

Commands and Functions by Category

Use this page to find the appropriate commands when you are dealing with specific scripting situations (for example, all commands that have to do with triggers, or to control unit behavior, and so on).

To make locating commands easier, some of them may appear in more than one category.

Note that the lists contain scripting *functions*, as well as scripting *commands*.

Functions are typically identified by the prefix *fn_*, and require special syntax. See [Functions A-Z](#) for more information.

Categories List

- [AAR](#)
 - [AAR - Get](#)
 - [AAR - Set](#)
- [Activators](#)
 - [Activators - Actions](#)
 - [Activators - Event Handlers](#)
 - [Activators - Triggers](#)
 - [Activators - Triggers - Get](#)
 - [Activators - Triggers - Set](#)
- [Cameras](#)
 - [Cameras - Get](#)
 - [Cameras - Set](#)
- [Configs](#)
 - [Config-2](#)
 - [Configs - Custom](#)
 - [Configs - General](#)
 - [Configs - User Keys](#)
- [Customer Information](#)
- [Debug](#)
 - [Debug - General](#)
 - [Debug - Logging](#)
 - [Debug - Performance](#)
- [Editor](#)
 - [Editor - Camera](#)
 - [Editor - Event Handlers](#)
 - [Editor - General](#)
 - [Editor - General - Get](#)
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 - [Editor - Objects](#)
 - [Editor - Objects - Get](#)
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 - [Editor - Overlays](#)
- [Editor Objects](#)
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 - [Editor Objects - General - Attachments](#)
 - [Editor Objects - General - Health](#)
 - [Editor Objects - General - Other](#)
 - [Editor Objects - General - Other - Get](#)
 - [Editor Objects - General - Other - Set](#)
 - [Editor Objects - General - Positioning](#)
 - [Editor Objects - General - Positioning - Get](#)
 - [Editor Objects - General - Positioning - Set](#)
 - [Editor Objects - General - Size](#)

- Editor Objects - General - Visibility
- Editor Objects - Life
 - Editor Objects - Life - AI
 - Editor Objects - Life - AI - Combat
 - Editor Objects - Life - AI - Combat - Get
 - Editor Objects - Life - AI - Combat - Set
 - Editor Objects - Life - AI - FSM
 - Editor Objects - Life - AI - Other
 - Editor Objects - Life - AI - Other - Get
 - Editor Objects - Life - AI - Other - Set
 - Editor Objects - Life - AI - Positioning
 - Editor Objects - Life - AI - Positioning - Get

- Edit or Objects - Life - AI - Positioning - Set
 - Editor Objects - Life - General
 - Editor Objects - Life - General - Animations
 - Editor Objects - Life - General - Combat
 - Edit or Objects - Life - General - Combat - Get
 - Edit or Objects - Life - General - Combat - Set
 - Editor Objects - Life - General - Health
 - Edit or Objects - Life - General - Health - Get
 - Edit or Objects - Life - General

- - Health - Set
- Editor Objects - Life - General - Other
 - Editor Objects - Life - General - Other - Get
 - Editor Objects - Life - General - Other - Set
- Editor Objects - Life - General - Positioning
 - Editor Objects - Life - General - Positioning - Get
 - Editor Objects - Life - General - Positioning - Set
- Editor Objects - Life - General - Size
- Editor Objects - Life - General - Skills

- Editor Objects - Life - General - Skills - Get
 - Editor Objects - Life - General - Skills - Set
 - Editor Objects - Life - Player
 - Editor Objects - Life - Player - Get
 - Editor Objects - Life - Player - Set
- Editor Objects - Structures
 - Editor Objects - Structures - Buildings
 - Editor Objects - Structures - General
 - Editor Objects - Structures - Inventory
 - Editor Objects - Structures - Lamps
- Editor Objects - Vehicles
 - Editor Objects - Vehicles - Air
 - Editor Objects - Vehicles - Crew
 - Editor Objects - Vehicles - Crew - Get
 - Editor Objects - Vehicles - Crew - Set
 - Editor Objects - Vehicles - General
 - Editor Objects - Vehicles - General - Get
 - Editor Objects - Vehicles - General - Set
 - Editor Objects - Vehicles - Land
 - Editor Objects - Vehicles - Systems Menu
- Flow
 - Flow - Conditions
 - Flow - Executions
 - Flow - Loops
- Groups - Category

- Groups - Formations
 - Groups - Formations - Get
 - Groups - Formations - Set
- Groups - General
 - Groups - General - Get
 - Groups - General - Set
- Groups - Sides
 - Groups - Sides - Get
 - Groups - Sides - Set
- Intel
 - Intel - Map
 - Intel - Map - Get
 - Intel - Map - Set
 - Intel - Mission
 - Intel - Mission - Briefing
 - Intel - Mission - Event Handlers
 - Intel - Mission - General
 - Intel - Mission - Time
 - Intel - Player
 - Intel - Scoring
 - Intel - Weather
 - Intel - Weather - Get
 - Intel - Weather - Set
- Interactions
 - Interactions - Game
 - Interactions - Game - Map
 - Interactions - Game - Messages
 - Interactions - Game - Radio
 - Interactions - Game - UIs
 - Interactions - Game - User Input
 - Interactions - Sounds
 - Interactions - Sounds - Briefing
 - Interactions - Sounds - General
 - Interactions - User Dialogs
 - Interactions - User Dialogs - Buttons
 - Interactions - User Dialogs - General
 - Interactions - User Dialogs - General - Get
 - Interactions - User Dialogs - General - Set
 - Interactions - User Dialogs - HTML
 - Interactions - User Dialogs - Images
 - Interactions - User Dialogs - Listboxes
 - Interactions - User Dialogs - Maps
 - Interactions - User Dialogs - PlanViews
 - Interactions - User Dialogs - Sliders
 - Interactions - User Dialogs - Stateboxes
 - Interactions - User Dialogs - Trees
- Localization
- Locations

- Locations - Get
 - Locations - Set
- Map Objects
- Markers - Category
 - Markers - Get
 - Markers - Set
- Objects
- Other Objects
 - Other Objects - Celestial
 - Other Objects - Connections
 - Other Objects - Flags
 - Other Objects - Lights
 - Other Objects - Particles
 - Other Objects - ShapeFiles
 - Other Objects - Surfaces
 - Other Objects - Surfaces - Get
 - Other Objects - Surfaces - Set
- Pending
 - Pending - Campaigns
 - Pending - Campaigns - Collections
 - Pending - Campaigns - Identity
 - Pending - Campaigns - Status
 - Pending - Campaigns - Weapon Pools
 - Pending - General
 - Pending - High Command
 - Pending - Knowledge Base
- System
 - System - Files
 - System - General
 - System - General - Get
 - System - General - Set
 - System - Mission
 - System - MP
 - System - MP - Clients
 - System - MP - Events
 - System - MP - Mission
 - System - MP - Objects
 - System - MP - Performance
 - System - Player
 - System - Special
 - System - Special - AVRS
 - System - Special - EPC
 - System - Special - Fusion
 - System - Special - Lasershot
 - System - Special - LVC-HLA
 - System - Video
 - System - Video - Get
 - System - Video - Post Processing
 - System - Video - Set
- Towing
- Variables - Category
 - Variables - Arrays
 - Variables - Boolean
 - Variables - Collections
 - Variables - General
 - Variables - Geometry
 - Variables - Null
 - Variables - Numbers
 - Variables - Strings
 - Variables - Time
 - Variables - Trigonometry
 - Variables - Vectors
- VBS Gateway
- VBS Host

- VBS IG
- Waypoints - Category
 - Waypoints - Get
 - Waypoints - Reference Markers
 - Waypoints - Set
- Weapons - Category
 - CfgWeapons_Config_Reference
 - TokenNameValueTypes
 - Weapons - General
 - Weapons - General - Get
 - Weapons - General - Set
 - Weapons - Optics
 - Weapons - Optics - Get
 - Weapons - Optics - Set
 - Weapons - Shots
 - Weapons - Units
 - Weapons - Units - Get
 - Weapons - Units - Set
 - Weapons - Vehicles
 - Weapons - Vehicles - Get
 - Weapons - Vehicles - Set
- Category VBS Maps
 - Rahmadi
 - Sahrani
 - Samawah

Categories by Label

A-B

aar
aar_get
aar_set
activators
activators_actions
activators_event_handlers
activators_triggers
activators_triggers_get
activators_triggers_set
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addons
animations
arma_official_tools
arma_pro
arrays
bisim
bisim_procedures

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cameras
cameras_get
cameras_set
clarification
classes
common_scripting_errors
configs
configs_custom
configs_general
configs_user_keys
content
cpu_terrain_lighting
customer_information

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debug
debug_general
debug_logging
debug_performance
debugging
deletion_requests
developer
development_suite
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disambiguation_pages
dynamic_lightmaps

E-F

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editor_eventhandlers
editor_general
editor_general_get
editor_general_set
editor_objects
editor_objects_get
editor_objects_set
editor_overlays
elevators
engine_scripts
epenet
event_handlers
external_pose_control
external_surface_map
external_unit_control
fbx
file_extensions
file_formats
flow
flow_conditions
flow_executions
flow_loops

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groups
groups_formation
groups_formation_get
groups_formation_set
groups_general
groups_general_get
groups_general_set
groups_sides
groups_sides_get
groups_sides_set
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helper_types
hidden_categories
host
html

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intel_map
intel_map_get
intel_map_set
intel_mission
intel_mission_briefing
intel_mission_eventhandlers
intel_mission_general
intel_mission_time
intel_player
intel_scoring
intel_weather
intel_weather_get
intel_weather_set
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interactions_game
interactions_game_map
interactions_game_messages
interactions_game_radio
interactions_game_uis
interactions_game_user_input
interactions_sounds
interactions_sounds_briefing
interactions_sounds_general
interactions_user_dialogs
interactions_user_dialogs_buttons
interactions_user_dialogs_general
interactions_user_dialogs_general_get
interactions_user_dialogs_general_set
interactions_user_dialogs_html
interactions_user_dialogs_images
interactions_user_dialogs_listboxes
interactions_user_dialogs_maps
interactions_user_dialogs_planviews
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interactions_user_dialogs_stateboxes
interactions_user_dialogs_trees
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J-N

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movedtoconfluence
multiplayer
multiscreen
needs
networking

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oep_general_attachments
oep_general_health
oep_general_other
oep_general_other_get
oep_general_other_set
oep_general_positioning
oep_general_positioning_get
oep_general_positioning_set
oep_general_size
oep_general_visibility
oep_life
oep_life_ai
oep_life_ai_combat
oep_life_ai_combat_get
oep_life_ai_combat_set
oep_life_ai_fsm
oep_life_ai_other
oep_life_ai_other_get
oep_life_ai_other_set
oep_life_ai_positioning
oep_life_ai_positioning_get
oep_life_ai_positioning_set
oep_life_general
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oep_life_general_combat
oep_life_general_combat_get
oep_life_general_combat_set
oep_life_general_health
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oep_life_general_positioning_set
oep_life_general_size
oep_life_general_skills
oep_life_general_skills_get
oep_life_general_skills_set
oep_life_player
oep_life_player_get
oep_life_player_set
oep_structures
oep_structures_buildings
oep_structures_general
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oep_vehicles/objects_animations
oep_vehicles_air
oep_vehicles_crew
oep_vehicles_crew_get
oep_vehicles_crew_set
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oo_connections
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oo_particles
oo_shapefiles
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oo_surfaces_get
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pending_campaigns
pending_campaigns_collections
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pending_campaigns_status
pending_campaigns_weapon_pools
pending_general
pending_highcommand
pending_knowledgebase
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procedures__new_release
projects
quality_assurance
reference_lists
references
references__military
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requirements
requires_review
rotorlib

S

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scripting_commands_by_functionality
scripting_commands_vbs1
scripting_functions
soils_trafficability
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system_general_set
system_mission
system_modules_vbs1
system_mp
system_mp_clients
system_mp_events
system_mp_mission
system_mp_objects
system_mp_performance
system_player
system_special
system_special_avrs
system_special_epc
system_special_fusion
system_special_lasershot
system_special_lvc-hla
system_video
system_video_get
system_video_postprocessing
system_video_set

T-U

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troubleshooting
usage
usage_of_addons

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W-Z

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 waypoints_get
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 waypoints_set
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 weapons_optics
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 weapons_vehicles_get
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