

Blitzkrieg consts.xml Reference

<Infantry>	
SquadMemberLeaveInterval	When soldiers leave something there will be such interval between squads
SniperCamouflageIncreasePerSegment	The probability of revealing sniper decreases by this value per 1 segment
SniperCanouflageDecreasePerShoot	Each shot the probability of decamouflage is increased. 1.0 - maximal camouflage
TimeBeforeSniperCamouflage	The time sniper should stay idle to camouflage again (ticks)
TimeOfLyingUnderFire	The time of lying under fire (ticks)
LyingSoldierCover	Probability to hit lying soldier
RadiusOfFormation	Maximum distance to go away from formation centre (AI points)
LyingSpeedFactor	Multiplier for crawling speed
SpyGlassRadius	Binocular viewing radius (AI points)
SpyGlassAngle	Binocular viewing angle (degree, full angle)
StandLieRandomDelay!	Random on lying/standing (ticks)
MaxDistanceToThrowGrenade	Maximum distance from what soldiers will try to throw a grenade (AI points)
</Infantry>	
<Aviation>	
FighterInterceptOffset	From that distance of general's units will happen an attempt to intercept enemy airplanes.
LongPeriodProbability	With this probability the period of airplane sending will be increased in PeriodMultiply times.
FighterPeriodMax / FighterPeriodMin	Once per this time FIGHTERS will fly on intercept if there is a threat, that enemy planes will fly above out units.
PeriodMax / PeriodMin	Airplanes will appear with this lag - if someone ordered them.
ScoutFreePoint	Scout will go to this point if there is no general's unit in this radius
ScoutPointsPerMap	Points will be spreaded upon the map (in amount of subj * subj) and scout will fly through hidden ones.
</Aviation>	
<Swarm>	
IterationDurationRandom + IterationDuration	It's the time of one attack iteration. Iteration ends after this time or when all tanks stay without work.
WaitTimeRandom + WaitTime	It's the time of waiting for striking first gathering (the rest of units won't be waited). It's abandoned if all necessary units gather before this time. seconds
MinWeight	The square of the biggest weight is chosen. If its weight exceeds MinWeight, then mobile reserves attack is allowed
WeightCoefficient	All mobile reserves are counted according to formula $WeightCoefficient * fWeight$ of cell a, then they gather in a "meeting circle" and are sent to square with enemy.
Iterations	After one swarm is finished, attack stops and new decision is made - whether to send them to new attack or put back into reserve. Maximal attacks count happens to be Iterations
</Swarm>	
<Intendant>	
DangerousCellRadius	If a truck was killed in some place, other trucks won't go to this radius circle for an assigned time. It's the radius of "Dangerous circle"

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ProbabilityToRecaptureStorage	It's the probability (once per UpdatePeriod) for general to send forces to recapture storage
ProbabilityToRepairStorage	It's the probability (once per UpdatePeriod) for general to send trucks to repair storage
ResupplyCellPeriodAfterDeath (seconds)	It's the time the circle is treated as dangerous after the death of a truck here. There is some random time also, up to Intendant.ResupplyCellPeriodAfterDeath + Intendant.ResupplyCellPeriodAfterDeathRandom. Trucks aren't send to "dangerous cells"
ResupplyCellPeriodAfterDeathRandom (milliseconds)	It's the random time the circle is treated as dangerous after the death of a truck here. There is some fixed time also: Intendant.ResupplyCellPeriodAfterDeath. Trucks aren't send to "dangerous cells"
RecaptureStorageMaxUnits	Maximal total price of units for recapture General.Intendant.RecaptureStorageMaxUnits
</Intendant>	
<Artillery>	
TimeToForgetAntiArtillery	The time to forget about counter-artillery circle (ticks)
TimeToForgetUnit	The time to forget about unit (ticks)
TimeToArtilleryFire	The "probability" time to shoot enemy position with artillery (ticks). After that new random value is checked vs. ProbabilityToShootAfterArtilleryFire
ProbabilityToShootAfterArtilleryFire	The probability to continue artillery fire after TimeToArtilleryFire
ShootsOfArtilleryFire	The amount of shots the general will make (depends on most slow gun)
MinWeightToArtilleryFire	Minimal weight of cell to compress it with artillery
MinWeightToSendBombers	Minimal weight of cell for sending bomber there
</Artillery>	
TimeDontSeeTheEnemyBeforeForget	The time enemy units are forgotten after they left LOS
TimeDontSeeAABeforeForget	The time enemy AA guns are forgotten after they leave LOS.
PlayerForceMultiply	The multiplayer on units force vs. general's units (only for internal general calculations of forces strength).
<Aiming>	
ShturmovikDistanceFactor	$ShturmovikDistanceFactor / DistanceInAIPoints + F$ (coefficient of target designation) - we get a rating of unit, for storm bomber targeting.
</Aiming>	
<Engineers>	
RepairCostAdjust	The multiplier of 1 HP cost for repair needs (for all HPObjects).
MineAPersRuPrice/ MineATankRuPrice.AntitankRuPrice	The cost of mine in RU
EngineerRuCarryWeight	One engineer moves that amount of RU per trip to a storage (and back to truck)
EngineerLoadRuPerQuant	Engineer load that amount of RU into truck per quant
MineVisRadius	Radius, in which engineer sees mines (AI points)
MineClearRadius	Radius, in which engineer clears mines (AI points)
TimeQuant	<i>Quant of engineer work</i>
EngineerRepearPerQuant	This amount of RU can be spend by one engineer in TimeQuant
EngineerFenceLenghtPerQuant	The length of fence in segments per TimeQuant per engineer
EngineerEntrenchLenghtPerQuant	The length of trench in segments per TimeQuant per engineer
EngineerResupplyPerQuant	This amount of RU can be spend by one engineer in TimeQuant on resupplying

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EngineerMineCheckPeriod	Engineers look for mines once per this time (ms)
</Engineers>	
<Aviation>	
MechNuberToDropBombs	Minimal Mech units to drop bombs to
InfantryNuberToDropBombs	Minimal sprite units to drop bombs to
PlaneGuardStateRadius	Radius for fighters to intercept
DiveBeforeExplodeTime	Time in milliseconds - the airplane will fall for this time (RND of it) before explosion
DiveAfterExplodeTime	The time in milliseconds - airplane will fall for this time after explosion.
MinDiveAngleForDiveBombers	If bomber dive angle exceeds this one, it's already divebomber.
MinHPToShturmovikDropBombsCoeff	If (hp in radius)*K > BombDamage then bomb!
StartRandom	For random spreading of airplane appearance points - along the airplane direction, in its BoundingBox sizes.
PlanesBombHeight	The height divebombers start dropping bombs from is $H = (PlaneHeight - PlaneMinHeight) * PlanesBombHeight$
HeavyFormationDistance	The same as LightFormationDistancem but for bombers and transport planes
DivebomberVertManeurRatio	Vertical turning radius is lower in this number of times than horizontal turning radius - for bombers and divebombers
ShturmovikApproachRadius	The distance from with dive bomber chooses combat course.
PlaneMinHeight	Minimal airplane height in points.
FighterPatrolTime	The time Fighter partols the point it was called to (seconds)
FighterPathUpdateTime	Once this time Fighter checks where its target moved
ShturmovikPathUpdateTime	The same for storm bombers
PlaneTiltPerSecon	The speed on tilt changes for airplanes that can do it
PlaneGuardStateRadius	Guard radius for fighters
</Aviation>	
<Buildings>	
DefaultFireplaceCoverage	Cover for firing cells in buildings. FinalCover = DefaultFireplaceCoverage * Building->FireplaceCoverage
CureSpeedInBuilding	Speed of healing in buildings (HP / tick)
TimeOfBuildingAlarm	The time of alarm lasts in a building (ticks)
CampingTime	The time soldiers gather in a building before take part in a storm (AI ticks)
InsideObjWeaponFactor	Multiplier on weapon range for soldiers fire inside objects
InsideObjCombatPeriod	Amount of time two soldiers fight inside object (AI ticks)
BurningSpeed	Burning speed of buildings (% of max hp / AI tick)
HPPercentToEscapeFromBuilding	The per cent of building health when soldiers leave it
</Buildings>	
<Artillery>	
ArtilleryRevealCoefficient	Weapon RevealRdius is divided by this value and then multiplied by AntiArtilleryRadius to draw circles on counter-artillery mini-map
ThresholdInstallTime	Time limit for install/uninstall time, guns make it themselves if it's below the limit (AI ticks)
ShootsToRange	Shots counter to reach best zero-in dispersion
RangedDispersionRadiusBonus	Dispersion coefficient after zero-in completion
RangedAreaRadius	Radius of zero-in shooting (AI points)

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RelocationRadius	The radius artillery should move to to "drop" its location info (AI points)
MaxAntiArtilleryRadius	Maximal circle radius around firing artillery (AI points)
MinAntiArtilleryRadius	Minimal circle radius around firing artillery (AI points)
ShotsToMinimizeLocationRadius	Number of shots to, reduce circle around firing artillery from MaxAntiArtilleryRadius to MinAntiArtilleryRadius (AI points)
AudibilityTime	Time of showing firing artillery circle (AI ticks)
RevealCirclePeriod	Period between firing artillery circles (AI ticks)
RadiusToStartAntiartilleryFire	Radius of firing artillery circles when enemy artillery starts counter-battery fire (AI points)
</Artillery>	
<Paratroopers>	
PlaneParadropIntervalPerpMin / PlaneParadropIntervalPerpMax	For spreading across the plane direction.
ParatrooperFallSpeed	Vertical paratroopers speed (points)
ParadropSpred	Paratrooper can move aside while falling (to avoid falling on locked tiles)
PlaneParadropInterval	Distance in points between 2 positions of paratroopers
ParatrooperGroundScanPeriod	Once per this time (ms) paratroopers check if they fall to locked tiles
</Paratroopers>	
<Morale>*	
ResupplyRadius	Morale trucks in this region make raise units morale (AI points)
MoraleDecreasePerTick	Morale decrease for unsupplied units (moral/ AI tick)
ProbabilityToDecreaseMorale	Probability to lose morale this tick
MoraleAdditionPerTick	General's car adds such a morale amount per tick
MinValue	Minimum possible morale for a unit
CoeffToLowMoraleWithoutOfficer	Morale decreases this times faster if squad has no officer
DispersionCoeff	Coefficient on dispersion due to morale [$disp_cur = disp / (Morale + k * (1 - Morale))$ same for RelaxCoeff, AimingCoeff]
RelaxCoeff	Coefficient on relax time due to morale
AimingCoeff	Coefficient on aiming time due to morale
</Morale>*	
<AntiAviationArtillery>	
AimIterations	Targeting is made by iterations. This is the number of iterations.
</AntiAviationArtillery>	
<TransportAndResupply>	
MainStorageHealingSpeed	Main storage is healed with this speed (HP/sec)
ResupplyRadius	Radius in which truck searches someone to repair/resupply, points
TransportLoadTime	Truck loads at storage this so much ms
TransportLoadRuDistance	Distance from which a truck sends loader (engineer) to a storage
ResupplyOffset	Truck can reach the point of Resupply & Repair with this mistake in points.
ResupplyBalanceCoeff	The concernment of unit in formula: $WorkToDo * Coeff + 1 / Distance$, used for Resupply & Reload. Work - cost of repair/resupply in RU.
ResupplyMaxPathLenght	For points under resupply search (AI tiles)
SoldierRUPrice	Cost of the soldier in RU, for medical truck
TakeStorageOwnershipRadius	Radius in which only enemy units should be to change storage possessor.

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MedicalTruckHealRadius	Radius in which medical truck heals soldiers
MedicalTruckHealPerUpdateDuration	The amount of health a medical truck (the one that can't do ResupplyHumanResource command) heals in 1 BehUpdateDuration.
LandDistance	Distance from truck to the place where infantry goes after unload
</TransportAndResupply>	
<Follow>	
StopRadius	Radius from leader where others can stop
EqualizeSpeedRadius	Radius from leader, in which speed of followers should be evened with his one
GoRadius	Radius that makes followers to go after leader
WaitRadius	Radius, that makes leader to stop and wait followers
</Follow>	
<CombatSituation>	
DamageToCombatSituation/ TimeDamageToCombatSituation	Summary damage in time unit, to threat situation as combat one.
MovingEnemy(Mech/Infantry)Number	Number of visible enemies to decide situation as combat one.
</CombatSituation>	
<Weather>	
TimeToFadeOff	Timer for weather effect fading.
Time + TimeRandom	Timer for how long weather is turned on (seconds)
Period + PeriodRandom	Period of weather changes (seconds).
FireRangeCoefficient	Coefficient on fire range under bad weather
</Weather>	
<Flags>	
Radius	Flag zone (AI points)
PointsSpeed	Points per second
PointsToReinforcement	Points to get reinforcements
TimeToCapture	Time at flag zone to capture it (ticks)
PlayerPointsSpeed	Points per second regardless of flags
</Flags>	
<Common>	
MaxFireRangeToShootByLine	This is the maximum distance to shoot with trajectory LINE - in AI points (AI.tile = 32 AI.point)
UnitEntrenchTime	Units wish square of 1 A.I. tile becomes entrenched in this time (ms).
FenceSegmentRuPrice/ TrenchSegmentRuPrice	It's the cost of one trench/fence segment for building.
HpPercentageToWaitMedic	When unit has less HP than this amount, it cries for medic
AmbushBeginAttackCriteria	Part of units that can attack from ambush to start whole ambush attack.
TrajectoryBombG	Acceleration of gravity for bombs (points/tick^2)
TrajectoryLineRatio	When we shoot by curved trajectory shell flies that part of trajectory by line
TankTrackHitPoints	Track health (for repairing).
NumToScanInSegm	Number of units for which full scan is made per segment
AABehUpdateDuration	Time between behavior updates (ticks) for AA guns against airplanes
BehUpdateDuration	Time between behavior updates (ticks)
SoldierBehUpdateDuration	Time between behavior updates (ticks) for soldiers
DeadSeeTime	Time to see with eyes of dead (ticks)
TimeToReturnGun	Time to return turret in default position after a shot(ticks)

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<i>TimeBeforeCamouflage</i>	Time to stay in idle to camouflage (ticks)
<i>RadiusOfHitNotify</i>	Radius, in which soldiers see for explosions to decide need of falling prone (AI points)
<i>TimeOfHitNotify</i>	Time between updates checks on explosions, to lay prone (ticks)
<i>CallForHelpRadius</i>	Radius to charge enemy in shared sight area (AI points)
<i>AICallForHelpRadius</i>	Radius for an AI unit to charge enemy in shared sight area (AI points)
<i>TimeToDisappear</i>	Time after destruction the technics is removed from battlefield
<i>GuardStateRadius</i>	Maximal distance from guarded point in guard state (AI points)
<i>GoodAttackProbability</i>	Armour penetration probability, after which there is no need to manouver
<i>AreaDamageCoeff</i>	Coefficient on area damage
<i>MinRotateAngle</i>	Minimal angle to turn base while turret attacks to make a position better (degree)
<i>CoeffForRandomDelay</i>	Aiming time and relax time are multiplied by Random (1.0f, CoeffForRandomDelay)
<i>HeightForVisRadiusInc</i>	How much we should get up on z axis to increase view radius by 1 AI tile
<i>FatalityProbability</i>	Probability of unconditional fatality (woops... and R.I.P. scenario unit)
<i>DamageForMassiveDamageFatality</i>	Minimal damage per cent for massive damage fatality
<i>MassiveDamageFatalityProbability</i>	Probability of massive damage fatality
<i>TimeOfPreDisappearNotify</i>	For internal programmers usage, time for client to report about dead unit
<i>ArmorForAreaDamage</i>	Maximal armor that area damage can penetrate
</Common>	
<TargetResolution>	
<i>fKillEnemyTime</i>	We kill enemy in this ms
<i>fEnemyKillUsTime</i>	Enemy kills us in this ms
<i>fHPPercent</i>	Per cent of health of enemy
<i>fPrice</i>	AI price of enemy
<i>fDistFromCenter</i>	Distance in points from appearance point to enemy location
<i>fTimeToGo</i>	Absolute value((airplane direction - direction to target) / 360 degree):
<i>DistanceToCenter / fDistFromCenter + (0.8f + fHPPercent * 0.2f) * fAlphaAttack1 * Min(0.0f, fKillEnemyTime - F_LIMIT_TIME) - (0.8f + fHPPercent * 0.2f) * fAlphaAttack2 * Max(0.0f, fKillEnemyTime - F_LIMIT_TIME) - fAlphaGo * fTimeToGo - fAlphaKill * fEnemyKillUsTime + fPrice * fAlphaPrice;</i>	The targets are chosen by the maximum of formula.
</TargetResolution>	
<RevealInfo>	
<i>Query</i>	Probability to uncover unit (thrown once per [1,2] sec.)
<i>MovingOff</i>	Probability to cover unit back, since it no more fires (thrown once a [1,2] sec.)
<i>Distance</i>	Distance from uncover point to hide point (AI points)
<i>Time</i>	Visible in this time after uncovering (in ticks)
</RevealInfo>	

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<TerrainSounds>	
NonCycledMinRadius	NonCycledMaxRadius - standard hearing radiuses for uncyclic terrain sounds
CriticalWeight	For res 1024x768 the amount of 1 sounding terrain squares for terrain to sound most louder. Recalculated for other resolutions.
MinRadius – MaxRadius	In screen parts. for calculation of sound from screen centre.
Pause + PauseRandom	Pauses between two uncyclic terrains sounds
NumSounds	Number of terrains sounding simultaneously.
</TerrainSounds>	
<SpeedTuning>	
SoundCellSize	The size of sound cell. For speed tuning.
MapSoundCellSize	The size of sound cell for map sounds. For speed tuning.
</SpeedTuning>	
<MapSounds>	
MinCountToPlayLooped	Number of sounds in one cell to turn on cycled sound instead.
PeriodRandom/Period	Time gap between map sounds.
UpdateTime	Time between recalculations of sounds, perscribe in the map.
</MapSounds>	
<Acknowledgements>	
BoredIntervalRandom / BoredInterval	Time (ms) between 2 "bored"s
MinUnitsToTravel	Soldiers start to sound march sound if they are packed in that amount in march formation.
MinUnitsToRush	If this amount of soldiers runs into attack they start to cry "hurrah".
SelectionsBoredCounter	If you select unit this number of times, it will brat.
WaitForCancel	If Positive is got and not Negative got in this amount of time, Positive is played
MinRadius-MaxRadius	Standard for all radii of audibility
</Acknowledgements>	
<StreamingSounds>	
CombatMusicVolume/IdleMusicVolume	Volume of the music in combat/idle according to StreamMasterVolime. From 1 to 0.
CombatMusicFade	Time of combat music fading off.
SilentPause	Minimal pause after combat music fade off before Idle music start
SilentPauseRandom	Random part for pause after combat music fade off before Idle music start
PauseBetween2Idles	Pause between two IDLE melodies.
CombatMusicPlayWONotify	Armistice should last for this time for IDLE music to start
</StreamingSounds>	
<CombatSounds>	
FearTime	The time after combat sound a peace sound won't be played.
FearRadius	All peace sounds in this radius stop when combat sound is played.
</CombatSounds>	

** Morale was not implemented in the final code*

English translations provided by Warper @ Nival Interactive.

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All spelling mistakes are from the original!

A version of consts.xml complete with English description comments can be downloaded from [Blitzkrieg Portal](#)