

ALL

- <color> --> change the base color of the hero
- animation(an)** <string> --> makes your hero doing an animation
- apm(-)** [all|a] --> displays apm on slide of everybody or just yourself
- assign(as)** <shortcut> <command> --> puts a command into a key (A Z E R Q S D or F)
- autoContinueAfterSliding(acas)** <boolean status>
- cameraField(cf)** x --> changes the camera field (height), default is 2500
- clearText(clr)** --> remove the text on the screen
- colorInfo(ci)** [<Pcolor>] --> displays base color and vertex color of a hero
- customEffect(ce)** <effect> <body_part> --> adds an effect on a body part of the hero
- deleteEffects(de)** [<numberOfEffectsToRemove>] --> delete a specified effect of the hero or all effects if not specified
- disco(d)** [off|1~30] --> choose the number of color changes in ten seconds, or stop color changing (without parameter once a second)
- displayShortcuts(ds)** --> displays the commands associated to your shortcuts
- drunk(-)** <real drunkValue> --> value between 5 and 60
- effect(ef)** <effect> --> adds an effect on each hand of the hero
- effectsEverywhere(efe)** <effect> --> adds the same effect to each body part of the hero
- executeCommand(ec)** <commandLabel> --> execute a command you saved with "saveCommand"
- getCurrentLevel(getcl)** --> displays the number of the current level (first one is number 0)
- getTerrainInfo(gti)** [<terrain> | <lowInteger> <upInteger>]
- kick(kc)** --> kicks yourself
- kill(kl)** --> kills your hero
- leaderboard()**
- levelNbMonsters(lnbm)** [moving(m)|all(a)|notMoving(nm)] --> "moving" is the default value
- mapNbMonsters(mnbm)** [moving(m)|all(a)|notMoving(nm)] --> "moving" is the default value
- noDrunk(-)** --> stop drunk mode
- noVertex(nv)** --> put normal vertex color : RGB(100, 100, 100) with 0 transparency
- resetCamera(rc)** --> put the camera back like chosen field
- resetCameraInit(rci)** --> changes the camera field back to its default value (2500)
- saveCommand(sc)** <commandLabel> <command> --> save a command into a name of your choice
- stop(s)** --> stop creating monsters or terrain or stop getTerrainInfoMode
- unassign(uas)** <shortcut> --> removes the command put into a key
- usedTerrains(ut)** --> display the terrains already used (onto the map) during this game (16 is the maximum possible !)
- vertexColor(vc)** [<red> <green> <blue> [<transparency>]] --> without parameter takes a random vertex color without changing transparency
- vertexColorBlue(vcb)** [<Blue>] --> changes the blue part of the vertex color only
- vertexColorGreen(vcg)** [<Green>] --> changes the green part of the vertex color only
- vertexColorRed(vcr)** [<red>] --> changes the red part of the vertex color only
- vertexColorTransparency(vct)** [<transparency>] --> changes the transparency of the hero

FIRST PLAYER

- kick(kc)** <Pcolor> --> kicks a player
- kill(kl)** <Pcolor> --> kills a hero
- restart(-)**

CHEATS

- canTeleport(ct)** <boolean canTeleport> --> teleport trigger must have been enabled by the admin
- deleteInfiniteMeteors(dim)** --> remove the infinite meteor from your inventory if you have one
- endLevel(el)** --> go to the end of the current level
- getGravity()**
- getInfiniteMeteors(gim)** --> puts in your inventory a meteor that doesn't disappear after being used
- goToLevel(gotl)** <levelId> --> first level is number 0
- hideAll(ha)** --> puts the map view back to normal
- normalSlideSpeed(nss)** --> puts the slide speed back to normal (respecting terrains)
- normalWalkSpeed(nws)** --> puts the walk speed back to normal (respecting terrains)
- revive(r)** --> revives your hero
- reviveTo(rto)** <Pcolor> --> revives your hero to an other hero, with the same facing angle
- setGodMode(setgm)** <boolean status> --> activate or deactivate god mode for your hero
- setGodModeKills(setgmk)** <boolean status> --> if activated, monsters will be killed by your hero
- setGravity()** x
- setHeight()**
- setTailleUnite()**
- slideSpeed(ss)** <speed> --> changes the slide speed of your hero, ignoring terrains
- teleport(t)** --> teleports your hero at the next clic
- viewAll(va)** --> displays the whole map
- walkSpeed(ws)** <speed> --> changes the walk speed of your hero, ignoring terrains

MAKE 1/3

- cancel(z)** --> cancel the last action made on the map
- changeAllTerrains(chat)** [known(k)|notKnown(nk)]
- changeAllTerrainsAtRevive(chatar)** <boolean change>
- changeTerrain(cht)** <terrainLabel> <newTerrainType> --> examples of terrain types : 'Nice', 46
- copyPasteTerrain(cpt)** --> copy paste a rectangle of terrain on the map
- createCaster(crc)** <casterLabel> [<facingAngle>]
- createClearMob(crcm)** <disableDuration>
- createEnd(cre)** --> create the end (a rectangle formed with two clicks) of the current level
- createMonster(crm)** <monsterLabel> --> simple patrols (2 locations)
- createMonsterAuto(crma)** <monsterLabel> --> simple patrols created with only one click (click on a slide terrain)
- createMonsterImmobile(crmi)** <monsterLabel> [<facingAngle>] --> if facing angle not specified, random angles will be chosen
- createMonsterMultiPatrols(crmmp)** <monsterLabel> --> patrols until 20 locations
- createMonsterMultiPatrolsString(crmmps)** <monsterLabel> --> patrols until 20 locations, with come back at last location
- createMonsterSpawn(crmsp)** <monsterSpawnLabel> <monsterLabel> <direction> [<frequency>] --> default frequency is 2, minimum is 0.1, maximum is 30
- createMonsterString(crms)** <monsterLabel> --> simple patrols where the second loc of a monster is the first loc of the next one
- createMonsterTeleport(crmt)** <monsterLabel> <period> <angle> --> teleport monster until 20 locations
- createMonsterTeleportStrings(crmts)** <monsterLabel> <period> <angle> --> teleport monster until 20 locations
- createStart(crs)** [next(n)] --> create the start (a rectangle formed with two clicks) of the current level or the next one if specified
- createTerrain(crt)** <terrainLabel> --> create the terrain on the map, by clicking
- createVisibility(crv)** --> create visibility rectangles for the current level
- deleteCaster(delc)** --> delete the casters clicked by the player
- deleteCastersBetweenPoints(delcbp)** --> delete casters in a rectangle formed with two clicks
- deleteClearMob(delcm)**
- deleteKey(delk)** --> delete the meteors clicked by the player
- deleteKeysBetweenPoints(delkbp)** --> delete meteors in a rectangle formed with two clicks
- deleteMonster(delm)** --> delete the monsters clicked by the player
- deleteMonsterSpawn(delms)** <monsterSpawnLabel>
- deleteMonstersBetweenPoints(delmbp)** [<deleteMode>] --> delete monsters in a rectangle formed with two clicks
- displayCasters(dc)** [<casterLabel>]
- displayMonsterSpawns(dms)**

MAKE 2/3

- displayMonsters(dm)** [<monsterLabel>] --> displays the characteristics of the kinds of monsters added by the maker(s)
- displayTerrains(dt)** [<terrainLabel>] --> displays the characteristics of the terrains added by the maker(s)
- exchangeTerrains(excht)** [<terrainLabelA> <terrainLabelB>] --> without parameter, click on the terrains to exchange them
- getMainTileset()**
- getMakingLevel(getmkl)** --> displays the id of the level the player is creating (the first one is id 0)
- getStartMessage(getsm)** --> displays the start message of the current level
- getTerrainCliffClass(gettcc)** <terrainLabel>
- getUnitTeleportPeriod(getutp)**
- horizontalSymmetryTerrain(hst)** --> transform a rectangle of terrain by an horizontal symmetry
- monsterTeleportHide(mth)** --> ajoute une période où le MonsterTeleport est caché et ne tue pas
- monsterTeleportWait(mtw)** --> ajoute une période d'attente le MonsterTeleport en train d'être créé
- nbLevels(nbl)** --> display the number of levels that are currently in the map
- newCaster(newc)** <label> <casterMonsterType> <projectileMonsterType> [<range> [<projectileSpeed> [<loadTime>]]]
- newDeath(newd)** <label> <terrainType> [<killingEffect> [<terrainTimeToKill>]] --> add a new kind of death terrain
- newLevel(newl)** --> creates a new level after the last one
- newMonster(newm)** <label> <unitTypeId> [<immolationRadius> [<speed> [<scale> [<isClickable>]]]]
- newSlide(news)** <label> <terrainType> [<slideSpeed> [<canTurn>]] --> add a new kind of slide terrain
- newWalk(neww)** <label> <terrainType> [<walkSpeed>] --> add a new kind of walk terrain
- next(n)** --> finalize the current multi patrols or teleport monster and start the next one
- randomizeTerrains(rdmt)**
- redo(y)** --> redo the last action cancelled
- removeVisibilities(remv)** [<levelId>] --> remove all visibility rectangles made for the current level
- setAutoDistOnTerrain(setadot)** <newDist> --> for patrol monsters created in one click, distance between locations and slide terrain
- setCasterAlias(setca)** <casterLabel> <alias>
- setCasterAnimation(setcan)** <casterLabel> <animation>
- setCasterCaster(setcc)** <casterLabel> <casterMonsterType>
- setCasterLabel(setcl)** <oldCasterLabel> <newCasterLabel>
- setCasterLoadtime(setclt)** <casterLabel> <loadTime>
- setCasterProjectile(setcp)** <casterLabel> <projectileMonsterType>
- setCasterRange(setcr)** <casterLabel> <range>
- setCasterSpeed(setcs)** <casterLabel> <projectileSpeed>
- setLivesEarned(setle)** <livesNumber> [<levelID>] --> set the number of lives earned at the specified level
- setMakingLevel(setmkl)** <levelId> | current(c) --> sets the level the players chose to continue creating
- setMonsterAlias(setma)** <monsterLabel> <alias>

MAKE 3/3

- setMonsterClickable(setmc)** <monsterLabel> <boolean clickable> --> sets if locust or not for this kind of monster
- setMonsterHeight(setmh)** <monsterLabel> <height>|default|d
- setMonsterImmolation(setmi)** <monsterLabel> <immolationRadius> --> immolation between 5 and 400, divisible by 5
- setMonsterKillEffect(setmke)** <monsterLabel> <killingEffect>
- setMonsterLabel(setml)** <oldMonsterLabel> <newMonsterLabel>
- setMonsterMeteorsToKill(setmmtk)** <monsterLabel> <meteorNumber>
- setMonsterMoveSpeed(setmms)** <monsterLabel> <speed>
- setMonsterScale(setms)** <monsterLabel> <scale> --> affects the size of this kind of monster
- setMonsterSpawnDirection(setmsd)** <monsterSpawnLabel> <direction> --> leftToRight(ltr), upToDown(utd), rightToLeft(rtl), downToUp(dtu)
- setMonsterSpawnFrequency(setmsf)** <monsterSpawnLabel> <frequency> --> maximum 20 mobs per second
- setMonsterSpawnLabel(setmsl)** <oldMonsterSpawnLabel> <newMonsterSpawnLabel>
- setMonsterSpawnMonster(setmsm)** <monsterSpawnLabel> <monsterLabel>
- setMonsterUnit(setmu)** <monsterLabel> <unitType> --> example of unit type : 'ewsp'
- setStartMessage(setsm)** [<message>] --> sets the start message of the current level (spaces allowed)
- setTerrainAlias(setta)** <terrainLabel> <alias> --> an alias is a shortcut which can be used like a label
- setTerrainCanTurn(settct)** <slideTerrainLabel> <canTurn>
- setTerrainKillDelay(settkd)** <deathTerrainLabel> <killingDelay> --> time before which the hero dies when he touch the death terrain
- setTerrainKillEffect(settke)** <deathTerrainLabel> <killingEffect> --> special effect appearing when a hero touch the death terrain
- setTerrainKillTolerance(settkt)** <deathTerrainLabel> <tolerance dist> --> max distance to the closest non death terrain, where heroes won't die
- setTerrainLabel(settl)** <oldTerrainLabel> <newTerrainLabel>
- setTerrainSlideSpeed(settss)** <slideTerrainLabel> <slideSpeed>
- setTerrainWalkSpeed(settws)** <walkTerrainLabel> <walkSpeed> --> max walk speed : 522
- setUnitMonsterType(setumt)** <monsterLabel>
- setUnitMonsterTypeBetweenPoints(setumtbp)** <monsterLabel>
- setUnitTeleportPeriod(setutp)** <period>
- setUnitTeleportPeriod(setutp)** <period>
- setUnitTeleportPeriodBetweenPoints(setutpbp)** <period>
- terrainHeight(th)** [<terrainRadius> [<height>]] --> apply a terrain height at chosen places ; default radius 100, default height 100
- verticalSymmetryTerrain(vst)** --> transform a rectangle of terrain by a vertical symmetry

ADMIN

-autorevive(ar) [<boolean status> [<Pcolor>|all(a)]]
-canCheat(cc) <Pcolor>|all(a) [<boolean status>]
-control(cl) <Pcolor1>|all(a) [<Pcolor2>] --> gives the control of a hero to player <Pcolor2>
-createHero(crh) [<Pcolor>|all(a)]
-deleteHero(delh) [<Pcolor>|all(a)]
-deleteTerrainSave(delts) [<slotName>]
-loadTerrain(lt) [<slotName>]
-redRights(redr) <boolean status>
-reinitTerrains(rit) --> reset kinds of terrain
-reinitTerrainsPosition(ritp) --> reset the terrain on the map
-removeCaster(remc) <casterLabel>
-removeLastLevel(remll)
-removeMonster(remm) <monsterLabel>
-removeTerrain(remt) <terrainLabel>
-resetOwners(ro) --> gives back the control of heroes to their owner
-saveMapInCache(smic)
-saveTerrain(st) [<slotName>] --> spaces allowed for slotName
-setAfkTime(setafkt) <time>
-setAutoreviveDelay(setard) <time> --> maximum 15 seconds
-setMainTileset() <tileset>
-setTerrainCliffClass(settcc) <terrainLabel> <cliffClass>
-setTerrainsOrder(setto) <terrainLabels>
-setlives(setl) <nbLives>
-teleport(t) <boolean status> --> enable or disable teleport trigger

SUPERADMIN

-beAdmin() <Pcolor>|all(a) [<boolean status>]