Slmod version 6.0 Quick Reference Guide rev 0 — Page 1: Functions

Blue = required variable; Green = optional variable.

Basic chat input/output functions:

slmod.chat_cmd (string *cmd_text*, **number** *flag*, **number** *stopflag*, **string** *coa* **)**
slmod.msg_out (string *text*, **number** *display_time*, **string** *display_mode*, **string** *coa* **)**
slmod.msg_out_w_unit (string *text*, **string** *unit_name*, **number** *display_time*, **string** *display_mode*, **string** *coa***)**
slmod.msg_MGRS (string *text*, **table** *units*, **number** *numdigits*, **number** *display_time*, **string** *display_mode*, **string** *coa* **)**
slmod.msg_LL (string *text*, **table** *units*, **number** *precision*, **number** *display_time*, **string** *display_mode*, **string** *coa* **)**
slmod.msg_leading (string *coordtype*, **string** *text*, **table** *units*, **string** *direction*, **number** *radius*, **number** *precision*, **number** *display_time*, **string** *display_mode*, **string** *coa* **)**

Parallel Tasking System functions:

slmod.add_task (number *id*, **string** *task_type*, **string** *description*, **string** *text*, **table** *units*, **number** *precision*, **string** *direction*, **number** *radius* **)**
slmod.add_red_task (number *id*, **string** *task_type*, **string** *description*, **string** *text*, **table** *units*, **number** *precision*, **string** *direction*, **number** *radius* **)**
slmod.add_blue_task (number *id*, **string** *task_type*, **string** *description*, **string** *text*, **table** *units*, **number** *precision*, **string** *direction*, **number** *radius* **)**
slmod.remove_task (number *id* **)**
slmod.remove_red_task (number *id* **)**
slmod.remove_blue_task (number *id* **)**
slmod.show_task (number *id*, **number** *display_time*, **string** *display_mode* **)**
slmod.show_red_task (number *id*, **number** *display_time*, **string** *display_mode* **)**
slmod.show_blue_task (number *id*, **number** *display_time*, **string** *display_mode* **)**
slmod.show_task_list ( )
slmod.show_red_task_list ( )
slmod.show_blue_task_list ( )
slmod.set_PTS_list_output (number *display_time*, **string** *display_mode*, **string** *coa* **)**
slmod.set_PTS_task_output (number *display_time*, **string** *display_mode*, **string** *coa* **)**

Parallel Options System Functions:

slmod.add_option (number *id*, **string** *description*, **number** *flag***)**
slmod.add_red_option (number *id*, **string** *description*, **number** *flag***)**
slmod.add_blue_option (number *id*, **string** *description*, **number** *flag***)**
slmod.remove_option (number *id* **)**
slmod.remove_red_option (number *id* **)**
slmod.remove_blue_option (number *id* **)**
slmod.show_option_list ( )
slmod.show_red_option_list ( )
slmod.show_blue_option_list ( )
slmod.set_POS_output (number *display_time*, **string** *display_mode*, **string** *coa* **)**

Event Detection Functions:

slmod.mapobj_destroyed (number or table *id*, **number** *flag*, **number** *percent* **)**
slmod.mapobj_dead_in_zone (string *zone*, **number** *flag*, **number** *stopflag*, **number** *numdead* **)**
slmod.units_firing (table *init_units*, **number** *flag*, **number** *stopflag*, **table** *weapons*, **string** *text*, **string** *display_units*, **number** *display_time*, **string** *display_mode*, **string** *coa* **)**
slmod.units_hitting (table *init_units*, **table** *tgt_units*, **number** *flag*, **number** *stopflag*, **string** *text*, **string** *display_units*, **number** *display_time*, **string** *display_mode*, **string** *coa* **)**
slmod.units_killed_by (table *dead_units*, **table** *killer_units*, **number** *flag*, **number** *stopflag*, **number** *last_to_hit*, **number** *time_limit* **)**
slmod.units_crashed (table *units*, **number** *flag*, **number** *stopflag* **)**
slmod.pilots_dead (table *units*, **number** *flag*, **number** *stopflag* **)**
slmod.units_ejected (table *units*, **number** *flag*, **number** *stopflag* **)**

Weapons-tracking functions:

slmod.weapons_impacting_in_zones (table *init_units*, **table** *zones*, **table** *weapons*, **number** *flag*, **number** *stopflag* **)**
slmod.weapons_impacting_in_moving_zones (table *init_units*, **table** *zone_units*, **number** *radius*, **table** *weapons*, **number** *flag*, **number** *stopflag* **)**
slmod.weapons_in_zones (table *init_units*, **table** *zones*, **table** *weapons*, **number** *flag*, **number** *stopflag*, **string** *zone_type* **)**
slmod.weapons_in_moving_zones (table *init_units*, **table** *zone_units*, **number** *radius*, **table** *weapons*, **number** *flag*, **number** *stopflag*, **string** *zone_type* **)**

Unit Property and Position functions:

slmod.num_dead_gt (table *units*, **number** *numdead*, **number** *flag*, **number** *stopflag* **)**
slmod.units_LOS (table *unitset1*, **number** *altoffset1*, **table** *unitset2*, **number** *altoffset2*, **number** *flag*, **number** *stopflag*, **number** *interval*, **number** *checks*, **number** *radius* **)**
slmod.units_in_moving_zones (table *units*, **table** *zone_units*, **number** *radius*, **number** *flag*, **number** *stopflag*, **string** *zone_type*, **number** *req_num*, **number** *interval* **)**

Flag Manipulation:

slmod.rand_flags_on (number *startflag*, **number** *endflag*, **number** *prob* **)**
slmod.rand_flag_choice (number *startflag*, **number** *endflag* **)**

Common Variables:

coa – must be either `'red'`, `'blue'`, or `'all'`.
Used by slmod.: chat_cmd, msg_out, msg_out_w_unit, msg_MGRS, msg_LL, msg_leading, set_PTS_list_output, set_PTS_task_output, set_POS_output, units_firing, units_hitting

coordtype – must be either `'LL'` or `'MGRS'`.
Used by slmod.: msg_leading

direction – must be either `'N'`, `'E'`, `'W'`, or `'S'`.
Used by slmod.: msg_leading, add_task, add_red_task, add_blue_task

display_mode – must be either`'echo'`, `'chat'`, `'text'`, or `'both'`.
Used by slmod.: msg_out, msg_out_w_unit, msg_MGRS, msg_LL, msg_leading, set_PTS_list_output, set_PTS_task_output, set_POS_output, units_firing, units_hitting

display_units (slmod.units_firing) – must be either `''`, `'i'`, `'w'`, `'iw'`, or `'wi'`.
Used by slmod.: units_firing

display_units (slmod.units_hitting) – must be either `''`, `'i'`, `'t'`, `'it'`, or `'ti'`.
Used by slmod.: units_hitting

stopflag – flag to stop a function that continuously (periodically) evaluates from executing. If using old variable specification method for function calls, set to -1 if you don't want to use the variable, but must specify a value for it in order to specify another optional variable.
Used by slmod.: chat_cmd, mapobj_dead_in_zone, units_firing, units_hitting, units_killed_by, units_crashed, pilots_dead, units_ejected, weapons_impacting_in_zones, weapons_impacting_in_moving_zones, weapons_in_zones, weapons_in_moving_zones, num_dead_gt, units_LOS, units_in_moving_zones

task_type – must be either `'msg_out'`, `'msg_LL'`, `'msg_MGRS'`, `'msg_leading_LL'`, or `'msg_leading_MGRS'`.
Used by slmod.: add_task, add_red_task, add_blue_task

zone_type – must be either `'cylinder`, or `'sphere'`.
Used by slmod.: weapons_in_zones, weapons_in_moving_zones, units_in_moving_zones

Unit Table shortcuts:

Character sequence + name commands:
"[-u]<unit name>" - subtract this unit from the table
"[g]<group name>" - add this group's units to the table
"[-g]<group name>" - subtract this group's units from the table
"[c]<country name>" - add this country's units to the table
"[-c]<country name>" - subtract this country's units from the table

Stand-alone identifiers
"[blue]" - add all blue coalition units to the table
"[red]" - add all red coalition units to the table
"[all]" – add all units to the table

Country names for the [c] and [-c] shortcuts:
Turkey
Norway
The Netherlands
Spain
UK
Denmark
USA
Georgia
Germany
Belgium
Canada
France
Israel
Ukraine
Russia
South Osetia
Abkhazia

Specifying variables in function calls:
OLD METHOD:
function (value1, value2, value3 **)**

OPTIONAL NEW METHOD:
function { variable1name = value1, variable2name = value2, variable3name = value3 }
The order of variables within the table does not matter, only that you name them correctly. NOTE THE USE OF CURLY BRACKETS INSTEAD OF PARENTHESES!