

## **Leons attempt at writing pointers for Blitzkrieg Map Editor**

### **A lot of other help from BKP, Ocelo and Aleksej von Grozni**

I have never written a “manual” before so this will be the first. In the past I wrote instructions which are much more rigid.

There will be a lot of basic things in this but please bear with me. I would appreciate comments and corrections where I have obviously stepped in the wrong direction.  
**THESE ARE POINTERS ONLY**

When you installed Blitzkrieg to your PC you could have left it to its default settings and thus your initial path will look different from mine. However if you know a BIT about computers you should find what I am talking about.

From a certain point in the folders (or directories as I sometimes still call them) the path looks something like this:  
....\Blitzkrieg\Run

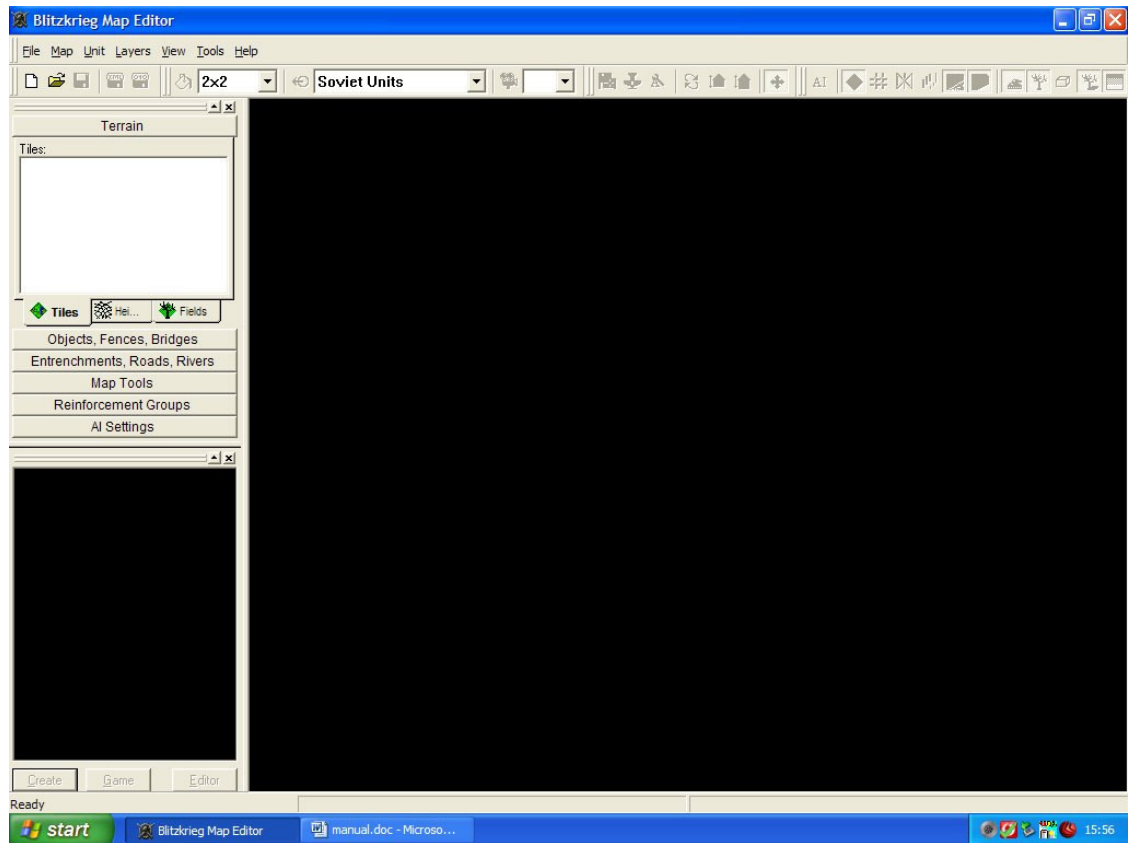
In this \Run folder there is a program called “mapeditor.exe”. This is our baby. But we do not want to search for it each time so let’s make a shortcut to it.

Right click on it and you get the chance to Send to Desktop (create shortcut). Do this and a shortcut should be placed on the desktop.

Close down everything and go back to the desktop.

## Opening the Editor and creating a blank map:

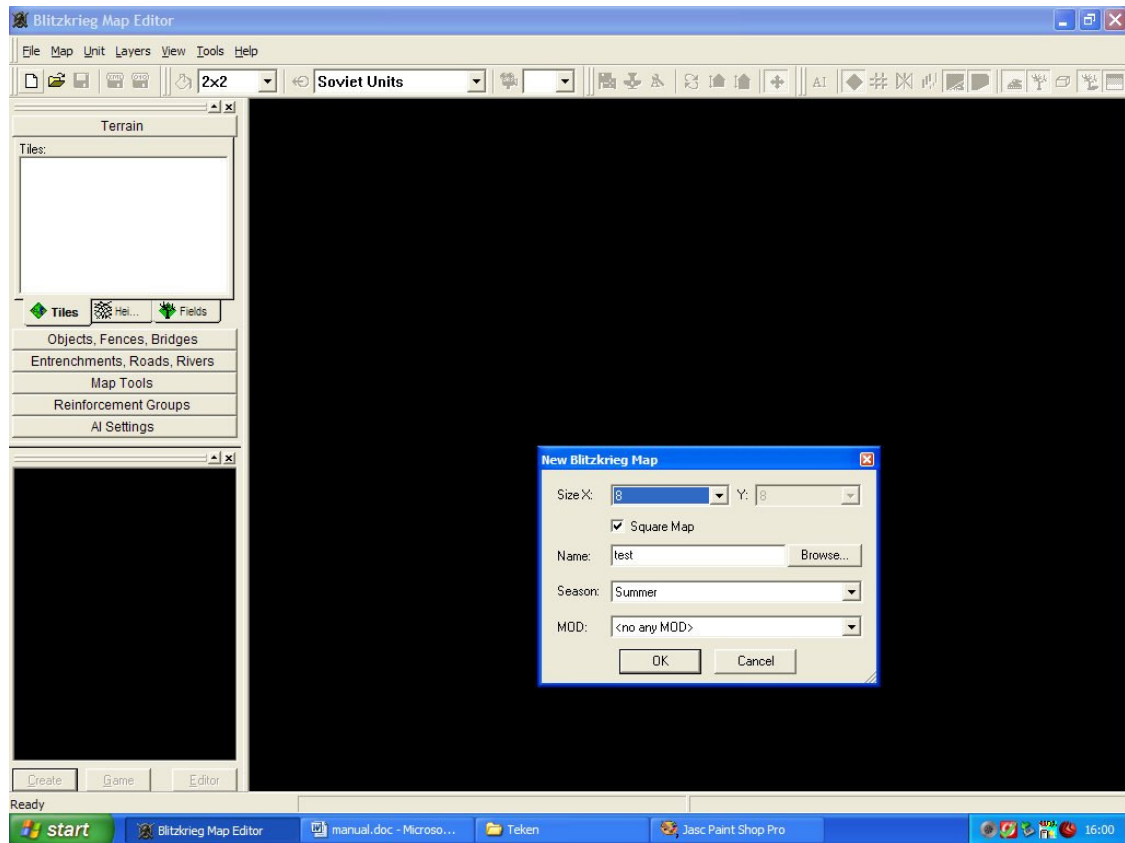
Now double click on the mapeditor.exe icon. The map editor will load in and you should see a screen that looks like this



Note that at this stage there are only 2 icons available for use. These are the New Map and the Open existing map.

We will ignore the Open icon at this stage and use the “Create new Blitzkrieg map” icon. Click on it.

Your screen now gets a new little box looking like this:



The important part now is this:



What does this all mean?

Size X is the size of the map in “blocks” You can use the dropdown box to change the size. But let’s stay with X= 8 and Y = 8

Square Map: Let’s leave the tick mark and make a nice square map. Looks much better.

Name: Give the map a unique name. Let’s make it “test”

Season: Here you can select the season of the map. Again let’s leave it at Summer.

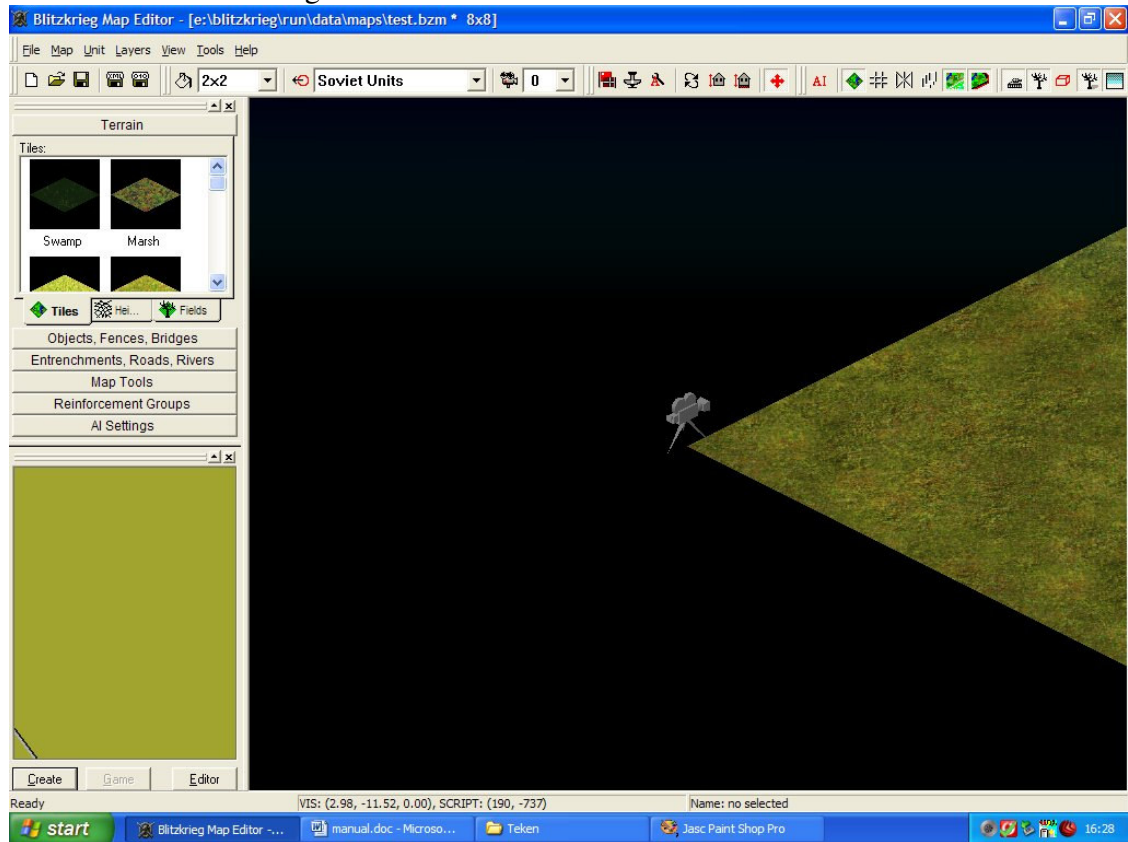
MOD: We are going to do all this in plain old vanilla BK so let’s leave the MOD field as <no any MOD>

Now click on OK and the progress bar will run over the screen. (I am too slow to capture a picture of it)

HEY: You have a new map!!!!!!!!!!!!!!



It should look something like this:

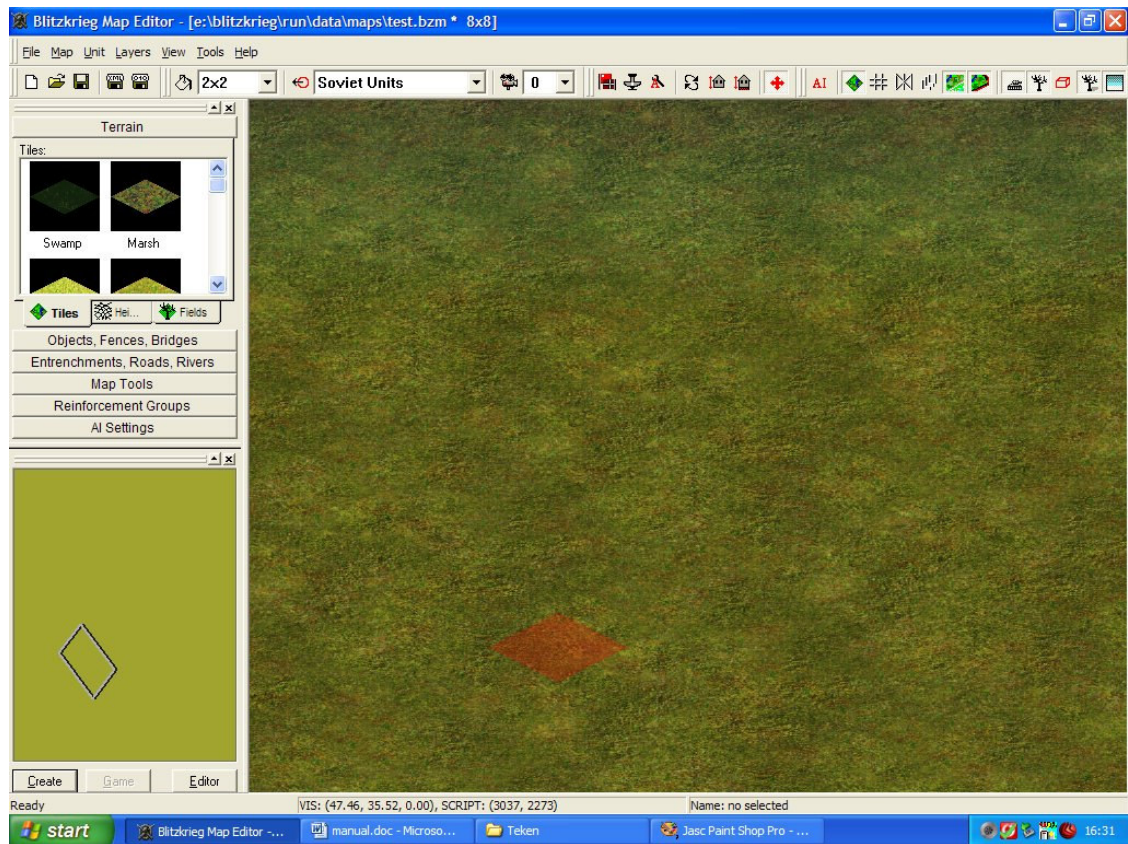


All of a sudden all the other icons have come alive.

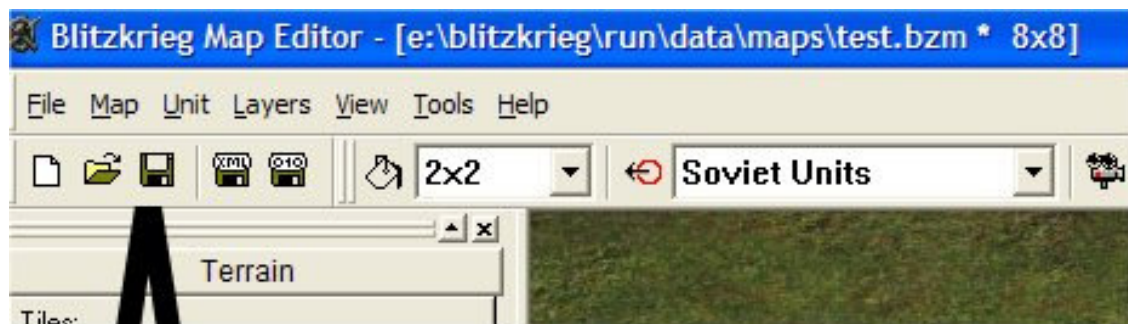
Remember: The map editor ALWAYS reverts to point 0,0. That is the left corner of the map.

Remember: In the editor the mouse does not scroll the pointers around on the map. It is used to select items only (Ok drag and drop as well)

Use your keyboard arrow buttons and move the pointer around so you can get the feel of it.



Now exit the application in the normal Windows way.



OK now we have created a blank map and saved it.

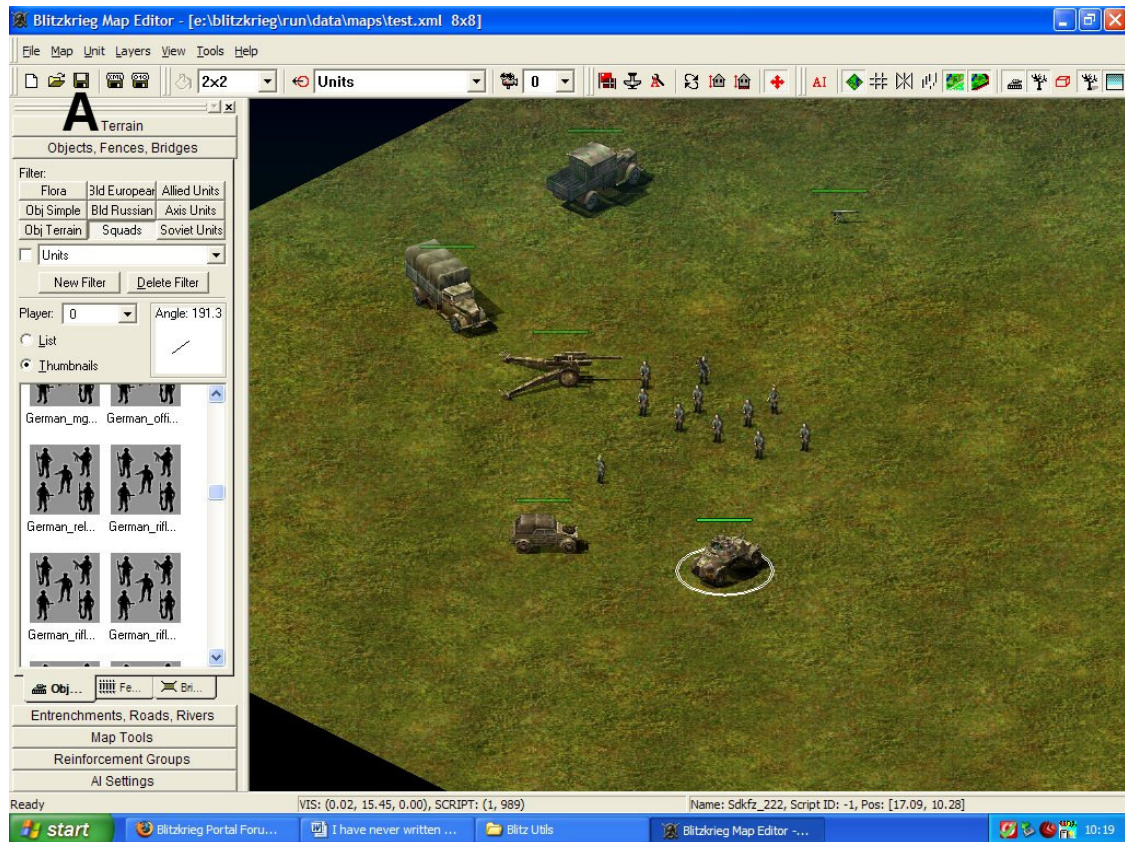
Lets digress here for a short while. Maps can be saved in 2 different formats which result in massive differences in sizes. Each has their own usage.

Normally we save in .bzm due to its size. But map files can also be saved in .xml format. Why should we do this?

Well you can edit items that can not be edited in the MapEditor like setting a scriptID to a bridge or even for damaging a unit so you get the destroyed image on the screen but it does not disappear like normal wreckage.

Although it is out of place here (remember these are thoughts and not a rigid procedure) I will do those steps now.

Normal save we use this button:



To save in xml mode use this:





When this map was saved in .bzm format it was 166k

But in .xml it was 563k.

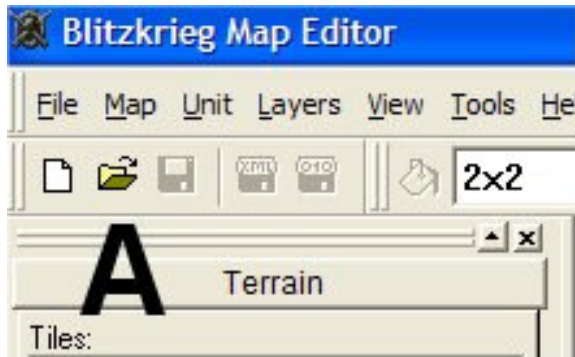
Not much you say. But make a busy map and you will see the difference.

Editing the items like units and bridges is outside the realm of this walkthrough so I will not do it here. Refer to [www.BKPortal.com](http://www.BKPortal.com) for that.

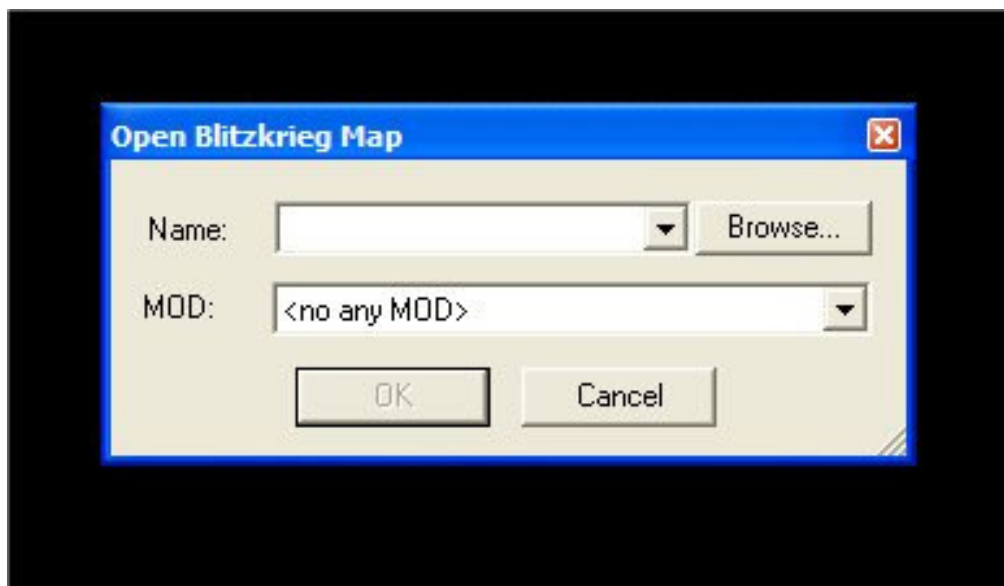
Lets open that map again.

**Open an existing map:**

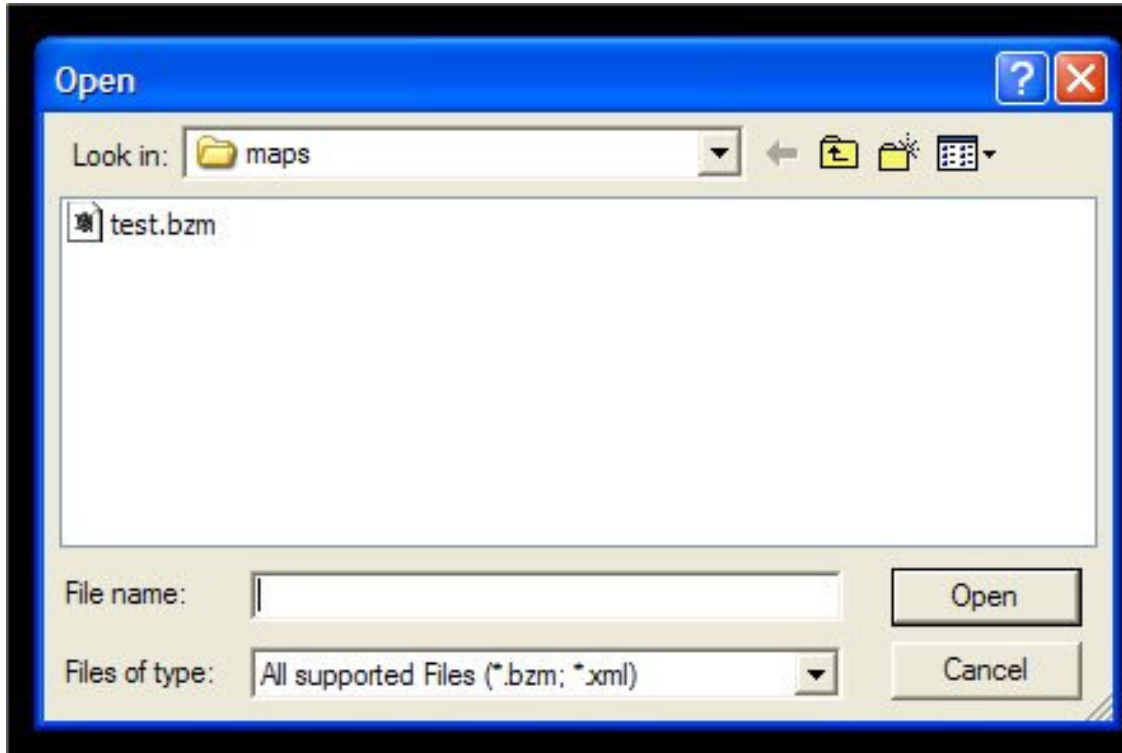
And the icon is obviously this one:



A box opens up as such

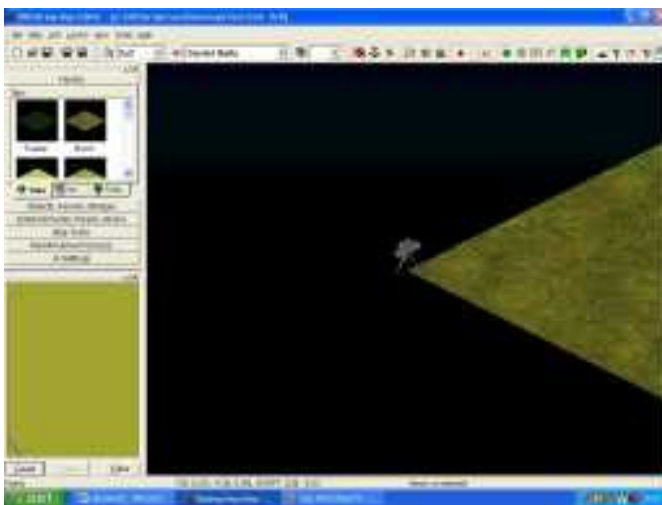


Now press the Browse button and a list of existing .bzm files will be displayed. In this case here is our new map. Files could also be in .xml format.



Either double click on the file name or click on it and then click on OK. Remember we are using plain vanilla BK. So do not change anything in the Mod section.

Click on OK and the map will load in again. Again note that the camera and viewpoint has moved to position 0,0. Left corner



Now we start playing around. And this is where YOU decide what you want on the map.

**Start adding items:**

Let's name the Workspace bar first. That is this portion of the screen.



OK.... what do all these things mean:

Terrain. Just what it says. These are the tiles that can be made use of to fill in the map. Here I have used a few just to show what they look like. It is up to you to experiment. Play around a bit. But remember one thing:

**THERE IS NO UNDO IN THE EDITOR.**

So save and save and save with different names. It is terrible if you make a boo boo and your map is 90% done only to discover you have no "backup".

Heights: I will touch on this at a later stage as it is quite complicated.

Fields: There is an excellent tutorial out by Ocelo and it is added in here with his permission:

*Using the Random Fields Generator in Blitzkrieg Map Editor  
by Ocelo*

*This is a real boost for creating BK maps. Believe me.*

*First, open up a map in any BK map editor.*

*Now, on the left tab, click on the "Terrain" tab.*

*At the bottom of the small window that appeared in the panel, just above the tab "Objects, Fences, Bridges", there are 3 tabs called "Tiles", "Heights", and "Fields". The "Heights" tab lets you edit/ create hills/elevation changes on the map, with different brush sizes (left-click and hold to raise ground, right-click and hold to lower ground/elevation).*

*We're interested in the tab called "Fields". Click on it.*

*Now you see various stuff. I'm not sure what all the boxes mean/effect, but check all of them- just in case :).*

*Next, select a field in the "Available fields" box (you may have to widen the instrument panel to see the numbers). Here's what they mean:  
(you can actually use any field on any map)*

## **SUMMER**

*00- plains with bushes*

*01- SWAMPS*

*02- deciduous FOREST; with a few ravines*

*03- wheat plain; with light brush border; Y-axis*

*04- same as no.03, but aligned with the x- axis*

*05- fir forest; less dense than 02*

*06- less dense forest; with no ravines*



07- (fall?) forest, with few trees, many without leaves; random log cabins; small ravines  
08- same as no.07, but with fir trees  
09- bare ground with border of spare bushes; at times, a Russian shed; all terrain objects on Y- axis  
10- same as 09, but with no sheds; and all terrain objects aligned with the x- axis

### *SPRING*

00- spring plain, with a few bushes  
01- SWAMP; few bushes (and w/out leaves)  
02- same as 05, but more varying terrain  
03- same as 04, but with a little less snow than 04  
04- planting ground; a bit frozen; brush w/out leaves  
05- forest without leaves and some snow  
06- same as 05, but with some fir trees

### *AFRICA*

00- rippled sand; no terrain objects  
01- sandy ground, surrounded by grass and spare trees  
02- varying terrain with small dunes  
03- dry ground with dry terrain

### *WINTER*

00- wind-blown terrain with thick brush  
01- snow-covered field surrounded by brush with trees + watery terrain  
02- forest with fir trees  
03- garden surrounded by spare bushes and trees  
04- light forest with no fir trees

*Now, once you've selected the field you want, move your cursor to the map. As you click the mouse in various places, you will see numerous segments created. These will be the vertices of your field.*

*once you have your shape, double-click for the polygon to complete it. Now you can move the vertices if you want to by dragging them around. Note that after the next step, you will NOT be able to alter the field; just manually clear it by changing terrain tiles, or deleting objects.*

*Once you are satisfied with the polygon and the field, double-click anywhere to have the field created. This may take a few seconds.*

*Now you have a professional field, with randomly placed terrain, simple, and flora objects placed in your field. Note that you may have to enlarge your field to get the entire result.*

*Your field is done! Experiment and tweak with it to fully understand how it works. On the whole, though, its a life saver.*

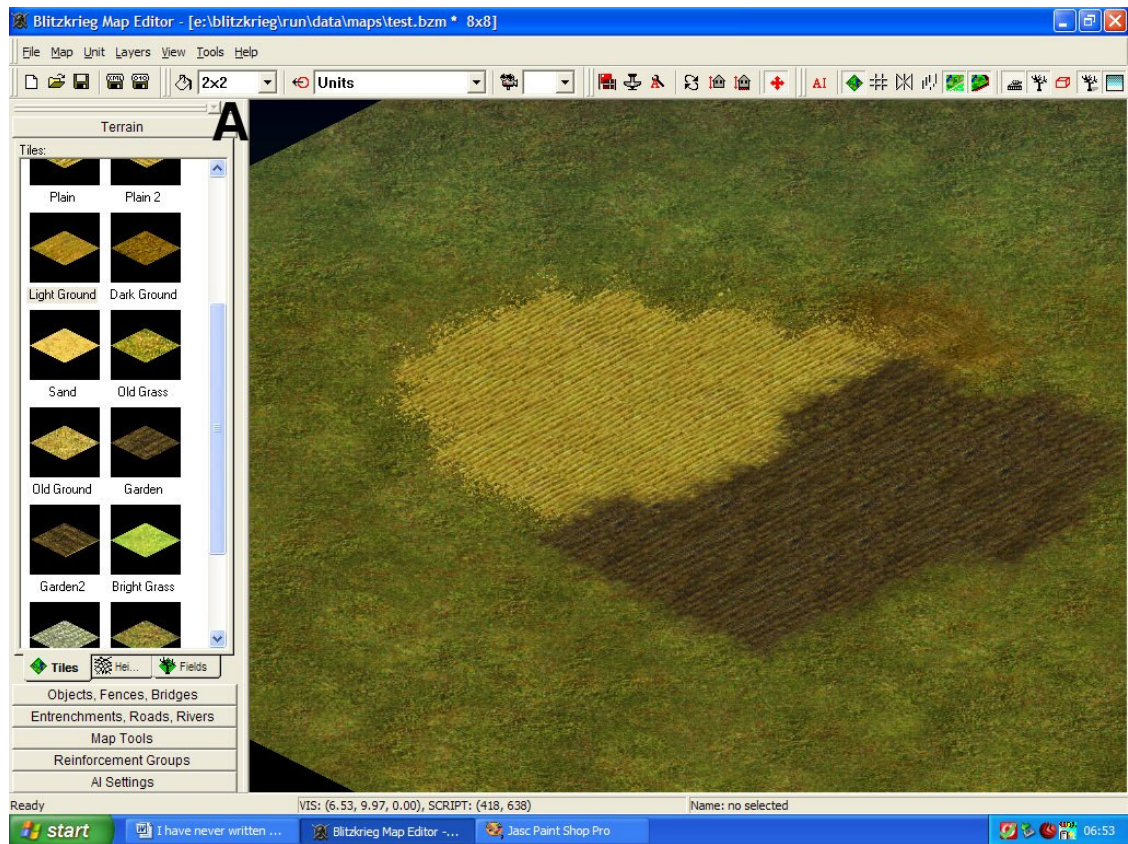
So now comes the nice bit. **Objects, Fences and Bridges....**

Open your new map as per the instructions.

In the one below I have made a small field simulating a plowed area and some wheat. Try making something similar. Remember that a lot of this depends on your artistic “skills” and just a bit of imagination. This is done by selecting the “ground” you want to use. Then hold down the button and “place” the items on the ground. Move the mouse around a bit.

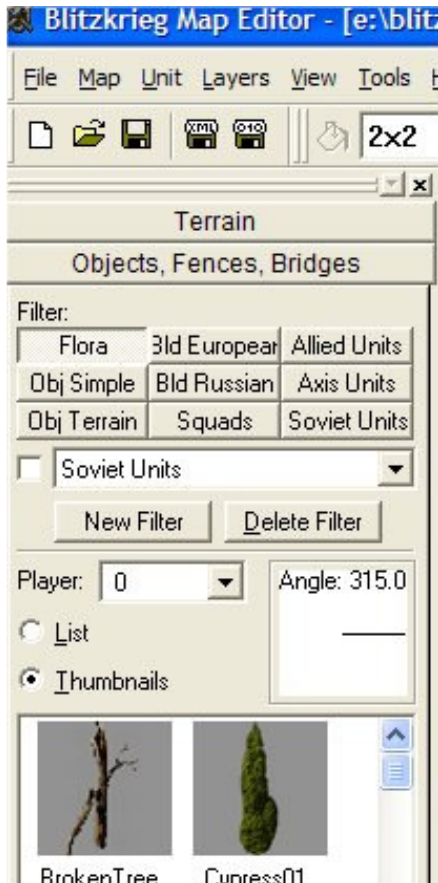


You can change the size of your “paintbrush” with this icon and setting:



Now click on the flora button which is situated on the Workspace Bar. No its not a girls name!

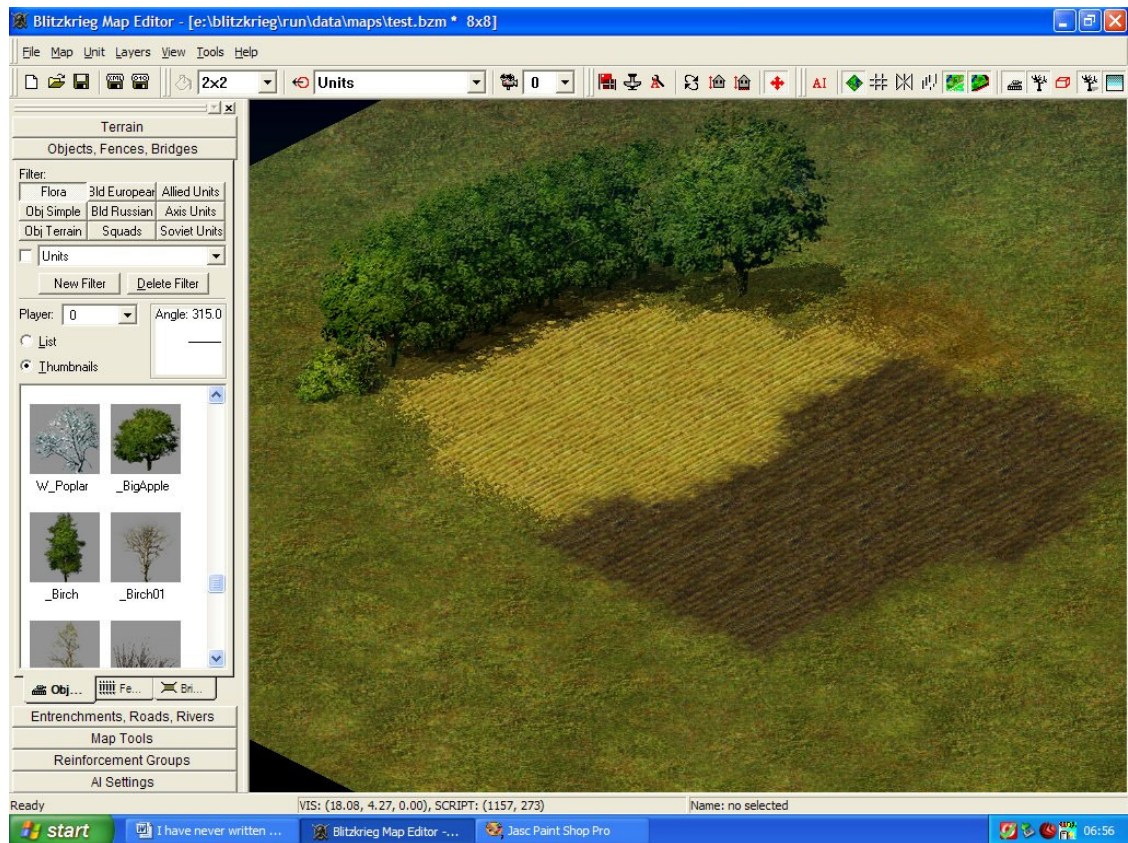
A drop down box opens up. For easy viewing I suggest that you ensure the radio button called “Thumbnails” is selected. In that way you will get a small image of the items in that dropdown box.



In this box you will find many trees, bushes and larger flora items. Don't expect any flowers here.

Click on a tree. I have taken a \_Lime tree. Now move the cursor (with your mouse) to a spot on the map. Left click and the tree is placed on the map. Easy. Add a few more trees. Remember to think this through. You do not have winter trees in summer. Nor do you have a tree stump in the middle of a field. No farmer would like that. Now is the time to get your green fingers working. I have added an apple tree to a few limes and a bush as well





You will have noticed the tab at the bottom is called “objects”. Next to it you will see “fences”. Click on this and a list of all available fences are displayed. Same applies here. Select a fence and place it on the map. I have placed 3 wicker fences as here. But they all face the wrong direction.



The trick here is to click and hold down the button while dragging the mouse in the direction you want the fence to go. Play around.



If you have placed an item in the wrong place then click on the Workspace bar (I normally click on the "Objects" tab). Then single click on the item you want to remove. A white circle identifies the item selected.

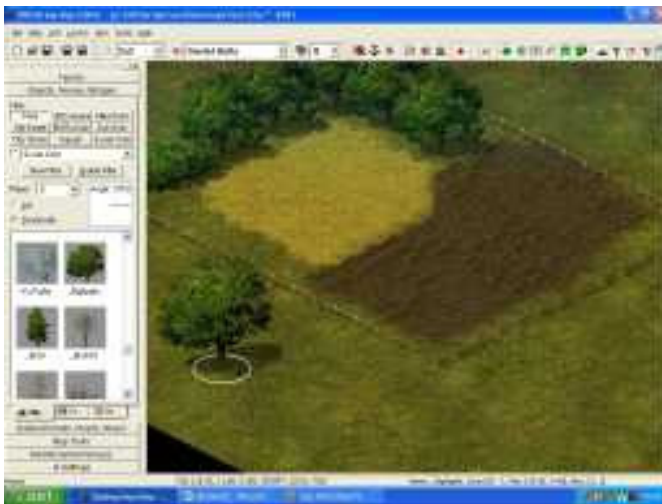


Press "delete" on the keypad and the selected object is gone. I have also now created a gate in the same time. After all the farmer must be able to get to his fields and Lime Trees.

A thing to remember here is that unlike in true life a soldier will not climb over this fence. He will look for the "path" which is the open area. But if a tank flattens a bit of this fence the game engine sees it as an opening and the soldiers will use that to enter the area. So if you surround the complete area the soldiers will not be able to get in there.



Oh yes. To move an item is similar to the “delete“ bit. But after selecting the item you can drag it to a new spot. I have moved the Big Apple tree away so I can see where my fence is going.



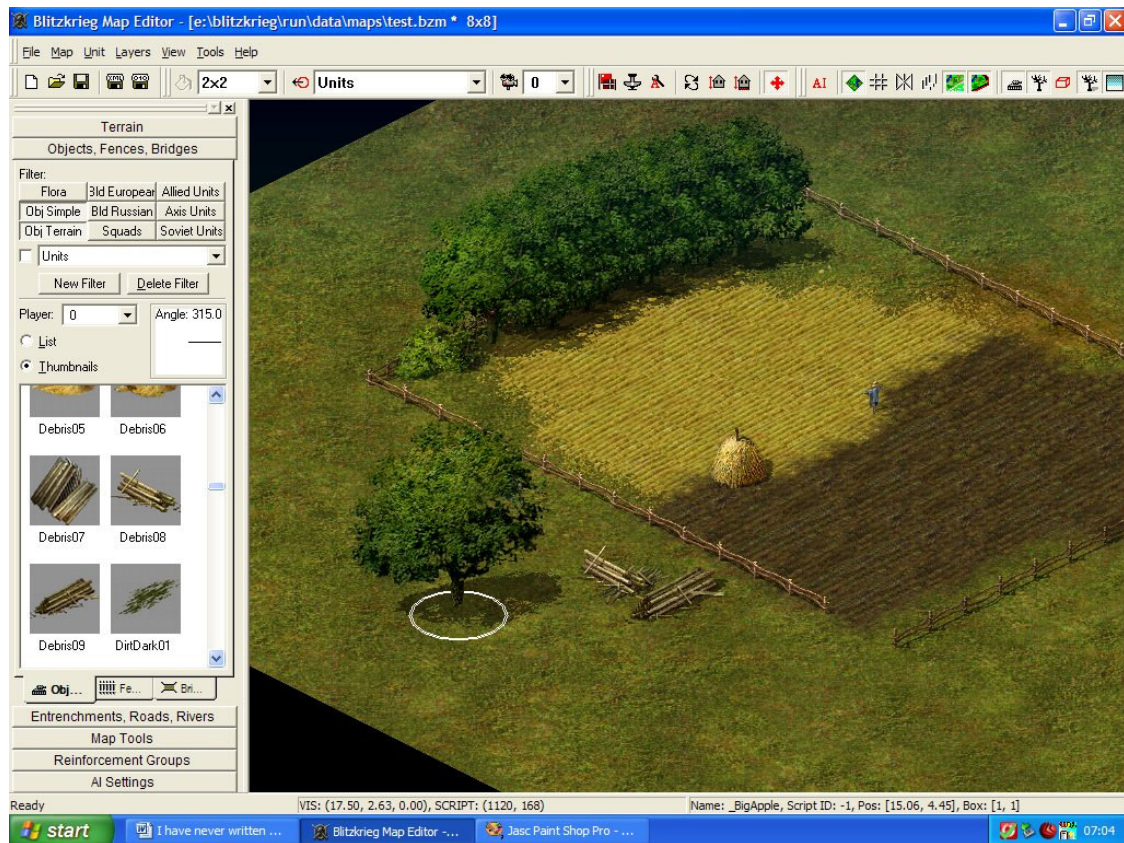
Now we go to the next tab which is objects. Use these to spruce up the map a bit. As we are keeping this simple .



The idea is to make the map look “pretty” by accessorizing it. Remember we are not building railroad dioramas here but some detail does make the map nicer to look at and also gives one some satisfaction in that you are pleasing other people who will be seeing and playing your maps. If they wanted a bare sheet of ground the game makers would not have added all this detail.

The next tab “Terrain” contains items that you can use to further spruce up the map. That heap of stones at the corner of the fence are the ones he threw out when he made the field. And the grass that is still under the one portion of fence needs some attention.





As this farmer has just spent a day making hay I have added a hayrick, a scarecrow and a few pieces of lumber as he is planning to extend his fences

The next two tabs are Building European and Building Russian. If you are making a Russian map the map wont know that you are using items from the European theatre. Nor will the European map know you are using a Russian item. But be realistic. If you are making a map of the Ukraine would you add in a “German house”? You can mix and match but be realistic.

I have added a Stone house (so it looks a bit “western”). Also a well, three different sheds.

Remember you can add from any of the tabs as you go along. You can also remove items and replace them with others. Try your hand at this as the next bit is going to be about River, Roads (and railroads), Bridges and trenches. After that we will take a clean map and start adding units and explaining what all the functions are.

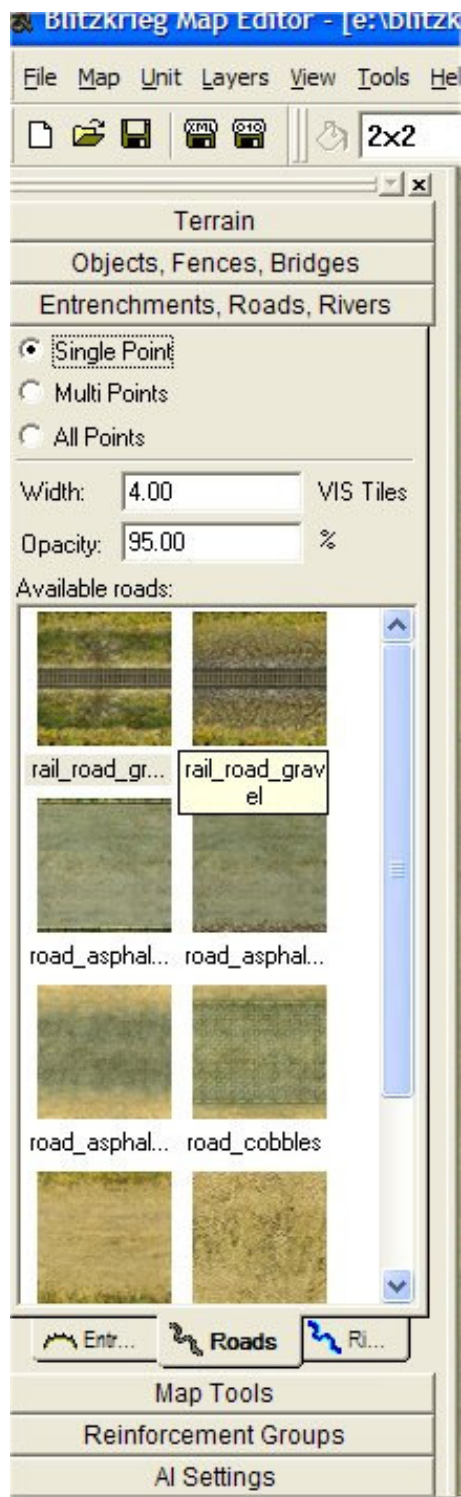


Ok lets do a **road, and a river, and a railroad and a trench....**

For this it is easier to use a blank map. So create one and then click on the Entrenchments Roads Rivers tab in the Workspace bar.



Now Click on the Roads tab and you should see this:





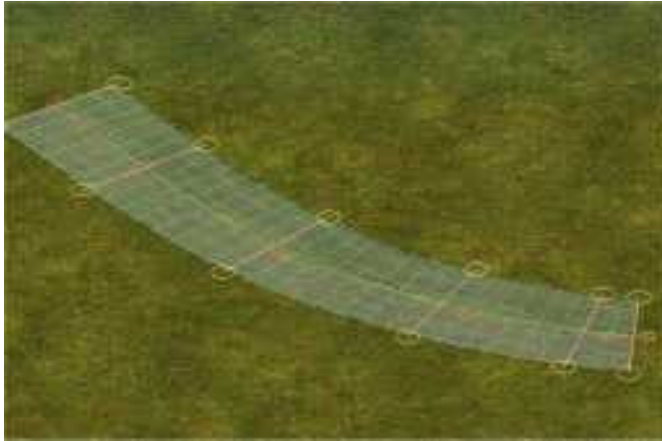
I have selected Road\_Asphalt\_ground and moved my mouse pointer to the point where I want to start the road. I have clicked once to put the start point down.



Now move the mouse pointer and lay down a “track” of where the road must go. If you make a mistake then right click will remove the last “point”. Continue on this way until you have made the middleline of the road



At the last point double click and the road is laid out. Nice. No laborers to do the work and no messy road works.



Now for the surprise!!!!. Rivers , Railway lines and trenches are made in the same way. With trenches you have to remember one additional thing. And that is that the little position slightly to the front indicates the front of the trench. So it points in the forward facing position. No matter if it is placed wrongly. Your troops will fire to the rear if the enemy comes from that direction.

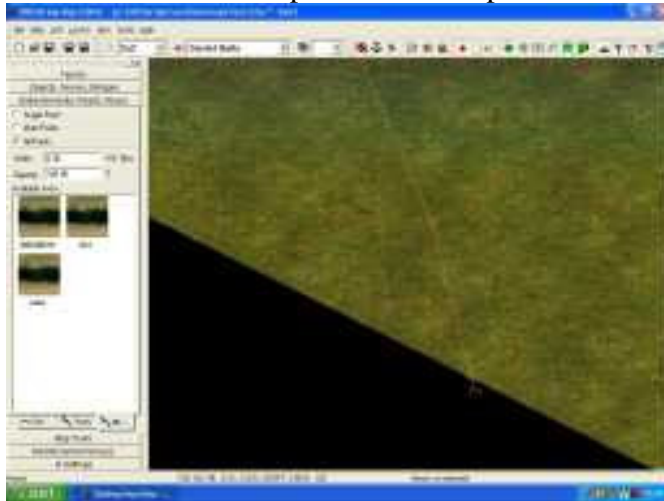


There is an excellent tutorial by Alex to be found here:  
[viewtopic.php?f=4&t=5288&p=96485&hilit=Road+tutorial#p96485](http://viewtopic.php?f=4&t=5288&p=96485&hilit=Road+tutorial#p96485)

Hehe why should I reinvent the wheel?

Making a **bridge** over a river is a combination of river, bridge and road.  
A new blank map was created.

A river centerline was place on the map as mentioned above



Then the river was placed



Remember to tidy up the ends of the river so they do not end up as a sudden end. Pay some attention to detail.

Now the bridges tab was selected on the workspace bar. I then selected the Asphalt\_bridge\_02 and the “ghost” bridge end appears.



Now click and drag the end of the bridge to the other bank of the river. Release the mouse button and the bridge has appeared





Now place your road. I have used the Road\_asphalt\_gravel and placed them as per the pointers given previously



A few things to remember about rivers: Make them look as natural as possible. Rather use 2 standard width rivers than expanding its width to a level where it looks “strange”. Remember that the river flows from your start point to the end point. If you connect 2 portions of a river don’t make them flow in opposite directions. You can even make a dam when using those 3 icons. Rivers cannot be crossed unless you place a bridge or have become extremely adept at making a crossing that actually works. There are ways of doing this but that is not intended at this stage. These are just the basics. To become an expert is up to YOU.

A pointer or two about bridges. Think of natural points where you would build a bridge. Remember that bridges can only be placed in a straight line. And they are to the left and

to the right. No straight ahead bridges yet exist in the game. Someone may just make one one day. If you have placed a bridge and want to remove it: Click on the bridge icon in the workspace bar. Move the “ghost” bridge over the one placed on the map. Hit delete. (the same way with trenches). Making buildable bridges is for another time.

Roads leading to bridges. Place as per normal. Don’t make a tight curve in front of bridges. They are very seldom built that way. I end my roads just before the bridge and start off again on the other side. Blend the road to the bridges edges. It pays to pay attention to detail.



Railway bridges are placed in the same way. One thing has to be remembered when placing railway bridges. There is one that is not passable by a train (I forgot which one). Secondly. The tracks that you lay over the bridge **MUST** be continuous. Do **NOT** stop on the bridge and then continue on the other side. As a rule learn to lay your railway lines in one unbroken piece. It just saves frustration at a later stage when your train suddenly stops in the middle of nowhere.



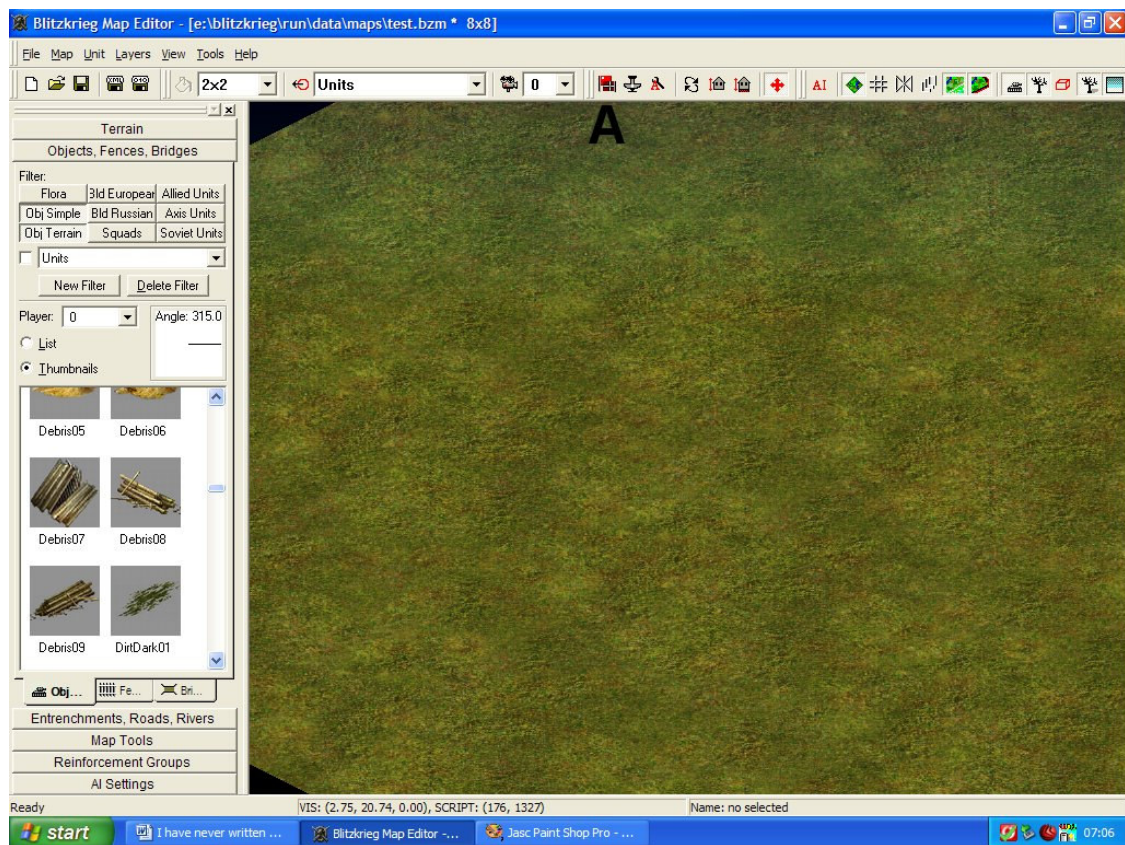
Remember that unlike in real life nothing can pass UNDER a bridge.

And now we start with the placement of **units** on the map.

But before we go there a few pointers.

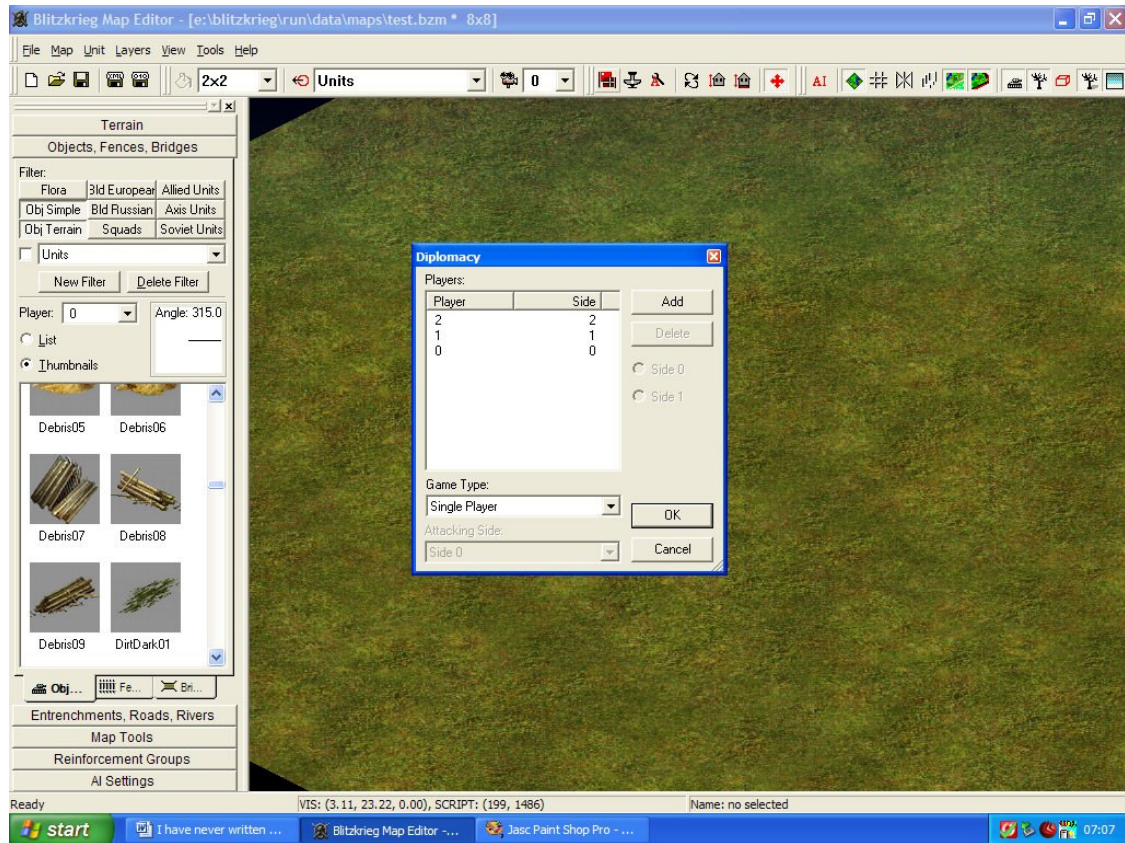
1. Maps are always saved to the \maps folder. No matter what version you have, no matter what mod or skin pack or sound mod. They go to the \maps folder and that is that.
2. when saving a map use a short but descriptive name. Its no use calling the map: the firstbattlebetweenthe britishandtheafricacorpsatmichelliinnorthafricaon1january2090. Jeepers. You can just as well call it "battle". Remember you are going to type that name again somewhere and you ARE going to make a mistake in the name.
3. Try not to use underscores in the name. I know it is not a killer but simplicity is best.
4. REMEMBER that the player is "0" and the enemy is "1". MAKE SURE YOU HAVE THIS CORRECT WHEN YOU START PLACING UNITS. You are going to hate finding a 88 right in the middle of the enemy base and it has been allocated to you. Oh yes. Player 2 is neutral. You cant do anything wih it unless you script it. Leave it be.

To set the sides that are going to be in the map go here:

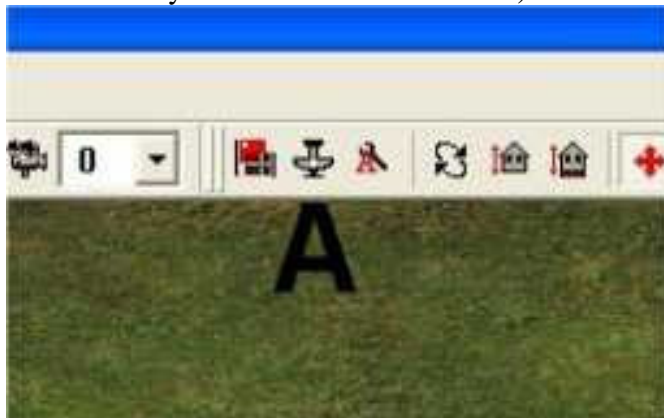




Click to get a new box like this. Seeing that we are going to make a singleplayer map with only 2 parties lets leave it like it is.

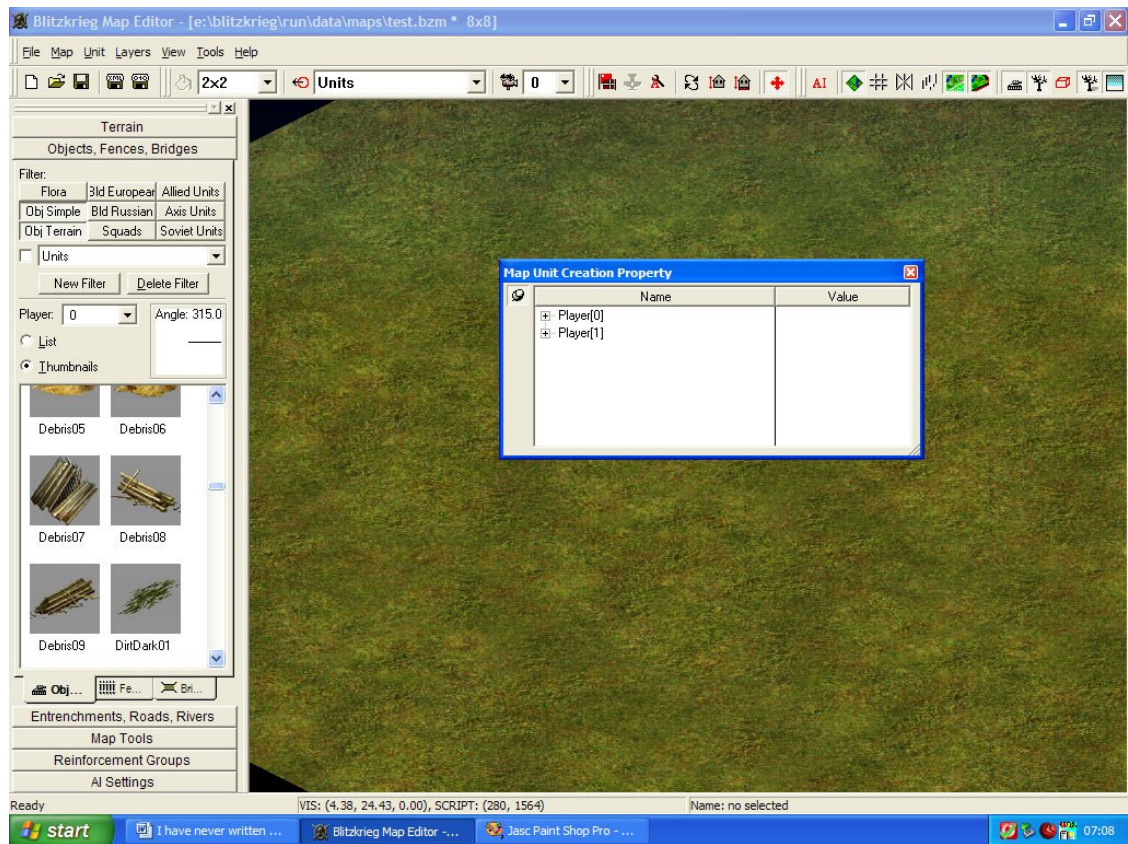


Now go to the “upside aircraft” or upside down mushroom” (whatever you want to call it. – It is actually called the “Unit Creation”)



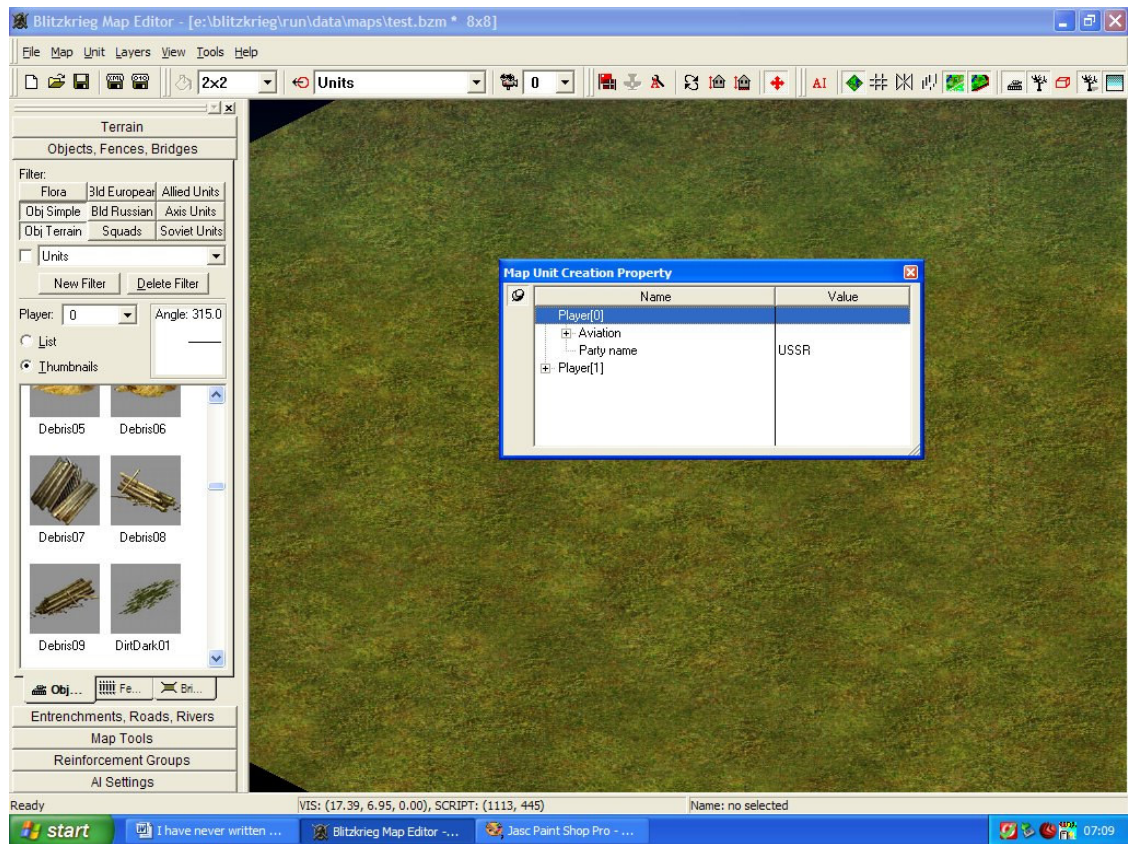
Click on it to get this box. (This is also where aircraft are selected but we will get there a bit later on.

You now get this:



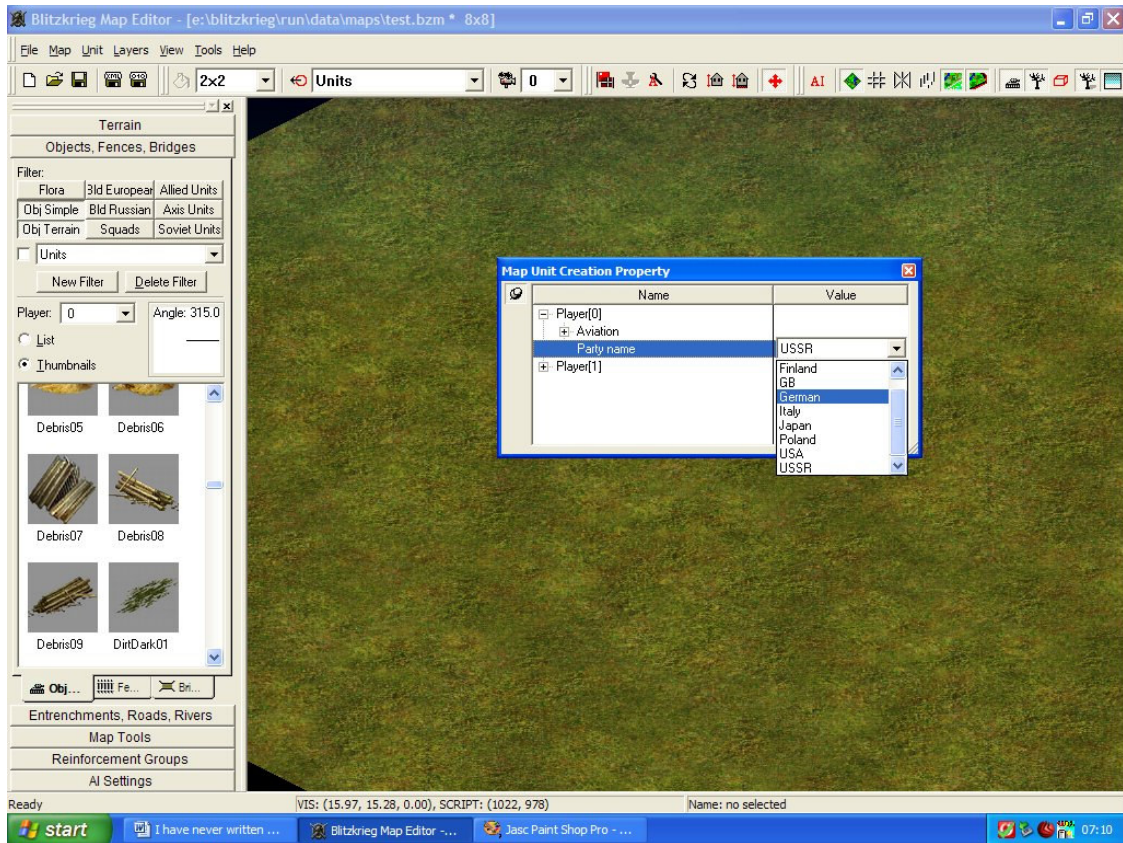


Click on the + sign next to Player 0 to get this.



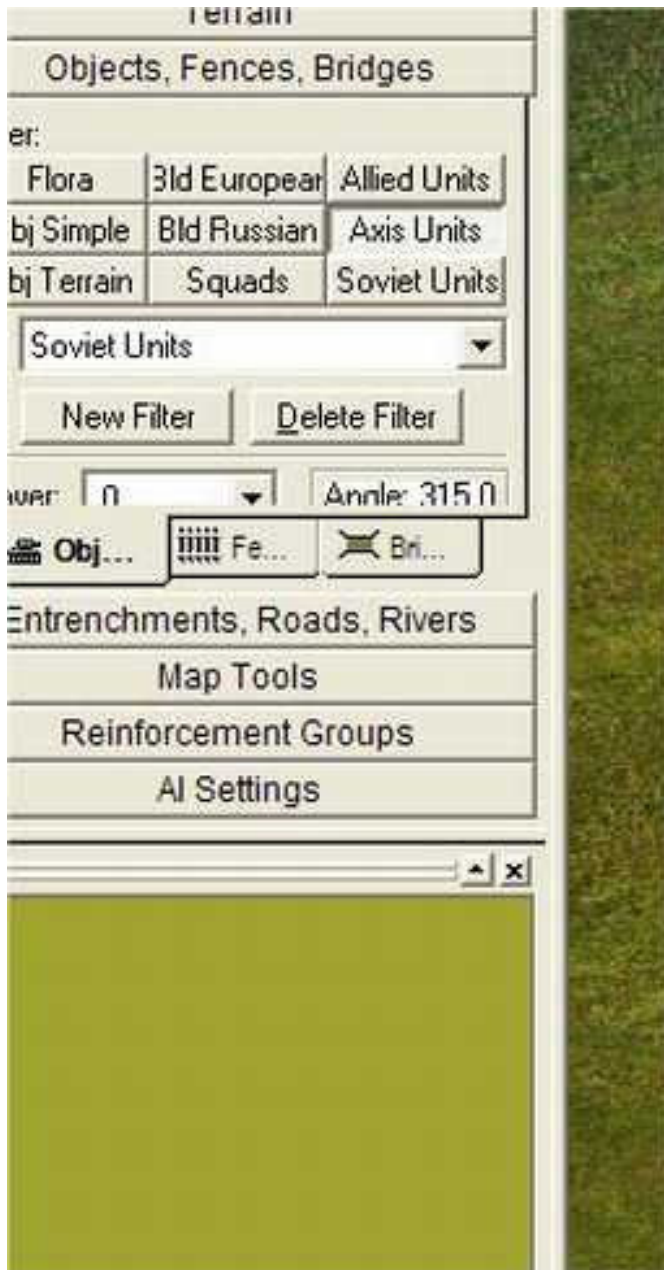
Double click on the word USSR to get a dropdown box of all available parties. Select yours.

Here I have selected German: Do the same for the enemy. Remember Germans don't fight Germans in this game.

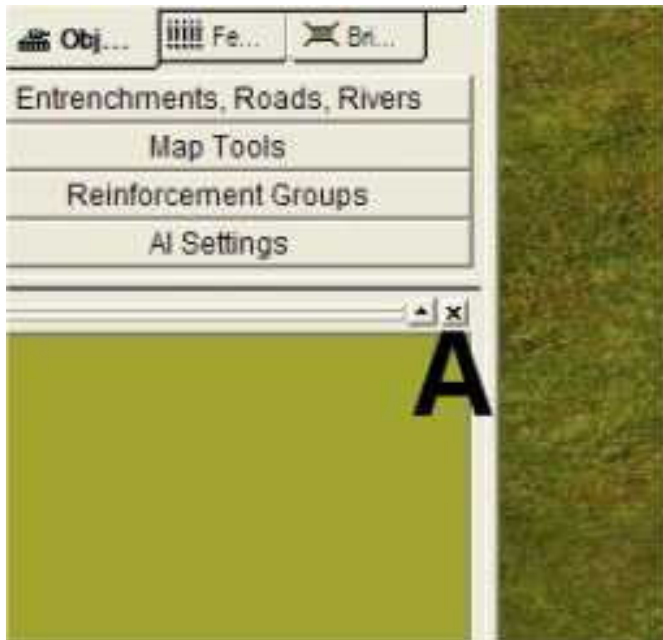




Now select the German units in the Workspace bar



But I can not see the unit icons so I will get rid of the minimap bar. To do this close it down by clicking here:



To View the Minimap again go :



Then scroll down to :



With the mini map out of the way we can see all the German units. Yipee!!!!

Scroll up and down until you find a unit you like. Click on it and place it on the map just like you placed trees etc. You can even rotate it by using the : (remember the unit you want to rotate needs to be selected.... My favorite is placed on the map.



SAVE THE MAP.

Now for the fun.

Click on Tools and then on Run Blitzkrieg.

If you have not saved the map you will be asked if you want to. If you have been in too much of a hurry then do it now!

The normal loading screen will appear and the map will load.

You have your first working map!!!! Move the unit around! It works!!!!

To exit the map just press Esc and exit as normal to Windows. When Windows opens again you will have returned to the map editor.

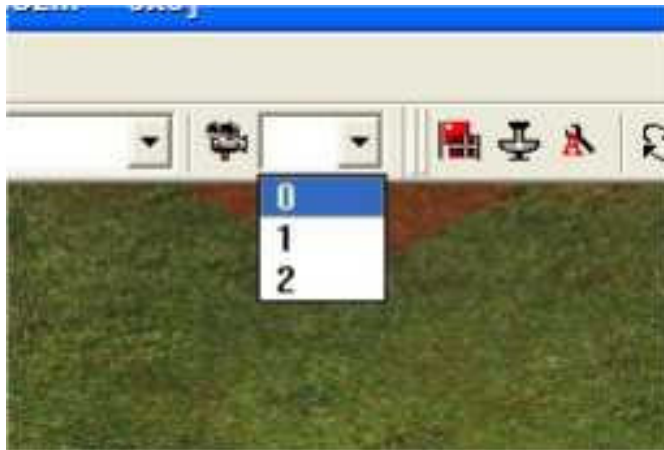


No excuses now. So lets get to the units parameters and start commands

A blank summer map 6x6 has been created for this.

Squads and units can be allocated certain criteria when the map is created.

Remember to set the side of the unit/squad. This is done via this button and the dropdown associated with it. As said before “0” is the player, “1” is the AI and “2” is the neutral nits. On the minimap these will appear as Green, red and blue respectively. But we are running ahead here.



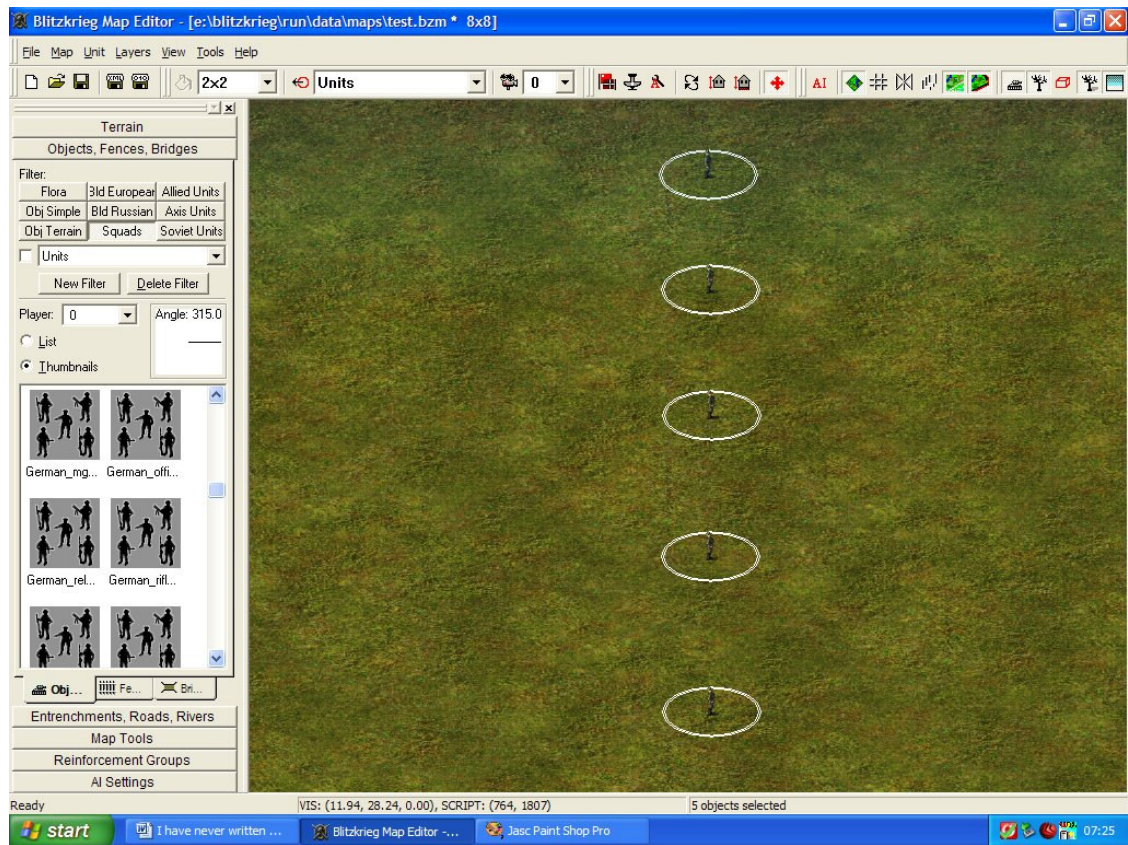


Next select Objects Fences Bridges in the Workspace Bar and select Squads from that. As the minimap is not displayed a set of thumbnail images are presented. OK Icons if you wish.

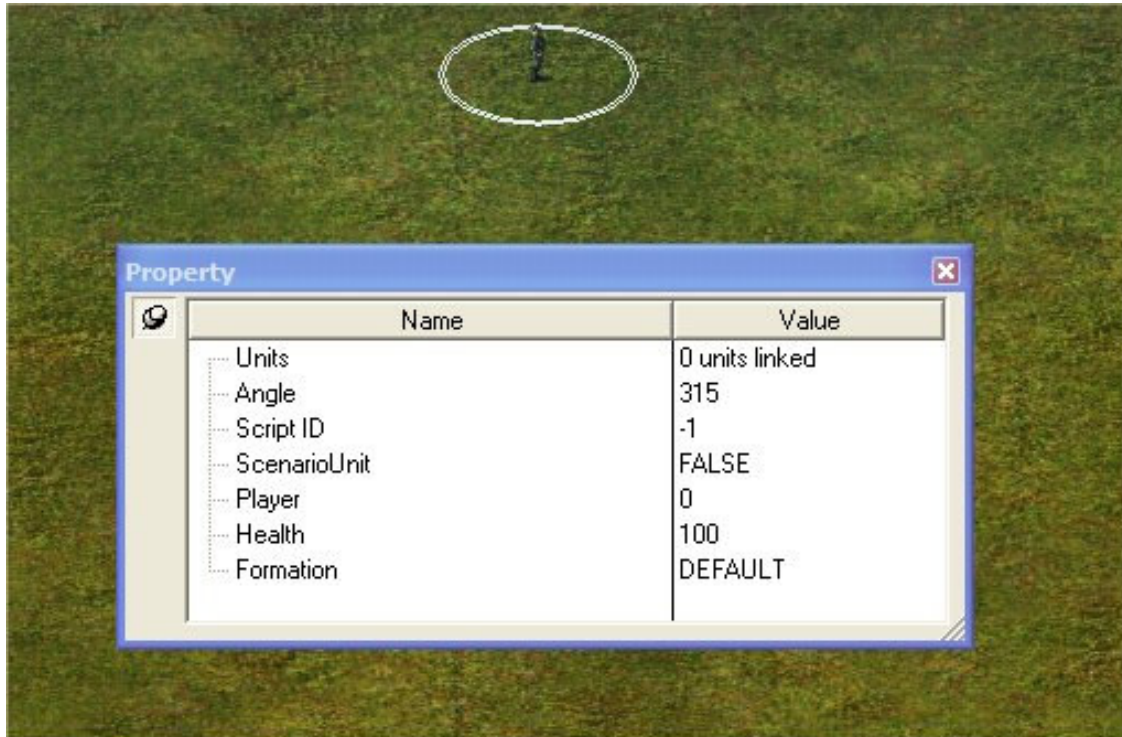


Scroll down to the unit you want o place on the map. I have scrolled down to German Officer. I have clicked on him and placed him on the map. Spread 5 of them over a small area.

Click on one of them to get the white circle around his feet



Now either click again or press the space bar. Same effect but you should get a dropdown like this



Now what does this mean:

Units linked we will get to later.

Angle is the angle at which this unit is facing. Yes he can be rotated as I explained earlier.

ScriptID – this is used in the scripting phase to give the unit an identifier.

ScenarioUnit – also used in a later stage.

Player – As said this indicates whose unit he is. In this case he is player 0. If you want to change this doubleclick on the number and change it to what you require. Here he stays “0”

Health – How “healthy” is this guy or squad.

Formation is where we are headed.

It is normally set at default but it is changeable.

Double click on the word “Default” to get the dropdown.

Lets see what they mean.

Default is the normal position the units are left in. It will only attack when attacked or units come within its range. Lets call this “group” as it is defined in Calvins.

Defensive – Attacks units in its extreme range and then returns to its original position.

Movement – puts the squad in “line” and when they move the movement is faster.

Something like doubling up.

Offensive – They change positions and are aggressive. They will even follow units to



destroy them and then return to their original position.  
Sneak – crawl.

Run the map as explained earlier and you should see something like this:



Not very impressive....

Now snipers and do the same. I am not explaining how to do that but when you run the map you should again see something like this:



Still not impressive.

Now add a German Squad like German\_rifle\_45 and allocate the same attributes to each. When you run the map nothing has changed much. But select each squad in turn and move them a short distance. You will see that they have changed their formation. You have to remember that not all the parameters have an effect on every unit. But by playing around with this you will see that the “formations” the squads take up correspond to the movement commands you give in game. Play around with this a bit.

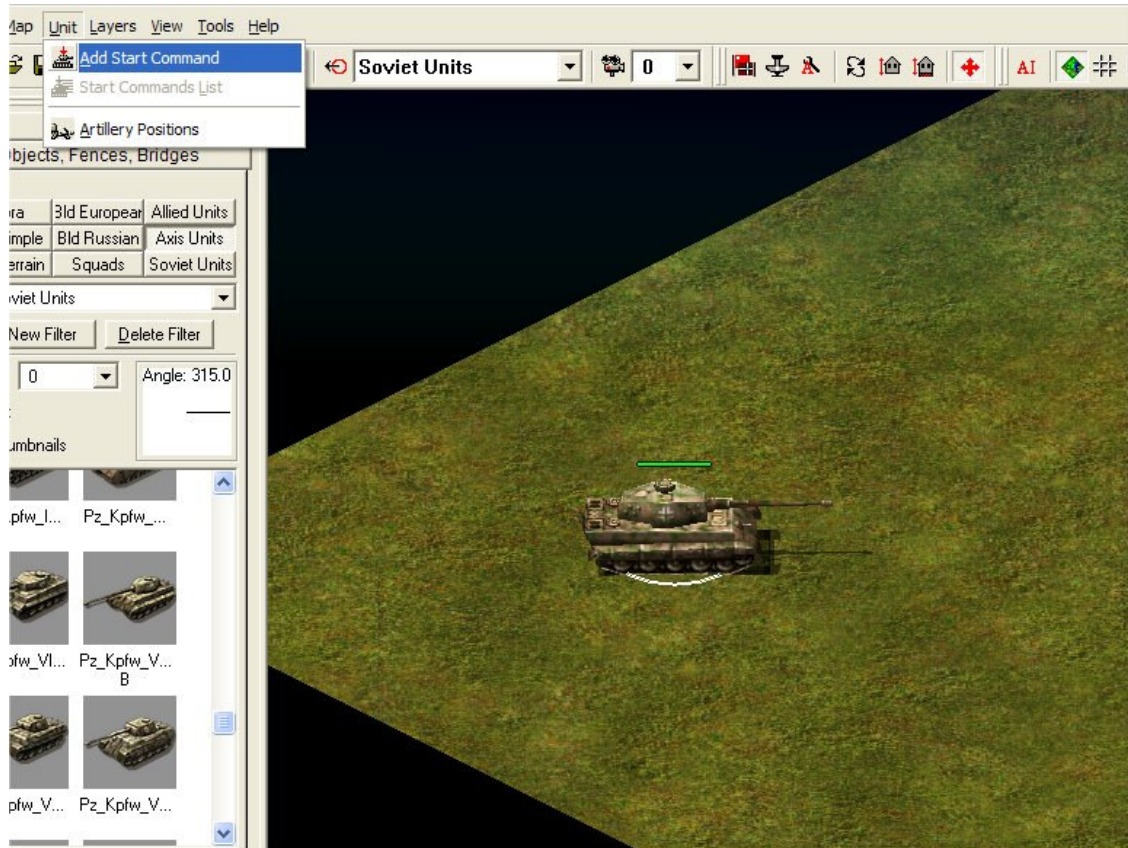
The same attributes as explained here are applicable to units although the formations do not do anything.





Using the Start commands is easy and similar for most. So the images associated with it will be one set and then after that a long explanation should suffice.

After placing a unit on the map as I have done here you select the unit and then the unit and then the Unit tab on the Top bar.



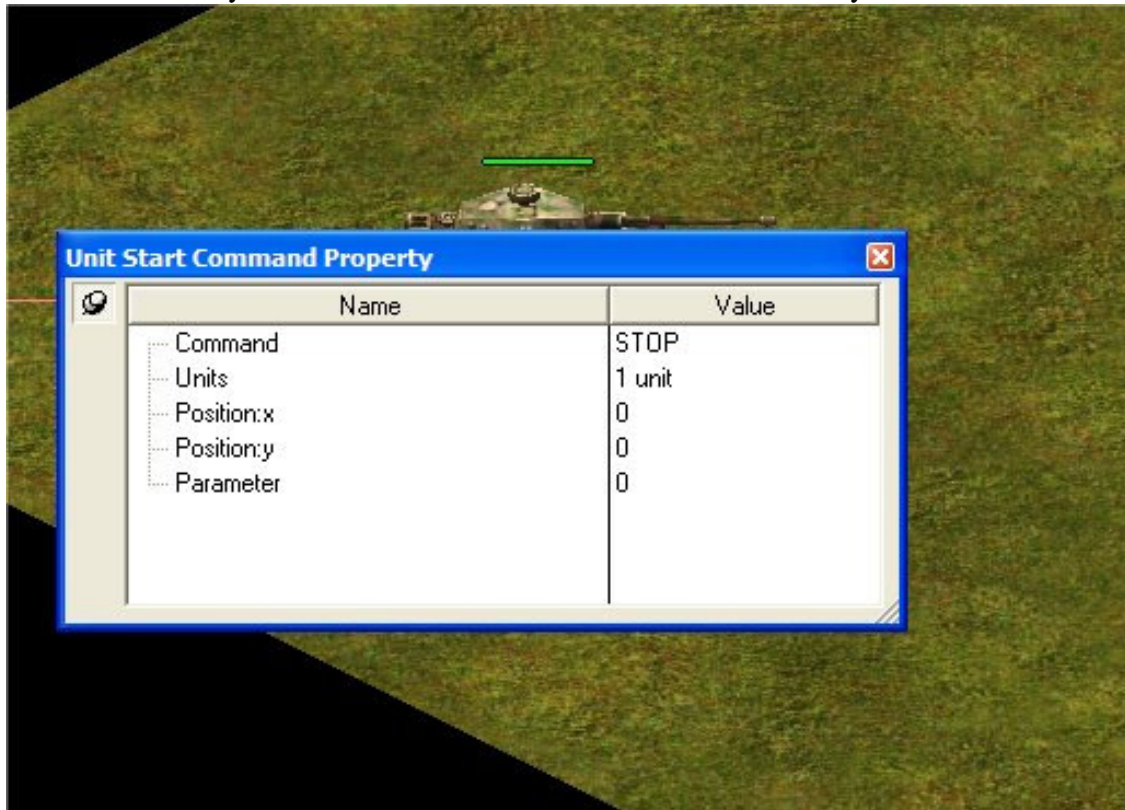
A new box appears. As such: What does it all mean.

Command is the one we are going to change.

Units: How many units have been selected to do this command.

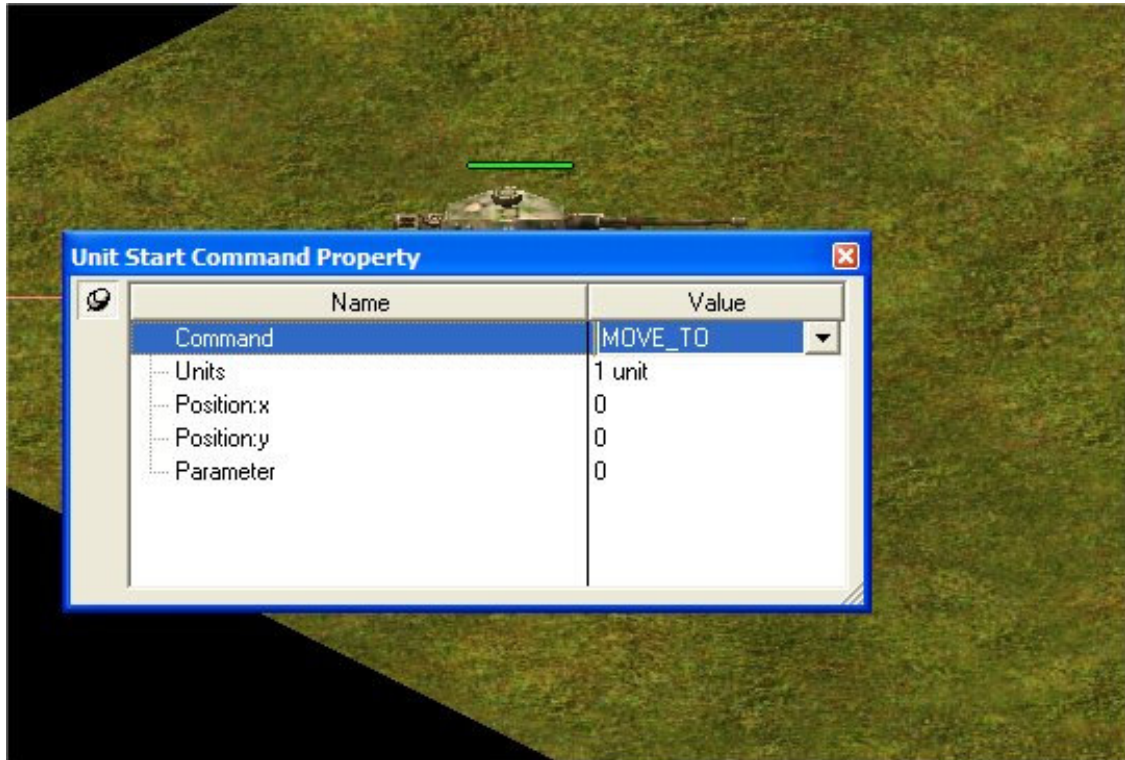
Position x and Position Y will become clear in a moment.

Parameter? I really don't know and have seen no references to it as yet.

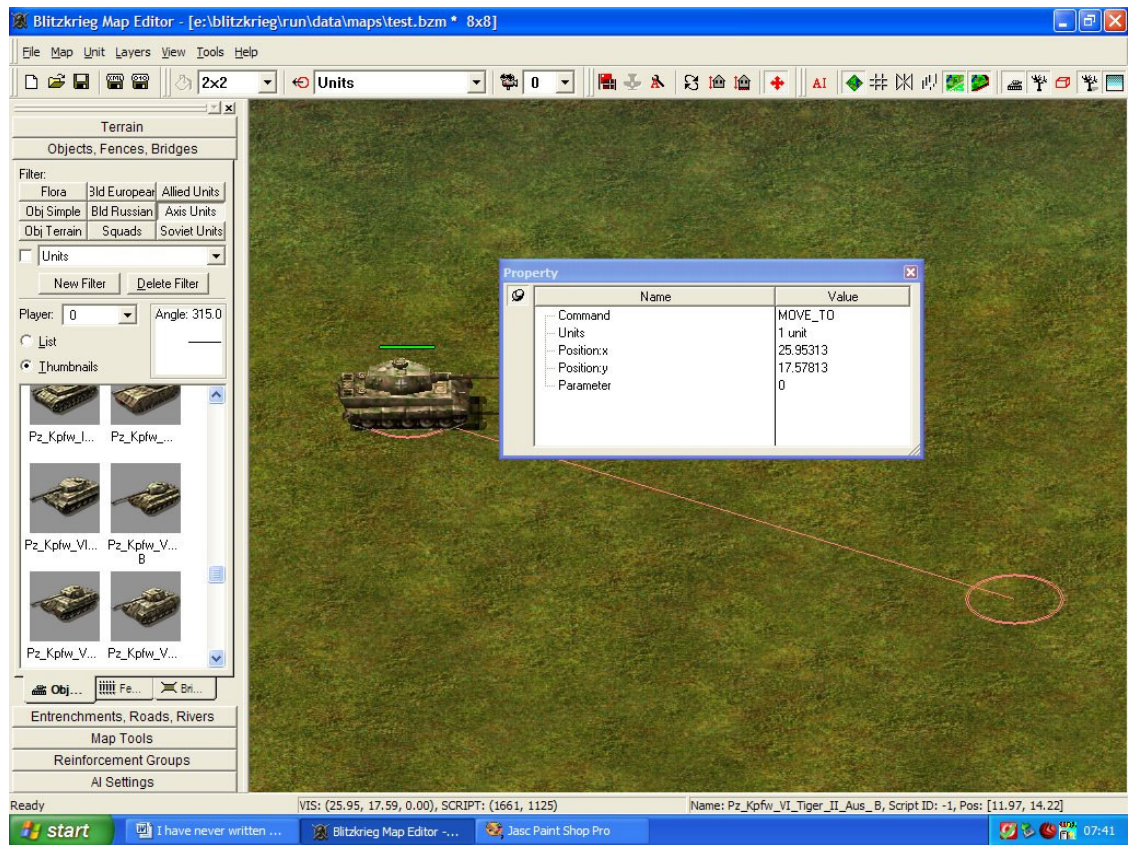




OK we have double clicked on the Command (which indicates STOP in the previous picture) and then scrolled up or down to Move\_To and clicked on it.



Now click on the point you want the Tiger to move to:  
The co-ordinates are added in and the Tiger is ready to go.



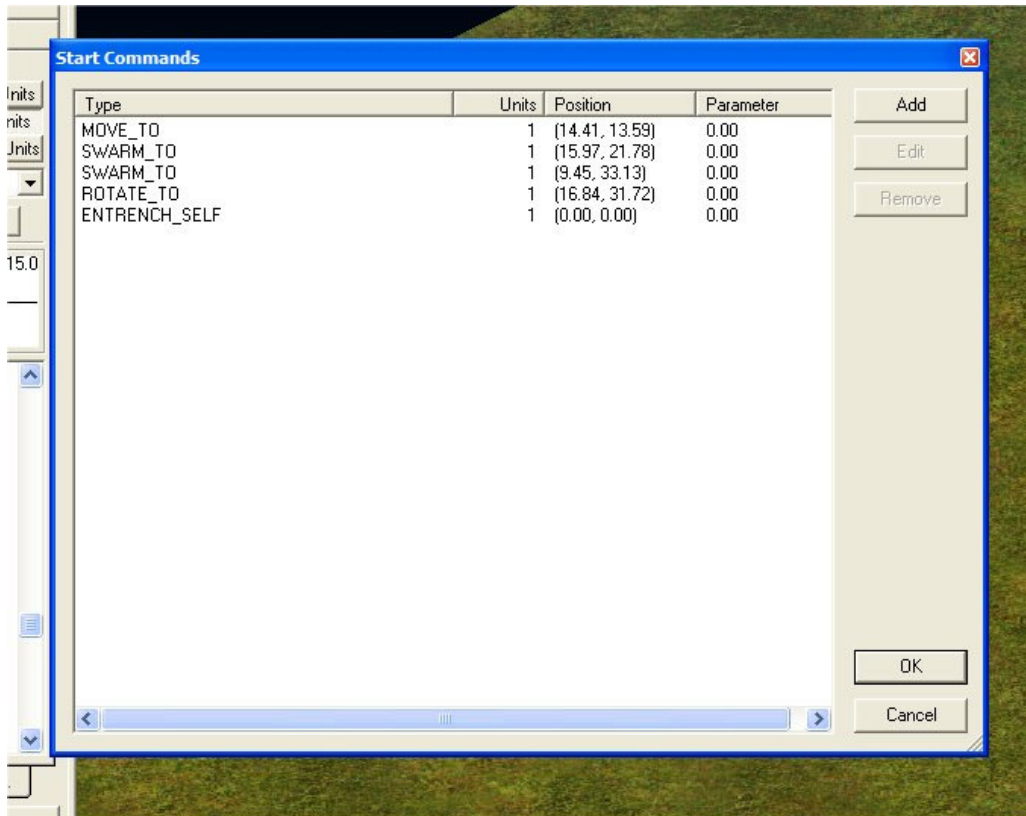
Click on the little X in the corner of that box and save the map.



Run Blitzkrieg and ..... The Tiger Moved. (Or was that the earth that moved honey?)  
Now was that so difficult?



Obviously you can chain Start commands by adding to them It could even end up looking like this:



Which made the Tiger do this:



The format for the Start commands will be obvious:

Remember the Swarm\_To and Move\_To commands are similar. Just using the one they fight all the way and the other they make a beeline there and ignore the enemy. And normally get shot up.

The Resupply\_Human and Resupply as well as the Repair ones should be easy to work out using the above guideline. Just remember you can not tell a Tiger II to resupply Humans ..... Unless you want them in small pieces after the 88 went through them.

Play around. The BASICS are now here.

The Start Commands are:

Command: Ambush

Units: Squads, tanks, antitank guns

What the command does: Places the selected units in the "ambush" mode.

Command: Art\_Bombardment

Units: Mortars, artillery, mobile artillery

What the command does: Bombards the co-ordinates XY

Command: Attack\_Object

Units:

What the command does:

Command: Attack\_Unit

Units:

What the command does:

Command: Build\_Bridge

Units:

What the command does:

Command: Build\_Fence\_begin

Units:

What the command does:

Command: Capture\_Artillery

Units:

What the command does:

Command: Clearmine

Units: Engineers

What the command does: Tells the engineer truck to remove 2 mines from the co-ods XY

Command: Deploy\_Artillery

Units: Trucks capable of towing a unit

What the command does: Moves the truck towing the piece of arty to the specified position and then unhitches and mans the arty.

Command: Disband\_Formation

Units: Squads

What the command does: Disbands the squads - it does work

Command: Enter

Units:

What the command does:

Command: Entrench\_Begin

Units:

What the command does:

Command: Entrench\_Self

Units: Artillery, AA, tanks, AT, Mortars, mg's

What the command does: Tells the units to entrench themselves at their last position

Command: Fill\_RU

Units:

What the command does:

Command: Follow

Units:

What the command does: does not seem to work

Command: Form\_Formation

Units: Squads

What the command does: Supposedly tells the squad that this member belongs to to reassemble - no way of telling a unit to reassemble it seems. Still testing.

Command: Guard

Units:

What the command does:

Command: Heal\_Infantry

Units:

What the command does:

Command: Install

Units:

What the command does:

Command: Leave

Units:

What the command does:

Command: Load

Units:

What the command does:

Command: Move\_To

Units: All units that can move

What the command does: Tells the unit to move peacefully to the co-ords XY

Command: Parade

Units:

What the command does:

Command: Paradrop

Units:

What the command does:



Command: Place\_Antitank

Units: Engineer truck

What the command does: Selected engineer truck places 2 AT mines at selected XY co-ords

Command: Place\_Mine

Units: Engineer truck

What the command does: Selected engineer truck places 2 AP mines at selected XY co-ords

Command: Range\_Area

Units: Artillery, mortars, mobile artillery

What the command does: Shoot at the co-ords of XY

Command: Repair

Units: Engineer truck

What the command does: Repairs the units in the close vicinity of the XY co-ords

Command: Repair\_Object - Note spelling

Units:

What the command does:

Command: Resupply

Units: Supply trucks

What the command does: Offloads ammunition to units and squads in the XY co-ord area. Note: Light arty = light trucks - heavy arty = heavy trucks

Command: Resupply\_Human

Units: Supply trucks

What the command does: Resupplies HUMANS to the selected XY co-ord area. Note : Only depleted squads will be resupplied. Any items "liberated" from the enemy will also be manned.

Command: Resupply\_Moral -- NOT USED

Units:

What the command does:

Command: Rotate\_To

Units: Most items

What the command does: Tells the unit/squad to rotate so its front is facing the XY co-ords

Command: Stand\_Ground

Units:

What the command does:

Command: Stop

Units: All units

What the command does: Stop what they are doing at that stage

Command: Swarm\_To

Units: - Mobile fighting units and squads

What the command does: Advances in aggressive mode attacking anything on the way to the XY co-ords

Command: Take\_Artillery

Units:

What the command does:

Command: Uninstall

Units:

What the command does:

Command: Unload

Units: All units carrying infantry

What the command does: Unload the infantry at the XY co-ords

Command: Use\_Spyglass

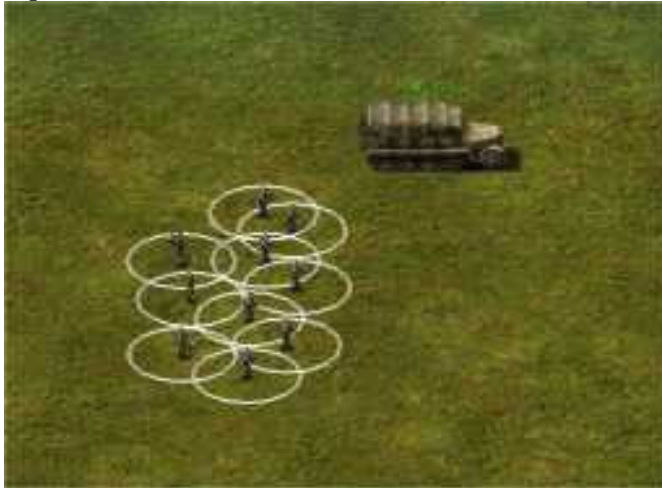
Units: Snipers, officers, squads with officers

What the command does: The unit with the binoculars uses them in the direction of the XV co-ords.

**How do we load a squad into a truck? And how do we unload him?**

Blank map with truck and a squad created.

Squad selected.



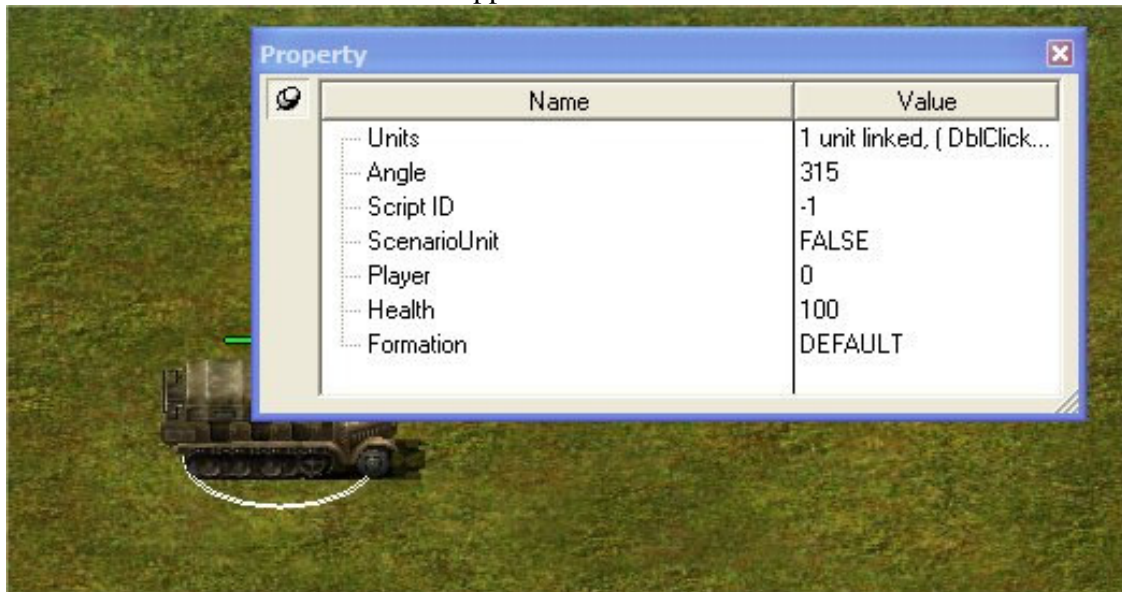
Drag and drop the squad into the truck. It will happen once you see an upward pointing arrow over the truck.

Here the unit is in the truck - pity you cannot see how the fought for the seats at the windows....



Now how do I get them out?

Double click on the truck and a box appears.



Double click on the first line (right side where it says 1 units is linked) and the passengers will be ejected.



Same applies to getting the gun hitched. Select the truck. Drag and drop over the 88mm gun. Remember to wait until you see the UPWARD pointing arrow.

Truck connected.



Proof of the pudding?

OK what next? Aircraft?

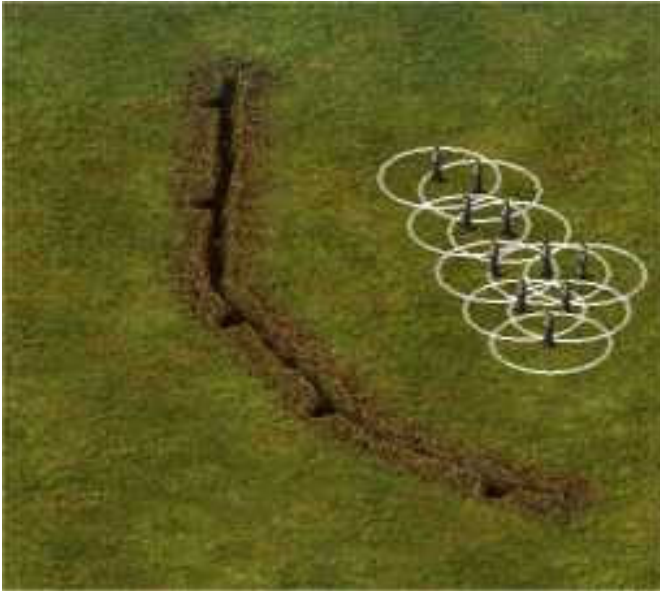
Ask while the going is good....





Squad into a trench is the same

Trench created. Squad selected.



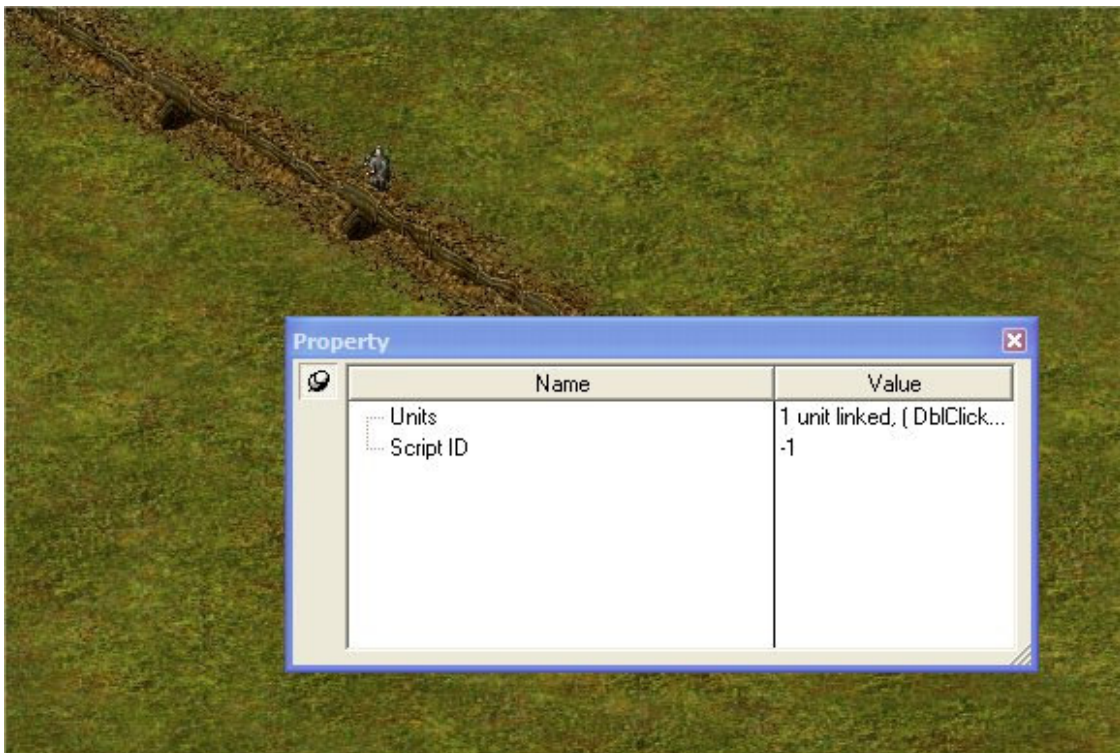
Drag and wait for the upward arrow and drop them in the trench. Ouch!!!!



Proof.



Getting the out of the trench is a bit tricky but works on the same principle. I have found that double clicking right UNDER the squad in the trench brings up a box like this



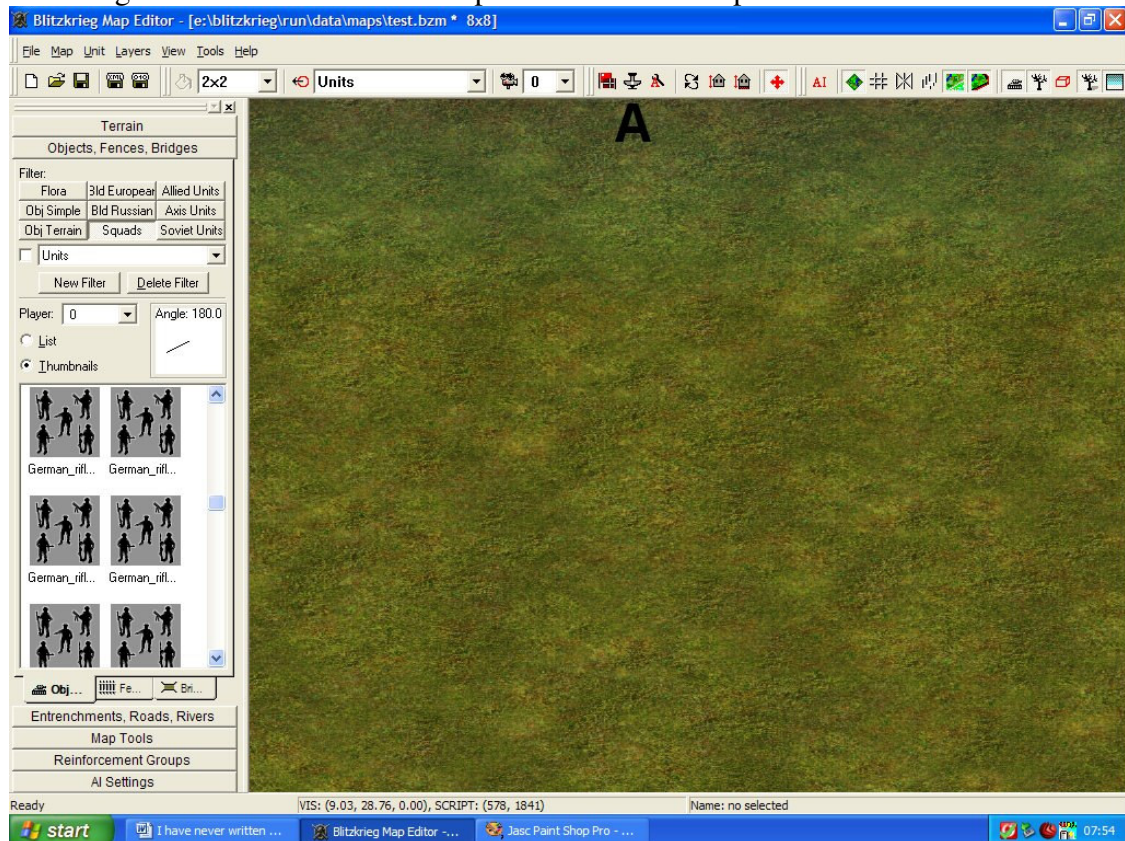
Double click on that same line and they guys hop out of the trench.





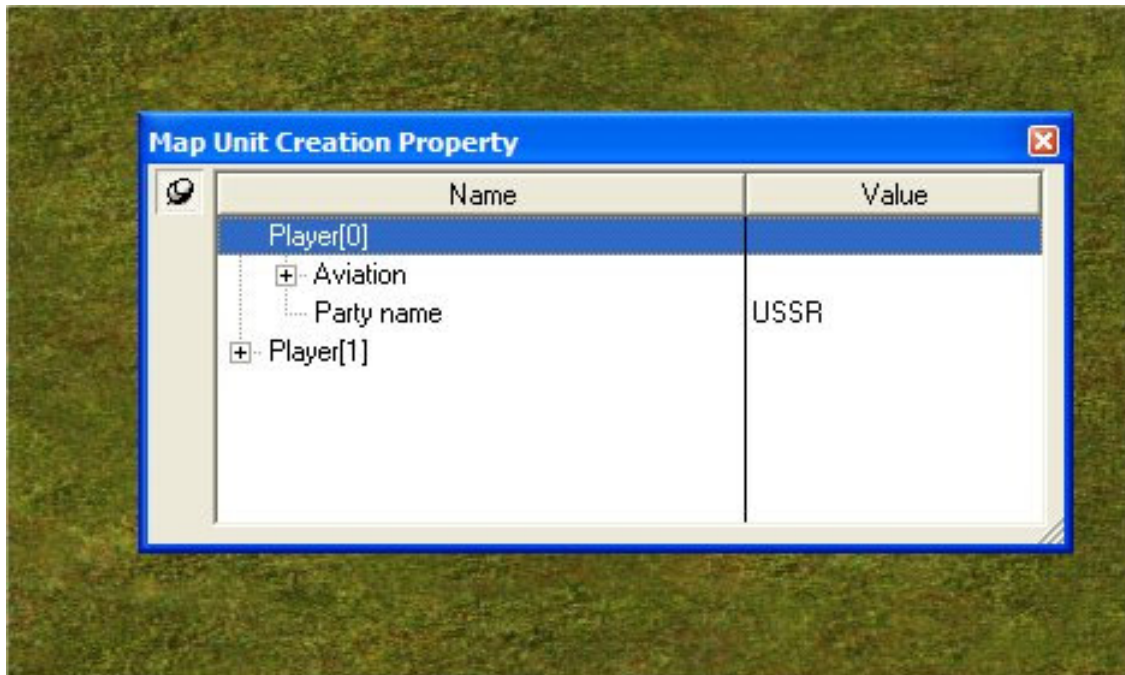
Aircraft play an important part in the game so lets add one set. Adding bombers is the same as adding a Recon so I will do Paratroops as they have an extra setting.

So lets again start off with a fresh map and click on the “upside down mushroom “ icon:

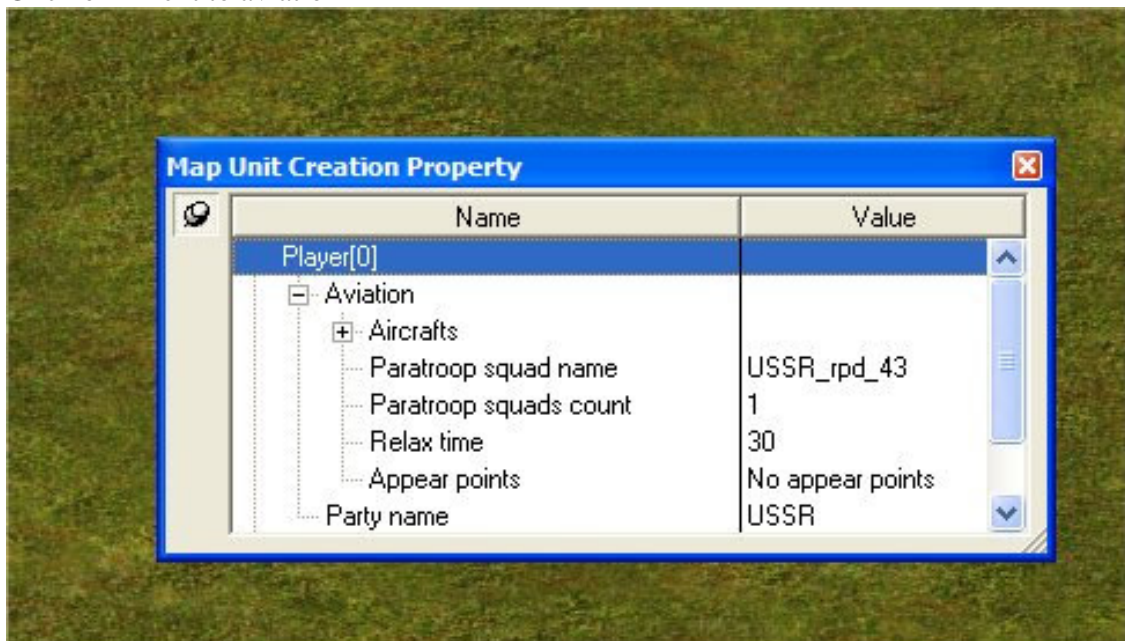


Usual box appears and I have selected Player 0 (YOU)





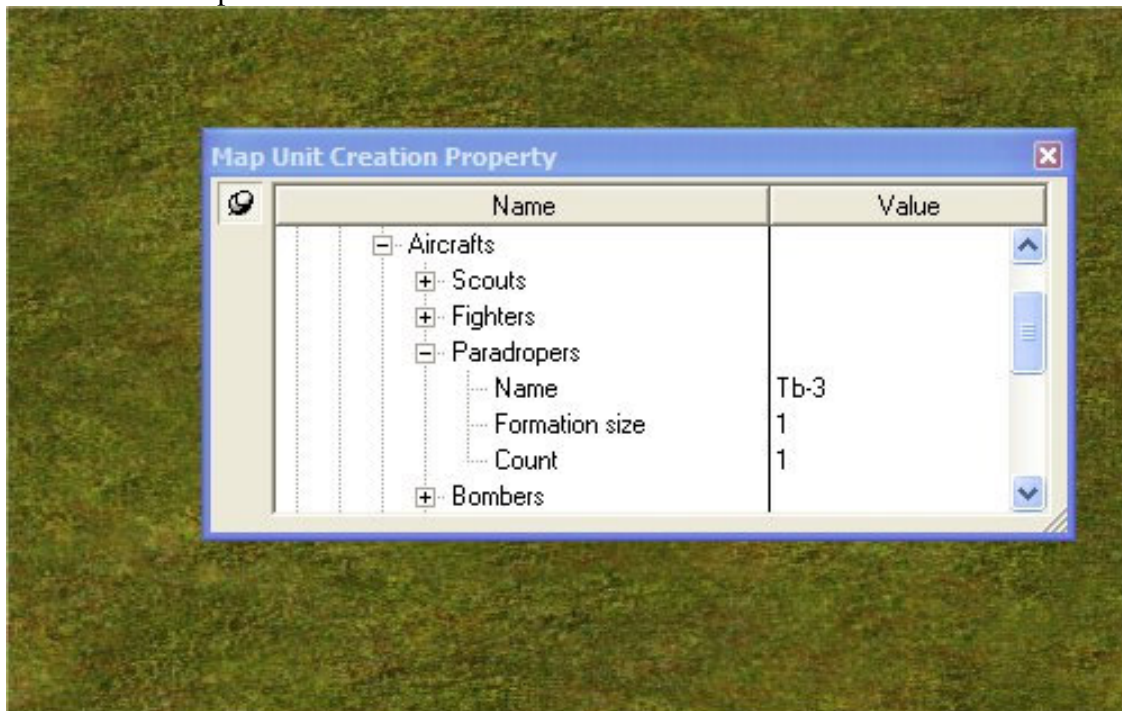
Click on + next to aviation



Click on Aircrafts

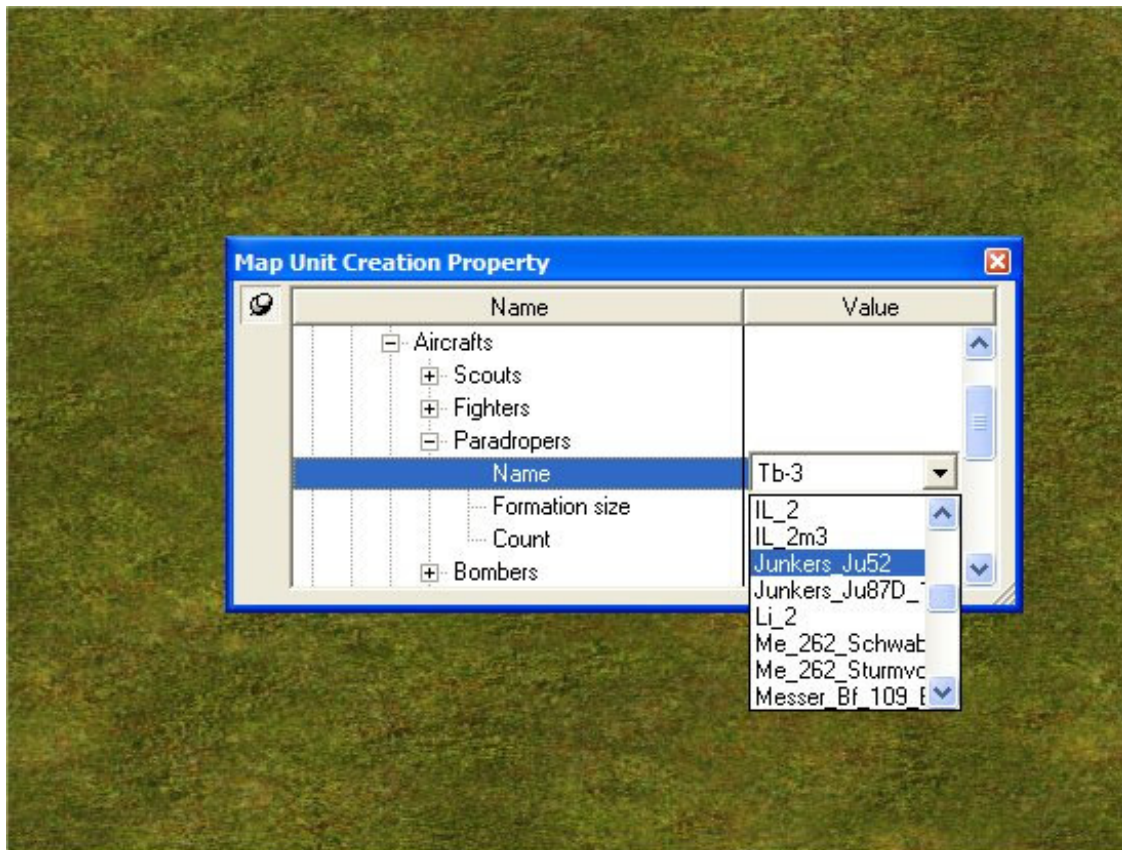


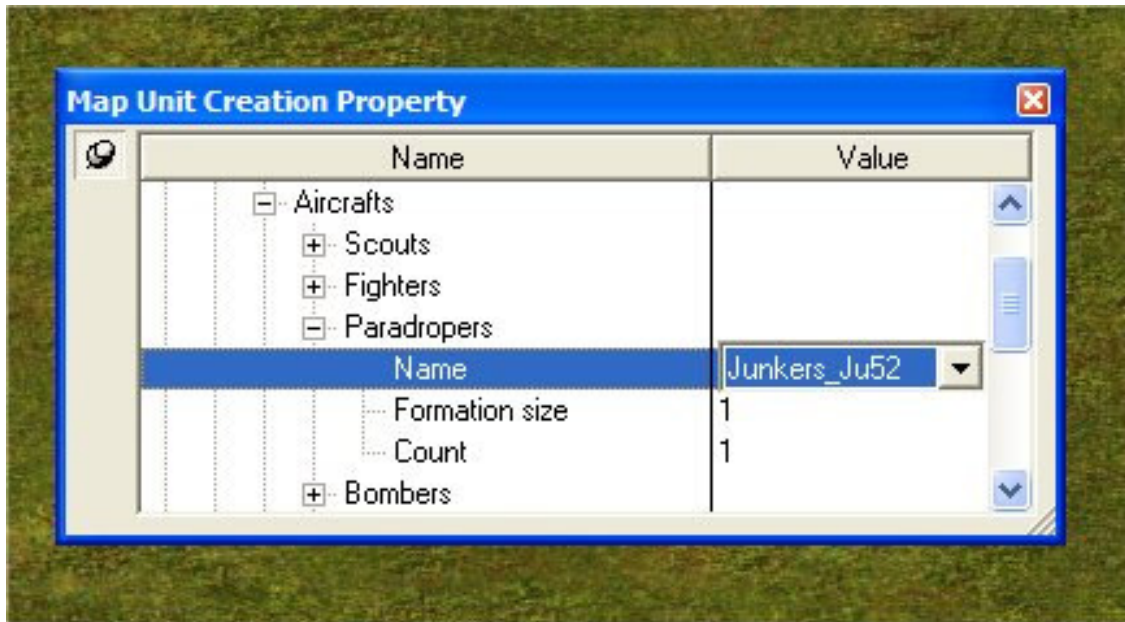
Click on Paratroopers



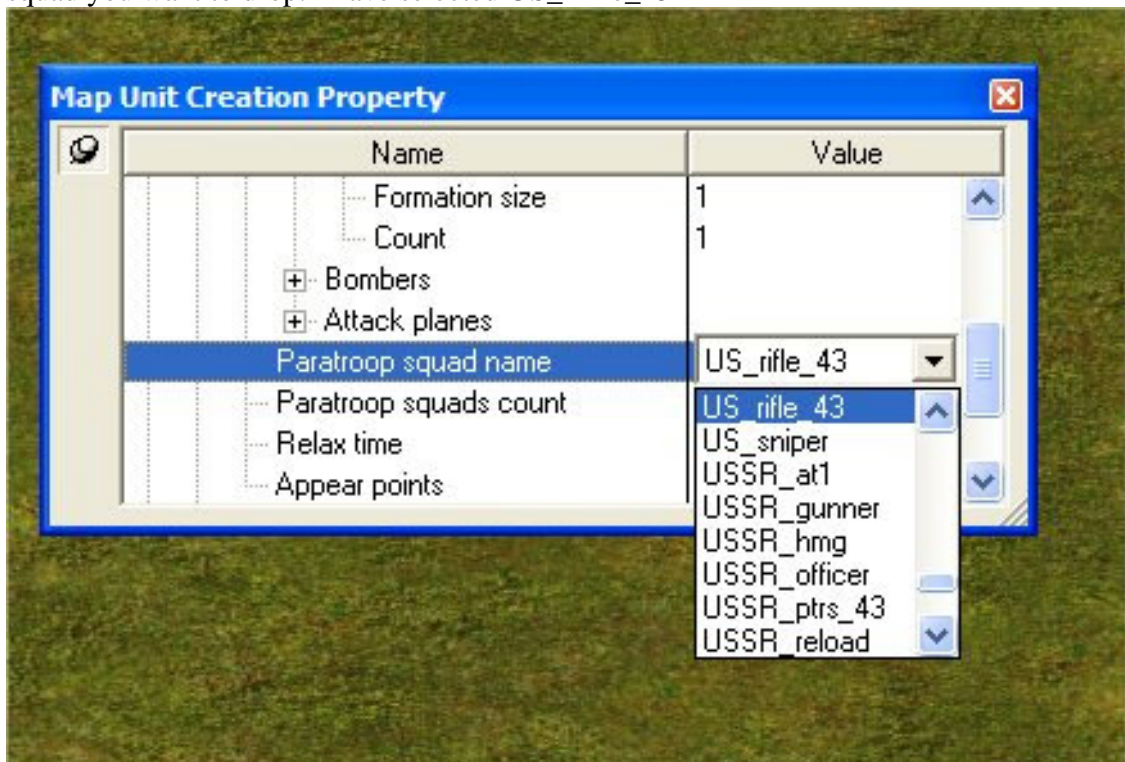


Double click on the TB3 to get the dropdown box. And scroll up /down until you get your paratroop aircraft. Be realistic. Do not select a Spitfire if you are going to drop a squad of 3 x 10 soldiers. So here I have selected a Tante JU. I have left the count at 1 and the size of the formation at 1.



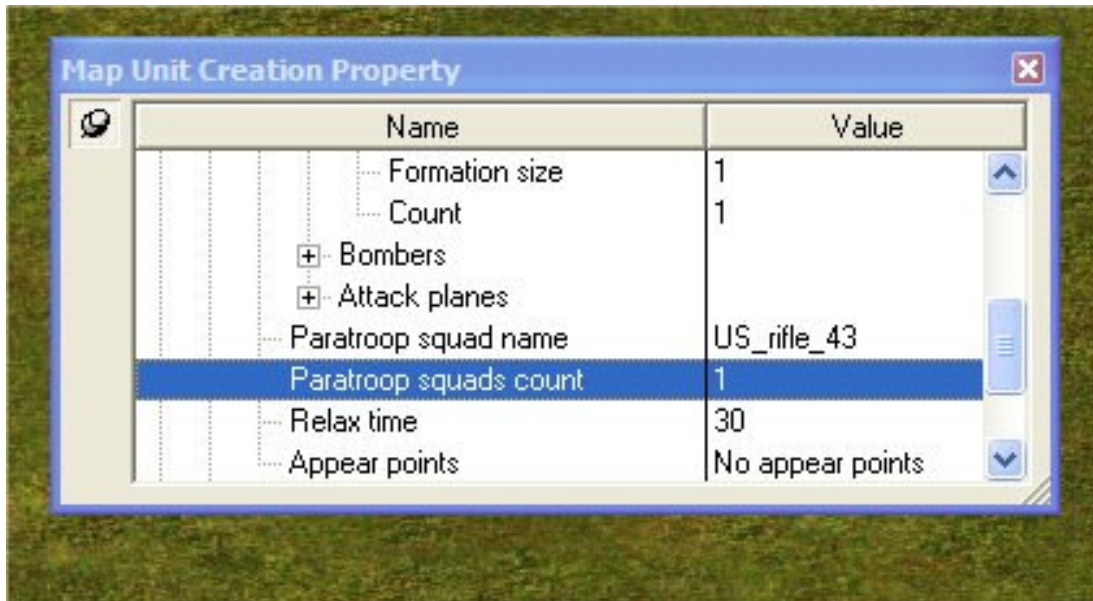


Now go down to Paratroop Squad name and double click there. Scroll until you get the squad you want to drop. I have selected US\_Rifle\_43

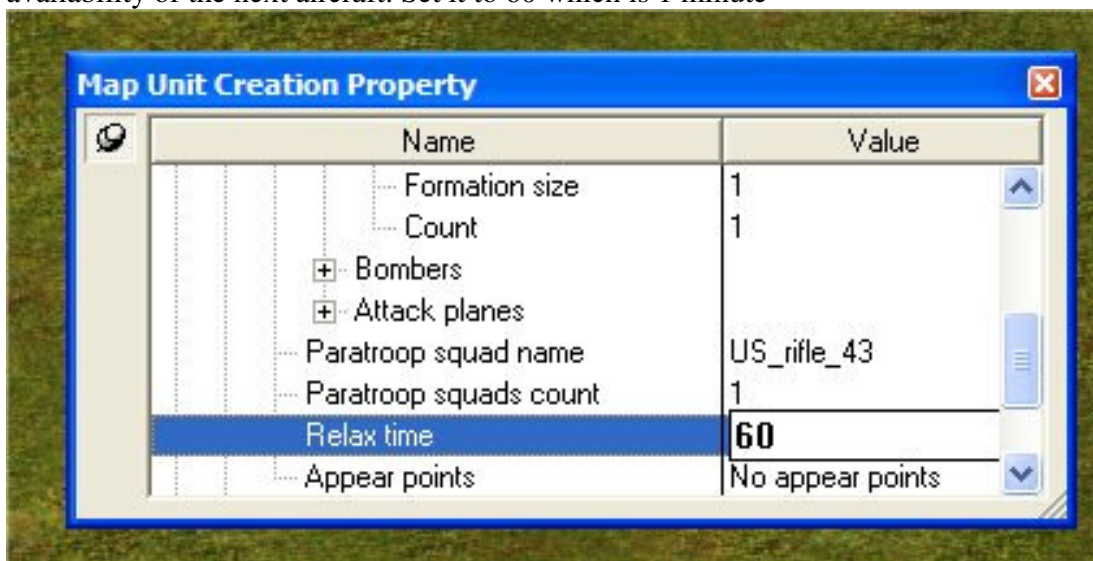


Select Paratroop Squad Count. Again be realistic. A TanteJU could not carry 4 squads. (4 x 10) so select a middle path of 2 which means 20 troopers will be dropped. Obviously a monster like the Gigant will drop more





Click on Relax time. This is the time between the appearance of the Aircraft and the availability of the next aircraft. Set it to 60 which is 1 minute

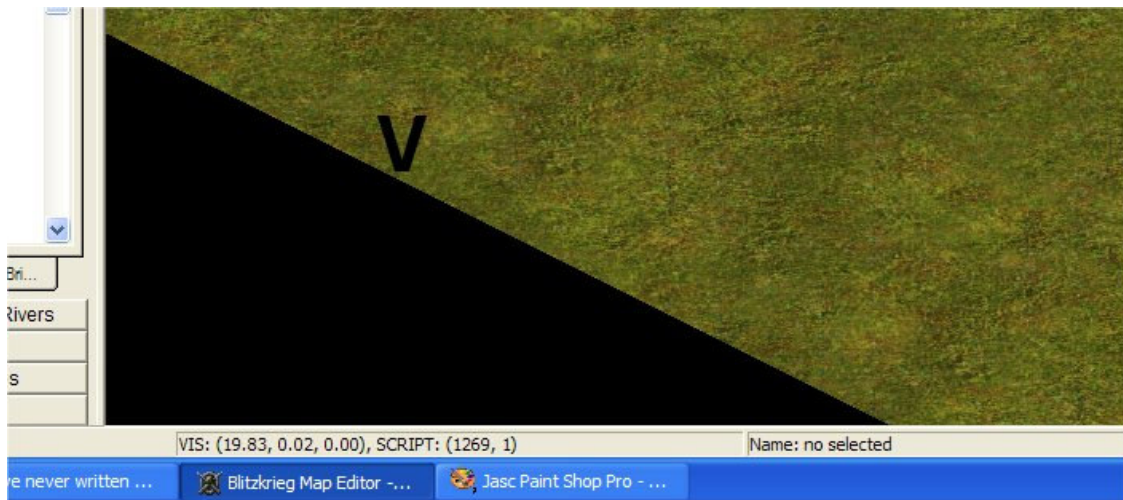


We need to specify where the aircraft will appear and this is done under Appear Points.

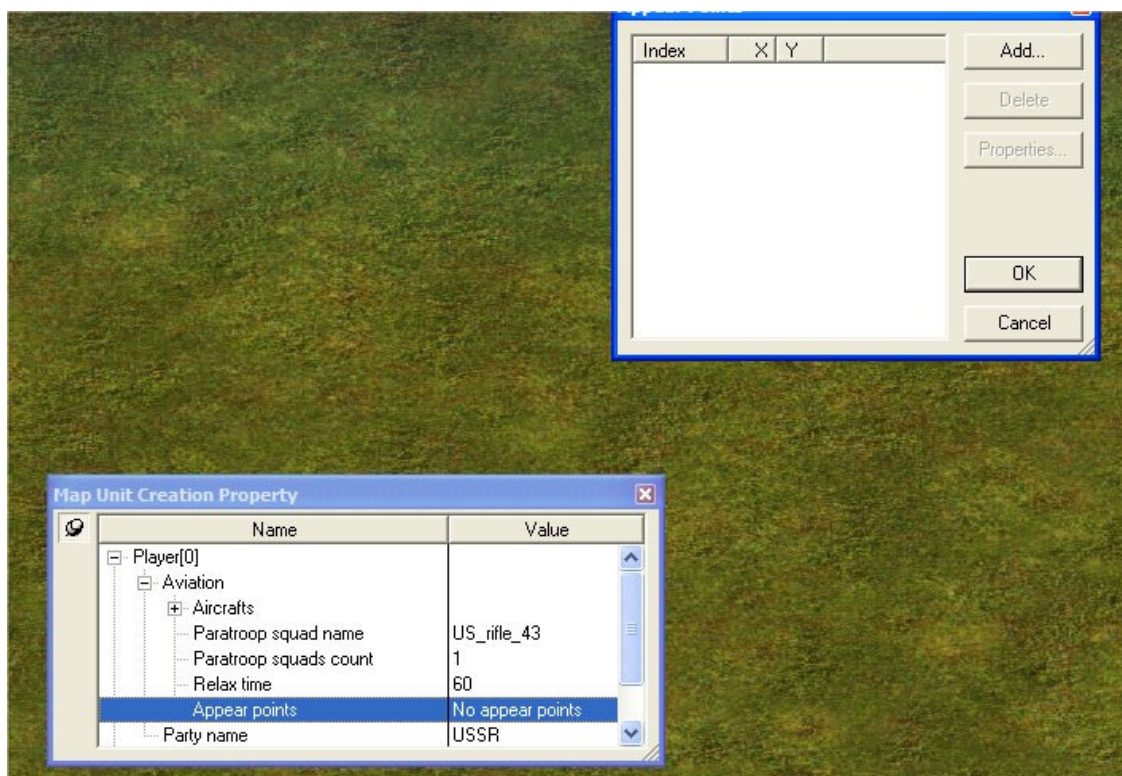
I find it easier to have decided this beforehand and have written down the co-ords. But as you have not let's close down this selection and scroll to the side of the map where you want the aircraft to appear.

Here I have scrolled to the edge.

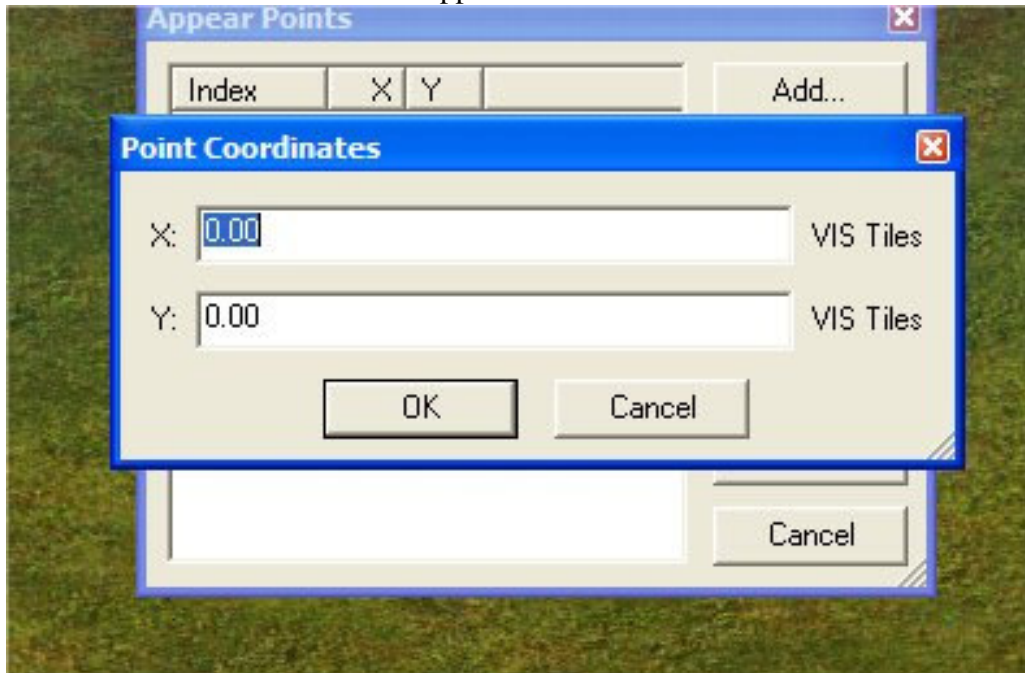
Look at these figures and write them down. Remember to use the VIS figures



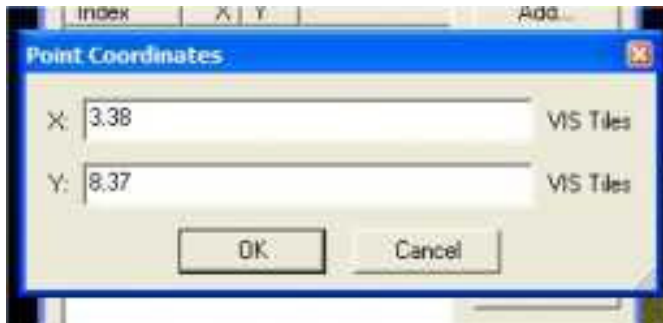
Again open the aircrafts tab, Go Player 0 > Aviation> double click Appear points and you will get this:



Double click on the Add and this appears



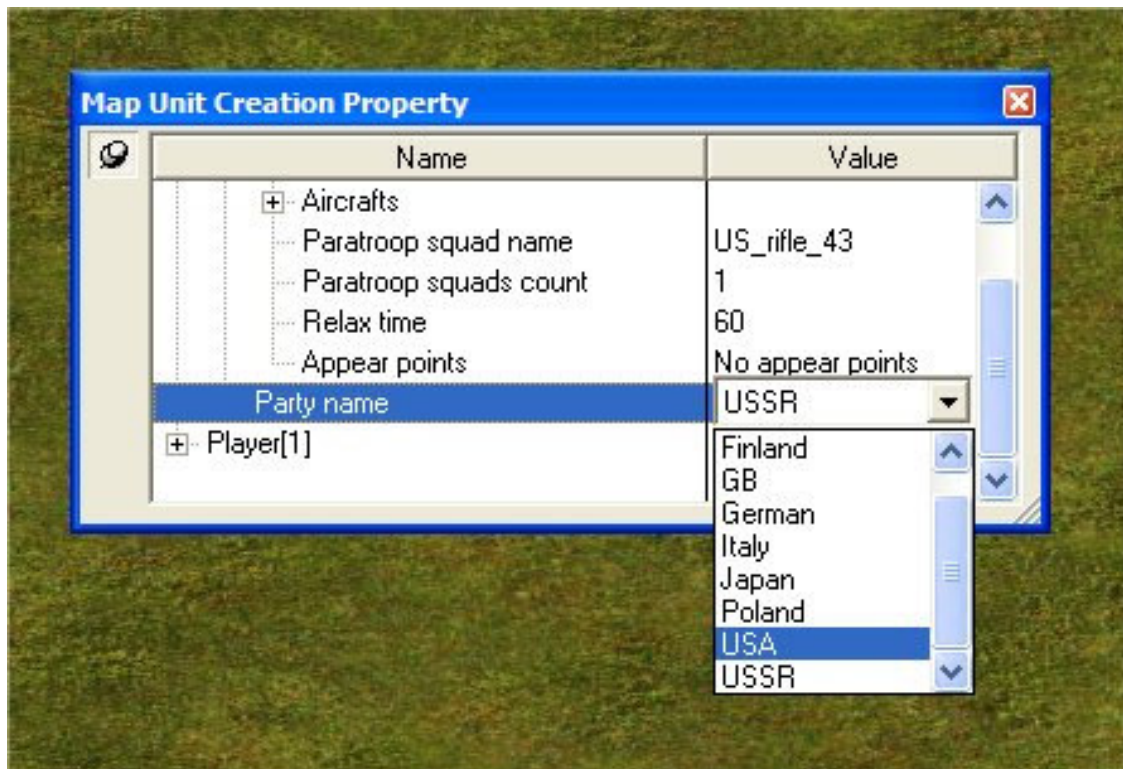
Now change the co-ords as you have them written down. First fill in the LEFT side and then the right side of the X and then the Y co-ords (for some reason don't fiddle with the . as it does not accept that input)



Click OK and OK the box will be accepted. Obviously you can add a few more and the game engine will select them at random. But we are happy so let's get this done.

As we have not yet set the party we have to do so as per image





Now lets see if this works.

Run the map from the editor after saving it.

So here we have proof that aircraft are enabled.





Proof Paratroopers is there



And proof that we have dropped American paratroops from a German aircraft.. Must be a German infiltration squad or a captured plane....

Doing Recon, Fighters, Bombers and Ground Attack is the same with the exception of obviously not selecting the paratroops.

Another thing to remember that if you do NOT want (lets say Bombers) ensure that their Count is set to 0 (and for luck the Formation size as well)



[viewtopic.php?f=4&t=7162](http://viewtopic.php?f=4&t=7162)

## Defining a Script Area

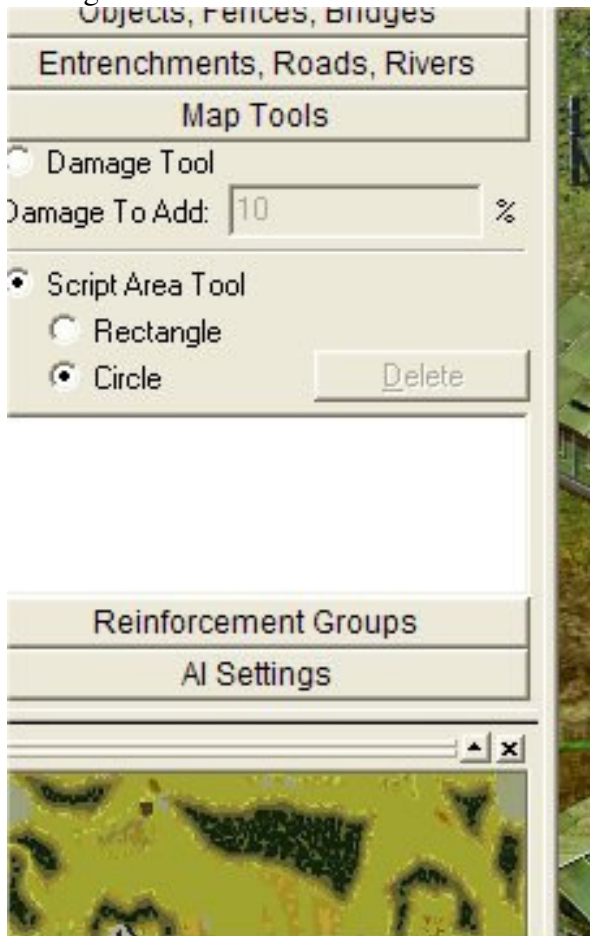
Script areas are defined positions on the map that are used for triggering events:

A completed map has been loaded in and I will work from this:

From the Workspace Bar select Map tools:



Ensure that Script Area Tools are selected and then decide if you want a circle or a rectangle



After making the selection make a “box” or “circle” around the area . The “rectangle starts in the one corner of the box and the circle spreads outwards from the centre. I have chosen the rectangle and drawn a box around the area. As soon as you let the mouse button go you get a box like this



Type in a descriptive but preferably short name and click OK





Easy.

OK lets just as well do **Damage Tools** on same tab:

Select Map Tools > Damage Tools then left click on a building (or whatever you want to change the “health” setting of. In this case a building. Continue left clicking until the building is damaged as much as you want it to be damaged (check the health bar change as well) . Right click again works in the other direction.





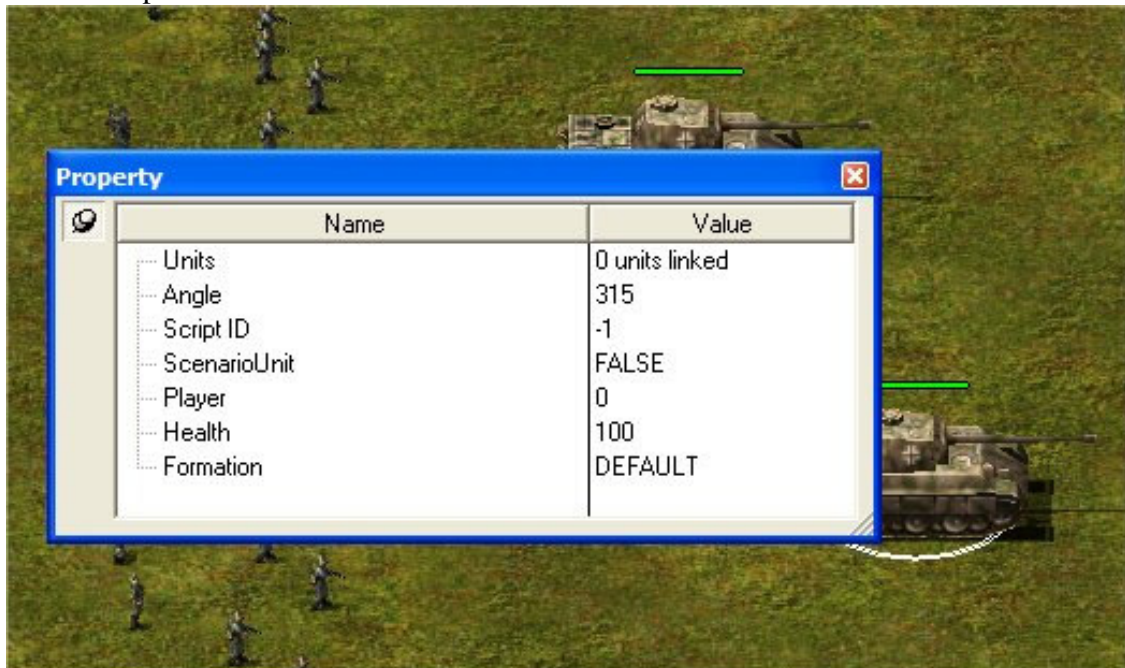
### **LandReinforcements:**

Blank map created and a few items added.

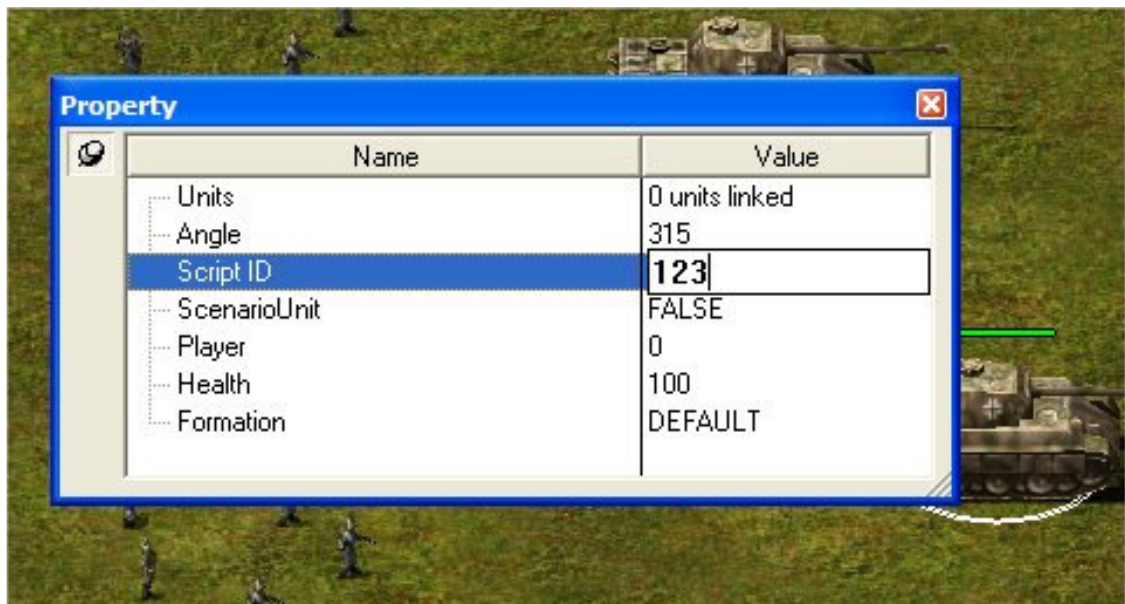
Select items that will be called as LandReinforcements (you can select more than one at a go)



Press the SpaceBar



Double click on scriptID and change it to the number you want. I prefer using numbers less than 1000 for my Player 0 and above 1000 for the AI. I also normally work in hundreds and 50's. So in this case the armour will be 100 and the accompanying troops will be 150. Click the close button (x).

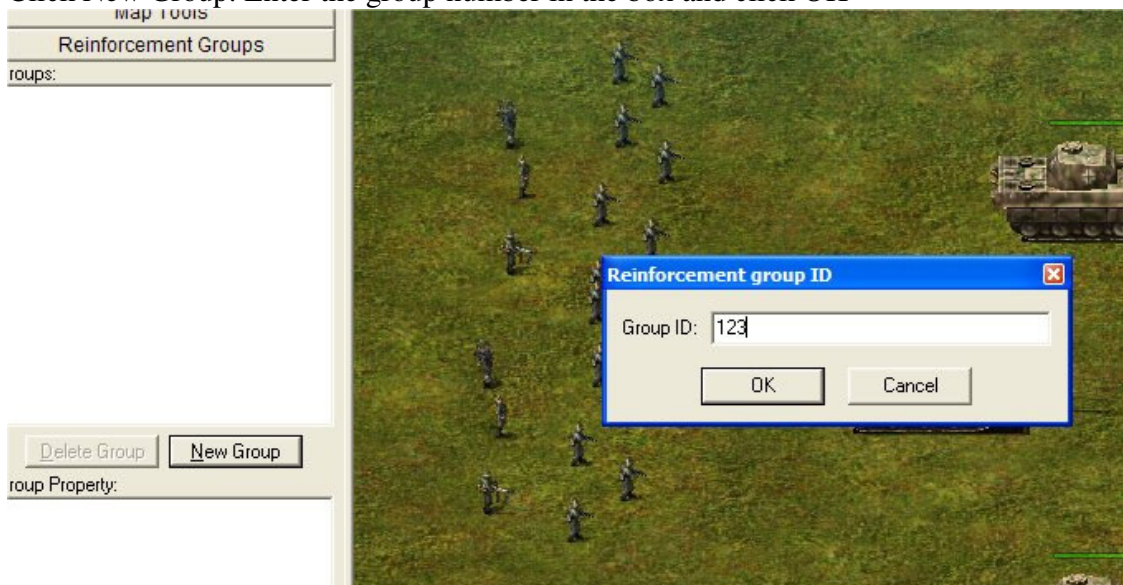




Click on Reinforcement Groups in the Workspace Bar.



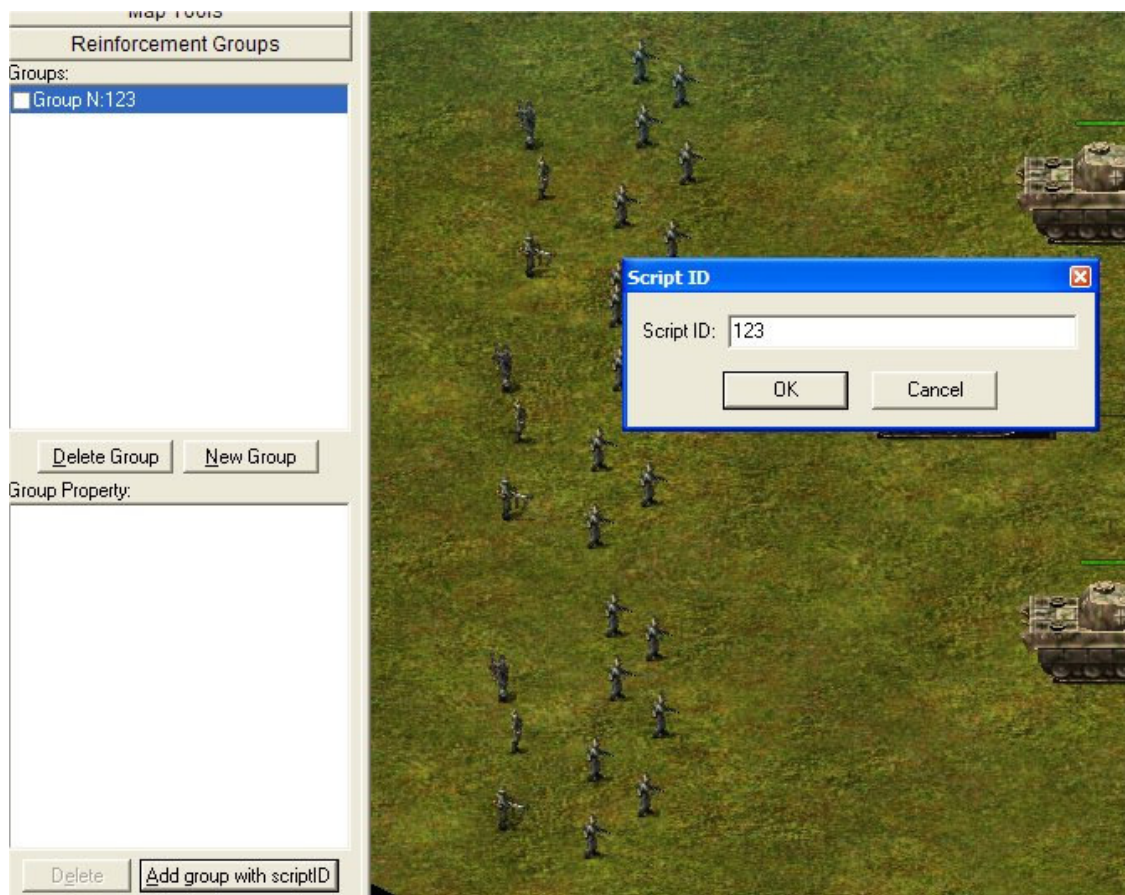
Click New Group. Enter the group number in the box and click OK



Click on the Group that has now been created. The word AddGroupWithScriptID will now become available at the bottom of the workspace bar



Fill in the same number that the units have been given. Press OK and the group has been created.



Here I have completed the Squads as well.

The little tick marks that you can place in the little square actually just toggles the see/no see of the units in the editor.

Save map and call reinforcements via the script.

Removal Groups

Groups:

- ☒ Group N:100
- ☒ Group N:150

Group Property:

Script Id:150



Insert by LouisXIV from BKPortal – our home from home. And sometimes out home at home...

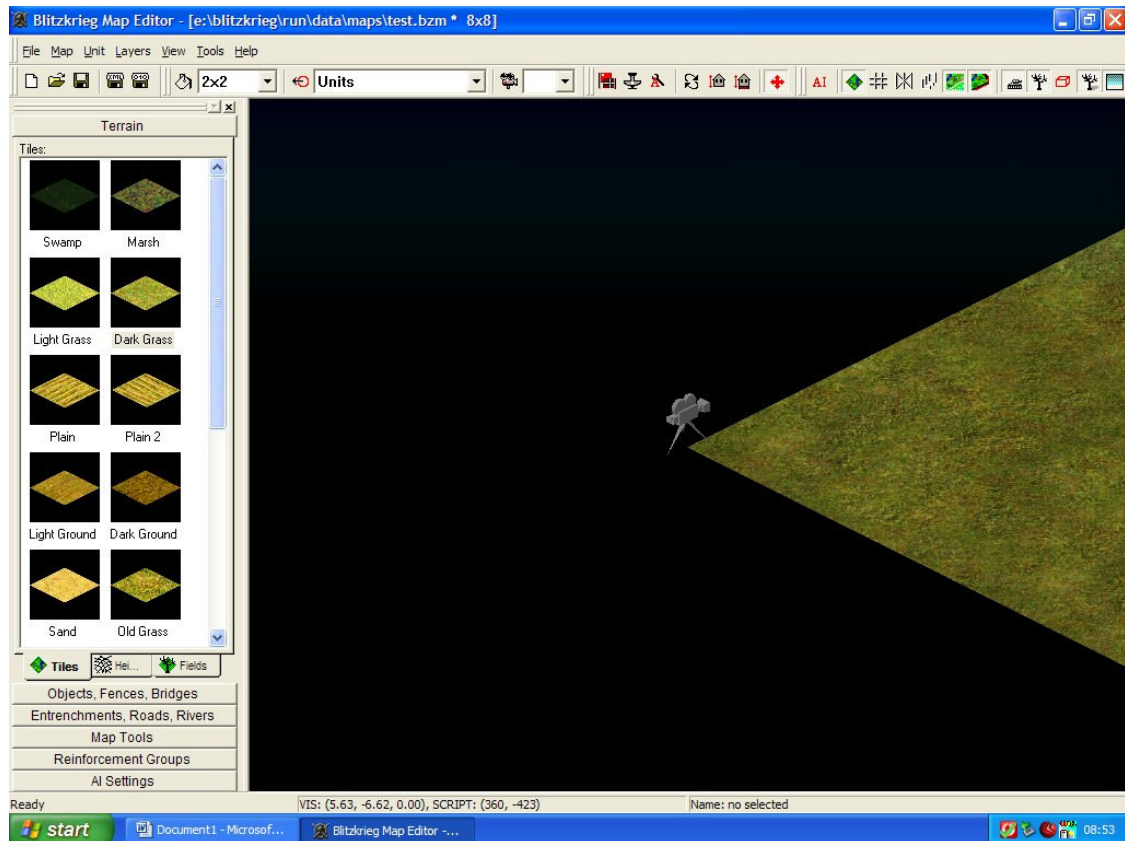
*“Please note that you can add a Reinforcement Group number that doesn't have an actual unit or units assigned to it. Then you can Add Groups with ScriptID More than one group with more than one ScriptID. That way you can land the whole reinforcement at once, or just part of it.*

*In other words, you can create Reinforcement Group 200 which contains Groups with ScriptID 2001, 2002, and 2003. If you LandReinforcement 200, the whole lot will show up; if you LandReinforcement 2002, only those units will show up.”*

**Placing the camera** is very easy.

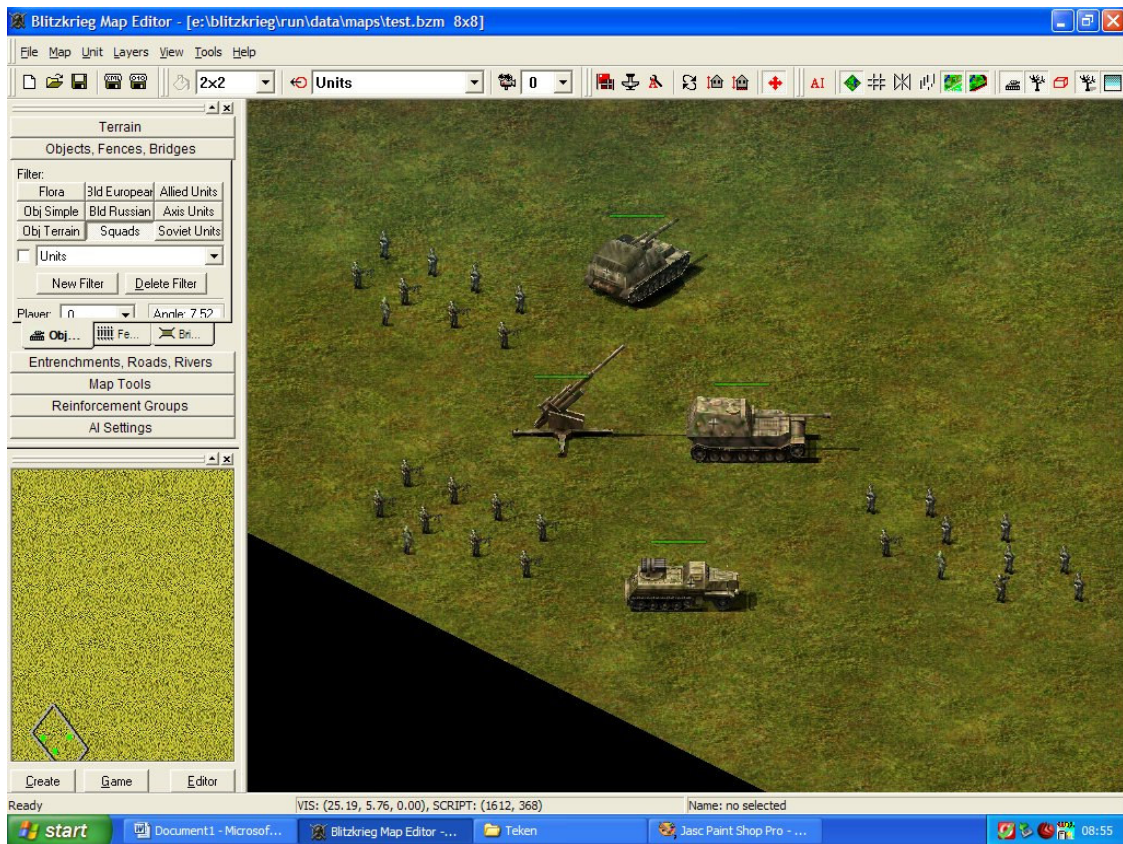
Normally when a map is opened the camera position reverts to position 0.0 which is the complete left corner of the map.

Something like this:



We however want it to be over the units we are starting up with.

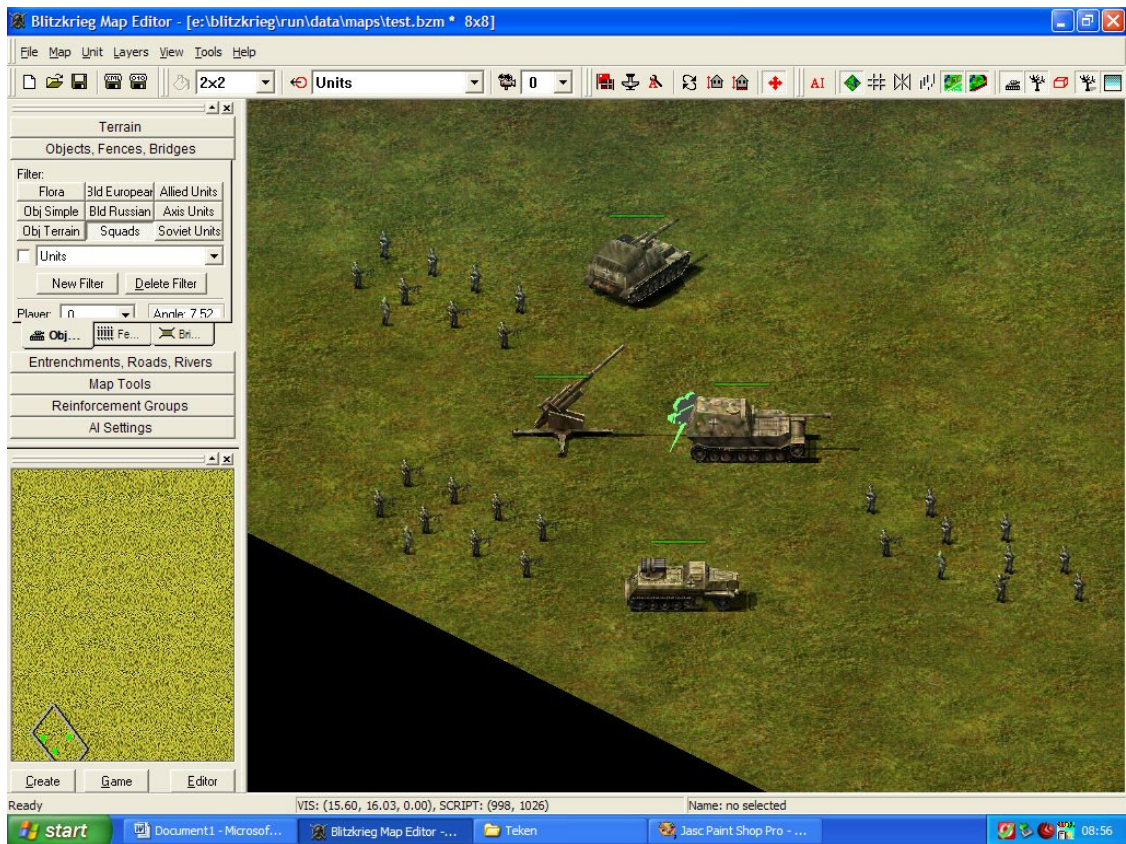
Over here:



So we move the screen position until we are over that position and then press this button:



The camera is now placed and looks like this





When the map now starts up we can see our units:



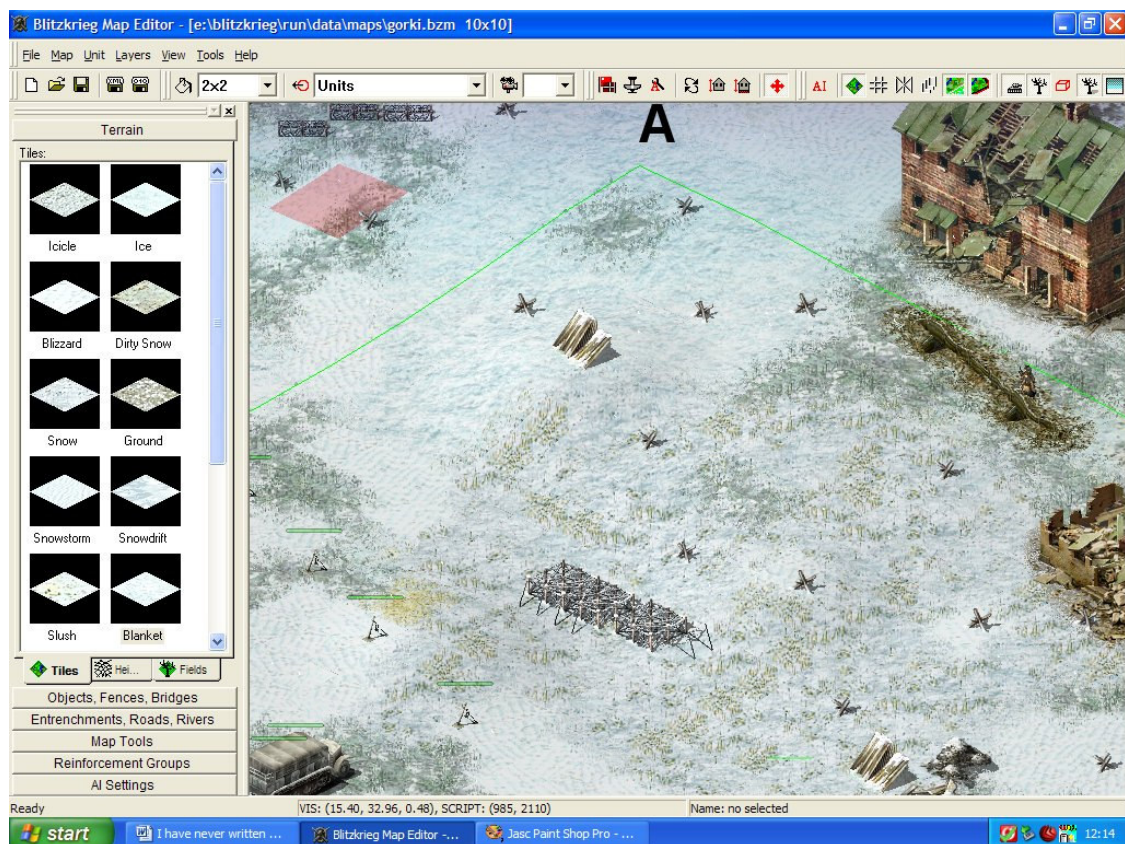
## Linking a map to its script:

We have created the map and we have saved it.

We have also created our script which is in .lua form. Both the map (.bzm) and the script (.lua) are saved to my \Maps folder.

I am using already created items so will only go through the “marrying” process... In this case the map is called Gorki.bzm and the script is also called Gorki.lua

Click on the Set script file name icon:

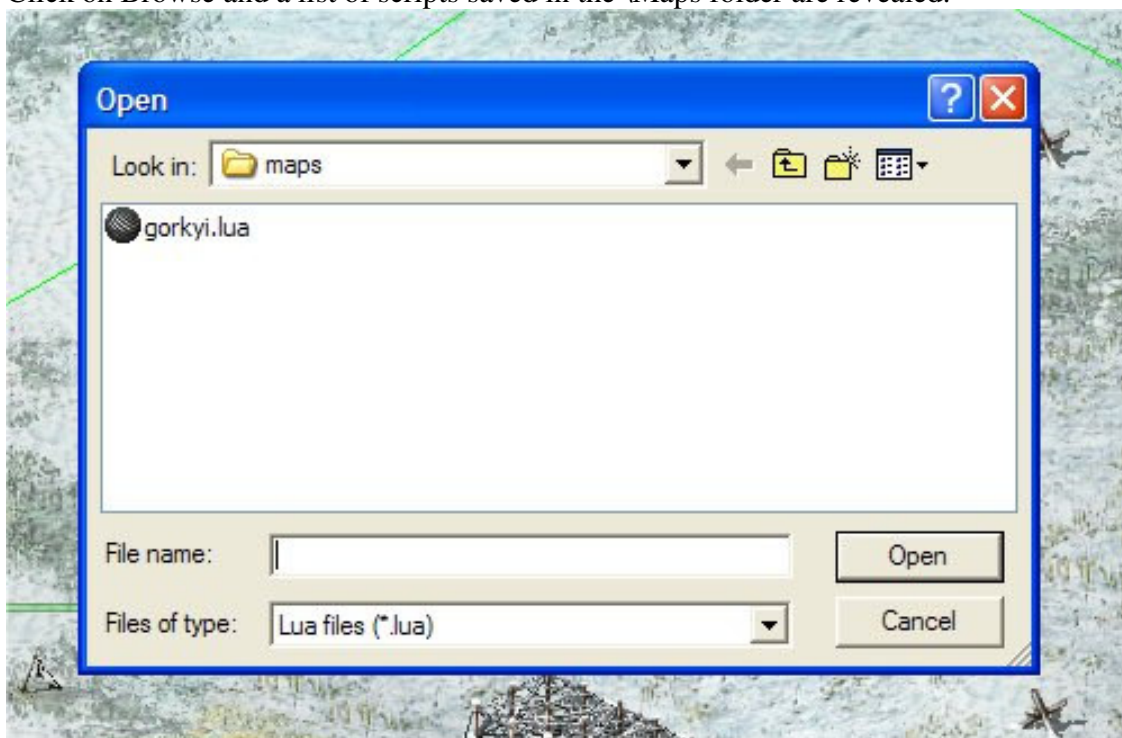




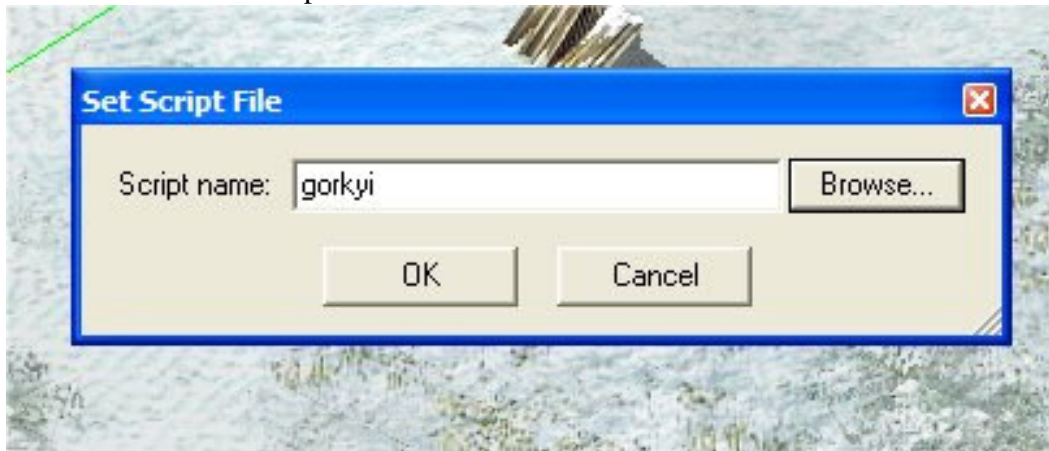
A box as such opens:



Click on Browse and a list of scripts saved in the \Maps folder are revealed.



Double click on the script name.



Click OK

Save the map immediately.

As easy as that.



## Roads Tutorial by Aleksey\_von\_Grozni

*Well, my first tutorial. Let me show you what I learned so far in hope that new map*

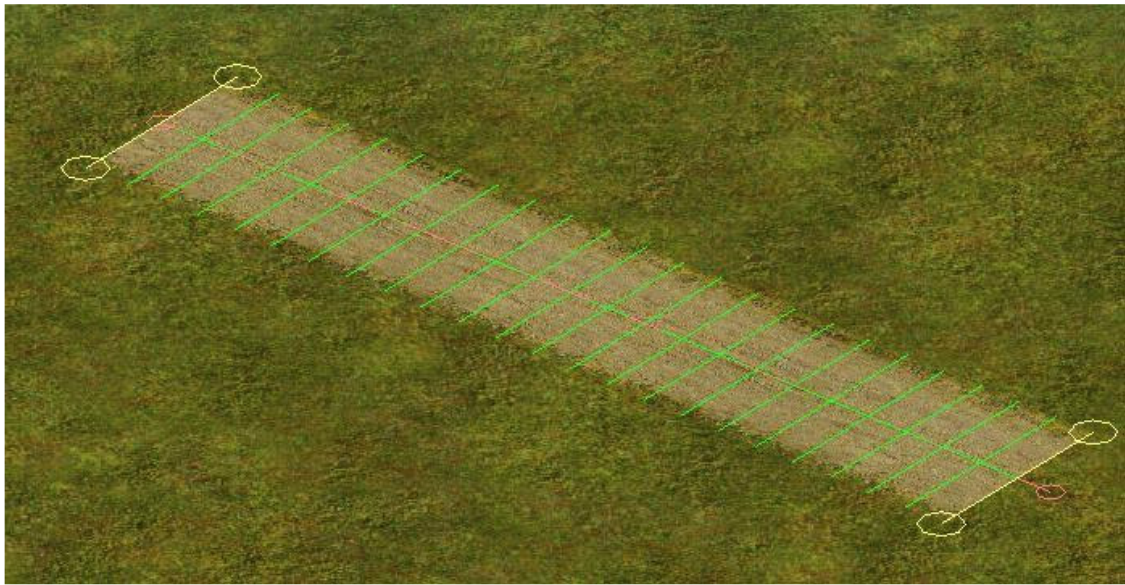
*makers will read this and save themselves from lot of trouble.*

*1. Making normal road (road size)*

*Now, i saw many roads on maps that are bigger than airfield runway. I personally don't like it but, 100 people, 100 tastes :D*

*This is how I make "normal" road*

*First, I place road*



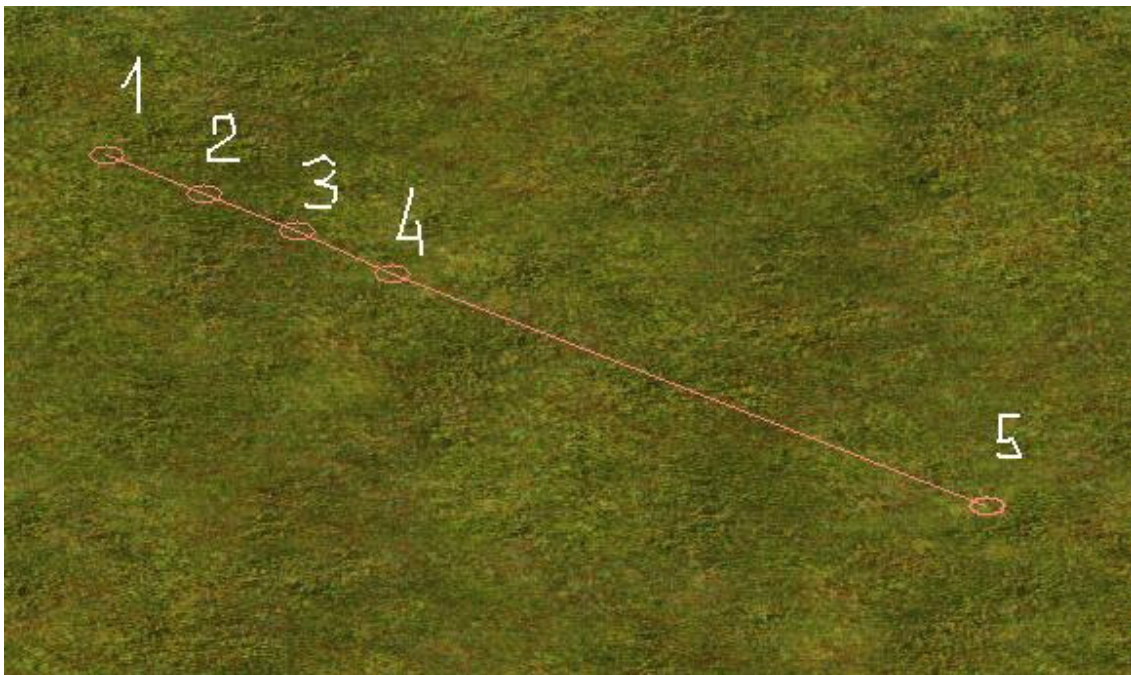
*Then I place two trucks one near other...that's two way road, nice to have it :)*



## *2. Fading road*

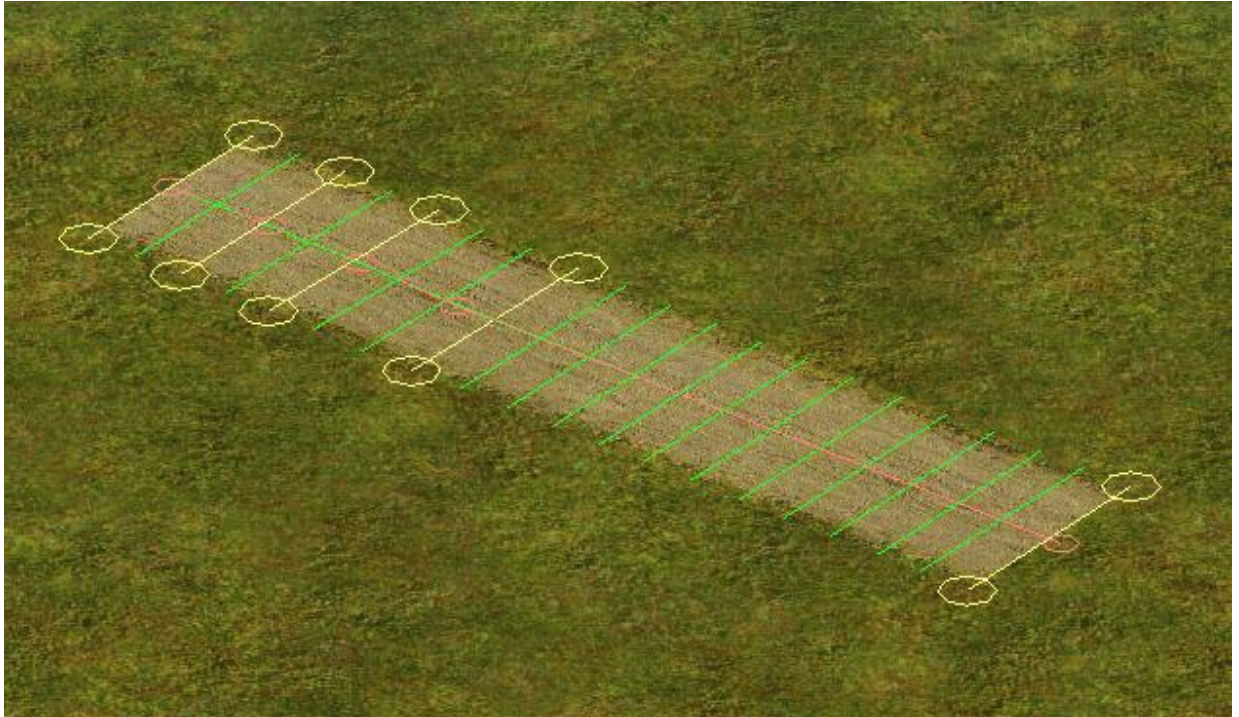
*Ok, I learned this after MANY hours of getting angry (only because I had no idea how to do it)*

*First, place a road. Take a look of red dots for road placement, place them like I did.*

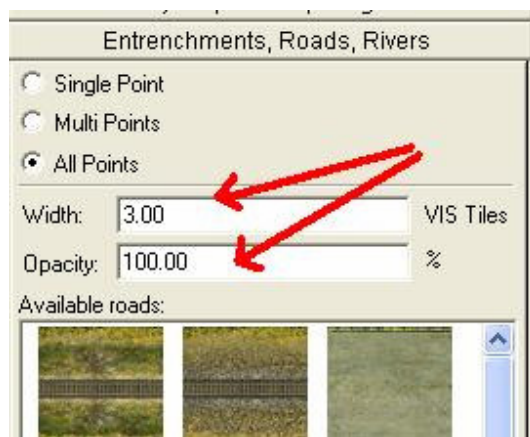




*Now click and set it up. You'll have this:*

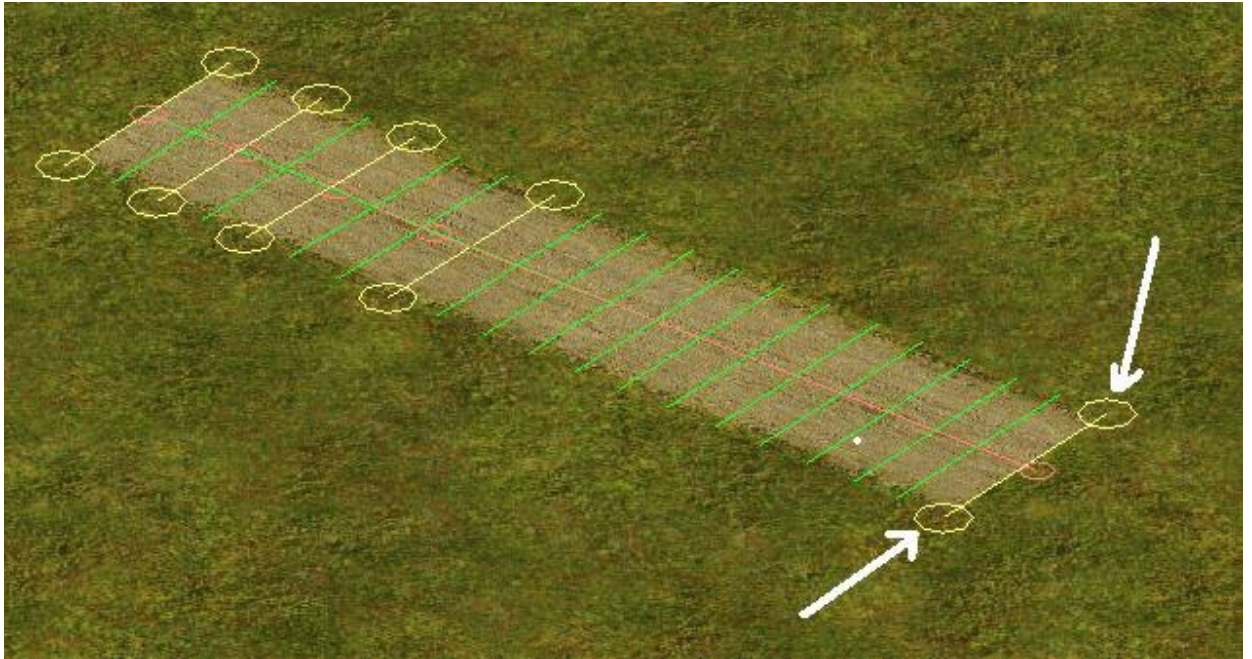


*Road opacity should be 100%*

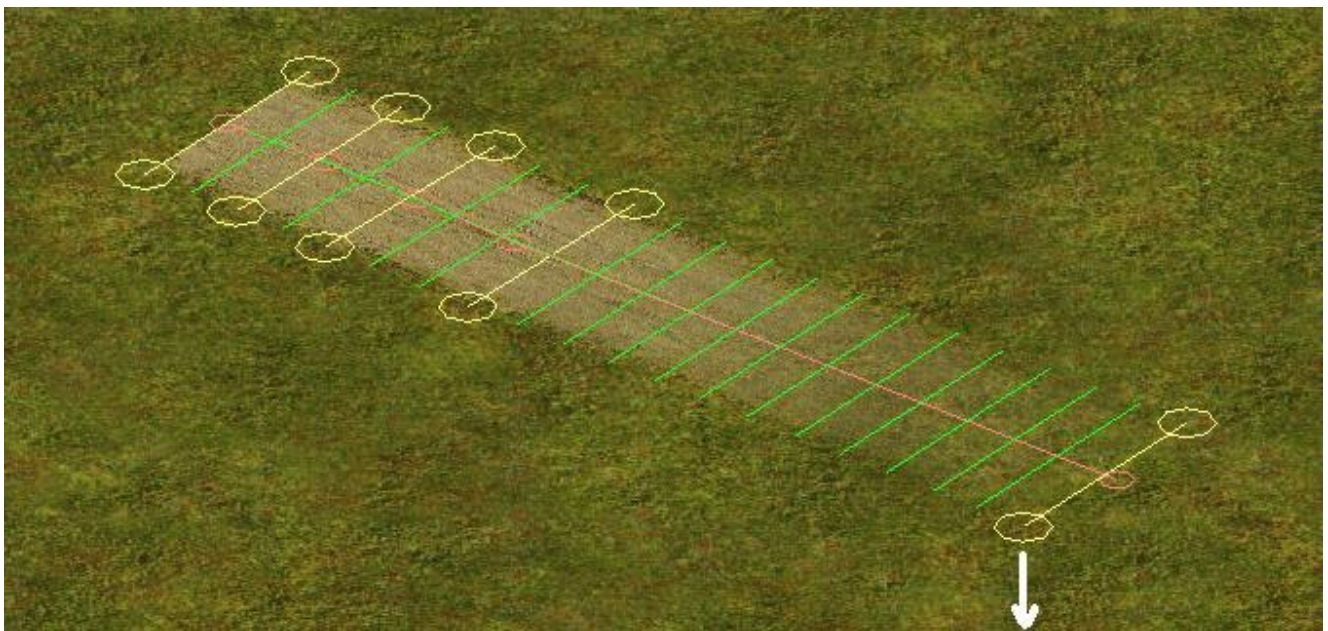


*Select "Single point" in the menu on your left, above the road types . Now, right mouse button click and hold on yellow dots, I marked them, left or right, doesn't matter.*



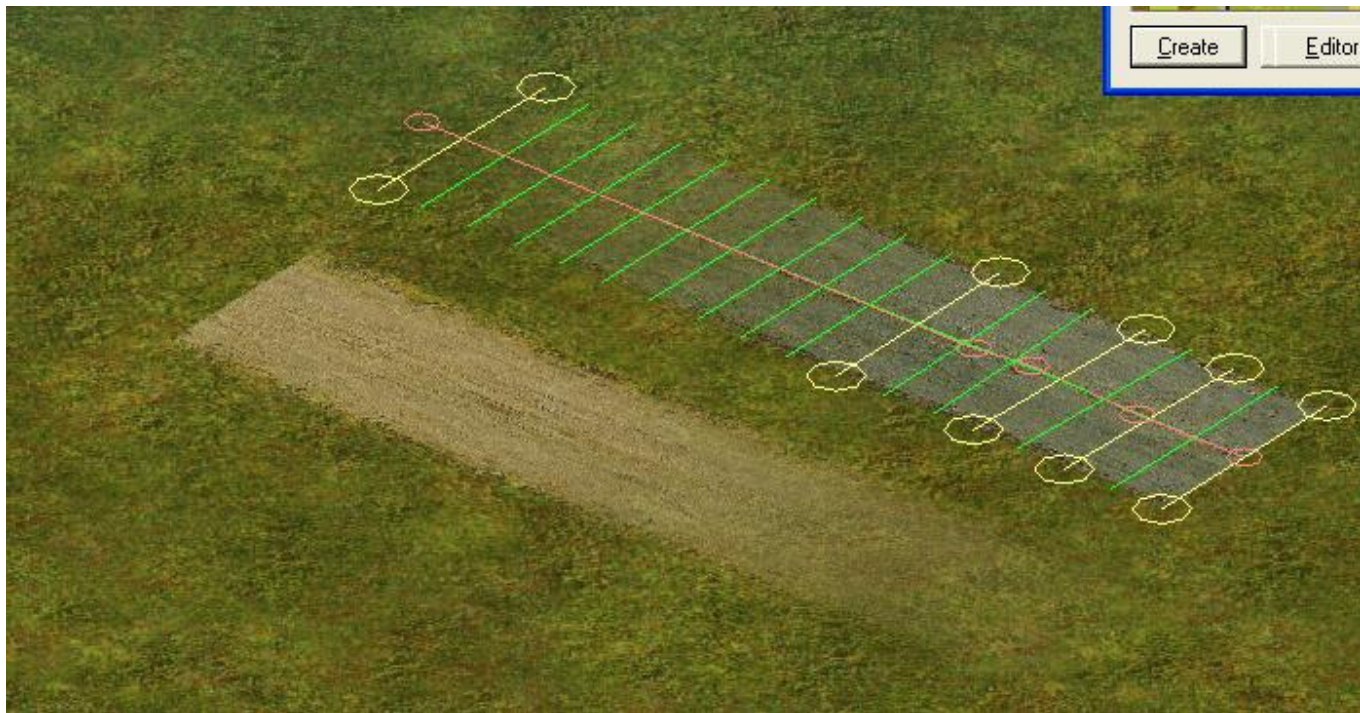


*Now, move your mouse (while still holding right button) down. You will see effect like this:*

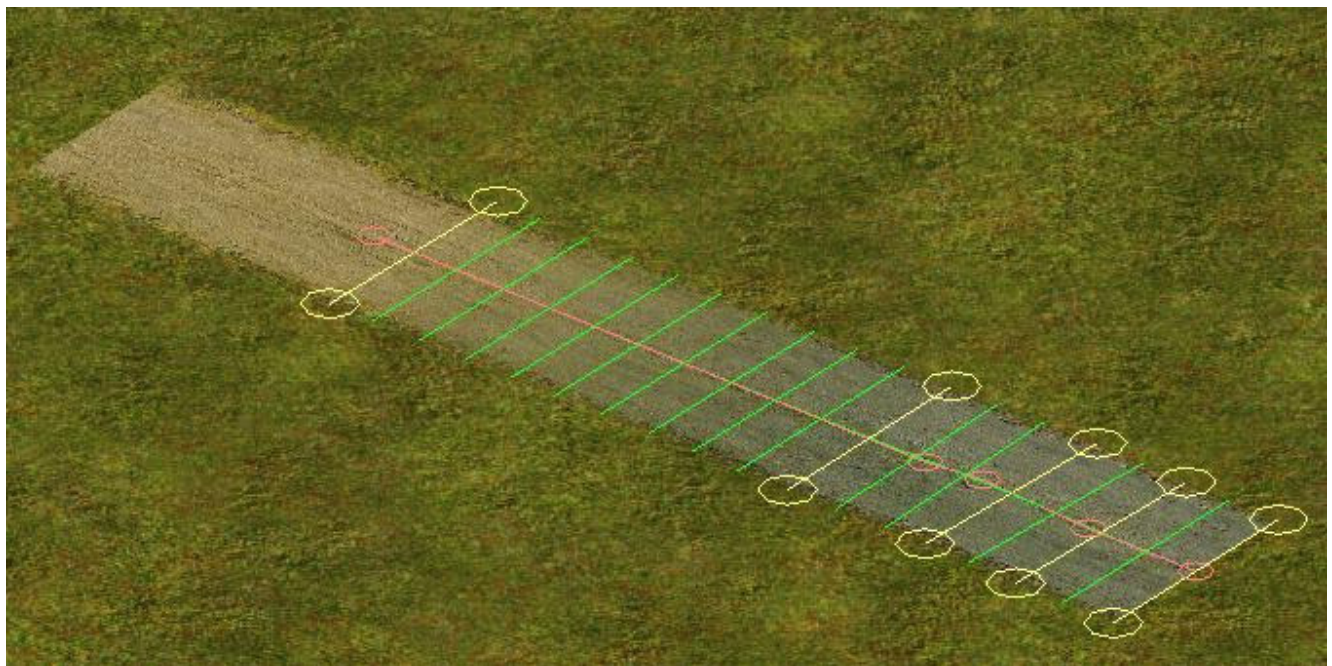


*You have one part of the road fading away. Nice. Next is to place another road, different type next to it and place it but this time we will place dot number 5 on the opposite side. Make it fade just like you did on dirt road, by pressing and holding right mouse button on the yellow circle and moving mouse toward you.*





*Now, select "All points" on your menu to the left, above the road types. Left click on any red dot of asphalt road and pull it toward dirt road and place it there like this*





*Voilla, you have two roads linked real nice...      Now it's up to your creativity.*

### *3. Making different uses for roads*

*Now, you have also some different purposes for roads, first let's make it on trench.  
Place a trench and paint around it with "Dark ground texture like I did*

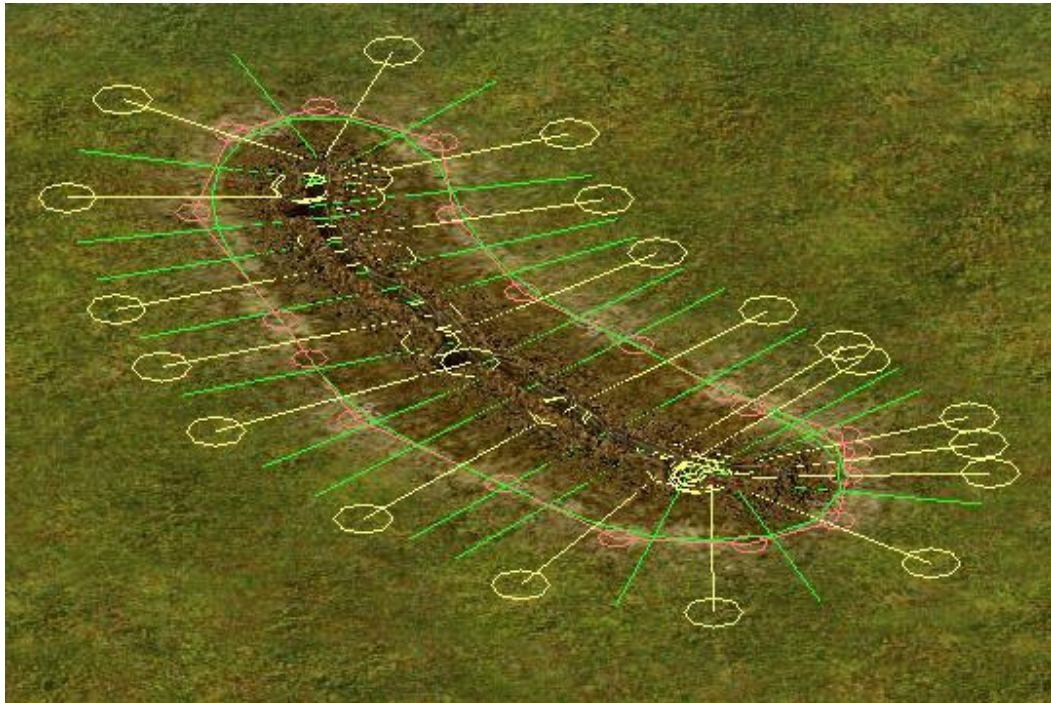


*Now, use "Road\_path" type of road ( make sure Opacity is 80% or higher) and place dots*





*Now set the road and let's finalize it. You will get this:*



*Now, set up "All points" and left click and hold on any yellow points. Move mouse toward you and you will see road is widening. You will get something like this:*



*You have entrenchment with nice ground around it. Someone will like it, some not. It's up*

*to your creativity to edit it and make it look better.*

#### *4. Some examples of road fitting to the ground*

*Some screenshots to show you how you can fit road to the ground:*







## Allied Units











































































								
105mm_M2...	12_7_mm_...	12_7_mm_...	155mm_M1...	155mm_M1...	25pdr_QFH...	25pdr_QFH...	2pdr_QFG_GB	3inch_Morta...
								
40mm_Bofor...	4_5_inch_G...	6pdr_QFG_GB	76mm_M1A...	7TP_Polish	81mm_M29...	90mm_M2_...	AEC_Matad...	AEC_Matad...
								
B24JLiberat...	B25JMitche...	B29_SuperF...	Bishop_GB	Cistern_Wa...	Cruiser_MKV...	Cruiser_MKV...	Crusader_A...	DouglasC4...
								
DouglasC4...	Gloster_Met...	Goods_Wa...	Hawker_H... MK1_GB	Humber_M...	Infantry_MK...	Infantry_MK1...	Infantry_MK...	M10_Wolve...
								
M13_GMC...	M15_GMC...	M16_GMC...	M26_Gener...	M2_HalfTru...	M2_HalfTru...	M36_Slugge...	M3A1_Scou...	M3A1_Scou...
								
M3_Gener...	M3_Grant_GB	M3_HalfTru...	M3_HalfTru...	M3_HalfTru...	M3_HalfTru...	M4A1_Gene...	M4A3_76...	M4A3_Gene...
								
M5_Gener...	M5_Tractor...	M7_Priest_...	M8_Greyho...	P38_Lightin...	P51_D_Mus...	S35_Somua...	Sexton_II_GB	Spitfire_GB
								
Studebaker...	Studebaker_...	T34_Calliop...	T_28_USA	Tender_Allies	Thunderbol...	Train_Allies	Vickers_Wel...	Westland_ly...
								
Wilys_MB_GB	Wilys_MB_...							



## German Units

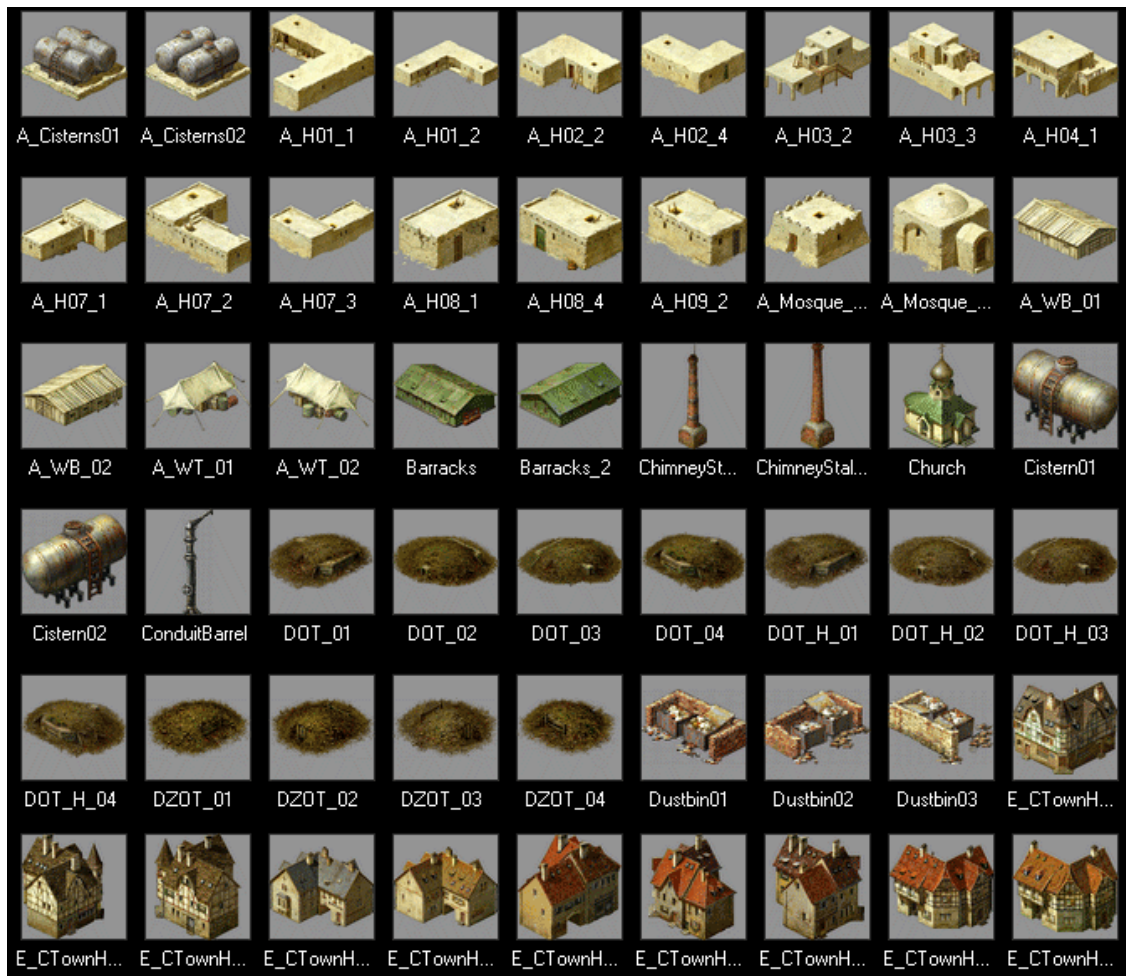
								
10.5-cm_Fla...	10.5mmLeF...	10_barrel_1...	10_cm_K_18	12_cm_sGr...	15_cm_sFH18	15cmK39	17cmK18	25pdr_QFH...
								
2_cm_FlaK...	5-barrel 21cm Nebelwerfe...	5_cm_Pak38	6-barrel 15cm Nebelwerfe...	60_cm_Mors...	7.5cm Pak40	75_18_Mod...	7_62_cm_P...	7_92_mm_...
								
7_92_mm_...	8.8-cm FlaK18	8sm_Gr_Wr34	BMW_R75	Cistern_Wa...	CoastBatter...	FW_189	FW_190	Fi-156 Storch
								
Fiat_Spa_A...	Goods_Wa...	He-111Hein...	Hs_129B	Hummel_Sd...	JagdPanzer...	Jagdpanthe...	Jagdpanzer...	
								
Jagdtiger_S...	Junkers_Ju52	Junkers_Ju...	Kdf82_Ku...	M13_40_Ita...	Me_262_S...	Me_262_St...	Messer_Bf_...	Messer_Bf_...
								
Messer_Bf_...	Opel_Blitz_C...	Opel_Blitz_...	Opel_Blitz_...	Opel_Kadett	Opel_Maulti...	Panzerjager...	Pz_38t_Aus...	Pz_Kpfw_III...
								
Pz_Kpfw_III...	Pz_Kpfw_II...	Pz_Kpfw_I...	Pz_Kpfw_I...	Pz_Kpfw_...	Pz_Kpfw_VI...	Pz_Kpfw_V... B	Pz_Kpfw_V...	Pz_Kpfw_V...
								
Raupenschl...	SM79_Spar...	SdKfz_251...	SdKfz_251_...	Sdkfz_222	Sdkfz_231	Sdkfz_234_...	Sdkfz_7	Sdkfz_8
								
Semovente...	Sturmgesch...	Sturmgesch...	Sturmgesch...	Sturmpanzer...	Tender_Ge...	Train_German	Vickers_6to...	Wespe_Sd...
								
Wirbelwind								

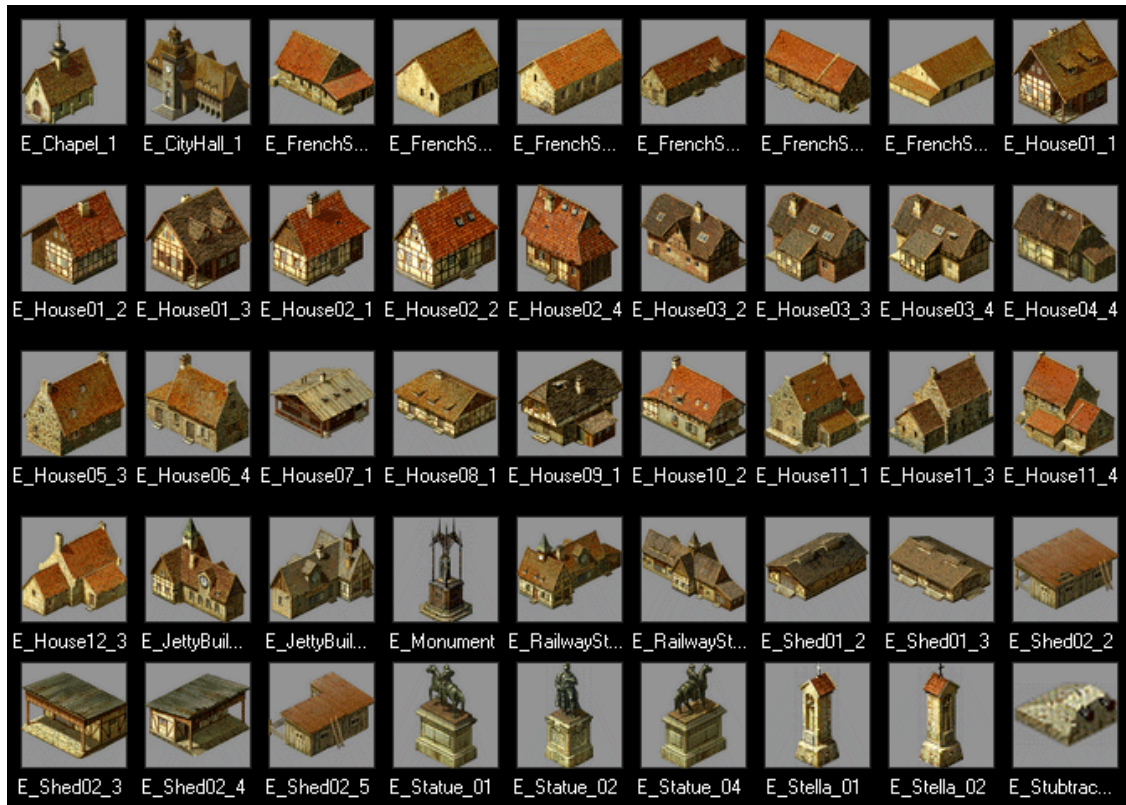
## Russian Units

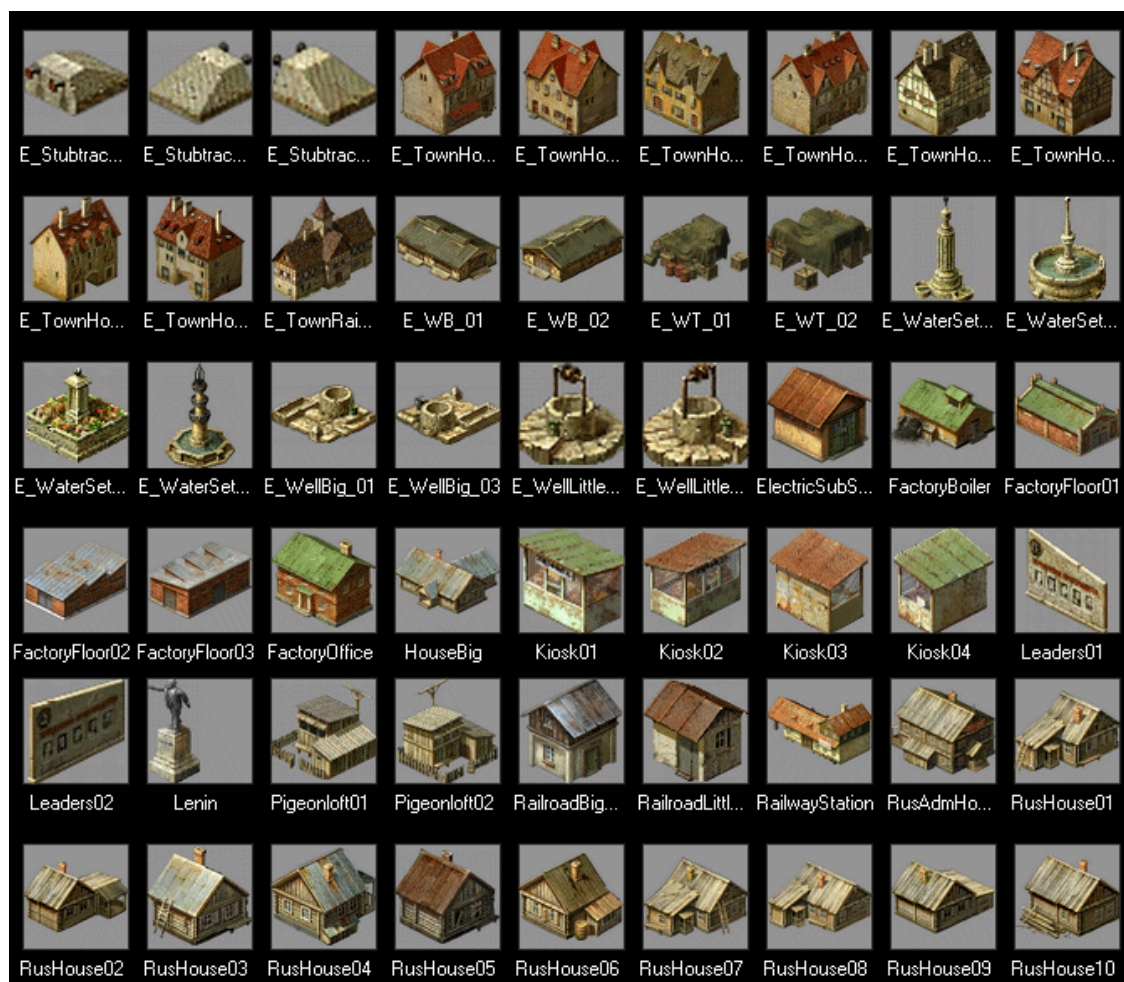
								
100-mm_B...	120-mm_38	122-mm_A-19	122-mm_M-30	12_7_mm_...	152-mm_ML...	152-mm_D1	37-mm_61_K	45-mm_M_37
								
57-mm_ZIS-2	76-mm_ZIS-3	76_2mm_F22	82-mm_'37	85-mm_52-K	Armoured_T...	Armoured_T...	Armoured_...	BA10
								
BA20	BA64	BM_13	BM_31_12	BM_8-48	BT-5	BT-7	Cistern_Wa...	GAZ_61
								
Goods_Wa...	IL_10	IL_2	IL_2m3	JSU_122	JSU_152	JS_2	JS_3	KV-1
								
KV-2	KV_1C	KV_85	Komintern	Li_2	M4A2_Sher...	MKIII_Valen...	MKII_Matild...	Pe_2
								
Pe_8	Po_2	RailwayGun...	RailwayGun...	RailwayGun...	SU_100	SU_122	SU_152	SU_76
								
SU_85	Studebaker...	Studebaker...	T-26	T-34	T-34-85	T-70	T_34_76	Tb-3
								
Tender_USSR	Train_USSR	Voroshilovets	Willys_MB_...	Yak-1	Yak-7	Yak-9	ZIS_42_Cargo	ZIS_5_Cargo
								
ZIS_5v_En...	ZIS_5v_Me...							



## Buildings



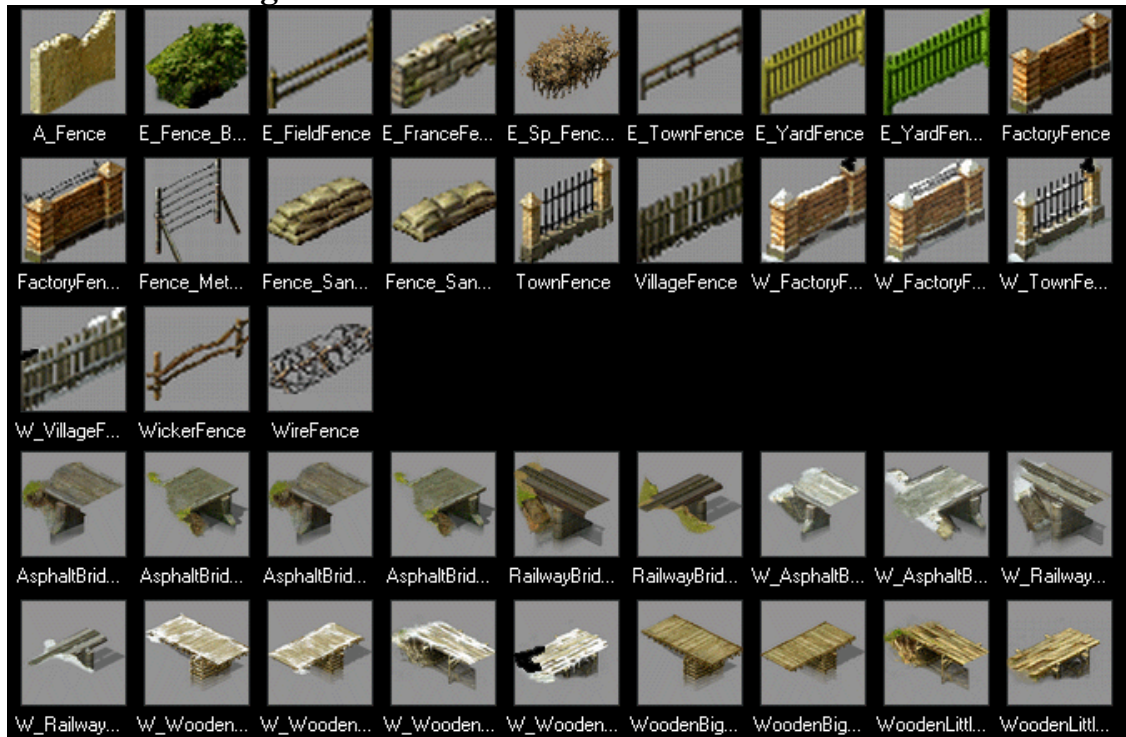




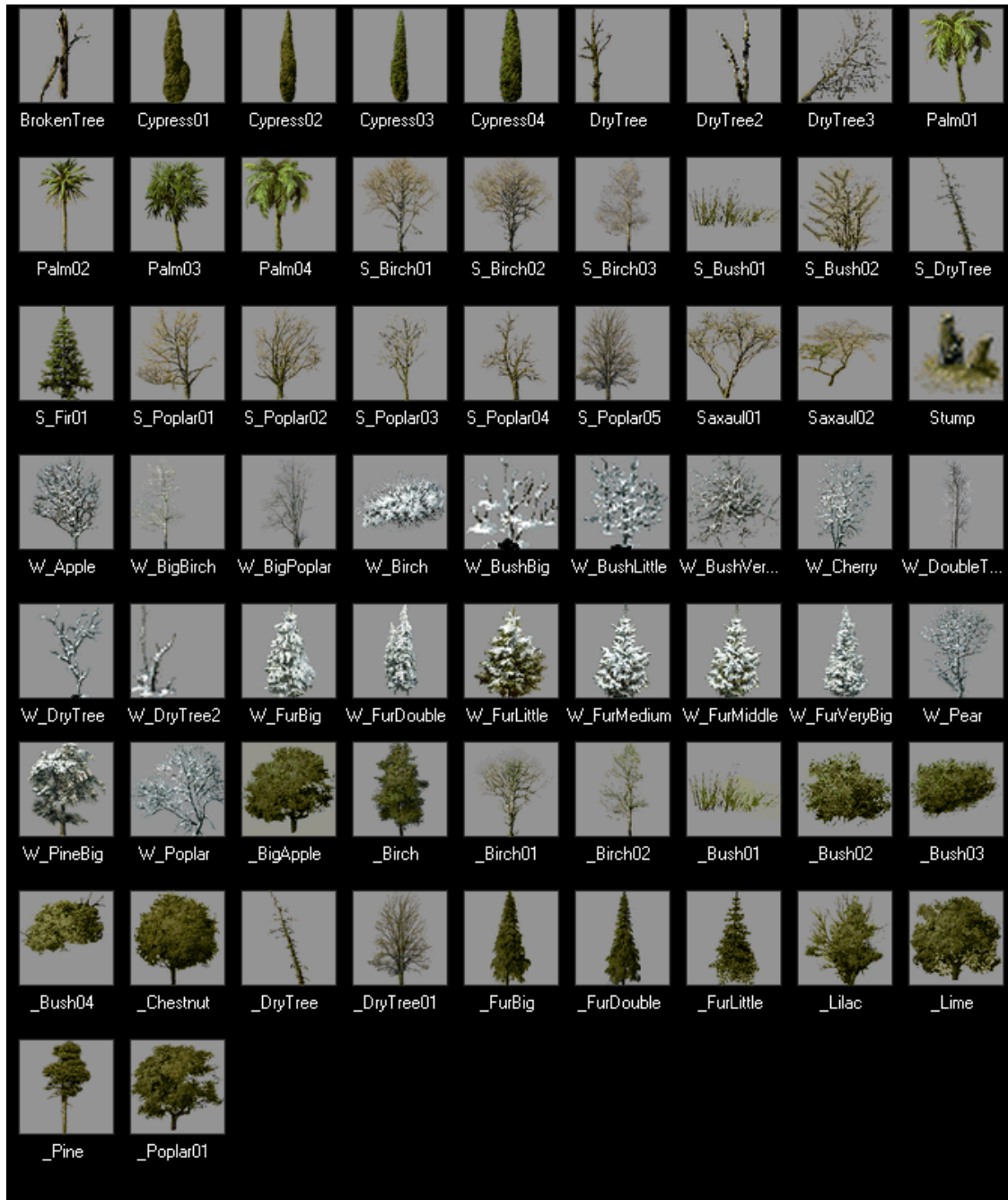




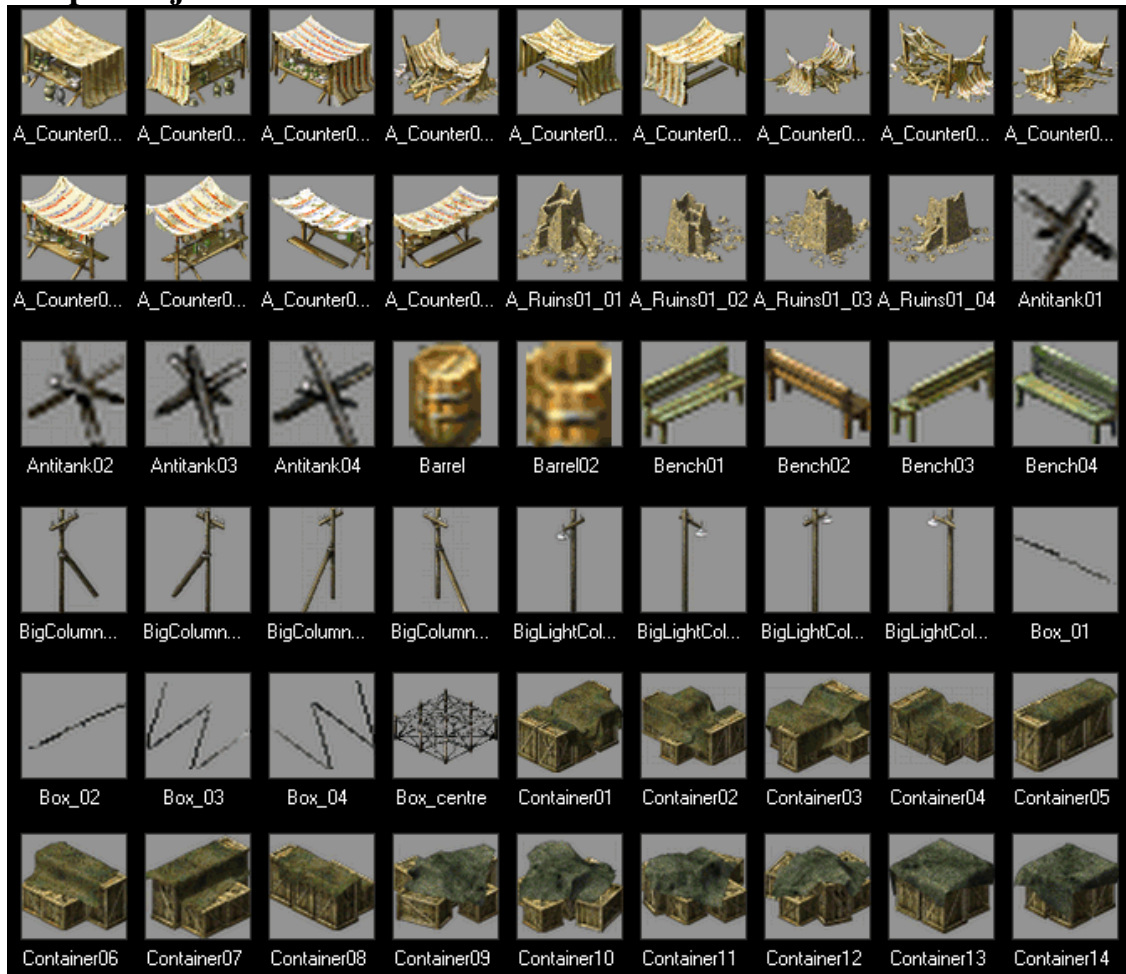
## Fences and Bridges



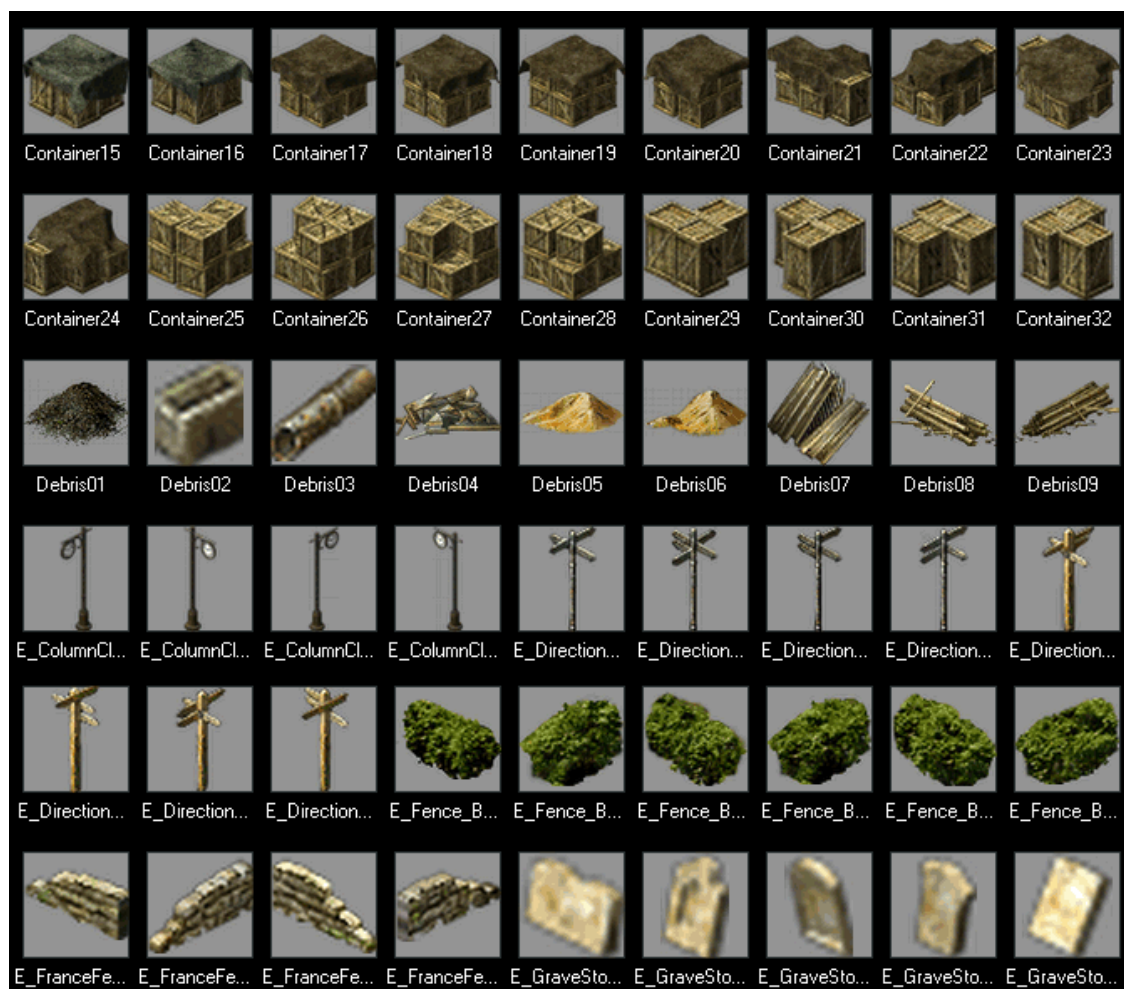
## Flora

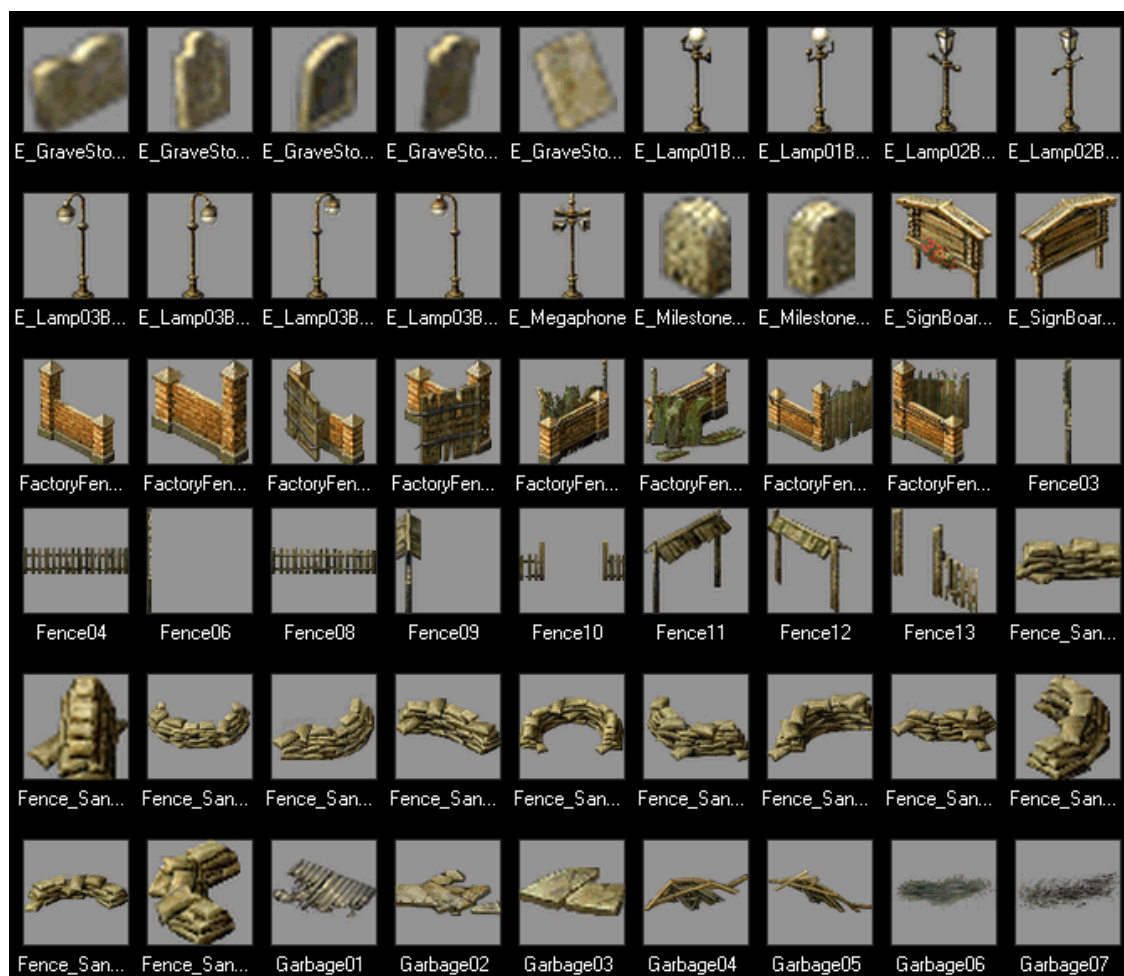


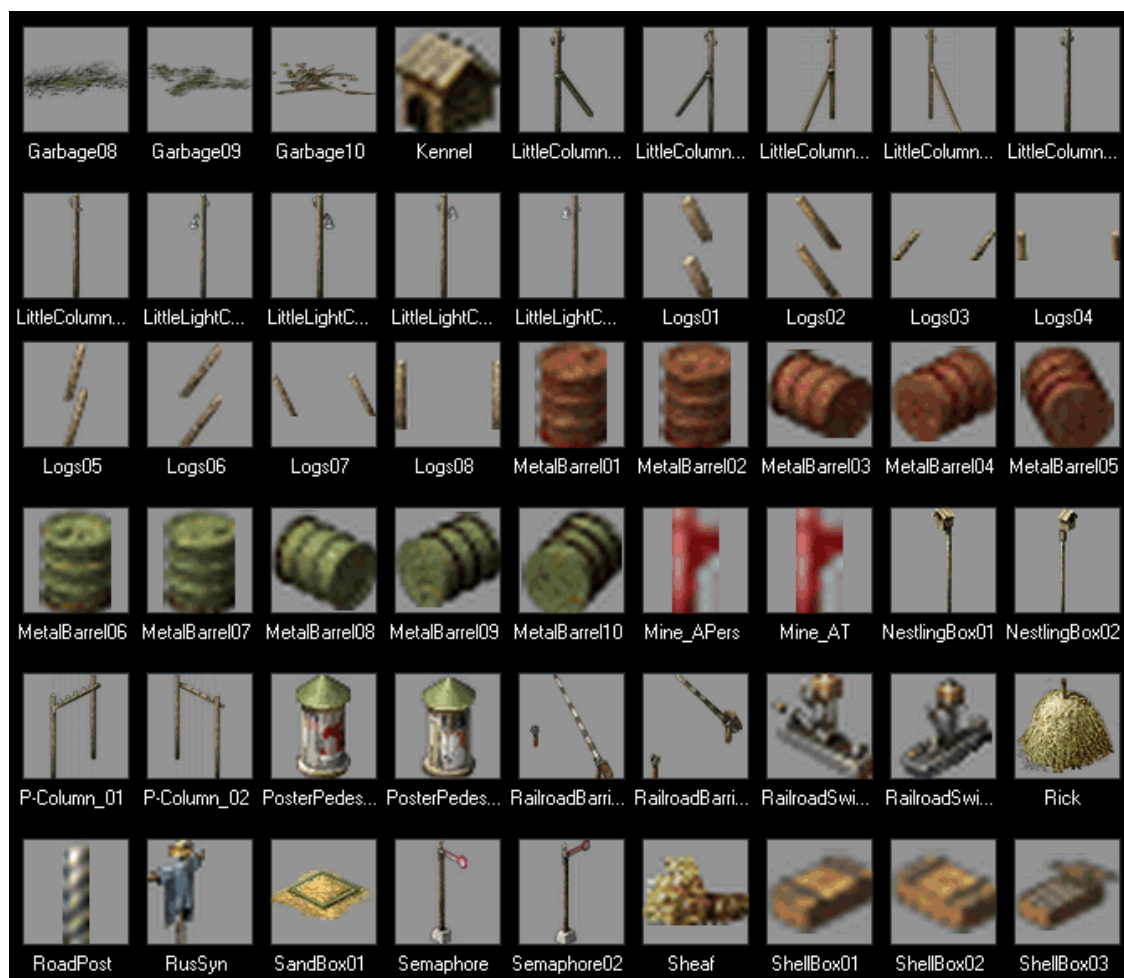
## Simple Objects:

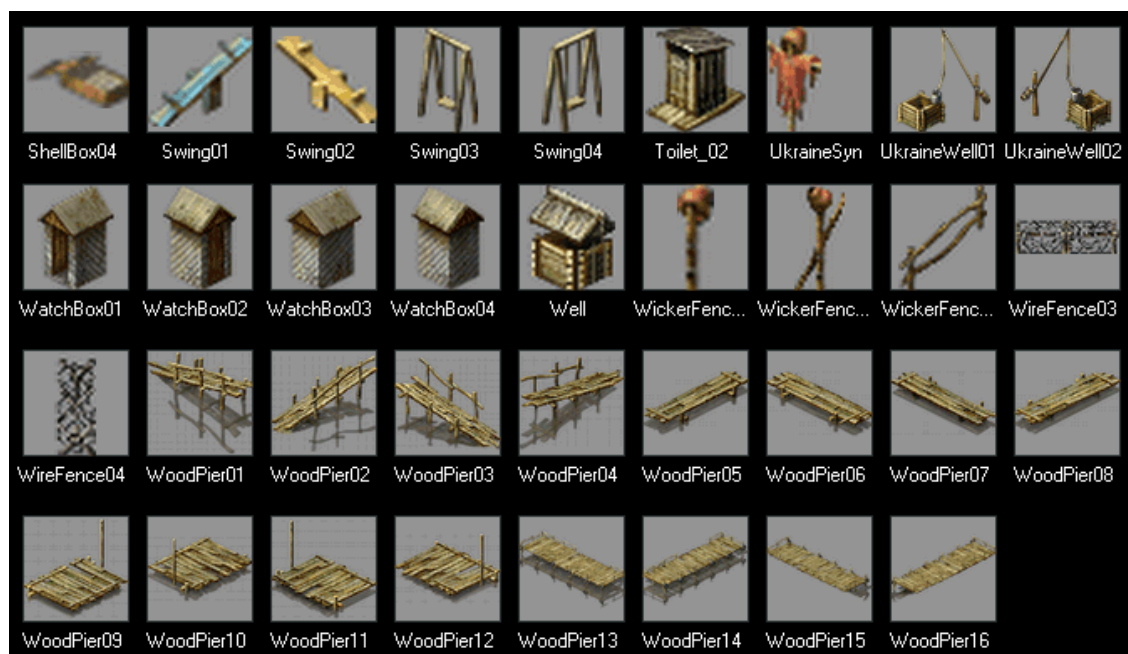














## Terrain:

