

Prefix                      Name                      Value      Description

Territory	NorthAmerica	0	Territory Id of North America
	SouthAmerica	1	etc
	Europe	2	
	Russia	3	
	SouthAsia	4	
	Africa	5	

Event	PingSub	0	A sonar ping from a submarine has been detected (only reveals coordinates)
	PingCarrier	1	A sonar ping from a carrier has been detected (gives object id)
	NukeLaunchSilo	2	A missile has been launched from a silo at given coordinates
	NukeLaunchSub		A missile has been launched from a sub at given coordinates
	Hit		An object has been hit by a gunshot (ie. from a battleship, fighter etc)
	Destroyed		An object has been destroyed
	PingDetection		An object has been detected by a ping event (reveals type and coordinates)
	CeasedFire		A team ceased fire to another team
	UnceasedFire		A cease fire agreement has been ended
	SharedRadar		A team shared its radar with another team
	UnsharedRadar		A team stopped sharing its radar with another team
	NewVote		A new vote has been started
	VoteFinishedYes		A vote finished, and its contents were accepted
	VoteFinishedNo		A vote finished with no result/change

Type	Name	States	Range		
			Speed	Fuel	Radar
	Invalid	0			
	City	1			
	Silo	2	StateSiloNuke, StateSiloAirdefense		
	RadarStation	3	StateRadarActive		
	Nuke	4	StateNukeOnTarget, StateNukeDisarm	0.2	
	Explosion	6			
	Sub	7	StateSubPassivesonar, StateSubActivesonar, StateSubNuke	0.02	0
	BattleShip	8	StateBattleshipAttack	0.03	10
	AirBase	9	StateAirbaseFighterlaunch, StateAirbaseBomberlaunch		
	Fighter	10	StateFighterAttack, StateFighterInQueue	0.1	45
	Bomber	11	StateBomberAttack, StateBomberNuke, StateBomberInQueue	0.05	140
	Carrier	12	StateCarrierFighterlaunch, StateCarrierBomberlaunch, StateCarrierAntisub	0.03	15
	Tornado	13	(inactive)		
	Saucer	14	(inactive)		
	Fleet	15			
	Gunshot	16		0.5	
	QueueItem	17			
	NumObjects	18			

Gamespeed	Factor	
	Paused	0
	Realtime	1
	Slow	5
	Medium	10
	Fast	20

Command Line Options	Option	Description
	host	DEFCON automatically hosts a game. There are more command-line options that modify the game name, password etc, they are listed below.
	join	DEFCON tries to connect to server specified by servername and serverpassword.
	norender	In-game rendering is disabled.
	demo	Starts the game with a demo key. Make sure to backup your original key somewhere, if you have one. It is located in the authkey file.
	nolan	Disables advertising of server on the local area network.
	nowan	Disables advertising of server on the internet (wide area network). This option disables duplicate key messages.
	ai	Loads the specified bot when starting a game. Example
	debug	Enables the debugging mode, with the timeline, logging window and info window.
	limitedinformation	If set, bots will receive limited information only.
	key	Uses specified authorization key.
	playername	Sets the specified player name.
	servername	When joining a game, DEFCON looks for the specified servername to join. This may also be an IP with port. Example: <i>servername="Testserver"</i> or <i>servername="123.12.1.23:5010"</i> . When creating a game, this will be the used server name.

password	Used password for either joining or creating a game.
numplayers	When hosting a game with host, the server will start the game (set itself to Ready) when the given number of players has joined (including the server itself).

	Name	Type	Description
UnitData	m_objectId	int	Object Id of current entry
	m_type	int	Object type
	m_teamId	int	Team Id
	m_currentState	int	State of object (see type-state table for a list of states)
	m_visible	bool	True if object is visible (In full information mode, normally not visible units can be detected)
	m_longitude	float	Longitude (x-coordinate)
	m_latitude	float	Latitude (y-coordinate)

	Name	Description (Values in brackets, counting from 0)	Min	Max	Default
Game Options	ServerName	Name of the game server	0	24	
	AdvertiseOnInternet	Game will be advertised on the Metaserver if enabled. (Disabled, Enabled)	0	1	1
	AdvertiseOnLAN	Game will be advertised in the local network if enabled. (Disabled, Enabled)	0	1	1
	GameMode	(Default, Office Mode, Speed Defcon, Diplomacy, BigWorld, Tournament, Custom)	0	6	0
	MaxTeams	Maximum number of participating players	1	6	3
	TerritoriesPerTeam		1	6	1
	CitiesPerTerritory		1	50	25
	PopulationPerTerritory	Total population of cities in a territory. In millions.	10	200	100
	CityPopulations	Distribution of population in cities (Default, Equalised, Random, TotallyRandom)	0	3	0
	RandomTerritories	Disable selection of territories (No, Yes)	0	1	0
	PermitDefection	(No, Yes)	0	1	1
	RadarSharing	(AlwaysOff, Alliance, Selective, AlwaysOn)	0	3	1
	GameSpeed	(Slowest Requested, Real Time, 5x Real Time, 10x Real Time, 20x Real Time)	0	4	0
	SlowestSpeed	(Pause, Real Time, 5x Real Time, 10x Real Time, 20x Real Time)	0	4	1
	ScoreMode	(Default, Survivor, Genocide)	0	2	0
	VictoryTrigger	Percent of remaining nukes before victory timer starts	0	100	20
	VictoryTimer	Duration of victory timer in minutes	0	600	45
	VariableUnitCounts	Variable units allows the placement of units by credit (Disabled, Enabled)	0	1	0
	WorldScale	Scale of the worldmap, in percent	50	200	100
	MaxSpectators		0	100	3
	SpectatorChatChannel	(Private, Public)	0	1	1
	TeamSwitching	If enabled, teams can be switched during the game (Disabled, Enabled)	0	1	0
	ServerPassword		0	16	0