

WINDWARD

Wiki: http://windward.gamepedia.com/Windward_Wiki

Video Tutorial: <https://www.youtube.com/watch?v=V0B15dcWcqs>

Beginner Guide: <http://steamcommunity.com/sharedfiles/filedetails/?id=349369177>

Modder's Resources: <http://www.tasharen.com/windward/mod.zip>

List of Start Parameters

- In Steam: Right-click Windward, Properties, Set Launch Options then add any of these (space-separated):
- **-res 1920x1080** ← Force the specified resolution.
- **-show-screen-selector** ← Forces the screen selection / resolution selection / control binding dialog to be shown prior to starting the game.
- **-popupwindow** ← Windward will launch in a borderless window.
- **-noJoystick** ← Disable all forms of joystick and controller input.
- **-XInput** ← Use XInput on Windows. This automatically enables controller rumble.
- **-localPath** ← Forces Windward to use the local folder to store data instead of My Documents/Windward. Useful if your documents is on a network share, since Windward won't be able to save anything there.
- More commands: <http://docs.unity3d.com/Manual/CommandLineArguments.html>

List of In-Game Chat Commands

- **/rep** ← Shows your current reputation standings with various factions.
- **/r** ← Reply to the last person who sent you a private message.
- **/pm <name>: <text>** ← Send a private message to the specified player. In most cases it's easier to click their name in chat or in the list of players instead (Tab).
- **/g <text>** ← Send a global message to everyone on the server, even if they are not in your local region.
- **/gt <text>** ← Send a global team message to everyone in your faction. Only your faction's members will be able to see this.
- **/team <text>** ← Send a team message to everyone in your region. Same as local chat, but only for your team.
- **/ad <text>** ← Special global chat for administrators that everyone can see. Useful for announcements and such.
- **/pac <text>** ← Administrator-only private global chat. Only administrators will be able to see this.
- **/invite <name>** ← Invite the specified player to your instance. In most cases it's easier to right-click the player's name in chat or on the list of players and choose the "Invite" option instead.
- **/ignore <name>** ← Ignore or un-ignore the specified player.
- **/who** ← Shows who else is in the same region as you.
- **/who all** ← Shows who else is on the same server as you. Key shortcut: Tab.
- **/who <name>** ← Shows where the specified player is.
- **/summon <name>** ← Summon the specified player to your region. *Admin-only.*

- **/goto #** ← Quickly Fast Travel to the specified region. You can even fast travel to regions that are not accessible by default, such as 9999. *Admin-only.*
- **/motd <text>** ← Set a message-of-the-day. *Admin-only.*
- **/set <option> = value** ← Set a world option. The “option” can be a path inside the configuration file, such as */set Factions/Fac0/pennant = “New Pennant”*. *Only administrators can change these in multiplayer.* Be careful with this command, it can drastically alter your world’s behaviour. The list of options are as follows:
 - **pirateSpeak** ← Specify **true** to enable pirate speak auto-translator or **false** to turn it off. *ARRR!!*
 - **kingRequirement** ← How many players are required to be present in a Heroic instance before a Pirate King will spawn. The default value is 11.
 - **morePirates** ← Specify **true** to make pirates more abundant.
 - **canLiberate** ← Specify **false** if you don’t want to have towns get occasionally liberated by members of other factions. Liberated towns are useful for letting you gain reputation with other factions. This lets you purchase ships at a discount, as well as giving you the option to switch your faction to one more suitable for your current tasks.
 - **minSpeed** ← (0.0 to 1.0) value representing how quickly ships can travel when sailing into the wind. Default: varies based on challenge level, anywhere from 0.3 at 200% challenge to 1 at 50% challenge. The default value at 100% challenge is 0.65 (35% movement penalty when sailing into the wind).
 - **maxSpeed** ← (0.0 to 1.0) how quickly ships can travel when sailing with the wind. Default: 1.0.
 - **worldRegionSize** ← Valid values are 128 through 512, default 256. Changing this value will make world regions larger or smaller than the default. This simply enlarges the terrain giving you more room to sail around.
 - **combatRegionSize** ← Same as worldRegionSize, but for combat instances.
 - **heroicRegionSize** ← Same as worldRegionSize but for heroic instances.
 - **battleRegionSize** ← Same as worldRegionSize but for battlegrounds.
 - **freeControl** ← Specify **true** or **false** to allow any player control any AI ship, regardless of their level. By default the ability to control AI ships is limited by player’s level.
 - **playersForRaids** ← Specify how many players are needed for pirates to occasionally raid non-frontier regions. By default at least 5 players are needed for pirate raids to occur in regions that are not next to a pirate-controlled region.
 - **Mute/<PlayerName> = [true/false]** ← Mute or unmute the specified player. It’s a shadow-mute. That player will still see all of their messages, but no one else will see them. For example: **/set Mute/Aren Mook = true**
 - **war = [true/false]** ← Permanent PvP or not
 - **playerShips = [true/false]** ← allow player ships or not
 - **challenge = [0.0 - 1.0]** ← 0 being 50% challenge, 0.5 being 100%, 1 = 200%
 - **damage = [0.0 - 1.0]** ← 0 being 50% damage, 0.5 being 100%, 1 = 200%
- **/set <filename>** ← parse the specified filename’s contents as if it was a configuration file, merge it with the current configuration and upload the merged config to the server. *Admin-only.*

- **/get** ← Print the current world's options. You can then fine-tune your Get selection:
 - **/get <Option Path>** ← Print the specified sub-option. For example: **/get Mute** will show you who's muted, while **/get Factions/Fac1** will show you Valiant's configuration factions. Only administrators can use the detailed **/get** command.
- **/remove <option>** ← Remove a previously set option. Note that relogging will be required after removing any option. *Admin-only.*
- **/deleteRegion #** ← Delete all progress within the specified region. *Admin-only.*
- **/fps** ← Show or hide your current framerate in the top-left corner.
- **/upload <filename>** ← Upload the specified file to the server. *This command requires administrator privileges.*
 - **/upload Symbols/Some Texture.png** ← will upload *My Documents/Windward/Symbols/Some Texture.png* to the server if it's present. By default the texture is treated as a mask where alpha channel determines which sail color affects the texture. Have the texture filename end with "RGB" if you want it to be interpreted as a color texture instead. For example "Some Texture RGB.png". Ideal texture size is 128x128.
 - **/upload Pennants/Awesome Pennant.png** ← will upload *My Documents/Windward/Pennants/Awesome Pennant.png* to the server. By default the texture is treated as a mask where alpha channel determines which sail color affects the texture. Have the texture filename end with "RGB" if you want it to be interpreted as a color texture instead. For example "Some Pennant RGB.png". Ideal texture size is 128x32, with the left side attached to the mainmast.
 - **/upload Ships/New Awesome Ship.bytes** ← will upload *My Documents/Windward/Ships/New Awesome Ship.bytes* to the server.
- **/createSymbol <name>** ← Create a new symbol item that you can then give to other players. The "name" should match a texture in the Symbols folder on the server (don't include the PNG extension). *Admin-only.* Using the **/upload** example above, the command to create the symbol would be **/createSymbol Some Texture**
- **/createPennant <name>** ← Create a new pennant item that you can then give to other players. The "name" should match a texture in the Pennants folder on the server (don't include the PNG extension). You can upload a local PNG to the server using the **/upload** command. *Admin-only.*
- **/summon# #** ← Summon a new ship. First # represents the size of the ship: 0, 1, 2, 3. These stand for regular ship (0), Captain (1), Lord (2), Dread Lord (3), respectively. The second # represents the desired faction, 0 through 6. 0 is Pirate, 1 through 6 are your world factions. *These commands have a level requirement of 150, 225, 300 and 375, respectively.*
- **/award#** ← Award an item to other players. # represents the desired quality, 2 through 5. 2 is light blue (uncommon, +2) item, 3 is blue (rare, +3), 4 is purple (epic, +4), 5 is orange (legendary, +5). *These commands have a level requirement of 150, 225, 300 and 375, respectively.*
- **/reloadServerData** ← This command will reload the server configuration files. Use it after modifying the world's configuration, admin or ban lists. *This command requires Administrator privileges.*

- **/anon** ← Toggle anonymous mode. Anonymous players don't show up on the players list and don't show up in the chat window when talking in local chat. Great for role-playing or enriching the experience of others. Administrators can still see anonymous players.
- **/obs** ← Toggle observer mode. Observer mode lets you watch other players or AI ships, as well as take control of AI ships. You can also enter the observer mode by right-clicking any player on the players list and choosing the Observe option.
- **/admin** ← Verify as an administrator manually. Usually this is done as soon as you log in, so executing the command isn't necessary.
- **/admin <name>** ← Give administrator privileges to another player. *Only administrators can use this command.*
- **/info** ← Print your own information, such as kills, contribution points, quests, etc.
- **/info <name>** ← Print information of another player (gold, wood etc). *Admin-only.*
- **/stats <name>** ← Print the specified player's stats. *Admin-only.*
- **/kick <name>** ← Administrators can kick other players.
- **/ban <name>** ← Permanently ban the specified player. *Admin-only.*
- **/unban <name>** ← Unban the specified player. Note that to properly unban a player you will need to unban all of their associated data: their Steam / GOG ID, their machine ID and their IP address. *Admin-only.*
- **/rename <name>** ← If controlling an AI ship, rename it to the "<name>". If not controlling an AI ship, rename the player "<name>" to a randomly generated name such as "WSS Someguy". Useful to quickly rename offensively named players. *Admin-only.*
- **/report <name>** ← Report this player to administrators.
- **/bug <text>** ← Submit a bug report. Admins can see this right away.
- **/log <text>** ← Write down a log entry to My Documents/Windward/log.txt.
- **/grow** ← Grow the closest town to 10 (or maximum possible). *Admin-only.*
- **/takeover** ← Flip the closest town to the player's faction. *Admin-only.*
- **/globalTakeover** ← Flip all towns and NPCs to the player's faction. *Admin-only.*
- **/juggernaut** ← Immediately start or end the Ghost King game mode (juggernaut). *Admin-only.*
- **/ctf** ← Immediately start or end the Booty Run (capture the flag) game mode in the current region. *Admin-only.*
- **/allowMod <name>** ← Allow the specified mod to be used on this server. The mod must be active. The chosen mod will be moved from the "required" section into the "allowed" section, making it optional. It's only recommended to allow pure client-side mods, such as the camera mod. *Admin-only.*
- **/disallowMod <name>** ← Undoes the previous /allowMod command, removing the specified mod from the list of allowed mods. Clients using that mod will no longer be able to log into the server. *Admin-only.*

Developer Version Commands (requires the dev build + admin rights)

- **/globalReset** ← Removes all towns, structures, NPCs and explosive barrel effects in the player's current region. Re-enter the region after running this command to see the effect.
- **/updateChannelInfo** ← Update channel info (world map) after making changes to the region such as taking over towns or deleting them.
- **/resetTown** ← Reset the closest town's quests and inventory.
- **/god** ← Makes the player invulnerable. AI will ignore this player.
- **/invis** ← Hides the player from the map and won't show the player's name when hovering the mouse over that player's ship.
- **/sight** ← Gives the player the ability to see through fog (lantern effect).
- **/die** ← Kill every enemy around the player, including players.
- **/hurt** ← Hurt the observed or controlled player, dropping their health to 5%.
- **/heal** ← Fully heal the observed or controlled player's ship.
- **/deleteTown** ← Deletes the closest town. Re-enter the region to remove that town's terrain modifications.
- **/deleteAllTowns** ← Deletes all towns. Re-enter the region to remove terrain modifications.
- **/reveal** ← Reveal the fog of war for the current region.
- **/exe <C# code>** ← Immediately execute the specified C# code.
 - **/exe GameShip.Find("Aren Mook").AddBuff("BuffDamage", 10000f, -1f);** ← Buff the specific player or unit
 - Rename the closest building: <http://pastebin.com/MbPexXVZ>
- **/exeAll <C# code>** ← Immediately execute the specified code on all players in the region.
- **/exeAllSaved <C# code>** ← Immediately execute the specified code on all players in the region and on all future players that will join this region.
- **/exeFile <filename>** ← Immediately execute the code within the specified filename. File should be placed in My Documents/Windward or a subdirectory within it.
 - For example: **/exeFile Code/betrayer.txt**, where the contents of that file would be: <http://pastebin.com/sL4NpP7A>
- **/exeFileAll <filename>** ← Immediately execute the code within the specified filename on all players in the region. For example:
 - <http://pastebin.com/r00XeDU1> ← This will add an on-screen health bar showing the Pirate King's life. When the pirate king dies, the bar will disappear.
- **/exeFileAllSaved <filename>** ← Immediately execute the code within the specified filename on all players in the region and all future players that will join this region.
 - <http://pastebin.com/RBnnwcUn> ← This will change the region's climate to an evil black/red-looking one.
 - <http://pastebin.com/mgkrTGxP> ← This will change the region's climate to a toxic looking environment.
 - <http://pastebin.com/Gnk1cTWq> ← This will change the region's climate to a tranquil environment.
- **/exeBroadcast <C# code>** ← Execute the specified code on all connected players. For example the following code will turn all players into ghosts:

- /exeBroadcast if (MyPlayer.ship != null) MyPlayer.ship.isGhost = true;
- **/exeFileBroadcast** <filename> ← Execute the code within the specified file on all players. For example:
 - <http://pastebin.com/z2F58txx> ← Start a server-wide pirate invasion.
- **/summon4 #** ← Summon a Pirate King or a Grand Admiral, depending on the faction (#).
- **/loadItem <file>** ← Load the item within the specified file and add it to the player's inventory. For example the contents of the file can be: <http://pastebin.com/zn6cLYiA>
- **/contest** ← Force start a PvP contest of the current region.
- **/resetModFlags** ← Reset all mod flags on the player's inventory to the current mod list. If there are no mods, mod flags are removed on all items, making them usable without mods.