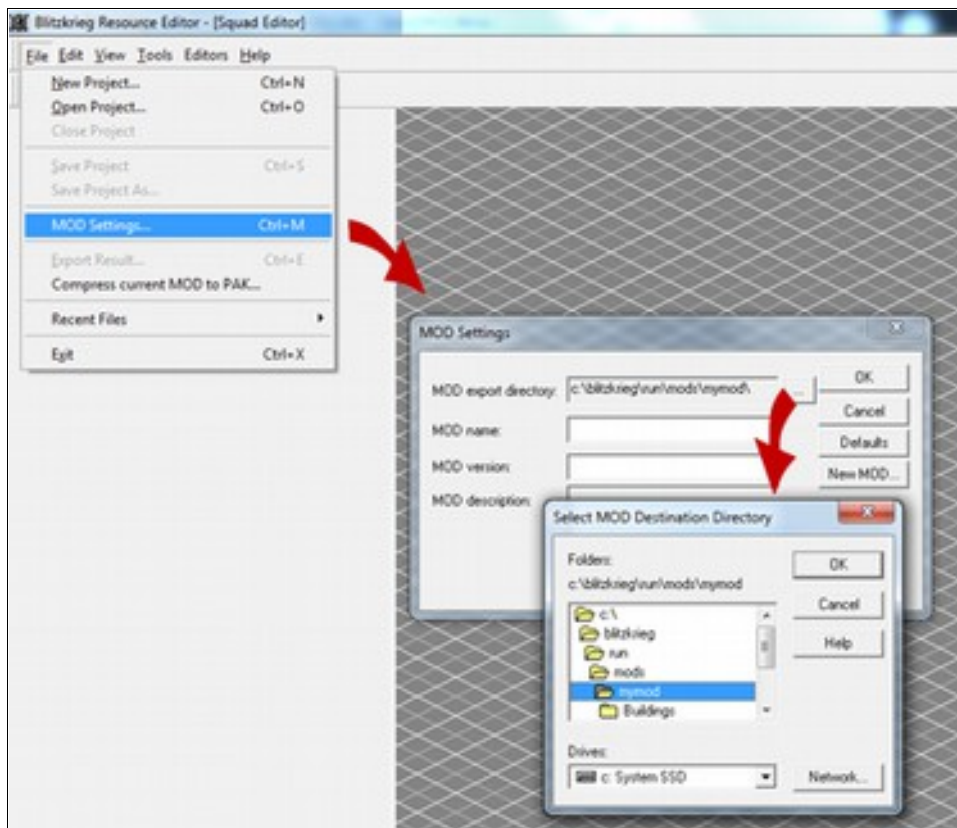# CREATING A NEW SQUAD WITH THE RESOURCE EDITOR

Getting Started

Click **File|MOD Settings** and change the **MOD export directory**. If you are working with a "proper" mod, then select the **Mods\Your Mod Name** folder (the top folder, **not** the data folder). If you want to work with the standard game files, then just select the **Run folder** (or the folder above your data folder).

Select "**Squad Editor**" on the **Editors toolbar**, click **File|New Project** and create a new squad file (which will have the extension "**scp**").
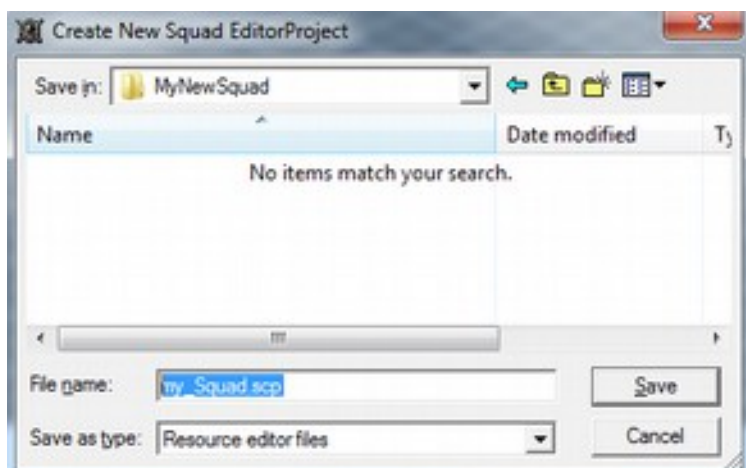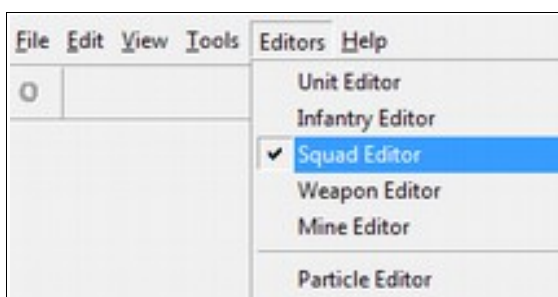
With the "**Basic Info**" node selected in the project tree window, change the **squad name** from "Unknown Squad". You can also specify a **squad type** from the drop down box (the default is "riflemans"). The squad type determines how it will be used in the game.
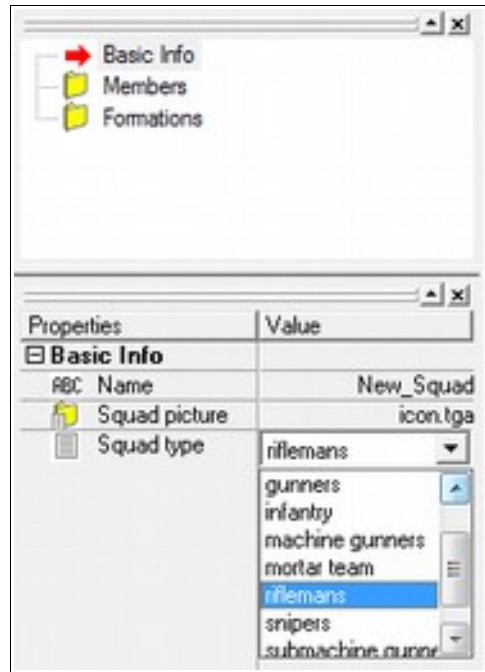

Adding Members

Select the "**Members**" node and either right-click and choose "**Insert Item**" from the menu or press **Insert**. This will add a new squad member pointer.
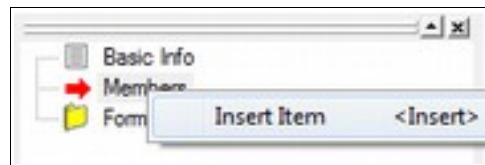
Select the member (the default is USSR\Mosin) and you will be able to change the human unit in the **Properties** window by clicking the ellipsis button next to the "Soldier" field. The human units listed will vary depending on the mod you are using (or not as the case may be). Either double-click the unit in the list or highlight it and click **OK** to change the member.
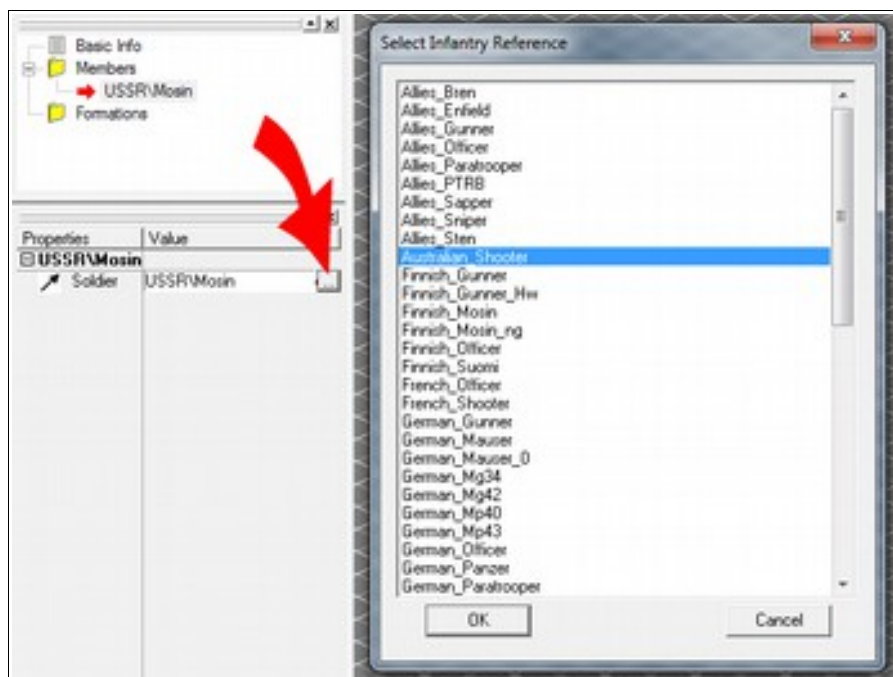
Note: if the required infantry member does not appear in the list then make sure you have selected the relevant mod folder and that the human unit is listed in the **modobjects.xml** file for the mod (or objects.xml for the standard game files).

To add more members to the squad click the "**Members**" node and repeat the above process. Members can be deleted by selecting them and pressing **Delete** or right-clicking them and selecting the option from the pop-up menu. When a member is added the sprite is displayed in the main window of the editor.

Adding Formations

Once all members have been added, click the "**Formations**" node and press the **Insert** key. Click the formation that has been added and change its type in the properties window (either "default", "defensive", "movement", "offensive" or "sneak").

There are 8 other parameters that can be amended for each formation:

Hit switch formation (* to be filled in at a later date).

Lie state - choose from either "standart" (standard?), "always lie" or "always stand"

Speed bonus - the speed of members in this squad is adjusted by this factor.

The remaining parameters adjust other variables for squad members:

**Dispersion bonus**, **Fire rate bonus**, **Relax time bonus**, **Cover bonus** and **Sight bonus**

You can have different factors for each formation (for example, members in a "movement" formation can have their speed increased by changing the "Speed bonus" factor).

Note: when a squad is split up in the game then these factors are **not** applied to the individual units.

With the same formation selected, you can drag the individual sprites around in the main window until all members are in the required place for your formation.

The direction of the squad can be set by clicking the "**Set Zero**" icon on the toolbar (in fact this is the only option) and then by dragging the direction line (if this does not appear then press **CTRL-D**) until the squad is at the required angle.

Go back to the "**Formations**" node and repeat the above until all required formations have been created.
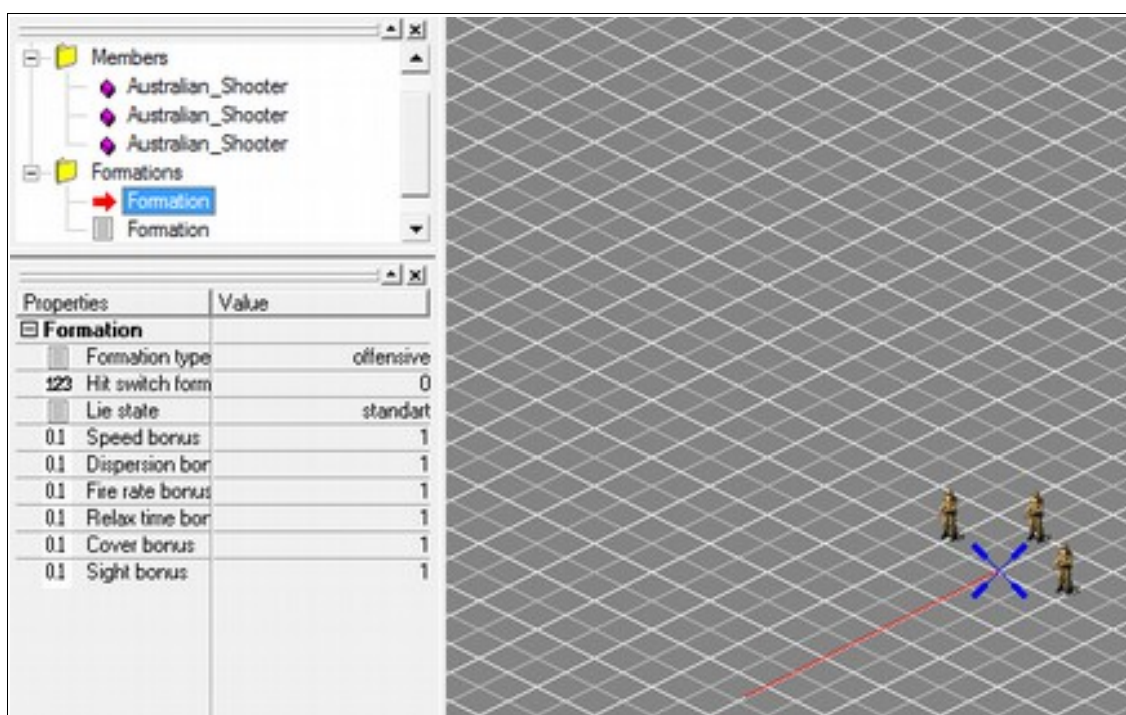
Exporting the Squad

Once all members and formations have been created click **File|Export Result** and export the **1.xml** file for your squad (for example to **Blitzkrieg\Run\Data\Squads\My Squad\1.xml**). You must add an entry for the new squad to your **objects/modobjects.xml** file before trying to use it in the editor.

You can download the squad .scp files included in the **Resource Kit** using the link below (or you can find it in the Help section). These can be opened in the editor to view how the squads in the original game were created and even as a starting point for your won adaptations.

http://www.blitzkrieg.be/helpz_bk/bk-editorstuff-Complete.exe