

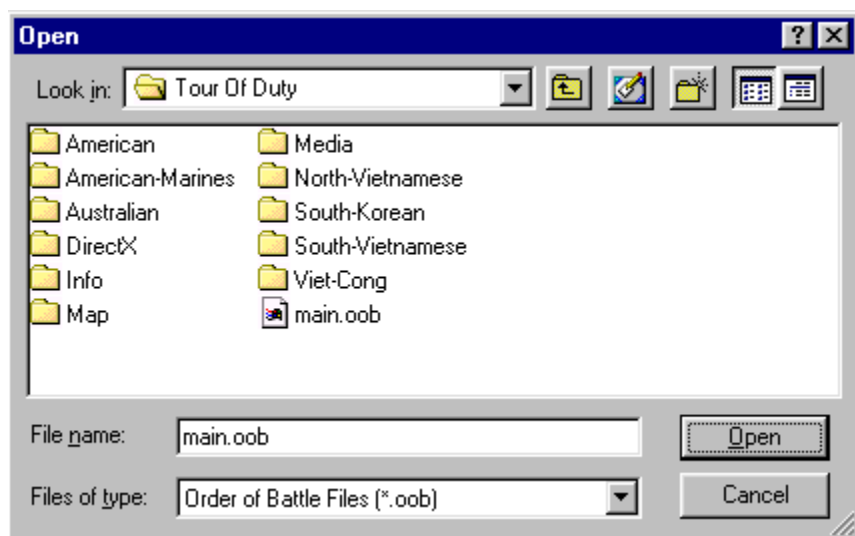
# Squad Battles Order Of Battle Editor

## Introduction

The Squad Battles Order Of Battle Editor is used to create and modify Orders of Battle used in the Squad Battles series of games. Each Order of Battle is made up of hierarchical organizations from Division down to Squad, with individual units making up the organizations at the lowest level. Each unit can be assigned individual values such as Strength, Quality, and so forth.

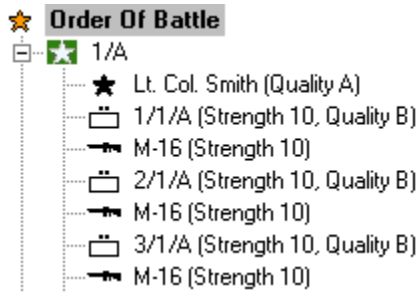
This manual last updated: July 5, 2009


## Using The Editor




By default, when the Order Of Battle Editor is run, it will prompt you for the filename of an existing Order of Battle file. All Order of Battle files are given the default extension `.oob`. To create a new Order of Battle, cancel the initial Open dialog.

Orders of Battle are displayed in the Editor using a standard Windows tree control. The display of organizations can be controlled by clicking on the plus or minus sign next to each organization to expand or collapse the display. At any given time, either the top level of the display or one particular organization or unit will be selected.

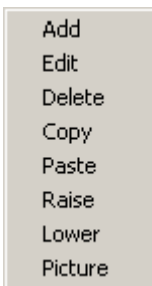


To start a new Order of Battle, click on the **Add** button . This will display the The Org/Unit Dialog so that new entries can be made in the Order of Battle.

After an entry is made in the Order of Battle, it can be modified by selecting it and clicking on the **Edit** button . This will display either the The Edit Organization Dialog or the Org/Unit Dialog depending on whether the selected entry is an organization or unit.

In general, all operations in the Editor can be performed in one of three ways:

- Menu operations
- Toolbar buttons
- Pop-up menu






To activate the Pop-up menu, click with the right mouse button anywhere in the display area.


Existing entries in the Order of Battle may be moved using several functions. To raise an entry in the list of entries in the same

organization, select the entry and click on the **Raise** button .

To lower an entry in the list of entries in the same organization,

select the entry and click on the **Lower** button .

Having selected an entry in the Order of Battle, you can delete the entry and all subentries by clicking on the **Delete** button . Deleted data may be copied into another organization by selecting the organization and clicking on the **Paste** button .

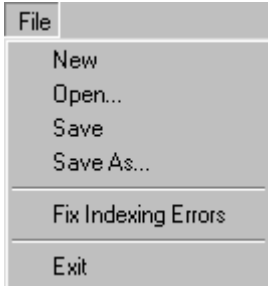
Data can be copied without deleting it by clicking on the **Copy** button . Then the data can be pasted into an organization in the Order of Battle by

selecting the organization and clicking on the **Paste** button. For example, to generate a list of three companies in a battalion using the same data, create the first company, copy it, select the battalion, and click on the Paste button for as many times as you wish to duplicate the company in the battalion. Note that you can copy or delete an entry from one Order of Battle, open another Order of Battle, and Paste what you copied or deleted into that Order of Battle.



# The Menus

## File Menu



The **File Menu** is used to read and write Orders of Battle to files.

Select **New** to start a new Order of Battle.

Select **Open** to open an existing Order of Battle. You will be prompted for the filename.

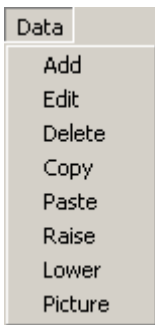
Select **Save** to save the current Order of Battle. If the Order of Battle has not already been saved, you will be prompted for a filename.

Select **Save As** to save the current Order of Battle in a different file. You will be prompted for the new filename.

Select **Fix Indexing Errors** to fix any problems with internal indexing in the OB file. Under normal circumstances, this is never necessary. However, if you attempt to manually edit the Order of Battle file, it is easy for indexing problems to occur. Using this feature will fix the file so you can continue using it.

Select **Exit** to exit the Order of Battle Editor program.

## Data Menu



The **Data Menu** is used to create and modify the Order of Battle data.

Select **Add** to add an entry under the current selected organization. The new entry will be added to the end of the list of existing entries in that organization.

Select **Edit** to modify the data associated with the currently selected entry.

Select **Delete** to delete an entry and any subentries of that entry. After deletion, an entry may be pasted back into the Order of

Battle at another location.

Select **Copy** to copy the currently selected entry and any subentries. After copying, the data may be pasted back into the Order of Battle at another location.

Select **Paste** to paste any deleted or copied data into the Order of Battle as a subentry of the currently selected organization. Note that you can copy or delete data from one Order of Battle and Paste it into another Order of Battle. Select **Raise** to raise the currently selected entry with respect to other entries in the same organization.

Select **Lower** to lower the currently selected entry with respect to other entries in the same organization.

Select **Picture** to assign random unit pictures to the currently selected entry or to the entire Order of Battle.

## Help Menu



The **Help Menu** is used to display help and other information about the Editor.

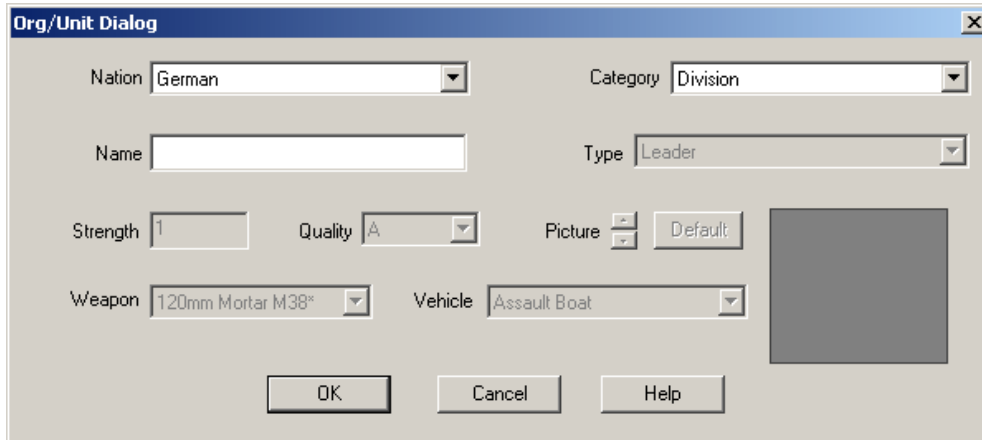
Select **Contents** to display the this help file.

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

# The Dialogs

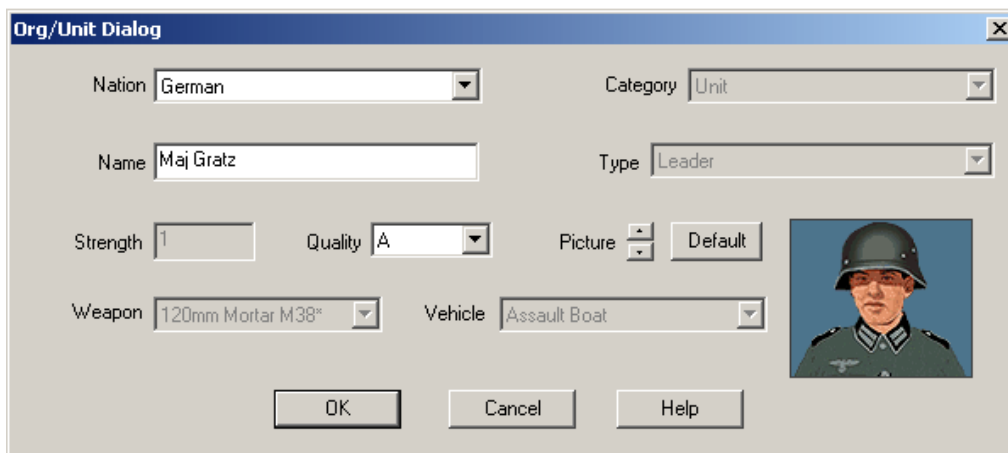
## Org/Unit Dialog

The **Org/Unit Dialog** is used to add new organizations and units to the Order of Battle and to make changes to existing units.



The screenshot shows the 'Org/Unit Dialog' window. The 'Nation' dropdown is set to 'German'. The 'Category' dropdown is set to 'Division'. The 'Name' field is empty. The 'Type' dropdown is set to 'Leader'. The 'Strength' field contains '1', and the 'Quality' dropdown is set to 'A'. The 'Picture' field has a 'Default' button. The 'Weapon' dropdown is set to '120mm Mortar M38\*', and the 'Vehicle' dropdown is set to 'Assault Boat'. At the bottom are 'OK', 'Cancel', and 'Help' buttons. A grey placeholder box is present on the right side of the dialog.

The Org/Unit Dialog by default is used to add a new organization to the Order of Battle. An organization has a **Nation**, **Category**, **Name**, and **Type**. Lower-level organizations are automatically assigned the nation of their parent organization, but this can be changed provided the selected nation is from the same side as the parent. The organization category can be anything from Division to Unit. In general, a suborganization must have a smaller Category than its parent organization. That is, a Battalion may not contain a Division or other Battalions.



The screenshot shows the 'Org/Unit Dialog' window. The 'Nation' dropdown is set to 'German'. The 'Category' dropdown is set to 'Unit'. The 'Name' field contains 'Maj Gratz'. The 'Type' dropdown is set to 'Leader'. The 'Strength' field contains '1', and the 'Quality' dropdown is set to 'A'. The 'Picture' field has a 'Default' button and a small image of a soldier in a helmet. The 'Weapon' dropdown is set to '120mm Mortar M38\*', and the 'Vehicle' dropdown is set to 'Assault Boat'. At the bottom are 'OK', 'Cancel', and 'Help' buttons.

When the category **Unit** is selected, unit information may be specified. A Unit is defined by its **Type**, which can be either Leader, Team, Weapon, or Vehicle. Depending on the Type, it is possible to specify:

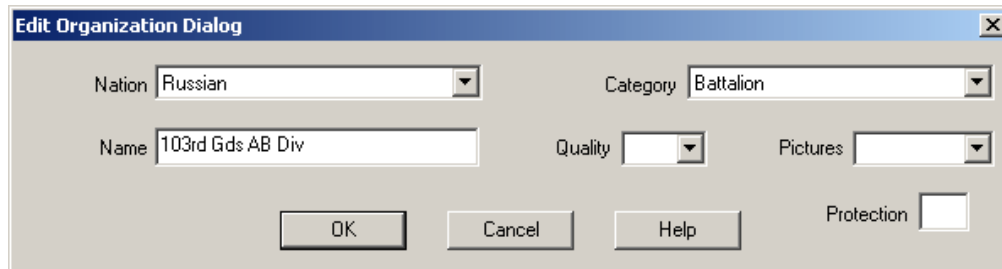
- Organizational name of the unit. Weapons and Vehicles take their name from the specified type.
- Strength of the unit. For Teams this represents the number of men. For weapons, it represents the number of weapons.
- Quality of the unit. These values can range from A (best) to F (worst). In addition, Leaders can be assigned the **Heroic** quality value of A+ or can be designated as **Political Officers** with the quality value of X.
- Picture. Leaders and Teams can be assigned pictures. Weapons and vehicles have predefined pictures.
- Weapon and Vehicle type. For weapons and vehicles it is possible to specify the type to associate with these. Weapons that are capable of Indirect Fire have an asterisk (\*) following their name.

If the **Default** button is enabled, it means that there are multiple picture categories to choose from. Clicking on this button will change the picture category to the various possibilities.

After you have made all selections for the new organization or unit, select **OK**. Selecting **Cancel** will cancel the current operation and make no changes to the Order of Battle.

## Edit Organization Dialog

The **Edit Organization Dialog** is used to edit an existing organization.



The Edit Organization Dialog allows the nation, category, and name of the organization to be modified. The nation of an organization must be on the same side as its parent organization. The category of an organization must be between the category of its parent and the highest category of its suborganizations.

If the **Quality** value is set using this dialog, then it causes the Quality of all the units in this organization to be set to that value. However, even if that is done, it is still possible to assign individual Quality values to specific units or suborganizations within this organization.

If the **Pictures** value is set using this dialog, then the pictures of all units in this organization will be randomly set to pictures in the selected picture category.

If the **Protection** value is set using this dialog, then it causes the Protection value of all of the units in this organization to be set to that value. This value represents any body armor worn by the units.

## Other Features

### Toolbar

The **Toolbar** provides an easy way of performing most tasks in the Editor.



**New** – start a new Order of Battle.



**Open** – open an existing Order of Battle.



**Save** – save the current Order of Battle to a file.



**Add** – add a new Order of Battle entry either as a top level entry or as a subentry of the selected entry.



**Edit** – modify the currently selected Order of Battle entry.



**Delete** – delete the currently selected Order of Battle entry and any subentries.



**Copy** – make a copy of the currently selected Order of Battle entry.



**Paste** – paste a copied or deleted Order of Battle entry as a subentry of the currently selected entry.



**Raise** – move the currently selected Order of Battle entry up with respect to other entries in the same organization.



**Lower** – move the currently selected Order of Battle entry down with respect to other entries in the same organization.



**Picture** – assign random unit pictures to the currently selected Order of Battle entry.