
Subject: A T L 4 N T I S Commands list

Posted by [MGamer](#) on Tue, 26 Aug 2008 04:58:20 GMT

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All the credis are for reddwire

The list has finally come (although not completed yet) however I felt the need to release a new version, I just need to add the vehicles and make descriptions for the Gun Emplacements, and the Table of Contents as well, anyway, here's the list:

I just want to say, thanks a lot for help from MGam3r for helping to get this done sooner. I hope you find this helpful.

Table of Contents (the Table of Contents is your friend and guide!!!)

1: Help

1.0 Hidden Menu

1.1 Teams

1.2 Tools

2: Buildings

2.0 Exteriors and Interiors

2.1 Defenses

2.2 Doors, Gates, and Walls

2.3 Bridges

2.4 Decorations

3:

4:

5:

1: Help

Remember: all commands on ATL4NTIS ONLY work when you DON'T use !'s near every command.

You have a limit of how many things you make, for presets it's 200 objects, you also have limits of where you place your recenter when saving presets, if your object(s) exceed this limit then you must either destroy them or create a project again.

There's a hidden menu, but first follow the steps I give: 1: Ask W4ARNING to be in the Council of Atlantis, so you can build things. 2: Get Corepatch2 from [renegadeforums.com](#) 3: Press the + in the numberpad and you're all set.

There is also a command that gives you 2000 Armor Points. Find out for yourself, I can't just give it away. =) It's hidden in this list though.

And also, anything you make (p<#>'s, vehicle AI, infantry AI, defence AI, cwalls, bridges, ETC.) are considered on your team, let's say you executed the command join nod, if you joined Nod, then your objects will be on the Nod side, on Civ it will be on the Civ side, on radar as well (even

backpacks are considered on that side), GDI bots on Nod side, for example, ETC.
Also there's a useless object/character/whatever called chicken, I don't know how this thing works though...
And remember the s<#>'s and vehicles, and defences are ALL AI controlled.

1.0 Hidden Menu:

Remember: All keys can be activated ONLY by using the Keypad.
When in the Cursor menu, use Page Up and Down to look through different setbrushes and figure out what codes there are.

Main Menu:

7.Atlantis 8.Built 9.Admin
4.Council 5.Vehicle 6.Cursor
1.Doors 2.Dial 3.Pts

<Insert> : Sell 5 <Home> : Jetpack <PageUp> :
<Delete> : Skate <End> : Super Weapon <PageDown> : uf 10

Note: The numbers (like 7.Atlantis and 3.Pts) can be executed by using the Keypad, then you see another menu when you have executed a command.

1.1 Teams:

To join different teams you must do "join nod", "join gdi", or "join civ" (Civ = Civilians/White/Own3d team), without quotes, if you do it like "GDI", "Nod", or "Civ", it does not work.

1.2 Tools:

There are several tools, some helpful, some not so helpful... here are several tools you can use.

arrowtool (helps you place objects such as walls, and other things)
cratetool (a... crate...?)
crosstool (not very helpful but it's a sign from when you execute the radio commands that deal with repairing)
vehicletool (not helpful either but it's a sign from when you execute radio commands that deal with vehicles)
buildingtool (from the radio commands that deal with buildings)
chevrontool (uhh... basically it's a command that is executed by radio commands that deal with certain things such as "Destroy it now!" and others... it shows three yellow arrows facing down)

Extras:

setbrush (gives an arrow for correct positioning) (use nextbrush for other objects for your use) (type a decoration/door/gate for correct placement of those objects such as "setbrush gate" or use it to create vehicles, characters, structure interiors and exteriors, and defenses) (see below)
stealth <on/off> (turns stealth for the player on and off)
signal open (opens gates)

signal close (closes gates)
dial (takes you to a stargate) (include a number if there is more than one, such as: dial 1, which sends to a second stargate)
fly (activates and deactivates flight mode)
cursor (removes and activates the setbrush command, it is optional to use this to activate, just type setbrush <object> and it's activated, this command is mainly used to deactivate setbrush)
key1 (green keycard)
key2 (yellow keycard)
key3 (red keycard)
att (attaches you to the nearest player)
fire <player> (it's a bit of an annoying command, but to summarize, it launches a heat-seeking bomb at any player you have specified such as, for example: "fire superdood", then you hear a bomb flying and it's following whoever you want dead, it NEVER misses, it's pretty strong, only two can kill someone with powersuit)
goto <player> (teleports to any player given, for example: "goto soldier87")
suit (gives you 400 more Armor Points)
health (replenishes Health Points)
armor (replenishes Armor Points)
ammo (replenishes ammunition)
stargate (makes a teleporter)
paint (puts object from setbrush on the map)
setvmodel (how to use: create any vehicle, then get in it, then type a vehicle name, which changes the look of it) (see below for vehicle names)
recenter (recenters your building so you may save a preset, you must be in the center otherwise you will get an error of an object or objects being out of range)
lpr (type "lpr <preset name> to load a preset)
spra (type "spra <preset name> to save a preset)
sell all (sells everything you have created)
uf <distance> (when you're stuck, you can use this to send you forward)
uu <distance> (when you're stuck, you can use this to send you upward)
ud <distance> (when you're stuck, you can use this to send you downward)
setcmodel <numbered character> (used to set what you want to spawn as for the next time(s) you respawn)
spawner (creates a place to spawn/respawn)

Bridges:

bridge (wooden bridge, can also be used as a roof for buildings)
cbridge (container bridge, can also be used as a roof for buildings)

Doors, Gates, and Walls: Remember: Walldoors do NOT move at all. However they are good for times when you want to have a lockdown in a building or base.

doorw (wooden door)
doorj (jail door)
doorj2 (armory door)
door (regular door)
doord (small metal door)
doorp (pwall door)

doorp2 (plexiglas door)
doorr (rotating glass door)
doort (Refinery door)
doorg (Construction Yard door)
doorl (laser door)
doorb (large door)
doorbd (metal door)
doorwf (Weapons Factory door)
doort (Refinery door)
doorpen (wooden door with snow on top of it)
bigdoor (the name says it all, a big metal door)
gate (a Nod insignia gate)
shackdoor (wooden shack door)
wallgate (a Nod insignia gate)
noradoor (huge door from M03)
sandbags (sand bags)
cavewall (wall blockade with biohazard signs on it, door)
wallgate (gate inactive)
walldoor (regular walldoor)
wallshackdoor (shack walldoor)
walldoorj (jail walldoor)
walldoorj2 (armor walldoor)
walldoorp (pwall walldoor)
walldoorp2 (plexiglas walldoor)
walldoord (small metal walldoor)
walldoorl (laser walldoor)
walldoorr (rotating glass walldoor)
walldoort (Refinery walldoor)
walldoorg (Construction Yard walldoor)
walldoorb (large walldoor)
walldoorbd (metal walldoor)
wallbigdoor (bigdoor walldoor)
wallnoradoor (huge door from M03 walldoor)
walldoorwf (Weapons Factory walldoor)
walldoort (Refinery walldoor)
walldoorpen (wooden walldoor with snow on top of it)
wallcavewall (wall blockade with biohazard signs on it, walldoor)

Note: These walls below can NOT be setbrushed, except the ones said that can.

swall (barricade-typed wall)
swall1 (barricade-typed wall, can be setbrushed)
pwall (plexiglas wall)
dwall (metal wall)
lwall (laser wall)
cwall (container wall)
wall (regular wall)
wall1 (regular wall, can be setbrushed)

wall2 (ramp that faces you when spawned)
wallcorner (corner of a wall)
wallconcave (concave of a wall)
stealwall (tank barricades)

Decorations:

ws (some what-cha-ma-call-it kind of machine)
shelf (book shelf)
sink (sink)
tv (television)
desk (work desk)
barrelbio (barrel with biohazard sign on it)
barrelfuel (barrel with fuel, of course)
barreltoxic (barrel toxic...?)
couch (green couch)
couch2 (black couch)
couch3 (red couch)
table (a table)
ramp (ramp for vehicles and infantry to go up/down)
ramp1 (ramp for vehicles and infantry to go up/down, can be setbrushed)
cr (crate)
rampdown (ramp to go down)
lamp (a lamp)
chair (a wooden chair)
lazychair (a chair that looks like the green couch)
trash (trash can)
beds (bunk beds)
pingpong (ping pong table)
shack (wooden shack)
jump (makes a huge ramp for vehicles)
jumpdown (makes a huge ramp for vehicles going down)
transportroom (Teleport room, a.k.a. cover)
switch (a switch | Tip: To place one correctly, you must face a cwall from the outside, then type "uf 0.8" then paint it.)
tibtree (Tiberium tree, I think this is an Admin only command now, since no one can use it)
speaker (loud speaker)
tbasin (Tiberium container)
barrier (large wooden and stone arch)
windsock (a wind sock)
exitsign (do I need to put a description here?)
wradio (bigger radio, and no, I don't know what the w stands for either)
wscreen (large map, you need a border for it, though)
keyboard (computer keyboard, looks best with monitor and desk)
monitor (computer monitor, looks best with keyboard and desk)
shipradar (ship radar)
tibvat (large Tiberium vat)
tibvat2 (small Tiberium vat)

tib1 (medium Tiberium crystal)
tib2 (small Tiberium crystal)
tib3 (large Tiberium crystal)
bluetib (blue Tiberium crystal, you need to be a bit higher using fly to have a correct placement, you might also need someone to help you place it to make sure you place it correctly on the ground)
rock1 (large desert rock)
rock2 (large beach rock)
rock3 (medium beach rock)
rock4 (small desert rock)
rock5 (small beach rock)
spotlight (spotlight)
dchair (leather chair)
generator (a little generator)
sl1 (overhead light)
sl2 (overhead light, red)
lfix1 (overhead small light)
lfix3 (overhead medium light)
lfix (left/right side small light)
cryo (cryo...?)
smac (err...)
tire1 (large tire)
tire2 (small tire)
tires (tires stacked onto eachother)
bricks (bricks on a pal)
wtank (water tank)
hbag (punch bag)
olamp (desk lamp)
bigpipes (big pipes.....)
bigac (large hub for pipes/vents maybe?)
lpipe2 (long pipe, with an end that goes up)
duct1 (a duct)
duct2 (another duct)
duct3 (yet another duct)
duct4 (take a guess...)
BAGWALL1 (these BAGWALLS have different looks in how the Sandbags are, so, I don't need to put a description for the other two)
BAGWALL2
BAGWALL3
haybail (a bunch of hay)
palletjack (a crate being easy to move around)
plant1 (small plant pot)
plant2 (2nd small plant pot)
plant3 (3rd small plant pot)
plant4 (tall plant pot)
plant5 (large flower pot)
bush1 (huge bush)
bush2 (small desert bush)

bush3 (small desert bush)
bush4 (medium bush)
bush5 (small bush)
tree1 (tree?)
tree2 (1st palm tree)
tree3 (it's a darn tree!)
tree4 (2nd palm tree)
tree5 (3rd palm tree)
lockers (lockers)
flare (signal flare)
locker (locker)
spot (spotlight, AI controlled)
spot2 (spotlight, turned off, AI controlled)
filecabinet (filing cabinet)
cooler (water cooler)
mirror (mirror for bathrooms, glass is breakable)
footlocker (the name says it all)
pdrum1 (green containment drum)
pdrum2 (blue containment drum)
tibmachine (Tiberium processing machine)
comsat (large radar, when you use it it's above your head, so you'll need help when placing it, unless you're a wizard =P)
cr (large crate with Nod insignia)
cr2 (medium crate with Nod insignia)
cr3 (small crate with Nod insignia)
crate (crate)
crate2 (small crate)
crate3 (tiny crate)
lcr (large long crate with Nod insignia)
lcr2 (medium-large long crate with Nod insignia)
lcr3 (medium long crate with Nod insignia)
lcr4 (small long crate with Nod insignia)
cone (traffic cone)
ctable (coffee table)
toolbox (tool box of course)
toolboxes (small tool box)
ltrod (lightning rod)
sawhorse (a saw horse...?)
fusebox (a fuse box)
tankco2 (a little gas tank with "co2" on it)
tanko2 (a little gas tank with "o2" on it)
tankoxygen (a tank with oxygen in it)
gascan (a little gas can!!)
compressor (it's a compressor, what else is there to say?)
signbh (yellow sign with a biohazard symbol on it)
signfire (yellow sign with a fire symbol on it)
signchem (yellow sign with a testing symbol on it)
firealarm (do I need to make a description for this?)

hologram1 (mini hologram projector)
hologram2 (large hologram projector)
beaker1 (small beaker with red formula)
beaker2 (small beaker with green formula)
beaker3 (large beaker)
beaker4 (small beaker, empty)
beaker5 (brown beaker)
beaker6 (small beaker with blue formula)
jar1 (brown jar)
jar2 (empty jar)
medbox (box with medical supplies)
ivbag1
inbad2 (blood bag)
ragbox (rag box to discard... rags)
videocam (video camera)
wirecoil (wire coil with wire protection)
wirecoil2 (wire coil without wire protection)
wiredangle (kind of like a fuse box except for ceilings perhaps...)
washer (washing machine)
bg (unknown)
bg2 (Shore Defense Cannon)
stool (wooden stool)
mstool (metal stool)
dchair (leather chair)
bchair (wooden bench)
parachute (take a good guess...)
pedestal (neutral beaconing pedestal)
gdipedestal (GDI beaconing pedestal)
nodpedestal (Nod beaconing pedestal)
container (metal container)
tibcontainer (Tiberium container)
vase1 (small vase)
vase2 (medium vase)
vase3 (very small vase)
firelog (burning fire on logs)
drum (explosive tiberium drum)
mradar (Nod radar installation)
cholo (map of world)
pal (bridge setbrush)
reparc (repair arc)
projector (picture projector)
bench (wooden bench)
flag (white flag)

Buildings:

There's a lot of buildings in Renegade, exteriors, interiors, defenses... here's a list of those.

cy_ext (GDI Construction Yard exterior)
pp_ext (GDI Power Plant exterior)
pp_int (GDI Power Plant interior)
ref_int (GDI Tiberium Refinery interior)
ref_ext (GDI Tiberium Refinery exterior)
bar_ext (GDI Infantry Barracks exterior)
bar_int (GDI Infantry Barracks interior)
wf_ext (GDI Weapons Factory exterior)
wf_int (GDI Weapons Factory interior)
agt_ext (GDI Advanced Guard Tower exterior)
agt_int (GDI Advanced Guard Tower interior)
ncy_ext (Nod Construction Yard exterior)
npp_ext (Nod Power Plant exterior)
npp_int (Nod Power Plant interior)
nref_int (Nod Tiberium Refinery interior)
nref_ext (Nod Tiberium Refinery exterior)
hon_ext (Hand of Nod exterior)
hon_int (Hand of Nod interior)
nsilo_ext (Nod Tiberium Silo exterior)
as_ext (Nod Airstrip exterior)
as_int (Nod Airstrip interior)
hp_ext (Nod Helicopter Pad exterior)
ob_ext (Nod Obelisk exterior)
ob_int (Nod Obelisk interior)
cc_ext (Nod Communications Center exterior)
ton_ext (Temple of Nod Exterior)
pt (GDI Purchase Control Terminal)
npt (Nod Purchase Control Terminal)
rpt (invisible GDI Purchase Control Terminal)
rnpt (invisible Nod Purchase Control Terminal)
re (Rocket Emplacement)
ce (Cannon Emplacement)
ge (Gun Emplacement)
gt (Guard Tower)
tg (Tail Gun)
cg (Ceiling Gun)
sam (Nod SAM Site)
turob (Nod Turret with Nod Obelisk attack)
cgob (Ceiling Gun with Nod Obelisk attack)
samob (Nod SAM Site with Nod Obelisk attack)
samarty (Nod SAM Site with Nod Mobile Artillery attack)
turarty (Nod Turret with Nod Mobile Artillery attack)
cgagt (Ceiling Gun with GDI Advanced Guard Tower attack)
turagt (Turret with GDI Advanced Guard Tower attack)
samagt (Nod SAM Site with GDI Advanced Guard Tower attack)
cgcam (Nod Ceiling Camera with Ceiling Gun attack)
samflame (Nod SAM Site with Nod Flame Tank attack)
turflame (Nod Turret with Nod Flame Tank attack)

samstank (Nod SAM Site with Nod Stealth Tank attack)
cgstank (Ceiling Gun with Nod Stealth Tank attack)
turstank (Nod Turret with Nod Stealth Tank attack)
ccam (Nod Ceiling Camera)
bg2 (Shore Defense Cannon)

Weapons/Powerups:

autorifle (GDI & Nod's Automatic Rifles)
chaingun (Chaingun)
laser (Laser Rifle & Laser Chaingun)
grenade (Grenade Launcher)
rocket (Rocket Launcher)
shotgun (Shotgun)
pic (Personal Ion Cannon)
volt (Volt Auto Rifle)
timed (Timed C4)
remote (Remote C4)
proxy (Proximity C4)
sniper (Ramjet & Sniper Rifle)
rail (Railgun)
rg (Repair Gun)
chem (Chem Sprayer)
flame (Flame Thrower)
tiberium (Tiberium Auto Rifle & Tiberium Flechette Gun)
c4 (Proximity C4 object - works with setbrush)
c4r (Remote C4 object - works with setbrush)
c4t (Timed C4 object - works with setbrush)
p4 (flag)
p5 (sparkling orange beaker)
p6 (yellow ammo clip)
p7 (red speaker)
p8 (armor upgrade)
p9 (+25 armor)
p10 (+50 armor)
p11 (+100 armor)
p12 (+100 armor)
p13 (backpack)
p14 (rotating backpack)
p15 (Proximity C4)
p16 (Proximity C4)
p17 (one Remote C4)
p18 (two Remote C4)
p19 (nine Remote C4)
p20 (one Timed C4)
p21 (two Timed C4)
p22 (five Timed C4)
p23 (Chem Sprayer)

p24 (Nod Chain Gun from SP)
p25 (GDI Chain Gun from SP)
p26 (GDI Chain Gun)
p27 (Nod Chain Gun)
p28 (ammo crate)
p29 (crate NOTE: RUN OVER IT FOR AMMO REFILL)
p30 (crate with an ungrabbable Laser Chain Gun with one shot)
p31 (money crate)
p32 (crate NOTE: RUN OVER IT FOR AMMO REFILL)
p33 (crate NOTE: RUN OVER IT FOR AMMO REFILL)
p34 (crate NOTE: RUN OVER IT FOR AMMO REFILL)
p35 (crate NOTE: RUN OVER IT FOR AMMO REFILL)
p36 (crate with a Shotgun in it)
p37 (crate with a GDI Chain Gun in it with 80 bullets)
p38 (crate with a Sniper Rifle in it)
p39 (crate with a Grenade Launcher in it)
p40 (crate)
p41 (data disc)
p42 (red ammo clip)
p43 (Flame Thrower)
p44 (Grenade Launcher)
p45 (vest)
p46 (headband)
p47 (+15 health)
p48 (+50 health)
p49 (+100 health)
p50 (+100 health)
p51 (health upgrade)
p52 (Ion Cannon Beacon)
p53 (Ion Cannon Beacon from SP)
p54 (Ion Cannon Beacon from SP)
p55 (Ion Cannon Beacon from SP)
p56 (Personal Ion Cannon)
p57 (Green Keycard)
p58 (Green Keycard)
p59 (Green Keycard)
p61 (Green Keycard)
p62 (Red Keycard)
p64 (Yellow Keycard)
p66 (Laser Chain Gun from SP)
p67 (Laser Chain Gun)
p68 (Laser Rifle from SP)
p69 (Laser Rifle)
p70 (blue armor upgrade, does not increase armor limit)
p71 (green brain)
p72 (Nuclear Strike Beacon)
p73 (Nuclear Strike Beacon from SP)
p74 (Automatic Pistol from SP)

p75 (Automatic Pistol)
p76 (Rail Gun)
p77 (Ramjet Rifle from SP)
p78 (GDI Automatic Rifle)
p79 (Nod Automatic Rifle)
p80 (GDI Automatic Rifle)
p81 (Nod Automatic Rifle)
p82 (Gunner's Rocket Launcher)
p83 (Rocket Launcher)
p84 (Repair Gun)
p85 (Repair Gun from SP)
p86 (Repair Gun)
p87 (Shotgun from SP)
p88 (Shotgun)
p89 (Sniper Rifle)
p90 (Sniper Rifle)
p91 (SBH suit)
p92 (Tiberium Flechette Gun)
p93 (Tiberium Auto Rifle)
p94 (green glowing yellow star)
p95 (blue glowing DNA)
p96 (uplink)
p97 (Nod Volt Auto Rifle)
p98 (GDI Volt AUto Rifle)

Characters: (the numbered characters are AI bots, the ones "havoc" to "prisoner" aren't AI bots)

havoc (desert suit Havoc)
mobius (Dr. Ignatio Mobius)
chicken (a chicken)
sydney (Blue-Suit Sydney)
visceroid (Visceroid)
squid (SquidFreek)
sakura (Sakura)
mendoza (Mendoza)
locke (General Locke)
prisoner (GDI Prisoner, the way their head look is random)

NUMBERED CHARACTERS: (using these will make you respawn)

s1 (old man civilian)
s2 (old man civilian)
s3 (old man civilian resistance with Shotgun)
s4 (old man civilian resistance with Rocket Launcher)
char s5 (old man servant)
char s6 (young man civilian)
char s7 (young man of the civilian resistance with an Automatic Pistol)
char s8 (young man of the civilian resistance who is unarmed)

char s9 (young man of the civilian resistance with an Automatic Pistol)
char s10 (young man of the civilian resistance with a Shotgun)
char s11 (civilian farmer)
char s12 (Old Civilian with a green hat)
char s13 (Old lady)
char s14 (Babushka)
char s15 (civilian with white hair)
char s16 (civilian farmer)
char s17 (civilian lady)
char s18 (lady of the civilian resistance)
char s19 (lady of the civilian resistance with an Automatic Pistol)
char s20 (lady of the civilian resistance with a Shotgun)
char s21 (lady of the civilian resistance with a Laser-Shot Sniper Rifle)
char s22 (male clergy)
char s23 (chef)
char s24 (chef) (SP Flamethrower)
char s25 (female clergy)
char s26 (female servant)
char s27 (Deadeye)
char s28 (Deadeye with Laser-Shot Sniper Rifle)
char s29 (GDI Engineer)
char s30 (white-shirt GDI Engineer with SP Repair gun)
char s31 (blue-shirt GDI Engineer with SP Repair gun)
char s32 (GDI Grenadier)
char s33 (GDI Grenadier with SP Grenade Launcher)
char s34 (GUnner)
char s35 (Gunner with unlimited clip Rocket Launcher)
char s36 (Gunner with SP Rocket Launcher)
char s37 (unarmed Gunner)
char s38 (Small Gunner with SP Rocket Launcher)
char s39 (Hotwire)
char s40 (Hotwire with SP Repair Gun)
char s41 (Unarmed Hotwire)
char s42 (General Locke)
char s43 (unarmed Gen. Locke)
char s44 (Lt. Maus)
char s45 (unarmed Lt. Maus)
char s46 (GDI Soldier)
char s47 (GDI Soldier from Multiplayer Practice)
char s48 (unarmed GDI Soldier)
char s49 (GDI Soldier from SP)
char s50 (GDI Soldier from SP)
char s51 (GDI Soldier from SP)
char s52 (GDI Soldier with unlimited Ion Cannon Beacons)
char s53 (GDI Soldier from SP)
char s54 (GDI Soldier from SP)
char s55 (GDI Soldier from SP, black guy)
char s56 (GDI Officer)

char s57 (GDI Officer with SP Chain Gun)
char s58 (Captain Duncan)
char s59 (GDI Officer with an Automatic Pistol)
char s60 (GDI Officer with an Automatic Pistol)
char s61 (Mobius)
char s62 (Mobius with unlimited Volt Auto Rifle clips)
char s63 (unarmed Mobius)
char s64 (unarmed Mobius)
char s65 (Military Police)
char s66 (GDI Initiate)
char s67 (GDI Initiate)
char s68 (Suited Mobius)
char s69 (unarmed GDI Prisoner with shaved head)
char s70 (GDI Prisoner with shaved head with Chaingun)
char s71 (unarmed GDI Prisoner with bald head)
char s72 (GDI Prisoner with bald head with Chaingun)
char s73 (unarmed GDI Prisoner with full head of hair)
char s74 (GDI Prisoner with full head of hair with Chaingun)
char s75 (Suited Sydney with Personal Ion Cannon)
char s76 (Suited Sydney with Rocket Launcher)
char s77 (unarmed Suited Sydney)
char s78 (Patch with Flechette)
char s79 (Patch with Grenade Launcher with unlimited clips)
char s80 (GDI Shotgun Trooper)
char s81 (GDI Rocket Soldier)
char s82 (GDI Rocket Soldier Officer)
char s83 (GDI Rocket Soldier Officer from SP)
char s84 (GDI Rocket Soldier Officer from SP)
char s85 (Sydney)
char s86 (Sydney with unlimited Tiberium Auto Rifle clips)
char s87 (unarmed Sydney)
char s88 (Sydney with an Automatic Pistol)
char s89 (unarmed Sydney)
char s90 (Blue-Suit Sydney)
char s91 (large holographic-Kane)
char s92 (beach suit Havoc)
char s93 (beach suit Havoc with Remote C4 and unlimited Ramjet clips)
char s94 (beach suit Havoc with Automatic Pistol)
char s95 (beach suit Havoc with Laser-Shot Sniper Rifle)
char s96 (beach suit Havoc with three Ion Cannon Beacons)
char s97 (unarmed beach suit Havoc)
char s98 (desert suit Havoc with Ramjet)
char s99 (desert suit Havoc with Automatic Pistol)
char s100 (unarmed desert suit Havoc)
char s101 (urban suit Havoc with Ramjet)
char s102 (urban suit Havoc with Automatic Pistol)
char s103 (urban suit Havoc with Automatic Pistol)
char s104 (unarmed urban suit Havoc)

char s105 (snow suit Havoc with Ramjet)
char s106 (snow suit Havoc with Automatic Pistol)
char s107 (unarmed snow suit Havoc)
char s108 (Technician with yellow-tanish hair)
char s109 (Technician with bald head)
char s110 (Technician with bald head)
char s111 (Technician with black-brownish hair)
char s112 (Logan with Sniper Rifle)
char s113 (Logan with Laser-Shot Sniper Rifle)
char s114 (unarmed Logan)
char s115 (Servant with black hair)
char s116 (Servant with gray hair on the back of the head)
char s117 (First Mate)
char s118 (Chem Warrior)
char s119 (Chem Warrior with Chem Sprayer from SP)
char s120 (Nod Engineer)
char s121 (Nod Engineer with Repair gun from SP)
char s122 (Nod Flamethrower)
char s123 (Nod Flamethrower with Flamethrower from SP)
char s124 (Nod Flamethrower with Flamethrower from SP)
char s125 (Kane with Railgun)
char s126 (unarmed Kane)
char s127 (small holographic-Kane with Railgun)
char s128 (unarmed small holographic-Kane)
char s129 (Mendoza with Volt Auto Rifle)
char s130 (Mendoza with Volt Auto Rifle with unlimited ammo)
char s131 (Mendoza with his upgraded Flamethrower)
char s132 (second suit Mendoza with Volt Auto Rifle)
char s133 (second suit Mendoza with his upgraded Flamethrower)
char s134 (Nod soldier with Automatic Rifle)
char s135 (Nod soldier with Automatic Rifle that has unlimited clips)
char s136 (unarmed Nod soldier)
char s137 (Nod soldier with Automatic Rifle from SP)
char s138 (Nod soldier with Rocket Launcher from SP)
char s139 (Nod soldier with Automatic Rifle from SP)
char s140 (Nod soldier with Automatic Rifle from SP)
char s141 (Nod soldier with Automatic Rifle from SP)
char s142 (Nod soldier with Automatic Rifle from SP)
char s143 (unarmed Nod soldier)
char s144 (Nod officer)
char s145 (Nod officer with Chain gun from SP)
char s146 (Nod officer with Laser Chain gun from SP)
char s147 (Nod officer with Shotgun)
char s148 (Mutant Raveshaw with three Ion Cannon Beacons and a Railgun)
char s149 (Mutant Raveshaw)
char s150 (Acolyte with Flechette)
char s151 (Acolyte)
char s152 (Acolyte)

char s153 (Nod Initiate)
char s154 (Nod Initiate with a Chem Sprayer from SP)
char s155 (Nod Initiate)
char s156 (Nod Initiate)
char s157 (Mutated Petrova)
char s158 (Mutated Petrova from SP)
char s159 (Dr. Elena Petrova from SP)
char s160 (Dr. Elena Petrova from SP)
char s161 (Dr. Elena Petrova with Volt Auto Rifle)
char s162 (Dr. Elena Petrova from SP)
char s163 (Raveshaw with Railgun)
char s164 (Raveshaw with a Railgun with unlimited ammo)
char s165 (Raveshaw with Rocket Launcher)
char s166 (unarmed Raveshaw)
char s167 (Nod Shotgun Trooper)
char s168 (Nod Rocket Soldier)
char s169 (Nod Rocket Soldier)
char s170 (Nod Rocket Soldier)
char s171 (Nod Rocket Soldier Officer)
char s172 (Nod Rocket Soldier Officer with Laser Rifle from SP)
char s173 (Nod Rocket SOLDier Officer with Rocket Launcher from SP)
char s174 (Nod Rocket Soldier Officer with Rocket Launcher from SP)
char s175 (Nod Rocket Soldier Officer with Rocket Launcher from SP)
char s176 (Black Hand in huge suit with Laser Chain Gun)
char s177 (Black Hand in huge suit with Rocket Launcher from SP)
char s178 (Black Hand in huge suit with Automatic Rifle from SP)
char s179 (Black Hand in huge suit with Chain Gun from SP)
char s180 (Black Hand in huge suit with Grenade Launcher from SP)
char s181 (Black Hand in huge suit with Laser Rifle from SP)
char s182 (Black Hand in huge suit with Volt Auto Rifle from SP)
char s183 (Sakura)
char s184 (Sakura with unlimited Ramjet clips and Remote C4)
char s185 (Sakura with Ramjet from SP)
char s186 (unarmed Sakura)
char s187 (second Sakura Character)
char s188 (second Sakura character with Ramjet from SP)
char s189 (Captain)
char s190 (Black Hand Sniper with Sniper Rifle)
char s191 (Black Hand Sniper with Sniper Rifle)
char s192 (Black Hand Sniper with Laser-Shot-Sniper Rifle)
char s193 (Black Hand Sniper with Automatic Rifle)
char s194 (Black Hand Sniper with Chaingun)
char s195 (Black Hand Sniper with Laser Rifle)
char s196 (Black Hand Sniper with Laser-Shot Sniper Rifle)
char s197 (Black Hand Sniper with Ramjet)
char s198 (Black Hand Sniper with Shotgun)
char s199 (Black Hand Sniper)
char s200 (Templar with SP and regular Tiberium Auto Rifles)

char s201 (Templar with Flecette
char s202 (Templar with Tiberium Auto Rifle from SP)
s203 (Stealth Black Hand
s204 (Stealth Black Hand with SP Laser Rifle)
s205 (unarmed and Stealth Black Hand with no stealth)
s206 (Nod Technician)
s207 (Nod Technician with Automatic Pistol from SP)
s208 (Visceroid)
s209 (Visceroid)

Vehicles: (for the ones that do not work, you CAN use them for decoration, they are not COMPLETELY useless)

mjet (Personal Transport Aircraft, drivable, Transport Helicopter)
mcomanche (Comanche Attack Helicopter, drivable, Apache Attack Helicopter)
submarine (Submarine, drivable, used as Transport Helicopter)
mharvester (drivable GDI Tiberium Harvester, Mobile Artillery)
mnharvester (drivable Nod Tiberium Harvester, Mobile Artillery)
car (Sedan, drivable
car2 (undrivable, spawns in midair)
car3 (undrivable)
pickup (Pickup Truck, drivable)
pickup2 (Pickup Truck, undrivable, midair)
pickup3 (Pickup Truck, undrivable)
orcaskate (ORCA, drivable, pedestal model)
a10 (A-10, undrivable, unable to move)
orca (ORCA, drivable)
orca2 (ORCA, midair, undrivable, red light, SP version)
orca3 (ORCA, midair, undrivable, red light flashing, flashes three times, SP version)
orca4 (ORCA, midair, undrivable, red light flashing, flashes two times, SP version)
orca5 (ORCA, undrivable, SP version)
orca6 (ORCA, destroyed)
transport (GDI Transport Helicopter, SP version, undrivable)
transport2 (GDI Transport Helicopter, SP version, undrivable, midair)
transport3 (GDI Transport Helicopter, SP version, undrivable)
transport4 (GDI Transport Helicopter, drivable)
transport5 (GDI Transport Helicopter, destroyed)
comanche1 (Sakura's Comanche with destruction animation, undrivable, only AI controlled)
comanche2 (Comanche Attack Helicopter, undrivable)
comanche3 (Comanche Attack Helicopter, undrivable, midair)
jet (Personal Transport Aircraft, undrivable)
apache (Apache Attack Helicopter, SP version, undrivable)
apache2 (Apache Attack Helicopter, SP version, undrivable, midair)
apache3 (Apache Attack Helicopter, SP version, undrivable, midair)
apache4 (Apache Attack Helicopter, SP version, undrivable)
apache5 (Apache Attack Helicopter, SP version, undrivable)
apache6 (Apache Attack Helicopter, drivable)
apache7 (Apache Attack Helicopter, destroyed)

ntransport (Nod Transport Helicopter, SP version, undrivable)
ntransport2 (Nod Transport Helicopter, SP version, undrivable, midair)
ntransport3 (Nod Transport Helicopter, drivable)
ntransport4 (Nod Transport Helicopter, destroyed)
cargo (Nod Cargo Plane, destruction animation when destroyed)
cargo2 (Nod Cargo Plane)
gunboat (GDI Gunboat, low health)
gunboat2 (GDI Gunboat, SP health)
hover (Infantry Hovercraft)
vhover (Vehicle Hovercraft)
harvester (GDI Tiberium Harvester, low health)
harvester2 (GDI Tiberium Harvester, maximum health)
hv (GDI Humm-vee, drivable, MP version)
hv2 (GDI Humm-Vee, undrivable, destruction animation when destroyed)
hv3 (GDI Humm-Vee, undrivable, midair, destruction animation when destroyed)
hv4 (GDI Humm-Vee, undrivable, destruction animation when destroyed)
hv5 (GDI Humm-Vee, drivable, SP version)
hv6 (GDI Humm-Vee, destroyed, unidentifiable, destruction animation when destroyed)
hv7 (GDI Humm-Vee, destroyed, destruction animation when destroyed)
apc (GDI APC, undrivable)
apc2 (GDI APC, undrivable, destruction animation when destroyed)
apc3 (GDI APC, drivable, destruction animation when destroyed)
apc4 (GDI APC, undrivable, unidentifiable, destruction animation when destroyed)
apc5 (GDI APC, drivable, more health)
apc6 (GDI APC, destroyed)
mrls (GDI MRLS, drivable)
mrls2 (GDI MRLS, undrivable)
mrls3 (GDI MRLS, drivable)
med (GDI Medium Tank, destroyed Tank from SP Mission 01, unidentifiable, destruction animation when destroyed)
med2 (GDI Medium Tank, destroyed Tank from SP Mission 01, unidentifiable, destruction animation when destroyed)
med3 (GDI Medium Tank, drivable)
med4 (GDI Medium Tank, undrivable, destruction animation when destroyed)
med5 (GDI Medium Tank, midair, undrivable, destruction animation when destroyed)
med6 (GDI Medium Tank, undrivable, destruction animation when destroyed)
med7 (GDI Medium Tank, drivable, destruction animation when destroyed)
med8 (GDI Medium Tank, destroyed)
mammoth (GDI Mammoth Tank, drivable)
mammoth2 (GDI Mammoth Tank, undrivable, destruction animation when destroyed)
mammoth3 (GDI Mammoth Tank, midair, undrivable, destruction animation when destroyed)
mammoth4 (GDI Mammoth Tank, drivable, destruction animation when destroyed)
shv (SSML-Humm-Vee)
sbug (SSML-Buggy)
scar (SSML-Sedan)
chameleon (Chameleon)
chameleon2 (Fire Chameleon)
rb (Recon Bike, drivable)

rb2 (Recon Bike, undrivable)
rb3 (Recon Bike, midair, undrivable)
rb4 (Recon Bike, drivable)
ssml (Surface-to-Surface Missile Launcher, drivable)
ssml2 (Surface-to-Surface Missile Launcher,
ssml3 (Surface-to-Surface Missile Launcher, undrivable)
truck (Cargo Truck, drivable)
truck2 (Cargo Truck, undrivable)
truck3 (Cargo Truck, midair, undrivable)
truck4 (Cargo Truck, destroyed)
nharvester (Nod Tiberium Harvester, undrivable, maximum health)
nharvester2 (Nod Tiberium Harvester, undrivable, low health)
nharvester3 (Nod Tiberium Harvester, midair, undrivable)
nharvester4 (Nod Tiberium Harvester, destroyed)
bug (Buggy, drivable, MP version)
bug2 (Buggy, undrivable, destruction animation when destroyed)
bug3 (Buggy, midair, undrivable, destruction animation when destroyed)
bug4 (Buggy, drivable, SP version, destruction animation when destroyed)
bug5 (Buggy, destroyed)
nadc (Nod APC, midair, undrivable)
nadc2 (Nod APC, undrivable)
nadc3 (Nod APC, drivable, SP version, less health, destruction animation when destroyed)
nadc4 (Nod APC, drivable, MP version, more health)
arty (Nod Mobile Artillery, drivable)
arty2 (Nod Mobile Artillery, undrivable, destruction animation when destroyed)
arty3 (Nod Mobile Artillery, midair, undrivable)
arty4 (Nod Mobile Artillery, drivable, destruction animation when destroyed)
ftank (Flame Tank, maximum health, drivable, destruction animation when destroyed)
ftank2 (Flame Tank, undrivable)
ftank3 (Flame Tank, midair, strange turret, undrivable)
ftank4 (Flame Tank, low health)
ltank (Light Tank, drivable)
ltank2 (Light Tank, undrivable, destruction animation when destroyed)
ltank3 (Light Tank, midair, undrivable, destruction animation when destroyed)
ltank4 (Light Tank, drivable, destruction animation when destroyed)
ltank5 (Light Tank, destroyed)
stank (Stealth Tank, drivable, maximum health)
stank2 (Stealth Tank, undrivable, destruction animation when destroyed)
stank3 (Stealth Tank, midair, undrivable, destruction animation when destroyed)
stank4 (Stealth Tank, undrivable, destruction animation when destroyed)
stank5 (Stealth Tank, drivable, low health, destruction animation when destroyed)

Vehicle Commands:

collision on/off (allows to fly into objects if on)
stealth on/off (gives vehicle stealth)
shield (gives your vehicle 2000 health and armor)
vsell (sells your vehicle)

engine on/off (turns off and on the engine)
autodestroy (destroys the vehicle, and players/objects/vehicles close to it)
eject (ejects people in your vehicle)
vkick ()
vinv (makes your vehicle completely invisible)
vuplink (creates an uplink on top of your vehicle)
vradar ()

Vehicle Add-ons:

addcg (puts a Ceiling Gun on your vehicle)

Bot Commands: (you must include a name when using these commands, such as: "follow botman991", without the quotes of course or it will not work)

follow (orders bots to follow you)
kill (orders bots to kill someone)
stand (does not require a name, orders bots to stand ground)
look (orders bots to look at someone)
repair (orders bots to repair someone)
call (does not require a name, calls AI bots to follow the person who executed the call command)

Defences:

tg (Tailgun)
cam (Ceiling Camera)
agtgun (invisible AGT rocket launcher)
cg (AGT Ceiling Gun)
cg2 (Nod Ceiling Gun)
gt (Guard Tower)
re (GDI Rocket Emplacement)
ce (neutral Cannon Emplacement)
ge (neutral Gun Emplacement)
ge2 (Nod Gun Emplacement)
obgun (invisible Obelisk weapon)
tur (Turret, slides)
tur2 (Turret, midair, less health)
tur3 (Turret, midair, more health)
tur4 (Turret, midair, even more health)
tur5 (Turret, destroyed)
ncg (Nod regular Ceiling Gun, fast turn of turret)
ncg2 (Nod Ceiling Gun, shocker weapon)
ncg3 (Nod Ceiling Gun, kills in one or more hits)
ncg4 (Nod Ceiling Gun, slow turn of turret)
ncg5 (Nod Ceiling Gun, heavy Laser)
sam (SAM Site, one HP)
sam2 (SAM Site, more HP than sam)
sam3 (SAM Site, more HP than sam)

sam4 (SAM Site, more HP than sam)
sam5 (large SAM Site)
bg (Shore Defence Cannon, destroyed)
bg2 (Shore Defence Cannon)
nre (Nod Rocket Emplacement, pilotable)
nre2 (Nod Rocket Emplacement, unpilotable)
nre3 (Nod Rocket Emplacement, pilotable)
nce (Nod Cannon Emplacement, unpilotable)
nce2 (Nod Cannon Emplacement, pilotable)
nge2
nge3
nge4
nge5

Special Defences:

invsam (invisible SAM Site)
invagt (invisible Advanced Guard Tower)
invob (invisible Obelisk)
invcgagt (invisible AGT Ceiling Gun)
invshocker (invisible Shocker)
cgagt (Ceiling Gun with AGT missile firepower)
tgshocker (Tailgun with Shocker firepower)
tgob (Tailgun with Obelisk firepower)
tgagt (Tailgun with AGT missile firepower)
tgarty (Tailgun with Mobile Artillery firepower)
tgflame (Tailgun with Flamethrower firepower)
turshocker (Turret with Shocker firepower)
turarty (Turret with Mobile Artillery firepower)
turflame (Turret with Flamethrower firepower)
turagt (Turret with AGT missile firepower)
turob (Turret with Obelisk firepower)
turob2 (Turret with Obelisk firepower, one hit (or more) kill)
turstank (Turret with Stealth Tank firepower, stealthed)
turfat (Turret from SP, slow barrel movement)
samstank (SAM Site with Stealth Tank firepower, stealthed)
samshocker (SAM Site with Shocker firepower)
samob (SAM Site with Obelisk firepower)
samagt (SAM Site with AGT missile firepower)
samarty (SAM Site with Mobile Artillery firepower)
samflame (SAM Site with Flamethrower firepower)

Presets For The New Guys:

Starterhome1 (Small home with a balcony)
Starterhome2 (Medium home with garage)
Starterhome3 (Large home)

Credits: All information, is done by reddwire (now using the account a0redd due to account problems with the other one), with the help is MGam3r, who helped get this done a lot faster.

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<_<

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! A T L 4 N T I S

Which was used to be called L4BRATORY, and lastly, thanks to W4RNING for making an awesome server!
