

UMS II™

NATIONS AT WAR

Planet Editor

Look for these other great games from MicroPlay Software:

Global Conquest: *Command HQ* creator Dan Buntin has done it again: created a compelling, addictive strategy game that's easy to learn yet difficult to master. *Global Conquest* is the first computer strategy game to support up to four players (human or computer), all of whom compete while exploring randomly-generated worlds via modem, direct link or LAN! In *Global Conquest* the emphasis is on exploration, as you conquer untamed regions of your world and prevent your opponents from doing the same.

Sea Rogue: Silver bars plundered by Spain in the New World. Gold doubloons that were once a pirate's prize. These treasures and many more await in this authentic undersea treasure hunt. Search for history's most famous buried treasures. Command a crew of five skilled treasure hunters, rising from a diver on a rickety scow to the commander of a high-tech treasure probe! You'll face claim jumpers, hijackers, drug smugglers and the elements themselves in your search for wealth.

Flames of Freedom: The role-playing/simulation hit *Midwinter* continues — 60 years later. The snow has begun to thaw, and the citizens of Midwinter search for a new home to escape the impending floods. But they discover a land dominated by a cruel, oppressive government so powerful that rebels can defeat it only from within. You must promote discontent among the empire's populace through dangerous undercover operations. Spark a tiny flame of freedom into a wildfire of revolution.

Command HQ: Take charge of a superpower's high-tech military nerve center — during World War I, II, III or IV. Deploy armies, planes and ships across the globe; see front-line action in colorful animation. *Command HQ* features an easy, intuitive interface and a realistic but uncomplicated approach to global warfare. Two-player (modem) capability.

UMS II Planet Editor: *UMS II* lets you conduct full-scale wars, using any military forces, across entire worlds. This supplement to *UMS II* lets you create the worlds themselves, with full control over terrain features, continental shapes, weather patterns and more. An easy-to-use interface makes world building easy and fun.

Midwinter: The world is locked in perpetual winter, and a mad dictator invades the peaceful villages that survive. Mobilize the officers of the Free Village Peace Force, taking advantage of their personalities and skills. Defend your region while leading a strike into enemy territory. *Midwinter* is an action-packed test of your strategic and leadership skills.

MICROPLAY™
S O F T W A R E

Marketed by MicroProse Software, Inc.

UMS II

PLANET EDITOR

Copyright 1991 Intergalactic Development, Inc.
1427 Washington Street, Davenport, Iowa 52804, USA
All Rights Reserved

Table of Contents

- 1 Introduction: Using This Manual & Getting Started
- 2 The Art of UMS II Scenario Design
- 3 The Planet Editor
- 4 The Armed Forces Editor
- 5 The Tutorial
- 6 Questions & Answers

Appendices

- A Special Squares & UMS II Artificial Intelligence
- B Creating, Designing & Editing Your Own Unit Icons
- C Technical Support

Scenarios

- P The Pacific War Scenario
- V The Vietnam Scenario

Credits

Index



IBM KEYBOARD EQUIVALENTS

Throughout this manual the term **OPTION** shall refer to the **CTRL** key on the IBM keyboard; the term **SHIFT-CLICK** shall refer to the **CAP LOCKS** key on the IBM keyboard and **COMMAND KEY** shall refer to the **NUM LOCK** key on the IBM keyboard



ATARI ST KEYBOARD EQUIVALENTS

Throughout this manual the term **OPTION** shall refer to the **CTRL** key on the Atari ST keyboard and **COMMAND KEY** shall refer to the **ALT** key on the Atari ST keyboard.



THE SECTION SYMBOL

This symbol appears in the margin throughout the manual, identifying the section number of the text it is beside. All references made in the manual are to specific sections of the text and not a page number. For example, you might be referred to section §3.2.1. This would direct you to the section of text that starts beside the number §3.2.1 in Chapter 3's margins.

We have adopted this method of referencing over conventional page numbers to reduce the potential for error in translations of this manual into other languages.

Chapter I: Introduction: Using This Manual & Getting Started



§1.0 Introduction

This chapter of the UMS II: Planet Editor manual will help you understand how to best use the manual and the program itself. Please take a few minutes before attempting to use the UMS II: Planet Editor, to read this first chapter.

§1.1 The Icons

Throughout this manual, various icons appear outside the main text area. These icons point out areas of special importance to all users, to users of specific computer types, and to users wishing to install or use specific printers.

The icons are:



Very Important Message Icon.

Text that appears alongside this icon is of special importance to the user. Please make certain not to ignore these messages.



The IBM Computer Icon.

Text that appears alongside this icon is of special importance to users who have an IBM or IBM compatible computer (this includes Tandy owners, as well).



The Apple Macintosh Computer Icon.

Text that appears alongside this icon is of special importance to users who have an Apple Macintosh computer.



The Atari ST Computer Icon.

Text that appears alongside this icon is of special importance to users who have an Atari ST, STE or STFM computer.



The Commodore Amiga Computer Icon.

Text that appears alongside this icon is of special importance to users who have a Commodore Amiga computer.



The Printer Icon.

Text that appears alongside this icon is of special importance to users who wish to install printers, printer drivers or make hard copy print-outs from the UMS II: Planet Editor.

§1.2 System requirements

Requirements for IBM and IBM compatible computers.

Minimum RAM requirements: 640 kilobytes.

The UMS II: Planet Editor supports both CGA and EGA monitors. Owners of VGA monitors should use the EGA version of the program. Tandy owners should use the CGA version of the program. The UMS II: Planet Editor also supports MicroSoft compatible mice. Though a mouse is not required; it is highly recommended. There are keyboard equivalents for all mouse activities throughout the program.



Requirements for the Apple Macintosh family of computers.

Minimum RAM requirements: 1024 kilobytes (1 Megabyte).

You must also have installed version 6.0, or later, of the Apple operating system. The UMS II: Planet Editor will support all sizes of Macintosh monitors as well as monochrome, grey-scale or color monitors. The UMS II: Planet Editor program window will automatically expand to fill whatever size Macintosh monitor the user has.



Requirements for the Atari ST, STE and STFM family of computers.

Minimum RAM requirements: 1024 kilobytes (1 Megabyte).

The UMS II: Planet Editor is a GEM compatible program and supports Desk Accessories (.ACC programs). The UMS II: Planet Editor only runs in Medium Resolution (color 640 X 200 X 4 resolution).



Requirements for the Commodore Amiga family of computers.

Minimum RAM requirements: 1024 kilobytes (1 Megabyte).

1 Megabyte of fast RAM and a hard disk are recommended for greater speed.



Installation on a Hard Disk §1.3

Installing the UMS II: Planet Editor on a hard disk for IBM or IBM compatible computer.

On the IBM disk there is a program called INSTALL.BAT. From the A prompt [A:>] type INSTALL [RETURN]. The program will automatically prompt the user for the letter of the hard drive partition in which the user would like the program installed. Running this program will create a subdirectory on the specified hard drive entitled: UMS2PE.



Installing the UMS II: Planet Editor on a hard disk for the Apple Macintosh family of computers.

To install the UMS II: Planet Editor on a Macintosh hard disk, first insert the program disk in the drive. Next, click once on the **UMS2PE** floppy disk icon and, while still depressing the mouse button, drag the outline of the floppy disk to the hard disk desktop and release the mouse button. The operating system will then display a dialog box informing the user that the floppy disk and the hard disk are not of the same type. The operating system will then ask the user if the operating system should create a subdirectory on the hard disk and copy the contents of the floppy disk on to it. Select OK. The operating system will now automatically create a subdirectory titled "UMS2PE" and copy the contents of the floppy disk into the subdirectory.



Installing the UMS II: Planet Editor on a hard disk for the Atari ST, STE and STFM family of computers.

To install the UMS II: Planet Editor onto an Atari hard disk first insert the disk in Drive A and double-click on the Drive A icon. Next, create a subdirectory on the desired hard disk by double-clicking on the desired Hard Drive icon and selecting **Create Subdirectory** from the GEM desktop menu. Then select all of the files on the UMS II: Planet Editor disk by holding down the SHIFT key and clicking once on the file. Lastly, drag all of the selected files from the A Drive to the newly created subdirectory on the hard drive and release the mouse button.



Installing the UMS II: Planet Editor on a hard disk for the Commodore Amiga family of computers.

To install the UMS II: Planet Editor onto an Amiga hard disk, first boot your hard disk. Do not boot the Planet Editor disk. Insert the Planet Editor disk in a disk drive and double-click on the disk icon. Double-click on the InstallPE icon when it appears and follow the instructions. If you run InstallPE from a CLI, simply type the name **installpe**. Do not type **run installpe**.



§1.4 Executing/running the program



Running the UMS II: Planet Editor on an IBM or IBM compatible computer.

Users with EGA or VGA monitors should type PEEGA [RETURN]. Users with CGA monitors or Tandy owners should type PECGA [RETURN]. If you have previously installed the UMS II: Planet Editor onto a hard disk, make certain that you are in the appropriate subdirectory first.



Running the UMS II: Planet Editor on an Apple Macintosh computer.

To run the UMS II: Planet Editor simply double-click on the Planet Editor icon.



Running the UMS II: Planet Editor on an Atari ST, STE or STFM computer.

To run the UMS II: Planet Editor simply double-click on the UMS2PE.PRG icon. If you have previously installed the program on your hard disk and are displaying the file in TEXT mode, double-click on the UMS2PE.PRG line of text.



Running the UMS II: Planet Editor on a Commodore Amiga computer.

If you had previously installed the Planet Editor on your hard disk, double-click on the PE icon. PE can also be run from a CLI by typing **run PE**. If you have not installed PE, place the PE disk in df0: and reboot your machine.

§1.5 Overview of the Manual

The manual is divided into eight sections. They are:

- §1.5.1 **The Introductory chapter** which you are reading now. This chapter should answer your basic questions about the UMS II: Planet Editor and help you find the answers to your more detailed questions.
- §1.5.2 **The Art of UMS II Scenario Design** chapter. This section includes personal observations and advice from the Intergalactic Development staff and beta-testers, based on our own experiences designing and testing UMS II scenarios.
- §1.5.3 **The Planet Editor** chapter. This part of the manual describes the tools, techniques and dialog boxes needed to create entirely new planets, or for editing existing planetary databases for use with UMS II scenarios.
- §1.5.4 **The Armed Forces Editor** chapter. This part of the manual describes the section of the program where unit types are defined, Order of Battle Tables are designed and units are positioned in their starting positions on the map
- §1.5.5 **The Tutorial** chapter takes you, step by step, through the process of designing a very simple scenario.
- §1.5.6 **The Q & A Section** answers the most common trouble-shooting questions that may arise.
- §1.5.7 **A comprehensive Index** that will help you find the specific area of the manual that you are looking for.
- §1.5.8 **Tech support** phone number, address and free newsletter order form. Users of UMS II: Nations at War who have previously sent in for the free subscription to Intergalactic Development's newsletter, *Le Guerrier*, already know how valuable it can be. If you do not already receive the free newsletter, please take the time now to fill out the coupon at the end of this manual and send it in.



Chapter II: The Art of UMS II Scenario Design



§2.1 Introduction

As I write this, Dr. Ed Bever, Dan Horn and I are the only people that have ever created a UMS II scenario data file. The UMS II: Planet Editor is an extremely powerful design tool. For most of you, it will be totally unlike any other program that you have ever encountered. It is loosely based on drawing programs designed for 68000 based computers (Macintosh, Atari ST and Amiga) that use the standard Graphical User Interface. I know of no other program that allows the user to create planetary databases, provinces, nations and national armed forces. Such a program is bound to have the odd idiosyncrasy. I feel that I understand this program and I desperately want to impress upon the novice user my 'method'; my way of doing things.

Please: make use of the experiences that I have had. When you become proficient in designing UMS II scenarios, you may well discover some new shortcut. Until then, you will be best served by following the observations laid out below:

§2.2 Basic Caveats

Designing a UMS II scenario is like working with stone: you start by roughing out basic things and doing the detail work last. Like sculpting, there is no going back; there is no undo. However, unlike stonemasonry, you can save a copy of your work and return to it after disaster strikes. The Macintosh program will remind you to save a backup copy at annoying intervals. Try to heed its sage advice at least every other time.

§2.3 Resolution

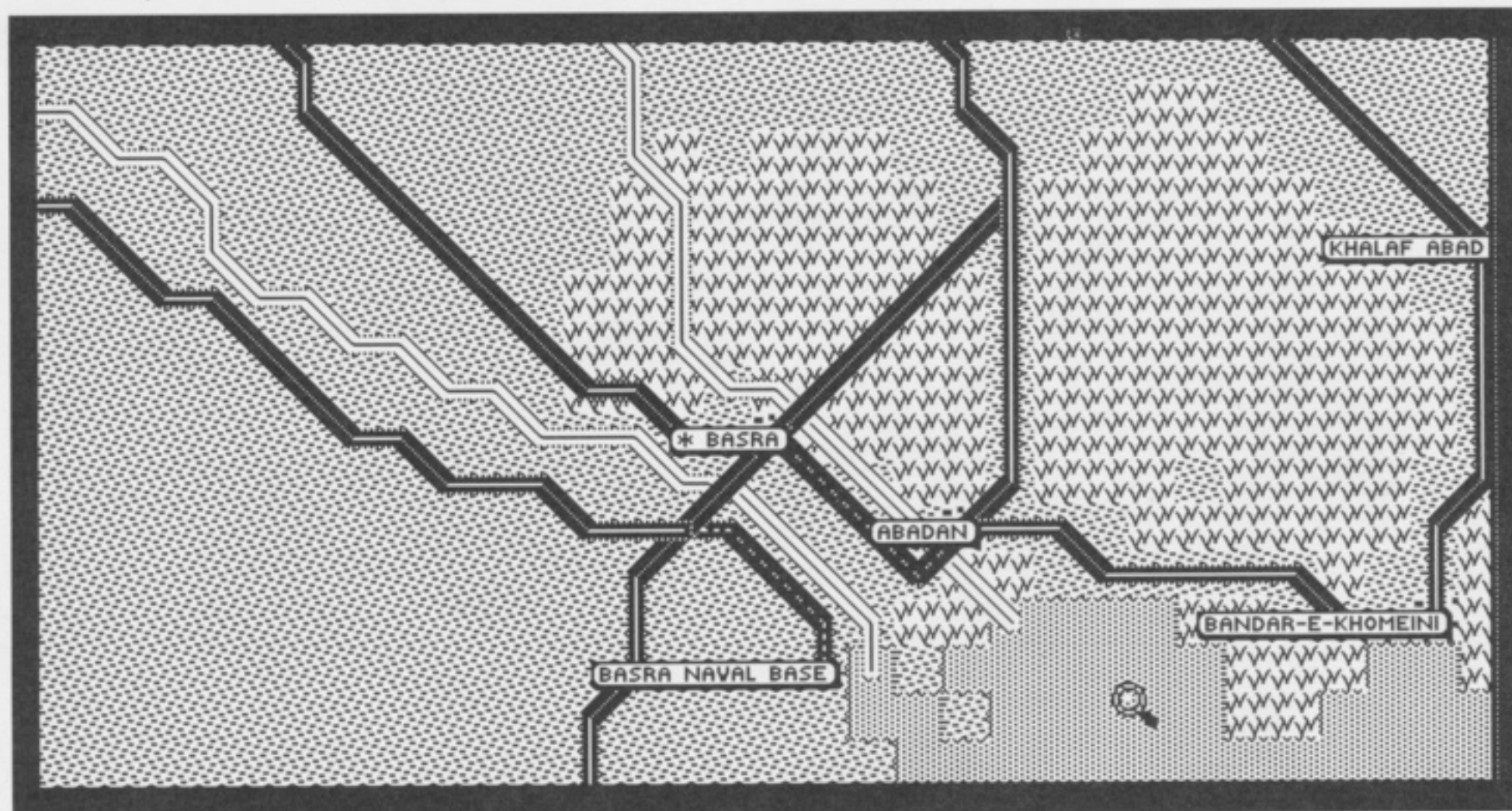
The Planet Editor will also remind you whenever you change resolutions and might possibly obliterate fine detail work. The first time this happens, it displays a large dialog box. You have the option to check a check box and never see the warning box again [this box is reproduced on page 3.10]. Don't do it. Until you develop a sense of where you are and what you are doing in the program you will always benefit by being reminded whenever you are walking near thin ice.



There is one important basic concept in the Planet Editor that it is crucial for the apprentice Planet Maker to understand: Drawing with any tool, at any resolution, obliterates all the detail in all the previously drawn finer resolutions done with that tool over the entire portion of the map that is currently visible on the screen.



The area in the black highlighted box on page 2.2 is displayed in a finer resolution below. If you were to click on the bulldozer tool in the above screen you would obliterate the detail below, even if you clicked the bulldozer tool exactly where it is now. This is because the entire screen will be recalculated to maximize the quad-tree compression scheme.



Do your homework §2.4

Before you even open a fresh new document and start designing a scenario, do your homework. Do your research and organize your Order of Battle Tables. Decide how many unit types you will need and design the icons beforehand. This can be the most enjoyable part of scenario design. Personally I find poring over old maps, musty charts and faded organizational tables the most exciting part of creating a scenario. The public library is truly a wonderful place. Most U.S. libraries have an Information Desk staffed with enthusiastic personnel who's main function in life is procuring obscure information. Even the smallest library has access to inter-library loan programs that make a gigantic repository of information available to the scenario designer. Take advantage of it.

Try to determine the precise locations of individual units. Eventually the time will come to place each unit when designing a scenario. It's best to know what you want to do long before it's time to do it. Procure detailed maps of important areas.

Creating the Planet Land Forms §2.5

Like everything in the Planet Editor, first rough things out and then do the detail work. There are not many times in life when you can start big and work toward the fine details. Designing a UMS II scenario is one of those rare occasions. Take advantage of it. The first step towards designing a scenario is creating the basic land forms on which the scenario will be run. Towards this end, all UMS II scenario designers owe a large debt of gratitude to Dan Horn who created a basic Earth land form data file. This file contains a map of the Earth on the 2°

Resolution scale in only 32 kilobytes. If you wish to create a UMS II scenario that takes place on the planet Earth, you may simply load the file EARTH.DAT included on every UMS II: Planet Editor disk by selecting the Open command from the File menu. If you wish to create scenarios that take place on a different planet, you will first need to sketch them out using a paint program and then 'read in' a graphics file (see § 3.2.1.4 for details).

§2.6 Rough Out Terrain & Elevation Details

After loading the basic land forms, it will be necessary to further 'draw' in greater detail. First, select the desired elevation from the ELEVATION pop-up menu. Then select the terrain that you wish to draw in from that pop-up menu. Here is a little trick that experience taught me: Now, by holding down the OPTION key(Macintosh) or CTRL key (IBM), you will simultaneously draw in the previously selected elevation and terrain. This can be very handy. Most terrain features have an elevation associated with them. For example, most DESERT terrain squares are also LOW elevation.



I cannot over-emphasize this: Before drawing at any resolution, please mentally ask yourself if this is what you truly wish to do. Take another look at the visual warnings and ask yourself: will drawing at the selected resolution obliterate any previous work that exists at a finer detail?

Since you just loaded in a predefined map at 2° resolution you should now move in one more level of detail (1° of resolution). Using the Terrain/Elevation trick described two paragraphs previously, you can now rough in greater detail. When you have added sufficient 1° resolution detail, you should SAVE A BACKUP AS, take a break and then go on to the next step.

§2.7 Add climate

Climate can be defined up to 1° of Resolution, although experience shows me that this is overkill. Primarily climate is used at runtime in UMS II to determine precipitation. The greater the detail with which you define Climate, the larger the DAT and IND files. We don't wish to create gigantic data files (granted, owners of 68000 machines - Macintosh, Atari ST and Amiga - have an advantage over IBM users, but, nonetheless, a byte saved is a byte earned).

Select the desired CLIMATE drawing tool from the pop-up menu and sketch in the appropriate climate types. When finished, use the SAVE A BACK UP command to store a safety file.

§2.8 Add more detail and Special Squares

Now, zoom in one more level of detail; you should be at the 6' Resolution Level. Using the OPTION Elevation/Terrain technique described above draw in even greater detail. Remember, you still have one more level of detail to go.

This is a good time to add the Special Squares because they make good 'visual anchors' that help fix future details. For example, adding Boston, New York, Charleston and Savannah would help to fix the general outline of the east cost of the United States. Special Squares are also important for fixing the starting and ending points of key path lines

Special Squares and UMS II AI §2.9

It may be too early to mention this, but Special Squares are very important to the UMS II Artificial Intelligence Routines that are evoked at runtime during execution of the simulation. As the principal designer of the UMS II AI (Artificial Intelligence) routines, I should note that I am very influenced by the importance of what General George Patton described as the 'Road Net.'

A Road Net is the spider's web of interconnecting paths (highways, railways, rivers, canals, etc.) that criss-cross an area of military campaign. In researching historical events for UMS II, I observed that most of the points of intersection coincided with towns, cities, capitals, and ports. It is only logical that these strategic locations would foster the growth of towns.

For now, however, it is only important to remember that you should place Special Squares at all path intersections and that every Special Square should be on a path. For a more detailed description of the UMS II AI routines see Appendix A.



Do not isolate a Special Square. Because of the UMS II AI routines (see above), it is possible to assign units an isolated Special Square as an objective. However, if a particular Special Square is unreachable (eg. located on an island without causeways or paths from the mainland) UMS II will spend a great deal of time during the Done phase uselessly looking for a valid path to reach it. This is because Special Squares act as magnets for units under Computer Control in UMS II. Valuable processing time will be wasted in this search.

Add Roads and Rivers §2.10

After creating Special Squares, add the paths (roads, railroads, highways, rivers and canals) that stretch between the cities and towns. We added the Special Squares earlier, expressly to use as points on which to anchor the paths.

After adding the paths, select the **Sort Paths** option from the **Maintenance** menu. Then select the **Compute Path Intersections** menu item directly below. These two sections cause the Path List (a list of all Paths created within the scenario) to be sorted alphabetically, and for all the intersections of all the paths within the list to be calculated and stored within the UMS II data file. Note well: after the **Compute Path Intersections** option has been executed the corresponding menuitem will appear grayed out. This is to indicate that the Path Intersection List is up to date. It is extremely important that this list (which is stored as part of the .DAT file) contains a current list of the intersections of all paths if the UMS II Artificial Intelligence routines are to function properly.

Add the Finest Details § 2.11

This is as a good time as any to add details at the finest resolution. Keep in mind that after zooming in to the last, and final, resolution, each square on the map is now but a scant six kilometers across (average scale in the northern latitudes). Often you will discover that campaign maps are not of sufficient detail to give anything but the sketchiest of details at this resolution.

Define Nations and Provinces § 2.12

At this point I am probably over-anxious to start the process of designing military units. I can only assume that you will be too. It is probably best to completely finish designing the map previous to this, but I will often stop at this point and

begin the first step to creating Unit Types by defining the first Nations.

It is important at this point to, once again, go off on a slight tangent and reinforce the basic hierarchical structure of UMS II scenario files: All units within a UMS II scenario are subordinate to another UMS II structure. For all units, but one, the superior unit is another unit. However, the Root Unit is subordinate to the Nation structure itself. Therefore, it is imperative that before the Order of Battle Table is constructed there is a Nation to attach it to.

A Nation is made up of Provinces. After creating a Nation - which primarily consists of selecting **Add Nation** (see § 3.2.6.1.1) and entering a name - you will need to enter one or more Provinces. There are two steps to creating a province: 1) defining it by selecting **Create Province** (see § 3.2.6.1.6) and 2) physically drawing it on the map.

Before drawing a Province on a map you must first select **AFFIL** (see § 3.7) and select the desired Province from the Province List. The Political Drawing cursor (a hand drawing with a flag) was designed by Mike Morton. It ranks as one of the finest cursors of all time and is deserving of a moment's contemplation before plunging on to the next step.

I am inclined to draw provinces in a much broader stroke than most would consider prudent. This is because when selecting the **AFFIL** tool, the user is now drawing on another layer of the map (there are four layers to a UMS II map: Political, Terrain, Elevation and Climate). The greater the detail within each layer, the greater the size of the .DAT file. The political maps' primary importance is in defining within what bounds Special Squares fall. **It is not important that the Provincial boundaries precisely fall at historical points.**

Every Province must have a Special Square that is designated as its capital. This is of extreme importance. Use the **Check Capitals** option from the **Maint** menu to confirm that every province and nation has a capital. Provincial and National capitals are also used by the UMS II AI to determine objectives for military campaigns.



§ 2.13 Load predesigned icons; define unit types and unit availability

You may now designate what icon file to use (assuming that you had previously created the icons using the appropriate stand-alone icon editor). Now you can define the unit types from the Order of Battle table menus. It isn't necessary to enter all the data about a unit type at this point, but I recommend that you at least enter the unit **Root Type** and the **Unit Type Name** (Heavy Infantry, Ground, for example). After completing this for all the unit types, return to the province dialog box and select what unit types will be available for each province.



§ 2.14 Enter the remaining data for each unit type

Fill in all the remaining data fields for the unit types. There is a great deal of data to enter for each unit, and you are on your own here. I would hope that you have done your homework and are familiar with the characteristics of the units.

Enter Order of Battle Information § 2.15

Assuming that you have already compiled the necessary information, creating the Order of Battle Table should be the easiest part of UMS II scenario design. A number of features such as **Cut**, **Paste** and **Copy** will allow you to quickly construct the Order of Battle Tables.

An important tip: When a new unit is added to the Order of Battle, its initial map coordinate is set to the center of the map screen. For example, if the Planet Editor map screen is centered over London, then all new units created and added to the Order of Battle Table, regardless of which nation they belong to, will initially be positioned in London. Of course, you can use the **Move Unit** tool to drag them to a new location. However, you can save yourself a lot of extra work by making sure that the map is centered exactly where you wish the newly added units on the Order of Battle Table to appear.

Decide on Unit Strength Points § 2.16

A unit possesses a strength between 1 and 99 Strength Points. Therefore, it is important to work out some sort of a scheme to reduce the raw data about a unit's physical size to a number of Strength Points consistent for all units within a scenario. For example, nineteenth century ships of the line, which possessed between 70 and 120 cannons, might be fairly reduced by dividing this number by ten. Consequently, an 80 gun ship would have 8 Strength Points.

However, if, for example, you wish to make British ships stronger in combat than Spanish ships, do not increase the Strength Points of the British ships. Rather, make the Unit Type for British Ships more powerful in the Attack/Defense Matrix when cross-indexed with Spanish ships.

Scenario Information and Pressure Zones § 2.17

Now is as good a time as any to add the Scenario information (starting time, ending time, victory conditions, etc.). Afterwards you can add some beginning High and Low Pressure Zones. Try to alternate the two types of Pressure Zones so they will interact and create storm fronts. By judicious placement of these two Pressure Zone types, you can force a storm at the beginning of the Scenario or ensure that the weather will be placid.

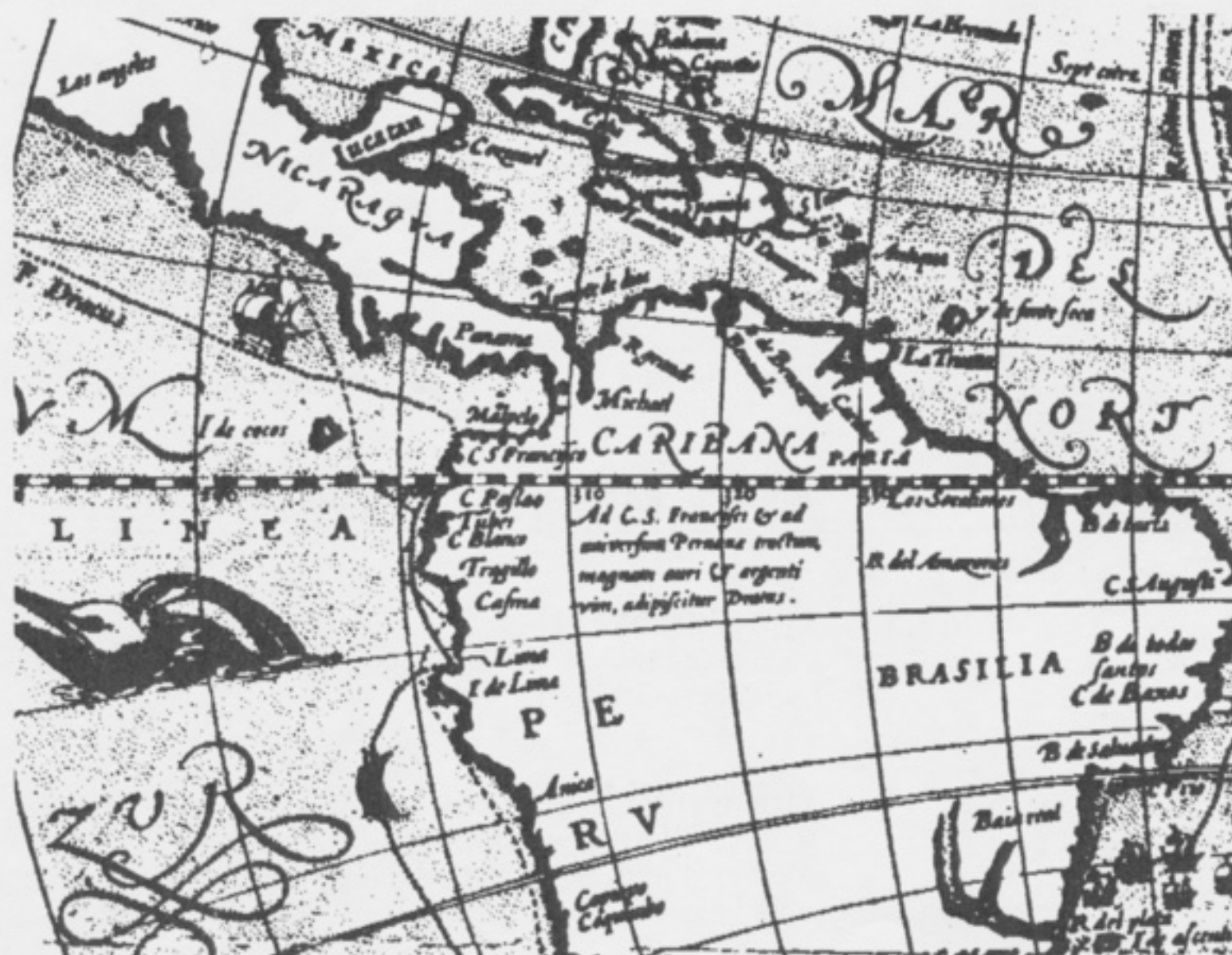
Set National Alignments § 2.18

This is an exceptionally easy process (see § 3.2.6.3).

Compress § 2.19

When you have completed designing the scenario, use the **Dump Out** and **Load In** options from the **Maint** menu, for a final compression. This is time consuming, so make sure that you have finished tinkering with the scenario.

Chapter III: The Planet Editor



§ 3.1 Introduction to the Planet Editor

This chapter of the manual explains the functions and tools that allow you to design, create and edit entire planetary maps. This is not a separate program, but, rather, a part of the larger UMS II: Planet Editor program itself. For simplicity, we call this section "The Planet Editor" to differentiate it from the "Armed Forces Editor" where units and Order of Battle Tables are created and placed. The "Armed Forces Editor" is described in Chapter 4.

The Planet Editor is essentially a giant painting program, which lets you "paint in" your choice of terrain and other attributes. Details (such as names of nations, towns and rivers) are entered through dialog boxes.

The Planet Editor edits a pair of documents which together comprise a scenario: the "data" and "index" documents. The division between these documents is of no interest to the user. It's just part of the implementation. But you do have to remember never to mix up the data document from one scenario with the index document from another.

Scenarios you create with the Planet Editor can be used by UMS II on any microcomputer — the Macintosh, IBM PC, Atari ST or Amiga. The IBM PC, however, stores data differently than the 68000 machines (Macintosh, Atari and Amiga) and will require some conversion. The Planet Editor includes a command to handle that. Other than that, it's just a matter of finding the communications software to transfer your scenario, and your planet is available to UMS II users everywhere.

Instead of working with a map of fixed-size squares, the Planet Editor allows four different resolutions, to give you a choice of painting broad swaths or touching up terrain at the finest level. See the entire section on the **Resolution** menu for information about how difficult this can be.

§ 3.2 The Menus

You should already be familiar with the Planet Editor menu system because it works exactly like the menu system in UMS II itself.

IBM users without a mouse should remember to use the first letter of the menu title to activate the menu. For example, **A** will activate the **About** menu, **F** will activate the **File** menu, etc. On EGA monitors the letter that will activate the menu appears in red; on CGA monitors the letter will be underlined.

The IBM menus appear below.



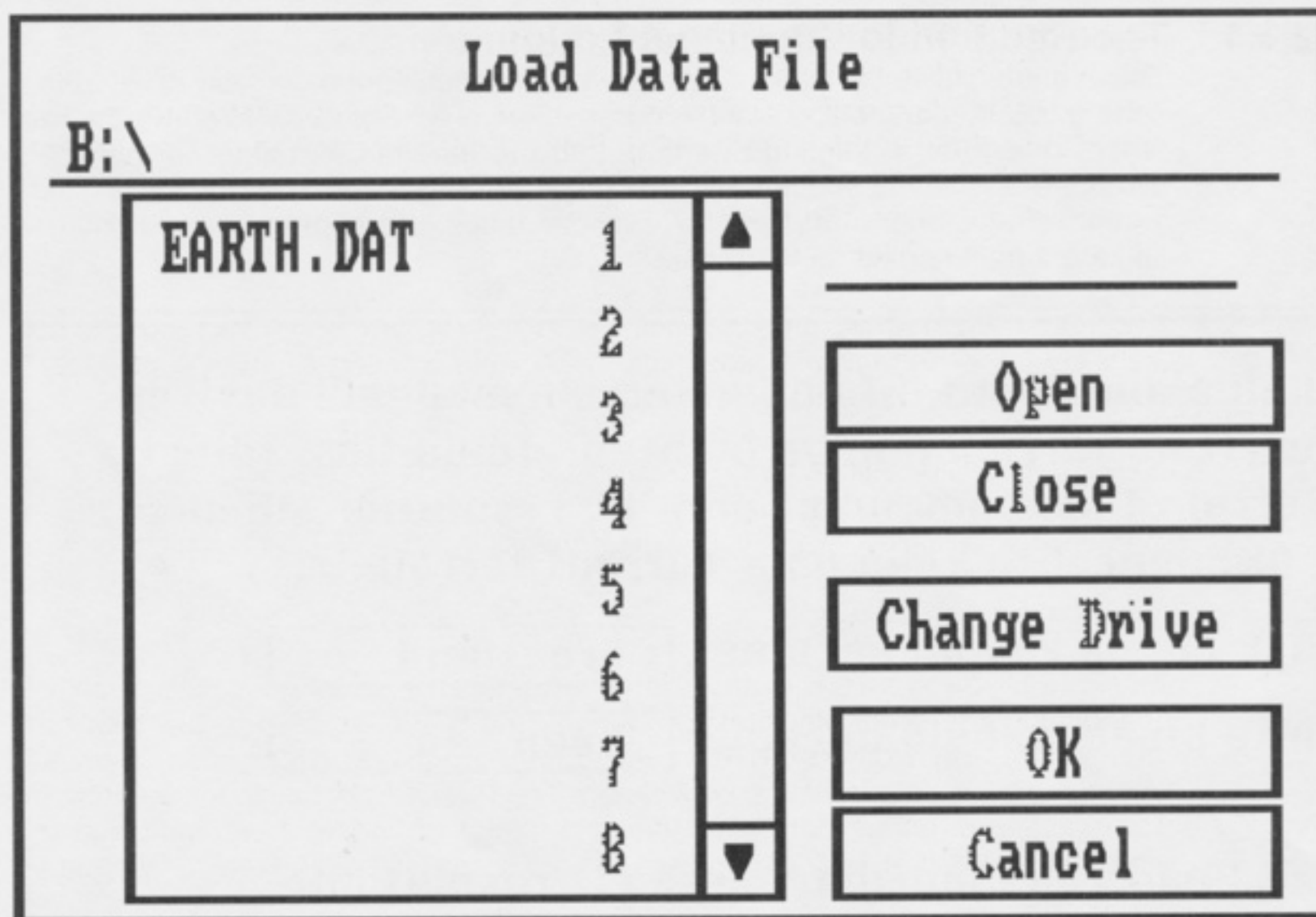
About... File Move Resolution Layers Nation Maint Tools

§ 3.2.1 The File Menu

Menuitems underneath the **File** menu title deal with loading, saving and printing scenario files.

§ 3.2.1.1 The Open menuitem

To open an existing scenario, select **Open** from the **File** menu. Choose the data document from the standard dialog. (The index document will be opened with it automatically.)



The IBM file selector box. Note that the keyboard equivalents appear in red on EGA monitors and are underlined on CGA monitors. P = Open, L = Close, D = Change Drive, O = OK, C = Cancel, the numbers 1-8 represent the respective files. Press TAB to enter a new path name.



At this point, if your computer has room in memory, part of the document may be preloaded into memory — this takes a few seconds, but saves a lot of time later on. A small dialog will appear, with a bar graph showing how much of the document has been loaded.

If the bar graph doesn't make much progress before disappearing, this is a hint that your computer will edit this scenario fairly slowly. Allowing the application more memory to operate in may help.

The New menuitem § 3.2.1.2

To create a new scenario, select **New...** from the **File** menu. A dialog box will appear that allows you to choose the name for the data document — this name must end in ".dat". A second index file that ends in "ind" will automatically be created, as well.

In a word, your new planet will start out wet: the terrain is uniformly Deep Sea, the elevation is Sea Level, and the climate is Marine. Building the firmament is up to you.

The Close menuitem § 3.2.1.3

This menuitem closes the current scenario .DAT and .IND files and clears the map drawing screen, allowing you to edit or create another scenario file.

§ 3.2.1.4 The Read Paint Document menuitem

This feature allows the user to 'read in' a paint document previously created in a separate, third-party stand alone program. This is a handy way to convert a document drawn by a painting program, into the terrain information for an entire planet. Keep in mind that this will destroy all existing terrain data for the planet. If you have a scanner or already have on-line maps, this is helpful for quickly getting the terrain correct for the planet.

Reading a document into your terrain map will destroy any existing terrain you've painted. To do this, select the terrain types you want and the resolution, then click OK; Cancel to keep your current terrain.

Black pixels should become:

White pixels should become:



☒ **Read 180x360-pixel area (1° resolution)**



☐ **Read 360x720-pixel area (30' resolution)**



When you select this command, a dialog box (shown above) will ask you for some details on how the graphical information should be converted to global terrain information.

Since the Planet Editor reads only black-and-white documents, it can create only two types of terrain, one for where the painting has black pixels and one for white ones. By default, it reads in black pixels as Grassland and white ones are Deep Sea. You can change these with the popup menus.

You can also choose how much terrain a pixel in the image represents — one pixel can be 1° (in which case a 180x360 piece of the image is used) or it can be 30' (in which case a 360x720 piece is used).

Since the Planet Editor uses only part of the image, you may find it helpful to work from the paint documents "30' map template" and "1° map template" which are provided with the Planet Editor. Make a copy of one of these and draw or paste your image into it to ensure that the image has the right size and placement in the paint document.

Don't try reading these two templates in — you'll just get a planet covered with ocean.

Note: Reading a complex image will make the scenario quite large, especially at 360x720 resolution. You may want to experiment with reading simple images into a scenario before you take the time to draw your entire planet.



*This is the sample world graphic image that is found on every Planet Editor disk. This file can be loaded into the Planet Editor by using the **Read Paint Document** item.*

Supported graphic formats § 3.2.1.4.1

The Macintosh version of the Planet Editor will read in MacPaint format documents. The IBM version of the Planet Editor will read in .GIF format files. The Atari ST version of the Planet Editor will read in .PI2 (Degas Medium Resolution) format files. The Amiga version of the Planet Editor will read in .IFF (International File Format) files of 640 x 200 resolution.

Save to Disk menuitem § 3.2.1.5

Save to disk does not work the same as in most applications. Be sure that you understand what it does, and why saving a backup is safer than this command. Read this section carefully.

Warning: Unlike many programs, the Planet Editor may write to an open file on disk at any point, without giving you the opportunity to decide if you want to save the newer version (or, conversely, not to save the newer version if you decide that you like the older version you loaded into memory better).



Both UMS II programs (UMS II: Nations at War itself and UMS II: Planet Editor) are able to work with documents larger than would normally fit in your computer's main memory (RAM). They do this by loading only portions of the scenario information into memory. When other portions are needed, the first ones may be saved back to the disk. So keep in mind that the Planet Editor may be saving information to disk at any time.

What the **Save to disk** command does is to make sure that all information in memory is also stored (flushed) to disk. But if you begin to make changes after invoking this command, some of those changes may be saved back to the disk when the application needs the memory they occupy. If you have a power failure

or a system crash and only some of the data is saved to disk, the document may be left unusable.

What does all this mean?

(1) **Save to disk** does not guarantee to protect your work. You can choose it in an idle moment to update the disk so that you can save time later when you close or do a backup.

(2) You should use **Save a Backup as...** regularly to make a safe copy of your scenario.

§ 3.2.1.6 **Save a Backup as... menuitem**

Save a Backup as... as described above is the safe way to quickly make a backup copy of your scenario without leaving the application. Select the command and it will ask you to choose a name for the backup document. On the Macintosh, the default name is the name of your scenario with "Backup" tacked on at the beginning. If you've previously saved a backup, you can save again and again over the same backup name.

Saving a backup makes a complete second copy of your scenario. No crash or power failure while editing the original scenario can touch this backup. But disk failures can still be a problem. You may want to save the backup copy of your scenario on a separate disk.

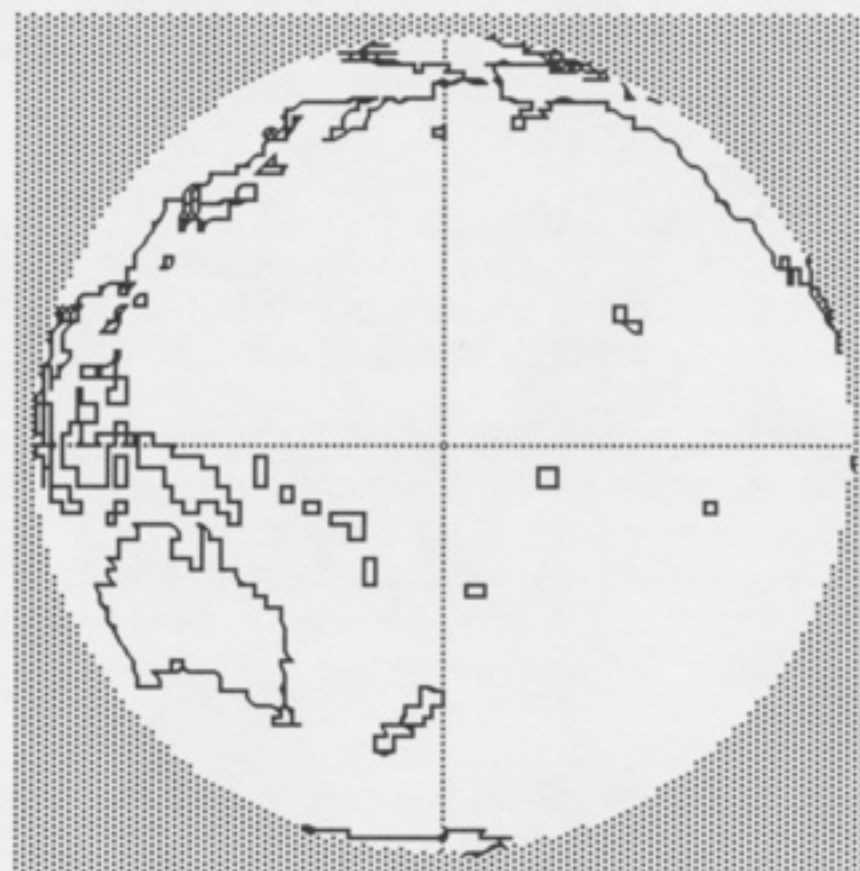
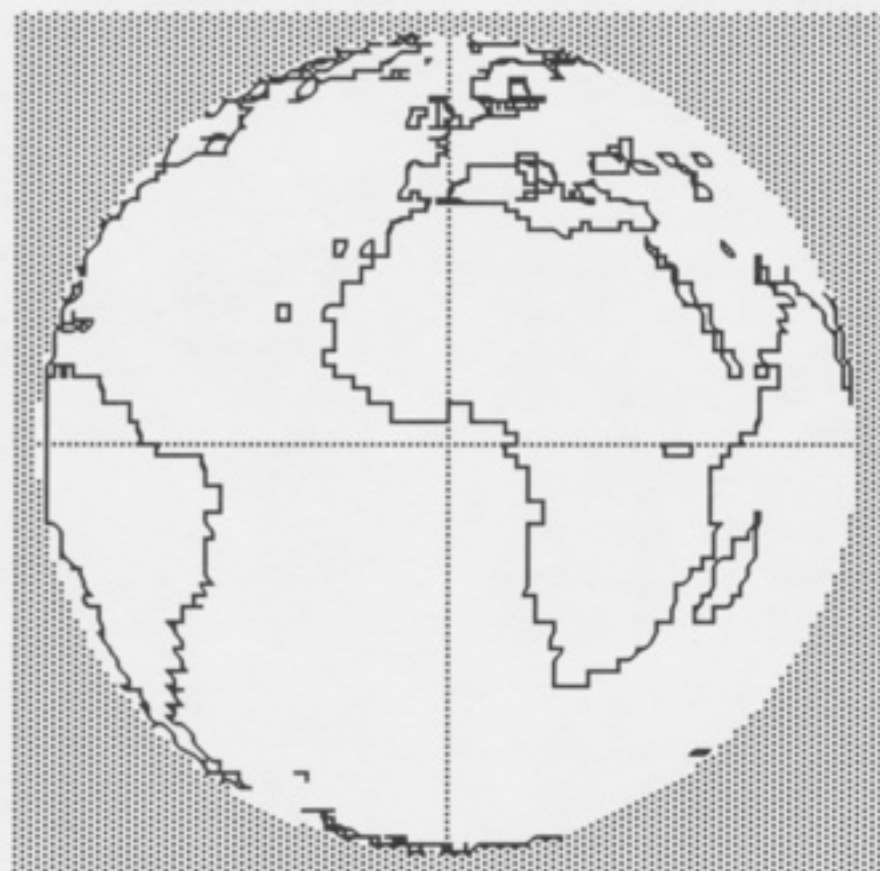
§ 3.2.1.7 **Print View... menuitem**

Print View... prints your current view, displaying icons, paths, and so on only if they are visible in the window when you select the command. The only difference is that the printed view is the size of the page, not the size of the window.



IBM owners please note:

We have numerous printer drivers available to support your specific printer. The IBM version of the UMS II: Planet Editor has a default EPSON printer driver included. If you need another type of printer driver you will have to write to us at Inter-



Terrain

galactic. This is another good reason for ensuring that you are on our mailing list.

Print World... menuitem

§ 3.2.1.8

Print World...(Macintosh only) prints small, orbital views of the terrain, elevation, and political maps. Each view shows both the northern and southern hemisphere.



Page Setup... menuitem

§ 3.2.1.9

This is only for Macintosh computers.

Page Setup... lets you control the usual details of how printing is done. Printing your current view will work well in Portrait or Landscape orientation. Landscape has the advantage of more closely approximating the dimensions of many monitors, so it looks more like your real view. Printing the world is intended only for Portrait orientation.

All kinds of printing look somewhat better on an ImageWriter printer if you select "Best" in the Print dialog. Printing looks much better on an ImageWriter if you select "Tall Adjusted" in the **Page Setup...** dialog.



Quit Planet Editor menuitem

§ 3.2.1.10

Quit Planet Editor exits the application. It does not ask if you want to save your changes, because some changes may have already been saved to the disk, and all other changes must be saved for the scenario to be usable. Therefore, your .DAT and .IND files will automatically be saved.

The Move menu:

§ 3.2.2

North, South, East, and West move your view in the appropriate direction. They move you about one quarter of your view, so moving four times in one direction gives you a completely new view. These menuitems are identical in operation to those in UMS II itself.

You can also use the arrow keys to navigate in the four directions. On the Amiga you must use the numeric keypad to move in all eight directions. To move greater distances, hold down the shift key while using the numeric keypad. On the IBM use Alt-N, Alt-S, Alt-E, Alt-W.

Holding down the Option key on the Macintosh while pressing an arrow key allows you to navigate with more precision: it moves you exactly one grid square.

If you move to one of the four edges of the map, navigation won't take you any further. If you keep trying, the Planet Editor will beep to remind you.



The View at coords... menuitem

§ 3.2.2.1

This is a fast way to go to any part of the planet. You can enter the coordinates you'd like to go to, or find particular paths or special squares. This dialog box works exactly like the identical dialog box and menuitem in UMS II itself.

To enter exact coordinates, just type them in and select N/S and E/W with the radio buttons. You can also click on the name of any path or special squares to set the coordinates. (For paths, the coordinates displayed are the start of the path.) Double-clicking on a name will set the coordinates and exit the dialog.

Go to...

Latitude 28 ° 00 '

☒ N
 ☐ S

Longitude 048 ° 00 '

☐ W
 ☒ E

Path Starts

↑

Abadan Hwy.

↓

Special Squares

↑

Abadan

↓

OK

Cancel



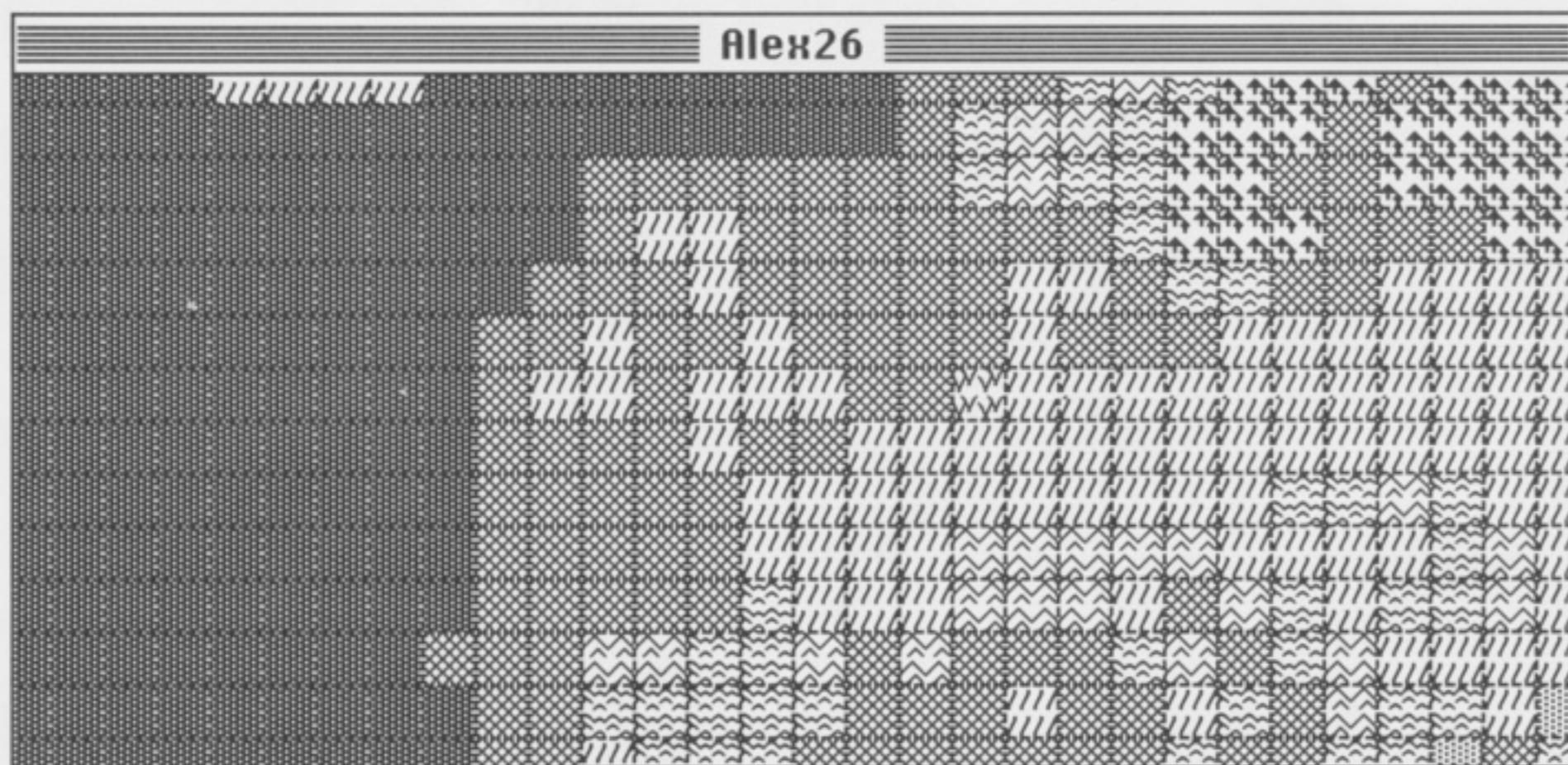
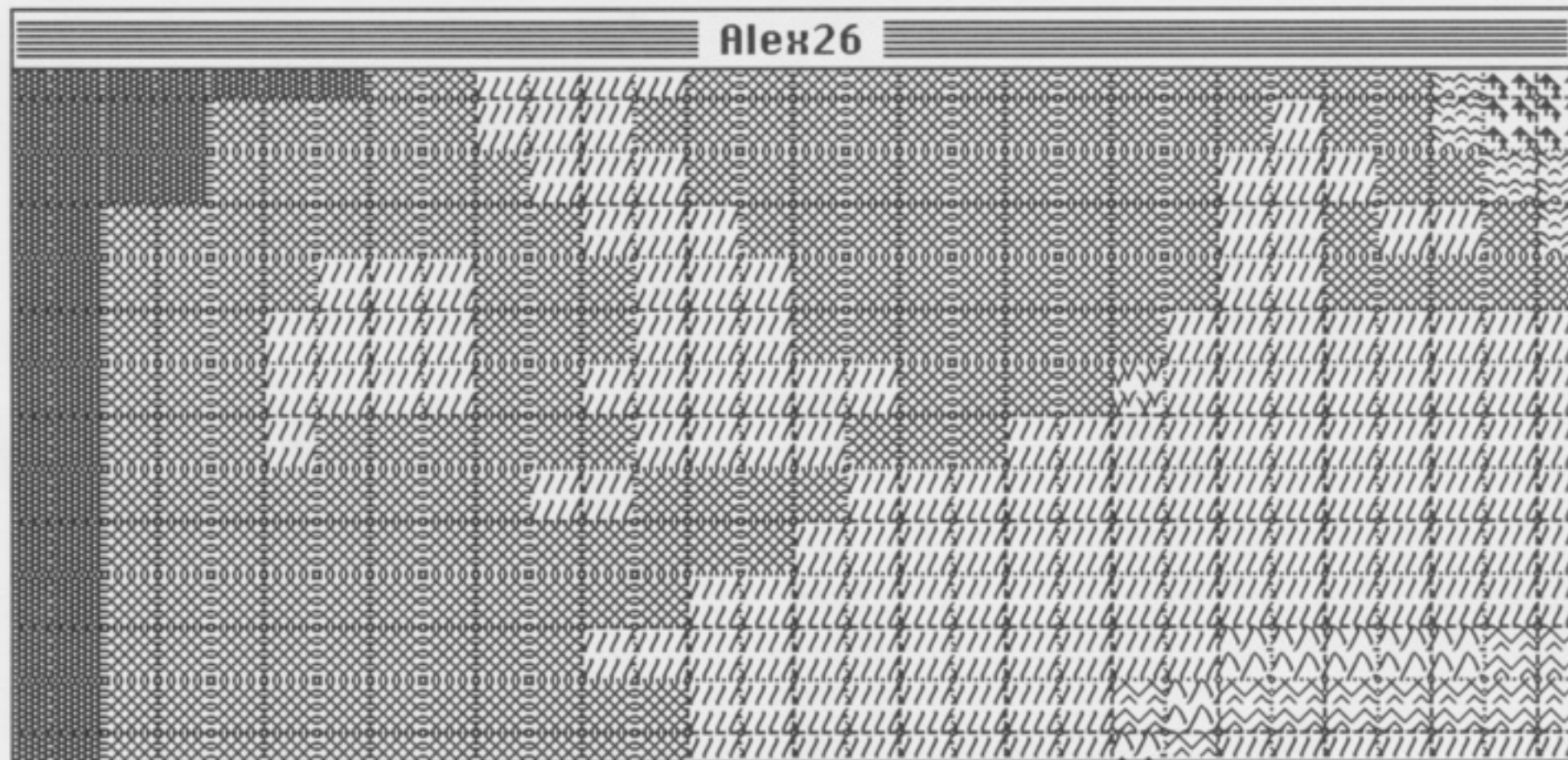
§ 3.2.3

The Resolution menu:

Drawing at different resolutions is a powerful tool to let you rapidly fill in the general outline of the terrain, elevation, climate, and affiliation and then fill in detail later. But you must take a few precautions to preserve the detail. This is one of the most complex aspects of the Planet Editor, and it's important to understand how it works (see also §2.3).

What is resolution? It's just the size of the squares you see on the map. (If you're experimenting as you read, you may want to select **Grid** from the **Layers** menu to show the squares.) On the following page is a view of England and part of Europe, at 1° resolution — grid squares are 1° of latitude by 1° of longitude. The outline of major land masses is very rough, but distinguishable.

Below it is another view of the same geographical spot, but at half the resolution — grid squares now represent 2° of latitude or longitude. The outlines are much vaguer, but you can view four times the area, including much of Europe and Scandinavia, and a fair part of the Atlantic.



The Planet Editor offers you four resolutions for viewing — from 2° (very roughly 200km) down to 6' (very roughly 10km). When you're just browsing around the planet you can view at whatever resolution you find convenient. When you're changing the surface of the planet, you have to be more careful. Suppose you make click in a square to make a change while viewing at 1° resolution. Then you select 2° to get a larger, but less precise view. The square you changed is now only part of a single 2° square. Since a square shows only one pattern, the 2° square is imprecise. You will get this rather stern warning (next page):

This is a reminder that your current view doesn't exactly represent the map — it's imprecise because your current resolution is so coarse. This is not a problem,

WARNING: There's detail in the map which is hidden because of the current resolution. Some squares are shown with a single pattern have information which would be shown at a finer resolution.

The layers that have hidden detail are represented in the window title as a letter inside of parentheses. For example:

[(T) (E) P W]

Would mean that the Terrain and Elevation layers have hidden information, but the Political and Weather layers don't.

If you change a layer with hidden information, the layer will be updated from the window to have only the detail you see here, and some detail will be lost.

Press return to continue.

If you don't want to see this warning for the rest of this session, click the checkbox below before pressing return.

☐ Don't warn me again.

unless you want to "paint" in the window. Then, when your changes are stored in the scenario, the part of the map visible in the window will be stored at the reduced resolution. (Hit RETURN to dismiss this dialog.)

When one of the layers (terrain, elevation, climate, or political affiliation) is imprecise, the console will reflect this by shading the appropriate menu or button. (This is intended to make you think twice before selecting a painting tool which might lose fine detail.) In the picture below, the **Terrain** menu is shaded, meaning that there is more detail available in the terrain layer at finer resolutions, and that drawing terrain right now may lose that detail.

If you think the shading is enough to remind you, click the checkbox titled Don't warn me again in the warning dialog, and the dialog won't appear again for the rest of your session with the Planet Editor.



*The same Imprecise Warning is displayed as on the Macintosh (above) and on the IBM (below). Note that on the Macintosh the **Terrain** button is shaded while on the IBM the letter **T** has a pair of parenthesis around it.*

About... File Move Resolution Layers Nation Maint Tools

JOHN.DAT 29° N, 179° 30' W [(T) E P W]

In summary:

Remember that if you lay down a detailed section of the map in one resolution, move to a coarser resolution, and then draw a new square over the hidden detail, the detail will be destroyed.



To be completely safe, never draw in a layer when that layer's menu or button is shaded (or, on the IBM, the Imprecision Warning letter has a brace of parentheses around it). Instead, change your view to as fine a resolution as you need to make the shading go away. (At 6' resolution, you will never see shading — that resolution shows you the finest detail stored in the scenario.)

As a general rule, sketch your planet quickly at 2° or 1° detail (or read it from a paint document at 1°), then work exclusively at 30' resolution to make the coastlines and other boundaries a little neater. Finally, touch up detail at 6' resolution where it's important — you won't usually want to do this planet-wide, as it makes the scenario very large.

Also, the resolution level controls which of the four levels of the military hierarchy are shown. At 2° resolution, only the highest-level headquarters are displayed, for instance. And at 6' resolution, only the fourth-level units are displayed.

The Altitude menu: § 3.2.4

Note: The **Altitude** menu appears only on the Macintosh version of the Planet Editor. On the other versions of the Planet Editor the **Flat Map** menuitem appears under the **Resolution** menu.



The **Low**, **Medium**, and **High** items control the size at which squares appear in the window. Be careful not to confuse these with the resolution. Resolution controls how much of the map is in each square. Altitude is just like moving closer and farther from the screen, without changing what the screen actually shows.

High-altitude viewing gives you the largest view, while medium- and low-altitude make it a little easier to paint. You'll also find that the Planet Editor redraws the screen faster at lower altitudes.

The Flat Map menuitem § 3.2.4.1

Note: On the IBM, Atari and Amiga versions of the Planet Editor, this menuitem appears under the **Resolution** menu.

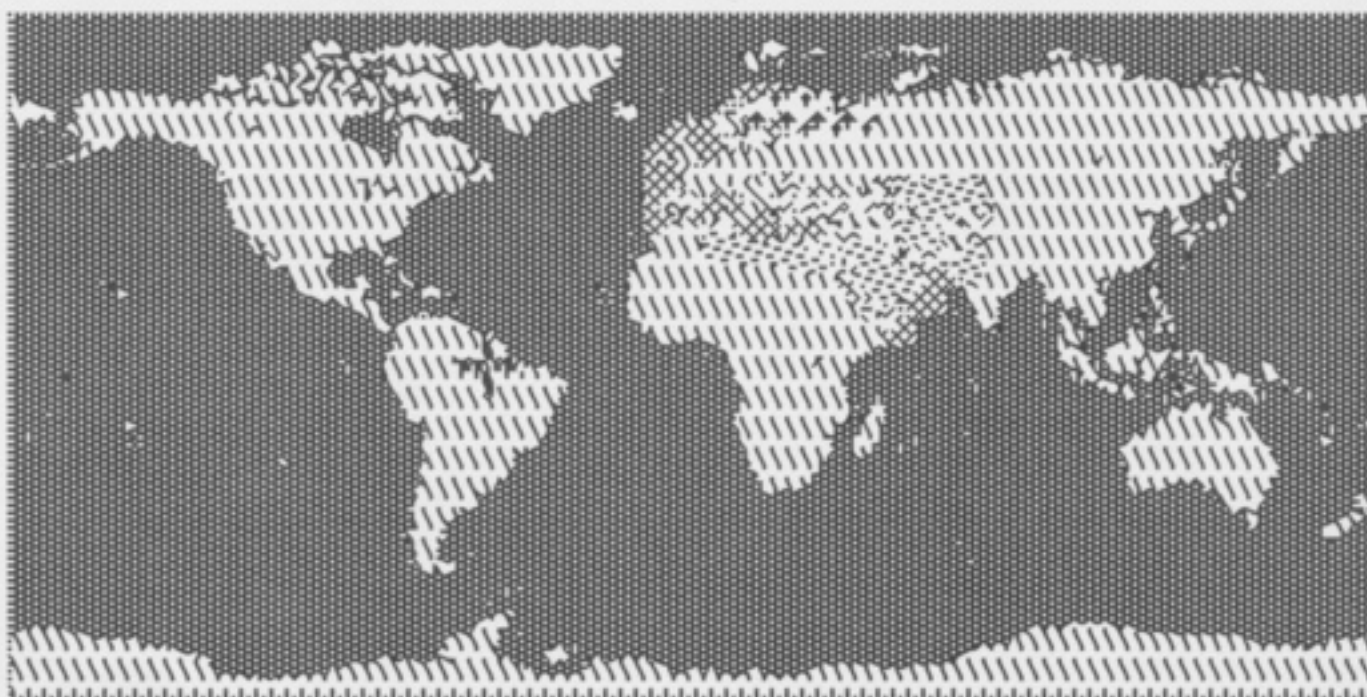
Flat Map... is a special mode where you view the entire planet as a simple map. You can use this to get an overall view of the planet, or to quickly move to any point. When you invoke it, you'll see a dialog like the one on the following page.

There may be some delay in drawing the map, depending on how detailed the planet is.

The blinking cross cursor shows your current viewing point. You can move it by clicking in another point on the map, or using the arrow keys to adjust it more finely. For a quick getaway, double-click in the map to set your viewing point there and exit.

Set viewing point

Current coordinates: 1° S, 56° W



OK

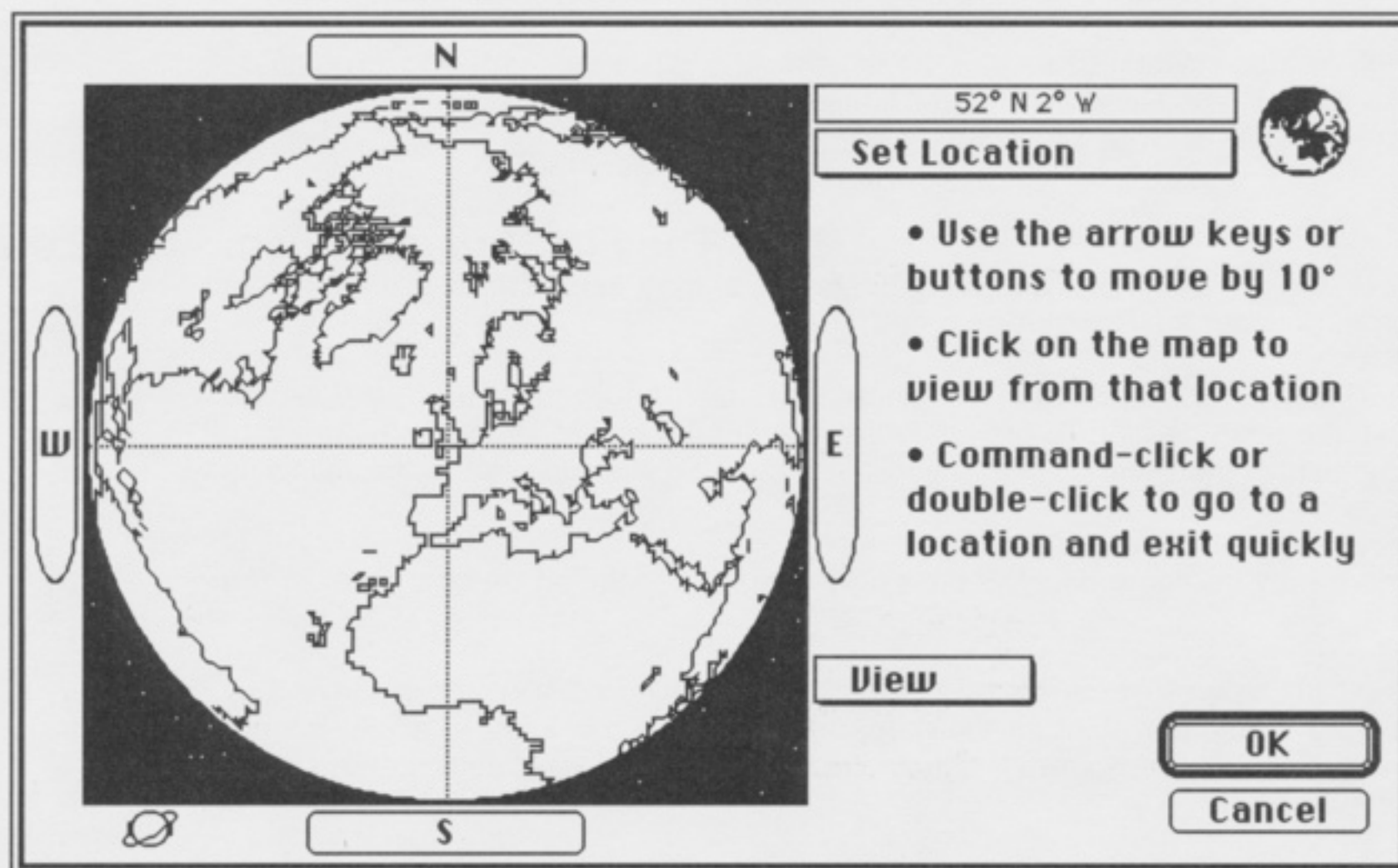
Cancel

- Click or use arrow keys to change the location
- Double-click to set the location and exit

§ 3.2.4.2 The Orbital menuitem



Macintosh and Atari ST only: **Orbital...** is another special mode where you view the planet as if from orbit. You can view the global terrain, elevation, or political map, and can quickly move to other parts of the planet. When you invoke it, you'll see a dialog like this: (note: this dialog box appears and operates precisely the same as does the orbital dialog box in UMS II itself.)



To navigate by 10° in any direction, click the buttons labeled N, S, E, or W, or use the arrow keys. You can also click at any visible spot on the planet to move to that point.

Double-clicking or Command-clicking on a spot on the planet will set the viewing coordinates to that point and then exit.

Macintosh only: Another way to find things is to select locations from the **Set Location** menu, which lists all the special squares on the planet. The **View** menu lets you choose whether you see terrain, elevation, or political boundaries.

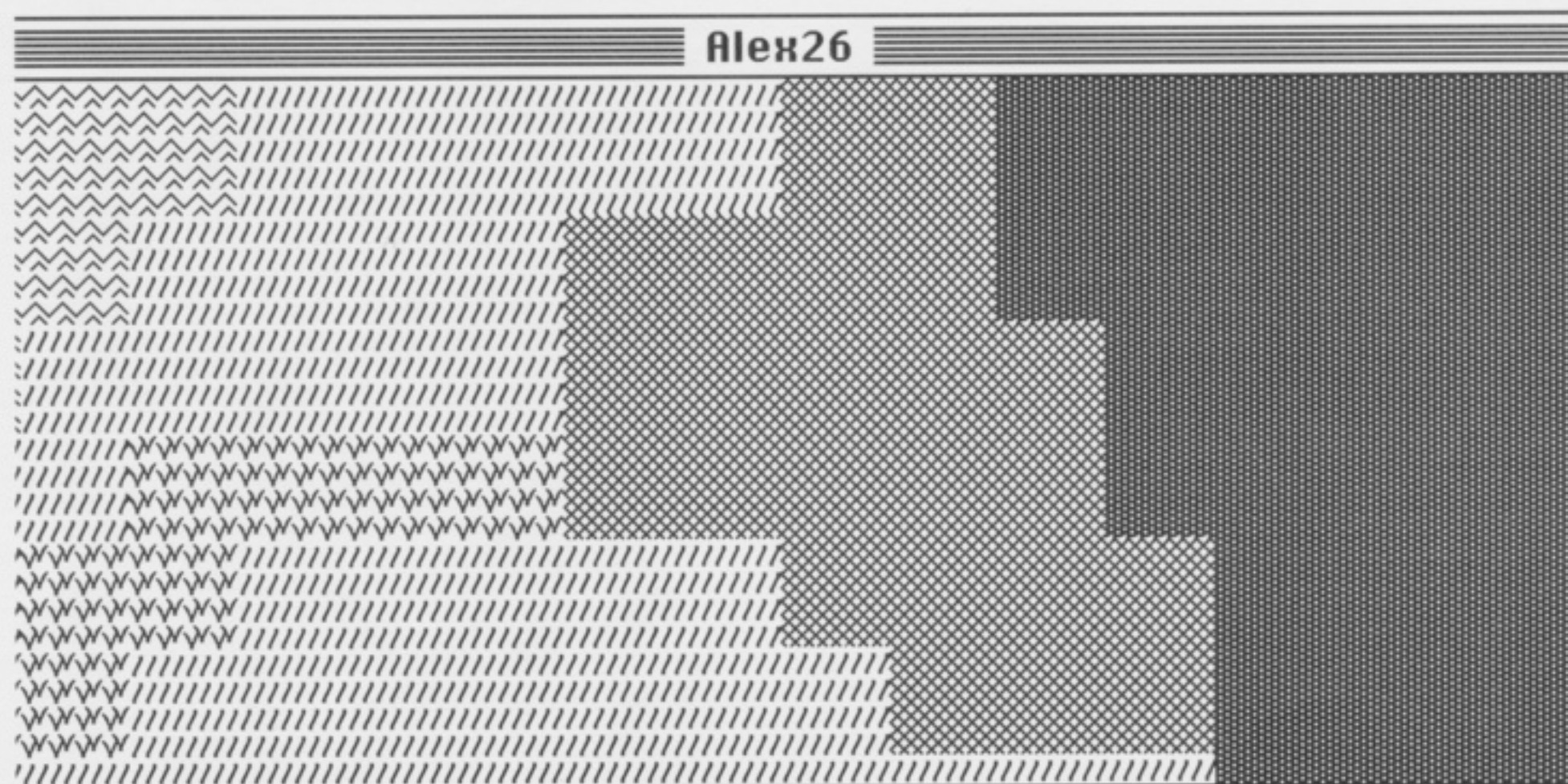


The initial view is the same as what you had in the main window. Note that terrain boundaries are simplified — only boundaries between land and water are shown.

The Layers / Display menu: § 3.2.5

The layers menu makes the Planet Editor come to life. It enables you to view your map data with different layers of information presented in contrast, which greatly facilitates designing maps and political structures. By laying down the various contour lines, you will be able to see where you have defined terrain, elevation, political boundaries, and coastlines. By using the Grid option you will be able to accurately copy existing maps. The various "Show" items enable you to view the various rivers, roads, special characteristics, special squares, and unit locations that you have defined.

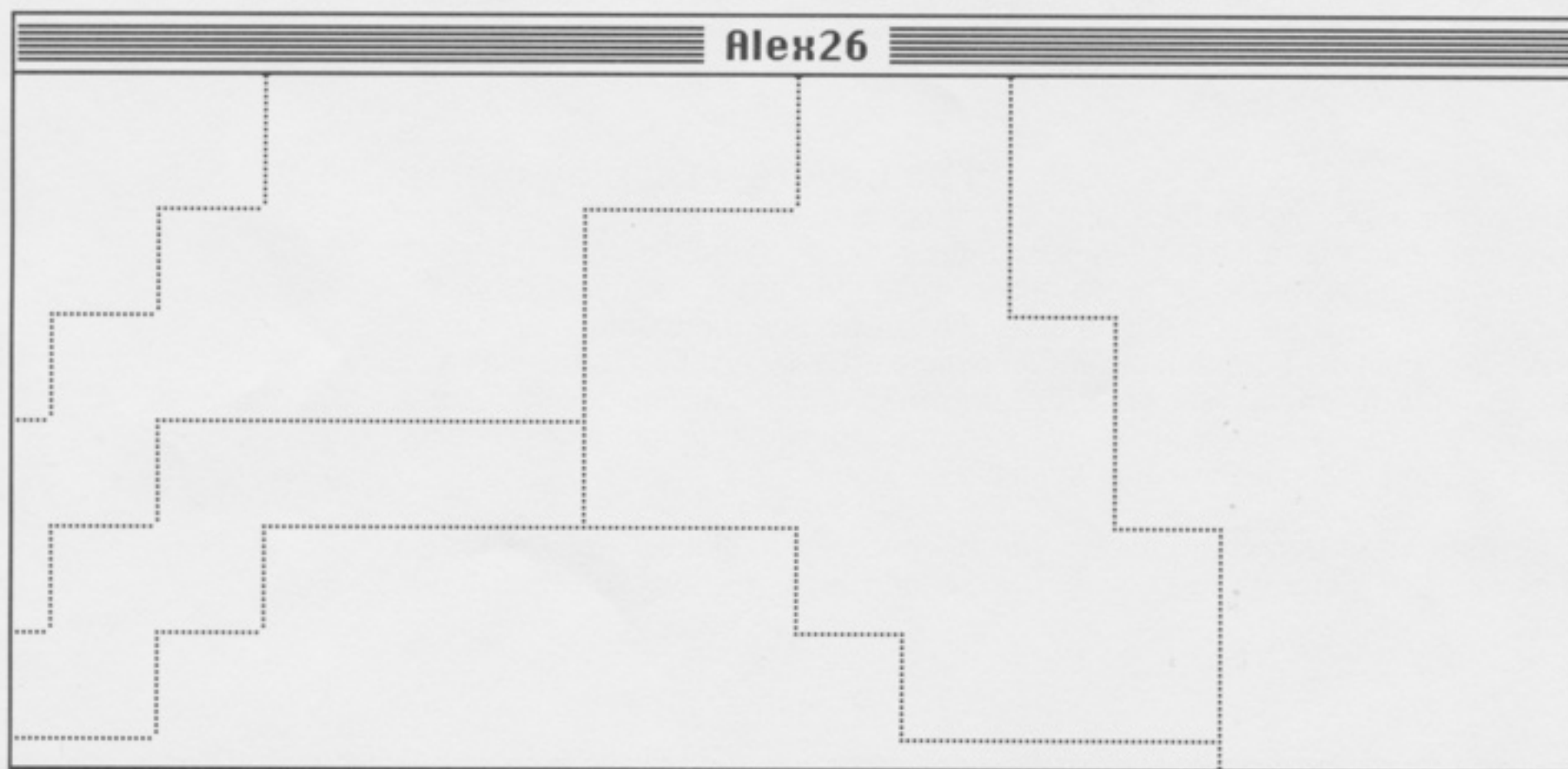
The first half of this menu allows you to choose a backdrop — lines drawn between grid squares to show you a second layer or help you line things up.



§ 3.2.5.1 The Terrain contours menuitem

Terrain contours shows the terrain contours. Suppose you have terrain as shown below, with a couple of types of sea to the East, some swampland flowing into the ocean, and a mountain range in the Northwest corner.

You'd like to assign the appropriate elevations to this, but it's difficult to switch back and forth between the terrain and elevation maps to see which squares have which terrain types. Instead, if you switch to viewing elevation, then ask for **Terrain contours**, you'll see the view below — the boundaries between differing terrains are shown, no matter which layer you're viewing. You can now easily paint in appropriate elevations for each terrain area. (The Examine tool is a quick way to check the terrain types before painting.)



§ 3.2.5.2 The Elevation contours menuitem

Elevation contours is the same, but shows the boundaries between differing elevations are shown, no matter which layer you're viewing.

§ 3.2.5.3 The Political boundaries menuitem

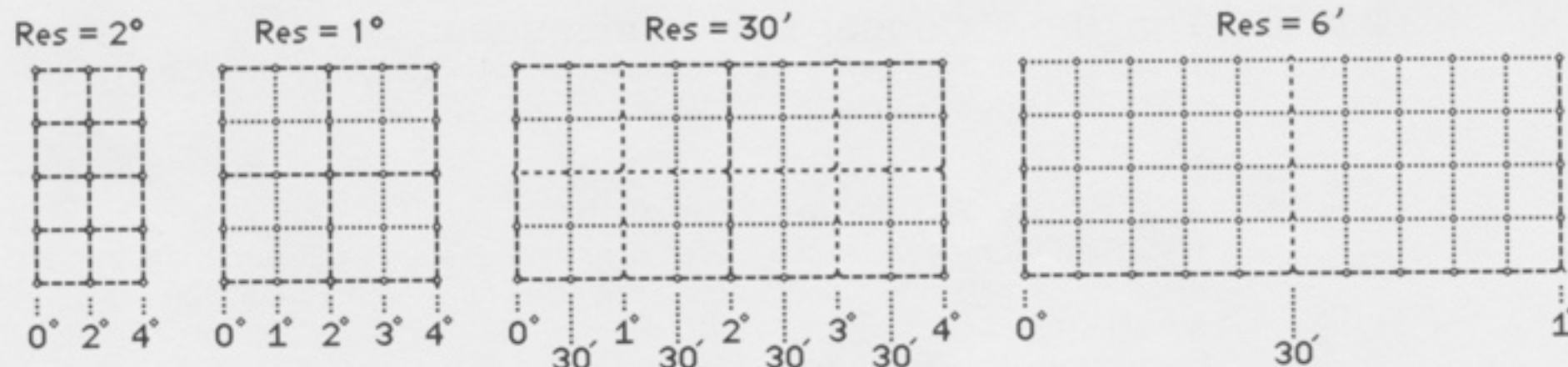
Political boundaries is the same, but shows boundaries between provinces.

§ 3.2.5.4 The Coastlines menuitem

Coastlines is a simplified form of terrain contours — only the boundaries between sea and land terrains are shown.

§ 3.2.5.5 The Grid menuitem

Grid draws all backdrop lines, as if on a map with latitude and longitude lines. On the Macintosh, grid lines vary in darkness to show you the higher resolutions:



In the leftmost grid, the resolution is 2° per square, and all squares are the same.

In the second grid, the resolution is 1° per square. At the 2° lines (0° , 2° , 4° ...), the lines are a little darker, to show the outline of the 2° grid.

In the third grid, the resolution is $30'$ per square. At the 1° lines (0° , 1° , 2° , 3° , 4° ...), the lines are a little darker. At the 2° lines (0° , 2° , 4° ...), the lines are darkest.

In the last grid, the resolution is shown at its finest, $6'$ per square. $30'$ lines are darker and 1° lines are darkest. (2° lines aren't shown any different from 1° lines — there aren't enough patterns.)

The grid coordinates run along the edges of the map squares, not through the middle. The column of squares to the right of a longitude line or the row of squares below a latitude line are associated with that line. So the "square" at $0^\circ\text{N } 0^\circ\text{W}$ is below and to the right of the intersection of the 0°N parallel and the 0°W meridian.

The Nothing menuitem § 3.2.5.6

Nothing shows no backdrop at all, so you can see the main layer you're editing without any background clutter at all.

Note: The following five menuitems function exactly as their counterparts do in UMS II itself.

The Show Paths menuitem § 3.2.5.7

The second half of the menu controls which items are displayed on the map:

Show Paths displays all paths. Depending on how detailed you intend to make your transportation networks, you may want to start setting down only major rivers and highways, and add the streams and byways after you have blocked out the other sets of features on the map. These are especially slow to draw, and you may not want to show them unless you need them for reference or are editing them.

The Show Unit Icons menuitem § 3.2.5.8

Show Unit Icons controls whether icons are shown for military units.

The Show Unit Names menuitem § 3.2.5.9

Show Unit Names controls whether names are shown for military units. You can show both icons and names, or just one, or neither.

§ 3.2.5.10 The Show Capital Names menuitem

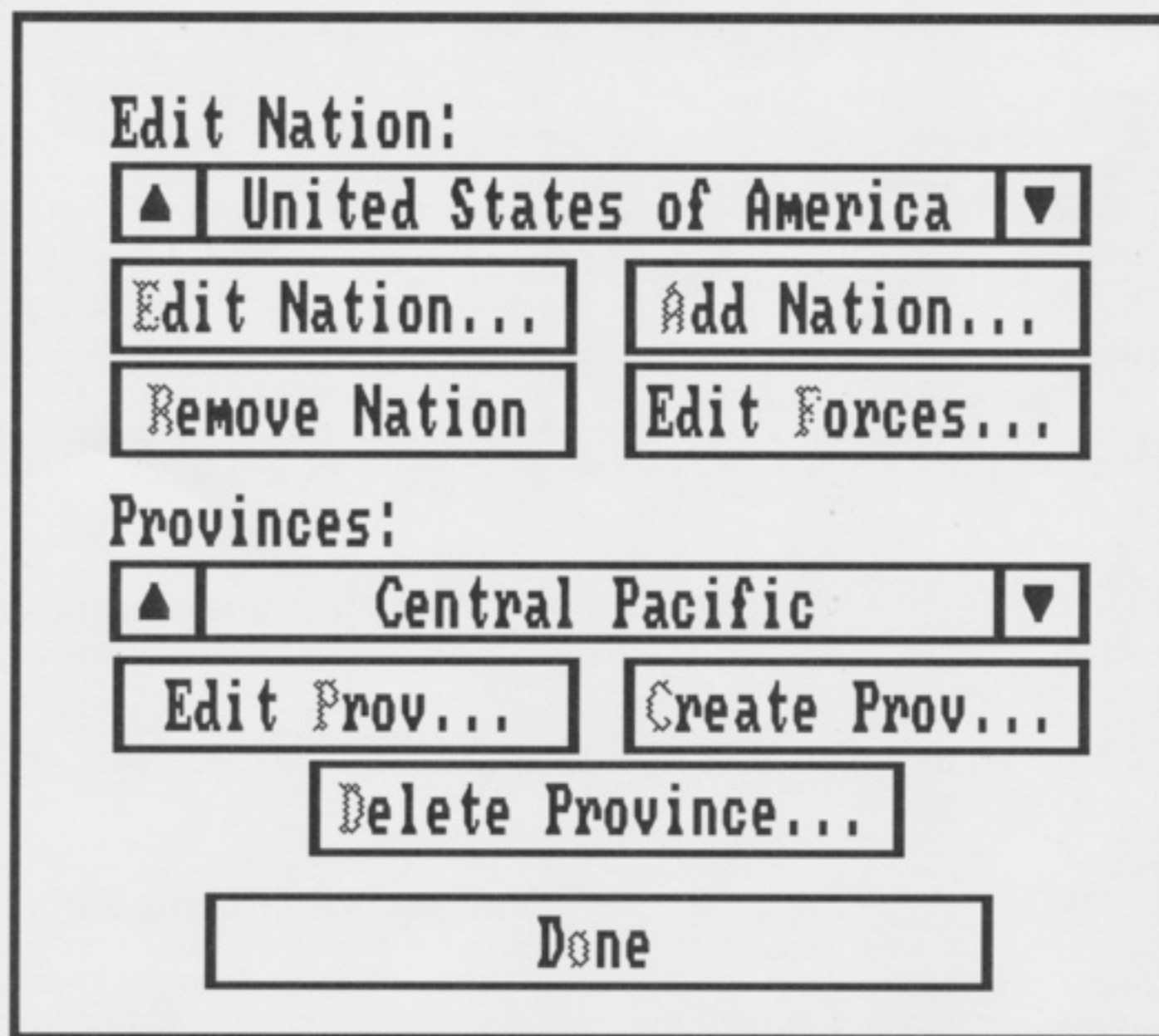
Show Capital Names shows the names of special squares which are capitals of provinces (with a leading *) or nations (with a leading **).

§ 3.2.5.11 The Show All Names menuitem

Show All Names shows the names of all special squares. (Special squares are those containing fortifications, ports, and other non-standard features.) Capitals are still starred.

§ 3.2.6 The Nations menu:

The menuitems under the **Nations** menu allow the user to create and edit nations and change the victory conditions for scenarios.



The IBM dialog box appears above (the Macintosh dialog box is on the next page). **Up** and **Down** arrow key will scroll through the list of current Nations. **Shift Up** and **Shift Down** arrow keys will scroll through the list of current Provinces. **E** = Edit Nation, **A** = Add (Create) Nation, **R** = Remove (Delete) Nation, **F** = Edit Armed Forces (See the next chapter, The Armed Forces Editor which is devoted to this subject), **P** = Edit Province, **C** = Create Province, **D** = Delete Province and **O** = Done



§ 3.2.6.1 The Edit menuitem

The **Edit...** menu item takes you into a dialog from which you can edit a number

of attributes of nations, their provinces, and their military forces. Selecting the command will display this dialog:

Macintosh users should be familiar with this type of dialog box if they have used the **Affil...** button before.

All nations in the scenario are shown in the list at the left. If a nation is selected, all of its provinces are shown in the list at the right. The buttons at the bottom add, remove, and edit these.



Nation and Province Information...

Nations

Macedonia	↑
Corinthian League	□
Epirus	▨
Crete	▨
Cathaei	▨
Illyria	▨
Gauls	▨
Cimmerians	↓

Provinces under "Macedonia"

Macedon	↑
Thrace	↓

Edit Nation... (%N)

Add Nation... (%A)

Delete Nation

Edit Forces... (%F)

Edit Prov... (%P)

Create Prov... (%C)

Delete Province...

Done

- Double-click nation or province to edit.
- Command-click a nation to edit armies.



The Edit Nation dialog box § 3.2.6.1.1

Edit Nation... edits attributes of the currently selected nation. (You can also double-click on the nation's name in the list.) It brings up the dialog on the following page.

Nation Information...			
Name	Macedonia		
Potential recruitment	4	Potential Production	35
Current recruitment	4	Current Production	35
Capital: Pella		National will	10
Technology level	Iron Age	Classical	
Unit type availability... (%U)		Cancel	OK

Macintosh ▲

IBM ▼

Nation Information...	
Name	<u>United States of America</u>
Potential recruitment	20
Potential production	20
Current recruitment	20
Current production	20
Capital: Honolulu	National Will <u>99</u>
Tech level Age:	Industrial Age
Tech level Era:	World War II
Unit type availability...	OK Cancel

§ 3.2.6.1.1.1 The National Name Textfield

National Name: You can enter a name of up to 25 characters for the nation.

§ 3.2.6.1.1.2 National Recruitment & Production



Recruitment & Production Values: The recruitment and production information for a nation is the sum of the values for that nation's provinces, so the values are displayed here, but you can not edit them.

§ 3.2.6.1.1.3 National Capital display

National Capital: The Capital of a nation is set by editing information about the

special square which is the capital, so it's displayed here but can not be changed.

National Will textfield § 3.2.6.1.1.4

National Will: You can enter a value for the national will, from 1 to 99. You should be familiar with the importance of the national will from UMS II itself. When a nation's will has been reduced to 0 it is removed from the scenario.

National Technology Level display § 3.2.6.1.1.5

Technology Level: The Technology level is the highest level of any of the provinces, so it's shown here, but you can't click on the gray-edged popup (blue on the Amiga) menus to change them.

National Unit Type Display § 3.2.6.1.1.6

Unit Type Availability: The Unit type availability of a nation also depends on its provinces — a unit type is available if it's available in any of its provinces. Again, you can examine this information at the nation level, but not change it.

Returning to the previous dialog box (§3.2.6.1 Edit...) the remaining buttons are:

Add Nation dialog box § 3.2.6.1.2

Add Nation... adds a new nation. It invokes a dialog exactly like the one for Edit Nation... to let you enter a description of the new one. You may define at most 128 nations in a single scenario.

Delete Nation dialog box § 3.2.6.1.3

Delete Nation will remove a nation entirely from the scenario. You must first delete any provinces belonging to this nation (see below for how to do this).

Edit Forces button § 3.2.6.1.4

Edit Forces... invokes the Armed Forces Editor to update the forces of the currently selected nation (you can also hold down the Command key and click on the nation's name in the list). This is a complicated dialog, and is described in its own chapter, Chapter 4, The Armed Forces Editor.

Edit Province dialog box § 3.2.6.1.5

Edit Province... edits the currently selected province. (You can also double-click on the province's name.) It shows the dialog box: on the following page.

Province Name textfield § 3.2.6.1.5.1

You may enter a name of up to 25 characters. You press the TAB key to activate this text field.

Potential Recruitment textfield § 3.2.6.1.5.2

You need to enter a value between 1 and 99. This value, the Potential Recruitment value for this particular province, is the maximum number of recruitment points that this province may have. Under no circumstances can this number be

Province Information...

Name

Macedon

Potential recruitment

3

Potential Production

25

Current recruitment

3

Current Production

25

Capital: Thessalonica

Technology level

Iron Age

Classical

Unit type availability... (%U)

Pattern...

Cancel

OK

increased during the execution of this scenario file in UMS II.

§ 3.2.6.1.5.3 Current Recruitment textfield

You need to enter a value between 1 and 99. This value, the Current Recruitment Points for this particular province, is the actual number of recruitment points that this province has at the start of the scenario. This number must be equal to or below the value in the Potential Recruitment textfield.

§ 3.2.6.1.5.4 Potential Production textfield

You need to enter a value between 1 and 99. This value, the Potential Production value for this particular province, is the maximum number of Production Points that this province may have. Under no circumstances can this number be increased during the execution of this scenario file in UMS II.

§ 3.2.6.1.5.5 Current Production textfield

You need to enter a value between 1 and 99. This value, the Current Production Points for this particular province, is the actual number of Production Points that this province has at the start of this scenario. This number must be equal to or below the value in the Potential Production textfield.

§ 3.2.6.1.5.6 Provincial Capital Name

The Capital of a province is set by editing information about the special square which is the capital, consequently this is only a display and can not be changed

§ 3.2.6.1.5.7 Provincial Technology Level popups

There are eighteen Technology Levels. These Technology Levels are broken down into six ages ("Stone Age" to "Space Age") set by the first popup, and one of three levels within that age set by the right popup. Every province has a Technology Level and all units created in that province have this same Technology Level.

Province Information...

Name Belgium

Potential recruitment <u>40</u>	Potential production <u>60</u>
Current recruitment <u>30</u>	Current production <u>30</u>

Capital: Brussels

Pattern...

Tech level Age:

Gunpowder Age

Tech level Era:

Musket

Unit type availability...

OK

Cancel

Provincial Unit Type Availability dialog box § 3.2.6.1.5.8

Unit type availability controls which types of units can be created within this province. Click the button and a subdialog appears showing icons for all types of units. Click on an icon to turn its availability on or off. Available icons are shown with outlines.

Set Province Pattern dialog box § 3.2.6.1.5.9

Every province has a pattern, used when viewing political affiliations. To change the pattern, click the button and a subdialog appears, showing the possible patterns. The current pattern appears at the bottom of the dialog; click on any pattern to use that pattern. Click OK to confirm the choice.

Returning to the previous dialog box (§3.2.6.1 Edit...), the remaining buttons are:

Create Province dialog box § 3.2.6.1.6

Create Province... creates a new province. It invokes a dialog exactly like the one for **Edit Province...** (see above) to let you enter a description of the new one. You may define a maximum of 250 provinces under a single nation.

Delete Province button § 3.2.6.1.7

Delete Province... removes a province entirely from the scenario. This will sometimes take a few minutes, because the Planet Editor must search the entire planet for any squares affiliated with this province and remove the affiliation. Because of this, you will first get a subdialog asking you to confirm that this is what you want to do.

Done button § 3.2.6.1.8

Selecting this button will return the user to the main menus.

§ 3.2.6.2 The Scenario menuitem

Scenario... allows you to control a variety of attributes of the overall scenario. It shows a dialog like this:

Nation:

☐ Computer (%C) ☒ Human (%H) Password:

Typeface:

Alexander.rsrc

Starting date: ☐ A.D. ☒ B.C.

Ending date: ☐ A.D. ☒ B.C.

Armed Forces ratio for victory:

Production ratio for victory:

§ 3.2.6.2.1 The Select Nation popup

The top section of the dialog sets information for each nation. Macintosh users click on the popup menu at the top to select a nation from the menu list while IBM, Atari and Amiga owners use the **Up** and **Down** arrow keys to scroll through the list.

§ 3.2.6.2.2 Human or Computer Controlled toggle

Each nation can be either computer or human controlled. Nations under human control use a password to prevent unauthorized humans from issuing orders. Setting this toggle switch sets the control of the active nation (the name of which appears at the top of the dialog box) at the beginning of the scenario. This control can be changed, of course, while in UMS II itself.

§ 3.2.6.2.3 The Password textfield

You may enter up to eight characters for the default password for each Human Controlled nation. However, the password 'PASSWORD' itself has a special meaning. The program will not prompt the human user to enter a password if this default is used. Consequently, it is unwise to change this default password for scenarios that you envision will be distributed to the general public.

Nation: ▲ United States of America ▼	
☐ Computer 1	☒ Human 2
Password: <u>PASSWORD</u>	
Stationery...	(none)
Icons...	JOHN
Starting Date: <u>1</u>	Month: Jan Year: <u>1942</u> ☒ A.D. ☐ B.C.
Ending Date: <u>31</u>	Month: Aug Year: <u>1945</u> ☒ A.D. ☐ B.C.
Armed Forces ratio for victory: <u>8</u>	
Production ratio for victory: <u>8</u>	
Done	

Selecting Stationery § 3.2.6.2.4

Each nation in a UMS II scenario may have a unique stationery on which reports are displayed. Click the button, then choose a paint document containing the graphics. Click Cancel if you don't want any stationery.

These stationery pages may be made using whatever paint programs you desire. However, the finished stationery must be of the appropriate file format for the Planet Editor, and UMS II itself, to recognize it. The file types are:

Macintosh: The stationery image must be a PICT stored as ResEdit document. You may want to simply copy an existing stationery file (like ALEXPIC), use whatever paint program you desire to create a new stationery page and then PASTE it into the new ResEdit file.

Atari ST: The stationery image must be in Medium Resolution Degas format and end with the file extension: .PI2. There are numerous programs that will convert images to this format.

IBM: For CGA monitors the stationery image must be in 640 X 200 X 2 colors GIF format and end with the file extension: .CGA. For EGA or VGA monitors the stationery image must be in 640 X 200 X (4, 8 or 16 colors) GIF format and end with the file extension: .EGA. There are numerous programs that will convert images to .GIF format. After you have a .GIF image you will need to rename it to the appropriate extension. For example, if you have a file named: **FRED.GIF** that you wish to use with an EGA scenario you will need to rename it by typing from the > prompt: **REN FRED.GIF FRED.EGA**. This will rename the file.

Amiga: The stationery image must be in 640 X 200 X 16 colors .IFF format and end with the file extension: .IFF. There are numerous programs that will convert images to this format.



§ 3.2.6.2.5 Selecting a Typeface

(Amiga and Macintosh only)

Every scenario may have a unique typeface used in conjunction with the selected stationery to produce dramatic reports. Click on the popup menu to select a font. The word "Typeface:" appears in that font to show you what it looks like.

(Macintosh)

There are numerous good commercial programs that will allow you to design new typefaces, as well as ResEdit itself. Or you may prefer to use a typeface that you have acquired through a bulletin board or Mac user group. The typeface must already be installed in your system for the Planet Editor and UMS II to recognize it. If you have created a new typeface you will need to distribute it with your scenario as well.



The size of the typeface is automatically chosen for you; the Planet Editor looks for a good size in the order 12, 10, 18, 14.

(Amiga)

The Amiga Planet Editor uses typefaces created by the FED program that is available on the EXTRAS disk distributed with your system software. YSize can be changed to make taller or shorter unit icons, however BLine must be the same size as YSize



§ 3.2.6.2.6 Selecting Unit Icons

You can select a document with icons to be used for military units; click the button and choose a document. Click Cancel to use the set of default units.

(IBM)

IBM Unit Icon files end with the extension: .@. New Unit Icons can be designed using the Icon Editor included with the UMS II: Planet Editor. See Appendix B for instructions specific to the use of this program.



(Macintosh)

Unit Icons for the Macintosh are created using ResEdit, a program for the Macintosh that is available on various computer bulletin boards. The Unit Icons must be numbered from 200-239. It is best to make a copy of an existing Unit Icon file, rename it and then use ResEdit to edit the icons.



(Amiga)

Unit Icons are created and edited using the FED program that is available on the EXTRAS disk distributed with your system software. It is best to make a copy of an existing Unit Icon file, rename it, and then use FED to edit the icons.



(Atari ST)

Unit Icons on the Atari ST are created by using a Resource Construction Program. There are numerous Atari resource editors available on public computer bulletin boards. It is best to make a copy of the file SAMPLE.RSC that you will find on your UMS II: Planet Editor disk, rename it, and then use the resource editor to edit the icons.



§ 3.2.6.2.7 Setting the Start and End Dates of a Scenario

Setting the starting and ending date for the scenario involves filling in the eight appropriate data fields (four for the starting date and four for the ending date). The first and fifth fields are the date, the second and sixth fields are the month,

the third and seventh fields are the year and fourth and eighth fields are toggle switches for A.D. and B.C. The Date and Year fields are standard textfields. The Month fields are popup menus; with a mouse, click on the displayed month and a popup menu will appear, giving you a list of all twelve months. IBM users without a mouse should use the letters **M** and **N** respectively for setting the Starting and Ending months.

The Armed Forces Victory Ratio Textfield § 3.2.6.2.8

Completion conditions for ending a scenario are described on page 1.3 of the UMS II manual. One of these conditions is if a nation's military strength (measured by adding together the Strength Points of all of its units) combined with the military strength of its allies is greater than the combined military strength of its enemy nations by a ratio greater than the preset Armed Forces Victory Ratio. This ratio is set here by entering a number between 1.00 and 99.00.

The Production Victory Ratio Textfield § 3.2.6.2.9

Completion conditions for ending a scenario are described on page 1.3 of the UMS II manual. One of these conditions is if a nation's production (measured by adding together the Production Points of all of the Provinces under its control) combined with the Production Points of its allies is greater than the combined Production Points of its enemy nations by a ratio greater than the preset Production Victory Ratio. This ratio is set here by entering a number between 1.00 and 99.00.

The National Alignments Menuitem § 3.2.6.3

Selecting this menuitem will bring up a dialog box (following page) that displays a matrix of nations, with nation names along the top and the left side. Where one nation's column and another nation's row intersect is a square which is blank (for neutral relations), a "+" (for good, or allied, relations), or a "-" (for bad, or enemy relations). Click on a square to cycle through these three states.

(IBM)

IBM users without a mouse should make certain that the NUM LOCK key is depressed. Use the cursor keys to move the cursor and the SHIFT key to 'click' at the matrix intersections. With NUM LOCK not depressed, the screen will scroll (if there are more nations than can be displayed at one time).



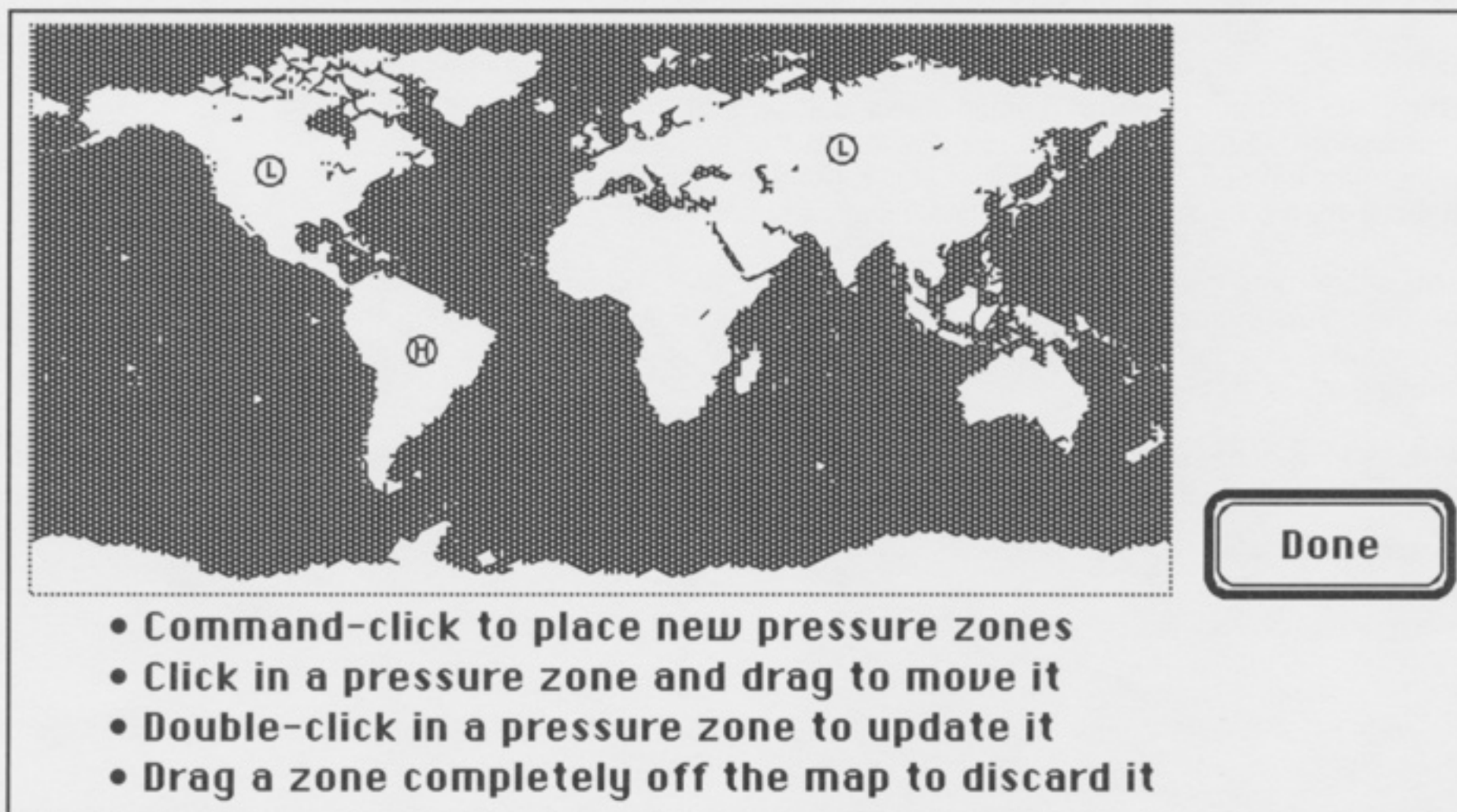
If there are more than ten nations, some won't be visible. You can scroll by clicking the arrow buttons in the upper left corner of the dialog, or by clicking the arrow keys. Holding down the Shift key while doing either of these will make scrolling faster.

When you're done, click the "Done" button in the upper left corner of the dialog to exit. IBM users without a mouse should press R for Return.

	M A C E D O N I A	C O R I N T H I A N L	P E R S I A N E M P I	S A C A E M I N O R	I L L Y R I A	E P I R U S	C R E T E	K I N G D O M O F A	K I N G D O M O F P	C Y R E N A I C A	L A C O N I A	O X Y D R A C A E	M A L L I	S O G D A E	K I N G D O M O F M	S A N G A D A	S I B I
↑ ← → ↓ Return																	
MACEDONIA	⊗	+	-	-				-	-			-	-	-	-	-	-
CORINTHIAN L	+	⊗															
PERSIAN EMPI	-		⊗														
SACAE MINOR	-			⊗													
ILLYRIA					⊗												
EPIRUS						⊗											
CRETE							⊗										
KINGDOM OF A	-							⊗									
KINGDOM OF P	-								⊗								
CYRENAICA										⊗							

§ 3.2.6.4 The Set Pressure Zones Menuitem

Selecting **Global Pressure Zones...** will display a global map with high and low pressure zones, and allow you to add, remove, move, and change the attributes for pressure zones. Invoking it brings up a dialog box like this:



Low and high-pressure zones are displayed in small circles (see also page 4.2 of the UMS II manual for details and descriptions).

Hold down the Command (IBM owners should use CTRL) key and click anywhere on the map to add new zones (you are, however, limited to a total of sixteen zones).

You can drag zones around to move them, or drag them off the map to delete them.

If you double-click on a zone, you'll get this dialog, which allows you to enter the zone's age and type:

Pressure Zone information

Age in days:

☒ Low Pressure (℥L)

☐ High Pressure (℥H)



The Maint menu: § 3.2.7

This menu provides several commands to help you polish up your scenario before using it with the game.

The Sort Special Squares menuitem § 3.2.7.1

Selecting this menuitem will cause the list of Special Squares to be sorted in alphabetical order, for when they appear in scrolling lists and popup menus. This is a nice courtesy for those who will need to look up a Special Square later.

The Sort Paths menuitem § 3.2.7.2

This menuitem works exactly the same as §3.2.7.1 above, except that it sorts the Path names alphabetically.

The Assign nations -> specs menuitem § 3.2.7.3

Selecting this menuitem will cause the Planet Editor to automatically assign each Special Square to the province in which it is located. You should select this item before you complete your scenario.

The Compute Path Info menuitem § 3.2.7.4

Every UMS II scenario file contains a list of all the intersections of all the paths within that scenario. This information is crucial if the Artificial Intelligence routines are to behave properly during UMS II itself.

If the Path Intersection List is "up to date" (i.e. all paths and intersections have

been computed and stored) this menuitem will be greyed out and you cannot select it. If the Path Intersection List is not up to date then this menuitem will be selectable. Selecting this menuitem will cause the Path Intersection List to be made current and stored within the UMS II scenario file.

§ 3.2.7.5 The Check Capitals... menuitem

It is very important that every province and nation have a Special Square designated as the Capital. Selecting this menuitem will check every province and nation for a Capital. If a province or nation does not have a designated Capital Special Square you will be informed. If every province and nation does have a designated Capital no action is taken.

§ 3.2.7.6 The Dump menuitem

This menuitem, used in conjunction with §3.2.7.5 below, will expand an entire .DAT and .IND file onto a hard disk, discard 'empty' data blocks and index pointers, and reload the data. Sometimes as savings as much as 35% can be made using this method. This menuitem appears under the Tool Box menu on the IBM.

§ 3.2.7.7 The Load menuitem

After a .DAT and .IND file has been 'dumped' out (see §3.2.7.4 above) you will need to load the data back in using this menuitem. This menuitem appears under the Tool Box menu on the IBM.

§ 3.2.7.8 The Order of Battle menuitem

This feature will create an ASCII text file on disk that contains a list of all nations and their military units, including information about leadership, Strength Points, Morale, Experience, Supplies, etc. The Unit ID# is also included. This ID# is unique for each unit (remember, two units could have the same name but never the same ID#).

Order of Battle Tables for Overlord.Dat						
June 1 1944 - July 31 1944						
Nation: ALLIES						
Total Strength Points: 884						
Commander:	SPs	ID#	Ldr	Mr l	Exp	Sup
MONTGOMERY:	475	5347	5	0	0	2
BRADLEY:	260	5349	6	0	0	7
VII CORPS:	105	5350	6	0	0	27
9th Infantry:	35	5351	5	6	5	90
90th Infantry:	35	5353	5	6	5	90
4th Infantry:	35	5354	5	6	5	90
U CORPS:	155	5355	3	0	0	37
2nd Armored:	50	5356	6	6	5	99

Portion of an Order of Battle text file. Text files for large scenarios can be quite lengthy.

The IBM/IIGS (Mac/Atari/Amiga) Output menuitem § 3.2.7.9

Data is stored differently in internal RAM on different machines. The 68000 machines (Macintosh, Atari and Amiga) store data differently than the IBM and Apple IIGS computers. Consequently this special feature is needed to 'convert' UMS II data files between these two types of machines.

(Macintosh, Amiga, Atari)

If you have a Macintosh, Amiga or Atari computer this menuitem will read: **IBM/IIGS Output**. Selecting this will create a new file that has been 'swapped' to be compatible with either an IBM or Apple IIGS computer. This new file will no longer be able to be read by your original computer that created it.

(IBM, IIGS)

If you have an IBM or Apple IIGS computer this menuitem will read: **Mac/Atari/Amiga Output**. Selecting this will create a new file which has been 'swapped' to be compatible with a 68000 computer (Macintosh, Atari ST or Amiga). This new file will no longer be readable to the computer that created it.

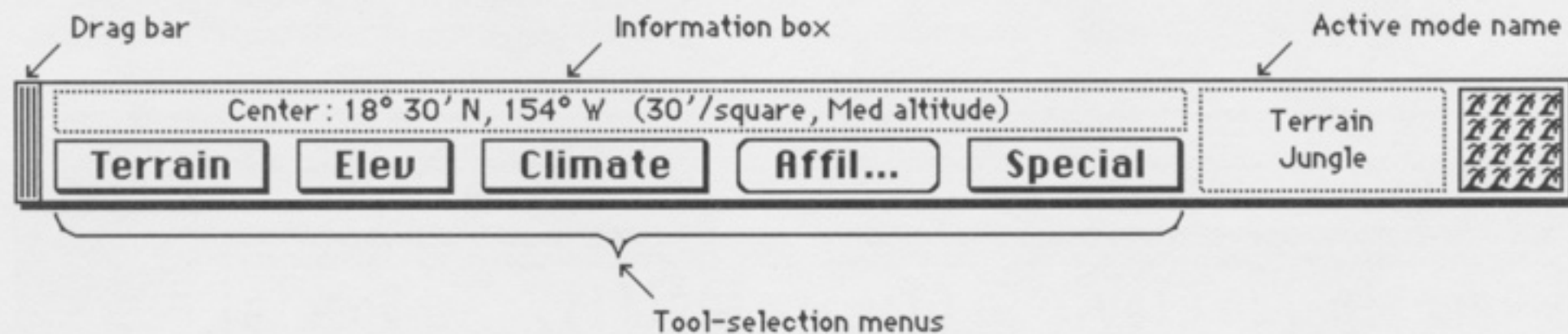
The Console or Tool Box § 3.3

This is another unique feature of the UMS II: Planet Editor, and it may require a bit of study before you are completely familiar with its functions. The console has two primary functions: 1) displaying important information about the map and tools that you are using; and, 2) selecting the tools that you will need to create and edit maps.

The Macintosh Console § 3.3.1

The parts of the console are:

The **drag bar** is like the title bar on a normal window, but it is placed at the left end of the console to save space. You can click on the drag bar and position the console anywhere that's convenient.

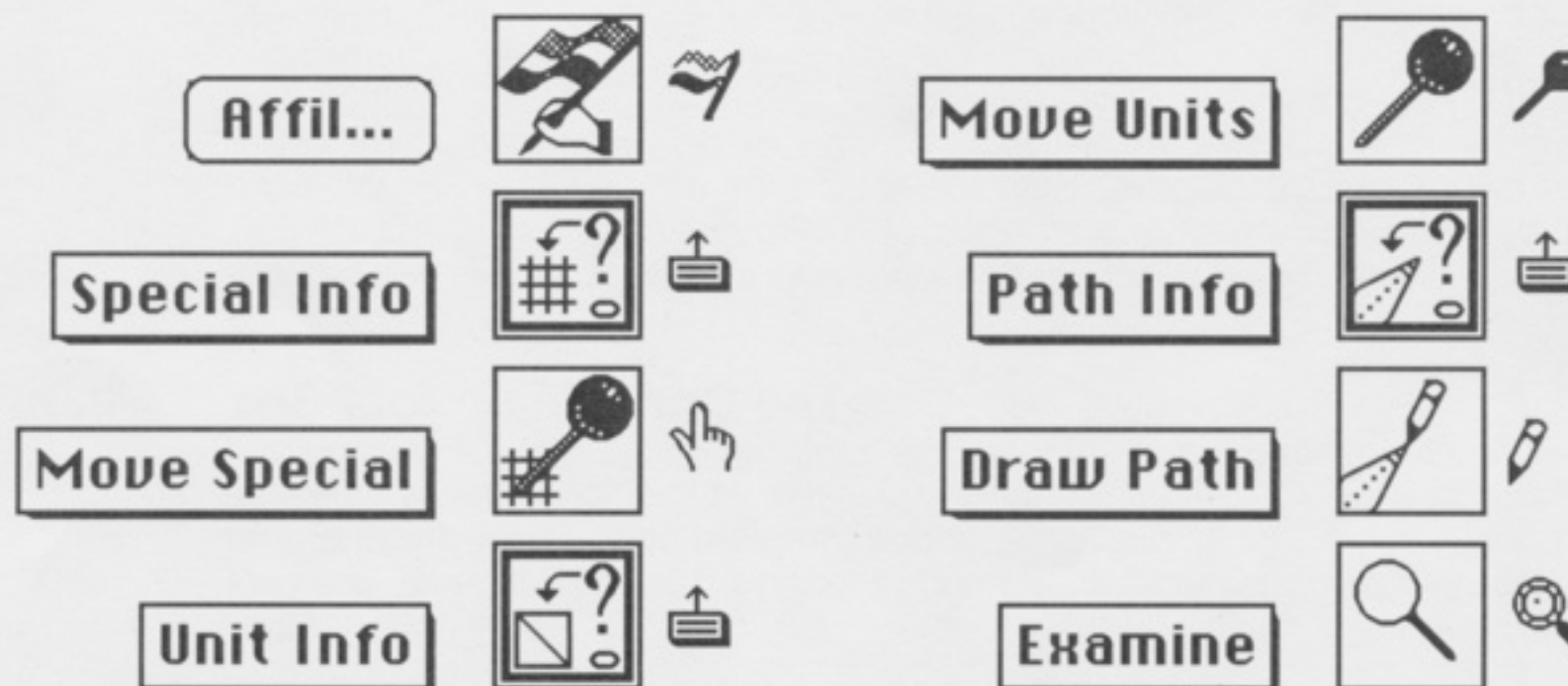


The **information box** normally shows the coordinates and some other information about your view. This box is also used briefly for information when you're dragging military units, and at other times. When the display is something other than the usual, the contents of the box will be highlighted.

The **tool-selection menus** and button are used like a painter's palette. Selecting an item from the menus (or a province from the Affil... button) chooses a tool for you. You then use the tool by clicking or dragging on the map with the mouse. Most tools "paint" information onto the map; you use these to change the terrain, elevation, climate, or political affiliation. The tools from the Special menu are somewhat different: you can use these to examine and change data.

The **active mode** name and the icon or pattern next to it show you what your current tool is. The top line in the name is the menu you chose it from. The second line is the item from the menu. For the terrain, elevation, and climate tools, the square box at the right end of the console shows the pattern representing what you'll be painting with.

The affiliation tool and the various special tools each have their own icon and pointer, so once you've selected a tool, you can easily tell the effect of clicking. The tools, their icons, and their pointers are:



Notice that tools which bring up a dialog all have the same pointer and all have the same thick border around the icon.

§ 3.3.2 The Atari ST Console



The Atari ST Planet Editor console functions almost exactly like the Macintosh console, except that the console cannot be dragged or repositioned in the window.



§ 3.3.3 The Amiga Console



The Amiga Planet Editor console functions almost exactly like the Macintosh console except that that the console cannot be dragged or repositioned in the window.

June 1, 1944 A.D. Level 3 51° 30' N, 1° E



The IBM Console & Tool Box § 3.3.4

On the IBM the functions of the Planet Editor console are separated into two parts: 1) The Information Box, or Console; and 2) the Tool Box. This is necessary to properly support these features for IBM users without a mouse.

The IBM Console, or Information Box, appears near the top of the window when the **Examine** tool is used (see §3.8.7 below). It looks like this:



NAPOLEON.DAT 47° N, 4° E [(T) (E) P W]

Grassland Low Lands Marine Northwest France

The Information Box is only displayed when the **Examine** tool is used and will disappear when the user releases the mouse button.

The **Tool Box** is reached from the **Tool Box** menu. This extra menu appears to the right of the **Maint** menu and only appears on the IBM version of the Planet Editor. The **Tool Box** looks like this:

Tools

Current Tool

Examine

Terrain:

Jungle

Elevation:

Sea Level

Climate:

Tropical

Affiliation...

Special:

Examine

OK



The **Tool Box** is designed to give access to all the tools that you will need to create, modify or edit maps, regardless of whether you have a mouse or not.

The second and third lines of the **Tool Box** describe the Current Tool being used. The fourth line is the **Terrain** popup menu. Mouse users need only click on

the popup to display a list of choices. Users without a mouse need to press the letter **T** to activate the **Terrain** popup menu. Each item in the popup menu has a letter that appears in red (on EGA/VGA monitors) or underlined (on CGA monitors). Pressing the unique letter will activate that particular popup choice. The fifth and sixth line in the **Tool Box** are the **Elevation** and **Climate** popup menus. These work exactly like the **Terrain** popup menu described above.

The sixth line, **Affiliation** is described below (§3.7) and the seventh line, **Special** is described below (§3.8). Selecting **OK** will remove the **Tool Box** from view and allow the user to continue with the selected tool.

§3.4 The Terrain Tool



When this tool is selected the cursor will turn into a bulldozer. This tool will allow you to 'paint' with one of sixteen terrain types: Jungle, Desert, Grassland, Forest, Swamp, Farmland, Urban, Rough, Mountain, High Mountain, Tundra, Ice Cap, Coastal Sea, Shallow Sea, Deep Sea or Pack Ice.

Choosing the item from the menu doesn't change any data, but it displays two things: 1) the active mode information in the console reflects the tool you've chosen and 2) the map in the window shows you the terrain of the planet. (If your previous tool was elevation, climate, or affiliation, the map will take a moment to display the terrain instead.)

To "paint" new terrain, just click in the map with the mouse pointer. You can click in one square to change just that square, or click and drag it around (keep the mouse button depressed) to "paint" several squares.

To rapidly fill in a rectangular area, hold down the Command key (Open Apple Key on the Macintosh, Control on the IBM, Left Amiga Key on the Amiga and ALT on the Atari ST) and drag with the tool. A rectangle will outline the area; when the outline is what you want, release the mouse and the whole area will be filled with the terrain type.

The effects of terrain are set for each unit type, and are entered using the Armed Forces Editor, described below (see chapter 4).

Often, you'll want to paint a particular terrain and elevation into the same area. Hold down the Option key (Option on the Macintosh, Control on the Atari ST, ALT on the IBM, Right Amiga on the Amiga) while painting with the Terrain tool, and the last elevation you selected will be applied to the painted area as well.

§3.5 The Elevation Tool



When this tool is selected the cursor will turn into a mountain. This tool will allow you to 'paint' with one of seven elevation types (from lowest to highest they are): Sea Level, Low Lands, Midlands, Uplands, Highlands, Alpine and Himalayan.

The Elevation Tool works in the same way as the Terrain Tool described above (§3.4). When the Elevation Tool is selected, the window will change to display the existing elevation map. You can click, drag, and Command-drag the same way.

When the scenario is used in a game, the elevation will be used in a 3-dimensional display (Atari and Amiga only).

The Climate Tool §3.6

When this tool is selected, the cursor will turn into a thunder cloud. This tool will allow you to 'paint' with one of twelve climate types: Tropical, Monsoon, Semi-Arid, Arid, Mediterranean, Subtropical, Marine, Continental, Cool, Sub-Arctic, High Altitude and Polar.



Climate is not stored at the same resolution as other data; you can edit climate only when working at 1° and 2° resolutions.

Climate affects temperature and precipitation, which, in turn, affects attrition (non combat losses) to units. See chapters 4 and 5 of the UMS II manual for more details.

The Affiliation Tool §3.7

When this tool is selected, the cursor will turn into a flag. This tool will allow you to 'paint' with one of the provinces that you have previously created.



The **Affil...** button is a tool much like the first three menus, but because there can be many hundreds of political provinces defined, you don't use a popup menu to choose the province with which you're going to "paint". Instead, after you select the **Affil** button, a dialog box will appear with a list of nations and provinces.

Clicking the **Choose** button will select the highlighted province that you will "paint" with. The name is shown in the console to remind you. You can also double-click on the name of a province, to choose it quickly (Macintosh only).

If you want to paint in "no-man's land", select the **None** button. This will take away the dialog and let you change map squares to have no affiliation. Even with a province selection, you can hold down the Option key, while clicking with the tool, to paint in "no-man's land". If you decide not to choose an affiliation to paint with after all, select **Cancel**.

The Special Tools §3.8

The **Special** menu lets you choose tools which are somewhat different from the preceding ones.

The first five tools — which operate on "special squares", military units, and paths — work only when you've zoomed into the finest resolution. Before using them, you must choose **6'** from the **Resolution** menu in the main menu bar.



The Special Square Information Tool §3.8.1

The **Special Info** tool changes information about squares of the smallest size (6 minutes on a side, or roughly 10km at lower latitudes). Select the tool and click on a square. If a Special Square has already been defined for this location, you can edit the existing information. If there is not an existing Special Square at this location you will be allowed to enter new data for it. A dialog (following page) with information about the square appears.



The name can be up to 25 characters long. It will appear on the map when special squares are being shown.

Current values are the actual usable values at a given time (in this case, at the start of a game). Potential values are the maximum value to which the square can be raised in the course of a game (ports can be constructed and enhanced). Port capability is the deepest class of naval vessel that can use the port, while Port capacity is the largest number of naval Strength Points that the port can accommodate.


Info for grid square at 41° 18' N, 90° 48' W

Name

Port Capability (1 to 4) **Potential** **Current**

Port Capacity (0 to 127) **Potential** **Current**

Fortification level (1 to 16)

Capital of: (none)

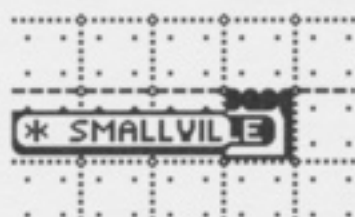
☐ National Capital (⌘N)
 ☐ Provincial Capital (⌘P)
 ☒ **Not a Capital (⌘-)**

If this square currently is part of a province, you may set it to be the capital of that province or its nation. If another square is currently the capital, it will be automatically removed as capital.

If you are editing a number of similar squares, you can set most fields of the dialog to be the same as the previous square with **Set same as last square edited...**

You can also delete the square; a subdialog will appear to confirm that this is what you want to do.

After recording information on a square for the first time, it will appear on the map with its name in small type. You can click on this square later with the same tool to change the information further.



The Move Special Square Tool §3.8.2

The **Move Special** tool allows you to move an existing special square. The information is moved to the new location, and the old square is set back to the default values. Select the tool and click on any special square. The information box in the console will highlight with the name of the square you're moving, and, as you drag the mouse, will show the new coordinates you're moving it to.



Again, remember that to click on an existing square, you should click on the left end of the name (right end on the Macintosh). You can't place a special square on top of another one.

The Unit Information Tool §3.8.3

The **Unit Info** tool changes information about military units. Unlike special squares, which can be added with a tool, military units must already be on the map before you can edit them.



Select the tool and click on a square with a unit in it. Squares can be smaller than unit icons, and a stack of icons may be squeezed into a single square, so it can be hard to click in the right spot.

Information about the unit can be edited via a dialog box. This subject is covered in greater detail and is more appropriately a part of Chapter 4, The Armed Forces Editor (see especially §4.3).

The Move Units Tool §3.8.4

The **Move Units** tool allows you move the location of military units that have already been defined and placed on the map. After selecting this tool, click on a unit or a stack of units. The name of one unit will appear highlighted in the information box in the console. If you drag the mouse at this point, you can move that unit. If there is more than one unit at this location release the mouse and click again, and the name of the next unit in the stack will appear. So by clicking repeatedly to get the right name, then dragging, you can move any unit in the stack.



If you want to move the entire stack of units, hold down the Option (Option key on the Macintosh, CTRL on IBM, Control on the Atari and Right Amiga key on the Amiga) key, click on the square the stack is in, and drag the whole stack.

The Draw Path Tool §3.8.5

The **Draw Path** tool lets you draw new paths, which can be roads, highways, rivers, etc. When you select this tool, all existing paths appear on the map to help orient you.



To create a path, click in the first square, then click at successive points in the grid through which you'd like the path to run. You can enter the rough course of the path, then touch it up later as described below.

Depressing the SHIFT key when using the **Draw Path** tool will make path segments draw in 45° lines. You can draw some segments of a path at 45° and others at any angle.

Paths with many zigzags use more memory to store. To help avoid this, the

Planet Editor automatically constrains paths to 45° lines when you're drawing at higher resolutions.

To stop drawing the path, you can do any of three things: 1) click outside the window (Mac Only), 2) double-click on the square where you want the path to end, or 3) press a key (RETURN on the IBM).

When you finish the path, a dialog box will appear requesting information about the path. This dialog is exactly like the one described below (§3.8.7) for **Path Info**. If you decide not to keep the path, you can just click **Cancel** at this point.

The same tool can also be used to modify existing paths, although this works only at the finest resolution. To modify an existing path hold down the Option key and click on part of an existing path. Draw the new course as you normally would draw a new path. You can either "rejoin" the old path to change its course or finish elsewhere to change the ending portion of the path.

See page 2.8 of the UMS II manual for more information about paths.

§3.8.6 The Path Information Tool



The **Path Info** tool changes information about paths. Select the tool and click on a path, and this dialog box will appear (it is the same dialog box that you see when you complete drawing a path for the first time, as well):

Path information:

Name: Chalcidician Road

Type:
 ☐ Track (§1)
 ☒ Road (§2)
 ☐ Highway (§3)

☐ Railroad (§4)
☐ River (§5)
☐ Canal (§6)

Tech level:
Iron Age
Classical

Cancel
OK

Delete Path... (§D)

Path segments: 16 Max: 250

The name of the path can be up to 25 characters.

Paths come in six different types: four land types and two water types. For the land paths, you can set a technology level, much like that for units. This controls which units may use the path — units with a technology level above the path's level may not use the path. For the water paths, the technology level popups will be replaced by four water depths from which to choose.

You can also delete the path entirely; a dialog will confirm that this is what you really want to do.

Paths may have a maximum of 250 segments; the current number of segments is given in the dialog box. A segment is a single, straight-line piece of a path, of any length.

The Examine Tool

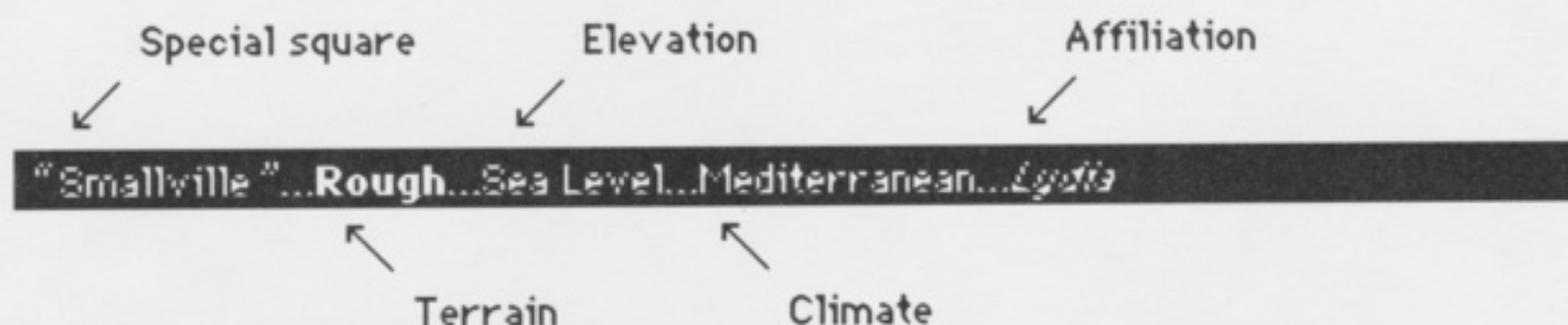
§3.8.7



The **Examine** tool is a quick way to see the attributes of a square without viewing each layer. Choose the tool and click in the map — the information box will highlight and display the terrain, elevation, climate, and affiliation of the square. Note: on the IBM the Information Box will appear in the top third of the screen (see §3.3 for details). If the square has special information in it, the name will also be displayed ("Smallville" in the picture below.)

The attribute which is in the currently visible layer is shown in boldface. (Rough in the picture below.)

If you have selected a layer for the background (this is described under the **Layers** menu §3.2.4), the attribute for that layer will be shown in italics. (Lydia in the picture below.)



Map Navigation Shortcuts §3.9

These are some navigation shortcuts which will make your work much easier:

Shift-click with any tool brings the clicked-on square to the center of the view. You can use this to draw-and-scroll in quick succession: draw to the edge of the screen, then Shift-click in the the last square you clicked in to bring more into view.

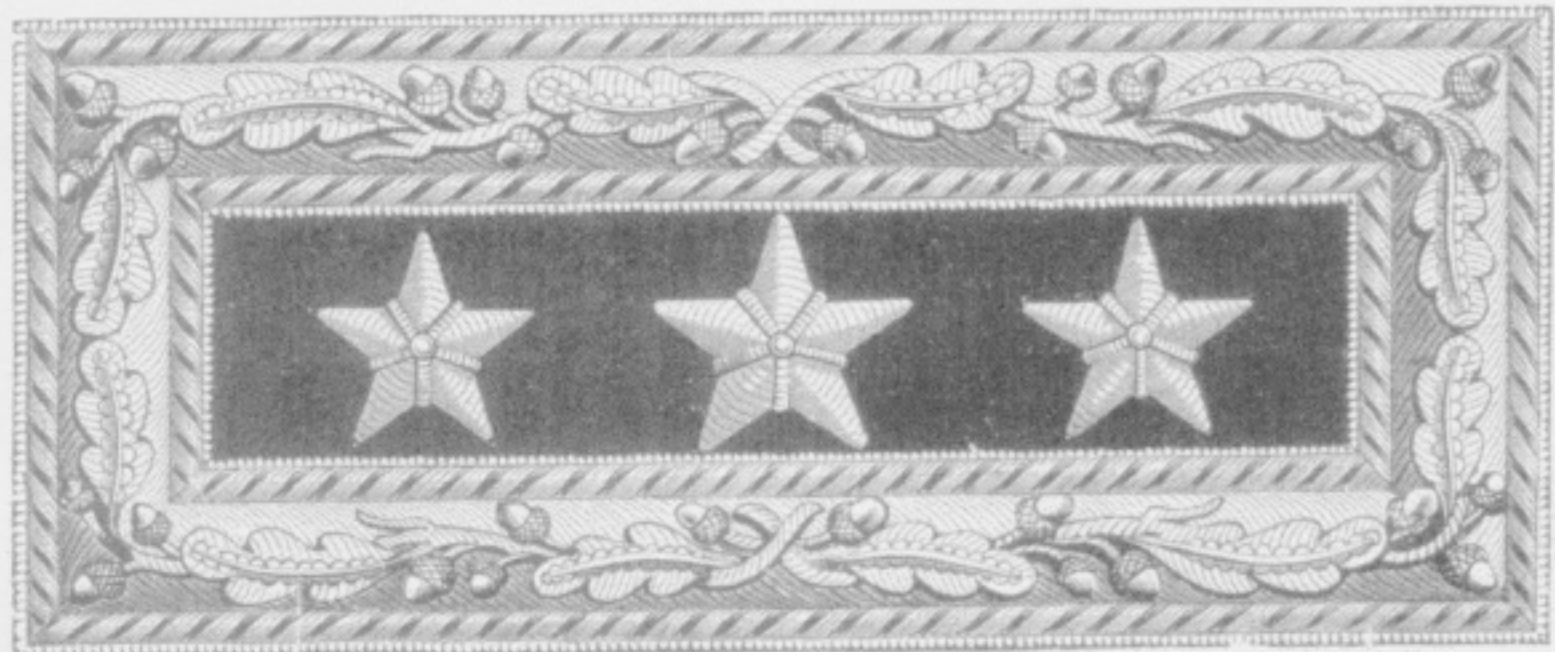
Shift-Option-click with any tool is just like Shift-click, but also zooms in one level of resolution.

Shift-Command-click with any tool is like Shift-click, but also zooms out one level of resolution.

Command-up-arrow and Command-down-arrow adjust your altitude (Macintosh only).

Hold down the Option and Command keys together and the central square of the window (the one whose coordinates are given in the console) will flash. Hold it down longer and it will keep flashing. This is handy for finding the exact center of the window.

Chapter IV: The Armed Forces Editor



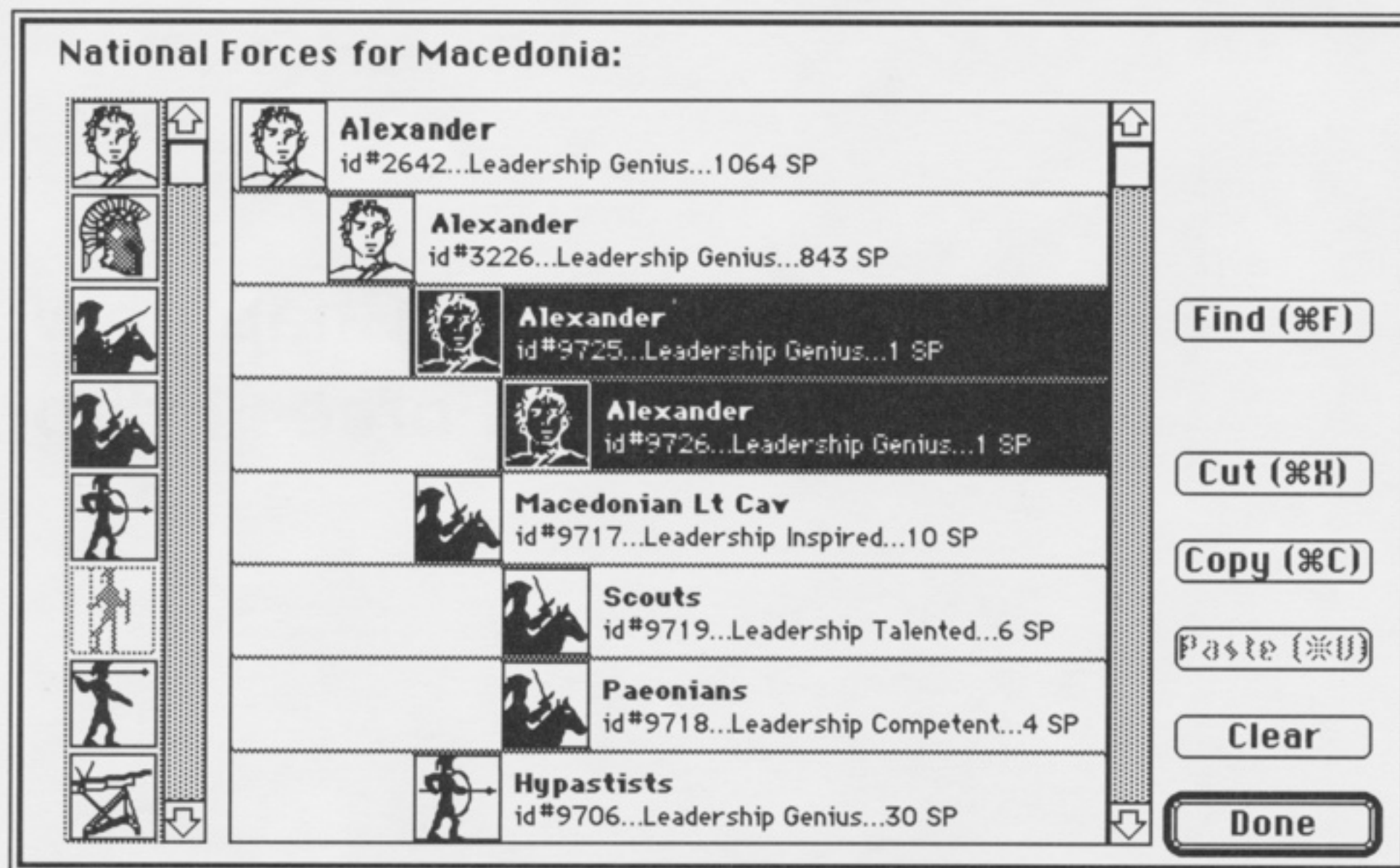
§4.1 The Armed Forces Editor (AFE)

The Armed Forces Editor is simply another part of the Planet Editor itself. It is not a separate program. This section of the Planet Editor allows the user to define the characteristics of unit types, build armed forces, enter information about individual units and create Order of Battle Tables.

§4.2 The Order of Battle dialog box

Armies are constructed by filling out the Order of Battle Table. The Order of Battle Table dialog box is reached by selecting **Edit Forces** (see §3.2.6.1.4) from the **Edit Nations** menuitem (see §3.2.6.1).

When working in the AFE, the main dialog box (on the Macintosh) looks like this:



The IBM version of the Order of Battle dialog box is shown on the following page. The keyboard equivalents for IBM users without a mouse are (with NUM LOCK off using the Numeric Key Pad): **Up Arrow** and **Down Arrow** for selecting the desired Unit Icon on the left, **Shift + Function Key** (F1-F7) pressed quickly twice to edit a Unit Type on the left, **Right Arrow** and **Left Arrow** for moving the selected Unit Icon onto the Order of Battle Table on the right, **Function Keys 1-7** for selecting the desired Unit Tile from the Order of Battle Table, **Page Up** and **Page Down** for scrolling the Unit Icon list on the left, and the underlined or red colored letters for activating their respective buttons on the bottom.



At the left are icons for the 40 types of units; you can scroll up and down to see them all. The specific set of icons for each scenario is selected by the user in the **Edit Scenario** dialog box (see §3.2.6.2.6).

	Alexander ID#: 4228 Strength: 442 Leadership: Genius
	The Phalanx ID#: 4889 Strength: 90 Leadership: Inspired
	Coenus ID#: 4890 Strength: 15 Leadership: Inspired
	Taxeis 1 ID#: 4891 Strength: 15 Leadership: Inspired
	Perdiccas ID#: 4892 Strength: 15 Leadership: Inspired
	Taxeis 2 ID#: 4893 Strength: 15 Leadership: Inspired
	Meleager ID#: 4894 Strength: 15 Leadership: Inspired
Done Cut Paste Copy Erase Find	

In the middle are the forces for one nation, displayed as a hierarchy. The hierarchy has four levels, in different columns. The top three levels (the leftmost three columns) are headquarters units. The top level (the leftmost column) are independent commands in the nation's forces. The next column to the right is subordinate to them, and so on, with the most subordinate units in the fourth (rightmost) column.



	NAPOLEON ID#: 4547 LEADERSHIP: 8
	GRANDE ARMEE ID#: 4575 LEADERSHIP: 6
	IMPERIAL GUARD ID#: 4576 LEADERSHIP: 7
	HULIN ID#: 4577 LEADERSHIP: 6
	SOULES ID#: 4578 LEADERSHIP: 6
	LECCHI ID#: 4579 LEADERSHIP: 6
	ORDENER ID#: 4580 LEADERSHIP: 6
	MORLAND ID#: 4581 LEADERSHIP: 7
	SAVARY ID#: 4582 LEADERSHIP: 6
	GUARD WAGONS ID#: 4583 LEADERSHIP: 5
Done Cut Copy Erase Paste	

A unit is immediately subordinate to the closest unit above it that is one column to the left; it is indirectly subordinate to the first unit (moving up) in each succeeding column to the left.

A unit is immediately superior to all units below it that are one column to the right, down to the next unit that is in the same column or one to the left. Furthermore, it is indirectly superior to every unit two or more columns to the right, down to the next unit that is in the same column it is in or in a column to the left of its column.

§4.2.1 To add a new unit in the hierarchy:

First, select a Unit Icon at the left of the screen. If the icon is grayed out, this unit type is not available for this nation — you must edit one of the nation's provinces to make the type available. (See §3.2.6.1.5.8)

Move the icon to below and to the right of the unit you want to place it under. When the icon is near a correct place, it will "snap" into place. Release the mouse button when the unit is positioned where you want it.

A dialog will appear to let you enter initial information (see §4.3). The dialog will request only a small amount of information for headquarters units, and more for fourth-level units.

Headquarters units are not placed on the map under your control. Instead, their placement is automatically in the middle of an imaginary rectangle which contains all their immediately subordinate units. For this reason, headquarters units are never displayed on the map unless they command a fourth-level unit (directly or indirectly). As soon as a fourth-level unit is placed under them, they appear.

By default, a fourth-level unit is placed in the same location as its immediate superior. Its superior may not have a location, if this is the first unit placed under it. In this case, the new fourth-level unit is initially placed in the center of the window.

Whether a fourth-level unit is placed based on your current view or its superior, you can override this placement within the unit's dialog. For more information on editing information in the dialogs, see the section below on editing unit attributes (§4.3).

§4.2.2 To edit sections of the hierarchy (Cut, Copy, Paste, and Clear):

To select any section of the hierarchy, click in the unit at the start of the section. In the Macintosh dialog box above, the unit clicked on was the third-level Alexander (id# 9725), but the fourth-level Alexander is selected as well, since it falls below the unit clicked on. The selection is always darkened.

§4.2.2.1 Cut

Cut removes the selection (all the darkened units) from the hierarchy and places them on the AFE's clipboard. This clipboard is not the same as the system clipboard — it can't be used to paste units into other applications, or even into other scenarios.

Copy §4.2.2.2

Copy places a copy of the selection on the AFE's clipboard, without removing it from the hierarchy.

Paste §4.2.2.3

Paste places a copy of the AFE's clipboard below the currently selected unit. You can paste more than once to quickly make many copies of a unit or a section of the hierarchy.

When a new unit is **pasted** into the hierarchy, its initial location will be that of the original unit that was **Cut** or **Copied**.



Clear or Erase §4.2.2.4

Clear (this is labeled **Erase** on the IBM) removes the selection from the hierarchy. You cannot undo this action; use it with care.

To find a unit on the map: §4.2.2.5

First, select the unit by either clicking once on the Unit Tile so that it becomes reversed or highlighted (IBM users without a mouse should press the Function Keys 1-7 that correspond to the seven Unit Tiles). Then select **Find** from the buttons on the dialog box.

This will take you out of the AFE and back to the map, and move your view and resolution so the selected unit is visible. Units below the top one in the selection may not be visible.

To edit the attributes of an individual unit: §4.3

Double-click in the unit's row (Unit Tile) in the hierarchy (IBM users without a mouse should press the Function Keys 1-7 that correspond to the appropriate Unit Tile). For a headquarters unit, this dialog will appear:

Headquarters Information...

Leadership

Genius

Name

Alexander

Cancel

OK

You can set the name (up to 25 characters) and adjust the leadership level of the unit. All other attributes of the unit are determined by its subunits.

For a fourth-level unit, a dialog box will appear (following page) which is exactly like the one invoked by clicking with the **Unit Info** tool.



Unit Information...

Tech level

Iron Age

Classical

Morale

Stalwart

Experience

Experienced

Leadership

Mediocre

☐ Nuclear (%N)

Strength (0 to 99)

15

Placement... (%P)

Name

11th Taxeis

Supply level (0 to 99)

90

Cancel

OK

You can set the technology level of the unit with the two popup menus. The first menu determines the rough level, on a scale from "Stone Age" to "Space Age". The second menu determines the exact level within the age you choose.

You can set the morale level on a scale from "Broken" to "Fanatical".

You can set the experience level on a scale from "Untrained" to "Elite".
You can set the leadership level on a scale from "Hopeless" to "Genius".

Click the checkbox to give the unit nuclear capability. The unit's type must also have this capability, which is controlled from the Armed Forces Editor.



Unit Information...

Tech Age

Iron Age

Tech Era

Classical

Morale

Zealous

Experience

Elite

Leadership

Inspired

Strength (0 to 99)

15

Placement...

Name

Taxeis 1

Supply level (0 to 99)

99

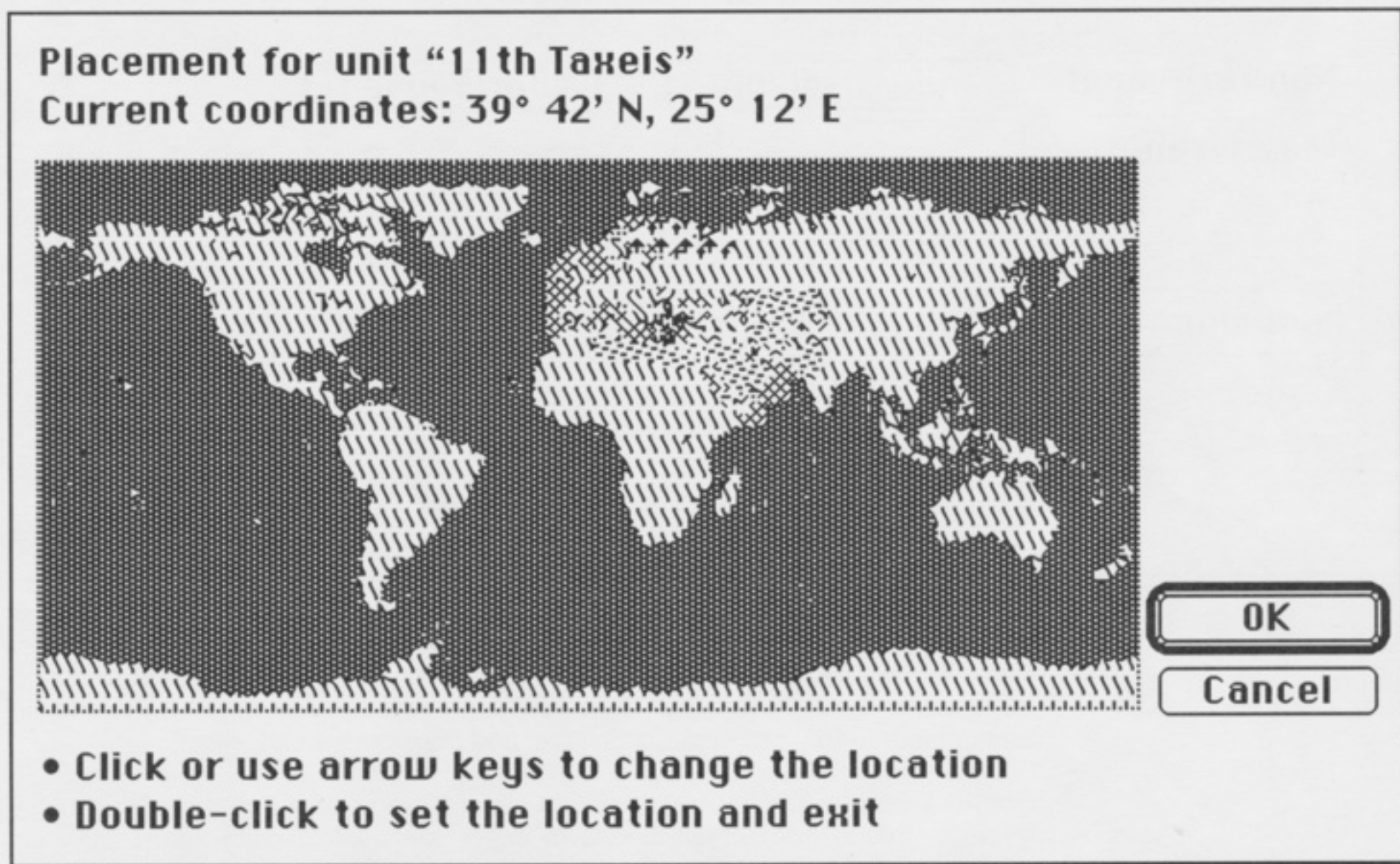
OK

Cancel

You can set the strength from 0 to 99, but the strength is limited by the information you set up for the unit's type. Again, this is set in the Armed Forces Editor.

Change Unit Placement §4.3.1

You can change the placement with the Placement... button. Click it to bring up a dialog like this one:



The cross represents the location of the unit. Click to choose a new location. For a speedy exit, double-click to set the location and dismiss the dialog.

You can also adjust the location with the arrow keys. Holding down an arrow key will make it move faster.

Editing a Unit Type §4.4

Each UMS II scenario may have up to forty unique Unit Types. The characteristics that make up each Unit Type are set by the user. To Edit a Unit Type, double click on the desired Unit Icon at the left of the Order of Battle Dialog Box (§4.2). IBM users without a mouse need to press the appropriate FUNCTION Key twice while holding down the SHIFT key.

The type characteristics dialogs let you control many aspects of the unit type. Some of these buttons present different information depending on the root type of the unit.

	Unit type name: Allied Commander	
Root type ☒ Ground (%G) ☐ Sea (%S) ☐ Air (%A) ☐ Missile (%M) ☐ Orbital (%O)		
Min Tech level	Industrial Age	World War II
Max strength	1	
Type characteristics Movement... Logistics... Basing... Combat... Transport...		
Done		

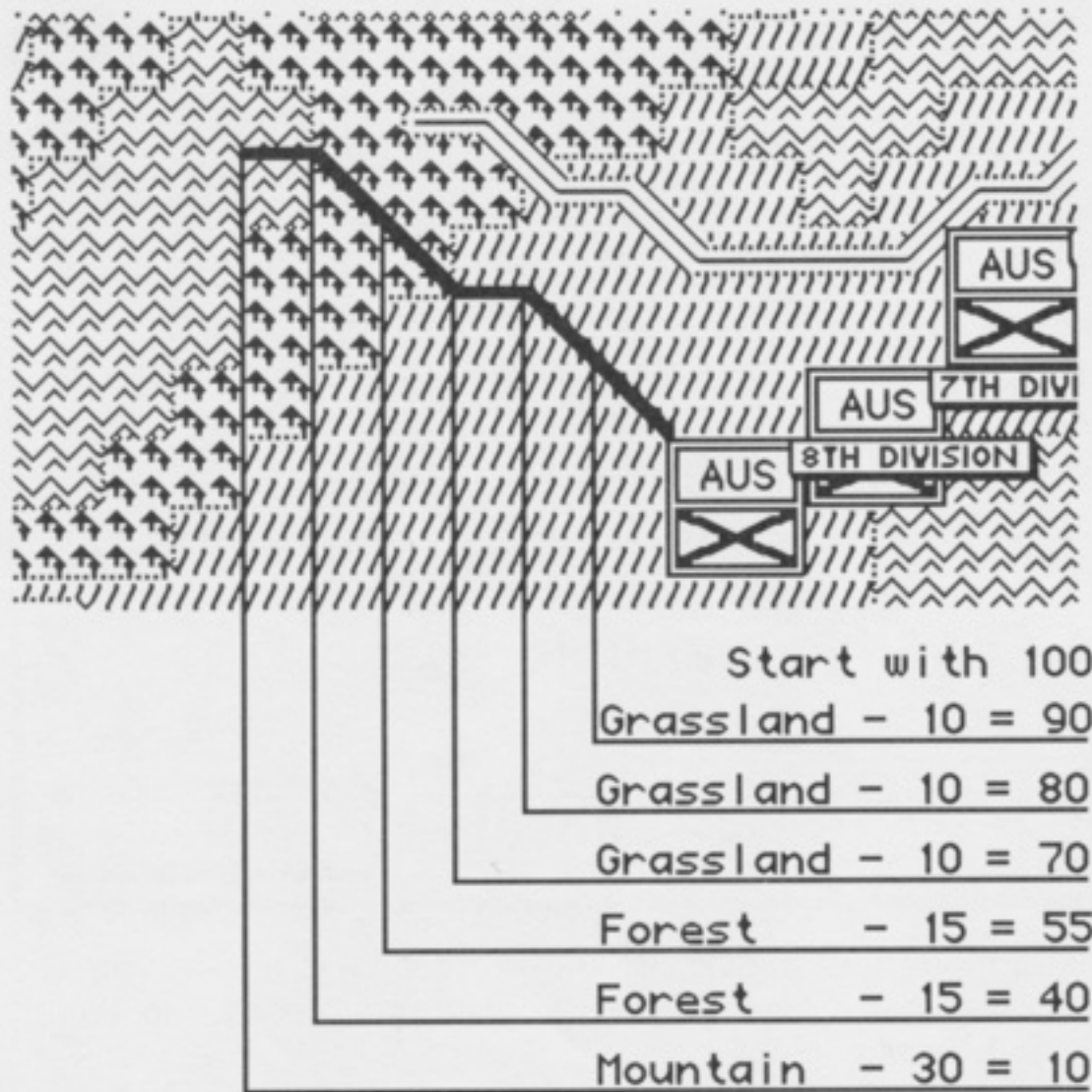
You can choose a name of up to 25 characters. This is the name of the Unit Type and not the individual units. Every unit type has a root type: ground, sea, air, missile, orbital or supply. Units of Supply root type contain only a minimal amount of information (name, tech level and maximum supply level).

You can set the minimum technology level to one of six ages ("Stone Age" through "Space Age"), then to one of three levels within each age. Units must have a technology level equal to or higher than the level required by the unit type.

You can set the maximum strength for units of this type to be anything from 1 to 99. For units placed above the bottom level (headquarters units), this restriction is not used. For fourth-level units, the limit imposed here is checked when you enter information for new or existing units of this type.

§4.4.1 Movement (Overview)

Every type of terrain has a cost in Movement Points to travel through it. In the following dialog boxes you will enter the cost for each Unit Type to enter each type of terrain. For example, in the illustration on the following page, the Austrian 8th Division has been assigned four waypoints that will take it through Grassland, Forest and Mountain. Each unit, regardless of what type it is, starts each turn with 100 Movement Points. In this example Grassland costs 10 Movement Points (MPs) to enter. After moving through three Grassland squares the Austrian 8th Division has 70 MPs remaining. The two Forest squares cost 15 MPs each to enter, leaving the unit with 40 MPs. Lastly, the unit has sufficient remaining MPs to enter the Mountain square at a cost of 30 MPs, leaving a remainder of 10 MPs. These 10 MPs will be saved up for the 8th Division's next turn and it will start with 110 MPs.



Movement (Ground units) §4.4.2

Each type of terrain has an associated cost for traveling through it. Select the type of terrain from the popup menu, and enter the cost in movement points (from 0 to 99) to cover one 6' square of this kind of terrain.

For details of the movement matrix (and all other matrix buttons), see the separate section below (§4.9).

Mechanized Infantry

Movement through **Grassland**

costs **25** Movement Points.

Movement Matrix... (%M)

Cancel OK

Movement (Sea units) §4.4.3

Every sea unit has a basic speed, which ranges from 0 to 99. This value applies to all squares that the unit can travel through.



Destroyer

Basic Speed of Unit in Movement Points:

Ship Class:

- ☒ Very Shallow Draft (⌘1) ☐ Deep Water (⌘3)
☐ Shallow Draft (⌘2) ☐ Very Deep Water (⌘4)
☒ Surface Vessel ☐ Sail Power Only

Movement Matrix... (⌘M)

Cancel

OK

The ship's class determines the shallowest water in which it can travel. The "Very Shallow Draft" class can travel anywhere, while the "Very Deep Water" class can travel only in the open ocean.

You can also specify whether the unit type is a surface or submarine vessel, and whether it's powered by sail. You may not have a sail-powered submarine.

§4.4.4 Movement (Air units)

Aircraft have a range from 0 to 20,000km. They have a speed from 0 to 99.

The ceiling specifies the maximum altitude at which the aircraft can fly. A very high altitude plane can fly over any kind of terrain, while a high altitude plane will



Fighter-Bomber

Speed of Aircraft in Movement Points:

Range of Aircraft in Kilometers:

Unit Type Ceiling :

- ☐ Low Altitude (⌘1)
☐ High Altitude (⌘2)
☒ Very High Altitude (⌘3)

Movement Matrix... (⌘M)

Cancel

OK

not be able to fly over high mountains, and a low altitude plane will not be able to fly over any kind of mountain.

Movement (Missile units) §4.4.5

Missiles have a range from 0 to 20,000 km. Missiles do not have a speed. Surface-to-Air Missiles (SAMs) are missiles that are used to intercept either



V1 Rocket

Range of Missile in Kilometers: 250

☐ **Surface-to-Air (SR)**

Cancel
OK

other missiles or aircraft. Patriot missiles are SAMs. SAMs controlled by the computer A.I. in UMS II scenarios are automatically set to intercept.

Movement (Orbital units) §4.4.6

There is no movement information for the Orbital root type — these units move

Orbital units have unlimited range and speed.

OK

so fast relative to other units in the game, that they can move from any point to any other point in a turn.

Combat Information §4.5

This dialog box is the same for all root types. Each unit type is rated in attack against every other unit type. To do so, use the popup menu to select the unit type against which the current one is to be rated, and then type the value into the text entry field. These numbers are in percent. In the example below, U.S. Infantry attacks German Armor at 90%, or a 10% disadvantage.

Defense values control how a unit type is rated on its ability to defend itself against every other type of unit in the game. These values are entered in the same way. These numbers, too, are in percents. In the example below, U.S. Infantry defends against German Infantry at 110%, or a 10% bonus.

Each unit type's attack values will be affected by the kind of terrain in the square it is attacking into. This modifier is entered the same way the attack values are,

but instead of a popup with unit types, the popup menu enables you to select a terrain type, whose modifier you then enter in the text entry field. In the example, U.S. Infantry attacks into a Jungle square at 75%, or a 25% disadvantage.

 US Infantry			
Attacks	German Armor	at	90
Defends	German Infantry	at	110
Attack Modifier for	Jungle		75
Defense Modifier for	Jungle		115
☐ Nuclear Capability (%N)			
Defense Matrix...		Attack Matrix...	
Defense Terrain Matrix...		Attack Terrain Matrix...	
		Cancel	OK

Defense modifiers are affected by terrain, just as attack modifiers are, and they are entered the same way. In the example, U.S. Infantry defends in a Jungle square at 115%, or a 15% bonus.

Nuclear capability indicates if the unit is capable of using nuclear weapons, which are powerful and have a secondary blast radius as well. If this box is checked, individual units of this Unit Type will be allowed to have Nuclear weapons.

§4.6 Logistics Information:

This dialog box allows the user to enter information about a Unit Type's supply consumption rates, the costs involved (in Recruitment Points and Production Points) and the time needed to create a unit of this type.

This dialog is the same for each root type. You can set the number of supply units consumed per day for each type of terrain on the map. To do this, use the popup menu to choose the terrain type, and then type the number of supply points to be consumed per Internal Time Unit (ITU) into the text entry field. For more information about Internal Time Units see the UMS II manual, page 5.14. In this example a French Infantry unit will consume 1 Supply Point per Strength Point per ITU. Whatever terrain type a unit finds itself on at the end of an ITU is used to determine supply consumption. In this example the French Infantry unit would be on a Forest square.

 French Infantry	
Unit Consumes	1 Supply Units per ITU in Forest
Supply Maximum per Strength Point:	10
Requirements to Create Unit:	
Production Points to create Max Strength Unit:	10
Recruitment Points to create Max Strength Unit:	10
Time (in ITUs) to Create Unit:	3
Supply Consumption Matrix... (§S) Cancel OK	

Each unit contains a certain number of supply points, a value it draws down as it consumes its supply needs. The value to be entered here is the largest number of supply points each strength point of the unit type can store.

Three things are needed to create units: people, resources, and time. This section enables you to set the values of each one required to create a unit of this type of Maximum Strength (the Maximum Strength of a unit is set in the initial Unit Type dialog box §4.4). All newly created units are of Maximum Strength. These three textfields allow you to set 1) the number of Production Points necessary to create a Maximum Strength unit, 2) the number of Recruitment Points necessary to create a Maximum Strength unit and 3) the time (in ITUs) to create a Maximum Strength Unit.

Transport Information: §4.7

This dialog is the same for each root type, except that it doesn't apply to Orbital units, and the load value information and air-drop checkbox do not apply to Sea units, so are greyed out.

The values here determine both how much this unit can transport and how hard it is to transport it. The transport capacity, multiplied by a unit's strength points, gives its total transport capacity in load points. The load-value, multiplied by another unit's strength points, gives its total load value in load points. If a unit's total transport capacity is less than another unit's total load value, the first unit may transport the second, and its transport capacity is reduced by the acquired load. A unit may transport any number of other units as long as it has sufficient transport capacity.



Transport

Transport Capacity per Strength Point:

30

Load-Value per Strength Point:

4

☐ Unit can be air-dropped (%A)

Transport List... (%T)

Load-Value List... (%L)

Cancel

OK

§4.8 Basing Information:

This dialog is the same for each root type, except that it doesn't apply to Orbital or Supply units.



Aircraft Carrier

Maximum load value of Ground units based per SP:

0

Maximum load value of Air units based per SP:

4

Maximum load value of Missile units based per SP:

0

Largest class of Sea units based:

None

Cancel

OK

The maximum load values that can be based, divided into three root types of units, are much like the transport capacity in the Transport dialog box (§4.7). Multiplying the maximum load value of ground units times a unit's strength points yields the total ground basing capacity for that unit. Other units based on this unit will shrink the basing capacity by their load value, until the load value is too small to base more ground units. Basing of air and missile units works the same way, but with a different pool of basing capacity being debited for each root type of unit.

§4.9 Using Matrices:

A number of the dialog boxes for a type's characteristics include "Matrix..." buttons. These display a summary of the information as a table. A sample matrix is the movement matrix:

MOVEMENT MATRIX																						
	ALLIED COM	ALLIED ARM	AMERICAN I	AMERICAN A	AMERICAN P	ALLIED AIR	BRITISH AR	BRITISH IN	GUARD INF	AIRBORNE	UNIT TYPE	DESTROYER	TRANSPORT	BATTLESHIP	NAVAL COMM					GERMAN ARM	STAT INF	GERMAN INF
Jungle	0	0	25	99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	80	0
Desert	0	0	22	99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	80	0
Grassland	0	0	25	99	22	0	22	25	0	0	0	0	0	0	0	0	0	0	0	0	5	4
Forest	0	0	35	99	30	0	45	35	0	0	0	0	0	0	0	0	0	0	0	0	10	0
Swamp	0	0	65	99	45	0	65	55	0	0	0	0	0	0	0	0	0	0	0	0	45	0
Farmland	0	0	20	99	20	0	20	25	0	0	0	0	0	0	0	0	0	0	0	0	4	0
Urban	0	0	15	99	15	0	15	15	0	0	0	0	0	0	0	0	0	0	0	0	3	6
Rough	0	0	45	99	45	0	35	45	0	0	0	0	0	0	0	0	0	0	0	0	12	8
Mountain	0	0	65	0	55	0	55	75	0	0	0	0	0	0	0	0	0	0	0	0	25	0
High Mountain	0	0	85	0	65	0	85	99	0	0	0	0	0	0	0	0	0	0	0	0	80	0

In this case, the terrain types are listed down the left-hand side and the unit types across the top. At the intersection of each terrain's row and each unit type's column is the cost in movement points for that unit type to travel through that kind of terrain.

Since the table is larger than the window, you can scroll by clicking the arrow buttons in the upper left corner of the screen. (You can also use the arrow keys.) To scroll faster on the Macintosh, hold down the Shift key while you do either of these.

To exit, click the "Done" button or press the Enter key.

Other matrices show unit types cross-referenced against other types of units. The "Transport List" and "Load-Value List" (under Transport information) show a single row of information, one value per unit type.

Chapter V: The Tutorial



§5.0 Overview of this Tutorial

In this chapter we will design a simple scenario. For the most part machine specific details will not be covered. For these details you should consult the appropriate parts of chapters three and four. You can use this chapter as a "check list" when you design your own scenarios to ensure that you have completed all the necessary steps.



Throughout the process of scenario design you should frequently use the **Save a Backup as...** menuitem to save a copy of your scenario in case you make a mistake. Remember, you cannot undo a mistake.

§5.1 Getting Started

Run the UMS II: Planet Editor (see §1.4 for specific details for your computer). It doesn't matter if you are running UMS II: Planet Editor from floppies or a hard drive. However, if you are running from floppies make sure that you have a blank formatted disk ready to store your new scenario on. If you are running from floppies, eject your Planet Editor disk after you have run the program and insert your blank disk in the same disk drive.

§5.2 Create a New File

Select **New** from the **File** menu (see §3.2.1.2 for details). You may name your new file anything you wish as long as the name is less than eight letters and ends with the file extension: .DAT. For now, type in TEST.DAT and press **Ok**. This will automatically create two files: TEST.DAT and TEST.IND on your disk.

§5.3 Select 2° Resolution

From the **Levels** menu select the **2° Resolution** menuitem (see §3.2.3 for details). This is the coarsest resolution, or the resolution with the least detail. Select an Elevation Tool (see §3.5 for details) and then select a Terrain Tool (see §3.4 for details). Now, by holding the Command Key (Open Apple Key on the Macintosh, Control on the IBM, Left Amiga Key on the Amiga and ALT on the Atari ST) you can simultaneously draw Elevation and Terrain. For example, since your world starts off as entirely sea, you may wish to start roughing things in with Low Lands Elevation and Grassland Terrain simultaneously. After you have created an island in the sea you may wish to change to Midlands Elevation and Rough Terrain and add more variety.

Now, select a Climate Tool (see §3.6 for details) and add the desired climate types for your new island. Climate can only be drawn at this resolution.

§5.4 Select 1° Resolution

You have now zoomed in one more level of resolution. Using the techniques described in §5.2 above you should add more detailed terrain and elevation as desired. Note: you cannot add Climate at this resolution.

§5.5 Create Nations and Provinces

From the **Nation** menu select **Edit** and then **Add Nation** (see §3.2.6.1.1 for details). All you need to do at this time is enter the name of the nation and the National Will. The National Will is a number between 1 and 99 that represents the Nation's willingness to continue warfare. For now, you can set the number to 50.

After you have created two nations you need to create two provinces; one for each nation (see §3.2.6.1.6 for details). Here you will need to enter a name for the province, set the Technology Level for the province and enter values for the four Production and Recruitment fields (see §3.2.6.1.5.1 - §3.2.6.1.5.7 for details). Do not bother to set Unit Type Availability for now.

You should now have two nations and two provinces (one province in each nation). This is the minimum amount of nations and provinces that you will need to create a scenario.

Draw Provinces on Map §5.6

Now select the **Affil** tool and select one of the two provinces that you have just created (see §3.7 for details). Draw the entire province in; do not just outline it. When you are finished drawing the first province on the map, draw the second province (for the other nation) on the map. Any area not covered by either province will be considered "unclaimed" territory.

Select 30' Resolution §5.7

You have now zoomed in one more level of resolution. Again, as described in §5.3 above, add more detail to your Terrain and Elevation as desired. You may also touch up your Provincial boundaries if you so desire.

Select 6' Resolution §5.8

This is the finest resolution. You may now add any finishing touches to your Terrain and Elevation and then go on to add Cities and Special Squares. First select the Special Square Information Tool (see §3.8.1 for details). Click the tool where you want to place a city. You will need to place at least one city in each province. Fill in the information for each city as shown in the dialog box for §3.8.1. If the city is to be a port then the **Current Port Capacity** should be greater than 0; if the Special Square is land locked make certain that the **Current Port Capacity** is set to 0.

You will not be able to make the Special Square a provincial or national capital yet. Also, make sure that you create a Special Square for each nation which will become the National capital later.

Now, add roads, rivers, canals and any other paths that you desire by selecting the Draw Path Tool (see §3.8.5 for details). Use the Special Squares as reference points for connecting your paths.

Select Assign Specials -> Nations §5.9

After you have finished completely drawing in your provinces for both nations and adding all the desired Special Squares on the map you should select the **Assign Specials -> Nations** menuitem from the **Maint** menu (see §3.2.7.3 for details). After you have selected this menuitem you will be able to go back to your previously created Special Squares and make them Provincial and National Capitals.

§5.10 **Select Check Capitals**

After you have assigned your Provincial and National Capitals select the **Check Capitals** menuitem in the **Maint** file (see §3.2.7.5 for details). This will confirm that every province and nation has a capital. If you have neglected to properly assign a capital for a province you will be warned by the Planet Editor. Repeat steps §5.8 and §5.9 until you no longer receive a warning message.

§5.11 **Select Calculate Path Info**

This step is very much like §5.10 above except that instead of checking to make sure that every province and nation has a capital we need to confirm that the Path List is up to date. UMS II stores a complete list of the intersections of all paths (roads, highways, rivers, etc.). Selecting this menuitem will cause this list to be calculated and stored in the data file. If you Path List is up to date then the menuitem will be greyed out and you can not select it (see §3.2.7.4 for details). You may also wish to select the **Sort Special Squares** and **Sort Paths** menu-items that are also under the **Maint** menu. These two features simply alphabetize the Special Square and Paths list for convenience.

§5.12 **Add High and Low Pressure Zones**

The location of high and low pressure zones effect the weather. To place the initial starting position of pressure zones select the **Set Pressure Zones** menuitem from the **Edit** menu (see §3.2.6.4 for details). For more information about how exactly pressure zones cause storm fronts see Chapter IV: Weather in the UMS II manual itself.

§5.13 **Add Scenario Data**

Now we can enter the information about the start and end times of the scenario, the victory conditions, select the icons that we want to use with the scenario and specify what special stationery that we wish to display for each nation's battle reports. To reach the scenario information dialog box select the **Scenario** menuitem from the **Edit** menu (see §3.2.5.2 for details). If you wish to create your own icons for your scenario see Appendix B for instructions on using the icon editor for your computer. Make certain that you have set high enough victory conditions for your scenario so that one nation will not win within the first turn.

§5.14 **Set National Allignments**

Select the **National Allignments** menuitem from the **Edit** menu and set your nations as hostile (a negative sign) towards each other. Remember, if there are not at least two hostile nations in a scenario then it will end immediately.

§5.15 **Set the Unit Type Availability for Each Province**

Each province produces only certain types of units. To specify what types of unit each province can produce first select **Nations** from the **Edit** menu. Then select **Edit Prov** and finally **Unit type availability** from the Edit Province dialog (see §3.2.6.1.5.8 for details). It is important that you do this after have you selected the icon file that you wish to use for your scenario (see §5.13 above) so that the pictures of the units will be correct. Now select which units this province will be able to produce. Repeat this process for each province of each nation.

Define Unit Type Characteristics §5.16

From the **Edit** menu select the **Nations** menuitem. Then select **Edit Forces**. You will now see a blank Order of Battle Table (see §4.2 for details). To define the characteristics of a unit type double-click on the unit icon at the left of the screen. You will need to enter data for movement, combat, logistics, transport and basing (all of Chapter 4 discusses this in great detail).

An important point to remember: if the attack value for a unit type is set to 0 then it will not attack the opposite unit that it is cross indexed with. You can use this feature, for example, to keep submarines from attacking zeppelins. However, if the zeppelin has an attack value when cross indexed with submarines then it will be allowed to attack the submarine.



Create Armies §5.17

Finally the fun stuff! Now, after all the unit types have been defined, you can create the Order of Battle Tables for each nation (§4.2 for details). Just click and drag the unit icons where you want them (remember to work from the top down; from the highest commander to the lowliest unit).

Remember newly created units appear wherever the map is centered so make sure that you have the map where you want your new units to appear.

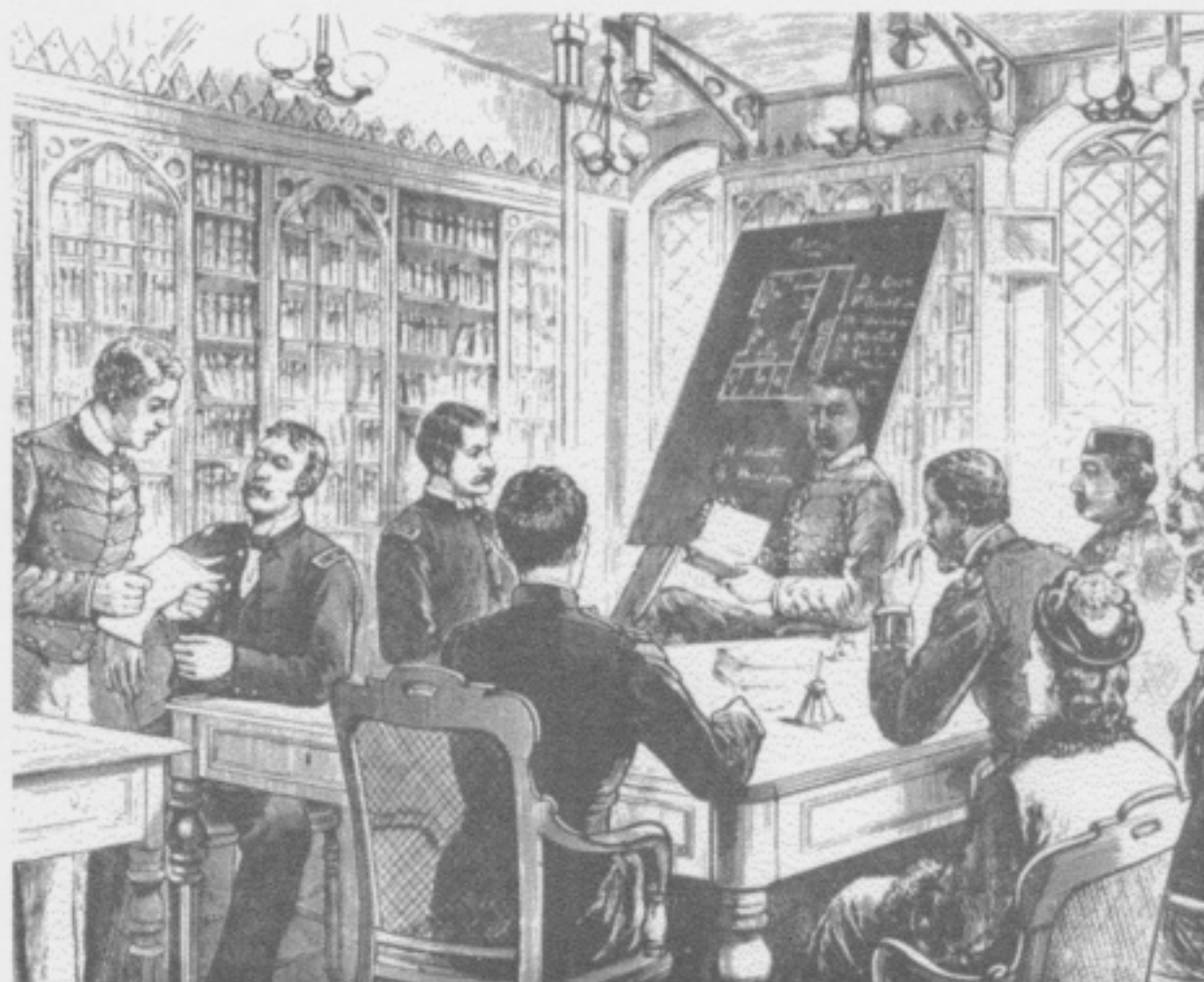
Quit the Planet Editor and Run UMS II itself §5.18

You're done with the Planet Editor now so **Quit** the program; the scenario files will automatically be saved. Now run UMS II itself and **Load** the scenario that you just created (make sure that your icon file is in the same folder or subdirectory as UMS II). You will notice a pause of 10-30 seconds when after you have loaded your new scenario when UMS II does not appear to be doing anything. What is actually happening here is that UMS II is calculating the weather for the entire planet for the first time. This will now become part of your scenario data file.

Now, set the AI sliders for your scenario as you like them (see Chapter 13 of the UMS II manual for details) and save this file with the same name as your scenario but with the .GEN extension (if your scenario is named TEST.DAT then you should save the AI file as TEST.GEN). Lastly, go into the Master Control Panel and adjust these variables as you would like them for your scenario (see Chapter 5: The Master Control Panel in the UMS II manual) and save this file as TEST.MCP.

Now **Quit** UMS II and your scenario file will be saved. You're done! Put your original scenario files (TEST.DAT, TEST.IND, TEST.GEN and TEST.MCP) away in safe place and just run copies of them; never the original files.

Chapter VI: Questions & Answers



§ 6.1 Armies Will Not Fight or the Scenario Ends Immediately.

You probably have forgotten to set hostile nations in the National Alignment dialog box (see §3.2.6.3 for details). Armed forces of nations that are not hostile towards each other will not fight. This is similar to the 'Case of the Pacifist F16' as described in our newsletter, Le Guerrier, Volume 2, Number 1.

Also, a scenario will be completed when there are no hostile nations. If a scenario is designed and no nations are set hostile to each other the scenario will end immediately the first time it is loaded into UMS II.

§ 6.2 I noticed something in the manual about the AI needing 'paths' to connect special squares. How does this affect my Pacific scenario where there are no roads across the ocean?

The AI in UMS II will 'look' for a path to go from one Special Square to another. If, however, the AI discovers that the two Special Squares are separated by water (Coastal Sea or Deep Sea) then the AI will call a series of special routines that will mount an amphibious operation. First, the AI will move units to sea ports; next, the AI will move ships with transport capacity to the same sea ports; lastly, the AI will move the ground units on the transports and move them across the water. These are the same special routines that are called by the AI when controlling the Allies in the Overlord scenario.

§ 6.3 Do aligned countries (i.e. allied ones) act as one in terms of military AI? Will two aligned countries operate well together (eg South Vietnam and USA)?

No. Allied nations do not actively cooperate on military ventures; however, Allied nations' Production Points and Strength Points are totaled together to ascertain the victor of a scenario. For example: Nation A has 20 Strength Points, Nation B has 10 Strength Points and Nation C has 15 Strength Points. If Nations A and B are allied then their cumulative total would be 30 Strength Points which would give them a 2:1 advantage over Nation C.

If you desire Allied nations to cooperate together in military expeditions then the best method is to make them one nation as the Allies are in the Overlord scenario. In this scenario, Canadian, English and American forces all belong to the same Order of Battle Table.

§ 6.4 I get the warning: Path Intersections Not Up To Date whenever I start my scenario.

This warning message is caused, not surprisingly, by not having an up to date Path Intersection List. It is very important for the AI to work properly that your Path Intersection List is current. To ensure that your Path Intersection List is current, you should select the **Compute Path Info** menuitem before finishing work on a scenario. See §3.2.7.4 for more details.

When I run the scenario I discover that the computer controlled nations are building ships in landlocked cities. § 6.5

Ever wonder how the computer knows which cities are landlocked and which cities are ports? Probably not; but it is an important part of scenario design. Turn to page 3.34 where the Special Information Box for the city of Davenport is displayed. The textfield for **Port Capacity** accepts numbers between 0 and 127. If a zero is entered for **Potential Port Capacity** then the computer knows that this city is landlocked. If any other number is entered the computer will assume that this city is a port. If you are experiencing the problem of the computer building ships in landlocked cities; then this is the problem. You will need to re-edit this scenario and change the value in **Potential Port Capacity** to zero.

I have outlined the various provinces, with the Affiliation Tool, but when I select Assign Specials -> Nations the cities remain as "no affiliation". § 6.6

You must fill in every square of a province with the Affiliation Tool; not just outline the borders.

How do I keep scenarios from ending too early? § 6.7

A scenario ends because one of three conditions are met: 1) a nation (or a group of allied nations) have a greater Current Production Capacity than its enemy or enemies multiplied by the Victory Production Ratio; 2) a nation (or a group of allied nations) have a greater combined military Strength than its enemy or enemies multiplied by the Victory Armed Forces Ratio; 3) no hostile nations remain.

If a nation 'gives up' too easily then the problem may well be that you have set that nation's level of **National Will** too low. See page 3.18 for details on setting the **National Will** for a nation. Also, don't forget that there are a number of factors that can reduce a nation's will when the scenario is run; these include: destruction of military units and loss of Special Squares. How much **National Will** is subtracted for each event is set in the **Master Control Panel** (see pages 5.15 and 5.16 of the UMS II: Nations at War manual for details). It might well be necessary to reduce these values and store them in the .MCP file. Remember, if your scenario is called FRED.DAT then the Master Control Panel file that will be loaded by UMS II when you run the scenario should be called FRED.MCP. If UMS II can not find FRED.MCP when you run your scenario then it will substitute DEFAULT.MCP which may not have the values for these variables that you desire.

Lastly, if the scenario is ending quickly because one nation achieves superior Production Capacity or Military Strength then you should increase the values as set for these Victory Conditions. See sections § 3.2.6.2.8 and § 3.2.6.2.9 for details on setting these values.

I have a Macintosh computer and one of the units appears greyed out in the popup menus. § 6.8

You should not use brackets in the name of a unit or unit type (eg "Nato infantry [Light]"). This is because the brackets are a Macintosh metacommand for grey-

ing out. Please use another character in place of brackets.

§ 6.09 How do I start a scenario with certain units based on other units? For example, I want to base bomber units at their airbases.

Basing can only be accomplished within UMS II itself; not the Planet Editor. After completing the scenario design in the UMS II: Planet Editor you will need to run UMS II and select the desired unit and Base it. Then you can SAVE the scenario and distribute it.

§ 6.10 How do I start a scenario with various units already embarked on ships?

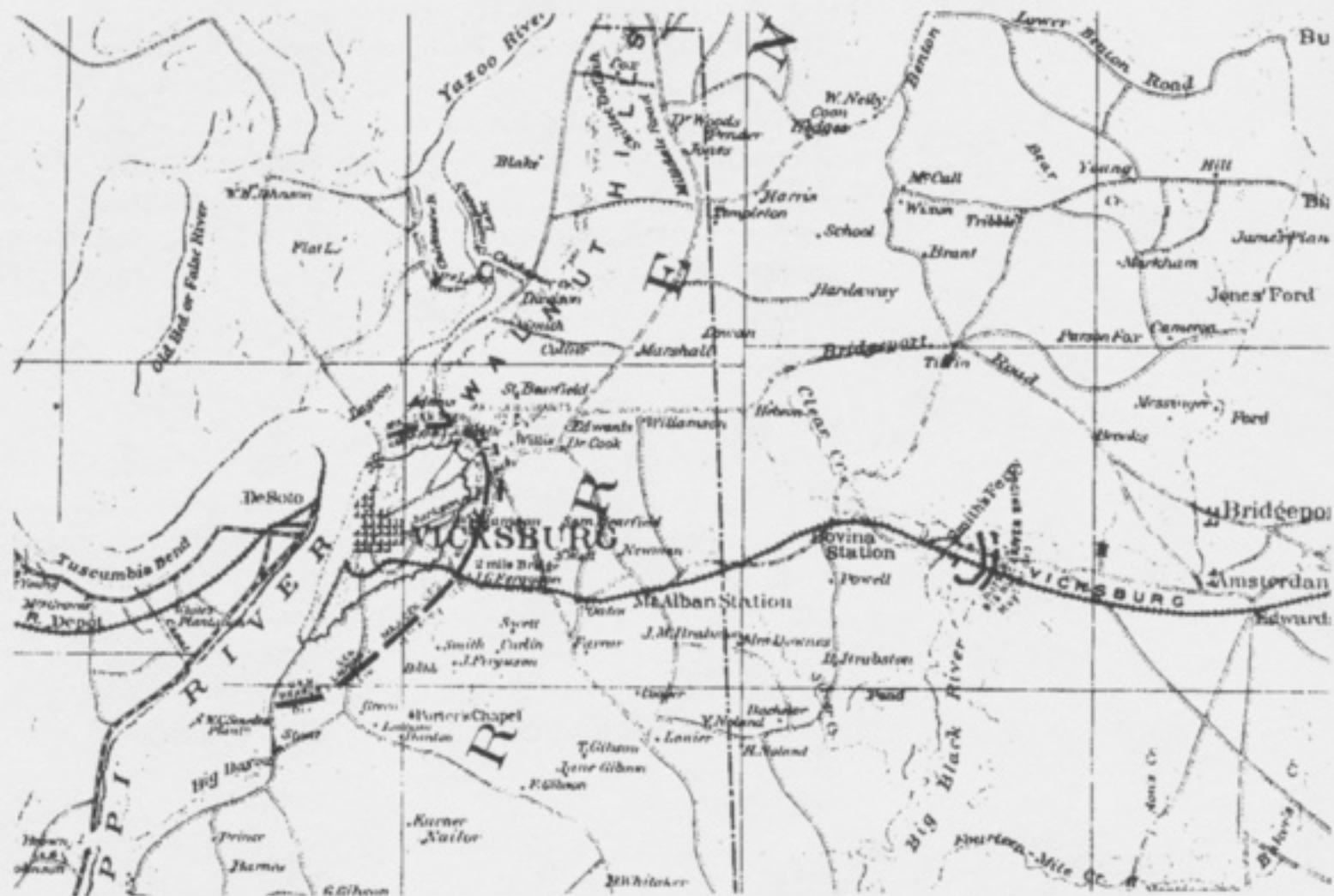
This situation is very similar to basing units (see §6.9 above). You will need to finish the scenario within the Planet Editor and then run UMS II itself. Then, load the units onto the ships; move the ships to where you wish them to start the scenario, SAVE the scenario and then QUIT.

§ 6.11 I have designed a scenario that takes place across the International Date Line (180°) and the computer Artificial Intelligence is working very strangely. Some units are not moving at all.

You must have version 1.4 or greater of UMS II for the Artificial Intelligence to properly move units and make command decisions that involve crossing the International Date Line (180°). To see what version of UMS II that you have select **About UMS II** from the pull down menu. The version number of your copy of UMS II is displayed in the About Box. If you need a free upgrade of UMS II simply send your original disks in a Self Addressed Stamped disk mailer to:
Intergalactic Development, Inc.
1427 Washington Street,
Davenport, Iowa 52804

We will upgrade your disks, free of charge, and mail them back to you.

Appendix A: Special Squares & UMS II Artificial Intelligence



§A.0 Overview

The purpose of this chapter is to acquaint the scenario designer with the importance of Special Squares and how they effect the UMS II Artificial Intelligence routines. UMS II uses a special type of Artificial Intelligence known as heuristics. Most computer wargames are "set piece" battles; that is to say they simulate one specific battle, or one specific battle and some minor variations of it. This makes designing the AI for such wargames fairly simple. For example, in a computer simulation of the battle of Gettysburg, it would be easy to program the computer to recognize the military importance of the series of hills and ridges (Little Round Top, Cemetery Ridge and Cemetery Hill) that dominate the battlefield. UMS II AI routines, however, must operate in unforeseen situations and consequently can not be pre-programmed for any set piece battles. Instead, the UMS II AI routines must understand basic military concepts and make decisions accordingly. Special Squares play an important role in these decisions.

The UMS II AI perceives Special Squares as a series of stepping stones between military objectives. This strategy works because cities (Special Squares) are connected by paths (road nets) and units enjoy a movement bonus for traveling on paths. Therefore, when designing a scenario it is important to connect the cities together with roads whenever possible. Obviously this is not always practical, as when two cities are divided by ocean, and this case is described below (§A.6).

§A.1 The Four Levels of UMS II AI

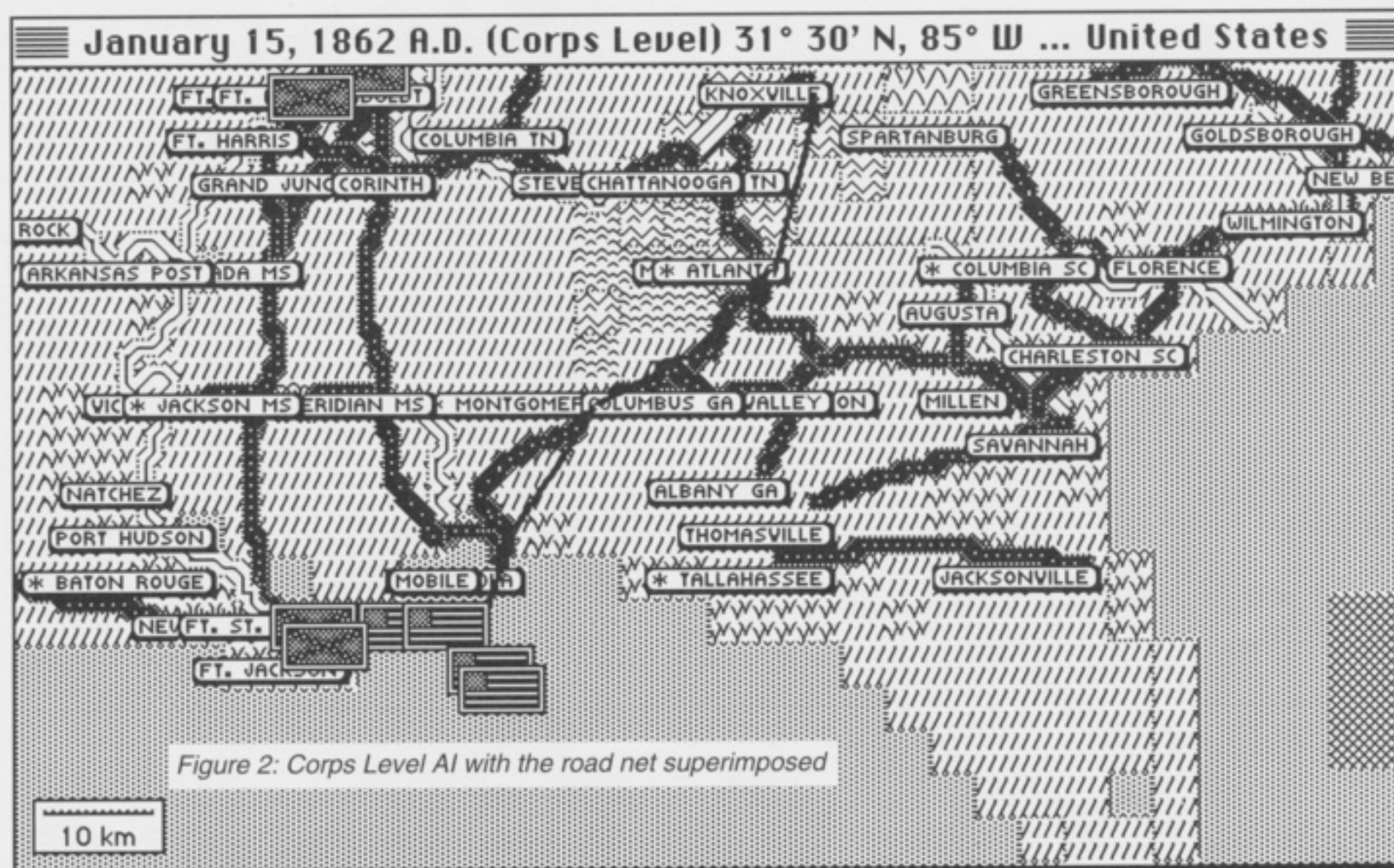
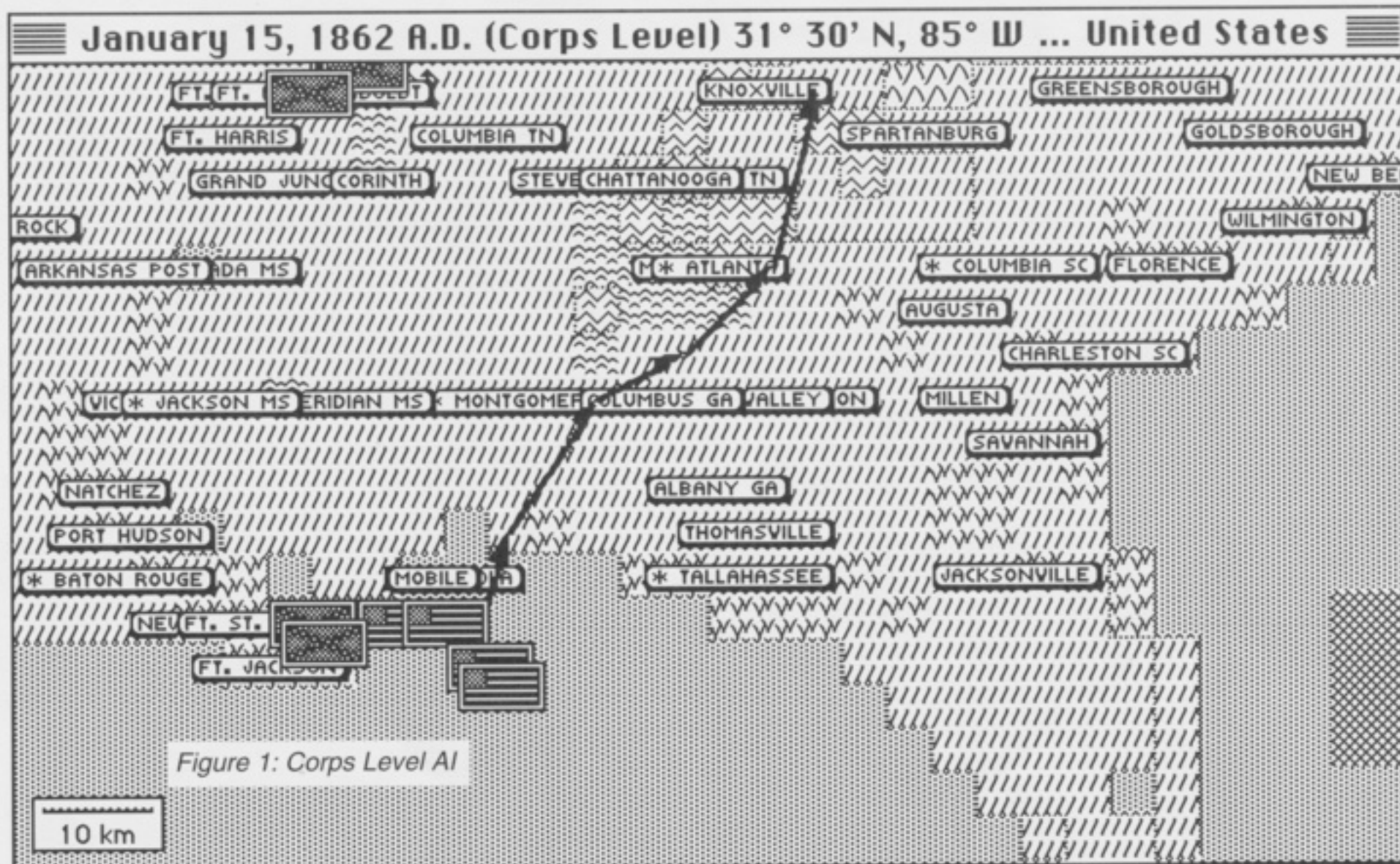
Just as there are four levels of resolution (2°, 1°, 30', 6') in UMS II, there are four levels of Artificial Intelligence routines that dictate the computer's actions. For the purpose of this discussion we will label the levels, from highest to lowest resolution: National Level (2°), Army Level (1°), Corps Level (30') and Division Level (6') though the user can rename these levels as desired.

§A.2 The National Level AI

At the highest level, the National Level, the computer must decide what will be its strategic goals. Depending on the position of the Strategic Posture slider in the AI Control Panel (see page 13.3 of the UMS II manual) the computer will either adopt an Offensive or Defensive posture. If the computer is set to be Defensive in nature then it will attempt to garrison important Special Squares. However, if the computer is instructed to be aggressive then the AI will assess all possible adjacent nations on the basis of their military strength. Conquering the weakest nation will be the national goal.

§A.3 The Army Level AI

Depending on the position of the Objectives slider in the AI Control Panel (see page 13.3 of the UMS II manual) the computer will concentrate upon attacking enemy armies or enemy Special Squares. If the computer is instructed to attack enemy Special Squares then the primary objective at the Army Level will be to capture the enemy nation's capital. If the enemy capital is very far away then the AI will set the closest enemy provincial capital as the objective. However, if the computer is instructed to attack the enemy armed forces then the primary objective of the computer at this level will be to destroy all enemy troop concentrations.



§A.4 The Corps Level AI

At this level the computer calculates how it will move its units to the primary objective. It will do this by constructing a chain of stepping stones of Special Squares.

For example, in this hypothetical American Civil War scenario (see Figure 1) the computer, controlling the United States, has ordered an amphibious attack on Mobile that continues on to Montgomery, Atlanta and eventually Knoxville.

When we add an overlay of the road net (Figure 2) you can see how successful this strategy will be.

§A.5 The Division Level AI

In the American Civil War example (Figure 3; which has been renamed Brigade Level) a Union Corps has set as objective points Fairfax, Gordonsville and Hanover C.H. The lowest level units (in this case brigades) have the problem of reaching their first objective, Fairfax, which lies just north of the Rappahannock River. You can see in this example, that the Union brigades have plotted a path that skirts the river. From Fairfax the brigades will follow the railroad line to Gordonsville and Hanover C.H. beyond.

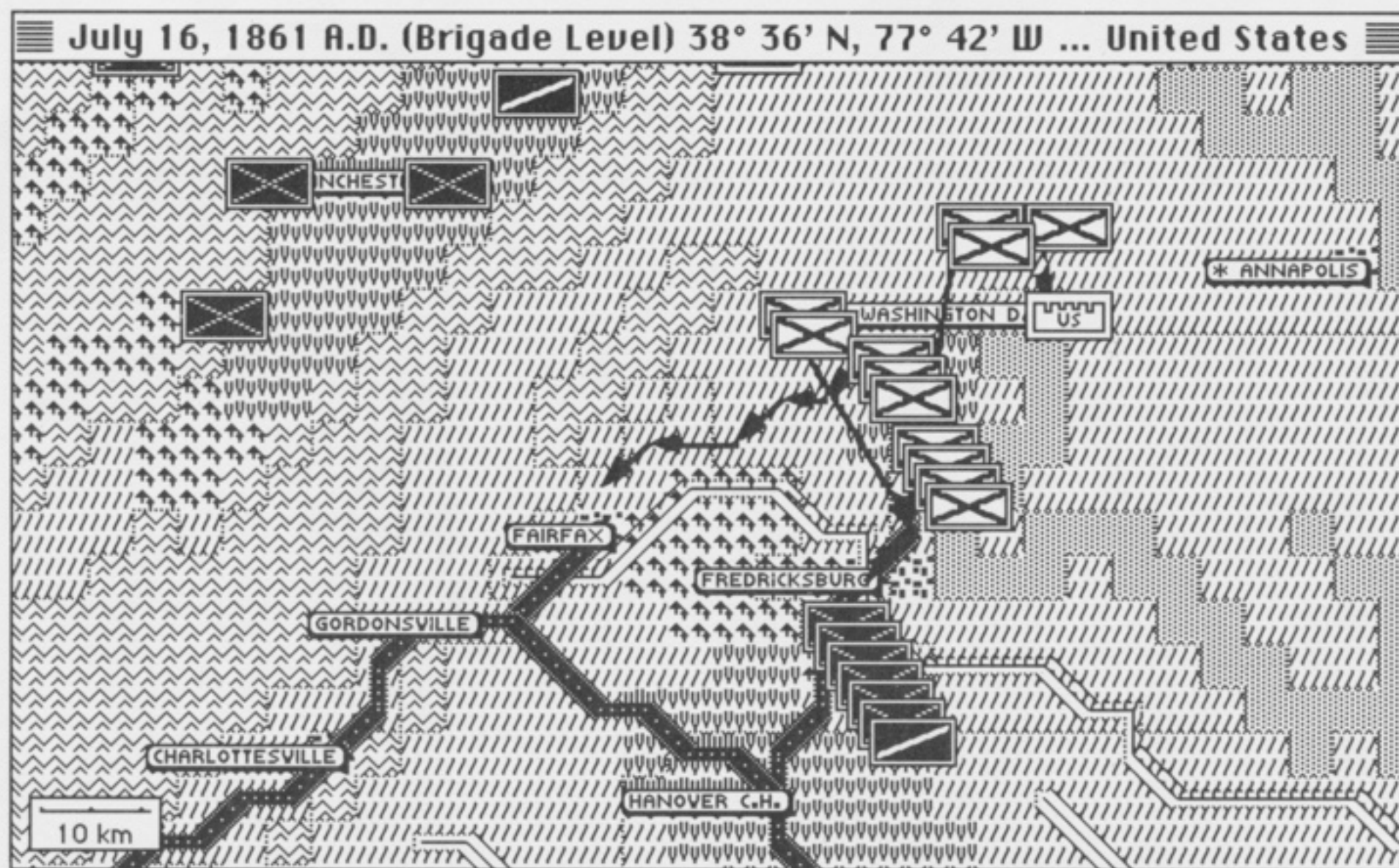
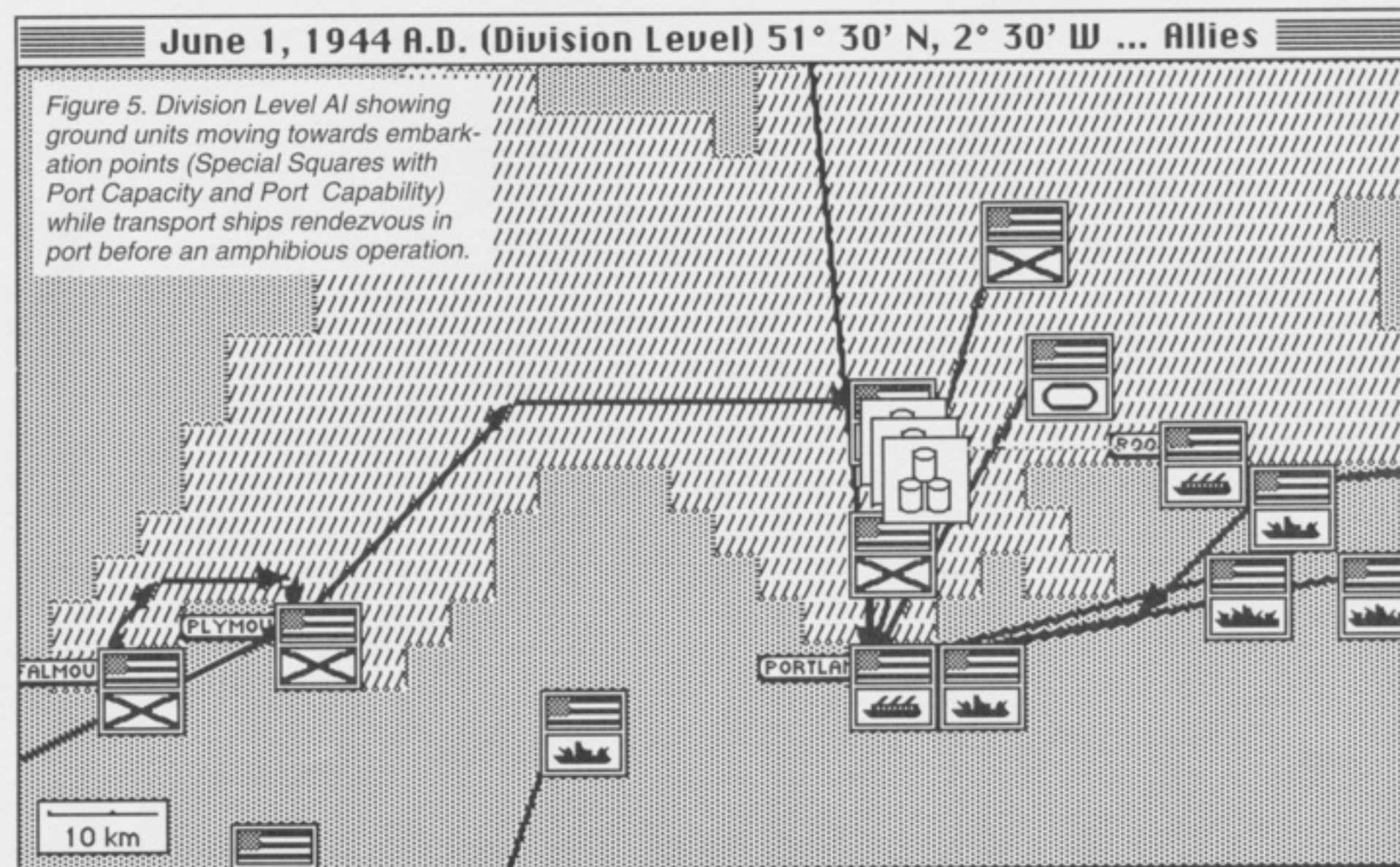
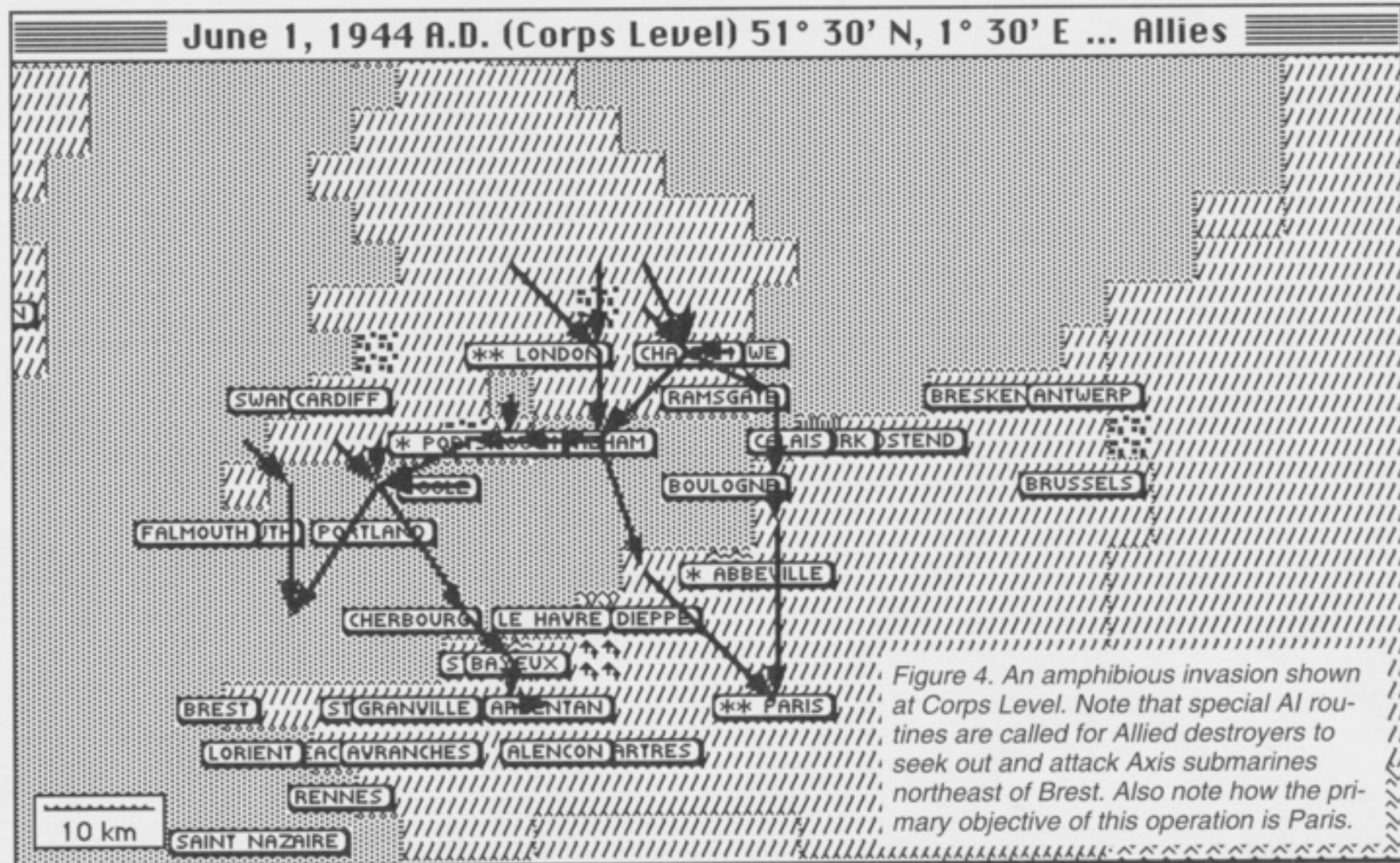


Figure 3: Division/Brigade Level AI

§A.6 The Amphibious AI

As you can see in Figure 4, it is not always possible for the UMS II AI to construct a series of Special Squares that are interconnected by paths. Such an example would be the Overlord amphibious invasion of northwest France.



When the UMS II AI ascertains that an amphibious operation is needed a special set of subroutines are called that move ground units to nearby ports (Special Squares with high Port Capacity and Port Capability) while simultaneously issuing orders for transport ships (naval units with sufficient Transport Capacity) to rendezvous with the ground units in the same ports.

As the scenario designer it is very important that you remember to assign sufficient Port Capacity and Port Capability to coastal Special Squares to allow for amphibious operations. Also, you must remember to create ships with sufficient Transport Capacity to load ground units. Remember, every unit type has a Load Value (how difficult it is to transport the unit) and the transporting unit must have a value (calculated by multiplying the transporting unit's Strength Points X the transporting unit's Transport Capacity) greater than the cost of the transported unit (calculated by multiplying the transported unit's Strength Points X the transported unit's Load Value).

Appendix B: Creating, Designing & Editing Your Own Unit Icons



§B.0 Overview

Each scenario is made up of at least five files: the .DAT (data) file, the .IND (index) file, the .MCP (Master Control Panel) file, the .GEN (AI Generals) file and a file containing the unit icons. On the Atari ST the unit icon file ends with the extension: .RSC. On the IBM the unit icon file ends with the extension .@. The Amiga and Macintosh unit icon files do not need to have a specific file extension. These files are created and edited by using a separate stand alone program.

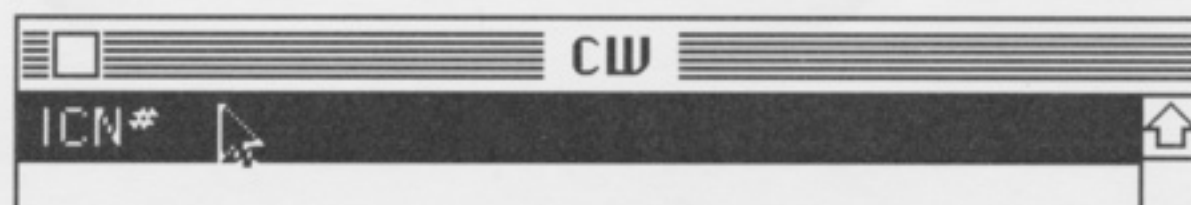
§B.1 Creating & Editing Macintosh Unit Icon Files.



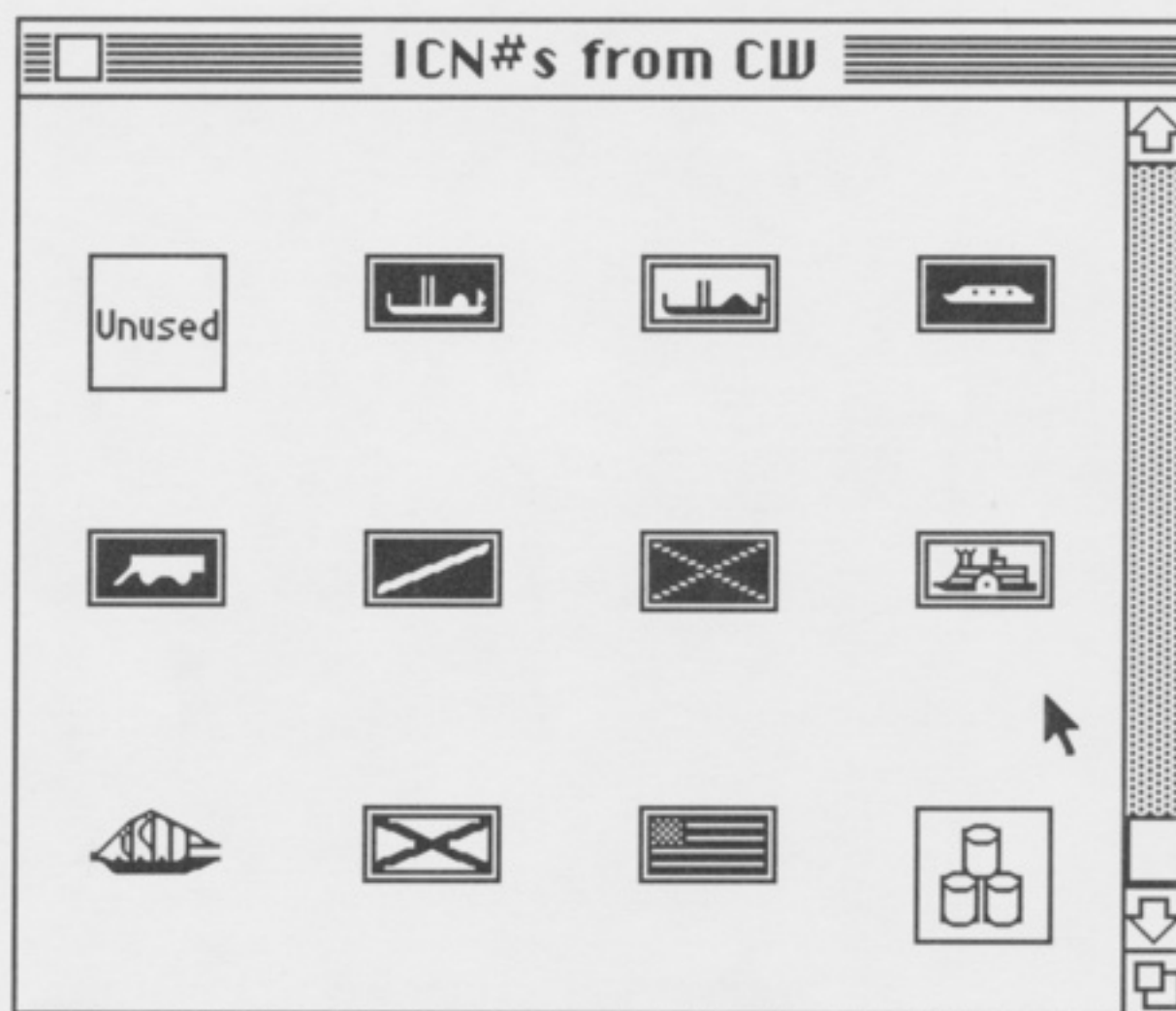
Macintosh unit icons are a special type of resource called ICN#s. These are just like the icons that are used on your desktop to display applications and documents. There are numerous programs available for creating and editing ICN#s, however ResEdit is the most common and will be used for our demonstration purposes.

First, make a copy of an existing UMS II unit icon file. You can do this by clicking once on the file from the desktop, so that it is highlighted, and simultaneously pressing the Open Apple key and the letter D (for duplicate). This will cause a new file to be created entitled Copy Of FILENAME. You may now rename this file to whatever you wish.

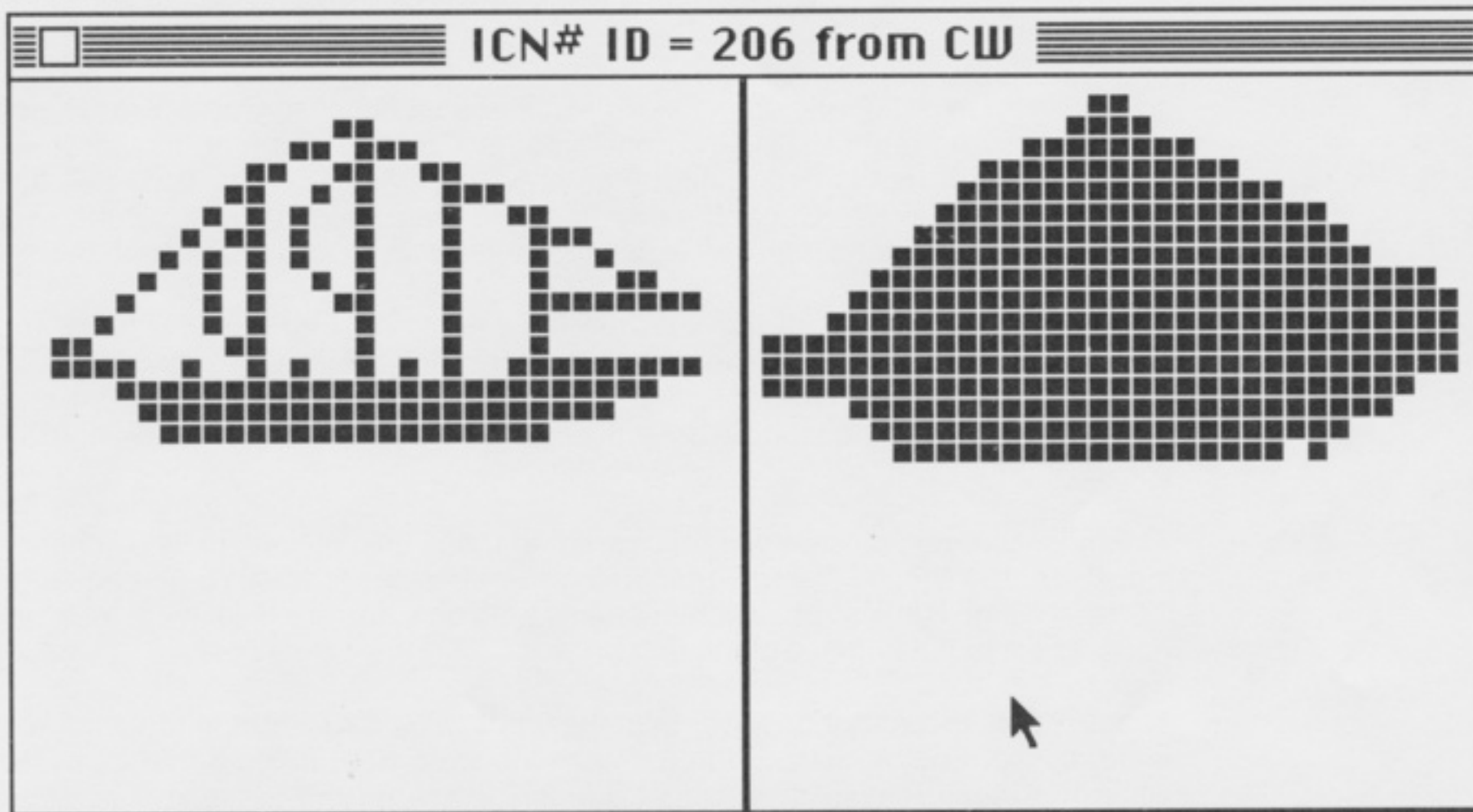
Now, open the file in ResEdit. It will look like this:



Here we have opened the unit icon file CW; the icon file for a Civil War scenario. Position the cursor where indicated in the above illustration and double-click the mouse. You will now see a display of all forty unit icons like this:



This window may be scrolled, moved and resized as desired. Now position the cursor over the desired unit icon and double-click again. You will now see the editing window which looks like this:



The left half of the window is the unit icon itself and the right half of the window is the mask for the icon. Clicking on a white square in either window will cause a black square to be drawn. Clicking on a black square in either window will cause a white square to be drawn.

In the above example unit icon number 206 has been opened for editing. A Macintosh unit icon file contains exactly 40 unit icons numbered from 200 to 239. **Do not change these unit icon numbers!** It is crucial that these 40 unit icons remain in the sequence that you found them.

One of the advantages of working with ResEdit is that you can **Copy** and **Paste** your unit icon designs from other programs. For example, I often use a Macintosh paint program to design the unit icons. Then, using the cut tool in the paint program, I will outline the unit icon and **Copy** it to the Macintosh Scrapbook. Then, after running ResEdit I can **Paste** the unit icon into the editing window. If you use MultiFinder you do not need to use the Macintosh Scrapbook but can **Copy** and **Paste** directly from one application into the other.

After you are finished with your icons simply **Quit** and **Save** the file.

Creating & Editing Amiga Unit Icon Files. §B.2

by Ed Isenberg; Amiga UMS II programmer

The program Fed was used to create the fonts used in UMS II. You may be familiar with it since it was in the Tools drawer of the Extras disk version 1.3. Here are a few instructions on using it.



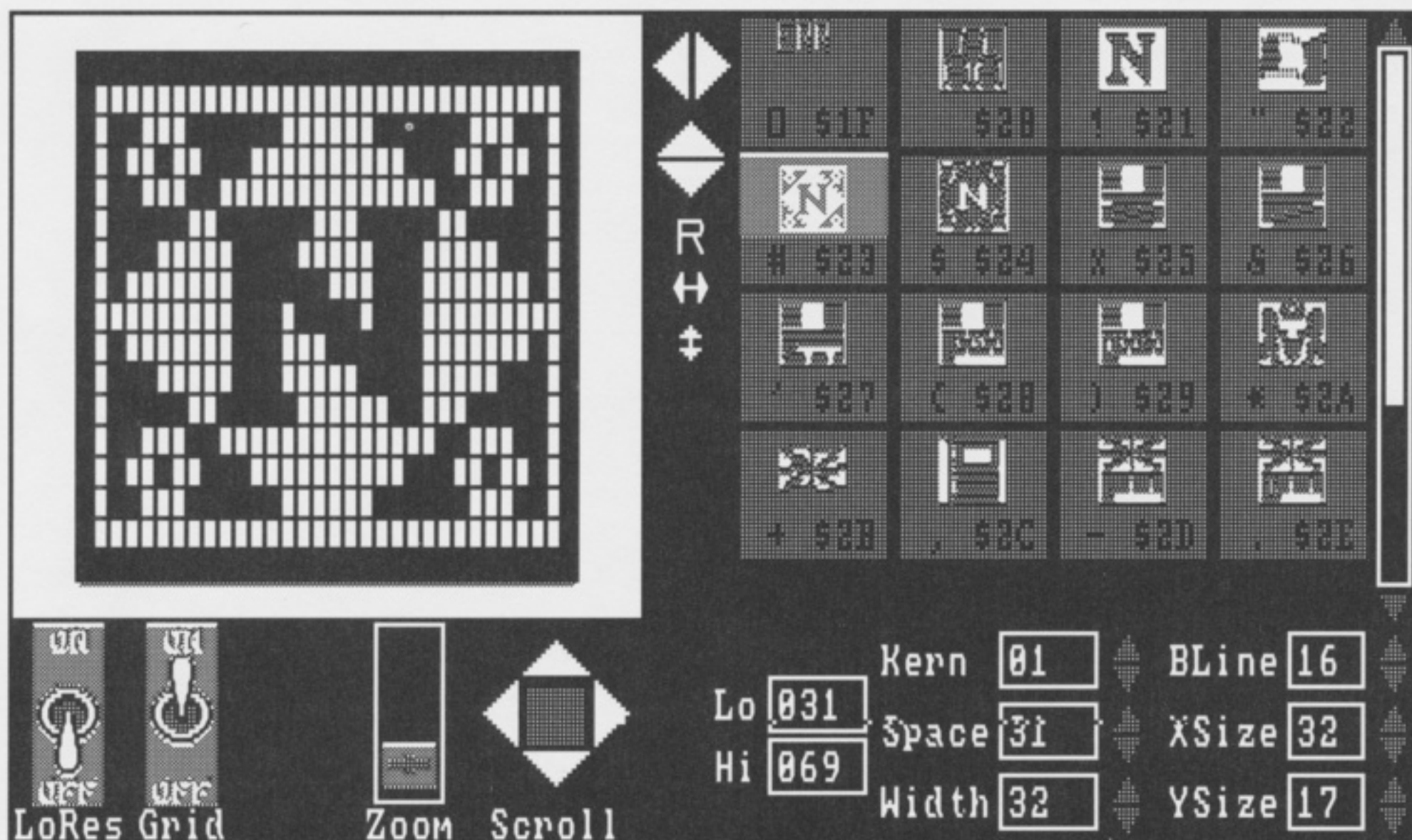
Older versions of Fed required you to click a toggle to turn your tool from a pen to an eraser. Newer versions automatically give you an eraser if you click on a white pixel, and a pen if you click on a blank spot. The following description is for Workbench version 1.3.

To modify an existing font, open the Project menu and choose Open. You will get a list of fonts from the CURRENT font directory. To choose a font, hit the down arrow until your font is highlighted, then choose LOAD IT. If you don't see the correct font list, go to a CLI and assign fonts: to the correct path. E.g. if the correct path is udata:fonts, then you would type this assign fonts: **udata:fonts**.

Then choose **Reload** font list from the file selector in Fed. All unit fonts are named after the scenario. The unit font (icons) for the Napoleon scenario is called Napoleon.font. The font used in reports may have any name. The one used in Napoleon is called Napoleonic.font, and the one used in Overlord is called Reporter.font.

The most common change you might want to make is too shrink units by changing XSize and YSize. The important thing to remember is to set BLine equal to YSize. If BLine is too large, when the names of unit icons are displayed, they will not connect to the bottoms of the units.

The first font should not be lower than the letter value \$20 which in regular fonts is the space. I put a character in \$1F with the word ERR in it, so that I can tell when the game is displaying a font that is too low on the list (see illustration below). I ignore Kern, Space and Width.



The symbols to the right of the grid allow you to scroll left/right, up/down, reverse the black and white in the font, flip it on the vertical axis and flip it on the horizontal axis.

The **Attributes** menu subitems should be FIXEDWIDTH, Normal, and left-to-right.

The other menu items are self-explanatory. Note that when you choose "Copy to", when you click on one of the fonts on the right of the screen, it will turn into a copy of the character in the grid on the left side. You must choose "Copy to" a second time to turn it off.

If you change the size of a font, then save it under the same name, you will have 2 fonts with the same name. UMS II chooses a YSize of 1 as its default value, and it will load the smallest font it can find with the correct name. Thus, if you make a font larger, then run the game, it will still load the smaller font until you delete it.

In the fonts: drawer, a font with the name Fred will have a file called Fred.font which contains information about the different sized Fred fonts, and a drawer called Fred. Inside the Fred drawer will be files whose names are based on YSize, like 17 and 12. If you want to see 17 in the game, you must delete 12, load 17 into Fred and resave it. If you have previously loaded size 12 into UMS II, and UMS II is still running, you will have to quit UMS II and restart it.

Creating & Editing IBM Unit Icon Files. §B.3

by Michael Pash; MS-DOS UMS II programmer

On the IBM, the Icon files end with the extension of an @ symbol. Before using the IBM Icon Editor, you should first make a copy of a existing icon file. Working with an existing icon file will be easier than starting from scratch. Give the copy the name of the new scenario. For example, CIVILWAR.@. Type in the following line to copy the file:

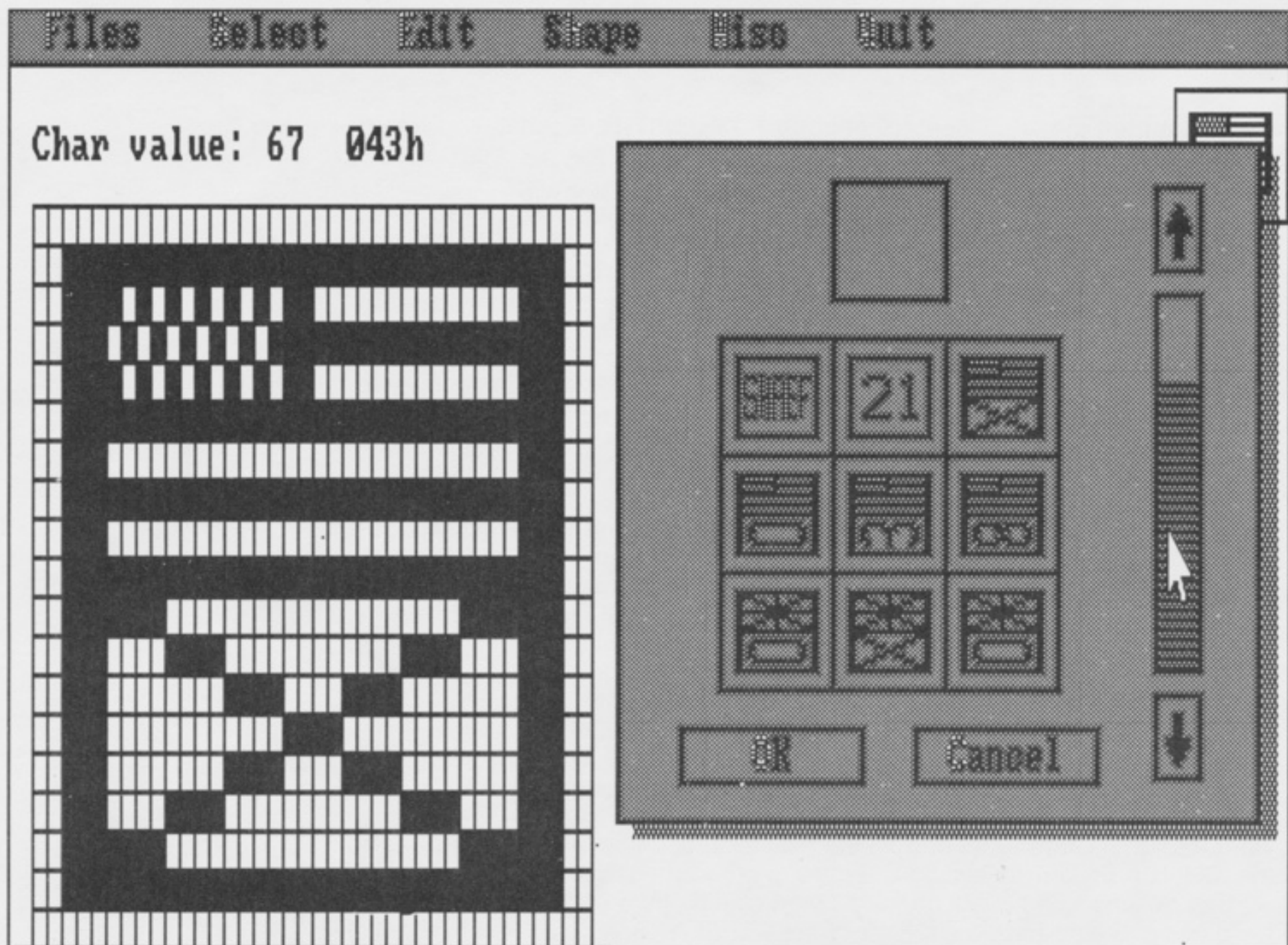
copy overlord.@ civilwar.@

Once you have started the Icon Editor, you can load this new file and use it as a framework to create your new icons. IMPORTANT: make sure the icon file you wish to edit is in the same sub-directory as the Icon Editor.

To start the IBM Icon editor, type in ICONEGA for the EGA version and ICONCGA for the CGA version.

Now click on the **Files** menu with the mouse (keyboard users can press the letter F). Note: keyboard users should use the highlighted letters when choosing menus and buttons in dialog boxes. Now choose **Read**. This will bring up the Icon file selection box. If there are more than 5 files in the current directory, you will have a scroll gadget on the right hand side of the box. You can click on the Up and Down arrows to look through the files or on the slider area to go to a specific spot. Keyboard users can use the Home, End, Page Up, Page Down, Up arrow and Down arrow keys. When the name of the file you want is highlighted, press Return to choose it and you will see the name in the separate box above the rest of the names. Now you can choose **OK**. The **Save** option allows you to save your work. The **Create** option allows you to create an icon set from scratch but you should really use a copy of an icon file instead.





Now you can use the **Select** menu to **Choose**, **Browse**, or **Specify**. The character numbers for IBM icons go from 65 to 105. They **MUST** stay these numbers in order to work. Using the **Choose** option, you will get an Icon selection box which works like the **File** selection box. The order the Icons are drawn here is the same order that they will appear in the Planet Editor so keep that in mind while drawing them. If you are drawing different icons for different countries, it is helpful to group them together. The **Browse** option allows you to select the current icon by moving back and forward through the units or select the first or last one.

Now you are ready to start changing the big icon image in a grid on the left. The small icon image in the upper right hand corner is how the icon is going to look in UMS II. You can use your mouse cursor to start drawing (keyboard users can use the arrow keys to move their cursor). Move to the grid square you wish to change and click on it by pressing a mouse button (keyboard users should press a Shift key). Clicking on a white square in the grid will cause a black square to be drawn. Clicking on a black square in the grid will cause a white square to be drawn. You can watch the small icon in the upper right hand corner to see how the changes look. A simple way to draw a line on the icon is to click down but don't release the mouse button on a white square where you wish to start the line then while holding down the mouse button, move the mouse to the end.

There is a shape tool for drawing lines which I will discuss later but this is a very easy way to do a line.

On the **Edit** menu, there are some handy functions to use while creating the icons. The handiest is the **Copy** function. This function allows you to copy a pre-existing icon image from inside the icon selection box to the currently selected icon number as shown above the grid. This is handy if you are building icons with a specific frame like the Allies or the Axis in the OVERLORD scenario. You can make the flag and box once, then copy it to all the icons you wish to make for that country instead of redrawing it each time. This also works well if you have an icon type that is going to be used for more than one country and you don't wish to redraw it. For example, an intricate sailing ship symbol. In this case, you would have to redo the country flag, if you were using them. The **Shift** option allows you to move the image around inside the grid. The **Ins/Del** option allows you to insert or delete a column or row in your image. Click on the column or row you wish to insert or delete and you will see the arrows on the border line. Then you can choose the option you want from the **Ins/Del** box. Choose **OK** when you are done. The **Cell Size** option allows you to control the width of the icon. You shouldn't have to choose this option with icons you do. The **Undo** option is a powerful feature which allows you to go back through the last several changes you have made in case you accidentally do something you didn't want to do. You can look back and forward choosing **Previous** char or **Next** char. If you find a version of the icon you like, you can pick **OK** to use it as the current icon instead of the image you have. If don't want any of these old icons, choose **Cancel**. The **Clear** option will clear out the current icon. The **Invert** option will change black to white and white to black in the current icon. This could be handy if you want to differentiate between units of two sides in a scenario. You could make all the units for one side then copy them to their counterparts on the other side then invert them. This will make them quite easy to tell apart in the game. The **Bold** option takes all the black squares in the current icon and makes another black square to the right of it.

The **Shape** menu allows you to draw lines or circles. To draw a line, choose the **Line** option. Move the cursor to where you wish to start drawing the line. While holding down a mouse button, move the cursor to where you wish the line to end and then release the mouse button. Keyboard users hold down the a shift key. This tool is only really useful to make a rough sketch of where you want a line to go and use should use it as a guideline as you "clean it up" by clicking on squares along the line until you get it looking right. To draw a a circle, pick the **Circle** option. Move the cursor to where you want the center of the circle to be. While holding down a mouse button (Shift key for keyboard users), move the cursor until the circle is of the desired size then release. Once again this is only useful to get a general shape of a circle and it will need some work to make it look good.

The **Misc** menu contains just two options. The **Font Rules** option tells you the size of the Icon font and allows you to change it. This should be done by advanced users only and you should never have to look at it. The **About** option just has some information about the Icon Editor program.

The **Quit** menu let's you quit the program. If changes have been made to the icons, a box will come up asking you if you want to **Save:Exit**, **Exit** or **Cancel**. You should choose **Save:Edit** to save your work and quit. **Exit** will exit the program without saving anything. Choose **Cancel** if you wish you keep working.

Appendix C: Technical Support



Questions?

Feel free to send us your written questions. Our address is:
Intergalactic Development, Inc.
1427 Washington Street
Davenport, Iowa 52804 USA

Phone Support

We're here to answer your questions during normal business hours. Feel free to call us at: (319) 323-5293

Free Upgrades

At Intergalactic Development, Inc. we have always had a policy of free upgrades. To receive a free upgrade, send us all your original disks in a self addressed stamped disk mailer to:
Intergalactic Development, Inc.
1427 Washington Street
Davenport, Iowa 52804 USA

Free Computer Wargaming Newsletter

To receive a free subscription to our newsletter Le Guerrier, just fill out the coupon on the opposite page (or a postcard with the same information) and mail it back to us. Le Guerrier is full of hints questions and answers about UMS II and the latest information on upgrades.

UMS II

PLANET EDITOR

When completed please mail to:

Intergalactic Development, Inc.
1427 Washington Street
Davenport, Iowa 52804 USA

Name _____

Address _____

Country _____

LE GUERRIER

A Brief History of Computers & Wargaming

Part One

After the demonstration of animals and the first computer games, the first computer game was able to simulate the first two computer games and was the first to be a simulation that was not a simulation of a game, but a simulation of a game.

The oldest known board games were played by the Egyptians during the 15th century B.C. The game of Senet, which was played on a board of 30 squares, was the first board game to be played on a board. The game of Senet was played on a board of 30 squares, which was the first board game to be played on a board.

While games were invented and improved, some of these board games, however, had an essentially stable or static nature and did not change in nature. The first board game to be played on a board was the game of Senet, which was played on a board of 30 squares.

Black and Red played as partners against the Yellow and Green armies. The board for each side consisted of 10 squares, 5 squares for each side. The board for each side consisted of 10 squares, 5 squares for each side. The board for each side consisted of 10 squares, 5 squares for each side.

Black	Red	Yellow	Green
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10

The board was not divided into a 10x10 grid, but rather into a 10x10 grid. The board was not divided into a 10x10 grid, but rather into a 10x10 grid. The board was not divided into a 10x10 grid, but rather into a 10x10 grid.

Computer Type:

- ☐ IBM ☐ Macintosh
☐ Amiga ☐ Atari ST

I have already received at least one copy of Le Guerrier. Yes / No

The Pacific War: WWII



WW II Pacific 1941 - 1945

The surprise attack on America's Pearl Harbour navy base on 7th December 1941 was the first, violent blast of a storm that had been building for several years. The shortage of raw materials on the Japanese mainland, the growth of Japanese militarism, the long war in China were the long term preconditions for Japan's expansion into the Pacific. The precipitant was, undoubtedly, a sense in the Government of 'do-or-die.' The collapse of France and Holland in 1940, and the diversion of Britain's strength to more pressing commitments in Europe and the N.Atlantic provided a great opportunity in Asia for Japan. It could seize the resources of the Philippines, of S.E.Asia, of Burma and New Guinea at the expense of the European colonialists. It could also threaten Britain's hold on India. Lastly, it could seize the chance to close the Burma road and the Hanoi-Nanning railroad to isolate Chiang Kai-shek's nationalists in China. Such an expansion would bring China into direct confrontation with America. Indeed U.S. economic sanctions, imposed because of Japan's aggression in China, and the passing of the "Two Ocean Naval Expansion Act" in July 1940 had demonstrated to the Japanese leadership that Japanese and American interests in Asia and the Pacific were mutually incompatible. Furthermore, it was clear that Japan's 'window of opportunity' was closing. By September of 1941, the government had already set a course for war.

The attack was to be two pronged. On the one hand Japan would strike South by land from base on mainland China and S.E.Asia to capture Burma, Siam, and Malaya, and move down through the Dutch East Indies and Philippines. On the other, it would strike East against America's naval strength in a daring pre-emptive attack. Both attacks were launched simultaneously, and both were instantly and staggeringly successful. At Pearl Harbor the surprise attack cost 18 warships disabled or destroyed, and at same the British were rapidly thrown out of mainland Asia, falling back in disarray to the borders in India, and being unceremoniously ejected out of the 'fortress' of Singapore. Similarly, but over a longer period, the American and Philippine forces led by Douglas MacArthur were beaten back, and eventually defeated in the Philippines. The sinking of the British battleships, Repulse and Prince of Wales on the 10th December destroyed any hope of English naval intervention in the Pacific just as effectively as the capture of Singapore. Churchill called this period a 'catastrophe of defeat'. In two swift blows Japan had established a defensive perimeter around its new found resources, and had inflicted major defeats on both the European powers and America, and had completely disrupted the allies warplans for the region.

It was not until the spring of 1942 that this flow of defeat was finally checked. The battle of the Coral Sea between 28th April and 8th May prevented the Japanese advance on Port Moresby, and put pay to their hopes of threatening Australia itself. On the 18th April Doolittle's militarily insignificant air-raid on Tokyo brought about a distinct change in Japan's leadership's plans. Already plagued by the 'Victory disease' and assured of their forces invincibility, this raid and the temporary set-back in the Coral Sea convinced Japan's ruling elite that phase II of its plans should continue that attacks of phase I, rather than retiring to the strategic defensive. The targets of this new phase were further East in the Pacific - the Aleutians, and Midway island, ultimately aiming to threaten Hawaii itself. In May and June 1942 Japanese naval forces were committed to a complex strategic plan to move East in great sweeping and encircling arcs focused on Midway, but also with the aim of luring the smaller American fleet into a 'decisive engagement.' In doing so, not only were the Japanese giving up hostages to fortune by relying on such a complex plan, but also they contravening Admiral Mahan's directive that superior naval forces should be concentrated not divided

in the face of a weaker opponent. These problems were compounded by the fact that American intelligence were able to break Japanese 'Magic' ciphers, and so were able to avoid being surprised as they were at Pearl Harbor, and equally they were able to deploy their limited resources effectively to disrupt the Japanese plan. Admiral Spruance was able to deploy his carrier task force out of Pearl Harbor, without being detected by Japanese submarine pickets, and so managed to intercept the Japanese force under Admiral Nagumo near Midway and inflict a decisive defeat on him using airpower alone. The Japanese lost four carriers - the Hiryu, Akagi, Kaga and Soryu - against the American's loss of the Yorktown. It defined the character of naval warfare from that point on and it was an irreversible defeat, but one which only marked 'the end of the beginning' in the Pacific war.

By the autumn of 1942, the Americans began offensive operations. They seized Tulagai harbor and an airstrip on Guadalcanal island, and advance through New Guinea to take Gona and Buna. In the battle for Guadalcanal, the use of the airstrip - now renamed Hendersons - field was vital; confirming the importance of airpower in the island hopping air-sea campaigns that were to follow, just as Midway had shown aircraft to be the decisive naval weapon. Although not outright victories for either side, the naval battles of the East Solomons (23rd-25th August) and of Santa Cruz (25th-27th October) began the long slow attrition of Japanese air strength that was to prove the decisive factor in the American victories to follow. Unable to contend with American airpower, the Japanese ran 'Tokyo Expresses' to relieve beleaguered garrisons by fast destroyer shipments of troops and supplies. Two night actions against Japanese relief efforts on Guadalcanal saw the Japanese defeated. They lost two battleships, one heavy cruiser, four destroyers and ten transports. By the 31st the Japanese abandoned Guadalcanal, and the strategic initiative in the Pacific passed to the Americans.

Although the American and Japanese naval forces in the Pacific retained strategic parity, American industrial power was building as many new ships each year as the Japanese possessed in total at the beginning of the war. Japanese inattention to convoy techniques, failure to build sufficient industrial strength, either at home or in its 'co-prosperity sphere' meant increasing material disadvantage for the Japan's forces. Its loss of air superiority meant that the Americans could subject islands to overwhelming attack, piecemeal reduction or bypass them altogether. By far the largest proportion of the Japanese army was employed in China, leaving little for offensive operations, and also leaving Japan's defenses, if not undermanned, then underdefended. It was against this background that the Americans launched two parallel offensives. One - code-named 'Cartwheel' - was an advance through, over and around New Guinea. The other was a series of assaults on the Pacific islands of Makin, Tarawa and Kwajalein. This represented a certain indecision in the American high command concerning the strategic direction of the campaign - should it move through the Philippines, or along the central Pacific Islands towards Japan? By this stage American had (just) sufficient forces to carry out both, whereas the split forced the Japanese to fight on two fronts when they barely had forces sufficient to fight on one. The Japanese still hoped for an elusive 'decisive engagement,' and they saw an opportunity in the Philippines in the winter of 1944. The battle of the Philippine Sea, contesting the American invasions of Tinian, Guam and Saipan was the largest of the war and was a decisive American victory. In one incident over 200 Japanese aircraft were shot down with little loss in what became known as the 'Great Marianas Turkey Shoot.' While on land the Guam campaign lasted 9 days, and was typical of the violent battles sought to wrest the islands from

indomitable Japanese defenders.

The battle of Leyte Gulf on the 22nd-27th October 1944 was a last attempt to decisively defeat the Americans. At first the Japanese outsmarted Admiral Halsey, luring away his main strength while Admiral Kurita was able to pass through the San Bernardino straight unopposed to infiltrate the landing forces. Inexplicably, however, Kurita stopped short of annihilating the invasion forces and pulled back - snatching defeat from the jaws of victory. The god of battles frowned on the Japanese and by the end of the engagement they had lost four precious carriers, three battleships, six heavy and four light cruisers and eleven destroyers.

The final preparations for the invasion of the Japanese mainland involved the capture of the islands of Okinawa and Iwo Jima - close enough to the mainland to base aircraft there - and securing the Philippines as the major staging post of the invasion. The capture of the Philippines took until January 1945. Okinawa and Iwo Jima were captured on the at the end of June and early March respectively after operations of a more complex and difficult nature than the D-Day landings in the France a year earlier. The actual invasion of Japan itself was estimated to cost the lives of one million allied servicemen and to take over a year. This is not an unrealistic estimate given the fanatical determination of Japanese defenders during earlier campaigns, in which they regularly fought to the last man. Among the leadership, there were those in favor of making peace, but the majority were ardent militarists. It was only the use of that appalling weapon on Hiroshima and Nagasaki that offered the emperor the opportunity, previously denied him by the strength of the military quasi-dictatorship, and his constitutional limitations, to order peace to be made. It was his order on the radio and the despatch of senior members of his family throughout the empire that occasioned the unconditional surrender of Japan and the end of the Second World War.

WW II Scenario Notes

This scenario simulates the principles of the Pacific War - the importance of carriers and air power, island-hopping, and the essential balance of economic forces. The geography is accurate, and the important Pacific islands are represented. The balance of forces is accurate - although the actual units are either reduced in number, or 'amalgamated' or subsumed into other units. If every division and destroyer were represented it would overtax even UMS II's memory management let alone the scenario designers! For this reason not all the unit names and/or locations are historically perfect. The game starts after Pearl Harbor, and ends with the atomic bombs.

For the Japanese, victory lies in seizing all the Pacific Islands, including Hawaii, or the equivalent in victory points, at a reasonable cost. To do this, speed is of the essence. The Americans should buy time to allow their economic strength to come into play. Tactically there are five points to attend to:

- 1) scout with aircraft, subs and destroyers.
- 2) Maintain supply lines
- 3) Escort capital ships properly
- 4) Maintain air supremacy
- 5) Capture and hold provinces

Vietnam



S.E.Asia
1956 - 1975

About three thousand years ago a group of ancient Viet tribes - known as Yueh by the Chinese- inhabited a large tract of China south of the Yangtze river. In the centuries to follow, Chinese expansion southwards conquered and absorbed the majority of these tribes. The Vietnamese were forced into the delta of the Red River, and were conquered and ruled for over one thousand years, as part of China. Despite their thorough assimilation during this period, they maintained a separate language and ethnic identity, and finally gained political independence during the tenth century AD. They enjoyed nine hundred years of autonomy, during which time they repelled a series of Chinese invasions, and became an imperial power in their own right, annexing much of Laos and extending their sphere of influence into Cambodia. A halt was placed on this expansion and a termination on Vietnam's independence, by the French conquest in the second half of the nineteenth century.

Vietnamese opposition to the occupation of their country was instant, and produced a succession of nationalist leaders right up until World War 2. A strong sense of nationalism, already inherent in a people constantly engaged in the repulsion of Chinese advances- manifested itself in deep rooted opposition to French colonial rule. Nationalist leaders were split into two basic factions: those who endorsed the basic principles of Western liberalism fast developing in Europe, and the Communists, led by Ho Chi Minh, who were essentially Marxist/Leninist in outlook. The latter were to gain ascendancy over the nationalist movement - through superior organization and the murder of opposition leaders. Their aim was to mobilize the peasantry and whip up nationalist sentiment countrywide, so that an insurrection could be paved way for, and the French evicted from the country. Ho Chi Minh, by the use of his organization known as the 'Viet Minh' succeeded in setting up a Communist government based in Hanoi. However, despite the prestige that Ho acquired through this feat, public peasantry opinion was not overwhelmingly pro-communist, and the communist leader had made many enemies among non-communist nationalists. A second, Southern based government arose, which originally commanded the support of the French as a fellow opponent of the North's communism, but was in fact to become a strongly nationalist entity itself. The seeds of political partition in Vietnam had been sown.

With the defeat of the Japanese by the Americans in 1945 and the final termination of World War II, France, with American acceptance, reoccupied Vietnam. By this date Emperor Bao Dai- a prewar puppet ruler of Annam under the French- had abdicated and recognized the government of President Ho. British occupation troops arrived in Saigon in September 1945 and proceeded to throw the Vietminh out of a number of government buildings, and to free and rearm the captured French forces. The first Indochina War had begun. It was to rage until 1954 and the signing of the famous Geneva accords. No side can be said to have won though the Vietminh certainly came closer, culminating in an astonishing victory at Dien Bien Phu, which ranks as one of the greatest defeats of an imperial power in colonial history.

The fate of the Communist government in Saigon was short lived. The well equipped French and British troops regained control of the city within a couple of days, and by October the Vietminh had fled. The French had recognized the 'Republic of Vietnam' of Ho Chi Minh early in 1946, and sought to establish a so-called 'Indochina Federation'- a union of central IndoChina with Cochin China (South Vietnam) tied closely together with Laos and Cambodia, to force North Vietnam into line by applying economic pressure. France's attempt to set up a puppet regime in Cochin China met with considerable Vietminh resistance, who

were supported by a variety of religious sects. Guerrilla war was initially the dominant form of opposition in the South and the guerrillas were well armed, and well organized by a delegate from the Vietminh government in Hanoi. However, by the end of 1946 the French forces had driven Ho's government from Hanoi into the mountain jungles.

The eight year struggle by the French to reassert colonial control and restore its damaged pride ended in 1954, with the signing of the Geneva settlement. Vietnam was to be granted full independence, and divided along the seventeenth parallel. This division was to define the setting of the second- and far bloodier- Vietnam War. The agreement reached at Geneva was vague, controversial and exceedingly curious. The American delegation, at the insistence of John Foster Dulles, Secretary of State, refused to sign any guarantee with North Vietnam, who hand the bulk of the bargaining power following spectacular victory at Dien Bien Phu. Ceasefire declarations between each of Laos, Cambodia and North Vietnam were signed with France. The partition was intended to be temporary and arrangements for re-unification elections were made, to be organized by an International Control Commission. No such elections ever took place. France signed the treaty then quickly withdrew, and were never to exert any influence in the region again.

Ever since the commencement of hostilities between the Vietminh and the French in 1946, America had taken a keen interest in the region. In the American imagination - which was increasingly obsessed with the supposed world wide threat of Communism, the colonial war being fought by the French was seen as a particular instance of the Cold War. The partition of Vietnam in 1954 angered the Vietnamese, both North and South. It worried the Americans, who regarded South East Asia as a single region, and saw North Vietnam as an important area fallen to Communist rule. America had decided against any direct military involvement in 1954, and were well aware of the difficulty and cost of carrying on war in the Asian mainland unaided, as the Korean experience had shown. Nonetheless it fast came to be regarded as imperative, both by the American government and public, that no further states were to fall to Communism in South East Asia. The so-called 'Domino Theory', that one country in the region falling to Communist rule would cause others to do likewise, had been born.

The agreements stipulated in the Geneva accords were barely implemented. Precise boundaries between Laos and both China and North Vietnam were virtually impossible to draw, and even harder to defend. Given the lack of political stability in the period 1955-56, it was highly over optimistic to suppose that internationally supervised elections could possibly occur. The Communists in the North openly violated the treaty by preventing movement from North to South, by greatly increasing its armed forces, and by conducting an organized reign of terror against traditional, non-communist leaders in the North. Importantly, there was no guarantee of partition, and it was indeed strongly opposed, especially by Ho Chi Minh, so it was inconceivable that the two Vietnams could each go their own way as had happened in Germany and Korea. Their fates were inextricably linked.

Ho Chi Minh's government never had any intention of allowing the partition to go unchallenged. However, since the issue was now very definitely an international one, there were certain international complications that any military activity in the South would bring, and which were to be avoided at all costs. For this reason the Communists launched their uprising in the South on a slowly accelerating path. Emperor Bao Dai had by this time been replaced by his premier Ngo

Dinh Diem, who organized a strong centralized administration and saved the South from the collapse that had been widely anticipated. The North meanwhile was thrown into a state of chaos by the purge of traditional leaders which, like the earlier purges of Stalin in Russia, got out of hand and began to threaten the party itself. The anarchy was further accentuated by an acute food shortage following the cessation of trade with the South, which had previously supplied the North with large quantities of rice.

When it became clear that no re-unification elections were going to take place in 1956, a campaign of terror, sabotage and propaganda was begun in the South. Trained Southern Viet Minh who had fled North in 1954-55 returned. With them came a growing supply of war material left behind after the first Indo-China war. In the period 1960-62 the struggle was increasingly intensified and became called the "War of Liberation" by the communists, who set up a National Liberation Front and a People's Revolutionary Party as their political arm in the south. These actions were the consequences of direct decisions in Hanoi. By 1965 whole divisions of north Vietnamese army troops moved south to do battle with the forces of Diem. The latter was overthrown in 1963, following militant Buddhist demonstrations and a succession of civil and military governments took his place.

Throughout the period in the aftermath of the Geneva Accord, American interest in the region had steadily been intensifying. President Eisenhower was deeply concerned at sending large quantities of American aid-let alone manpower- to assist a government as obviously unstable as Diem's. He sent General Joe Collins to Saigon in a quest to discover the advisability of consolidating America's support for Diem. Collins returned convinced that support should instead be given for a French backed contingent that might reconcile the interests of north and south, with an ultimate aim of re-unification. However, the influential John Foster Dulles, backed by the CIA, favored Diem and it was they-not Eisenhower and Collins who won the day.

In 1961 Kennedy succeeded Eisenhower and appeared generally opposed to direct intervention. He was hampered by conflicting advice from different sources, and Congressional and Senatorial opinion on the question of intervention was by no means uniform. Dean Rusk and Walt Rostow were the principal advocates of all out war; George Ball argued that the war made neither political nor military sense. Various sectors of public opinion echoed both sentiments. Just as hostilities between north and south Vietnam increased on a slowly rising but constant path, so did American involvement. In 1962 Diem asked Kennedy for money and equipment to assist in the struggle against the Communists. His request was granted. Gradually and without any firm declaration of war, America became fully involved in the conflict. Before long the US were deploying not only military advisers but also their own troops who numbered 400 000 by 1966. When in 1964 the first bombing of North Vietnamese installations was ordered by Johnson following repeated communist attacks on American ships, the point of no return was reached. The die had been cast.

Lyndon Johnson was a pacifist, but he was also an extremely proud man. He was adamant not to appear "soft" on communism. However, as the position stood at the end of 1964, America could not win. Either they quit, or drastically escalate their scale of activity. Johnson chose the latter option, and in February 1965 US bombers dropped their first bombs on North Vietnam. The start of the most persistent bombardment campaign ever, involving a higher tonnage per square mile than anything seen even at the height of World War Two, had occurred.

To the onlooker, it might have appeared extremely strange that America was prepared to sacrifice such vast quantities of money and manpower for a small area of jungle in south-east Asia. She had little or no economic interest in the region, no dependencies nearby, and even a communist victory produced no real threat to America herself. Nor does it make much sense to suggest that pure ideological reasons underlay America's involvement. They were hardly sufficiently concerned with the welfare of a couple of million North Vietnamese who might suffer under communism to undertake such a massive and demoralizing military campaign. The real reason lay in a notion that was central to America's thinking throughout the Cold War-the so-called "Domino Theory". Proponents of this theory opposed any country's fall to communism as they believed that this would have a knock-on effect on other nations in the region. Eisenhower remarked "Strategically South Vietnam's capture by the communists would bring their power several hundred miles into a hitherto free region. The remaining countries of South East Asia would be menaced by a great flanking movement...the loss of south Vietnam would set into motion a crumbling process that could as it progressed have grave consequences for us and for freedom."

Eisenhower's sentiments were echoed by Presidents Kennedy and Johnson in turn. They argued that a communist conquest of South East Asia would cut the world in two., India and Pakistan would be flanked and Australia and New Zealand would be stranded. Similar concerns also explain Australia's interest in the Vietnam war, and why Britain never felt strongly enough to send even a token force.

The domino theory explains the extent of American involvement in the war. It would be wrong however to view the theory as a purely American paranoia. Leon Trotsky, 40 years before in the context of the Russian Revolution of 1917, had argued that communism should be internationalized, and that once proletarian uprising and communist control had taken root in one country that they would immediately ensue in other countries as well. His views were popular throughout the communist world and won much support among the North Vietnamese. The North Vietnamese defense minister, Vo Nguyen Giap claimed that South Vietnam was "the model of the national revolutionary movement of our time" adding that, if the US were defeated there "this means they can be defeated everywhere in the world." The Chinese premier of the time Chou En-Lai agreed. While the logic of the domino theory may be questionable, it seems that all the major participants in the Vietnam war agreed- to some extent- with the central idea underlying it. It is in view of this fact that the truly international nature of the conflict, and the massive American involvement can be understood. The North Vietnamese forces were not beaten despite the massive escalation of American activity in the region, and the severity of their bombing campaign. What ensued was one of the most horrific wars of modern times, which altered radically not only the lives of the millions involved, but also the very attitude to war of the people and politicians of the West.

The game starts in 1956, with the communists - both guerrillas and North Vietnamese regulars- attempting to capture provinces in South Vietnam, and the South Vietnamese attempting to defend or recapture them. Communist forces move down from the North either through the demilitarized zone in the north of S.Vietnam, or down the Ho Chi Minh trail through Laos and Cambodia. American forces may enter the game by sea transport from San Francisco. American bombers are already stationed in the South, in Guam, and off the coast in carriers. To play the game 'historically' a player taking the South Vietnamese/Ameri-

S.E. Asia Scenario Notes

can part should not bring in American forces until 1964/5, and should not even consider invading the North as this would invite massive Chinese counter-intervention as in Korea. However, the balance of production, without American aid is very much in the communists' favor, so the need for intervention may grow unbearable. If the Americans are controlled by the computer, their troops will not make the crossing automatically. To bring them across, the player must take the Americans part long enough to order the units over the Pacific. This is a deliberate game design decision which allows the war in S.E.Asia to be simulated with or without US involvement. The communist player should pay particular attention to supply, whereas the S.Vietnamese should concentrate to controlling provinces, lest they lose the capacity to produce new units. Taking over Cambodia and Laos is an option for both players, and the South can invade the North.

Index

Note: the numbers appearing in conjunction with the indexed item refer to the chapter and paragraph number and not the specific page number. For example: 3.2.6.1.2 refers to the paragraph labeled §3.2.6.1.2 in chapter three.

A

Add Nation dialog box	3.2.6.1.2
Affiliation Tool, the	2.12, 3.7
Alignments menuitem, the	3.2.6.3
Altitude menu, the	3.2.4
Amiga (see Commodore Amiga)	
Amphibious Operations	A.6
Armed Forces Victory Ratio, Setting the	3.2.6.2.8
Army Level Artificial Intelligence	A.3
Artificial Intelligence, Four Levels of	A.1
Assign Nations to Specials menuitem, the	3.2.7.3
Assign Specials -> Nations	5.9
Atari ST console	3.3.2
Hard Disk Installation	1.3
Icon, the	1.1
Stationery documents	3.2.6.2.4
System Requirements	1.2
running the program on	1.4

B

Basing	6.9
Basing Information	4.8

C

Calculate Path Info	5.11
Check Capitals	5.10
Check Capitals menuitem	2.12, 3.2.7.5
Climate Tool, the	3.6
Climate, adding	2.7
Close menuitem, the	3.2.1.3
Coastlines menuitem, the	3.2.5.4
Combat Information	4.5
Commodore Amiga console	3.3.3
Hard Disk Installation	1.3
Icon, the	1.1
Stationery documents	3.2.6.2.4
System Requirements	1.2
running the program on	1.4
Compressing Data Files	2.19
Compute Path Info menuitem, the	3.2.7.4
Console, the	3.3
Corps Level Artificial Intelligence	A.4
Create Province dialog box	3.2.6.1.6
Creating Land Forms	2.5
Current Production Textfield	3.2.6.1.5.5
Current Recruitment textfield	3.2.6.1.5.3

D

Degas files	3.2.1.4.1
Delete Nation dialog box	3.2.6.1.3
Delete Province button	3.2.6.1.7
Display menu, the	3.2.5
Division Level Artificial Intelligence	A.5
Done Editing Province button	3.2.6.1.8
Drag Bar, the	3.3
Draw Paths Tool, the	3.8.5
Drawing with Elevation and Terrain Tools simultaneously	2.6
Dump menuitem, the	3.2.7.6

E

EARTH.DAT	2.5
Edit Forces button	3.2.6.1.4
Edit menu, the	3.2.6.1
Edit Nation dialog box, the	3.2.6.1.1
Elevation contours menuitem, the	3.2.5.2
Elevation Tool, the	3.5
End Time of Scenario, Setting the	3.2.6.2.7
Examine Tool, the	3.8.7

F

File Menu, the	3.2.1
File Select Dialog Box	3.2.1.1
Files, Creating	5.2
Flat Map menuitem, the	3.2.4.1

G

.GIF files	3.2.1.4.1
Grid menuitem, the	3.2.3, 3.2.5.5

H

Human or Computer Controlled toggle	3.2.6.2.2
-------------------------------------	-----------

I

IBM console	3.3.4
Hard Disk Installation	1.3
Icon, the	1.1
Output menuitem	3.2.7.9
Stationery documents	3.2.6.2.4
System Requirements	1.2
Tool Box	3.3.4
running the program on	1.4
. IFF files	3.2.1.4.1
Imprecise warning	3.2.3

International Date Line

6.11

L

Landlocked Ports

6.5

Layers menuitem, the

3.2.3

Layers/Display menu, the

3.2.5

Load menuitem, the

3.2.7.7

Logistics Information

4.6

M

Mac/Atari/Amiga Output menuitem, the

3.2.7.9

Macintosh Hard Disk Installation

1.3

Icon, the

1.1

Stationery documents

3.2.6.2.4

System Requirements

1.2

running the program on

1.4

MacPaint documents

3.2.1.4.1

Maint menu, the

3.2.7

Map Navigation Shortcuts

3.9

Matrices, Using

4.9

Menus

3.2

Move menuitem, the

3.2.2

Move Special Square Tool, the

3.8.2

Move Unit Tool

2.15, 3.8.4

N

National Alignments menuitem, the

3.2.6.3

National Allignments, Adding

5.14

National Artificial Intelligence

A.2

National Capital display

3.2.6.1.1.3

National Name Textfield, the

3.2.6.1.1.1

National Recruitment & Production

3.2.6.1.1.2

National Stationery

3.2.6.2.4

National Technology Level display

3.2.6.1.1.5

National Unit Type Display

3.2.6.1.1.6

National Will textfield

3.2.6.1.1.4

Nations and Provinces, defining

2.12

Nations menu, the

3.2.6

Nations, Creating

5.5

Nations, made up of provinces

2.12

New menuitem, the

3.2.1.2

Nothing menuitem, the

3.2.5.6

O

Open menuitem, the

3.2.1.1

Orbital menuitem, the

3.2.4.2

Order of Battle

2.15

(text output) menuitem

3.2.7.8

dialog box

4.2

adding a new unit to

4.2.1

Copying a unit from

4.2.2.2

Cutting a unit from

4.2.2.1

editing

4.2.2

Erasing a unit from

4.2.2.4

Finding a unit from

4.2.2.5

Pasting a unit to

4.2.2.3

P

Page Setup... menuitem, the

3.2.1.9

Password textfield

3.2.6.2.3

Path Information Tool, the

3.8.6

Path Intersections

6.4

Paths

6.2

Paths, the Drawing Tool

3.8.5

.PI2 files

3.2.1.4.1

Political boundaires menuitem, the

3.2.5.3

Potential Production textfield

3.2.6.1.5.4

Potential Recruitment textfield

3.2.6.1.5.2

Pressure Zones

2.17, 5.12

setting

3.2.6.4

Print View... menuitem, the

3.2.1.7

Print World... menuitem, the

3.2.1.8

Printer Icon, the

1.1

Production Victory Ratio, Setting the

3.2.6.2.9

Provincial Capital Name

3.2.6.1.5.6

Provincial Technology Level popups

3.2.6.1.5.7

Province Name textfield

3.2.6.1.5.1

Provinces, Creating

5.5

Provinces, Drawing

5.6

Provincial Unit Type Availability dialog box

3.2.6.1.5.8

Q

Quit menuitem, the

3.2.1.10

R

Read Paint Document menuitem, the

3.2.1.4

Research 2.4

Resolution

2.3

Resolution menu, the

3.2.3

Resolution, explanation

3.2.5.5

Roads and Rivers, adding

2.10

S

Save a Backup as... menuitem, the

3.2.1.6

Save to Disk menuitem, the

3.2.1.5

Scenario Data

5.13

Scenario ending

6.7

Select Nation popup

3.2.6.2.1

Selecting typefaces

3.2.6.2.5

Selecting Unit Icons

3.2.6.2.6

Set Location button, the

3.2.4.2

Set Province Pattern dialog box

3.2.6.1.5.9

Show All Names menuitem, the

3.2.5.11

Show Capital Names menuitem, the

3.2.5.10

Show Paths menuitem, the

3.2.5.7

Show Unit Icons menuitem, the

3.2.5.8

Show Unit Names menuitem, the	3.2.5.9
Sort Paths menuitem, the	3.2.7.2
Sort Special Squares menuitem, the	3.2.7.1
Special Square Information Tool, the	3.8.1
Special Squares, <u>UMS II</u> AI and	2.9
Do Not Isolate	2.9
fixing points on map	2.8
Special Tools, the	3.8
Start Time of Scenario, Setting the	3.2.6.2.7

T

Terrain contours menuitem, the	3.2.5.1
Terrain Tool, the	3.4
Tool Box, the	3.3
Tools, overview	3.3
Transport Information	4.7

U

Undo, there is no	2.2
Unit Attributes, editing the	4.3
Unit Icons	2.13, 3.2.6.2.6
Amiga, creating	B.2
Atari ST, creating	B.4
IBM, creating	B.3
Macintosh, creating	B.1
Unit Information Tool, the	3.8.3
Unit Movement, Air Units	4.4.4
Ground Units	4.4.2
Missile Units	4.4.5
Orbital Units	4.4.6
overview	4.4.1
Sea Units	4.4.3
Unit Root Types	2.13
Unit Strength Points	2.16
Unit Type Availability	5.15
Unit Type Name	2.13
Unit Type, editing a	4.4
Unit, changing placement of	4.3.1
Units on Ships	6.10

V

Very Important Message Icon	1.1
View at Coords menuitem, the	3.2.2.1

Credits

Macintosh Programming

- Mike Morton
- Andy Kanakares
- Ezra Sidran

MS-DOS Programming

- Andy Kanakares

Atari ST Programming

- Andy Kanakares
- Ezra Sidran

Amiga Programming

- Ed Isenberg

Manual

- Mike Morton
- Ezra Sidran

Typesetting

- Word & Image Workshop

Interface Design

- Dan Horn

Planet Editor Design

- Dr. Ed Bever

Atari ST Icon Editor

- John Wenzel

IBM Icon Editor

- Mike Pash
- Tom Hogan
- Gene Brown

Beta Testing

- Andy Nelson
- Major Mike Robel
- John Fischer
- Harvey Weston
- Chris Baker
- Paul Coppins
- Mike Drew