

# Command Professional Edition

## Technical Overview

December 2025

Command Professional Edition (CPE) is a cross-domain simulation of military operations at the tactical and operational level — air, naval, space, and strategic, with growing ground capabilities. Used for wargaming, training, analysis, and operational planning, CPE bridges the gap between high-fidelity engineering simulations and abstract strategic models. This document outlines the available deployment configurations and their hardware requirements.

## Key Terms

### Command PE Desktop Installation

The standard way to run Command PE on a single Windows PC. Requires a license file installed locally on each machine. Best suited for individual workstations or standalone use.

### Command CLI / CPE AI Instance

A non-graphical mode of Command PE that runs from the command line. Supports automated operation, scripted scenarios, and integration with external systems via Lua over TCP/IP. Does not require a GPU, DirectX, or sound hardware.

### Floating License Manager (FLM)

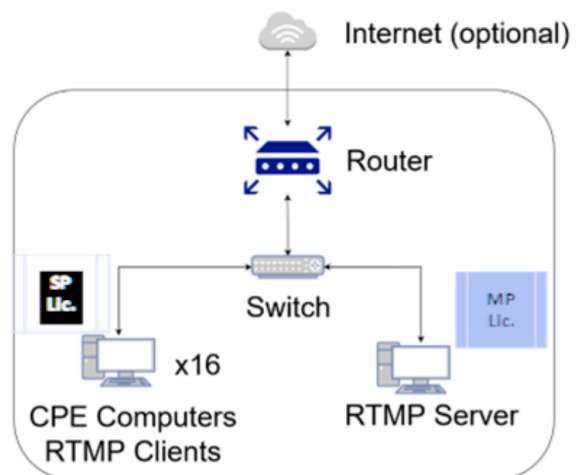
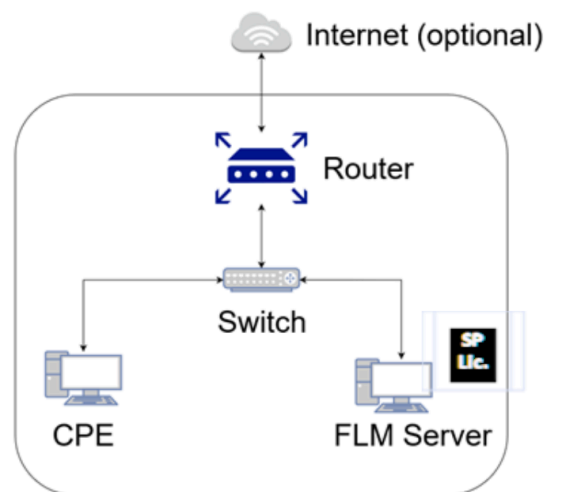
A lightweight application that issues Command PE licenses across a network. Required for cloud or virtual machine deployments, as VMs cannot hold a license directly. The FLM must run on a physical PC.

### WEGO Multiplayer

Turn-based multiplayer mode supporting up to 16 players. All players enter orders simultaneously, then the scenario advances and resolves before the next turn. A dedicated WEGO server application handles all simulation; client machines display results and accept orders.

### RTMP Multiplayer

Real-time multiplayer mode with continuous live simulation. Supports up to 16 players across multiple sides, plus umpires and observers. Features include time acceleration, rewind to any auto-save, and join-in-progress. A dedicated server handles all simulation; clients display and input orders.



## Command PE Desktop Installation

Requirements for standard desktop installations.

Component	Minimum	Recommended	Ultimate
Operating System	Windows 11 (64-bit)		
Processor*	Intel Core i5 (10th Gen) or AMD Ryzen 5 (5000 series)	Intel Core i7 (10th Gen) or AMD Ryzen 7 (5000 series)	Intel Core i9 (12th+) or AMD Ryzen 9 (7000 series)
Memory	16GB RAM	32GB RAM	64GB DDR4/DDR5
Storage**	50GB (SSD recommended)	100GB (SSD required)	200GB (NVMe SSD recommended)
GPU***	GTX 2060 or equivalent	GTX 2060 or equivalent	GTX 2060 or equivalent
Screen Resolution	1920×1080 minimum		
DirectX	Version 11+		
Sound	Compatible sound card		

\* **Processor:** Command typically uses 4-8 CPU cores, but can saturate CPUs in certain scenarios (multiple DLZs, LOS checks, data export streams).

\*\* **Storage:** 30GB required for core installation; additional 120GB for HD Data. Slim Client available for network installations (~150GB on shared drive).

\*\*\* **GPU:** If only using Command CLI (aka a CPE AI Instance), GPU, DirectX and Sound are not required.

## Virtual Machines & Floating License Manager

For cloud or virtualized deployments.

### Virtual Machine Requirements

Component	Recommended	Ultimate
VM Operating System	Windows 11 (64-bit)	
Virtual CPU Cores	4 cores per instance	8 cores per instance
Base Memory	32GB RAM	64GB RAM
Storage	200GB virtual disk (fixed size recommended)	200GB SSD/NVMe storage
GPU	vGPU with 3D acceleration (VMSVGA, RemoteFX)	Physical GPU or NVIDIA vGPU / AMD MxGPU
Virtual Display Memory	256MB VRAM	1GB VRAM
Screen Resolution	1920×1080 minimum	
DirectX	Version 11+	

### Floating License Manager Requirements

Component	Requirement
Operating System	Windows 11
Processor	Any 64-bit CPU
Memory	4GB RAM
Storage	1GB
GPU	DirectX 11 compatible
Important	Must run on physical hardware (non-VM)*

\* Can be adapted to run on VM — price on application.

## Multiplayer Server (WEGO / RTMP)

For hosting multiplayer sessions.

Each client needs a CPE license; server requires an additional WEGO server or RTMP server license.

Component	Requirement
Operating System	Windows 11 (64-bit)
Processor	Intel Core i9 (12th+) or AMD Ryzen 9 (7000 series)
Memory	64GB DDR4/DDR5 RAM
Storage	50GB + 120GB for optional HD data
GPU	DirectX 11 compatible, 1GB VRAM