

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](#)
 - [Editor - General - Set](#)
 - [Editor - Objects](#)
 - [Editor - Objects - Get](#)
 - [Editor - Objects - Set](#)
 - [Editor - Overlays](#)
- [Editor Objects](#)
 - [Editor Objects - General](#)
 - [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](#)
 - [Editor Objects - Life - AI - Positioning - Set](#)
 - [Editor Objects - Life - General](#)
 - [Editor Objects - Life - General - Animations](#)
 - [Editor Objects - Life - General - Combat](#)
 - [Editor Objects - Life - General - Combat - Get](#)
 - [Editor Objects - Life - General - Combat - Set](#)
 - [Editor Objects - Life - General - Health](#)
 - [Editor Objects - Life - General - Health - Get](#)
 - [Editor 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
addon_configs
addons
animations
arma__official_tools
arma_pro
arrays
bisim
bisim__procedures

C

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

D

damage_modeling
data_types
debug
debug_general
debug_logging
debug_performance
debugging
deletion_requests
developer
development_suite
dialogs
disambiguation_pages
dynamic_lightmaps

E-F

editor
editor_camera
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

G-H

gateway
general
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
hasp
helper_types
hidden_categories
host
html

I

ig
information_technology
intel
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
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
internal

J-N

land155
localization
locations
locations_get
locations_set
manuals
map_objects
maps
markers
markers_get
markers_set
materials
meggitt
mission_editor
modeling
movedtoconfluence
multiplayer
multiscreen
needs
networking

O

o2_scripting
objects
oep
oep_general
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_get
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_ai_set
oep_life_general
oep_life_general_animations
oep_life_general_combat
oep_life_general_combat_get
oep_life_general_combat_set
oep_life_general_health
oep_life_general_health_get
oep_life_general_health_set
oep_life_general_other
oep_life_general_other_get
oep_life_general_other_set
oep_life_general_positioning
oep_life_general_positioning_get
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
oep_structures_inventory
oep_structures_lamps
oep_vehicles
oep_vehicles/objects
oep_vehicles/objects_animations
oep_vehicles_air
oep_vehicles_crew
oep_vehicles_crew_get
oep_vehicles_crew_set
oep_vehicles_general
oep_vehicles_general_get
oep_vehicles_general_set
oep_vehicles_land
oep_vehicles_systems_menu
oo
oo_celestial
oo_connections
oo_flags
oo_lights
oo_particles
oo_shapefiles
oo_surfaces
oo_surfaces_get
oo_surfaces_set
operation_flashpoint__modelling

P-R

packing
pending
pending_campaigns
pending_campaigns_collections
pending_campaigns_identity
pending_campaigns_status
pending_campaigns_weapon_pools
pending_general
pending_highcommand
pending_knowledgebase
physx
plugin_system
plugins
plugins_dll
pointman_integration
procedures__new_release
projects
quality_assurance
reference_lists
references
references__military
rendertotexture
requirements
requires_review
rotorlib

S

scripting
scripting_commands
scripting_commands_by_functionality
scripting_commands_vbs1
scripting_functions
soils_trafficability
special_builds
special_types
special_variables
stubs
symbology
syntax
system
system_files
system_general
system_general_get
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

technical_information
technologies
templates
terrains
texturing
tools
towing
troubleshooting
ui
usage
usage_of_addons

V

[variables](#)
[variables_arrays](#)
[variables_boolean](#)
[variables_collections](#)
[variables_general](#)
[variables_geometry](#)
[variables_null](#)
[variables_numbers](#)
[variables_strings](#)
[variables_time](#)
[variables_trigonometry](#)
[variables_vectors](#)
[vbs](#)
[vbs_blue_ig](#)
[vbs_control](#)
[vbs1](#)
[vbs1__addons](#)
[vbs1_scripting_topics](#)
[vbs2](#)
[vbs2_lite](#)
[vbs3_20_1_0](#)
[vbs3_20_1_10](#)
[vbs3_21_1_0](#)
[vbs4_19_1_0](#)
[vbs4_20_1_0](#)
[vbs4_20_1_1](#)
[vbs4_20_1_2](#)
[vbs4_20_2_0](#)
[vbs4_21_1_0](#)
[vehicle_control](#)
[vehicle_lights](#)
[vtk](#)

W-Z

[waypoints](#)
[waypoints_get](#)
[waypoints_reference_markers](#)
[waypoints_set](#)
[weapon_optics_get](#)
[weapon_optics_set](#)
[weapons](#)
[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](#)
[wiki](#)

0-9

[1_0_0](#)
[1_00](#)
[1_02](#)
[1_04](#)
[1_05](#)
[1_06](#)
[1_07](#)
[1_08](#)
[1_10](#)
[1_13](#)
[1_14](#)
[1_18](#)
[1_19](#)
[1_20](#)
[1_21](#)
[1_22](#)
[1_23](#)
[1_24](#)
[1_30](#)
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[1_32](#)
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[1_43](#)
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[1_46](#)
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[1_48](#)
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[1_61](#)
[1_62](#)
[1_63](#)
[1_64](#)
[1_65](#)
[1_66](#)
[1_67](#)
[1_68](#)
[1_69](#)
[1_70](#)
[17_1_0](#)
[17_2_0](#)
[17_3](#)
[17_3_0](#)
[17_4](#)
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[18_2_0](#)
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[2_3_0](#)

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3_3
3_4
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3_7_1
3_8
3_8_0
3_8_1
3_8_2
3_9
3_9_0
3_9_1
3_9_2
3d_craters