

# **Scenario Editor Help File**

---

# Table Of Contents

Total War Scenario Editor .....	1
Introduction.....	1
Using the Editor.....	1
Placing and Moving Units.....	1
Adding A/I Objectives .....	2
Adding and Deleting Reinforcements.....	2
Reinforcement Strategies.....	2
The Menus .....	4
File Menu.....	4
Scenario Menu .....	4
Command Menu.....	5
Hexes Menu .....	6
Units Menu .....	7
Info Menu .....	7
View Menu.....	8
Settings Menu .....	10
Help Menu.....	11
The Dialogs.....	12
Header Dialog .....	12
Description Dialog .....	13
Unit Dialog.....	13
Set Objective Dialog.....	14
Set Strategic Target Dialog .....	15
Set Source Dialog .....	15
Reinforce Dialog.....	15
Scheduled Dialog .....	16
Release Dialog.....	17
Add Release Dialog.....	18
Add Replacement Dialog.....	19
View Replacements Dialog .....	19
Strength Dialog.....	20
Objectives Dialog .....	20
Supply Sources Dialog.....	21
Location Dialog.....	21
City Dialog.....	22
Jump Dialog .....	22
Parameter Data Dialog.....	23
Front Data Dialog .....	24
Nation Data Dialog .....	25
Sea Capacity Dialog.....	26
Air Support Dialog .....	27
Air Availability Dialog.....	28
Add Availability Dialog.....	29
Shift Dialog .....	29
Find Unit Dialog.....	30
AI Parameter Dialog .....	30
Withdrawal Dialog .....	31
Add Withdrawal Dialog.....	32
Set Ferry Dialog .....	32
Strategy Dialog.....	32
Add Strategy Dialog .....	33
View Strategy Dialog.....	33
Other Features.....	35

Creating Submaps.....	35
Hex Info Area .....	35
Terrain Information .....	36
Alternative Terrain Information .....	36
Unit Information .....	36
Alternative Unit Information .....	37
Toolbar .....	37
Hot Keys.....	39
Index .....	41





# Introduction

The Scenario Editor can be used to create new scenarios and to modify existing scenarios for the Strategic War series of games. The Editor has full support for all unit placement and modification and full support for other scenario features.

## 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 [Command 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 game. 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. 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. You will be prompted to give the unit a name. After placement, the unit will be selected and can be modified relative to such factors as strength by using the [Command Menu](#) or buttons on the [Toolbar](#). To move units from one hex to another on the map, select the selects 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 [Command Menu](#) to remove unnecessary units from the map.

### **Adding A/I Objectives**

Using the [Set Objective Dialog](#), you can place Objectives on the map which are used to determine the final score in the scenario. In addition to standard Objectives, you can also add **A/I Objectives** which are used internally by the A/I to determine attack paths.

When placing an A/I Objective, you use the value to determine how the Objective will be used by the A/I. This has no effect on the scenario scoring however. The hundreds place of the objective value is the group id, and the remainder is the sequence number. For example, the objectives 100, 101, 102, 103 ... are all for the same group, while the objectives 200, 201, 202, 203, ... are for a different group. The AI looks at each group, then tries to take the objectives for that group in order. There is no turn designation associated with the objective. Units are assigned to a group based on which starting point is nearest to them

## **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. 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](#).

## **Reinforcement Strategies**

In addition to defining normal reinforcements in a scenario, it is also possible to create one or more **Reinforcement Strategies** in a scenario. Each Reinforcement Strategy can have one or more **Operations**. Each Operation defines a certain set of reinforcements using specified units, locations, arrival times, and other information. Normally, any given unit can only appear in the list of reinforcements for a scenario once. But when a Reinforcement Strategy is defined, that unit can appear in each Operation for the Strategy, using

different locations and arrival times. In this way, it is possible to define multiple ways that units can arrive as reinforcements in the game. When a scenario has Reinforcement Strategies, then the player for the side of the Strategy will be prompted at specified times to select from the list of Operations for that Strategy. This causes the reinforcements associated with that Operation to become part of the reinforcement schedule for the scenario.

You create Reinforcement Strategies from the Strategies option of the [Units Menu](#). This will display the [Strategy Dialog](#). From the Strategy Dialog, you add new Strategies using the [Add Strategy Dialog](#). After the Strategy has been added, you double-click on its entry to display the [View Strategy Dialog](#). From that dialog, you can then add Operations. If you then select an Operation from the list, then reinforcements defined afterwards will be added to this Operation. To turn this off and return to defining normal reinforcements, you select the [Default Reinforcements] entry in the Strategy Dialog.

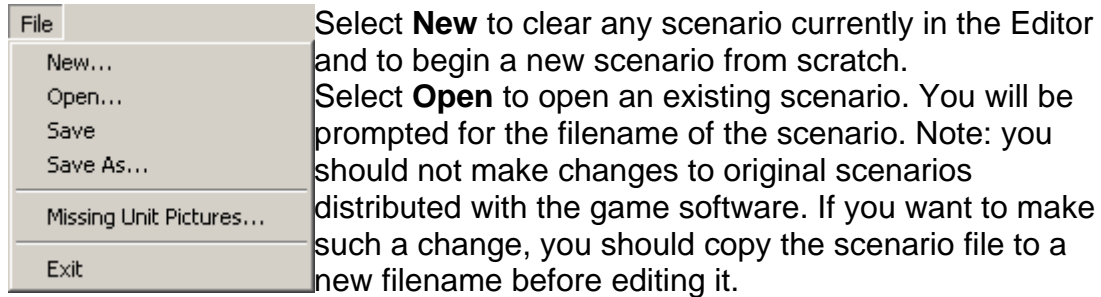
Any one unit in any single scenario can exist in only one of the following cases:

- Appear on the map at the beginning of the scenario.
- Be defined as part of a normal reinforcement in the scenario.
- Be defined in one or more Operations in a Reinforcement Strategy in the scenario.

## The 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 **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.

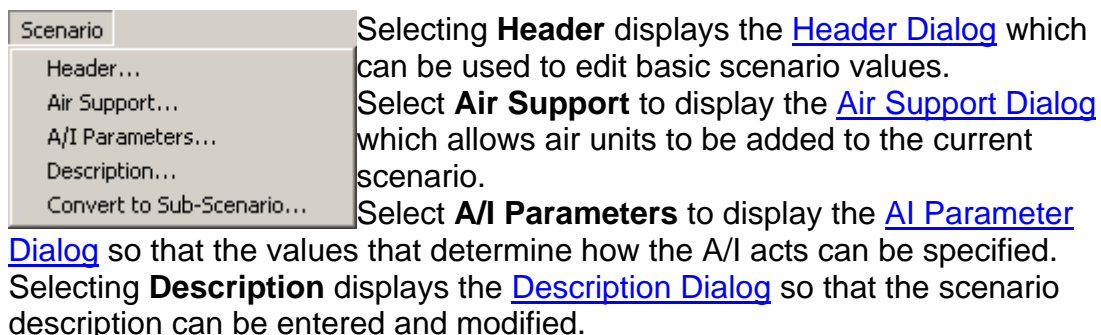
Select **Save As** to save the current scenario to a different file than the one it was previously read from. You will be prompted for the new filename.

Each unit in the game is assigned a unit picture that is shown in the [Hex Info Area](#). Select **Missing Unit Pictures** to view a list of the units that are missing a unit picture.

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.



Select **Convert To Sub-Scenario** to convert the current scenario to one that uses a sub-map. You will be prompted for the filename of the sub-map file. You will then be prompted for the filename of the new scenario. The new

scenario based on that sub-map will be opened and become the current scenario.

## Command Menu

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

Command	Select <b>To Top of Stack</b> to move the currently selected units to the top of the stack.
To Top of Stack	Select <b>To Bottom of Stack</b> to move the currently selected units to the bottom of the stack.
To Bottom of Stack	Select <b>Entrain/Detrain</b> to toggle the Entrained state of the selected units.
Entrain/Detrain	Select <b>Embark/Disembark</b> to toggle the Embarked state of the selected units.
Embark/Disembark	Select <b>Amphib/Disamphib</b> to toggle the Amphibious state of the selected units.
Amphib/Disamphib	Select <b>Toggle Fixed</b> to toggle the Fixed state of the selected units.
Toggle Fixed	Select <b>Increase Strength</b> to increase the strength of the currently selected units by 1 strength point. Holding down the <b>Alt</b> key while selecting this increases the strength by 10 strength points.
Increase Strength	Select <b>Decrease Strength</b> to decrease the strength of the currently selected units by 1 strength point. Holding down the <b>Alt</b> key while selecting this decreases the strength by 10 strength points.
Decrease Strength	Select <b>Increase Effective</b> to increase the effectiveness of the currently selected units by one. Holding down the <b>Alt</b> key while selecting this increases the effectiveness by 10.
Increase Effective	Select <b>Decrease Effective</b> to decrease the effectiveness of the currently selected units by one. Holding down the <b>Alt</b> key while selecting this decreases the effectiveness by 10.
Decrease Effective	Select <b>Increase Movement</b> to increase the movement of the currently selected units by one. Holding down the <b>Alt</b> key while selecting this increases the movement by 10.
Increase Movement	Select <b>Decrease Movement</b> to decrease the movement of the currently selected units by one. Holding down the <b>Alt</b> key while selecting this decreases the movement by 10.
Decrease Movement	Select <b>Combine/Breakdown</b> to combine the selected component units into a single unit or to breakdown a unit with components into those components.
Combine/Breakdown	Select <b>Remove From Map</b> to remove the currently selected units from the map (see <b>Confirm Unit Removals</b> in the <a href="#">Settings Menu</a> )
Remove From Map	Select <b>Display Unit Dialog</b>
Display Unit Dialog	

Select **Decrease Strength** to decrease the strength of the currently selected units by 1 strength point. Holding down the **Alt** key while selecting this decreases the strength by 10 strength points.

Select **Increase Effective** to increase the effectiveness of the currently selected units by one. Holding down the **Alt** key while selecting this increases the effectiveness by 10.

Select **Decrease Effective** to decrease the effectiveness of the currently selected units by one. Holding down the **Alt** key while selecting this decreases the effectiveness by 10.

Select **Increase Movement** to increase the movement of the currently selected units by one. Holding down the **Alt** key while selecting this increases the movement by 10.

Select **Decrease Movement** to decrease the movement of the currently selected units by one. Holding down the **Alt** key while selecting this decreases the movement by 10.

Select **Combine/Breakdown** to combine the selected component units into a single unit or to breakdown a unit with components into those components.

Select **Remove From Map** to remove the currently selected units from the map (see **Confirm Unit Removals** in the [Settings Menu](#))

Select **Change Name** to be prompted to change the name of the selected units.

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 fortifications and objectives.

Hexes	Select <b>Add/Remove Objective</b> to display the <a href="#">Set Objective Dialog</a> so that Objectives can be added or removed from the current Hot Spot hex.
Add/Remove Objective	
Add/Remove Strategic Target	Select <b>Add/Remove Strategic Target</b> to display the <a href="#">Set Strategic Target Dialog</a> so that Strategic Targets can be added or removed from the current Hot Spot hex.
Add/Remove Supply Source	
Add/Remove Ferry	Select <b>Add/Remove Supply Source</b> to display the <a href="#">Supply Sources Dialog</a> so that Supply Sources can be added or removed from the current Hot Spot hex.
Toggle Rail Damage	Select <b>Add/Remove Ferry</b> to display the <a href="#">Set Ferry Dialog</a> so that Ferries can be added or removed from the current Water hex.
Toggle Port Suppression	Select <b>Toggle Rail Damage</b> to place the editor in a mode where left clicking on the map will set the rail damage status of the selected hex. Right clicking in the same hex will remove that status.
Toggle Fortification	Select <b>Toggle Port Suppression</b> to place the editor
Toggle Impassible	
Toggle Defenses	
Toggle Partisan	
Establish Rail Value	
Repeat Rail Value	
Establish City Ownership	
Repeat City Ownership	
Shift Units On Map...	
Toggle Nation Impassible...	

in a mode where left clicking on the map will set the port suppression status of the selected hex. Right clicking in the same hex will remove that status.

Select **Toggle Fortification** to place the editor in a mode where left clicking on the map will set the fortification status of the selected hex. Right clicking in the same hex will remove that status. The fortification status can be increased up to a maximum setting of 3.

Select **Toggle Impassible** to place the editor in a mode where left clicking on the map will set the impassible status of the selected hex. Right clicking in the same hex will remove that status.

Select **Toggle Defenses** to place the editor in a mode where left clicking on the map will place a Defenses hexside in the selected hex on the hexside nearest the location of the click. Right clicking in the same hex will remove the closest Defenses hexside.

Select **Toggle Partisans** (or **Insurgents**) to place the editor in a mode where left clicking on the map will place a Partisan or Insurgency marker in the selected hex. Right clicking in the same hex will remove that marker.

Select **Establish Rail Value** to establish the ownership of the rail in the currently selected hex. You will be prompted to select that ownership.

Select **Repeat Rail Value** to set the rail ownership in the currently selected hex to be the same as previously established.

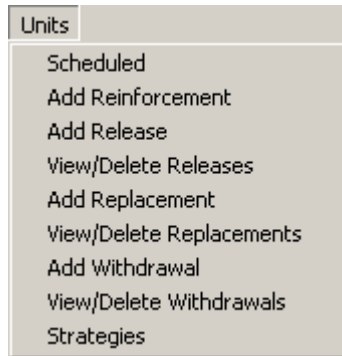
Select **Establish City Ownership** to establish the ownership of the city in the currently selected hex. You will be prompted to select that ownership.

Select **Repeat City Ownership** to set the city ownership in the currently selected hex to be the same as previously established.

Select **Shift Units on Map** to cause the [Shift Dialog](#) to be displayed so that the location of units on the map can be shifted.

## 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. 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 **Add Replacement** to display the [Add Replacement Dialog](#) so that Replacement Points can be added to the current scenario.

Select **View/Delete Replacements** to display the [View Replacements Dialog](#) so that the Replacement Points in the current scenario can be viewed and modified.

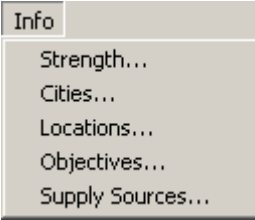
Select **Add Withdrawal** to display the [Add Withdrawal Dialog](#) so that a Withdrawal can be created for the currently selected units.

Select **View/Delete Withdrawals** to display the [Withdrawal Dialog](#) so that the list of Withdrawals for the current scenario can be viewed and deleted.

Select **Strategies** to display the [Strategy Dialog](#) so that [Reinforcement Strategies](#) can be viewed, added, or deleted.

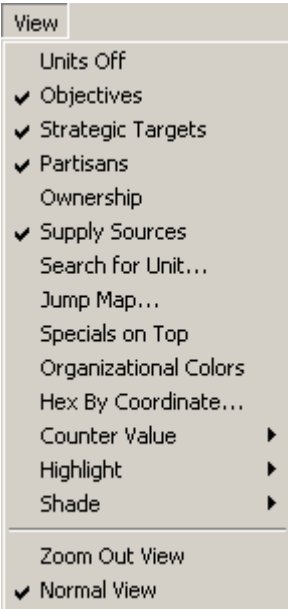
## Info Menu

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.

	<p>Select <b>Strength</b> to display the <a href="#">Strength Dialog</a>. This will show the total strength of all on-map units in the current scenario.</p> <p>Select <b>Cities</b> to display the City Dialog that shows all cities on the current map.</p> <p>Select <b>Locations</b> to display the Location Dialogs that shows a list of all map locations.</p> <p>Select <b>Objectives</b> to display the <a href="#">Objectives Dialog</a> to see a complete list of all of the Objectives associated with the current scenario.</p> <p>Select <b>Supply Sources</b> to display the <a href="#">Supply Sources Dialog</a> to see a complete list of all of the Supply Sources associated with the current scenario.</p>
---	--

## 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.

	<p>Select <b>Units Off</b> 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.</p> <p>Select <b>Objectives</b> to toggle the display of Objectives on the main map and the <a href="#">Jump Dialog</a>.</p> <p>Select <b>Strategic Targets</b> to toggle the display of Strategic Targets on the main map and the Jump Dialog.</p> <p>Select <b>Partisans</b> (or <b>Insurgents</b>) to toggle the display of Partisans or Insurgents on the map.</p> <p>Select <b>Ownership</b> to toggle the display of City Ownership on the map.</p> <p>Select <b>Supply Sources</b> to toggle the display of Supply Sources on the map.</p> <p>Select <b>Search for Unit</b> to display the Find Unit Dialog. Using this dialog, you can find any unit by name that is currently on the map.</p> <p>Select <b>Jump Map</b> to display the <a href="#">Jump Dialog</a> which enables you to quickly go to any location on the map.</p> <p>Select <b>Specials on Top</b> to toggle the display of special markers such as fortifications on top of the unit stack instead of underneath.</p> <p>Select <b>Organizational Colors</b> to toggle the display of colors on the units which have broken down to indicate which organization they belong to.</p> <p>Select <b>Hex By Coordinate</b> to enter the hex coordinates of a location which the program will then scroll to.</p> <p>Select <b>Counter Value</b> to display the <b>Counter Value Submenu</b> described below.</p>
--	---

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

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

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

The **Counter Value Submenu** is used to display various values on top of the counters on the map.

Number of Units	Select <b>Number of Units</b> to toggle the display of the number of units in each hex.
Stack Points	Select <b>Stack Points</b> to toggle the display of the total number of strength points in each hex.
Attack Points	Select <b>Attack Points</b> to toggle the display of the total attack points in each hex.
Defend Points	
Movement Points	
Number of Components	

Select **Defend Points** to toggle the display of the total defend points in each hex.

Select **Movement Points** to toggle the display of the minimum movement points for the units in each hex.

Select **Number of Components** to toggle the display of the total number of components of the units in each hex.

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.

Fixed Units	Select <b>Fixed Units</b> to highlight units on the map which are currently Fixed.
Reduced Units	Select <b>Reduced Units</b> to highlight units on the map which are reduced to 50% strength or less.
Supply Units	Select <b>Supply Units</b> to highlight units on the map which are mobile supply units.
Repair Units	Select <b>Repair Units</b> to highlight units on the map which are rail repair units.
Entrained Units	
Engineer Units	
Headquarters Units	

rail repair units.

Select **Entrained Units** to highlight units on the map which are currently entrained.

Select **Engineer Units** to highlight all engineer units on the map.

Select **Headquarters Units** to highlight all headquarters units on the map.

The **Shade Submenu** is used to shade certain hexes on the map and thus display a certain range or capability.

Major Supply Distance	Select <b>Major Supply Distance</b> to display the range of Major Supply currently available.
Minor Supply Distance	Select <b>Minor Supply Distance</b> to display the range of Minor Supply currently available.
Amphib Supply Distance	Select <b>Amphib Supply Distance</b> to display the range of Amphib Supply currently available.
Command Range	

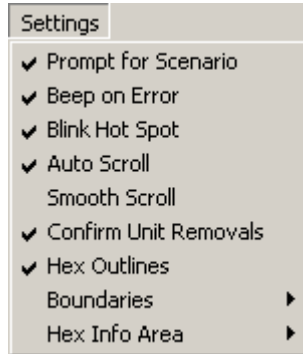
Select **Amphib Supply Distance** to display the range of Amphib Supply currently available.

Amphibious Supply.

Select **Command Range** to display the hexes that are command range of the currently selected headquarters unit.

## 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.

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

Selecting the **Hex Outlines** option causes outlines to be drawn around the hexes on the map.

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

Select **Hex Info Area** to display the Hex Info Area Submenu described below.

The **Boundaries Submenu** is used to determine which boundaries are displayed on the map.



Select **Country** to toggle the display of country boundaries on the map.

Select **Front** to toggle the display of air front boundaries on the map.

Select **Area** to toggle the display of area boundaries on the map.

Select **Sea** to toggle the display of sea boundaries on the map.

The **Hex Info Area Submenu** is used to determine the location of the [Hex Info Area](#) on the screen.

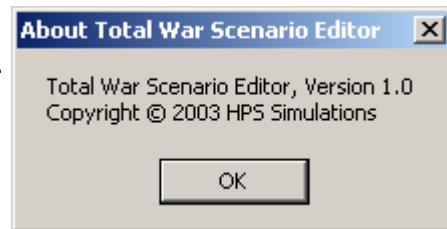
<ul style="list-style-type: none"> <li>✓ Left</li> <li>Right</li> <li>Top</li> <li>Bottom</li> </ul>	<p>Selecting <b>Left</b>, <b>Right</b>, <b>Top</b>, or <b>Bottom</b> causes the Hex Info Area to be displayed in the corresponding location on the screen.</p>
--	--

## Help Menu

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

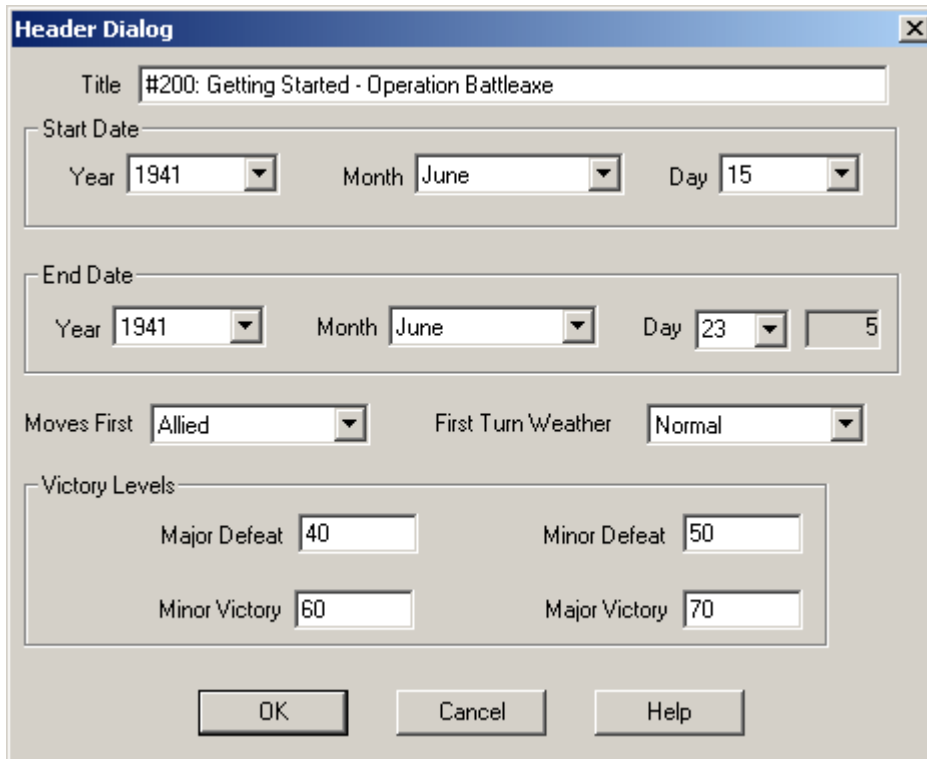
<ul style="list-style-type: none"> <li>Help</li> <li>General Help (F1)</li> <li>Parameter Data (F2)</li> <li>Nation Data (F3)</li> <li>Front Data (F4)</li> <li>About</li> </ul>	<p>Select <b>General Help</b> to display the Table of Contents of this help file.</p> <p>Select <b>Parameter Data</b> to display the <a href="#">Parameter Data Dialog</a> which shows game values specific to the current scenario.</p> <p>Select <b>Nation Data</b> to display the <a href="#">Nation Data Dialog</a> which shows values associated with each nation.</p> <p>Select <b>Front Data</b> to display the <a href="#">Front Data Dialog</a> that shows air availability based on air front and the weather.</p>
--	--

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



# Header Dialog

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



The **Title** of the scenario is shown at the beginning of the dialog. The **Start** and **End Dates** for the scenario are shown as year, month, and day values. The number following the end date is the number of game turns in the scenario.

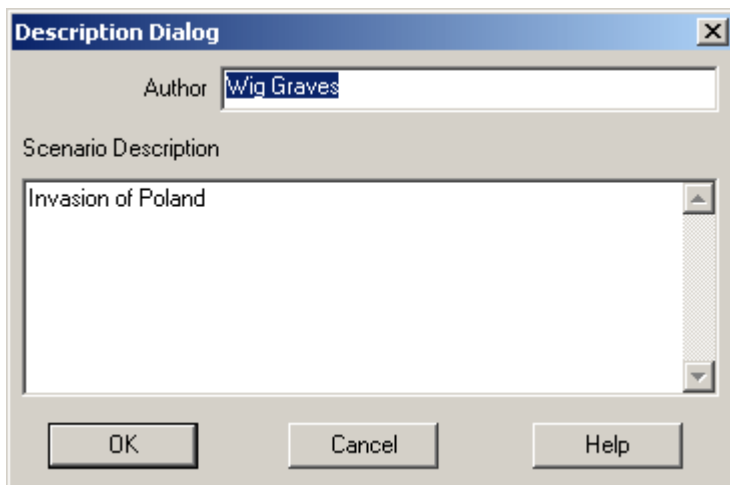
The side that **Moves First** in the scenario is shown next. You can set the weather for the first turn of the scenario using the **First Turn Weather** field.

There are four **Victory Levels** in each scenario. They are used to determine victory or defeat for the first side. 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 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 is 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).

## Description Dialog

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



This description is displayed by the Scenario Selection Dialog. The description is used to describe historical background information about 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 are available to be used in the current scenario.

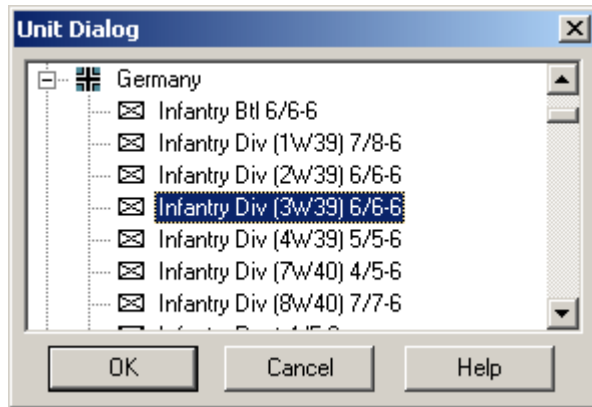


Under **Available Units** is a tree based on the available nations that shows the units associated with those nations.

To place a unit on the map, it must first be found and selected. The picture shown here shows how the Unit Dialog appears when an individual unit has been selected, in this case a German Infantry Division.

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 you will be prompted to give the unit a name. If the

currently selected unit is an aircraft unit, then right clicking on the map will place the unit in the list of available air units as shown by the [Air Support Dialog](#).



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

Certain objectives are referred to as **Exit Objectives**. An Exit Objective is assigned a nation but have an initial value of 0. 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 Exit Objective is owned by a particular nation, then it becomes an Exit Objective for that side and that side in the scenario will be awarded points for removing units from the map while occupying this hex. Note that Exit Objectives never change ownership.

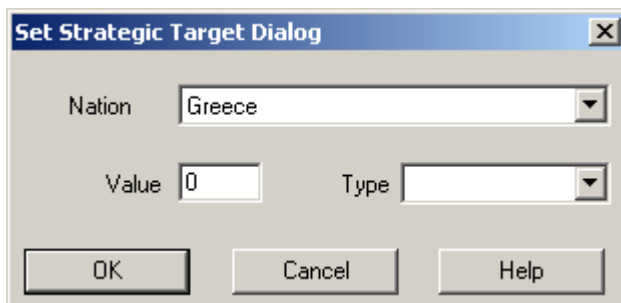
If an objective is defined to be a **Surrender Objective**, then when it is occupied by the opposing side, it counts towards the surrender of the owning

country. When all Surrender Objectives are occupied for a given country, then it is determined to have surrendered.

Objectives that are defined to be **A/I Objectives** are used internally by the A/I in the main program. They are not shown on the map except in the scenario editor and will not be indicated in the main program. See the section [Placing and Moving Units](#) for more information on A/I Objectives.

## Set Strategic Target Dialog

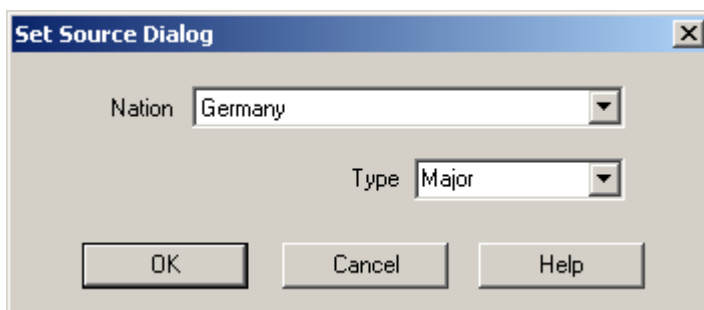
The **Set Strategic Target Dialog** is used to place or remove Strategic Targets in the current Hot Spot.



To establish the current Hot Spot hex as a Strategic Target, select a nation as the owner, assign it a value, and assign it a type. To delete a Strategic Target, assign it the nation **No Nation**.

## Set Source Dialog

The **Set Source Dialog** is used to place or remove Supply Sources in the current Hot Spot.



To establish the current Hot Spot hex as a Supply Source, select a nation as the owner and assign it a source type. To delete an existing Supply Source, select the nation **No Nation**.

## Reinforce Dialog

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

The **Year**, **Month**, and **Day** selections are used to establish the arrival date for the reinforcement. The number following the date is the game turn corresponding to the date. 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 eliminated. Typically Protection values are used to protect reinforcements arriving on normal roads, while this value is set to 0 for reinforcements arriving in amphibious or airborne landings. The flags **Paratroop**, **Glider**, and **Amphibious** are used to flag the reinforcement according to its type. This affects the manner in which the reinforcement arrives.

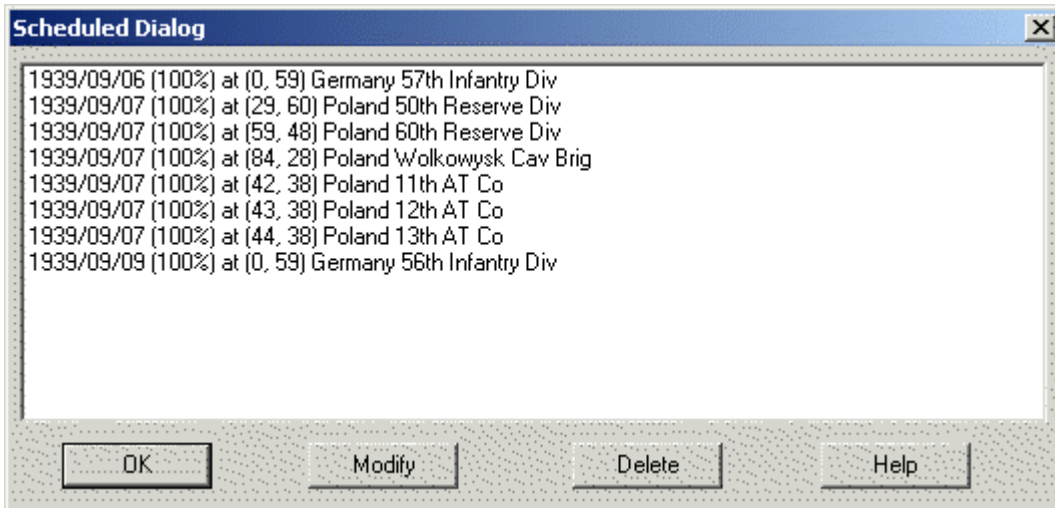
The **Probability** value is the probability, in percent from 0 to 100, that the reinforcement will arrive at the exact arrival date. If the probability is 100, then the reinforcement is guaranteed to arrive at the exact arrival date. Otherwise if the probability is nonzero, the probability is used to 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 **Attrition** value is the maximum attrition that will occur when the reinforcement arrives, randomly determined between 0 and the maximum.

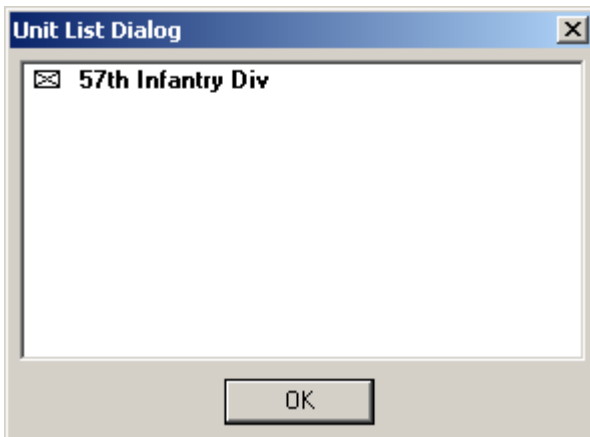
The **Add to** field displays whether the reinforcements will be added to the default list of reinforcements for the current scenario, or if they will be added to a currently selected Reinforcement Strategy.

## Scheduled Dialog

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



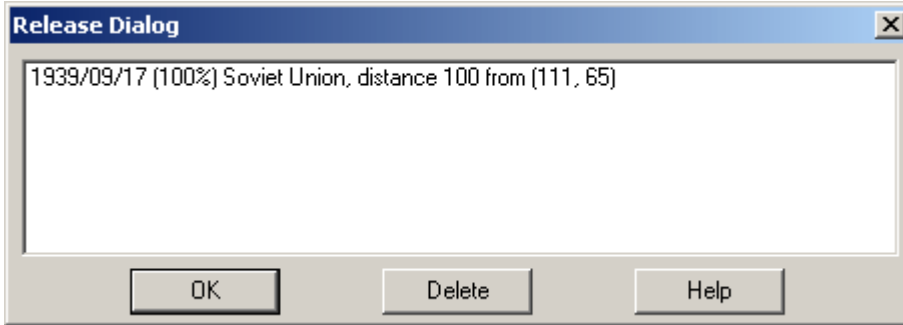
The Scheduled Dialog displays a list of reinforcements scheduled to arrive in the current scenario. Each reinforcement in general consists of several units. Clicking on a reinforcement scrolls the map to the arrival hex. Clicking on **Delete** will delete the selected reinforcement and return the units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



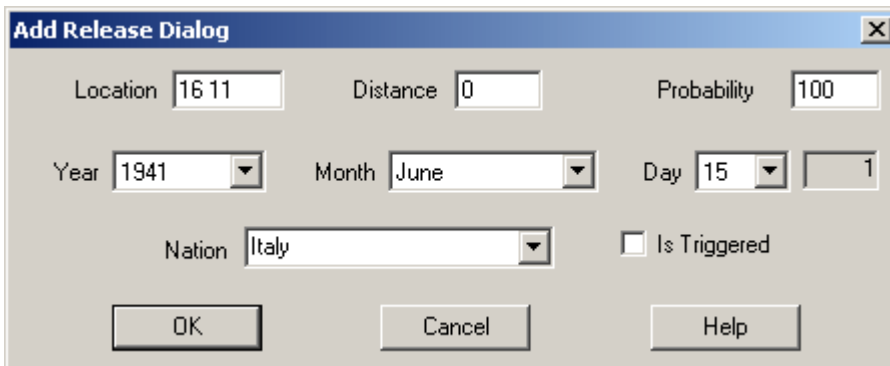
The **Release Dialog** displays a list of the Fixed unit releases in the current scenario. Each release shows a date, probability that the release will occur on that date, and the organization the release applies to.

Each release specifies a location and a distance from that location. When the release occurs, then all units of the specified nation within the distance specified become un-Fixed.

When an asterisk (\*) precedes the release, it indicates that the release did not occur on the time and date specified. 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.

## Add Release Dialog

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



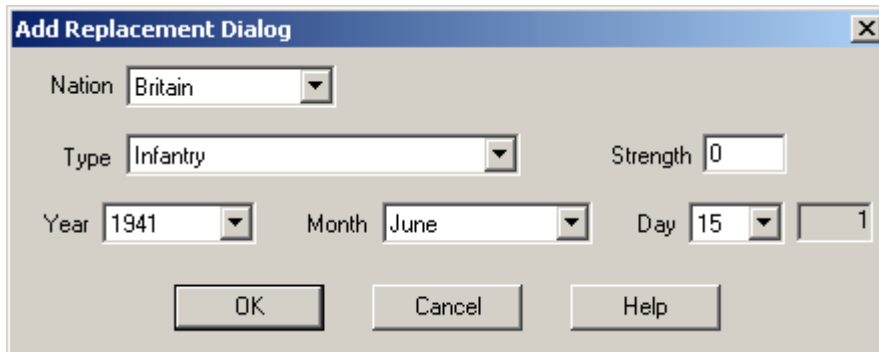
A release specifies a location and a distance. These are used to determine which units are released and, in the case of a triggered release, how the release should be invoked. The **Year**, **Month**, and **Day** selections are used to establish the date of the Release. The number following the date is the game turn corresponding to the date. 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 probability 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 **Is Triggered** check box is selected, it indicates that the Release can also be triggered whenever an enemy unit moves within the specified distance of the release location.

## Add Replacement Dialog

The **Add Replacement Dialog** allows new replacements to be added to the current scenario.

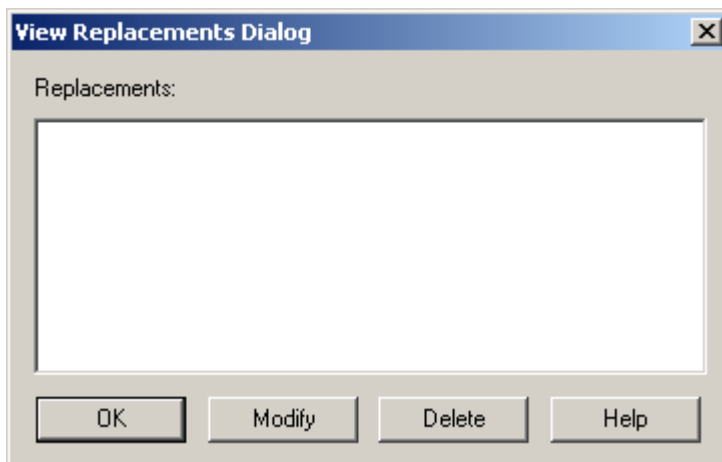


The screenshot shows the 'Add Replacement Dialog' window. It features a title bar with a close button. The main area contains several input fields: 'Nation' with a dropdown menu set to 'Britain', 'Type' with a dropdown menu set to 'Infantry', and 'Strength' with a text box containing '0'. Below these are date fields: 'Year' with a dropdown set to '1941', 'Month' with a dropdown set to 'June', and 'Day' with a dropdown set to '15' and a text box containing '1'. At the bottom, there are three buttons: 'OK', 'Cancel', and 'Help'.

To add a replacement, specify the nation, type, date, and number of strength points of the replacement. The number following the date is the game turn corresponding to the date. On the specified date, that replacement will be made available for the specified nation.

## View Replacements Dialog

The **View Replacements Dialog** allows existing replacements to be viewed, modified, and deleted.

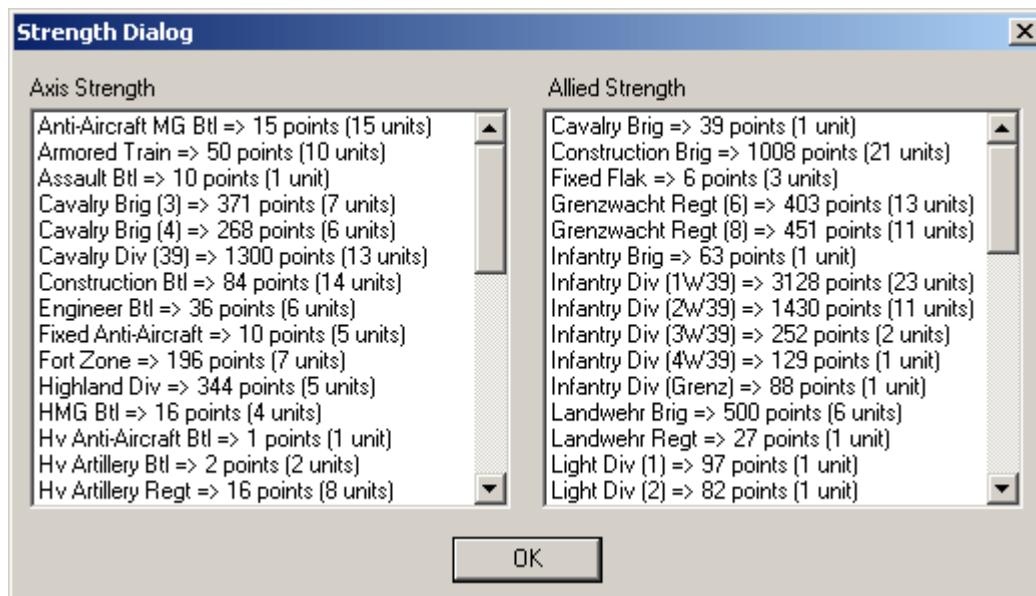


The screenshot shows the 'View Replacements Dialog' window. It has a title bar with a close button. Below the title bar, the text 'Replacements:' is displayed above a large, empty rectangular area. At the bottom of the dialog, there are four buttons: 'OK', 'Modify', 'Delete', and 'Help'.

Selecting an entry and clicking on the **Modify** button causes the [Add Replacement Dialog](#) to be displayed so that the entry can be modified. Clicking on the **Delete** button causes the selected entry to be deleted.

## Strength Dialog

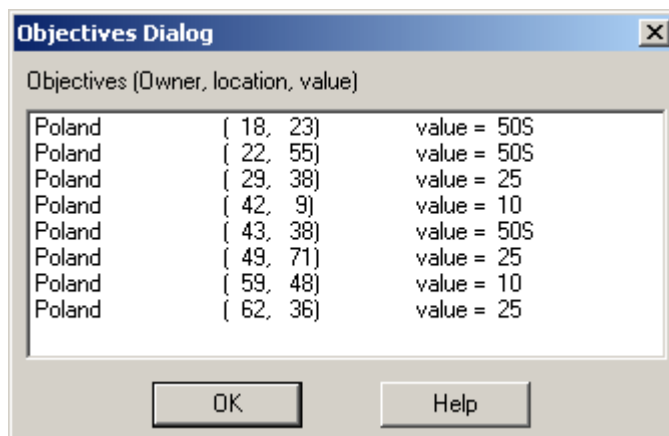
The **Strength Dialog** is used to display the total strength of all units.



The strengths of all units of each side are displayed by unit types. In addition, the total number of units of each type is shown.

## 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.



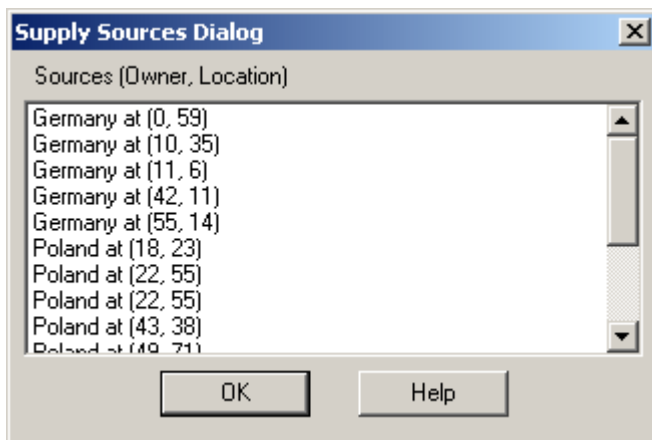
Each Objective is listed with owner, location in hex coordinates, and value. Selecting an Objective will scroll the map to the Objective location. Double-

clicking on a selection will also close the dialog. Following an objective may be a coded indicator as follows.

- Exit Objectives are shown with an **X** following their value.
- Surrender Objectives are shown with an **S** following their value. These are used to determine when a country will surrender.
- A/I Objectives are shown with **A/I** following their value. These objectives are not shown on the map but are used internally by the A/I in the main program.

## Supply Sources Dialog

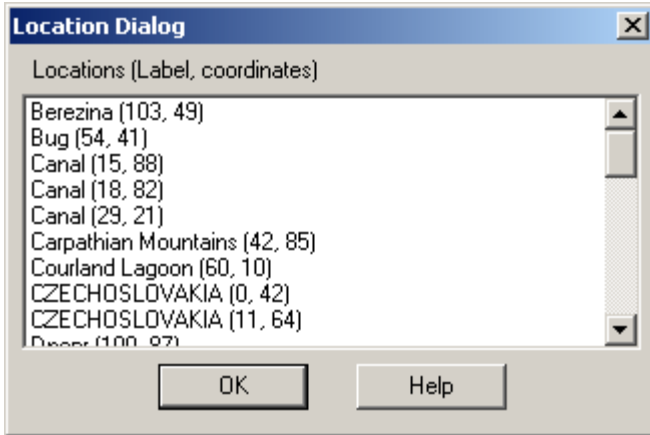
The **Supply Sources Dialog** is used to display a complete list of all of the Supply Sources associated with the current scenario and their owner.



Each Supply Source on the map is listed with the owner, location, and value. Selecting a Supply Source will scroll the map to the Supply Source location. Double-clicking on a selection will also close the dialog.

## Location Dialog

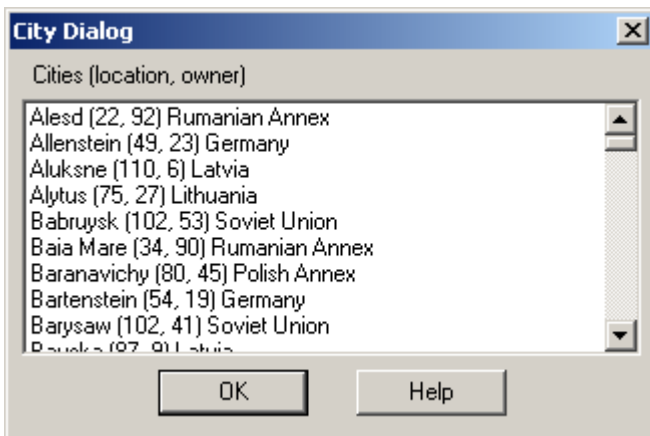
The **Location Dialog** is used to display a list of all the map locations and to allow going directly to any of these locations.



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.

## City Dialog

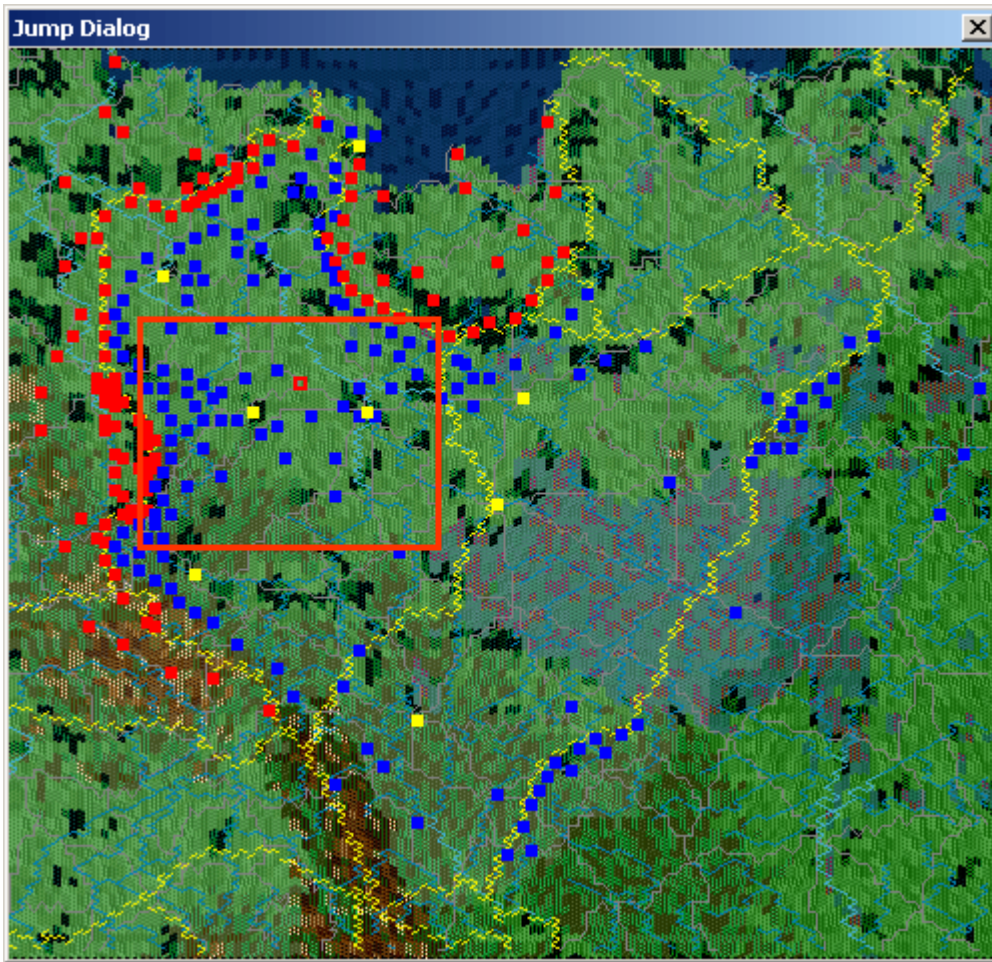
The **City Dialog** displays a list of the cities on the current map.



Each city is listed with its map location and owner. Selecting an entry scrolls the map to that location. Double clicking on an entry 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.



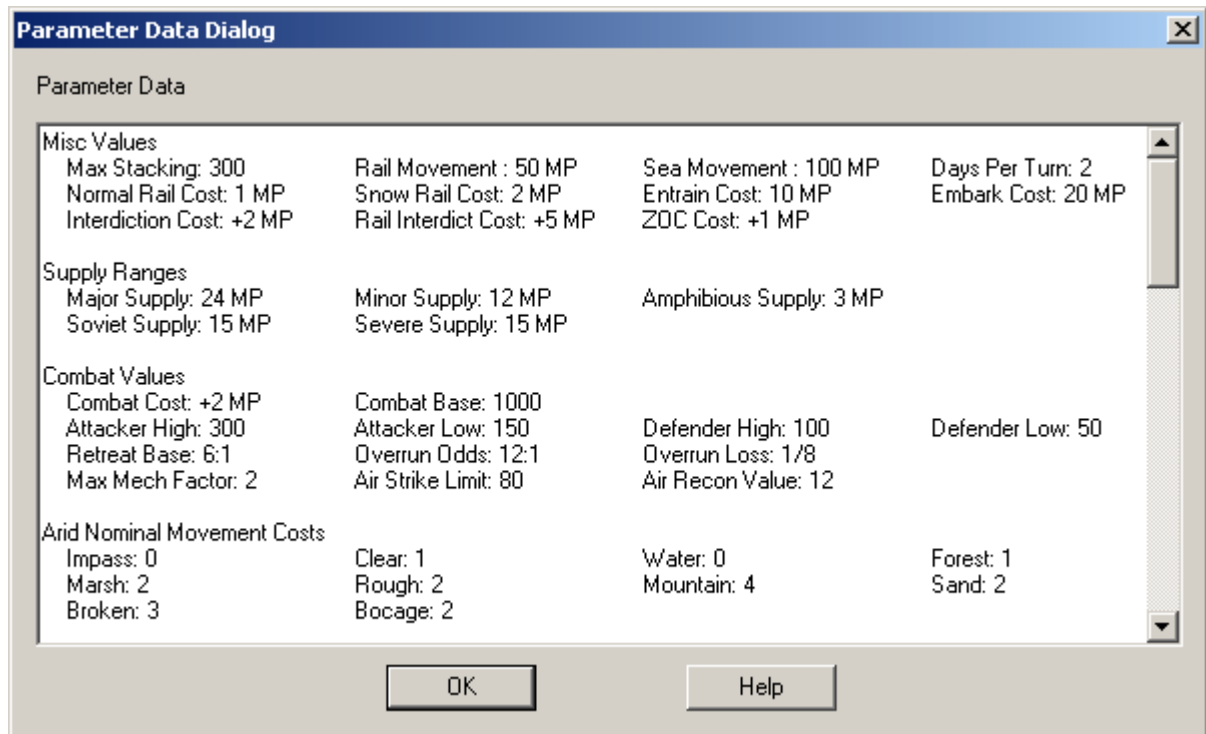
The visible on-map units are displayed on the reduced map using blue squares for one side and red squares for the other side. The visible portion of the map is shown using a red rectangle. The current Hot Spot hex is shown as a red outline square.

When the Objectives option of the [View Menu](#) is set, then Objectives are shown as yellow squares. The current Hot Spot hex is shown as a red outline square. When the Strategic Targets option of the View Menu is set, then Strategic Targets are shown as magenta squares.

Clicking on the reduced map area causes the dialog to be closed and the regular map to scroll to the selected location.

## 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.

## Front Data Dialog

The **Front Data Dialog** displays the changes to air availability based on air front and weather.

Front Data Dialog

Air Availability:

Name of Front	Normal	Soft	Mud	Snow	Frozen
North Front	100%	100%	75%	75%	50%
Northwest Front	100%	100%	75%	75%	50%
West Front	100%	100%	75%	75%	50%
Southwest Front	100%	100%	75%	75%	50%
South Front	100%	100%	75%	75%	50%
South Central Front	100%	100%	75%	75%	50%
Arctic Front	75%	75%	25%	25%	25%
Northeast Front	100%	100%	50%	50%	25%
East Front	100%	100%	50%	50%	25%
Central Front	100%	100%	50%	50%	25%
Southeast Front	100%	100%	50%	50%	25%
Med Front	100%	100%	75%	75%	50%
NW Africa Front	100%	100%	100%	75%	75%
NC Africa Front	100%	100%	100%	75%	75%
NE Africa Front	100%	100%	100%	75%	75%
Near East Front	100%	100%	75%	75%	50%
Ural Front	100%	100%	50%	50%	25%

OK Help

For each air front and each weather condition, the number of air units that are available for that combination is displayed. When the availability is less than 100%, then not all of the air units on that front will be available each turn, based on a random determination using that probability.

## Nation Data Dialog

The **Nation Data Dialog** displays information about the various nations having units in the game.

Nation Data Dialog

Nation Data:

Nation	Side	Uses RR	Rail Capacity	Air Limit	Morale '39-'45	Attributes	Commanded By
Germany	Axis	Germany	3000	0	AAAABCD	C	Germany, German SS
German SS	Axis	Germany	0	0	AAAAABC		German SS, Germany
Soviet Union	Allied	Soviet Union	2000	0	EDDCBBA	CSRTU	Soviet Union
Britain	Allied	Britain	1000	0	CCBBABB	C	Britain, Canada
United States	Allied	United States	1000	0	DDDCBAA		United States
France	Allied	France	500	0	DDCCBBA	C	France
Italy	Axis	Germany	0	0	DDCCDEF	C	Italy
Rumania	Axis	Germany	0	10	CCDDDE	C	Rumania
Finland	Axis	Finland	0	0	CCCCCCC	CS	Finland
Ukraine	Neutral	Ukraine	0	0	CCCCCCC	C	Ukraine
Bulgaria	Axis	Germany	0	10	DDDEEF	C	Bulgaria
Hungary	Axis	Germany	0	10	DDDEEF	C	Hungary
Vichy	Axis	Vichy	0	10	CCCCCCC		Vichy
Free France	Allied	United States	0	10	CCDCBBA		Free France, Britain, United States
Eire	Neutral	Eire	0	0	CCCCCCC	C	Eire
Allied Italy	Allied	Allied Italy	0	0	CCCCCCC		Allied Italy

OK Help

For each nation, information about that nation is listed:

- **Side** identifies the side the nation is assigned to.

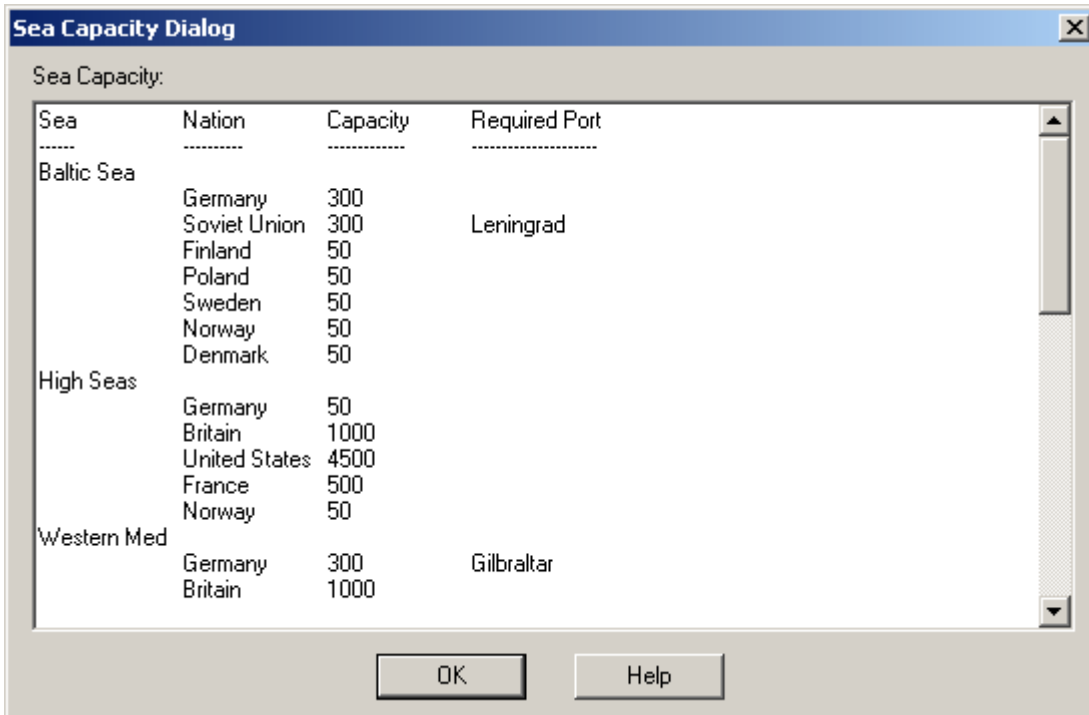
- **Uses RR** identifies the nation that railroad usage is counted against when units from that nation are entrained.
- **Rail Capacity** specifies the total number of strength points that can be entrained by this nation in any one turn.
- **Air Limit**, when nonzero, indicates how far from the country borders can air strikes be conducted using air units of that nation.
- **Morale** lists the Morale values of the nation in the specified range with each value 'A' through 'F' representing the morale for a year.
- **Attribute** lists the attribute values of the nation as described below.
- **Commanded By** lists all nations whose headquarters units can be used to provide command to units of that nation.

The nation attributes are:

- **C** – The nation is represented by a country on the overall map. Otherwise, the nation represents a specialized force or off-map nation.
- **S** – The nation has special movement characteristics in Severe and Moderate Areas in mud and snow conditions as described in the Users Manual on Weather.
- **R** – The nation's rail is specific to that nation and of a different rail gauge. This makes repair of the line by other nations harder.
- **T** – The nation has separate stacking restrictions and cannot stack or attack with other nations.
- **U** – The nation uses the separate supply value as described in the Parameter Data.

## Sea Capacity Dialog

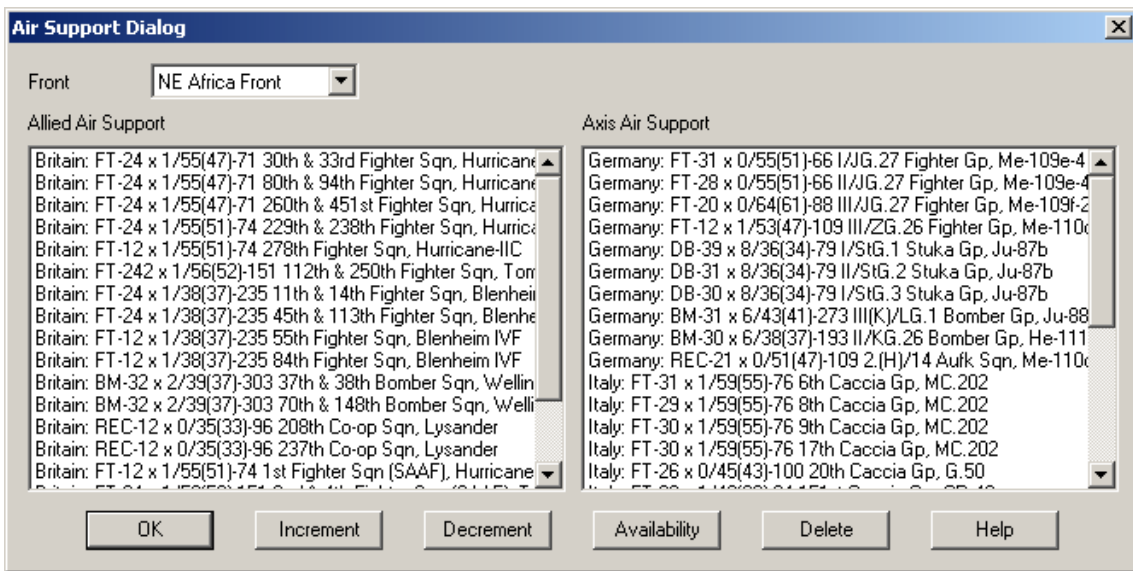
The **Sea Capacity Dialog** lists the capacity of specified nations to transport units through sea areas.



For each sea, this dialog lists each nation which has an ability to transport units via sea movement through the sea and the total number of strength points that can be embarked in any one turn. In some cases, before a nation can use the specified sea capacity value, there is a port that must be in friendly hands.

## Air Support Dialog

The **Air Support Dialog** displays a list of the air units assigned to the current scenario and allows this list to be edited.



The **Air Support Dialog** consists of a listing of the air units in the current scenario. Units in the list can be selected individually, or in groups by using the Ctrl and Shift keys. Selecting units and clicking on the **Increment** button causes the strength of the selected units to be increased by one airplane up to the maximum strength of the units. Selecting units and clicking on the **Decrement** button causes the strength of the selected units to be decreased by one airplane. Selecting units and clicking on the **Availability** button will display the [Air Availability Dialog](#). Selecting units and clicking on the **Delete** button will delete the units from the list.

The following notations designate the type of aircraft:

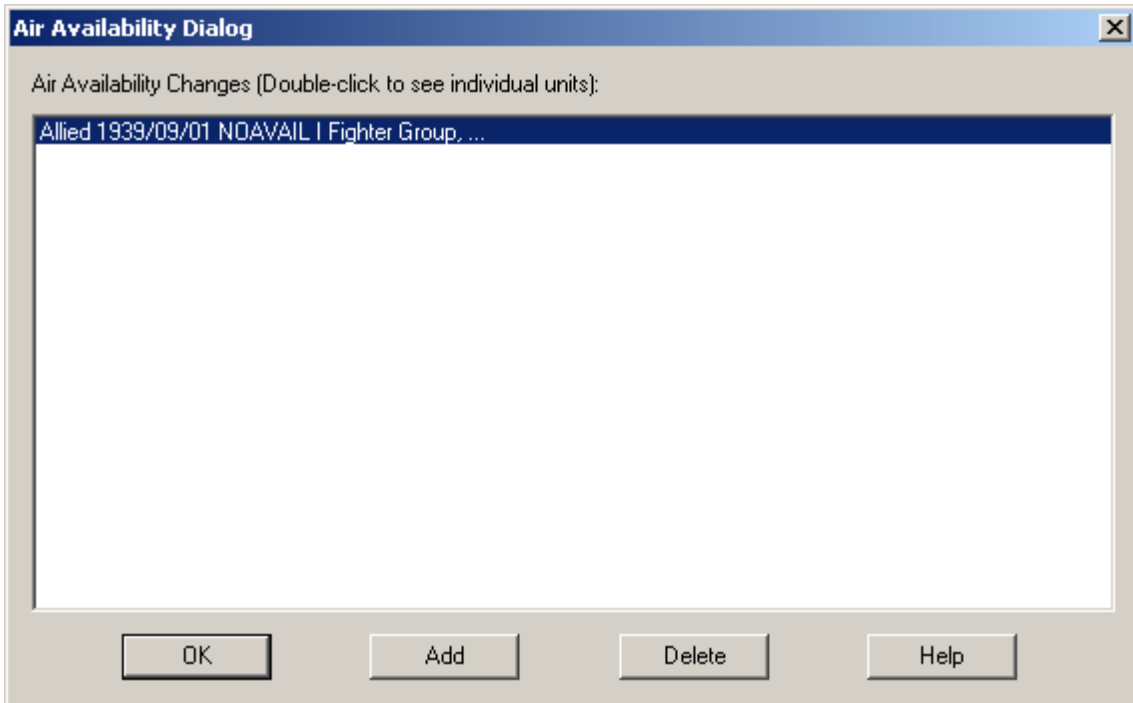
- **FT** – Fighter.
- **BM** – Bomber.
- **HB** – Heavy Bomber.
- **DB** – Dive Bomber.
- **TB** – Torpedo Bomber.
- **TR** – Transport.
- **GL** – Glider.
- **REC** – Recon.
- **JF** – Jet Fighter.
- **JB** – Jet Bomber.

The values in the entry describe the attributes of the air unit:

- Each entry shows the number of aircraft in the unit.
- Following the "x" is the Ground Attack value of the unit.
- If the unit has a non-zero Anti-Tank value, then it will follow the ground attack value in parentheses.
- Following the slash is the Air Attack value of the unit.
- The number following that in parentheses is the Defense value of the unit.
- After the dash (-) is the range of the air unit in hexes.

## Air Availability Dialog

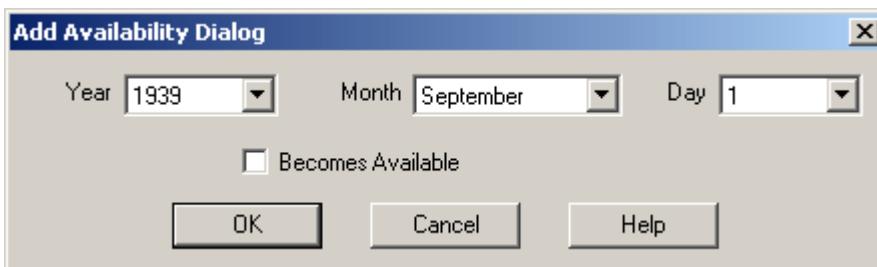
The **Air Availability Dialog** displays changes in availability for air units and allows those entries to be modified and deleted.



The Air Availability Dialog lists all changes in availability for air units. To add an entry in this dialog, first select the air units in the [Air Support Dialog](#) and then click on the **Add** button in this dialog. This will display the [Add Availability Dialog](#) so that the information about the entry can be specified. Selecting an entry and then clicking on the **Delete** button will delete that entry.

## Add Availability Dialog

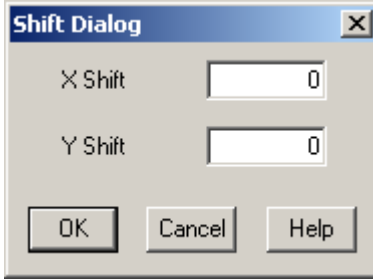
The **Add Availability Dialog** allows a new air availability entry to be defined.



The year, month, and day of the change in air availability is specified in this dialog. The number following the date is the game turn corresponding to the date. Clicking on the **Becomes Available** check box means that the units will become available on the specified date. Otherwise, by default the entry will mean that the units become unavailable.

## Shift Dialog

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

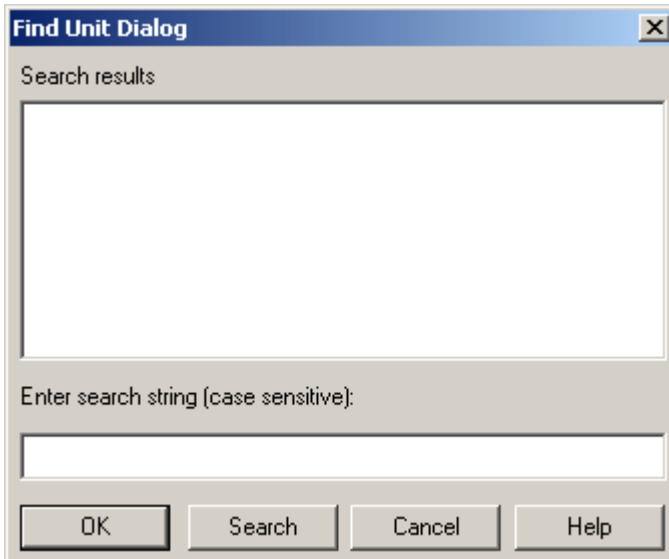


The **Shift Dialog** allows you to enter X and Y values to shift units on the map. A unit at coordinates (A, B) will end up at coordinate (A+X, B+Y) after the shift. The shift values can be positive, zero, or negative. Positive X values move the units to the right while negative X values move them to 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, supply sources, and fortifications 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.

## Find Unit Dialog

The **Find Unit Dialog** is used to find specific units on the map.

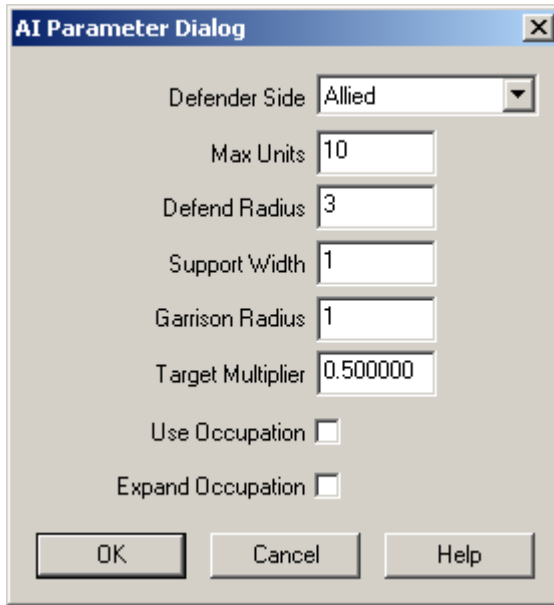


The **Find Unit Dialog** allows you to enter a string to search for. It will then search for that string as a substring of names of units on the map. Note that the search is case sensitive so that you must enter the correct case, upper or lower, of the characters in the string. If the name you are looking for is unique, then you can hit return or press the **OK** button after entering the string. Otherwise, press the **Search** button to see a list of units matching your string. You can then double-

click a selection to scroll to that unit.

## AI Parameter Dialog

The **AI Parameter Dialog** is used to modify the values used by the A/I in the game.

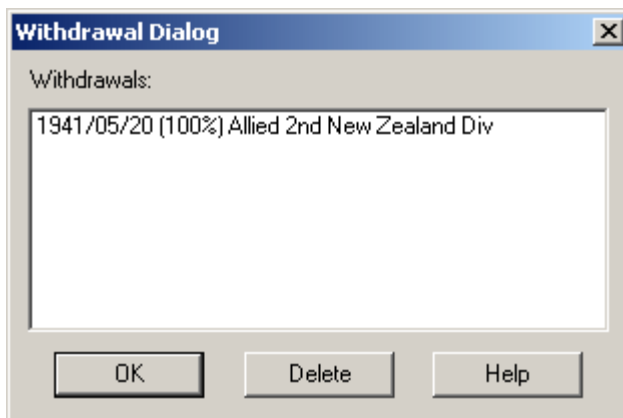


The **AI Parameter Dialog** allows you to specify the values that affect how the AI acts in the game. The values are:

- **Defender Side** – Specifies which side is the defender in the scenario.
- **Max Units** – The maximum number of units to put in a hex.
- **Defend Radius** – Tells the defender how big an area to hold (-1 = as big as possible).
- **Support Width** – Tells attacker how wide an area to hold while advancing.
- **Garrison Radius** – Tells attacker how far out to look for counterattack threats.
- **Target Multiplier** – Sets target strength level for flank protection.
- **Use Occupation** – Tells attacker whether to compute initial hold area based on presence of friendly units.
- **Expand Occupation** – Tells whether to dilate the occupation area.

## Withdrawal Dialog

The **Withdrawal Dialog** is used to view and delete Withdrawals.

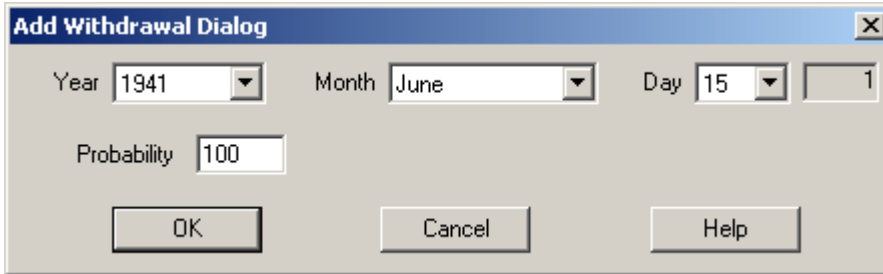


The **Withdrawal Dialog** lists all Withdrawals for the current scenario specifying the unit to be withdrawn, the date the Withdrawal begins, and the probability per turn of the Withdrawal. Selecting an entry in this list will automatically scroll the map to the location of the unit.

Clicking on the **Delete** button will delete the selected entry.

## Add Withdrawal Dialog

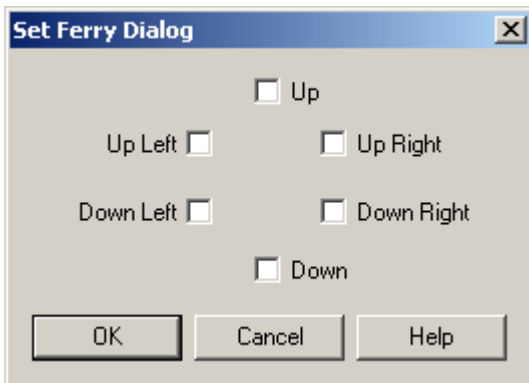
The **Add Withdrawal Dialog** is used to add a new Withdrawal to the current scenario.



The **Add Withdrawal Dialog** allows you to specify the date of a new Withdrawal and the per-turn probability of the Withdrawal. The number following the date is the game turn corresponding to the date. The information you specify will be used to create a Withdrawal for all of the units currently selected on the map.

## Set Ferry Dialog

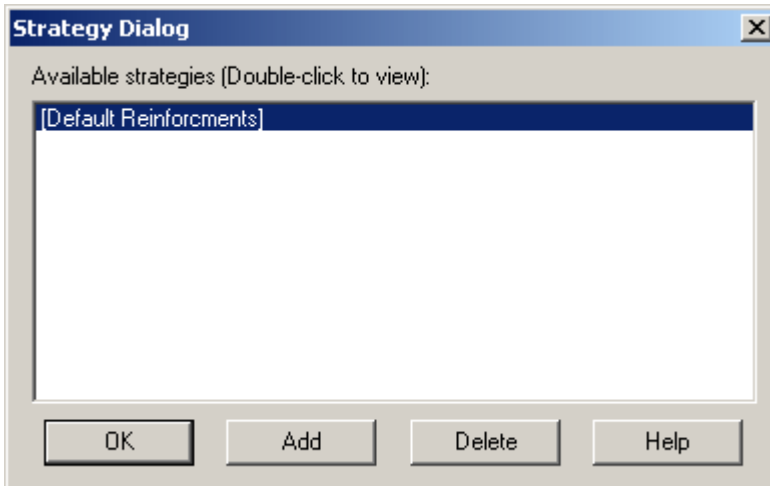
The **Set Ferry Dialog** is used to add or remove a Ferry in the current scenario.



The **Set Ferry Dialog** displays 6 directions that may be used to define the Ferry. In general, a Ferry is defined by specifying **two** of these directions, each pointing to an adjacent land hex not obstructed by a Blocked hexside.

## Strategy Dialog

The **Strategy Dialog** displays the list of Reinforcement Strategies in the current scenario.

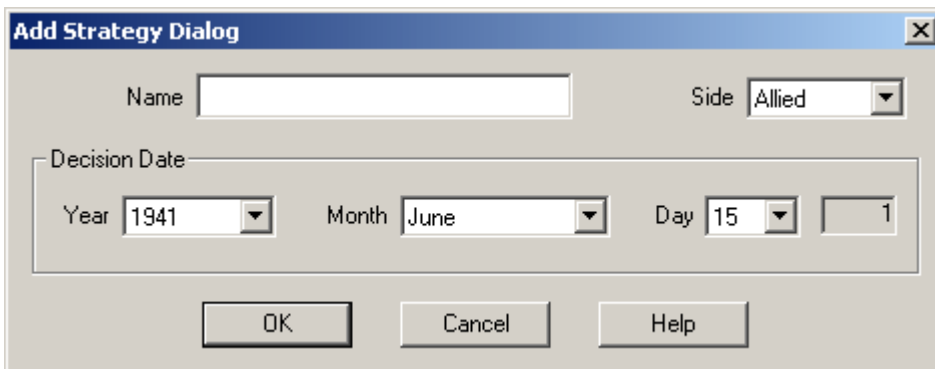


The **Strategy Dialog** lists all Reinforcement Strategies. To add a new Reinforcement Strategy, click on the Add button to display the [Add Strategy Dialog](#). To delete a previously defined Strategy, select it in the list and click on the Delete button. Double-clicking on a Strategy will display the Operations in that Strategy using the [View Strategy Dialog](#).

When you select a Strategy from this list and an Operation from the View Strategy Dialog, then any reinforcements created after that will be added to the specified Operation and Strategy. To turn this off and return to normal reinforcements, select the entry **[Default Reinforcements]** in this dialog.

## Add Strategy Dialog

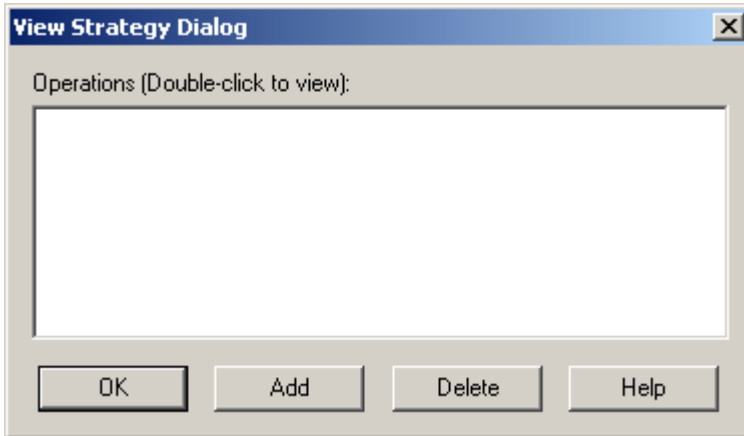
The **Add Strategy Dialog** allows you to define a new Reinforcement Strategy in the current scenario.



When you define a new Reinforcement Strategy, you give it a name. You also specify which side the Strategy applies to. Finally, you determine at what date the specified side will have to pick an Operation from that Strategy to implement. The number following the date is the game turn corresponding to the date.

## View Strategy Dialog

The **View Strategy Dialog** displays the list of Operations associated with the currently selected Reinforcement Strategy.



To add a new Operation to the list, click on the Add button. To delete an Operation, select it from the list and click on the Delete button.

When you select an Operation from the list, then any reinforcements defined after this will be added to the Operation. To turn this off, select the [Default Reinforcements] entry from the [Strategy Dialog](#).

## Creating Submaps

Although the Total War 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 Poland.map:

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

This file has three text lines:

- The first having the number 0 indicating submap
- The second having the filename Europe.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 Europe 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. By default, the Hex Info Area is displayed on the left hand side of the screen. However, this may be changed using the [Settings Menu](#).

## Terrain Information

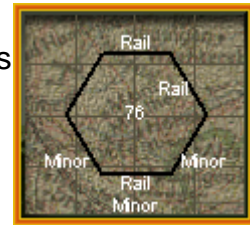


The **Terrain Box** at the end of the unit list displays information about the current Hot Spot hex. The first line of the display is the name of the country the hex is in. If the hex contains a city or port, then the name of that city or port is shown next. The air front of the hex is listed next. The next line shows the terrain type in the hex and the area of the hex.

If the current hex contains a Fortification, then the strength of the Fortification is indicated. When the current Hot Spot is an Objective hex, then the Objective value of the hex is also shown. Note: Exit Objective hexes will have the word **Exit** on this line and Surrender Objectives will have the word **Surrender** on this line. Finally, if the current hex is a Supply Source for either side, then this is indicated.

## Alternative Terrain Information

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 strength points in the hex.



## Unit Information



The Hex Info area is filled 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 **Strength**, its **Movement** value, its **Combat** values, and its current **Effectiveness** level. If the name is followed by a plus sign (+), then it indicates that the unit has

components. Other conditions associated with the unit are displayed as follows:

- When the Movement value is followed by the letter **R**, it indicates the unit is a rail unit that can only travel by rail lines.
- When the Movement value is followed by the letter **T**, it indicates the unit is entrained for rail movement.
- When the Movement value is followed by the letter **S**, it indicates the unit is embarked for sea movement.
- When the words **Has Fought** appear in place of the Movement value, it means the unit has participated in combat and cannot move anymore that turn as a result.

- When the words **Mech Move** appear before the Movement value, it means the unit has participated in combat, but can still move that turn.

### Alternative Unit Information

Clicking on a Unit Box with the right mouse button shows additional information about the unit. This begins with the type of the unit, followed by the country it belongs to and the side it is fighting on. Next the component type is shown. The number of components that make up the unit is displayed followed by the full strength of the unit. The final line shows the Armor, AT, and AA values of this unit.



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. In addition, the numbers which appear associated with each scroll arrow indicate the number of hidden units in the corresponding direction.

## 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. 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.



**Entrain** – toggle the entrain status of the selected units.



**Embark** – toggle the embarked status of the 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 Effective** - increase the effectiveness of the selected units. Holding the **Alt** key while pressing this button increases the effectiveness by 10.



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



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



**Combine/Breakdown** – either combine the selected units into one unit or break a unit with components into a component.



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



**Damage** – toggle the mode where left clicking on a map hex damages a rail line and right clicking removes that damage.



**Suppress** – toggle the mode where left clicking on a map hex suppresses a port hex and right clicking removes that suppression.



**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.



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



**Ownership** – toggle the display of city ownership on the map.



**Sources** – toggle the display of supply sources on the map.




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





**Organizational** – toggle the display of organizational colors on the units on


the map.


 **Jump Dialog** - display the [Jump Dialog](#) so you can quickly go to another part of the map.


 **Major Supply** – shade the map to show hexes that are within Major Supply distance from the current hex.

 **Command** – shade the map to show hexes that are within the command range of the selected HQ unit.

 **Highlight Fixed** - toggle the Highlight of Fixed units.


 **Highlight Reduced** – toggle the highlight of units of reduced strength.

 **Highlight Supply** – toggle the highlight of mobile supply units.

 **Highlight Repair** – toggle the highlight of rail repair units.

 **Highlight Headquarters** – toggle the highlight of headquarters units.

 **Highlight Entrained** – toggle the highlight of entrained units.

 **General Help** - display this help file.

## 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.

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

**F2** – display the [Parameter Data Dialog](#).

**F3** – display the [Nation Data Dialog](#).

**F4** – display the [Front Data Dialog](#).

**D** – decrease the strength of the selected units by 1. If you hold down the **Alt** key while pressing this key, then the strength is decreased by 10.

**E** – toggle the Fixed status of selected units.

**I** – increase the strength of the selected units by 1. If you hold down the **Alt** key while pressing this key, then the strength is increased by 10.

**J** – display the [Jump Dialog](#).

**M** – increase the movement of the selected units by 1. If you hold down the **Alt** key while pressing this key, then the movement is increased by 10.

**N** – decrease the movement of the selected units by 1. If you hold down the **Alt** key while pressing this key, then the movement is decreased by 10.

**O** – repeat the last city ownership command.

**R** – repeat the last rail ownership command.

**X** - remove the selected units from the map.

**1** - display the map in Zoom-Out mode.

**2** - display the map in Normal 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 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 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.

## Index

### A

Add Availability Dialog .....	29
Add Release Dialog .....	18
Add Replacement Dialog .....	19
Add Strategy Dialog .....	33
Add Withdrawal Dialog .....	32
Adding and Deleting Reinforcements .....	2
AI Parameter Dialog .....	31
Air Availability Dialog .....	29
Air Support Dialog .....	27

### C

City Dialog .....	22
Creating Submaps .....	35

### D

Description Dialog .....	13
--------------------------	----

### F

File Menu .....	4
Find Unit Dialog .....	30
Front Data Dialog .....	24

### H

Header Dialog .....	12
Help Menu .....	11
Hex Info Area .....	35
Hexes Menu .....	6, 7
Hot Keys .....	39

### I

Info Menu .....	7
Introduction .....	1

### J

Jump Dialog .....	22
-------------------	----

### L

Location Dialog .....	21
-----------------------	----

### N

Nation Data Dialog .....	25
--------------------------	----

### O

Objectives Dialog .....	20
-------------------------	----

### P

Parameter Data Dialog .....	23
Placing and Moving Units .....	1

### R

Reinforce Dialog .....	15
Reinforcement Strategies .....	2
Release Dialog .....	17

### S

Scenario Menu .....	4, 5
Scheduled Dialog .....	16
Sea Capacity Dialog .....	26
Set Ferry Dialog .....	32
Set Objective Dialog .....	14
Set Source Dialog .....	15
Set Strategic Target Dialog .....	15
Settings Menu .....	10
Shift Dialog .....	30
Strategy Dialog .....	33
Strength Dialog .....	20
Supply Sources Dialog .....	21

### T

Toolbar .....	37
---------------	----

### U

Units Dialog .....	13
Using the Editor .....	1

### V

View Menu .....	8
View Replacements Dialog .....	19
View Strategy Dialog .....	34

### W

Withdrawal Dialog .....	31
-------------------------	----