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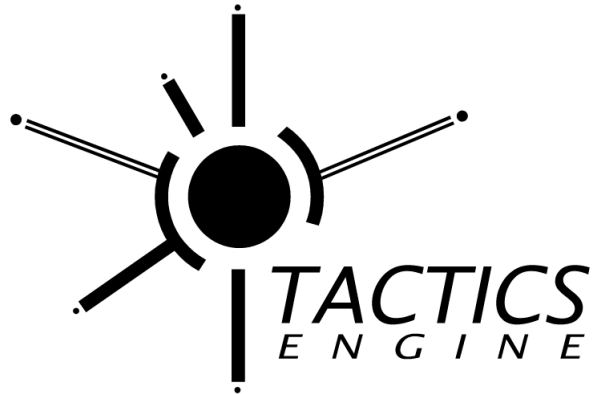
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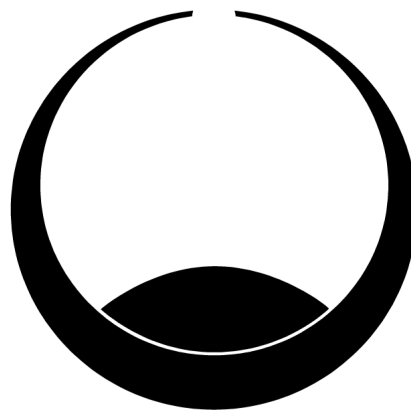
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TACTICS ENGINE

CONSTRUCTION KIT GUIDE



The Official
Tactics Engine
Construction Kit Guide



A U R A N

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Introduction

The Construction Kit allows the end user of the Tactics Engine to very easily create both single and multiplayer scenarios or missions. The Construction Kit (CK) has many features previously only found in paint programs, as well as many options for creating the gameplay aspects of a scenario. This manual is designed to provide you with both a complete overview of the features of the CK, as well as some tips on how to create better scenarios with it.

Just remember, the CK is only a tool, just like any paint program. If you use all the default settings and automatic features, you'll end up with a map that anyone with the CK could create. If you take the time to hand paint a map, and really put in the little details in both the visual and gameplay sides, you can really create something impressive, and distinct.

If there are any terms used in this manual you are not familiar with, there is a Glossary at the end explaining some terms used in the Tactics Engine.

Deconstructing The Construction Kit

There are a lot of features available to users in the CK. First we'll look at the layout of the CK, then we'll dive into the features in the Menus. There'll be a few hints and tips thrown in along the way, too.

The interface for the CK comprises four main components, as follows

The Map Window

The Minimap

The Toolbar

The Menu



The Map Window

The Map Window is where you paint your terrains and altitudes, as well as place all of your overlays, buildings and units.

To scroll around the map window, hold down the right mouse button and drag the mouse. The map area will follow your movements. This technique is called 'right-scrolling' and is used in most parts of the Tactics Engine.

There are four levels of zoom for the map, the default being the closest in, zoom level one. There are zoom buttons on the Terrain and Overlay menus.

To select objects in the map window, you just have to left click on them. To select multiple items, just hold down the SHIFT key whilst selecting objects. You can also drag a selection box out to select objects, ala Win95. Selected objects are displayed with a white dotted layer over them. Selected objects can be moved by holding the left mouse button down on top of them, and dragging them about. If you attempt to select an object that is already selected, you will deselect it instead.

The Minimap

The Minimap provides an overview of your entire map area. If you have created an especially large map, it may be too large for the minimap window. In this case you will be able to right-scroll the minimap to see hidden areas of your map.

The general colors of the tileset are used to display the reduced minmap view, just without all of the detail. An individual teams units and buildings are displayed as team color boxes or dots on the minmap area. Resources are displayed as an orange square, and overlays are displayed as green boxes or dots depending on there size.

To move the Map Window using the minmap just left click on the area of the minmap you want to view or edit, and the Map Window will display it.

The Toolbar

The toolbar has two sections, the coordinates window in the top left, with the menu selection icons covering the rest of the bar.

The Coordinates Window

The Coords window displays two sets of mouse coordinates when the mouse is over the Map Window. The first set is the number of *pixels* the mouse is from the top left of the map, whilst the second set, in parentheses, is the number of *tiles* the mouse is from the top left of the map. This window is empty when the mouse isn't over the Map Window.



The Menu Selection Icons

The ten icons are used to change between the ten menus along the right hand side of the screen. The menus the icons access are as follows –

Folder	The File Menu
Mountain	The Terrain Menu
Soldier	The Units Menu
Building	The Buildings Menu
Tree	The Overlays Menu
Arrow	The Paths Menu
Mobile Phone	The Orders Menu
Chequered Flag	The End Conditions Menu
Head	The Players Menu
Graph	The Stats Menu

Clicking on one of these buttons will bring up the corresponding menu.



The Menu

As described above, there are ten menus that can be brought up in the Menu area. Each of these menus provides different functions to edit your scenarios. There are just a couple of important things about the menus you should understand before proceeding.

All of the menus have a help bar at the bottom of the screen. As you move your cursor over Menu and Toolbar Items, a short description of the item will appear in the helpbar. Things such as unit & building names and button functions will appear here.

The Team Selection Pad

On a lot of the menus, there is a small number pad next to the minimap, with the numbers '1..8' and the letter 'N' on it. This is used to select which team you are editing. When you are swapping between teams whilst placing units or buildings, remember to check that you are editing the team you actually *want* to edit. Whichever button is currently pressed in is the team you are editing. All of the team colors of units and buildings in the Menus, Minimap, and Map Windows will correspond to the following table –

Team 1	Orange
Team 2	Red
Team 3	Cyan
Team 4	Green
Team 5	Blue
Team 6	Brown
Team 7	White
Team 8	Purple
Team N	No colour



The 'N' button represents the 'Neutral' team. This is a special team that covers the placement of both resources and Civilians. Resources are listed in the Neutral teams' Buildings Menu, whilst Civilian Units and Buildings are in the Units and Buildings Menus respectively.

The File Menu

The File Menu contains all of the commands for creating, loading, saving and launching your scenarios. Also, the File Menu has the Team Selection Pad on it, but it doesn't serve any function on this screen.

Single/Multiplayer Mission Button.

This button allows you to select whether you are editing a multiplayer or singleplayer scenario. The main difference between the two types is that the End Conditions Menu is not available in a multiplayer scenario.

Single player scenarios will be saved in the dark\scenarios\single directory under your main game directory, whilst multiplayer scenarios will be saved in the dark\scenarios\multi directory.

If you do accidentally create the wrong type of scenario, you can still save it out, but you will have to go out to Win95 and copy the scenario folder over to the appropriate directory by hand. It should still function ok, although multiplayer missions may not play very well as single player ones and vice versa.

File List Window

The file list contains all of the scenarios you have installed, either in your multiplayer scenario or your singleplayer scenario directories. When you change between multi and single player, the file list will change to show the appropriate scenarios. To select a scenario just left click on it.

Map Info Window

Above all of the File Menu buttons is a window that displays some information about the scenario you currently have loaded. The information displayed is the scenario name, the dimensions of the map (in tiles), and the number of players the scenario is designed for.

Create Scenario

This will bring up a Create Scenario window. You need to type in a name for the scenario, up to 8 characters long, as well as the dimensions of the map. The upper limit for map sizes is 500 x 500 tiles, whilst the smallest map you can create is 20 x 20 tiles. Maps can also be rectangular, as long as the sides are between 20 and 500 tiles long.



Delete Scenario

Select a scenario from the File List, then click on the Delete button to delete it.

Load Scenario

Select a scenario from the File List, then click on the Load button to load it into the Construction Kit.

Save Scenario

Clicking on the Save button will save your current scenario under its' current name.

Save As...

The Save As... button allows you to save your scenario with a different title. The limit is still 8 characters for the title.

Launch Scenario

The Launch button will quit the Construction Kit and run the game with the current scenario. It only launches the scenario as a single player game though, so if you have a multiplayer map you will have to exit the Construction Kit and start your mission from the Multiplayer menu of the game. You will be prompted to save your scenario if you haven't already done so.

Return to Main Game Menu

The Menu button exits the Construction Kit and returns to the main game menu, and you will be prompted to save your scenario if you haven't already done so.

Exit Construction Kit

To quit the Construction Kit and return to Win95 click the Exit button. You will be prompted to save your scenario if you haven't already done so.

The Randomise Map Button

This feature generates a random base map for you to work with. It generates altitudes and fills ocean areas in. When you click on this button a window will pop up with a preview of the final map. There are several settings available to generate different effects on the map.

Randomise

The Randomise button fills all of the rest of the variables on this screen with Random settings. You can then alter these settings by hand if you wish.

Seed Value

The Seed value is a randomiser, so altering this value will randomly alter the variations in altitudes in the map.

Grain Value

The Grain value alters the frequency at which altitude variations occur. A high Grain value will produce a very bumpy map, whilst low Grain will produce a relatively flat map.

Water Level

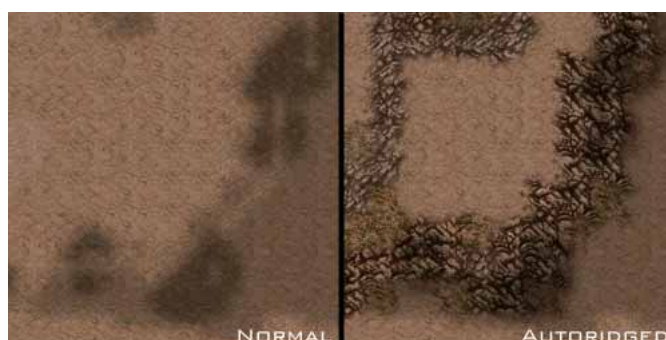
The Water Level is the elevation height, from 1 to 10, that sea level exists at. Your map will be filled with water up to this height.

Once you have generated a map, you can still perform any and all of the normal editing functions on it.

The Autoridge Button

The Autoridge button is designed to speed up the process of painting hill and cliff faces, by automating the process. In a tileset, the last six tiles are used to paint hillsides from varying directions and grades. Autoridging also takes into account the fact the game is on a quasi-isometric angle, and thus ridges more of the front and right and less of the top and left hillfaces.

Grades of six to eight elevation changes are ridged with the two hillslope tiles, which are tiles 11



and 12 in a tileset. Elevation changes of nine are ridged with tiles 13 to 16 in the tileset, and these are basically steep cliff faces. Also, if any tiles from 11 to 16 have been hand painted onto the map in a position where they shouldn't be, they will be removed by the Autoridge function.

The Autoridge speeds up the process of doing your elevations, but it is best left until you have placed all of your elevations on the map. Also, Autoridging isn't perfect, so to get the best looking maps, it's always worth going back over the map and touching it up by hand, after you have done your final Autoridge.

Tilesets and the Terrain Menu

The Terrain menu contains commands for painting the base landscape of your map, and for generating elevations.

Before going into detail on the inner workings of this menu, it's probably worth discussing the uses of the sixteen tiles in the tileset. There are 16 tiles in each tileset, and each one of these tiles has eight variations of itself. The tiles are numbered 1 to 16 going from left to right, and top to bottom. Tiles can have a variety of effects on units, and indeed by editing the text files these effects can be completely redefined by the user. However, there are default settings for the tiles used, and some are necessary for Autoridging to work properly.

Tile 1	Water \ Ocean
Tile 2	Normal ground
Tile 3	Normal ground
Tile 4	Normal ground
Tile 5	Muddy ground
Tile 6	Muddy ground
Tile 7	Rough ground
Tile 8	Rough ground
Tile 9	Road
Tile 10	Road, Building Base
Tile 11	Hill Slope : Top Right and Bottom Left
Tile 12	Hill Slope : Top Left and Bottom Right
Tile 13	Cliff : Bottom Left
Tile 14	Cliff : Bottom Right
Tile 15	Cliff : Top Left
Tile 16	Cliff : Top Right



Tiles 10 to 16 are the Autoridge tiles, and their order is important for the ridging to work properly. Tile 10 is used as the base tile for buildings that are constructed in the game, but it can also be used as a road tile. There's a lot more indepth info on tilesets in the Tactics Engine Manual, also available from www.auran.com. Check it out if you're looking at creating new tilesets.

Painting Modes

It is important to realise that there are two forms of painting available in the CK. The first is Terrain painting, and the second is Altitude painting. To paint any of the tiles onto a map, you need to use Terrain painting. To set the elevation of certain parts of the map you need to paint Altitude onto it. The modes aren't exclusive, you can paint them separately or both at once. If you are painting both, remember to make sure that you are painting the altitudes you actually want to paint. It's easy to mess up a map, and it's usually easier to manage the two painting steps separately. The settings available for the two paint modes are all in the Terrain Menu.

So onto the Terrain Menu...

Tileset Selection

At the top of the menu is a box with the name of your current tileset on it, this should default to barren. The '+' and '-' buttons next to this are used to cycle through tilesets. If you have added custom tilesets to your game, they should appear in your list, also. When changing between tilesets, you will find that your map translates better to some than others. You should always take the time to edit maps after changing tile sets, hand edited maps are always going to be the best looking.

Tile and Variations Selection

The bank of sixteen tiles on the menu allows you to choose the tile you want to paint your map with. Pretty simple, really.

At the bottom of the Tile Bank, there is a slider with the letter R, then the numbers 1 to 8. This controls which of the eight variations of a particular tile you are painting. By default this is set to 'R', which stands for Random Variation. If there is an individual tile, perhaps with a unique feature on it, you want to paint, just select 1 to 8. The Tile Bank will show the variations corresponding to the number you pick. When you paint with a Variation Number set, you will only paint that variation. For general map painting, leaving this on 'R' is probably the best bet.

Tile Blending Masks

There are four masks that the Tactics Engine uses to blend tiles together. The best results are usually achieved with all four mask turned on. When you start painting, only the first one is usually turned on. Just hold down CTRL and click the masks you want to use, and the CK will automatically randomise the masks as you paint. You can select any combination of the four to use.

To see how the masks work, pick the mask with the dotted edge, then paint a light tile on a dark tile, or vice versa. You should be able to see the mask in the blend between the two tiles. The dotted mask is good for doing powdery snow edges. Generally, you don't notice the blends on tiles that are similar, they just merge together. Experimenting with masks can also help you get better road and cliff edges.

Altitudes and Elevations

There are three methods of painting altitude, accessed by selecting one of three boxes down the right hand side of the menu.

The top box, with the big mountain, allows you to set the elevation from 1, the lowest, to 10, the highest. When you paint in this mode, the brush will only paint elevations at this level. This method is best for general altitude painting, and laying out all of the hills on your maps. A good way to generate the general contour map is to zoom right out and paint your hills and mountains in that view, then go back in and finesse them.

The second box, with the up arrow, increases the altitude by 1 wherever you paint. This button is good for painting small hillocks and undulating terrain.

The third box, with the down arrow, is not surprisingly for decreasing the elevation by 1. This is useful for painting small depressions, crater holes and valleys.

If you need to see the actual elevations on your map, press the 'A' key and a grid of numbers will be overlaid on the Map Window. These numbers represent the elevation level of the tile they are over. This elevation map is only available at normal zoom levels.

*Selecting A Painting Mode*

Under the Paint heading there are Altitude and Terrain options. There is a check box next to each one, and if there is a green tick in the check box you will be painting in that mode. If both have ticks you will be painting both altitude and terrain at the same time, and if neither are ticked you will not be able to paint anything. See the above section on Painting Modes for more information.

Brush Size

A brush can range in size from one to ten tiles in diameter. Just click the up and down arrows to alter the size of your brush. When you change the brush size, the Brush Size in the Map Window will increase also. Size one brushes are good for painting small details onto a map, and size 10 brushes are good for filling in large areas in zoomed out mode.

Zoom Level

There are four levels of zoom in the CK. You can only paint terrain and altitudes onto map at zoom levels higher than one. Higher zoom levels combined with big brushes are a good way to quickly mark out oceans, hills and other large terrain features.

Brush Shapes and Styles

There are three brush shapes that you can use in the CK. These are Square, Circle and Diamond. These three shapes are available in all ten brush sizes. The edges of the brush will automatically blend to the surrounding tiles. Circle shaped brushes are best for general painting, and Square and Diamond brushes are good for things like roads, and ridge lines.

There are also two styles of painting, Solid and Spray. Solid paints a solid fill in the entire brush area, whilst Spray paints a random spray in the brush area. Both of these styles operate in Terrain and Altitude Painting Modes.

Placing Units and Buildings

The Units and Buildings Menus both operate in the same manner, so I'll describe them together. The Team Selection Pad is used extensively on these two menus, so its worth keeping an eye on what team you've got selected. The CK will alter the makeup of your scrolling lists based on what side the team you currently have selected is.

Building and Unit Scroll Lists

Each cell in the list represents a single unit or building that you can place. You can select one by clicking on it, and you can scroll the list up and down by right-scrolling. There are two numbers in each item, box. The first is the number of times that unit has been placed on the map *for the current team*. The second is the tech level required for that unit to become available. When you have selected an item, you can then place it in the Map Window.



Buildings have a footprint, that restricts where a building can be placed. There must be an area of flat land equivalent in size to the footprint for a building to be placed. Although it is not displayed in the CK, in the game there will be an area of a road tile (Tile 10) equivalent in size to the footprint placed under the building. This represents the cleared area the building is constructed on.

Units can be placed anywhere on land. Once placed, however, you cannot paint water tiles beneath them. A one tile land area will be left around their base at all times. Buildings also do this, but the amount of land left is equivalent to the footprint of the building. To get rid of this land you will have to delete the unit or building in question then paint water over the area.

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Delete Selected Button

This button deletes ALL selected objects from your scenario.

Duplicate Selected Units

This button provides a duplicate copy of all objects that are currently selected. The duplicates will be selected after this is done.

Select All

This Selects All of the objects on the map.

Select Player

This selects all of the current Team's objects.

Increment Player

Increment the Team number of the currently selected objects.

Placing Overlays On The Map

Overlays are special terrain objects that can be placed on maps, such as trees and rocks. Painting them onto the map combines elements of tile painting and unit and building placing. You use brushes like in terrain painting, but you have to select which overlays to paint from a scroll list, like units and buildings.

You can select multiple overlays at once by holding down CTRL and clicking in the scroll list. When you paint it will cycle through all of the overlays you have selected, in a random order. This is especially handy for painting forest, where you can select a lot of different trees and paint a large area with them...Instant forest!

Delete Overlay

The Delete button will remove all selected overlays from your scenario.

*Duplicate Overlay*

This will duplicate all of the selected overlays on the map. The duplicates will be selected after this is done.

Select All

This will select all overlays on your map.

Brush Size

This operates like the brush size button in the Terrain menu. The overlay(s) you have selected will be painted into the brush area. It operates like a spray style brush, randomly scattering the overlays in the brush area.

Zoom Level

This operates just like Zoom on the Terrain menu. You still can't paint overlays in zoomed out mode, so it's just for a map overview.

Brush Shape

The Brush Shapes are the same as those available in the Terrain Menu, and they work in exactly the same manner.

Setting Paths For Units

Units can be set up to follow preset paths in your scenarios. A path is a set of linked waypoints that units can move along. Each waypoint is numbered, and they are joined by lines. Waypoint's can be selected by clicking on them, and moved by holding down the left mouse button and dragging them. The joining lines will follow as you move a waypoint or group of waypoints. If you have guard or patrol units which you want to go to specific places, paths is a good way to do it.

The Team Selection Pad is used to select which Team's units you are setting the paths for.

Add Waypoint

This allows you to lay a set of waypoints that make up a path. Left clicking on a location will place a waypoint and join it to the previous waypoint, right clicking will end the path.

Clear All

This will delete the path you are currently editing.

Delete Waypoint

This will Delete a selected waypoint, and rejoin the path on either side. Waypoint numbers will automatically change to reflect the removal of the waypoint.

Assign Path To Unit

When you have completed placing waypoints, you can assign the path to units. To do this select all of the units you want, then click on this button. The path will then disappear, but you can edit it by clicking on a unit that you assigned the path to. You can only assign one path to each unit.

*Copy Waypoints*

This produces a duplicate set of waypoints.

Path Direction

You can specify three ways in which a unit can travel around a path. These are Ping Pong, Loop and Once to End. Ping Pong paths will cause a unit to travel back and forth along a path, whereas Loop paths will cause units to take the shortest route back to the first waypoint when they reach the end of the path. Once to End paths cause the unit to travel the length of the path once only, then they stop.

Setting Orders and Behaviours for Units

Units can be set up with specific orders and behaviours in your scenarios. To set a unit or group of units to follow any of the orders in this menu, you just have to select them in the Map Window, then click on the order or behaviour you want them to follow.

The Team Selection Pad is used to determine which Team's units you are applying the orders to.

Scout Order

This order will cause the unit to constantly move over the map, searching out new areas.

Harass Order

Units will travel about the map and take pot shots at enemy units, then running away. They will continue to do this until they die.

Search and Destroy Order

Units following this order will search the map for enemy units and attempt to kill them.

Guard Behaviour

This is a behaviour setup that will cause your units to stand their ground and only attack enemies that come into range.

Pursue Behaviour

This is a behaviour setup that will cause your units to hunt down any enemies it comes across and either kill or be killed by them.

Default Behaviour

You can store one Behaviour setup as the Default, and apply it to units as you see fit.

Manual Behaviour Setup

All three behaviour characteristics can be manually edited and applied to units in your scenarios. Pursuit Range determines from how far a range your units will pursue an enemy unit, Damage Tolerance controls the amount of damage it can sustain before fleeing back to the base for repairs, and Independence controls how reactive a unit is to passing units.

Use As Default

This stores the current Behaviour settings as the Default. To apply these settings to units use the Default button above.

Setting End Conditions And FSMs For The Scenario.

The CK allows you to set up AI for the teams, as well as the End Conditions in a single player scenario. The AI requires .FSM files in the scenario directory, and the End Conditions require a .END file. There are quite a few FSMs (Finite State Machines) provided with the Construction Kit, but there is only one End Condition (Destroy all Opponents). There will be a separate document available that will outline the creation of FSMs and End Conditions specifically for your scenario. Look out for it at www.auran.com.

NOTE : You cannot set any of these functions if you load a multiplayer mission. This menu will appear blank. If you want to create a multiplayer map with End Conditions and AI's in, you will need to create your map as a single player one and copy it from the scenario\single to scenario\multi directories. However, multiplayer End Conditions are NOT supported, so they may not work correctly.

Select End Condition

Once you have an End Condition file set up, you can assign it to the current team by selecting it here. All .END files in the scenario directory will be brought up in the list, which should be empty if actually haven't created an END condition. If there was a description in the .END file it will appear here. Any team without an End Condition will use the default Destroy all opponents condition. You can only have one .END file assigned to a team.

Select AI Finite State Machine

To select an AI FSM file for your current team, click on the Select button, and choose an FSM from the list. Some of them contain a brief description of the general way the FSM will behave. You can only have one FSM per team.

Delete Objects

This will delete any selected objects from your scenario.

Draw Region

Regions are used in FSMs and End Conditions. You can draw a rectangular region that will be given a unique ID, and can then be referenced in END and FSM files using this ID. Drawing a region will do nothing unless it is specifically referenced. It can be used as a goal or target area.

Show Unit Ids

Every unit in the game has an individual ID number. This button displays a units' ID number on the Map Window on top of the unit. Like region Ids, these are only referenced by END and FSM files.

Show Player Numbers

This displays the team number of each unit over its sprite in the Map Window.

The Player Menu

This menu allows you to set some general settings for each Team.

Side Selection

You can set the side for each team in the game. This will affect which units are available to place from the Units and Buildings Menu.

Set Start Position

You can set the start position for the current team by clicking on this button, then placing the Start Pos in the Map Window. You can select the Start Pos and move it about like any other object on the map. Each team needs a Start Position, otherwise they will be assigned one in the top left corner. This is more important for multiplayer missions.

Starting Credits

This allows you to set the amount of money each team will start with. Remember, if you are going to have players building bases in a mission they'll need at least 4 or 5000 creds to get started with a HQ and mine.

Alliances

You can set each Teams alliances with all of the rest of the teams in a game. Remember only one side has to be an enemy for both to become enemies, but both sides have to be set to allies for them to ally.

The Stats Menu

The Stats Menu provides you with a quick overview of the contents of your scenario. A list of total numbers of units, buildings, and their credit value is provided, as well as numbers of overlays and resources.

Set Tech Level

Tech levels provide a means by which you can restrict which units and buildings can be used in your scenario. The required tech levels for units and buildings are displayed on the Buildings and Units menus, thus if you can set the techlevel based on these values. Any unit or building with a tech level higher than that of the scenario will be unavailable.

TO-DO List

This list is just a quick guide to features you will probably need to incorporate into your scenario to make it playable. It is geared more to multiplayer scenarios, and there are always going to be special case scenarios where you will want to ignore it. Generally, though, it's worth checking this before you save out your scenario, just in case.

Glossary & Concepts

Behaviours

Behaviours control the general reactions of your units in a game, so that they do not have to be micromanaged.

Blending

The Tactics' Engine blends different tiles in a tileset together on a map, using the tileset masks as an alpha channel.

Elevations

There are ten levels of elevation in the Tactics Engine, that affects Line of Sight and Movement.

End Condition

Victory in a scenario requires the End Conditions to be met. The default End Condition is Destroy All Opponents, but new ones can be created.

Masks

Each tileset has a set of four masks that are used to blend tiles together.

Orders

These are specific commands that can be issued to units.

Overlay

Overlays are objects on the map that are not owned by any team, and form a part of the landscape.

Resources

Resources in Tactics are placed as Buildings, and are found in the Neutral teams Buildings Menu.

Right-Scroll

This involves holding down the Right Mouse Button and dragging the mouse to scroll a window or menu. It is used extensively in the Tactics Engine.

Scenario

A scenario is the combination of a Map, and a set of AI & End Conditions.

Tech Levels

Every building and unit has a tech level that is required in a scenario for it to be built. It is effectively a way to restrict the units and buildings available to players in a scenario.

Terrain

A terrain is the combination of a tileset and a set of overlays, all with the same palette.

Tile

A 24 x 24 pixel image joined together and blended to paint the terrain.

Tileset

A collection of 16 Tiles with the same palette and used together to create a map.

Variations

Each tile in a tileset has 8 variations, that all seamlessly join with one another.

Waypoints

Paths in Tactics are comprised of a set of points, waypoints, joined by the shortest path between each point.

Hotkeys

T	Change to next terrain
SHIFT-T	Change to previous terrain
Arrow Keys	Scroll Map Window
DEL	Delete selected items
+	Zoom Map Window In
-	Zoom Map Window Out
N	Create Scenario
A	Display Altitudes in Map Window
SHIFT-A	Display Overlay and Building Terrain Effects in Map Window
SHIFT-Z	Take Screenshot
CTRL-S	Save Scenario
CTRL-SHIFT-S	Save Scenario As
CTRL-Q	Launch Scenario
SHIFT-Q	Quit ti Main Menu