NAME

wesnoth − Battle for Wesnoth, a turn−based fantasy strategy game

SYNOPSIS

wesnoth [*OPTIONS*] [*PATH_TO_DATA*]

DESCRIPTION

Battle for **Wesnoth** is a turn−based fantasy strategy game.

Defeat all enemy leaders using a well−chosen cadre of troops, taking care to manage your resources of gold and villages. All units have their own strengths and weaknesses; to win, deploy your forces to their best advantage while denying your foes the chance to do the same. As units gain experience, they acquire new abilities and become more powerful. Play in your own language and test your skill against a smart computer opponent, or join Wesnoth's large community of online players. Create your own custom units, scenarios or campaigns, and share them with others.

OPTIONS

−−bpp *number*
sets BitsPerPixel value. Example: **−−bpp 32**

−c, −−campaign [<id_campaign>]
goes directly to the campaign with id <id_campaign>. A selection menu will appear if no id was specified. **Note:** When using this switch please ensure that you specify the data directory path as the final argument as well, otherwise the game will take the campaign/scenario id as the data dir.

−−campaign−difficulty <difficulty>
The difficulty of the specified campaign (1 to max). If none specified, the campaign difficulty selection widget will appear.

−−campaign−scenario <id_scenario>
The id of the scenario from the specified campaign. The default is the first scenario.

−−config−dir *name*
sets the user configuration directory to *name* under $HOME or "My Documents\My Games" for windows. You can also specify an absolute path for the configuration directory outside the $HOME or "My Documents\My Games"

−−config−path
prints the path of the user configuration directory and exits.

−−data−dir <directory>
overrides the data directory with the one specified

−d, −−debug
enables additional command mode options in−game (see the wiki page at http://www.wesnoth.org/wiki/CommandMode for more information about command mode).

−e, −−editor *file*
start the in−game map editor directly. If *file* is specified, equivalent to **−l −−load**

−−fps displays the number of frames per second the game is currently running at, in a corner of the screen.

−f, −−fullscreen
runs the game in full screen mode.

−−gunzip *infile.gz*
decompresses a file which should be in gzip format and stores it without the .gz suffix. The *infile.gz* will be removed.

−−gzip *infile*
compresses a file in gzip format, stores it as *infile*.gz and removes *infile*.

−h, −−help
displays a summary of command line options to standard output, and exits.

−l, −−load *file*
loads the savegame *file* from the standard save game directory. If the **−e** or **−−editor** option is used as well, starts the editor with the map from *file* open. If it is a directory, the editor will start with a load map dialog opened there.

−−log−*level=domain1***,***domain2***,...**
sets the severity level of the log domains. **all** can be used to match any log domain. Available levels: **error**, **warning**, **info**, **debug**. By default the **error** level is used.

−−logdomains [filter]
lists defined log domains (only the ones containing **filter** if used) and exits

−−max−fps
the number of frames per second the game can show, the value should be between the 1 and 1000, the default is **50**.

−m, −−multiplayer
runs a multiplayer game. There are additional options that can be used together with **−−multiplayer** as explained below. Only these additional options can follow **−−multiplayer**.

−−no−delay
runs the game without any delays for graphic benchmarking. This is automatically enabled by **−−nogui**.

−−nocache
disables caching of game data.

−−nomusic
runs the game without music.

−−nosound
runs the game without sounds and music.

−−path prints the name of the game data directory and exits.

−−preprocess, −p[=<define1>,<define2>,...] <file/folder> <target directory>
preprocesses a specified file/folder. The file(s) will be written in specified target directory: a plain cfg file and a processed cfg file. If a folder is specified, it will be preprocessed recursively based on the known preprocessor rules. The common macroses from the data/core/macros will be preprocessed before the specified resources. **define1,define2,...** − the extra defines will be added before processing the files. If you want to add them you must add the '=' character before. If 'SKIP_CORE' is in the define list the data/core won't be preprocessed. Example: **−p ~/wesnoth/data/campaigns/tutorial ~/result** or **−p=MULTIPLAYER,MY_OWN_CAMPAIGN ~/wesnoth/data/campaign/camp ~/result**

−−preprocess−input−macros <source file>
used only by the '−−preprocess' command. Specifies a file that contains [preproc_define]s to be included before preprocessing.

−−preprocess−output−macros [<target file>]
used only by the '−−preprocess' command. Will output all preprocessed macros in the target file. If the file is not specified the output will be file '_MACROS_.cfg' in the target directory of preprocess's command. This switch should be typed before the −−preprocess command.

−r *X***x***Y***, −−resolution** *X***x***Y*
sets the screen resolution. Example: **−r 800x600**

−s, −−server [host]
connects to the specified host if any, otherwise connect to the first server in preferences. Example: **−−server server.wesnoth.org**

−−strict−validation
validation errors are treated as fatal errors.

−t, −−test
runs the game in a small test scenario.

−−validcache
assumes that the cache is valid. (dangerous)

−v, −−version
shows the version number and exits.

−w, −−windowed
runs the game in windowed mode.

−−with−replay
replays the game loaded with the **−−load** option.

Options for −−multiplayer

The side−specific multiplayer options are marked with *number*. *number* has to be replaced by a side number. It usually is 1 or 2 but depends on the number of players possible in the chosen scenario.

−−ai_config*number*=*value*
selects a configuration file to load for the AI controller for this side.

−−algorithm*number*=*value*
selects a non−standard algorithm to be used by the AI controller for this side. Available values: **idle_ai** and **sample_ai**.

−−controller*number*=*value*
selects the controller for this side. Available values: **human** and **ai**.

−−era=*value*
use this option to play in the selected era instead of the **Default** era. The era is chosen by an id. Eras are described in the **data/multiplayer/eras.cfg** file.

−−exit−at−end
exits once the scenario is over, without displaying victory/defeat dialog which requires the user to click OK. This is also used for scriptable benchmarking.

−−nogui
runs the game without the GUI. Must appear before **−−multiplayer** to have the desired effect.

−−parm*number*=*name*:*value*
sets additional parameters for this side. This parameter depends on the options used with **−−controller** and **−−algorithm**. It should only be useful for people designing their own AI. (not yet documented completely)

−−scenario=*value*
selects a multiplayer scenario by id. The default scenario id is **multiplayer_The_Freelands**.

−−side*number*=*value*
selects a faction of the current era for this side. The faction is chosen by an id. Factions are described in the data/multiplayer.cfg file.

−−turns=*value*
sets the number of turns for the chosen scenario. The default is **50**.

EXIT STATUS

Normal exit status is 0. An exit status of 1 indicates an (SDL, video, fonts, etc) initialization error. An exit status of 2 indicates an error with the command line options.

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Visit the official homepage: http://www.wesnoth.org/

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wesnothd(6).