two of them to worry about and utilize. Ctrl-C will select all Commanders.

.panic - If the recorder starts flooding you with Exception caught messages, use this command and pray that the recorder manages to process it.

.plfrom nickname - Packet loss statistics for a certain player. Each value represents the time passed at a certain packet loss level. The first ten values represent 2% steps in the range from 0% to 20%, the last one represents the entire 20% to 100% range.

.sharelos - Makes allied units and any hostiles in their LOS visible, though covered by fog of war, and shares allied radar. .sharelos is mutual - a player will neither receive nor grant LOS and radar to/from allies as long as he/she does not issue this command.

.sharemappos - Allows your allies to see where you are looking on the main game screen, indicated by a rectangle in the respective player's color.

.syncon # # - Gamespeed is locked to the range between the first (low limit) and second (high limit) number (e.g. .syncon -3 +2). Useful to prevent speedjacking.

.time - Displays the game time for all players according to their +clock. Useful for spotting a lagging player.

UNIVERSAL COMMANDS (IN-GAME & BATTLEROOM)

.createtxt - Logs all game chat to a text file with time-stamped name in the Default TA Demo directory (3.) of the Control Center.

.ehaoff - Disable the interface upgrade. This will disable all new functions like the Idle Const Finder, Queue 100 units etc.

.ehareport - All recorders in game report the status of their interface upgrade component. Mainly for debugging purposes.

.fixall - Enable both lag workarounds at once: .fixfacexps and .protectdt.

.fixfacexps - The recorder will protect new units for three seconds after they start building in a factory so that they are not killed by damage being dealt to an already dead unit, the cause for the annoying effect of "exploding build queues".

.fixoff - Disables all fixes for everyone. The game must be rehosted in to reenable them.

.hookreport - Reports the presence and version of each TA Hook in the game. All TA Demo 0.98b recorders will always reply with a positive respond to this query.

.protectdt - Tries to make sure DTs aren't lost. Without this fix, sometimes an opponent will see holes in an actually solid DT line you built.

.record filename - Records the game for later viewing. By default the recorded game will end up in your TA directory, however this can be changed by the control panel's Default TA Demo directory setting. If a recording with the same name already exists, it will be overwritten.

.report - All recorders in the game report their presence, version and status of the toggles:

(T--) shows the game is being recorded

(-T-) shows .fixfacexps is enabled

(--T) shows .protectdt is enabled

Any combination of the above is possible. No answer from a player means they don't have TA Demo installed.

.status - Same as .report, except only your own recorder replies and noone else sees it. Useful to silently check if your recorder is turned on.

.stoplog - Halts the recorder.

.tahookoff - This disables just the autoclick feature in every recorder in the game.

BATTLEROOM COMMANDS

.3dta - Enables the 3D version of the replayer

.cmdwarp (host-only) - Enables a singleshoot Commander warp. The game will start out paused. You can click on any spot on the map and your Commander will instantly be placed there. Do this as often as you like. Once you have found a cozy spot for your Commander, click the Done button. Once everyone does so, the game will automatically unpaue. Alternatively, you can

unpause the game manually - this will terminate the warp sequence for everyone in the game. Useful for fixing the start positions for 2v2 games on the MSN Gaming Zone for example.

.fakewatch - Gives you the ability to chat while watching. Join the game as a regular player for it to work. You will appear as a watcher to everyone else and will be unable to affect anything, except that you will be able to chat. Note that fake watchers occupy the first slots in the game, causing some disruption for the rest of the players' start positions. You may want to use .cmdwarp as a workaround.

.plresults - Prints info about how the packets in the last .pltest fared.

.pltest nickname - Sends a sharp spike of ping packets to a player. This does not show what the conditions will exactly be like in a game and requires some experience to judge. However, it does simulate the kind of activity that would tend to occur during a game. See also the .plfrom command

.randmap filename - Proposes a map randomly picked out of a list from a file that follows the format of the supplied maps.txt. The filename is optional and defaults to maps.txt if omitted. If you create your own favorite list of maps to play on you can use it by specifying the filename.

.voteogo - Signifies you're ready to go. If all players issue .voteogo, this will forcibly click in watchers. Useful if one of them left to take a shower or something without clicking in.

REPLAYER COMMANDS

.income - Displays the current net income for all players in the recording.

.lockon nickname - If a player had issued .sharemappos during the original game, this command will lock your main display to follow his scrolling. Issue just .lockon without a nick to unlock your screen and scroll freely.

.nocheats - Normally when replaying a game, cheats are enabled. Issuing .nocheats will deactivate them in order to continue the recorded game. See Continuing recorded games for more information.

.pos - Tells you how far into the game you are, so you can easily locate that position later.

.pos # - Fast-forwards or rewinds the replay to # percent into the game (for example, .pos 50 will take you to halfway through the game). Usually it takes 5 to 15 seconds until full synchronization and is smoother to fast-forward than rewind. Most units will disappear when fast-forwarding a game until they are issued an order or react to other units. Any DT's, wreckage, reclaimable features, etc that are created during in the skipped time will not be visible when fast-forwarding, and will not disappear when rewinding. Note you should not rewind if any players left the game in the elapsed time.

.speed # - Replay speed is set to # percent of normal. Note that accelerating replay can severely affect smoothness and lower your frame rate. The number of units in the game and your computer specifications also play a large role here. Changing the speed a lot can also degrade performance.

.sonar - Creates a sonar whose sonar range covers the whole map. This makes it easier to watch underwater units.

.total - Displays the current running total of resources accumulated for all players in the recording.

Note 1: This document assumes a 3.1 patched installation with recorder 99b2 installed.

Note 2: Commands are issued from the TA chat console in Battle Room and/or by pressing ENTER during the game.

Note 3: Commands which are unverified or obsolete have not been included.