

The Napoleonic War Scenario Editor

Introduction



The Scenario Editor can be used to create new scenarios and to modify existing scenarios in the Campaign Series of Napoleonic games. The Editor has full support for all unit placement and modification (such as strength and fatigue modification) and full support for other scenario features (such as objective placement). The Editor also supports the creation and modification of A/I Scripts in the scenarios (see the Scripts Menu).

This manual last updated: August 10, 2010.

Using the Editor

When the Editor is run, it will normally prompt you for the filename of a scenario to edit. After you select a scenario and click **OK**, the Editor will display the full-size map associated with the scenario (see the **Initial View** submenu in the Settings Menu for how to control which map resolution is initially displayed). In addition, in the lower right-hand corner of the screen, the Editor will display the Unit Dialog which displays the units which are available to either be placed on the map or placed as reinforcements (see **Display Unit Dialog** in the Commands Menu to redisplay the Unit Dialog if it becomes closed). If the **Prompt for Scenario** option in the Settings Menu is not set, then the initial dialog listing the scenarios will not be shown and you will need to select the **File New** or **Open** menu item to create or read an existing scenario. Note: you do not want to modify the original scenarios distributed with the Campaign software. You should make a copy of the scenario file if you want to modify an original scenario.

At any given time, the Editor is either in Move Mode or Place Mode. By default, the Editor is in **Place Mode**. When in **Place Mode**, clicking on the map with the right mouse button causes the currently selected unit in the Unit Dialog to be placed on the map. When in **Move Mode**, right clicking on the map causes the currently selected units to be moved to the selected hex.

When in **Place Mode**, the cursor is displayed as a cross . When in **Move Mode**, the cursor is displayed as a circle . The mode of the Editor can be toggled by clicking on the **Mode Button** in the Toolbar. Alternatively, the current mode of the Editor can be toggled by holding down the Control (**Ctrl**) key.

Placing and Moving Units

The Unit Dialog displays all of the units in the Order-of-Battle that have not been placed on the map or placed as a reinforcement. To place a unit on the map, first find the unit in the Unit Dialog and select it. Then, ensuring that the Editor is in **Place Mode**, click on the hex to place the unit with the right mouse button. After placement, the unit will be selected and can be modified relative to such factors as facing and strength by using the Commands Menu or buttons on the Toolbar. To move units from one hex to another on the map, select the units and, ensuring that the Editor is in **Move Mode**, click on the hex to move the units to with the right mouse button. Use **Remove From Map** in the Commands Menu to remove unnecessary units from the map.

Note: the facing of Brigade leaders can have an effect on the behavior of the A/I since it tries to align units in the Brigade with their leaders facing. Be sure to double-check the facing of all leaders in the scenario using the 3D graphics mode.

You can place Abatis and Trench markers on the map in one of two ways:

- Using the **Add Abatis/Trenches** option of the Hexes Menu, you can place an abatis or trench marker in the current hot spot hex. If the hex is empty, then an abatis marker is placed. If an abatis marker is in the hex, then a trench marker is placed. If a trench marker is in the hex, then it is removed.
- If you right click in a hex while holding down the **Alt** key, then the program performs the same operation as before. That is, an abatis marker is placed if the hex is empty, then a trench marker is placed the second time, then the trench marker is removed if the operation is performed a third time.

Adding and Deleting Reinforcements

Adding reinforcements to the current scenario is a two step process. First, identify the units to be added as reinforcements in the Unit Dialog and place them on the map at the location of the entry hex. You should ensure that the units have a facing that is appropriate for their entry onto the map. Second, after selecting all of the reinforcements that are to arrive as one group, select **Add Reinforcement** from the Units Menu. This will display the Reinforce Dialog so that additional information such as the arrival time can be entered. Having done this, the units will be removed from the map and a reinforcement entry will be generated for the current scenario.

Reinforcements which have been previously defined can be reviewed, modified, and deleted using the Scheduled Dialog.

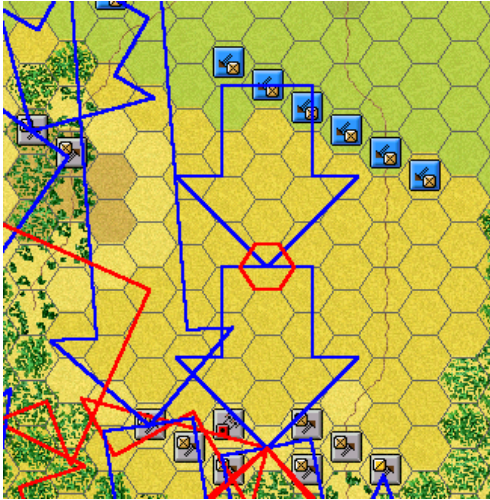
Editing A/I Scripts

A/I Scripts are used in the main program to direct the A/I whenever a scenario is played using Automatic A/I. The Editor allows you to edit these Scripts in the scenario files. A scenario may have one or more Scripts. When the scenario is played using Automatic A/I, one of these Scripts will be chosen at random and used to direct the A/I. In addition to Scripts, the A/I also uses the A/I flags in the scenario header information (see the Header Dialog) to generate orders.

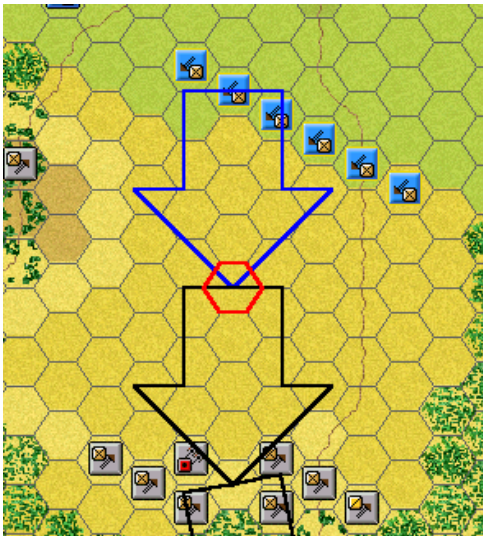
A Script consists of one or more Orders. Each Order has an Order Type which is one of the following:

- **Extreme Defend** - this Order causes the organization receiving the Order to defend the given Order objective "at all hazards". The organization will not fallback from the Order objective regardless of casualties. If the organization consists of sub-organizations, then they will be positioned about the Order objective with their flanks refused in a defensive formation.
- **(Normal) Defend** - this is a normal Defend Order for an organization. The organization will defend the objective, but if it receives casualties of a certain degree, it will fall back to a safer position. Again, if there are sub-organizations, they will be deployed in a defensive line with flanks refused.
- **No Order** - this Order should always have the objective (-1, -1). This Order indicates that the organization should not move or fire except as a response to an attack on itself. However, if a Brigade has this Order and its leader is currently mounted, then the A/I considers that Brigade to be "in reserve" and may automatically order it to defend a threatened Objective.
- **(Normal) Attack** - this is a normal Attack Order for an organization. The organization will advance to the objective hex and attack it, but will not press the attack if it receives high casualties. Sub-organizations of the organization will move so as to attack the flanks of the objective position.
- **Extreme Attack** - this Order causes the organization to attack the objective hex, but using the maximum stacking limits allowed and with no possibility of falling back despite casualties. This Order will cause the organization to group so tightly together on the map that it often leaves the flanks of the attack vulnerable.

To review the Scripts and Orders for an existing scenario, select **View/Edit** from the Scripts Menu. The Orders for the selected Script will be displayed on-map as arrows, Blue for French Orders, and Red for Allied Orders.

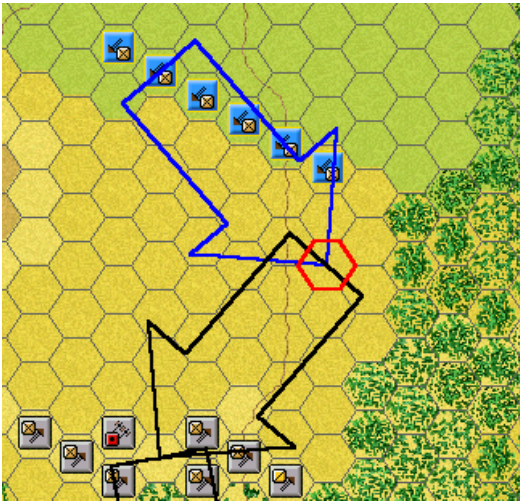


Each arrow points to the objective hex for the Order. The base of the arrow represents either the location of the organization's leader or center, if the Order is the first for that organization in the scenario, or it is based at the objective hex of the previous order for that organization. For reinforcements, the base of the arrow is placed at the reinforcement entry hex. Note: as a special case, when the base of the arrow is the same hex as the objective hex, then a circle about this hex is drawn instead of an arrow.



Selecting an individual order in the Orders list causes only Orders for that organization to be displayed on the map. The selected Order is displayed in red and all other Orders for that organization are displayed in black. Note: you can return to the full unselected displayed by reselecting the Script in the

Scripts list. Notice that as each Order is selected, the map is scrolled so that the Order objective hex becomes the Hot Spot.



You can modify the objective of the selected Order by clicking on a new hex on the map, and then selecting **Modify** in the Script Dialog. The new objective will automatically appear in the Order Dialog. Selecting **OK** in the Order Dialog will establish the new objective hex and update the display.

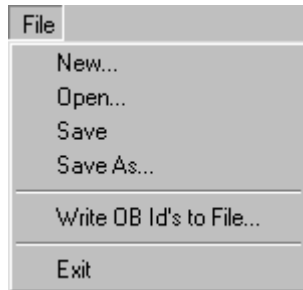
When establishing a new order, it is convenient to go ahead and select the objective hex for the Order on the map before selecting **Add** in the Script Dialog. This way, the coordinates of the objective hex will be automatically entered in the Order Dialog. Also, if you are adding an Order to an organization that already has an Order in that Script, you may wish to select one of these Orders since the information in that Order such as organization and type of Order will be automatically filled in the Order Dialog when it is displayed (note that the best sequence in this case is to select the existing Order, then select the new objective hex).

In the main program, the Orders that result from A/I Scripts can be viewed while the scenario is being played.

Menus

File Menu

The **File Menu** is used to read and write scenarios from and to disk and to perform other basic file operations.



Select **New** to clear any scenario currently in the Editor and to begin a new scenario from scratch.
Select **Open** to open an existing scenario. You will be prompted for the filename of the scenario. Note: you should not make changes to original scenarios distributed with the game software. If you want to make such a change, you should copy the scenario file to a new filename before editing it.

Select **Save** to save the current scenario to a file. If the scenario was previously read from a file, it will by default be written back to the same file. If the scenario was started from scratch, you will be prompted for the name of the file.

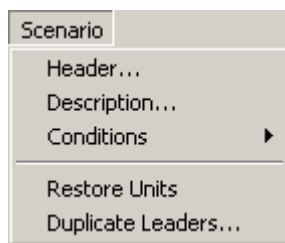
Select **Save As** to save the current scenario to a different file than the one it was previously read from. You will be prompted for the new filename.

If you select **Write OB Id's to File**, you will be prompted for the name of a file to write the internal codes used for the current Order-of-Battle. If you make any changes directly to the scenario files by hand, you will find this information useful to determine correct organizations and units.

Select **Exit** to exit the Editor.

Scenario Menu

The **Scenario Menu** is used to modify basic information about the current scenario such as scenario length and description.



Selecting **Header** displays the Header Dialog which can be used to edit basic scenario values.

Selecting **Description** displays the Description Dialog so that the scenario description can be entered and modified.

The **Conditions** submenu allows you to select Normal, Snow, or Frozen conditions for the current scenario.

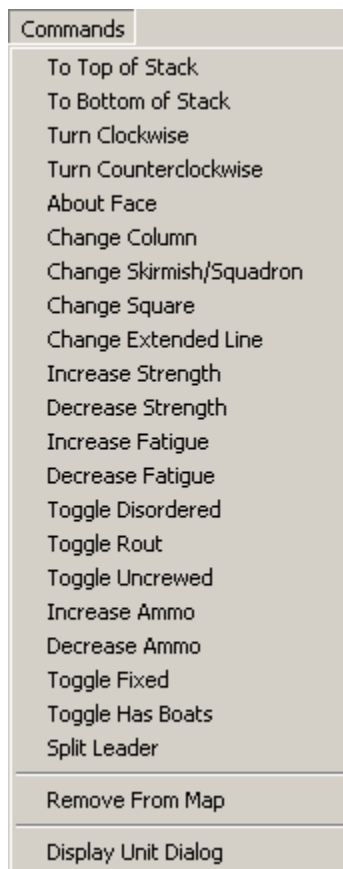
However in some games, only the Normal condition is allowed.

Select **Restore Units** to restore all units in the current scenario, both on-map and reinforcements, to their nominal full-strength as given in the Order of Battle.

Select **Duplicate Leaders** to check for cases where two or more leaders are placed in command of the same organization.

Commands Menu

The **Commands Menu** is used to modify information about units that have been placed on the map. Most operations in the **Commands Menu** are applied to the currently selected units in the Hot Spot.



Select **To Top of Stack** to move the currently selected units to the top of the stack.

Select **To Bottom of Stack** to move the currently selected units to the bottom of the stack.

Select **Turn Clockwise** to turn the currently selected units one hexside in a clockwise direction.

Select **Turn Counterclockwise** to turn the currently selected units one hexside in a counter-clockwise direction.

Select **About Face** to turn the currently selected units about face.

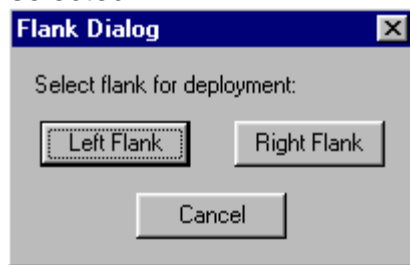
Select **Change Column** to change the formation of the currently selected units. For infantry, this means changing between line and column formation. For artillery, it means changing between limbered and unlimbered formation.

Select **Change Skirmish/Squadron** to deploy or recall Skirmish and Squadron units. To deploy a Skirmish or Squadron unit, select a full-strength or Light infantry or cavalry unit, then select this menu item. To recall these units, first ensure that they are stacked with their parent unit and that they are selected, and then select this menu item.

Select **Change Square** to convert the currently selected units into Square Formation or back.

Select **Change Extended Line** to change a unit in normal line formation to Extended Line Formation or to change a unit in Extended Line Formation back to normal line formation. This can also be used with certain artillery batteries to change from limbered formation to Extended Line Formation and back. When changing a unit in Extended Line Formation back to normal formation, select either of the two parts of the unit. When changing a unit into Extended Line Formation, the **Flank Dialog** will appear so that the flank that the new counter will appear on, relative to the facing of the original unit, can be

selected.



Select **Increase Strength** to increase the strength of the currently selected units by one man or gun. Holding down the **Alt** key while making this selection increases the strength by 10 men or guns. NOTE: for leaders, this command causes the leader to be promoted. You would apply this for example to a Division commander that should start the scenario as leader of his Corps due to a previous battlefield casualty of the default Corps leader. Also note that for a Brigade commander that is to be promoted, there should also be an Anonymous Colonel created. See the **Split Leader** command below for the simplest way to do this.

Select **Decrease Strength** to decrease the strength of the currently selected units by one man or gun. Holding down the **Alt** key while making this selection decreases the strength by 10 men or guns. For leaders, this removes any promotion status for that leader and returns them to their default command.

Select **Increase Fatigue** to increase the fatigue of the currently selected units by one. Holding down the **Alt** key while making this selection increases the fatigue by 10. This should be used to represent fatigue accumulated from combat previous to the current scenario.

Select **Decrease Fatigue** to decrease the fatigue of the currently selected units by one. Holding down the **Alt** key while making this selection decreases the fatigue by 10.

Select **Toggle Disordered** to toggle the Disordered state of the currently selected units on and off.

Select **Toggle Rout** to toggle the Rout state of the currently selected units on and off.

Select **Toggle Uncrewed** to toggle the Uncrewed state of the artillery in the currently selected units.

Select **Increase Ammo** to raise the ammo level of the selected units. If the selected units are No-Ammo, this will raise their state to Low-On-Ammo. Likewise, if they are Low-On-Ammo, this will raise their state to normal ammo levels.

Select **Decrease Ammo** to lower the ammo level of the selected units. If the selected units are at normal ammo levels, this will lower their state to Low-On-Ammo. If the units are Low-On-Ammo, this will lower their state to No-Ammo.

Select **Toggle Fixed** to toggle the Fixed status of the currently selected units on and off.

Select **Toggle Has-Boats** to toggle the Has Boats status of the currently selected units which allows them to enter water hexes.

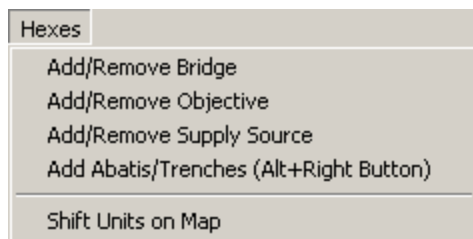
Select **Split Leader** after selecting a Brigade leader to automatically promote the leader and to create at the same time a Colonel Anonymous as his replacement.

Select **Remove From Map** to remove the currently selected units from the map. Units that are removed from the map will automatically reappear in the Unit Dialog for use elsewhere in the scenario (see **Confirm Unit Removals** in the Settings Menu).

Select **Display Unit Dialog** to redisplay the Unit Dialog if it has been closed for whatever reason.

Hexes Menu

The **Hexes Menu** is used to modify values associated with map hexes such as objectives and bridges.



Select **Add/Remove Bridge** to display the Bridge Dialog to place, modify, or remove Bridges in the current Hot Spot hex.

Select **Add/Remove Objective** to display the Set Objective Dialog so that Objectives can be added or removed from the current Hot Spot hex.

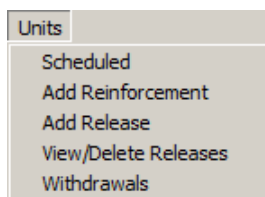
Select **Add/Remove Supply Source** to display the Set Supply Source Dialog so that Supply Sources can be added or removed from the current Hot Spot hex.

Select **Add Abatis/Trenches** to add or remove Abatis or Trenches from the current Hot Spot.

Select **Shift Units on Map** to display the Shift Dialog so that units and other scenario data can be shifted around on the map.

Units Menu

The **Units Menu** is used to display and modify the reinforcements and Fixed unit releases in the current scenario.



Select the **Scheduled** menu item to display the Scheduled Dialog which allows the list of reinforcements for the current scenario to be viewed, modified, and deleted.

To create new reinforcements, first place the units to become reinforcements on the map at their entry hex. Adjust the facing of the units so it is appropriate for their

entry onto the map. Select all of the units to make up a reinforcement group, and then select **Add Reinforcement** to display the Reinforce Dialog. This dialog will allow additional information such as the arrival time to be entered.

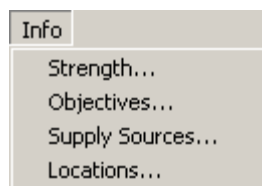
Select **Add Release** to display the Add Release Dialog so that Releases of Fixed units can be added to the current scenario.

Select **View/Delete Releases** to display the Release Dialog so that Releases can be viewed and deleted.

Select **Withdrawals** to view the Withdrawals Dialog so that Withdrawals can be viewed, added, or deleted.

Info Menu

The **Info Menu** is used to display summary information about the current scenario such as the strength of on-map units and the ownership of map objectives.



Select **Strength** to display the Strength Dialog. This will show the total strength of all on-map units in the current scenario.

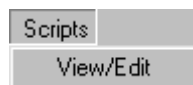
Select **Objectives** to display the Objectives Dialog to see a complete list of all of the Objectives associated with the current scenario.

Select **Supply Sources** to display the Supply Source Dialog to see a list of all of the Supply Sources in the current scenario.

Select **Locations** to display the Location Dialog to see a list of all of the map locations.

Scripts Menu

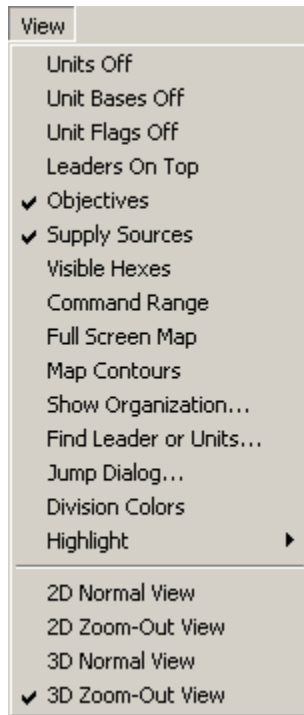
The **Scripts Menu** is used to create and modify A/I Scripts in the current scenario.



Select **View/Edit** to display the Script Dialog in order to view, modify, and delete the A/I Scripts associated with the current scenario.

View Menu

The **View Menu** is used to establish display settings such as the map display resolution and the display of various scenario on-map data such as objectives.



Select **Units Off** to hide the units that are currently on the map. This is used when you need to see map details that are hidden by the units.

Select **Unit Bases Off** to hide the unit bases that are drawn in 3D graphics mode.

Select **Unit Flags Off** to hide the unit flags that are drawn in 3D graphics mode.

Select **Leaders On Top** to ensure that leader counters are always displayed on the top of the stack in 2D graphics mode. Otherwise, leader counters are only displayed in 2D mode when they are in a hex by themselves or other leaders.

Select **Objectives** to toggle the display of Objectives on the map.

Select **Supply Sources** to toggle the display of Supply Sources on the map.

Select **Locations** to display the Location Dialog. This displays a list of all the map locations.

Select **Visible Hexes** to toggle the display showing all hexes visible from the current Hot Spot. Hexes which are not visible will be displayed using shading. Note that this feature does not consider the presence of units in this determination. That is, a hex may be shown as visible, but because of units in the way, the Line-Of-Sight may be currently blocked.

Select **Command Range** to toggle the display showing all hexes within the command range of the currently selected Brigade or Division leader.

Select **Full Screen Map** to toggle the display of the Hex Info Area. When the Hex Info Area is hidden, more of the map is displayed.

Select **Map Contours** to toggle the display of contours on the map that show elevation changes. This can be used to see elevation changes more clearly, especially in 3D graphics mode.

Select **Show Organization** to display the Organization Dialog in order to display organizations on the map.

Select **Find Leader or Units** to display the Find Unit Dialog. Using this dialog, you can find any leader or unit that is currently on the map.

Select **Jump Dialog** to display the Jump Dialog which enables you to quickly go to any location on the map.

Select **Division Colors** to display a small patch of color associated with each unit on the map corresponding to the Division that the unit is in.

Select **Highlight** to display the **Highlight Submenu** described below.

Select **2D Normal View** (Hot Key 2) to display the map in normal size 2D graphics mode.

Select **2D Zoom-Out View** (Hot Key 1) to display the map in reduced size 2D graphics mode.

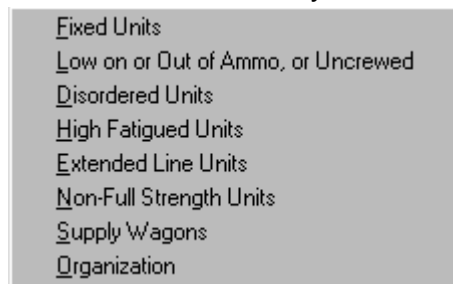
Select **3D Normal View** (Hot Key 5) to display the map in normal size 3D

graphics mode.

Select **3D Zoom-Out View** (Hot Key 4) to display the map in reduced size 3D graphics mode.

Normally the screen is recentered on the Hot Spot hex when you change zoom modes. If you hold down the **Alt** key when you change zoom modes, the screen will retain the current view.

The **Highlight Submenu** displays a list of unit types and status values that may be selected to Highlight certain units on the map. Selecting any of these modes turns off any other highlighting mode that has been set. Selecting a mode that has already been set turns that mode off.



Select **Fixed Units** to Highlight units on the map which are currently Fixed.

Select **Low on or Out of Ammo, or Uncrewed** to Highlight units on the map that currently have reduced ammo status or, in the case of artillery, are currently uncrewed.

Select **Disordered Units** to Highlight units on the map that are currently Disordered.

Select **High Fatigue Units** to Highlight units on the map that have a Fatigue value of 600 or more.

Select **Extended Line Units** to Highlight units on the map that are currently in Extended Line Formation.

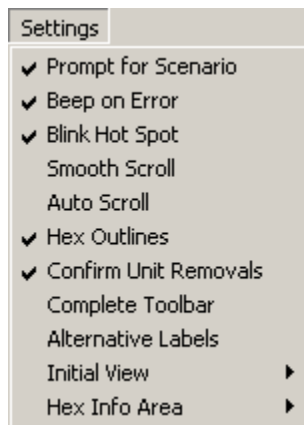
Select **Non-Full Strength Units** to Highlight units on the map whose strength value is less than their nominal full-strength value.

Select **Supply Wagons** to highlight all Supply Wagons currently on the map.

Select **Organization** to highlight all units of the same organization as the top selected unit in the Hot Spot. For example, selecting an infantry unit in a Brigade and then choosing this Highlight option will cause all units in the same Brigade to be highlighted. Selecting a leader and then this option will cause all units under the command of the selected leader to be highlighted. Holding the **Alt** key while making this selection causes the next higher organization to be highlighted.

Settings Menu

The **Settings Menu** is used to establish certain Editor settings that are preserved when the Editor is exited and restored the next time the Editor is run. These options are stored in the Windows Registry.



Selecting the **Prompt for Scenario** option causes the Editor to display an Open dialog when it first starts up. This is a quick way of selecting an existing scenario to edit.

Selecting the **Beep on Error** option causes the Editor to generate a beeping sound whenever you perform an invalid operation.

Selecting the **Blink Hot Spot** option causes the red outline in the Hot Spot hex to blink whenever the map is in a 2D graphics mode (Note: the red outline never blinks in the 3D graphics mode).

Selecting the **Smooth Scroll** option causes the map to scroll smoothly from one part of the map to another whenever the Hot Spot is relocated. With this option turned off, the map display will immediately relocate resulting in faster operation.

Selecting the **Auto Scroll** option puts the map in a mode where moving the mouse cursor to any edge of the screen will automatically scroll the map in that direction. When this option is turned off, normal Windows scroll bars are displayed when the map is larger than the screen area.

Selecting the **Hex Outline** option causes outlines to be drawn around the hexes in both 2D and 3D graphics mode.

Selecting the **Confirm Unit Removals** option causes the Editor to prompt before removing units from the map (see **Remove From Map** in the Commands Menu).

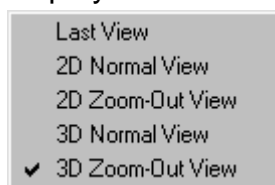
Selecting the **Complete Toolbar** option causes the Editor to display a toolbar with all available toolbar buttons regardless of screen resolution. On lower screen resolutions, this will cause the toolbar to wrap reducing the amount of space available to display the map.

Selecting **Alternative Labels** causes the Editor to display labels on the map in an alternative style.

Selecting **Initial View** displays the **Initial View Submenu** described below.

Selecting **Hex Info Area** displays the **Hex Info Area Submenu** described below.

The **Initial View Submenu** is used to establish the initial map view that is displayed when the Editor is run.



Selecting **Last View** causes the Editor to come up in whatever map display mode it was last in.

Selecting **2D Normal View**, **2D Zoom-Out View**, **3D Normal View**, or **3D Zoom-Out View** causes the Editor to come up in that view.

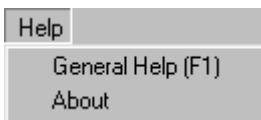
The **Hex Info Area Submenu** is used to determine the location of the Hex Info Area on the screen.



Selecting **Left**, **Right**, **Top**, or **Bottom** causes the Hex Info Area to be displayed in the corresponding location on the screen.

Help Menu

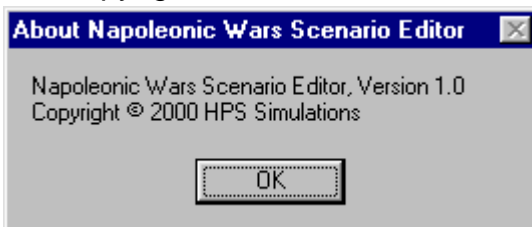
The **Help Menu** is used to display various help and other information about the Editor including this help file and copyright information.



Select **General Help** to display this help file.

Selecting **Parameter Data** displays the Parameter Data Dialog.

Select **About** to display various information about the Editor such as version and copyright.



Dialogs

Header Dialog

The **Header Dialog** is used to modify basic information about the scenario.

The screenshot shows the 'Header Dialog' window with the following fields and values:

- Title: Getting Started
- Turns: 12
- Date: Year 1815, Month June, Day 18, Hour 12 N, Minute 00
- Side: French
- Phase: Movement Phase
- Point Values:
 - French Infantry: 1, Allied Infantry: 1
 - French Cavalry: 6, Allied Cavalry: 6
 - French Artillery: 6, Allied Artillery: 6
 - French Supply: 0, Allied Supply: 0
- Victory Levels:
 - Major Defeat: -500, Minor Defeat: -250
 - Minor Victory: 250, Major Victory: 500
- AI Flags: 0
- Additional fields: British (A/I: 0, Ammo: 100), French (A/I: 4, Ammo: 100), Prussian (A/I: 0, Ammo: 0)

Buttons: OK, Cancel, Help

The **Title** field is used to enter the title of the scenario.

The **Turns** field is used to enter the number of turns in the scenario. Note: the number of minutes in each turn is determined by Parameter Data and by day and night. Typically each day turn will be 15 minutes in length and each night turn will be 60 minutes in length.

The **Year**, **Month**, **Day**, **Hour**, and **Minute** fields are used to enter the starting time of the scenario. The **Side** field is used to enter the starting side in the scenario. Note: the first side of each turn is determined by Parameter Data. Setting the **Side** field will determine the first side in the scenario, but not the first side of each turn in the scenario. The **Phase** field is used to specify the starting phase of the scenario, usually the Movement Phase.

The **Point Values** for **French** and **Allied Infantry**, **Cavalry**, **Artillery**, and **Supply** are the Victory Points awarded for each strength point loss suffered by that side for that type of unit.

There are four **Victory Levels** in each scenario. They are used to determine victory or defeat for the scenario first side (determined by Parameter Data).

The four values are **Major Defeat**, **Minor Defeat**, **Minor Victory**, and **Major Victory**. If the total Victory Points in the scenario is less than or equal to the **Major Defeat** value, then the first side in the scenario suffers a Major Defeat

(and correspondingly the other side wins a Major Victory). If the total Victory Points is greater than the **Major Defeat** value, but less than or equal to the **Minor Defeat** value, then the first side suffers a Minor Defeat (and the other side a Minor Victory). If the total Victory Points is greater than the **Minor Defeat** value and less than the **Minor Victory** value, then the scenario has ended in a Draw. If the total Victory Points is greater than or equal to the **Minor Victory** value, but less than the **Major Victory** value, then the first side has won a Minor Victory (and the other side suffered a Minor Defeat). Finally if the total Victory Points is greater than or equal to the **Major Victory** value, then the first side has won a Major Victory (and the other side has lost a Major Defeat).

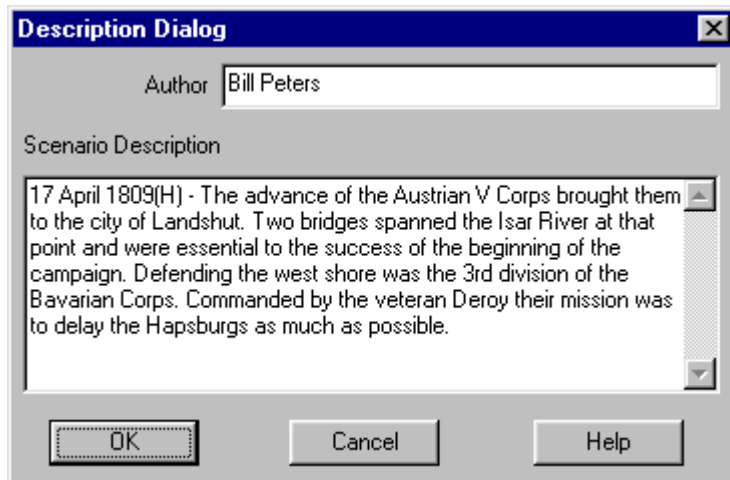
The **Ammo Values** for each nation is the amount of artillery ammo that nation has at the start of the scenario.

The **A/I Values** are used when a side in a scenario is played using Automatic A/I. An A/I value of 0 indicates that the corresponding nation should conduct an Extreme Defense in the scenario. An A/I value of 1 indicates that the nation should conduct an ordinary Defense. An A/I value of 2 indicates that the nation should not initiate any A/I orders on its own. This value is best used when A/I Scripts are going to be defined for the scenario (see Editing A/I Scripts). An A/I value of 3 indicates that the side should conduct an Attack. Finally, an A/I value of 4 indicates that the side should conduct an Extreme Attack.

If an A/I Value different from 2 is defined for one or both sides, then the **A/I Flags** value will be important. A value of 1 indicates that the A/I should not commit the entire side to the Attack or Defense, but should only commit forces based on opportunities. A value of 0 will cause the A/I to commit the entire side to the Attack or Defense. A value of 2 indicates that the French side should maneuver entirely in column formation while a value of 4 indicates that the Allied side should maneuver entirely in column formation. These values can be combined with a value of 7 for example indicating the less committal A/I (value 1), French column formations (value 2), and Allied column formations (value 4).

Description Dialog

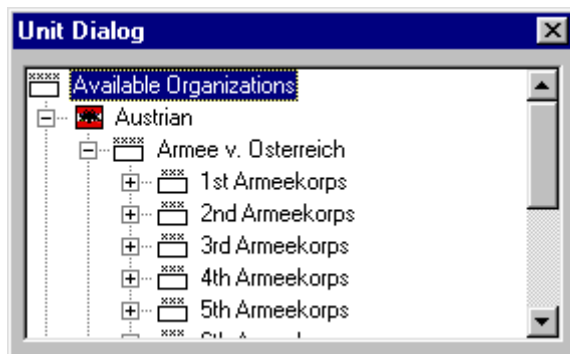
The **Description Dialog** is used to edit the scenario description associated with each scenario.



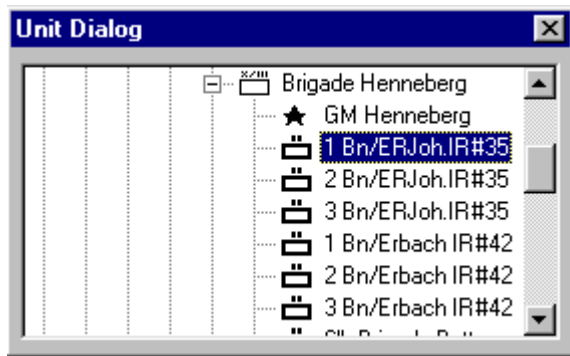
This description is displayed by Main Program during scenario selection. The description is used to describe historical background information about the scenario and to document certain features such as whether the scenario is Historical or a What-If scenario and the length of the scenario. The **Author** field is displayed so that the name of the scenario author can be entered and modified.

Unit Dialog

The **Units Dialog** displays the units which have not been either placed on the map or placed in a reinforcement in the current scenario.



Under **Available Organizations** is an organization tree showing all of the units not yet placed on the map or placed as reinforcements. This organization tree uses the standard Windows Tree Control and may be navigated in a standard manner (see your Windows documentation for information on this interface).



To place a unit on the map, it must first be found and selected. The picture to the right shows how the Unit Dialog appears when an individual unit has been selected, in this case battalion **1 Bn/ERJoh.IR#35**. Most often, you will select individual regiments or leaders for placement on the map. Higher level organizations such as Brigades and Divisions must be placed one unit at a time. Once you have selected the unit to place and ensuring that the Editor is in Place Mode (see Placing and Moving Units), click on the placement hex using the right mouse button. This will place the unit on the map and, except for Supply Wagons, remove the unit from the organization tree and automatically select the next unit in the tree.

Except for Supply Wagons, only one copy of each unit may be placed on the map. As many copies of each Supply Wagon may be placed on the map as needed.

If you inadvertently or otherwise close the Unit Dialog, it can be reopened by selecting **Display Unit Dialog** from the Commands Menu.

Set Objective Dialog

The **Set Objective Dialog** is used to place or remove Objectives in the current Hot Spot hex.

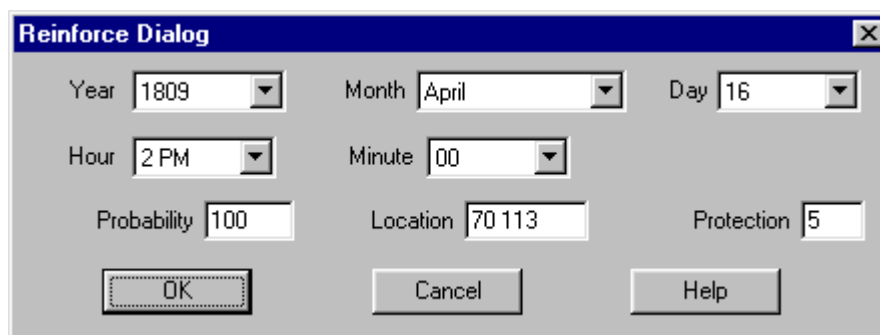


To establish the current Hot Spot hex as an objective hex, select a nation as the Objective owner and assign a value to the Objective. To delete an Objective, assign it the nation **No Nation** or give it a value of 0.

Certain objectives are referred to as **Exit Objectives**. An Exit Objective is assigned a nation and given a value of -1 in the Editor. An Exit Objective should only be placed on the boundary of the map. Exit Objectives award points to the side assigned to them when units are removed from the map while occupying the Objective hex. For example, if an Objective is given the nation French and the value -1, then it becomes an Exit Objective for the French side and the French side in the scenario will be awarded points for removing French units from the map while occupying this hex. Note that Exit Objectives never change side.

Reinforce Dialog

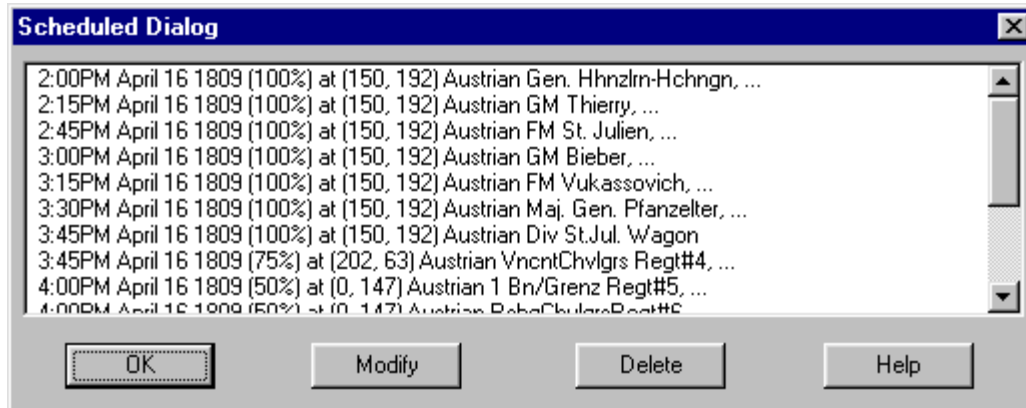
The **Reinforce Dialog** is used to define certain data associated with a reinforcement in the current scenario.



The **Year**, **Month**, **Day**, **Hour**, and **Minute** selections are used to establish the arrival date for the reinforcement. The **Probability** value is the probability, in percent from 1 to 100, that the reinforcement will arrive at the exact arrival date. If the probability is 100, then the reinforcement is guaranteed to arrive at the exact arrival date. Otherwise, the probability is used to determine if the reinforcement will arrive at the arrival date, and if not, that it will arrive at each subsequent turn until it is determined to have arrived. The **Location** is the hex coordinates of the arrival hex. The **Protection** value is an artificial value introduced into the game to protect the reinforcement from enemy units that are crowding the arrival hex. If the Protection value is non-zero, then at the moment the reinforcement arrives, any enemy units within the number of hexes in the Protection value from the arrival hex are automatically routed. Typically Protection values are used to protect reinforcements arriving on normal roads, while this value is set to 0 for leaders and reinforcements arriving at locations such as across bridges.

Scheduled Dialog

The **Scheduled Dialog** can be used to view, modify, and delete the reinforcements defined for the current scenario.



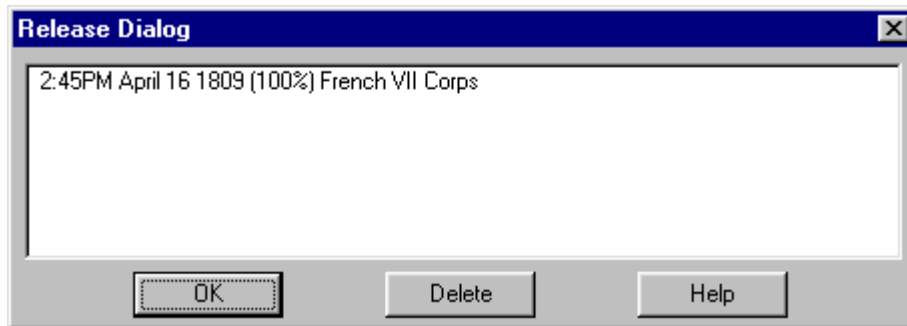
The Scheduled Dialog displays a list of reinforcements scheduled to arrive in the current scenario. Each reinforcement in general consists of several units. Clicking on a reinforcement scrolls the map to the arrival hex. Clicking on **Delete** will delete the selected reinforcement. Clicking on **Modify** will display the Reinforce Dialog allowing the selected reinforcement to be modified.

Double clicking on a reinforcement entry displays a list of the individual units in that reinforcement.



Release Dialog

The **Release Dialog** is used to view and delete existing Releases in the current scenario.

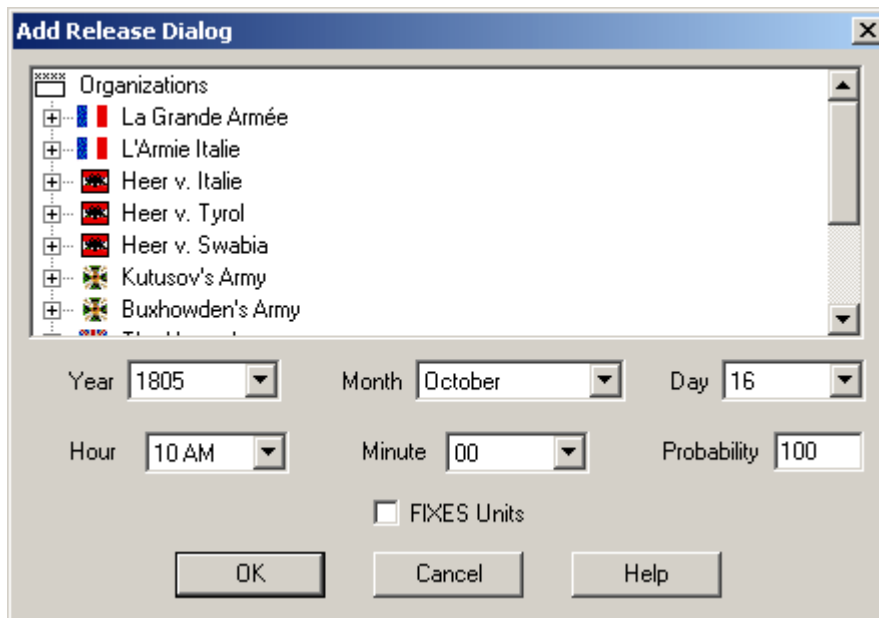


Selecting a Release entry will cause the organization to which the Release applies to be Highlighted on the map. Double clicking on an entry also causes the dialog to be closed. Clicking on **Delete** will delete the selected Release.

When the word **FIXES** appears in the list, then the release will cause the units in the specified organization to become Fixed rather than releasing them.

Add Release Dialog

The **Add Release Dialog** is used to define a Release for Fixed units.



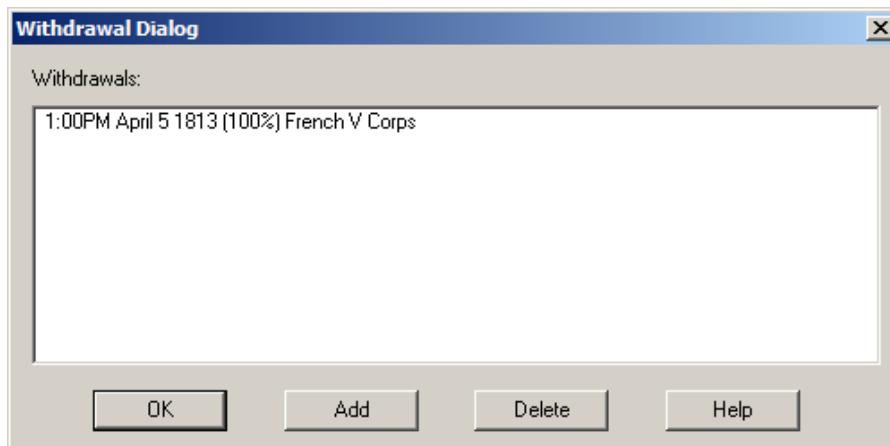
Find the unit or organization that the Release applies to in the Organizations Tree Control (this control has the same interface features as the Unit Dialog). A Release may be applied to any unit or organization in the Order of Battle. The **Year**, **Month**, **Hour**, and **Minute** selections are used to establish the date of the Release. The **Probability** value is the percent chance, between 1 and 100, that the Release will occur on the exact Release date. If the Probability is not 100, then the Probability is used on each turn starting with the Release date to determine if the Release occurs on that turn. For example, if the

Release date is 50, then there is a 50% chance the Release will occur on the exact Release date. If it does not occur on the Release date, then there is a 50% chance it will occur on the next turn, and so on for each turn until it is determined to have occurred.

When the **FIXES Units** check box is selected, then the release will cause the units in the specified organization to become Fixed rather than releasing the units.

Withdrawal Dialog

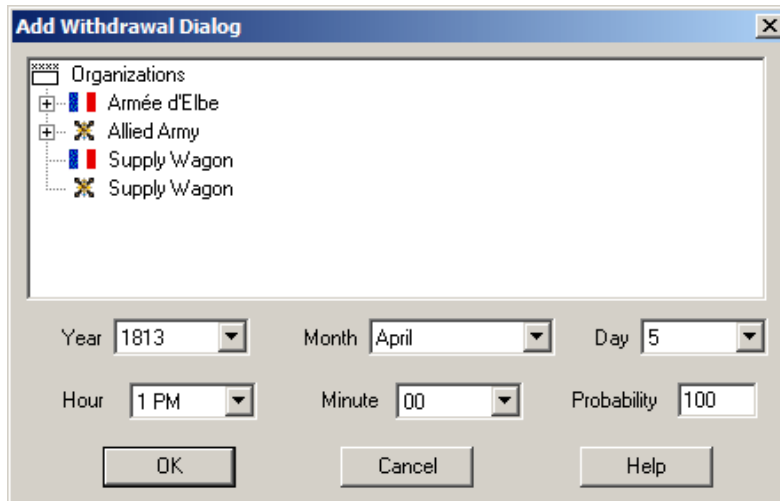
The **Withdrawal Dialog** is used to view, add, and delete the Withdrawals associated with the current scenario.



The **Withdrawal Dialog** lists the Withdrawals associated with the current scenario. Selecting an entry causes the affected organization to be Highlighted on the map. Selecting **Delete** will delete the selected Withdrawal. Selecting **Add** will display the Add Withdrawal Dialog so that a new Withdrawal can be defined.

Add Withdrawal Dialog

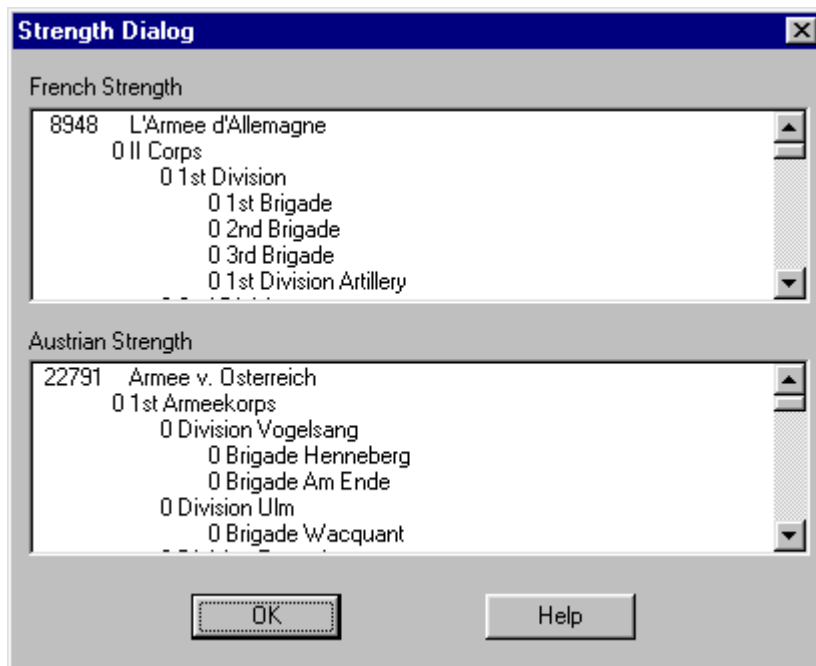
The **Add Withdrawal Dialog** allows new Withdrawals to be added to the current scenario.



Find the unit or organization that the Withdrawal applies to in the Organizations Tree Control (this control has the same interface features as the Unit Dialog). A Withdrawal may be applied to any unit or organization in the Order of Battle. The **Year**, **Month**, **Hour**, and **Minute** selections are used to establish the date of the Withdrawal. The **Probability** value is the percent chance, between 1 and 100, that the Withdrawal will occur on the exact Withdrawal date. If the Probability is not 100, then the Probability is used on each turn starting with the Withdrawal date to determine if the Withdrawal occurs on that turn. For example, if the Withdrawal probability is 50, then there is a 50% chance the Withdrawal will occur on the exact Withdrawal date. If it does not occur on the Withdrawal date, then there is a 50% chance it will occur on the next turn, and so on for each turn until it is determined to have occurred.

Strength Dialog

The **Strength Dialog** is used to display the total strengths of all on-map units.



The strengths of all on-map units of each side are displayed by the various levels, Army, Wing, Corps, Division, and Brigade, that make up each side.

Objectives Dialog

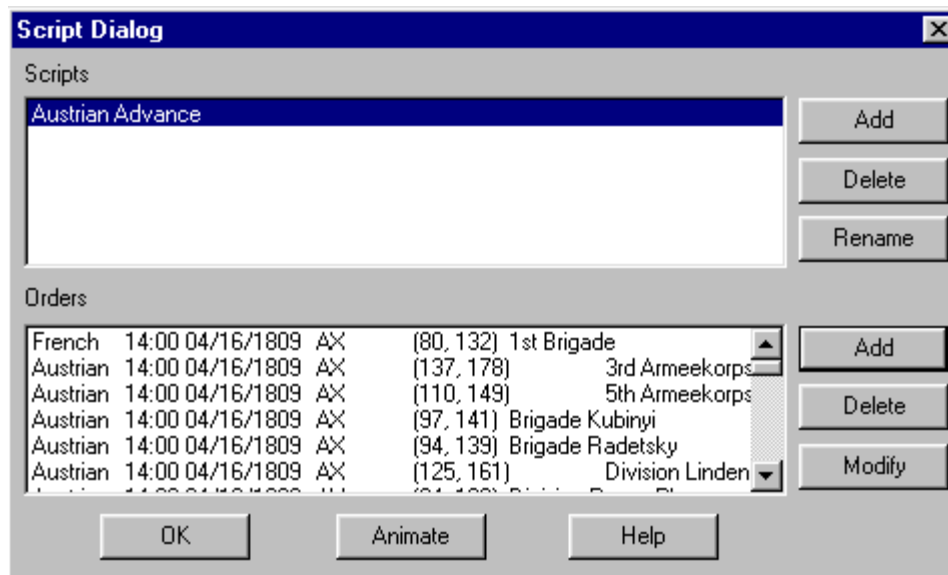
The **Objectives Dialog** is used to display a complete list of all of the Objectives associated with the current scenario and their assigned owner.



Each Objective is listed with owner, location in hex coordinates, and value. Selecting an Objective will scroll the map to the Objective location. Double-clicking on a selection will also close the dialog. Note: an Exit Objective will initially be shown with value 0 and will increase in value as units of the owning side are removed from the map at that location.

Script Dialog

The **Script Dialog** is used to view, modify, and delete Scripts associated with the current scenario.

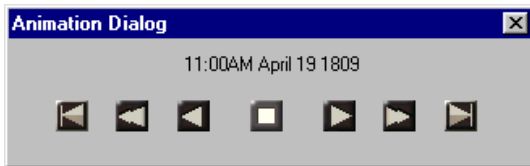


A scenario may have one or more A/I Scripts. When the scenario is played using Automatic A/I, then one of these Scripts is chosen at random and used to conduct the A/I for that battle. The Script Dialog displays the Scripts that have been defined for the current scenario in the **Scripts** list box. If you select a Script, then the individual Orders that make up that Script are displayed in the **Orders** list box. Each Order consists of a number of different fields: the side the Order applies to, the time and date the Order is to be given, the type of Order (**DX** for Extreme Defense, **D** for Defense, **N** for No Order, **A** for Attack, and **AX** for Extreme Attack), the objective hex of the Order (or (-1, -1) if none), and the name of the organization the Order applies to.

To add a new Script, click on the **Add** button next to the Scripts list. This will add a new Script to the end of the list that initially has no Orders. To delete an existing Script, select it in the Scripts list and click on the **Delete** button next to the Scripts list.

To add a new Order, first ensure that the Hot Spot is located on the objective hex for the new Order. Then click on the **Add** button next to the Orders list. This will display the Order Dialog so that the remaining information associated with the order can be entered. To modify an existing Order, first select the Order in the Orders list. If you are only changing the objective for the order, it is convenient to select the new objective hex as the Hot Spot hex at this time. Then click on the **Modify** button next to the Orders list. This will display the Order Dialog with the default information already entered. Notice that the Hot

Spot hex is listed as the objective hex. Click on **OK** in the Order Dialog to complete the modification of the Order. To delete an Order, select it in the Orders List and click on the **Delete** button next to the Orders list.

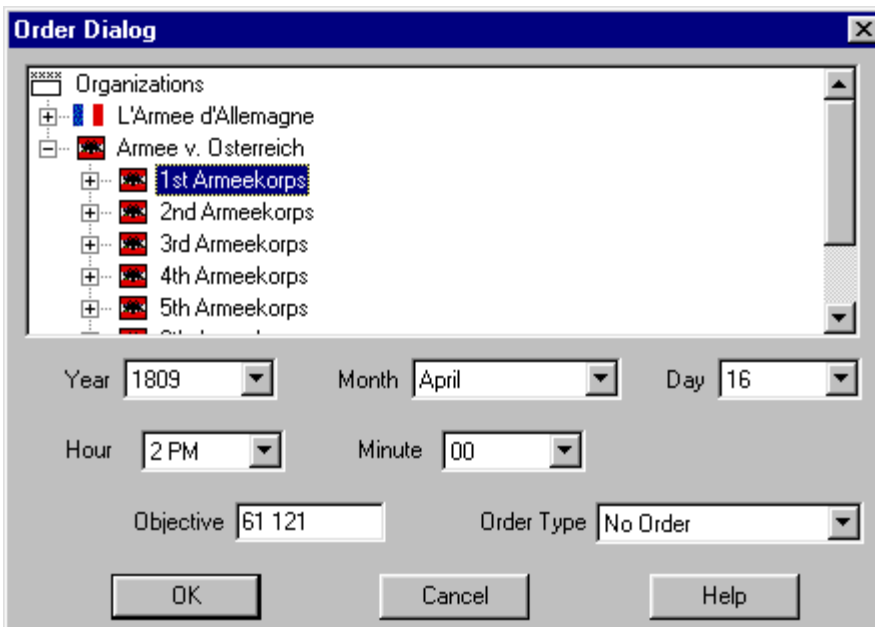


Clicking on the **Animate** button will display the **Animation Dialog**. This has standard forward, reverse, and stop controls for viewing on the map the change in Orders over time for the current Script. The time associated with each display of Orders is shown in the dialog.

Scripts may be given descriptive names. There is a **Rename** button next to the Scripts list so that the given name can be modified.

Order Dialog

The **Order Dialog** is used to edit an individual Order in an A/I Script. It is used together with the Script Dialog to write A/I Scripts for scenarios.



The Organization Tree at the top of the Order Dialog displays the organizations that the order can be applied to. If an Order is applied to a high level organization, it will be applied to each suborganization under it and so on down the organization hierarchy. For example, an Order applied to a Division will result in sub-Orders being generated in the game for each Brigade under that Division. The **Year**, **Month**, **Day**, **Hour**, and **Minute** fields allows the date of the Order to be specified. The **Objective** field is used to enter the objective

hex coordinates of the Order. Note that by default, this field contains the Hot Spot coordinates when the Order Dialog is displayed. The **Order Type** selection allows the type of order to be selected.

Location Dialog

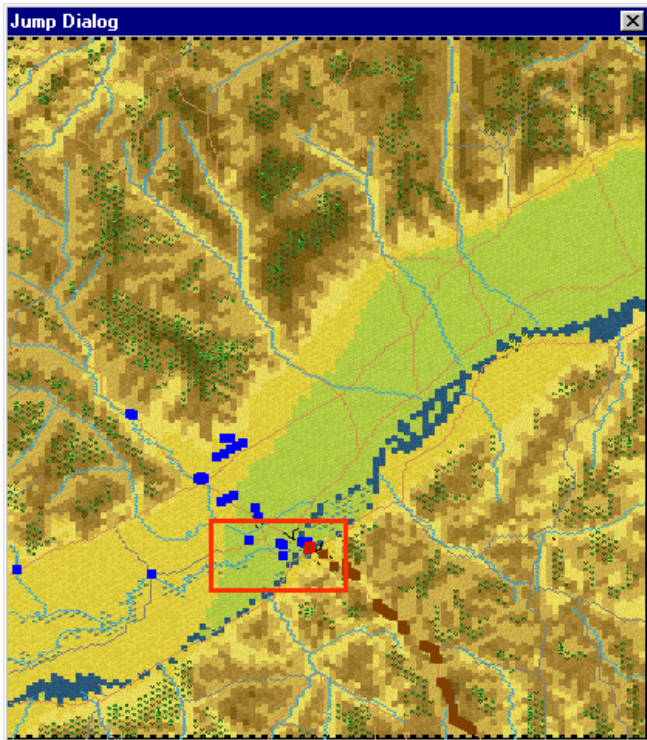
The **Location Dialog** is used to display a list of all the map locations and to allow going directly to any of these locations.



Each map location is listed with its label description and hex coordinates. Selecting a location causes the map to scroll to the location's hex coordinate. Double clicking on a location also causes the dialog to be closed.

Jump Dialog

The **Jump Dialog** displays a reduced version of the entire map and allows the user to jump directly to any part of the map.



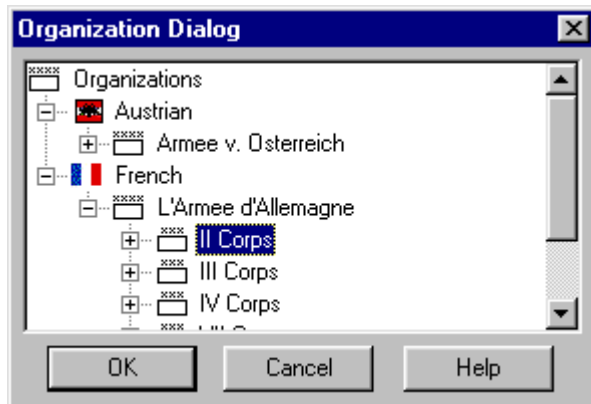
The visible on-map units are displayed on the reduced map using the following colors:

- Blue squares for French units.
- Red squares for British units.
- Brown squares for Austrian units.
- Green squares for Russian units.
- Gray squares for Prussian units.
- Yellow squares for Spanish units.

The visible portion of the map is shown using a red rectangle. The current Hot Spot hex is shown as a red outline square. Clicking on the reduced map area causes the dialog to be closed and the regular map to scroll to the selected location.

Organization Dialog

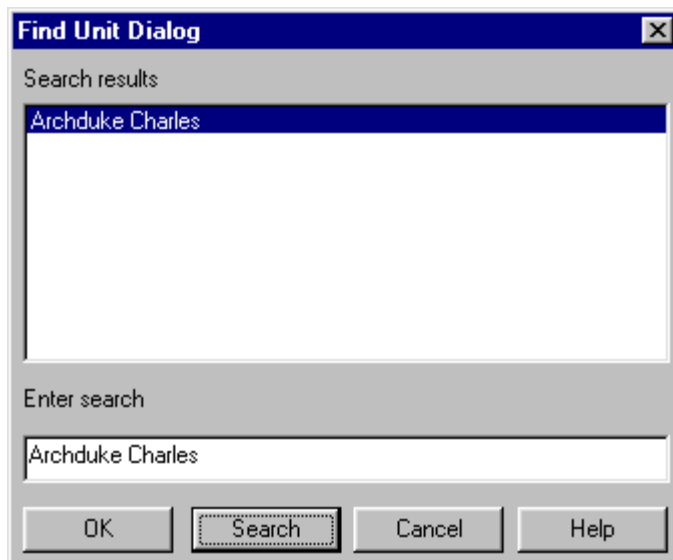
The **Organization Dialog** is used to highlight an organization on the map.



All organizations in the Order of Battle are displayed in a Windows Tree Control. Selecting an organization causes the on-board units in that organization to be Highlighted. Clicking **OK** closes the dialog while keeping the organization highlighted on the map. Clicking **Cancel** closes the dialog and cancels the highlighting.

Find Unit Dialog

The **Find Unit Dialog** can be used to find any given unit or leader that is on the map.

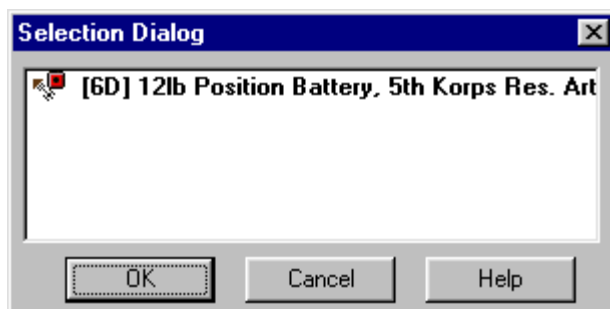


Enter the name to be searched for in the **Enter search** field. Note: the search is case-sensitive so you must enter your name with the proper capitalization (Wellington not wellington for example). In addition, the search must be correct with respect to accents. So for example, if you are searching for Napoléon and you are unsure how to enter the accented character, you should restrict the search to the unaccented portion of the name, Napol in this case. If you are confident that your search will produce a single result, you can hit

return after typing the search name. Otherwise, click on the **Search** button. This will display a list of results in the **Search results** list. Select the result you want and click on **OK**, or double click on the result you want, to close the dialog and find the result. In the case of an organization, the organization will be Highlighted on the map. In the case of an individual unit, the map will be scrolled to the unit's location on the map.

Selection Dialog

The **Selection Dialog** is useful when the Editor is in **Full Screen** mode (see the View Menu).



The **Selection Dialog** allows the units in the current Hot Spot to be displayed and selected. The **Selection Dialog** is displayed by pressing the Space Bar. You can make extended selections in the list of units displayed using the normal Windows list selection features. For example, by holding down the **Shift** key and clicking with the left mouse button, you can select a range of units. By holding down the **Control** (Ctrl) key and clicking with the left mouse button, you can select arbitrary units.

Bridge Dialog

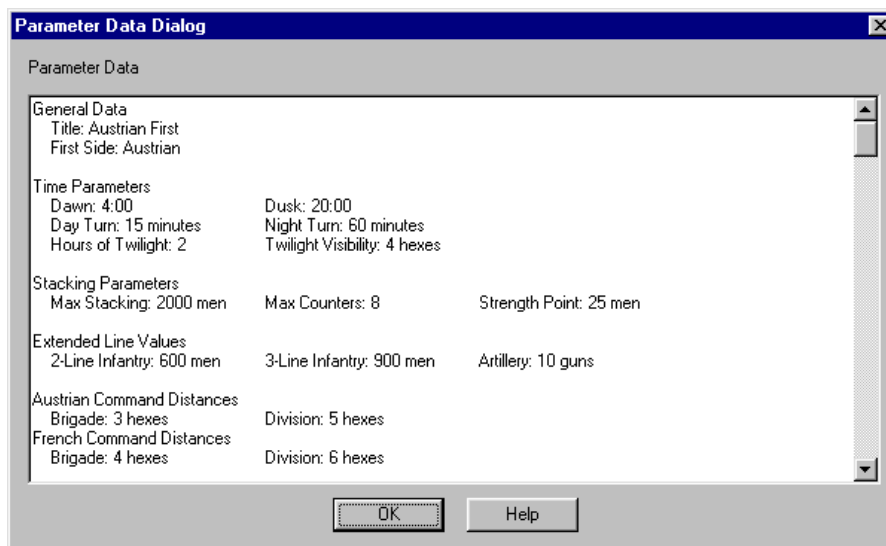
The **Bridge Dialog** can be used in games with rivers to place or remove Bridges in the current Hot Spot hex.



The direction of the Bridge is selected by checking one of the checkboxes in the **Direction** box. Note that the Bridge direction **Down** is the same as **Up** and so forth. The **Strength** value for the Bridge indicates it's ability to withstand damage and still function. A value of 0 indicates a Bridge that has been damaged to the point it cannot be crossed. Bridge values normally range from 0 to 500.

Parameter Data Dialog

The **Parameter Data Dialog** displays the Parameter Data associated with the current scenario.

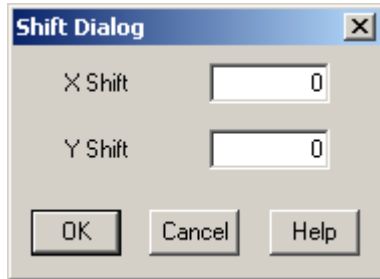


The **Parameter Data Dialog** consists of a text listing of the scenario values. The values are read from the **PDT** file corresponding to the current scenario.

The Parameter Data values are described in the Main Program Help File.

Shift Dialog

The **Shift Dialog** is used to shift units on the map from one location to another.



The **Shift Dialog** allows you to enter X and Y values to shift units on the map. A unit at coordinates (A, B) will end up at coordinate (A+X, B+Y) after the shift. The shift values can be positive, zero, or negative. Positive X values move the units to the right while negative X values move them to the left. Positive Y values move the units down while negative Y values move them up. Associated map data such as the location of objectives are also shifted. Units or other data that is shifted beyond the boundaries of the map are deleted from the scenario. Reinforcement arrival locations are shifted, but in this case, if the location ends up outside the map, the reinforcement is retained at the limit of the map boundaries.

Other Features

Creating Submaps

Although the Napoleonic Battles games do not have a map editor, it is still possible to create new maps from existing maps using the **Submap** feature. Submaps are created by hand using a standard text editor such as Notepad. Start by creating a new file with the filename extension **map**. This file should include the following information which you enter by hand:

- Line 1: The number 0 indicating that this file contains submap information.
- Line 2: The filename of the larger map you are making a submap from.
- Line 3: Four numbers indicating:
 - The map coordinates in the larger map of the upper-left-hand corner of the submap, and
 - The width and height of the submap in hexes.

Note: the first map coordinate value must be an **even** number.

Here is an example of a submap called Eckmuhl-1.map:

```
0
Eckmuhl.map
48 31 26 17
```

This file has three text lines:

- The first having the number 0 indicating submap
- The second having the filename Eckmuhl.map indicating the larger map that this submap is taken from
- The third having the map coordinates (48,31), width of 26, and height of 17 indicating that the upper-left-hand corner of the submap is at map coordinates (48,31) of the larger Eckmuhl map.

Once you create a submap, it can be used normally to create new scenarios using the Scenario Editor. When you create a submap file, be sure to save the file in plain text format with no word-processing formatting included. If you can open the file in Notepad and it appears just as you typed it, then it should work fine.

Hex Info Area

The **Hex Info Area** displays a list of the units in the Hot Spot hex and information about the terrain in that hex.



The **Terrain Box** at the bottom or right of the unit list displays information about the current Hot Spot hex. The first line of the display describes the type of terrain (in this case **Clear**) and the percentage benefit a unit will receive when fired upon by virtue of that terrain. In the case of a Water hex crossed by a Trail, the terrain description will be **Ford**. The second line of the text area shows the

Elevation of the current hex in feet. The third line of the text area shows the artillery **Ammo** values for the units in the hex. The fourth line of the text area shows the **Objective** value of the hex, if any. Note: Exit Objective hexes will have the word **Exit** on this line.

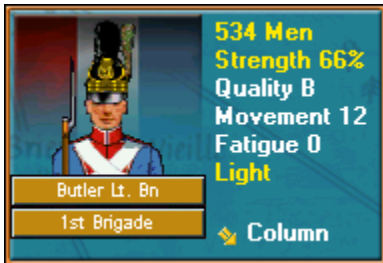


Clicking on the Terrain Box with the right mouse button causes the display to change to the Alternative display. In this display, the text area changes to show a description of the various hex sides that are present in the hex. The names of the hex sides are arranged in a rough hexagonal pattern around the center of the text area showing the position of the hex side with respect to the hex. The value in the center of this display is the number of men, or equivalent strength, in the hex.

Leaders are displayed using a **Leader Box**. Each leader is displayed with his picture, his name, and his organization. When the organization name is displayed in Yellow, it indicates that the leader is subordinate to another leader in the organization.



Clicking on a leader's display with the right mouse button causes a display to appear showing the command hierarchy of the leader. From top to bottom the window lists the leader, his organization, the next higher organization, and so forth. In addition, it displays his **Command Value** (his ability to command with **A** being highest and **F** being lowest), his **Leadership Value** (his ability to motivate his troops with **A** being highest and **F** being lowest), and his **Movement Value**. When the Command Value is displayed in Yellow, it indicates that the leader has failed his **Command Test**.



The Hex Info area is filled to the right with **Unit Box** displays. The number of these depends on your screen resolution. The Unit Box shows a representative picture of the unit, its name, its organization, its **Strength** (in men for infantry and cavalry, in guns for artillery, and in resupply ability for supply wagons), its **Movement Value**, its **Quality**, and its current **Fatigue Level** (in values from 0 to 900). If the Strength value is displayed in Yellow, it indicates that the unit is at less than full strength. If the Quality level is displayed in Yellow, it indicates that the unit's morale is reduced for some reason such as fatigue or ammo level. For Supply Wagons, each unit of strength represents enough ammunition to resupply 10 men.



Clicking on a Unit Box with the right mouse button causes a pop-up window to appear showing the command hierarchy of the unit. From top to bottom, the window lists the unit name, the unit's organization, the next higher organization and so forth. In addition, in this mode, the type of unit, the unit's weapon, and the firing range of the unit are displayed.



When there are more units in the Hot Spot hex than can be displayed in the available Unit Boxes, then scroll arrows that appear after the list of units can be used to scroll the Unit Boxes. When the left or top arrow is displayed in full color, there are units to the left or top of the displayed units and when the right or bottom arrow is displayed in full color, there are units to the right or bottom of the displayed units.

Toolbar

The Editor has a **Toolbar** which exists at the top of the Editor window just under the Menu Bar. Note: depending on your screen resolution, only some of these buttons may be displayed on your screen. You need a screen width of at least 1024 before all of the buttons are displayed unless you have selected the **Complete Toolbar** option. Note that most all of these buttons implement a menu selection and the command may be issued as a menu selection when the button is not displayed.



Mode - toggles the Editor mode between Place Mode (when pressed) and Move Mode (when unpressed).



New - clears any existing scenario data and starts a new scenario from scratch.



Open - opens an existing scenario file.



Save - save current scenario under existing filename or prompt for filename if none.



Counterclock - turn the selected units counterclockwise.



Clockwise - turn the selected units clockwise.



About Face - turn the selected units about-face.



Change Column - change line/column formation of the selected units.



Skirmish/Squadron - deploy/recall Skirmish/Squadron units of selected units.



Change Square - change square formation of selected units.



Increase Strength - increase the strength of the selected units. Holding the **Alt** key while pressing this button increases the strength by 10.



Decrease Strength - decrease the strength of the selected units. Holding the **Alt** key while pressing this button decreases the strength by 10.



Increase Fatigue - increase the fatigue of the selected units. Holding the **Alt** key while pressing this button increases the fatigue by 10.





Decrease Fatigue - decrease the fatigue of the selected units. Holding the **Alt** key while pressing this button decreases the fatigue by 10.





Disordered - toggle the disordered state of the selected units.


 **Routed** - toggle the routed state of the selected units.


 **Fixed** - toggle the Fixed state of the selected units.

 **Remove** - remove selected units from map.

 **Bridge** - display the Bridge Dialog to set or delete a bridge in the current Hot Spot hex.


 **Set Objective** - display the Set Objective Dialog so that an Objective can be set or deleted in the current Hot Spot hex.

 **Zoom In** - increase the scale of the map.

 **Zoom Out** - decrease the scale of the map.


Normally the screen is recentered on the Hot Spot hex when you change zoom modes. If you hold down the **Alt** key when you change zoom modes, the screen will retain the current view.


 **Units** - toggle the display of units on the map.

 **Bases** - toggle the display of unit bases on the 3D map.

 **Leaders** - toggle the display of leaders on top of stacks.

 **Objectives** - toggle the display of objectives on the map.

 **Visible Hexes** - toggle the display of hexes visible from the current Hot Spot hex.

 **Contours** - toggle the display of elevation contours on the map.



Full Screen - toggle the display of the full-screen map.



Jump Dialog - display the Jump Dialog so you can quickly go to another part of the map.



Highlight Fixed - toggle the Highlight of Fixed units.



Highlight Disordered - toggle the Highlight of Disordered units.



Highlight Low Ammo - toggle the Highlight of units that are Low-On or Out-Of Ammo, and uncrewed artillery.



Highlight Organization - toggle the Highlight of all units in the same organization as the top selected unit. Holding the **Alt** key while pressing this button causes the next higher organization to be highlighted.



General Help - display this help file.

Roaming Mode

Roaming Mode enables you to view several locations on the map without having to click the mouse on each one.

To start Roaming Mode, enter Control Z (**Ctrl-Z**). Thereafter, the Hot Spot will follow the mouse as you move it over the map. To leave Roaming Mode, click on any hex.

Hot Keys

The following Hot Keys are supported in the Editor. Note that these Hot Keys are defined as command accelerators of the Editor main window and therefore the Editor main window must have the keyboard focus for these to work (that is, the Editor main window must have a highlighted title bar).

Shift Key - display the on-map labels while this key is pressed.

Space Bar - display the Selection Dialog (useful in Full Screen mode).

F1 - invoke General Help (display this help file).

F2 – invoke Parameter Data Dialog.

B - move the selected units backward in the Hot Spot hex (Note: this only has a visible effect in the 3D graphics mode).

F - move the selected units forward in the Hot Spot hex (Note: this only has a visible effect in the 3D graphics mode).

J – display the Jump Dialog.

K – toggle display of Command Range.

L - turn the selected units counterclockwise.

R - turn the selected units clockwise.

X - remove the selected units from the map.

Z - start Roaming Mode.

1 - display the map in Zoom-Out 2D mode.

2 - display the map in Normal 2D mode.

3 - display the map in Zoom-Out 3D mode.

4 - display the map in Normal 3D mode.

Normally the screen is recentered on the Hot Spot hex when you change zoom modes. If you hold down the **Alt** key when you change zoom modes, the screen will retain the current view.

Keypad 0 - change the formation of the selected units.

Keypad 1 - move the selected units down and to the left one hex.

Keypad 2 - move the selected units down one hex.

Keypad 3 - move the selected units down and to the right one hex.

Keypad 4 - turn the selected units counterclockwise.

Keypad 5 - turn the selected units about-face.

Keypad 6 - turn the selected units clockwise.

Keypad 7 - move the selected units up and to the left one hex.

Keypad 8 - move the selected units up one hex.

Keypad 9 - move the selected units up and to the right one hex.

Delete - move the selected units counterclockwise.

Page Down - move the selected units clockwise.

Home - move the selected units forward in the Hot Spot hex (Note: this only has a visible effect in the 3D graphics mode).

End - move the selected units backward in the Hot Spot hex (Note: this only has a visible effect in the 3D graphics mode).