

Welcome!

Thank you for purchasing Command, the most advanced air/naval wargame commercially available. This thread, and the entire forum, are dedicated to helping you get the most out of the game and have the best possible experience.

Getting up to date

First of all make sure that you have the latest official version. There are two ways to obtain this.

1) Use the updater from the game launcher applet:



2) If the updater does not work for any reason, or if you prefer to have the update files available offline, you can download them manually from here: <http://matrixgames.com/products/483/downloads/>

Update files are cumulative, so you only need to download the most recent version.

In addition to the official updates, the Command development team regularly releases "unofficial" updates. These are typically listed on the main forum, in a thread titled "Build XXX is available". These releases offer the latest fixes, improvements, new functionality etc. and are fully supported by the development team. (There is also an even more frequent series of internal beta releases but these are available only to the beta group). Very frequently the solution to an issue encountered in the official version is found in the unofficial public releases. For this reason we highly recommend having the latest public build.

Documentation

A printer-friendly (and some would argue, also eyes-friendly) of the Command user manual is available for download here: <http://www.matrixgames.com/forums/tm.asp?m=3418599>

The manual refers to the original version v1.00 of the game, and the updates released since have added a plethora of new features and improvements. To get up to speed on what's new, see the Manual

Addendum section on the WarfareSims site: http://www.warfaresims.com/?page_id=2695

There is also the new Mega-FAQ here: http://www.warfaresims.com/?page_id=2920 . Take a look there before asking your first questions, chances are that the answer is already there.

New scenarios and other downloads

Command has 40 scenarios (plus 7 tutorials) included, but many more have been developed by the user community. To download them or browse through them, get them from the Command downloads section on the WarfareSims site: http://www.warfaresims.com/?page_id=1876 . As of June 2015, there are over 260 scenarios available for Command and the number is continuously increasing. Updates to the community scenario pack are announced here: <http://www.matrixgames.com/forums/tm.asp?m=3587065>

On the downloads page you will find other useful downloadable material such as image & description packs for the game's integrated database viewer (so that when you look up for a platform's technical data you also get images & text description for that platform if available). Updates to these packs are announced here: <http://www.matrixgames.com/forums/tm.asp?m=3441939>

Video Tutorials

Other than hands-on experimentation, the best way to learn the game is probably to watch others playing it. The dev team has put together a series of video tutorials covering the basics:

Baloogan's Excellent You Tube Command Tutorial Channel covering 1.07+

<https://www.youtube.com/watch?v=00vYxCUfbh0&list=PLgRuKky0mojZkb5tSIpJgEy0WR4rzt6tA>

Legacy Videos (Covering 1.00-1.06)

- Gameplay Demo: <http://www.youtube.com/watch?v=-4UjyloNe-c>
- Basic Attack Tutorial: <http://www.youtube.com/watch?v=6CpRRAqI-mc>
- Basic Plotting and Mission Editor Tutorial: http://www.youtube.com/watch?v=fIzX_zVufuk
- Event Editor Tutorial: <http://www.youtube.com/watch?v=92dkBwVDX4Y>
- Import Files Tutorial: <http://www.youtube.com/watch?v=ogKL-96eFtM>

Baloogan has also put together a fantastic series of video playthroughs, covering everything from basic gameplay all the way to massive global-scale scenarios. Treat yourself to his video series: <http://baloogancampaign.com/episodes/>

On the same site you will find plenty of support material such as keyboard reference, gameplay tips etc.

Multiplayer

Command does not currently support real-time multiplayer. Given the nature of modern air/naval warfare (long hours of nothing seemingly happening, then suddenly within a few hectic minutes the battle may be won and lost) this feature is lower on priority than a series of other improvements planned.

However, Baloogan has developed a PBEM-style add-on called "Joint Command" (available here: <http://baloogancampaign.com/command-plugins/joint-command/>) which has proved very popular with the user community. So if you're interested in battling other players go ahead and download it. Joint Command is continuously being developed and supported and has proved a great success.

Other information

You can submit reports on any problem/issue encountered on the [Tech Support forum](#) (but please first read [this](#)), share your war stories and gameplay tips with other players on the [After Action Reports](#) and the [War Room](#), and get a taste of new & upcoming scenarios on the [Mods & Scenarios forum](#). You will find the community a kind & friendly place to be, and members of the dev team are regularly present to solicit feedback from users, discuss future development and in general move the game forward.

Mega-FAQ

Visit the gigantic Frequently Asked Questions (FAQ) which is a collection of question and answers from the various Command forums and the beta group:

http://www.warfaresims.com/?page_id=2920

And most of all:

