

Squad Battles Submap Editor

Introduction

The **Squad Battles Submap Editor** is used to create and modify submaps for the Squad Battles series of games. The submap feature allows an unlimited number of maps to be created from existing game maps to support the creation of new scenarios.

Using The Editor

There are two basic types of map files in the game, both of which have the extension **".map"**:

- A **full-data map** is one that contains all the data required to define a map and is a stand-alone map file that does not require any other file to serve as the map for a scenario.
- A **submap** is one that defines a certain portion of a full-data map and requires that full-data map in order to function properly in the game.

A submap is based on a text-file description of what full-data map is being used and what portion of that map is required for the submap. It is possible to create and modify submaps using any standard text editor. The details of how to do this are contained in the section on Creating Submaps in the Scenario Editor Help File. However, with the introduction of this Submap Editor, it is now possible to create and modify submaps using an automated tool. Either method is fine to use and will create a valid submap for use in the game.

When the Submap Editor is first run, it will prompt you for the name of a map file. Normally at this point you choose a submap that you want to modify. However, it is also possible for you to choose a full-data map, in which case you will be asked to confirm that you want to create a new submap using this selection as the base map.

The editor works in two basic modes:

- In **Corner Mode**, clicking with the left and right mouse button on the map will choose the upper-left and lower-right hand corners of the submap.
- In **Label Mode**, clicking with the left and right mouse button on the map will place and delete labels.

Corner Mode

The editor begins in Corner Mode. To determine your submap, you scroll the larger base map until you find where you want the submap to go. You then click with the left mouse button to establish the upper-left-hand corner of the submap. Next you click with the right mouse button to establish the lower-right-hand corner of the submap. Hexes that are outside of the submap boundaries will be shaded in the display.

You can modify both of your selections for the corners of the submap by clicking with the appropriate mouse button in a new location. The display will automatically redisplay the submap boundaries.

In addition, when you display the Jump Map , the boundaries of the defined submap will be displayed using a green rectangle.

Label Mode

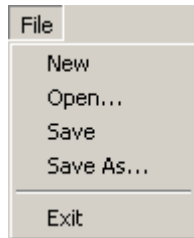
You can toggle from Corner Mode to Label Mode by either clicking on the Mode button on the toolbar or by selecting Label Mode from the Mode Menu. In Label Mode, any existing map labels will be displayed on the map. To add a new label to the submap, click with the left mouse button anywhere in the submap area. You will be prompted to specify the label properties using the Label Dialog .

To delete an existing label, click on it with the right mouse button. To modify an existing label, first delete it by clicking on it with the right mouse button and then replace it by clicking on the map with the left mouse button. The previous definition of the label will be displayed in the Label Dialog allowing you to make changes.

Menus

File Menu

The **File Menu** is used to open and save submap files.



Select **New** to create a new submap. You will be prompted for a full-data map for the new submap to be based upon.

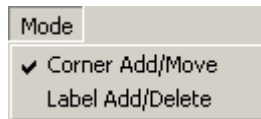
Select **Open** to open an existing submap. If you select a full-data map instead, then you will be asked to confirm that you want to start a new submap.

Select **Save** to save the current submap to a file.

Select **Save As** to save the current submap to a file with a different name.

Mode Menu

The **Mode Menu** is used to toggle between the two map editing modes.

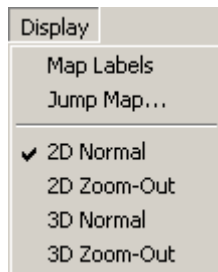


Select **Corner Add/Move** to select Corner Mode. In this mode, clicking with the left and right mouse button will establish the corners of the submap.

Select **Labels Add/Delete** to select Label Mode. In this mode, clicking with the left and right mouse button will add and delete map labels.

Display Menu

The **Display Menu** is used to change various display modes of the editor.



Select **Map Labels** to toggle the display of labels on the map.

Select **Jump Map** to display the Jump Map so that the entire base map can be viewed.

Select **2D Normal** to display the map in Normal 2D mode.

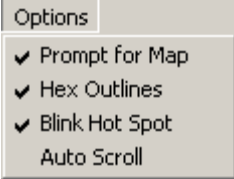
Select **2D Zoom Out** to display the map in Zoom-Out 2D mode.

Select **3D Normal** to display the map in Normal 3D mode (in games with 3D mode).

Select **3D Zoom Out** to display the map in Zoom-Out 3D mode (in games with 3D mode).

Options Menu

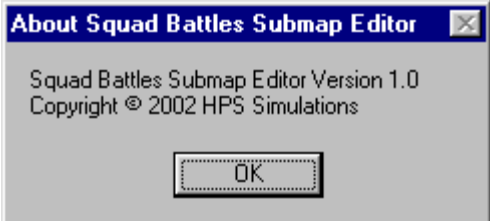
The **Options Menu** is used to change certain program options. These option settings are saved and restored the next time the program is run.

	<p>Select Prompt for Map to have the editor prompt for a map file to read each time the program is run.</p> <p>Select Hex Outlines to have hex outlines displayed on the map.</p> <p>Select Blink Hot Spot to have the red hexagon outline denoting the currently selected hex on the map blink.</p> <p>Select Auto Scroll to invoke a scroll mode where moving the mouse to edge of the screen automatically scrolls the map in that direction.</p>
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Help Menu

The **Help Menu** is used to display various help information about the editor.

	<p>Select Contents to view this help file.</p>
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	<p>Select About to display the version of the editor and copyright information.</p>
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Dialogs

Label Dialog

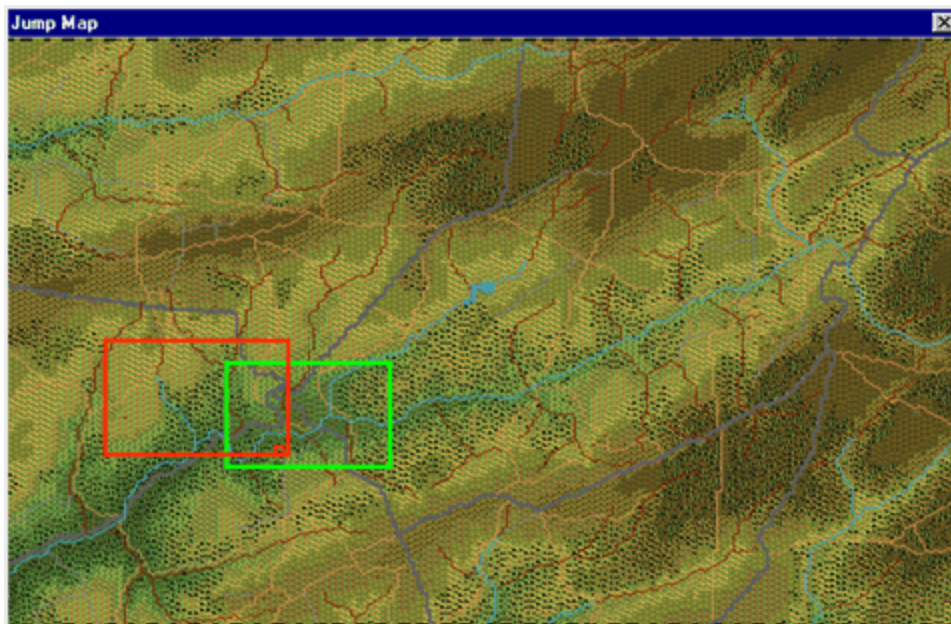
The **Label Dialog** is display whenever a new label is defined so that the label properties can be specified.



The **Label Dialog** shows various settings that can be used to define a label. Enter the label text in the text area denoted **Label**. Select the size of the label from 0 (smallest) to 3 (largest). Select the alignment of the label from Left, Right, and Center. Finally, select the type of label from Plain (black text), Water (blue text), or Trees (green text).

Jump Map

The **Jump Map** is used to view the entire full data map and the boundaries of the current submap.



The **Jump Map** displays the complete base map being used. Within this display, a red rectangle is used to display that portion of the base map currently being viewed on the screen. A green rectangle is used to display the current submap boundaries.

You can click anywhere in the Jump Map display to automatically scroll the map to the selected location.

Other Features

Toolbar



Mode - toggle the map editing mode between Corner Mode and Label Mode.



New - start a new submap.



Open – open an existing submap.



Save – save the current submap.



Zoom In – increase the scale of the map display.



Zoom Out – decrease the scale of the map display.



Jump Map – display the Jump Map.



Help – display this help file.

Hotkeys

Keyboard 1 – Display map in 2D Zoom Out mode.

Keyboard 2 – Display map in 2D Normal mode.

Keyboard 3 – Display map in 3D Zoom Out mode (in games with 3D mode).

Keyboard 4 – Display map in 3D Normal mode (in games with 3D mode).

Up Arrow – Scroll the map display up.

- Left Arrow** – Scroll the map display left.
- Right Arrow** – Scroll the map display right.
- Down Arrow** – Scroll the map display down.
- F1** – Display this help file.