

## Command Line info for FT 1.23.0.7

Use `-parms=a,b,c` where a,b,c are parameters from the list below in the order given. Any values not provided on the command line will assume their default value. Yes, specifying all parameters will require 41 parameters, which are unlikely to fit on a standard command line. If the full number of parameters are not specified then the default values will be used for those that are not specified. Type I is an integer (32-bit), type F is a floating-point value.

Index	Type	Variable	Units	Description
1	I	RandSeed		World number
2	F	Circumference	Km	World equatorial circumference
3	F	SeaPercent	%	Amount of ocean
4	F	Peak	M	Highest world point
5	F	Abyss	M	Lowest world point
6	F	LandSize		Size of landmasses
7	I	bAutoParms		Auto-calc center and radii
8	F	XPos		Fractal eval center (X)
9	F	YPos		Fractal eval center (Y)
10	F	ZPos		Fractal eval center (Z)
11	F	XRange		Fractal eval radius (X)
12	F	YRange		Fractal eval radius (Y)
13	F	ZRange		Fractal eval radius (Z)
14	I	UseShelf		Use continental shelves
15	F	ShelfLevel	M	Depth for continental shelves
16	I	LandType		Fractal algorithm
17	F	H		
18	F	lacunarity		
19	F	octaves		
20	F	extradata[0]		Algorithm-dependent data
21	F	extradata[1]		
22	F	extradata[2]		
23	F	extradata[3]		
24	F	extradata[4]		
25	F	extradata[5]		
26	F	extradata[6]		
27	F	extradata[7]		
28	F	AxisAz	Deg	North pole longitude
29	F	AxisEl	Deg	North pole latitude
30	F	LandExp		Land non-linear scale factor
31	F	SeaExp		Sea non-linear scale factor
32	I	FlipLat		
33	I	FlipLon		
34	F	IncidentLight	Sols	
35	F	Greenhouse		
36	F	Albedo		
37	F	AxisTilt	Deg	
38	F	TempVariance	C	
39	F	RandomTemp		
40	F	RandomRain	Cm	
41	F	BaseRain	Cm	

## Command Line info for FT 2.3.0.0

In addition to the `-parms=` actions above, the following sets of parameters are defined:

`-parms=temp=averagetemp,tempvariance,randomtemp`

Index	Type	Variable	Units	Description
1	F	AverageTemp	C	Base temperature
2	F	TempVariance	C	Pole-to-equator temp variance
3	F	RandomTemp		Random fractal scale factor

`-parms=rain=randomrain,baserain`

1	F	RandomRain	Cm	
2	F	BaseRain	Cm	

### Additional Commands:

Command Line	Description
<code>-default</code>	Use defaults for all values.
<code>-imgwidth=width</code>	Specifies width of image files to write (height is half this)
<code>-bump=filename</code>	Save bump map file to filename
<code>-mdr=filename</code>	Save MDR data file to filename
<code>-normal=filename</code>	Save normal map file to filename
<code>-image=filename</code>	Save texture map file to filename
<code>-color=filename</code>	Read default color file from filename
<code>-colortype=integercolortype</code>	Specifies the colormap type to generate as the texture map <ul style="list-style-type: none"> <li>0 raw data (native units are meters)</li> <li>1 altitude, native units are meters</li> <li>2 climate, native units are climate indices</li> <li>3 temperature, native units are kelvins</li> <li>4 rainfall, native units are cm</li> <li>8 gaia shader. native units are meters</li> <li>10 normal map (no units)</li> <li>11 bump map (no units)</li> </ul>