

MODIFICATION GUIDE.

MACHINES (1999) -

By Judas.

INHOUD

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BEGINNERS GUIDE

THE ESSENTIALS

The first thing you need when you want to mod Machines are these:

1. Mach1.met Found in the Machines Root Folder
2. Metaex.exe Found on www.wiredforwar.org
3. MetaexReadme.doc Found on www.wiredforwar.org

If you want to mod you need some basic knowledge of Windows, just see this as a test. If you don't pass it you probably give up half-way creating your first mod. When you have all the needed stuff you have to find a folder in which you want to use for the editing, you can use the Machines root folder but that's very messy. When everything is extracted, open "Data" and search for Parmdata.dat, short for Parameter Data. Open it with a text editor(a very basic one, preferably Notepad)

CHANGING UNITS STATISTICS

PARMDATA.DAT AI

The PARMDATA.dat is the easiest and quickest way to edit Machines. When you open the file, you'll see the (basic)AI

```
//      PARMDATA.DAT      -      Parameter data for machines and constru

EVASION_STRATEGIES

// Note that the lower the priority, the higher the priority.
// Magic number caveats: -1 means the tactic is never considered at all,
// -2 for the garrisons priority ensures that the machine will never consider
// evasion as a tactic whatsoever.

TYPE EPP
NAME RUN_HOME
GARRISONS_PRIORITY 0
AGGRESSIVES_PRIORITY 2
TURRETS_PRIORITY 1
POD_PRIORITY 0
END
```

PARMDATA.DAT – MACHINES

To edit Machines is just as easy, but you need to be careful. This is what you see:

- Red is not-editable
- Blue is unknown,
- Green is Editable

TYPE AGGRESSOR ASSASSIN Type of Unit

HW_COSTS 50 75 Costs of all Types of Assassin(Reaper)

SW_COSTS 0 0 0 0 0 Research Costs, building have 0 research build VOLUME

1 0 1 0 ?? so editing this will result in not building

MIN_ACCESS_SIZE_INDEX 1 1 ??

SPEED 1 4.85 14.85 Speed of movement

TASK_SPEED 1 4.85 1 4.85 Speed pf AI reaction

ACCELERATION 1 00 100 How quick does the unit reaches max speed?

ROTATION_SPEED 90 90 Speed of turning

ROTATION_ACCELERATION 6000 6000 How quick does the unit reaches max turn?

HW_RESEARCH_COSTS 40 60 How expensive is the to research unit?

SW_RESEARCH_COSTS 1 0 1 2 1 4 16 18 How much research points do you need?

ARMOUR 20 30 How much Armour does this unit have

HP 30 30 How much Health does this unit have?

REPAIR_RATE .65 .75 How quick does a unit recover armor?

NUMBER_WEAPONS 2 2 Number of Weapons

ACCURACY 45 50 How well does the AI shoot?

SCANNER_RANGE 120 1 30 How far does the scanner reach?

LOCOMOTION SPIDER SPIDER Way of movement(Wheel, track, hover etc)

EPP FRONTIER FRONTIER Default AI Tactic

BODY_TURN_LINK body body Connected to lower body?

BODY_TURN_RATE 1 80 1 80 How fast does the upper body move

HIGH_CLEARANCE 2.4 2.4 ??

LOW_CLEARANCE 2.4 2.4 ??

Some units have special codes:

Administrator:

Nightvision goggles(NVG_CAPABILITY YES/NO)

MAX_SUBORDINATES #

Transporter, APC, Locator, Spy, Technician, Builder

CAPACITY 80, VOLUME 1200, SCANNER_RANGE 70,

MINERAL_GRADE 1, MINE_CAPACITY

5, DOWNLOAD_RATE 60, RESEARCH_RATE 20,

RATE_CONSTRUCTION 1 00,

MOST_ADVANCED_CONSTYPE MISSILE_EMPLACEMENT,

MOST_ADVANCED_CONSSUBTYPE TURRET

MOST_ADVANCED_CONSLEVEL LEVEL_2

PARMDATA.DAT – BUILDINGS

Buildings are just as annoying. I took this from a Mine

TYPE MINE Type of Building

HW_COSTS 50 1 00 300 Costs

EXTRACTION_RATE 100 1 80 250 Rate of BMU Extractions

CAPACITY 120 500 4000 Total Capacity

MINERAL_DISTANCE 900 900 900 Max distance it can be places from a mine

HW_RESEARCH_COSTS 5 40 90 Costs to research...(?)

ARMOUR 2 4 6 Armour

HP 300 800 1 750 Health

BOUNDARY_LEVEL_1 -5.8 -5.3 7.4 5.2 "invisible" size of building, not model

PICKUP_LEVEL_1 0.6 14.7 ??

PICKUP_LEVEL_1 0.6 -14.8 ??

BOUNDARY_LEVEL_3 -5.6 -1 6.5 2.8 1 6.7

PICKUP_LEVEL_3 12.5 9.4 ??

PICKUP_LEVEL_3 12.5 -10.9 ??

BOUNDARY_LEVEL_5 -12.6 -13.9 14.4 11.6

PICKUP_LEVEL_5 -23 -9 ??

PICKUP_LEVEL_5 -8 -23 ??

PICKUP_LEVEL_5 9 -23 ??

PICKUP_LEVEL_5 27 -9 ??

PARMDATA.DAT - WEAPONS

It's very easy to find the correct thing you want to edit, Range, Damage and Reload Time are the most basic of all.

- Range is how far a unit can fire, there is no Machine that shoots further than 120 so that's considered "Far".
- Damage is how much damage EACH shot does, so a dual missile knight fires 2 Missiles(MULTI_LAUNCHER3) doing 21 Damage each. A dual plasma reaper normally fires 6 shots(PLASMA_RIFLE), doing 3 Damage each, 1 8 Each.
- Reload time is how much time it takes to "Recharge" a weapon, in seconds. Now come Speed, Burst and Recoil. Speed is how fast a projectile goes, 3000 is instantly(Auto cannon) while 1 is extremely slow.
- Burst is how many projectiles goes in one firing turn, that means that a Crusader has 1 burst, since it

shoots only 1 projectile a time. A Plasma Reaper on the other hand has burst 3, meaning it shoots 3 times per firing turn. By adding "Variable" the reaper can also shoot 2 times or even 1 time(Not in 1st person). The second number is the time, so BURST 5 1.5 means that the Machines will fire 5 Projectiles in 1.5 Seconds.

- Recoil is something entirely different and something I don't play with much. It's actually only needed when you create a Gatling gun or similar. If you did not put Recoil to 0 but Reload time to 0.01, then the gun will fly away. Fast.
- Launch Offset, Tilt Angles and Deviation Angles. I do not know exactly how launch offset works, but I think the numbers change the Projectiles starting location. Tilt Angles is how much the projectile can turn up and down and deviation angles is how much the angle of the projectile is from the turret(In other words, I don't know)
- Now come the Coloring parts of Weaponry, Extra, Trail on Color and Flame. Extra is a huge thing, it can mean anything from light-intensity to radius(for Vortex or Bee) it can also mean the RGB values, so creating a Pink Ion-cannon blast is possible(I tried it)
- Trail on Color. The first 3 Numbers are the RGB Value, then the Texture of the trail(found somewhere in \models) and then how many Pictures it takes to dissipate the smoke and how long the smoke will be(speculation).

```
TYPE HEAVY_BOLTER2
DAMAGE 12
RANGE 50
SPEED 1000
BURST 1 0.45
RELOAD_TIME 2.0
LAUNCH_OFFSET 1.96 0.0 0.23
LAUNCH_OFFSET 1.96 0.0 -0.17
RECOIL 1.5 0.04 0.40
TILT_ANGLES -89 30
DEVIATION_ANGLES 30 30
EXTRAS 5 //light intensity
END
```

CREATING A NEW MAP.

SCALING AND COORDINATES

If you want to edit a map you first need the Coordinates! This is my way of doing it: First, you need to find the minimap of the map you want to edit, choose one without black edges or

corrupted edges, because these will make it harder. Now search in your modding folder for the setting of that map, so if you're editing mgrack, search for mgrack in the /models folder. Note: Anything with a m or m_ in front of it is a Skirmish/multiplayer map, b or b_ means it's a battle map, nothing means it's a campaign map. Back to gracko, when you found the correct folder(\models\planet\mgrack, and it's in the MODDING FOLDER, not the root folder) open mgrack.psf with a text editor, now the first thing you see is: "PLANET_SIZE 18 18 TILE_SIZE 60"

If you multiply these(18*60=1080) You get the size of the map. If the planet size is 15x18 then of course you get a different map. Now open the minimap with paint(copy it to your mod folder first) and make the image 1080x1080, use the % enlarger thingy if you have to but don't just do it with hand, because then you get big mistakes. When the minimap is 1080x1080(or whatever size you got) it's done, and every pixel is one "Machines Length Unit" A.K.A. "PIE" (seriously) (Note, you don't have to use % enlarger in 2 occasions: you have a HUGE pc monitor or you can see both the lower right corner of the minimap and the lower right corner edge of the scaled map size

PLACING MACHINES

To add Machines to a map you need to learn a few basic things first:

- What are the types of Units(Aggressor, Administrator, Civilian)
- What are the Sub-type of Units (Grunt, Overseer, Assassin etc)
- What do the units use (R_Bolter, LR_Auto-cannon_x2 etc)
- What is the Machines Level

If you know these 4 things you can insert any Machine in a map. For example:

```
AGGRESSOR 3 1 282.501 2034.51 -0.065 ASSASSIN
LR_PLASMA_RIFLE_X2
```

- Type: Aggressor, meaning it's not a commanding unit(no night-vision)
- Military Level 3: What Level is it? This small number is the cause to many crashes, because a single

- reaper is level 2, and a Dual Reaper is level 3. So when you want a single reaper you won't only have to change the weapon but also this tiny number.
- Research Level 1: It can't research much...Brainboxes on the other hand have lvl 5.
 - Coordinates: Finally! These are what you need to place a unit, the first one is the X axis, 0 is utmost left, and the second number is the Y-axis, 0 is utmost upper top above thingy.
 - Direction: Not really important in units, most of the time simply -0.065, default position
 - Sub-type: Assassin, very confusing eh? The Assassin in coding is a reaper, instead of a Assassin
 - Warlord. This one(with the level and weapon) controls if it's a Knight, Reaper or Gorilla.
 - Weapon: This one changes with every Machine, not changing it will result in a crash

BUILDINGS

Building have a different kind of way to see what's what:

- MISSILE_EMPLACEMENT 3 465 286 9 -270 TURRET LR_PULSE_RIFLE_X2
- Type of Building,Level,X,Y,DirectionTurretTop(?), DirectionTurretBottom,Subtype, weapon
- FACTORY 1 579.39 449.994 9.935 -1 80 MILITARY
- Type of Building, Level, X,Y, ?, Direction, Subtype
- BEACON 3 1 49.313 570.382 -2.065 0
- Type of Building, Level, X, Y, ? Direction

CAMERA'S

Camera's can be split up into two thing, Camera Position:

- CAMERA_POS 450 332 100 -90 35 0 ZENITH
- Type X Y ? D ? ?

And in Camera "Quality". Search for zenith.dat and open with text-editor:

- MIN_HEIGHT 25

- MAX_HEIGHT 85
- ELEVATION 41
- MIN_EAR_HEIGHT 20
- MAX_EAR_HEIGHT 40
- SCALE_FACTOR_MAX 3
- SCALE_FACTOR_MIN 2

OBJECTS AND MINERALS

Both very easy:

- ARTEFACTS Start Artefacts(Objects)
- MODELS models\planet\roller\roller.arf Model File
- DUMB wat2 Object(Dumb means it doesn't do anything)
- AT 965 934 0 0 Where?
- AT 867 645 0 0
- AT 134 453 0 0
- AT 133 765 0 0
- AT 345 191 0 0
- ENDARTEFACTS End Artefacts(Objects)
- MINERAL SITES
- SITE 1 3000 178.23 412.765 1 2.0806
- ENDSITES

Start Mineral Sites

- SITE 1
- 3000: Amount of BMU's
- 178.23: X-Axis
- 41 2.765: Y-Axis
- 1 2.0806: Direction

RESEARCH AND BUILDING

Files needed:

- hightech.rsi
- factory.bld
- global.cst
- global.rst

Hightech is a example of a research file, in this file you see if something can be researched or already if

researched, if it's not on the list it can't be researched.
Factory.bld controls which factory build what Machines,

Military:

LvL 1: Light Infantry

LvL 3: Advanced

LvL 4: Flying

LvL 5: Heavy Assault

Civilian

LvL 1: Small

LvL 3: Advanced

LvL 5: Complex

Global.cst stands for Global Construction tree, this one controls what Machine can build what, it also is the controller of the building menu. If you put a nuke in the first area, you can create a nuke, simple, since in the parmdata it says the Dozer can build up to Auto-cannon, but if the Nuke is before the Auto-cannon, you can build it! Global.rst stands for, yes, Global Research Tree, this one controls how much a unit costs to research. This one overwrites the Research costs in the Parmdata.dat file I think..

ADVANCED GUIDES

CONDITIONS

This is located in any .scn file, some don't have any conditions(multiplayer maps) because they get a external condition/actions part: Destroy pod, Total Annihilation, Score(don't know how it works sadly) and Default. We'll now create a mission, first we need to add Conditions, for a full list see below(Mod Tips)

First, what will our mission be like? How about reconstructing the first "real" mission? With some extras of course. Open 1o3demo.scn. Go to "Conditions" You can either delete the conditions or cut/paste them somewhere to see how you're doing.

Things to add:

Destroy all blue Machines

Bring Units to Commander

Bring Commander to red base

Create 5 Reapers

Create 1 Builder

Do not run out of BMU's

Mine a total of 500BMU's

Attack red's base from 2 sides

Blue starts Attacking red's base after 2 Minutes

Red Reinforcements Spawn at Red's base after 2 minutes

OR

Blue attacks when red fired at blue

Red reinforcements attack when fired at blue

I know what you're thinking, HOLY CRAP! That's too much! It

is actually, in no normal map you will

ever encounter this, normally in the campaign maps it just

says "Destroy pod" and that's exactly

they added in the coding, simple

We start with "Destroy all Blue's" Do check that you write this

between "CONDITIONS" and "END

CONDITIONS"

ALL_UNITS_DEAD blueded RACE BLUE

So, that's one! When all blue's are dead something happens,

now add the rest:

REACHED_LOCATION meetadmin RACE RED 1 AT 874 249

RANGE 50 AGGRESSOR

When aggressors get at the admins location(closer than 50

PIE) then something happens,

remember what names the conditions use, in this one the

name is "meetadmin"

REACHED_LOCATION findpod RACE RED 1 AT 883 748 RANGE

240 ADMINISTRATOR

Admin gets to pod, trigger starts

Create 5 Reapers:

We now got to cheat, since there is no "Created 5 Reapers"

condition we got to use something else,

we could either choose "High unit count", or "Reached

Location"

REACHED_LOCATION reapers RACE RED 8 AT 600 600 RANGE

800 AGGRESSOR 2

ASSASSIN

Because the map is only 800x800 big, every red reaper will be

counted, so that's why it isn't RACE

RED 6, because then you would have to create only 3

Reapers. If you want to change it into

"Create 6 Reapers" either change the 8 to a 9, or remove one of the reapers you start with.

So Far added:

Destroy all blue Machines v

Bring Units to Commander v

Bring Commander to red base v

Create 5 Reapers v

Create 1 Builder

Do not run out of BMU's

Mine a total of 500BMU's

Attack red's base from 2 sides:

Blue starts Attacking red's base after 2 Minutes

Red Reinforcements Spawn at Red's base after 2 minutes

OR

Blue attacks when red fired at blue

Red reinforcements attack when fired at blue

Create one builder, same as above:

REACHED_LOCATION const RACE RED 1 AT 600 600 RANGE

800 CONSTRUCTOR

Do not run out of BMU's, I found this one in a Tutorial

Mission, kinda neat

BMU_COUNT nobmu RACE RED LESS_THAN_EQUAL 1

Mine a total(or more) of 500BMU's

BMU_COUNT gotbmu RACE RED GREATER_THAN_EQUAL 499

Attack red's base from two sides(added later) when 2

minutes passed or when red fired at blue

TIMER blueattack 1 20

FIRED_AT redblue RACE RED FIRED AT BLUE

ANY attack blueattack redblue

To win you have to complete all these conditions

ALL win gotbmu const reapers blueded findpod

Mined 500BMU's, build 1 Dozer, 5Reapers and killed all blue

units and brought the commandant to

the Pod

ACTIONS

Now comes the second part of our mission, you have to be careful since a action without a

condition is a cause for a crash. (During the loading of the mission, 50%)

What we have:

CONDITIONS

ALL_UNITS_DEAD REDDED RACE RED

```

ALL_UNITS_DEAD BLUEDED RACE BLUE
REACHED_LOCATION MEETADMIN RACE RED 1 AT 874
249 RANGE 50 AGGRESSOR
REACHED_LOCATION FINDPOD RACE RED 1 AT 883 748
RANGE 240 ADMINISTRATOR
REACHED_LOCATION REAPERS RACE RED 7 AT 600 600
RANGE 800 AGGRESSOR 2 ASSASSIN
REACHED_LOCATION CONST RACE RED 1 AT 600 600
RANGE 800 CONSTRUCTOR
BMU_COUNT NOBMU RACE RED LESS_THAN_EQUAL 1
BMU_COUNT GOTBMU RACE RED
GREATER_THAN_EQUAL 499
TIMER TIME 120
FIRED_AT REDBLUE RACE RED FIRED AT BLUE
ANY ATTACK TIME REDBLUE
ALL WIN GOTBMU CONST REAPERS BLUEDED FINDPOD
ENDCONDITIONS

```

Now Actions! What did we want?

Won on: 500Bmu's, 1 Constructor, 5Reapers, Blue is gone, commandant to red's base

Blue reinforcements on timer OR fired at

Lost on: Red is Dead (I added that condition, see above)

Bringing a unit to the Commander captures him

(Change_race)

Brining the commander to the Buildings captures them

Reinforcements on Timer(120 sec) or Red fires at

Blue(redblue)

ACTIONS

```

//WON
WON ON WIN RACE RED
LOST ON REDDED RACE RED
//RED GETS HELP, TOOK LOCATIONS FROM SCALED
MINIMAP
REINFORCEMENTS ON ATTACK RACE RED
MACHINE AGGRESSOR 4 KNIGHT
LR_MULTI_LAUNCHER3_X2
MACHINE AGGRESSOR 4 KNIGHT
LR_MULTI_LAUNCHER3_X2
POINT 805 757
END
//BLUE GETS HELP, TOOK LOCATIONS FROM SCALED
MINIMAP

```

```

REINFORCEMENTS ON ATTACK RACE BLUE
MACHINE AGGRESSOR 2 GRUNT L_BOLTER
MACHINE AGGRESSOR 2 GRUNT L_BOLTER
MACHINE AGGRESSOR 2 GRUNT L_BOLTER
MACHINE AGGRESSOR 2 GRUNT L_BOLTER
POINT 957 445
END
REINFORCEMENTS ON ATTACK RACE BLUE
MACHINE AGGRESSOR 2 GRUNT L_BOLTER
MACHINE AGGRESSOR 2 GRUNT L_BOLTER
MACHINE AGGRESSOR 2 GRUNT L_BOLTER
MACHINE AGGRESSOR 2 GRUNT L_BOLTER
POINT 570 844
END

```

```

//Squad o' Reapers 'n Grunt meet up with Commander
CHANGE_RACE ON meetadmin ORIGINAL_RACE GREEN
TARGET_RACE RED AT 874 249
RANGE 300
//Commander finds Pod
CHANGE_RACE ON findpod ORIGINAL_RACE GREEN
TARGET_RACE RED AT 883 748
RANGE 1 000
ENDACTIONS

```

(This one went kinda messy, see anything off, send me a message at www.wiredforwar.org)

PS: Change "Beacon" beneath RACE RED to Beacon 3, you will now see the whole map

ASSEMBLIES

Very Simple and effective, just like in game the Machines assembly at that position, and then the AI takes over. If you just edit all the assemblies in a .scn file(just above "ENDRACE") to, for example, your or a enemy base, then the Enemy will send all his troops to those locations. You have to have at least 1 Assembly for Aggressor and Administrator, or else it will crash.

SQUADS

If you don't want the enemy attacking you all in one go, you can insert "Squads". Open two files:

Written by Judas

www.wiredforwar.org

2015

1 o3demo.scn(the original file) and 1o3demo.spl. These are one of the simplest files using squads:

1 o3demo.scn

At Conditions you find these:

```
REACHED_LOCATION GRUNT1 RACE RED 1 AT 542 300
RANGE 220 AGGRESSOR
REACHED_LOCATION GRUNT2 RACE RED 1 AT 370 831
RANGE 200 ANY
REACHED_LOCATION GRUNT3 RACE RED 1 AT 350 700
RANGE 1 20 ANY
REACHED_LOCATION ENTRIG2 RACE RED 4 AT 600 600
RANGE 800 AGGRESSOR 2 ASSASSIN
REACHED_LOCATION FACTORY RACE RED 1 AT 600 600
RANGE 800 FACTORY 1 MILITARY
ALL VOCHECK1 CONST1 VO2
REACHED_LOCATION REAPERS RACE RED 5 AT 600 600
RANGE 800 AGGRESSOR 2 ASSASSIN
```

PS: to trigger Vocheck1 you need to build a dozer and have a Admin in range 9999

At "Actions" you find these:

```
ACTIVATE_SQUADRONS ON GRUNT1 RACE BLUE
SQUADRONS 1
ACTIVATE_SQUADRONS ON GRUNT2 RACE BLUE
SQUADRONS 2
ACTIVATE_SQUADRONS ON GRUNT3 RACE BLUE
SQUADRONS 3
ACTIVATE_SQUADRONS ON ENTRIG2 RACE BLUE
SQUADRONS 2
ACTIVATE_SQUADRONS ON FACTORY RACE BLUE
SQUADRONS 3
ACTIVATE_SQUADRONS ON VOCHECK1 RACE BLUE
SQUADRONS 4
ACTIVATE_SQUADRONS ON REAPERS RACE BLUE
SQUADRONS 5
```

At RACE BLUE you find:

```
MACHINES
//GRUNT IN INITIAL CRATER
```

```
AGGRESSOR 2 1 542.779 300.613 -0.0522668 GRUNT
L_BOLTER SQUAD 0
//GRUNTS HIDDEN IN CRATER
AGGRESSOR 1 1 367.429 858.187 -0.065 GRUNT
R_BOLTER SQUAD 1
AGGRESSOR 1 1 370.721 831.631 -0.001 GRUNT
R_BOLTER SQUAD 1
AGGRESSOR 2 1 352.001 843.422 -0.065 GRUNT
L_BOLTER SQUAD 1

//GRUNTS HIDDEN AROUND THE CORNER
AGGRESSOR 1 1 261.085 641.124 2.04896 GRUNT
R_BOLTER SQUAD 2
AGGRESSOR 1 1 235.476 641.061 -0.065 GRUNT
R_BOLTER SQUAD 2
AGGRESSOR 1 1 244.977 609.411 -0.065 GRUNT
R_BOLTER SQUAD 2
//FIRST TO ATTACK
AGGRESSOR 2 1 262.295 954.22 0.210228 ASSASSIN
L_AUTO_CANNON SQUAD 3
AGGRESSOR 2 1 262.062 941.076 0.836083 ASSASSIN
L_AUTO_CANNON SQUAD 3
AGGRESSOR 2 1 272.687 947.181 0.545351 GRUNT
L_BOLTER SQUAD 3
//GRUNTS ATTACK ON WAY TO BASE
AGGRESSOR 2 1 895.024 574.443 2.49737 GRUNT
L_BOLTER SQUAD 4
AGGRESSOR 2 1 897.15 564.1 3.09887 GRUNT
L_BOLTER SQUAD 4
//SQUAD ATTACKS AS SOON AS BASE IS REACHED
AGGRESSOR 2 1 255.81 7 764.733 0.688146 GRUNT
L_BOLTER SQUAD 5
AGGRESSOR 2 1 255.483 753.144 0.67222 GRUNT
L_BOLTER SQUAD 5
AGGRESSOR 2 1 247.648 758.554 0.299155 ASSASSIN
L_AUTO_CANNON SQUAD 5
AND AT THE BOTTOM YOU'L FIND
ASSEMBLY AGGRESSOR 542 300
ASSEMBLY AGGRESSOR 370 831
ASSEMBLY AGGRESSOR 240 620
ASSEMBLY AGGRESSOR 262 941
ASSEMBLY AGGRESSOR 247 758
ASSEMBLY ADMINISTRATOR 370 831
AND FINALLY IN 1 O3DEMO.SPL YOU FIND
//0 - 1ST GRUNT
```

SQUAD**AI ATTACK DELAY 1 20 DO 1 ASSEMBLY 0****NUMBER 1 0 AGGRESSOR 2 GRUNT L_BOLTER****END SQUAD****//1 - AGGRESSORS****SQUAD****AI ATTACK DELAY 360 DO 1 ASSEMBLY 1****NUMBER 2 0 AGGRESSOR 1 GRUNT R_BOLTER****NUMBER 1 0 AGGRESSOR 2 GRUNT L_BOLTER****END SQUAD****//2 - AGGRESSORS****SQUAD****AI ATTACK DELAY 420 DO 1 ASSEMBLY 2****NUMBER 3 0 AGGRESSOR 1 GRUNT R_BOLTER****END SQUAD****//3 - AGGRESSORS****SQUAD****AI ATTACK DELAY 360 DO 1 ASSEMBLY 3****NUMBER 2 0 AGGRESSOR 2 ASSASSIN****L_AUTO_CANNON****NUMBER 1 0 AGGRESSOR 2 GRUNT L_BOLTER****END SQUAD****//4 - AGGRESSORS****SQUAD****AI PATROL DELAY 0 895 574 955 409 976 570****NUMBER 2 0 AGGRESSOR 2 GRUNT L_BOLTER****END SQUAD****//5 - AGGRESSORS****SQUAD****AI PATROL DELAY 0 247 758 820 765 81 0 785****NUMBER 1 0 AGGRESSOR 2 ASSASSIN****L_AUTO_CANNON****NUMBER 2 0 AGGRESSOR 2 GRUNT L_BOLTER****END SQUAD****NOW THIS ALL IS VERY FUN AND ALL, BUT WHAT THE
HECK DOES IT MEAN? WELL, IT'S ALL RELATED. I'LL
START FROM****THE BEGINNING,****YOU REACH A LOCATION, AND SOMETHING TRIGGERS
REACHED_LOCATION GRUNT2 RACE RED 1 AT 370 831
RANGE 200 ANY****IT TRIGGERS A "ACTIVATE SQUADRON" TO BE EXACT
ACTIVATE_SQUADRONS ON GRUNT2 RACE BLUE
SQUADRONS 2****(THESE TWO ABOVE ARE ACCTUALLY OPTIONAL, BUT
FUN IN MISSIONS)****NOW COMES THE SQUAD, WHO IS IN THE SQUAD,
WHERE ARE THEY LOCATED, ETC****//GRUNTS HIDDEN IN CRATER****AGGRESSOR 1 1 367.429 858.187 -0.065 GRUNT
R_BOLTER SQUAD 1****AGGRESSOR 1 1 370.721 831.631 -0.001 GRUNT
R_BOLTER SQUAD 1****AGGRESSOR 2 1 352.001 843.422 -0.065 GRUNT
L_BOLTER SQUAD 1****NOW COME WHICH SQUAD DOES WHAT, HERE WE
HAVE THE LUXERY OF SEEING WHAT SQUAD IT IS (//1
–****AGRESSORS) BUT SOME FILES DON'T HAVE THAT.****NOW SQUAD 0 IS THE FIRST SQUAD, AND THEN
SQUAD 1 ETC.****ALLWAYS DO SQUAD 0 FIRST, FORGET THAT ONE AND
EVERYTHING GOES WRONG.****//1 - AGGRESSORS****SQUAD****AI ATTACK DELAY 360 DO 1 ASSEMBLY 1****NUMBER 2 0 AGGRESSOR 1 GRUNT R_BOLTER****NUMBER 1 0 AGGRESSOR 2 GRUNT L_BOLTER****END SQUAD**When triggered(not necessary) the AI does some things, This
AI Attacks on sight, it goessomewhere are fires, simple. Then come the delays, It waits
until it does something, currently itwaits six minutes. Then it "does" 1, I honestly do not know
what that means send me a message ifyou know: www.wiredforwar.org

And then it does a assembly. There are normally no

"numbers" at assemblies (only in the first few
testing files) like there are in this Squad(//1 – Aggressor is a
number, it refers to the order, 0,1,2 etc)

NOTE: You can always add notes or comments by typing //

and then whatever comment you want

to add, this is very useful for when you start a project, take a
break, and start again after a month.You now have a large bit of trash which you have to decode
before you can start again.Now come the Machines in the Squad, NUMBER is amount,
so NUMBER 2 is 2 Machines(Here

You can also have "AI Patrols" these do not have a Assembly, but some points between which they

patrol, this is often very messy since there is nothing to keep the numbers separated:

```
//4 - aggressors
```

```
SQUAD
```

```
AI PATROL DELAY 0 895 574 955 409 976 570
```

```
NUMBER 2 0 AGGRESSOR 2 GRUNT L_BOLTER
```

```
END SQUAD
```

So

```
AI PATROL DELAY 0 895 574 955 409 976 570
```

Means from 895,574 to 955,409 to 976, 570Pink: Assemblies, Triggers, Patrols.

Red: Base and Red Start Team, Red Reinforcements(in the base) and Blue's

Reinforcements(outside of the base, not very handy, I know)

Blue: Enemy Movements and Enemy Reinforcements Movements

"A": Assembly, follow the lines to easy spot the tiny dots that are the assemblies

White: Enemy Units Start location

ALTERNATIVE SOUNDS

There are different ways to edit the sounds. The first, most simple way is to totally change the sound files is to replace them with others. If you don't want edit the sound files totally, but give a scout a gorilla voice(me smash!) then you should edit the sound files in the mach1.met file.

Open in the folder \sounds\vemail the file vemail.dat. Now you see things like

```
VID_GRUNT_BUILT0 sounds\vemail\Grunt\Gt_GNT_1.wav
```

```
VM_FULL_FUNCTION 1 0 NO_PRELOAD
```

By editing the sounds\vemail\Grunt\Gt_GNT_1.wav part you can choose different voices or even completely new ones. VM_FULL_FUNCTION 10 is what the command is, you can also have

VM_TASK_AFFIRMATION or VM_SELECTION_AFFIRMATION is unknown. NO_PRELOAD

means that it loads when needed, this is to avoid long loading times when starting a game(which

Charibdys did very well!)

You can also use a Action to play a sound file. Use the command

```
VOICE_MAIL ON [name of condition] RACE RED VID [example: VID_ASSASSIN_TASKED1 :example]
```

You can change the VID_ASSASSIN_TASKED to any of the sound files, in the bottom of the file

there are the sound files of the "Pod". That is that lady talking with that "robotic" voice. These include

things like "Mine Detonation in 90 Seconds" "5,4,3,2,1" and more, longer but sadly, more detailed

files. Sadly? Well because it's hard to create a mission where

"The enemy base it to the east, they

have a mining operations to the north and a research facility to the west" Not much room for your

own creativity is there right? You can of course record your own voice and stick it in.

Now the "Other files" in the /sound folder I do not fully understand, this is what I (think to) know:

(Sd2d64.dat)

SID_ELECTRICCHARGE Name of sound(obvious)

sounds/electchg.wav Name of sound file

60 Volume or Quality(0-1 00?)

3 Duration

300 ??

1 300 ??

PRELOAD Preloaded

2D There's no surround sound?

HW_MIXED ??

Sd2d32.dat and snddef32.dat look like each other, same with the 64 files. Maybe the 32 files are

low quality, and the 64 high quality. And Sd2d## would be "Normal Volume" and snddef32.dat

higher volume? It does says def(deaf) and I've seen many ded(dead) so it is plausible to believe

If you found out how it works, send me a message.

www.wiredforwar.org. You know you want to tell me!

PARMDATA AI

We'll need the parameter data file again! Now we'll talk about the AI setting, they are already

Written by Judas

www.wiredforwar.org

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explained in the parmdata.dat file, but something extra is never wrong.

You see about 7 AI's and all have some numbers, here's one

TYPE EPP

NAME FRONTIER

GARRISONS_PRIORITY 1

AGGRESSIVES_PRIORITY 0

TURRETS_PRIORITY 0

POD_PRIORITY -1

END

The lower the number, the more important the priority is, really weird, actually I don't really understand.

GARRISON: Will the unit evade or just stand still?

Dozers = Low, so a Low number(-1) means it will evade.

Actually everything of the Dozer has -1

(EPP RUN AWAY) So it will react strongly when attacked, when it sees/under attack by turrets or if it's pod gets attacked.

AGGRESSIVES: Will the unit react if it spots a enemy? Will it run to it and starts to fire, or does it wait? Or does he run away?

TURRETS_PRIORITY: It sees a turret, engage or run?

POD_PRIORITY: Does it attack the enemy Pod or not??

ENVIRONMENT

We'll edit the 1 level again, open the folder

\models\planet\1o3

1 o3.csp, I don't know what this means since there isn't much information in the file.

1 03.env, this one controls the sun, moon and night

vision/fog, you can change the colors(in RGB)

and set how much fog there is:

fog:

{

max visibility: 350

colour table: "fog colours"

controller: "sun"

zenith multiplier: 2

Here max visibility is when the fog starts, the zenith multiplier multiplies that.... so in zenith camera

you have 700 view instead of 350, put it to 999 or something and you have unlimited visibility,

at least, when your you staring at a hill or your PC is not high-end ;)

1 o3.psf, this file is mainly used for calculating the map size, I tried to edit things but nothing happened, I guess it is linked to 1o3.csp or something....

TEXTURE MODS

/GUI FOLDER

Texture mods are a quick, easy and fun way to edit Machines, it's all very simple, open a file with bitmap or better and edit them. If you(before you start editing) save the file as a "24bit" color palette thingy, then you can have all the colors. If you do not do this you can only use the colors in the map. If you have a very red map, adding green or blue will result in black.

Now the only things that need a look are the first person files and the menu files. First the

First person: Open the folder \Acclaim

Entertainment\Machines\gui\fstpersn\cursor.

First thing you see are the pictures for when driving in first

person, you can insert picture by first

adding them of course and then opening the according .anm

file. So targnv.anm for targnv1.bmp,

targv.anm for targv1.bmp etc. When you open the correct file

you see something like this:

0 0 2 0

gui/fstpersn/cursor/targnv1.bmp 0.5 0 0 0 0

gui/fstpersn/cursor/targnv2.bmp 0.5 0 0 0 0

You can add extra frames by simply adding names. The 0.5 behind the names is the time in

seconds it appears, so 0.5 seconds each. The 2 on top tell us how many frames there are and

how many Machines will read, so when you have a whole list of pictures, but still have 0 0 2 0 then

you only see the first 2

I've made this:

0 0 8 0

gui/fstpersn/cursor/targnv1.bmp 0.25 0 0 0 0

gui/fstpersn/cursor/targnv2.bmp 0.25 0 0 0 0

gui/fstpersn/cursor/targnv3.bmp 0.25 0 0 0 0

gui/fstpersn/cursor/targnv4.bmp 0.25 0 0 0 0

gui/fstpersn/cursor/targnv5.bmp 0.25 0 0 0 0

gui/fstpersn/cursor/targnv6.bmp 0.25 0 0 0 0
 gui/fstpersn/cursor/targnv7.bmp 0.25 0 0 0 0
 gui/fstpersn/cursor/targnv8.bmp 0.25 0 0 0 0

/MODELS FOLDER

In here you'll find the models, that are the landscape images, planet images(Moon, Sun) and most importantly, the unit images!! I'll teach you how to create a Red-Pulse shooting commandant with a 75% red weapon. First go to \models\texture2, and create a map called "Backup" now search for the files named:

arrw_bc.BMP
 arrw_bt.BMP
 pside_bc.BMP
 pside_bt.BMP
 pstryb_b.BMP
 star_bc.BMP
 star_bt.bmp
 mach_b.BMP

Turn all the first images to Red(Make sure the pink parts remain pink)

now you have red pulse projectiles, and 50% red guns. Now go to the last "mach_b.BMP" open it and edit the white/blue thingy under the yellow/black thing, that was the front of the gun you just edited :D

Here's a small(old) list I've created, have fun!

agnb1_b.bmp Gorilla Main Back
 agnf1_b.bmp Gorilla Main Front
 agnbt1_b.bmp Gorilla Feet
 bal4L1_B.bmp Goliath Arrow Marks(front-back)
 agnfg1_b.bmp Gorilla Fingers
 agnbn1_b.bmp Gorilla Torso
 agnto1_b.bmp Gorilla Toes
 as2hd1_b.BMP Reaper Head
 asleg1_b.BMP Reaper Leg
 awast1_b.BMP Reaper Torso (waist)
 gnt1s1_b.bmp Scout Body

gnt2L1_B.bmp Scout Logo
 gnt2s1_b.bmp Grunt Body
 gr3bk1_b.bmp Warrior Back
 gr3fr1_b.bmp Warrior Front

grgnb1_b.bmp Warrior Weapon
 arrw_bc.BMP Assassin Warlord Bullet/Bee Bomber Bomb explosions "Fly up" thingies
 cheq1_b.bmp Grunt Checkered Weapon
 bal4S1_B.bmp Heavy Assault Torsos
 beh5t1_b.bmp Titan Mek Top
 behG1_b.bmp Both Meks Roll Bars
 behs1_b.bmp Both Meks Sides
 beht1_b.BMP Behemoth Mek Top
 doors1_b.BMP Doors
 Chim1.bmp Chimney
 CivFA1_b.BMP Civ Fac lvl 1 Walls
 CivFB1_b.BMP Civ Fac lvl 2 Walls
 CivFC1_b.BMP Civ Fac lvl 1 Top
 civZX1_b.BMP Civ Research Lab lvl 2 Sloping sides
 k3arm1_b.BMP Enforcer Arms
 k3hed1_b.BMP Templar Knight Head
 k5fac1_b.BMP Assassin Body (face)

kface1_b.BMP Knight & Enforcer Body (face)
 kblad_bc.bmp Flying Units Propellors
 kfbak1_b.bmp FU backside and Face
 kfarm1_b.BMP FU (between Propellor and body)
 kfbaz1_b.bmp FU Abdomen (middle body)
 kfhol1_b.bmp Propellor metal(up and under)
 kfnsd1_b.BMP Parts between bodies
 kfgl1_b.bmp Blob on top of B-Bomber front
 kfpod1_b.BMP Blob on top of B-Bomber top
 kftl1_b.bmp Wasp Tail
 ksymb_b.BMP Knight Symbol on Hover legs
 khov1_b.BMP Knight Hover Legs
 ktrak1_b.BMP Enforcer Tracks Sides
 kturb1_b.bmp (FU~ ?) BeeBomber Propellor Encasing
 logo1_b.BMP Logo
 Nuke_b.bmp Mushroom (nuke)
 pod1_b.BMP Pod
 sent1_b.bmp APC top
 scrn2_ba.bmp Research Passive
 scrn1.bmp Research Active
 trks1_b.BMP Tracks Side
 Trax.bmp Tracks
 tran1_b.BMP Transporter (rhino?)

TIPS**MAIN MODDING FOLDER**

Very simple, create a main folder for your modding, and then create a folder for each mod you want to create, always keep a backup. Also if you often start new mods you can select the backup folder and press Ctrl+c and then Ctrl+V, this will copy the folder, giving you a fresh start

CREATE A MAP

You probably already know how to do this, but you shouldn't just create a map and stare at it, you must include triggers, explosion sizes(a action) assemblies, enemy building, etc, until you get a very colorful map :)

PAPER AND PEN

If using paint you should grab a pen and paper, since all the coordinates are very hard to remember, it's even hard to remember them, pressing alt-tab and then writing them down in something like notepad.

SAVE OLD FILES AND HOW

Create a "Old or Crash" folder in your modfolder (That's: "Mainmoddingfolder/Modfolder/OldorCrash" every time you create a new mod you can put the old one there, rename it to "Modname# W/C" The Modname is the name of the mod, the # is the number or version and the W/C is Works or Crash, so "Overrun4W.met" is a correct name and easy to search for. This is handy because when number 1 9 crashes, and number 81 didn't you can quickly find out what went wrong and where. Also when you want to take a long break and resume later you can have a quick overview from what you were doing

CONDITION LIST

Made by me for use by me, I understand what I wrote, if you don't come to www.wiredforwar.org

General:

With [NCA] I Mean the link between Actions and Conditions, also known as the "Name" (Name of link between Condition and Action, NCA in short)

With [RC] I mean RACE "Color" where "Color" is a well, color (Red,blue,green,yellow)

With [X,Y] I mean the Coordinates

Reinforcements, Build, Destroyed, Captured etc

With [#] I mean the amount of Machines/building/research needed for this condition, so this can

be anything from 0 to 999, although there can't be more than 73 units(right?)

With [MACH] I mean a Machines name, can be any Machine(Note, MACHINE means all machines)

Movement, Arrived at a location

With [RANGE #] I mean the range size(RANGE 1 is right on top of the object, RANGE 500 is pretty big)

With [MACH] I mean a Machines name, can be any Machine(Note, MACHINE means all machines)

BMU's

With [LGTE] I mean Lower/Greater than equal, used for BMU's (GREATER_THAN_EQUAL, LESS_THAN_EQUAL)

With [BMU] I mean the BMU's

The ALL, ANY, NOT Conditions

With [Con1] [Con2] [Con3] etc I mean the conditions name used for the {ALL, ANY, NOT} events,

With [etc] I mean it can be a unlimited number of [Con] Fired At

With [C] I mean just a color without RACE

Timers

With [SecTime] I mean time in minutes, thus 1 is 1 second, 60 is a minute, 240 is 4 minutes, 6000 is 1.666 Hours :P

// Everybody Dead

ALL_UNITS_DEAD [NCA] [RC]

// Went under a amount of units

LOW_UNIT_COUNT [NCA] [RC] [#] [MACH]

//Went above a certain amount of units

HIGH_UNIT_COUNT [NCA] [RC] [#] [MACH] (In this case it was
 ADMINISTRATOR 3 OVERSEER LR_PULSE_RIFLE_X2)
 // Arrived at a Location
 REACHED_LOCATION [NCA] [RC] [#] AT [X,Y] RANGE [RANGE
 #] [MACH]
 // Mined # amount of resources
 BMU_COUNT [NCA] [RC] [LGTE [BMU]
 //All conditions are met
 ALL [NCA] [Con1] [Con2] [etc]
 //A Condition is met
 ANY [NCA] [Con1] [Con2] [etc]
 //All conditions are not met
 NOT [NCA] [Con1] [Con2] [etc]
 //A Race fired at another race
 FIRED_AT [NCA] [RC] FIRED AT [C]
 // Countdown Timer in seconds
 TIMER [NCA] [SecTime]
 //Researched a unit
 RESEARCH_COMPLETE [NCA] [RC] [MACH] (In this case it was
 AGGRESSOR 3 BALLISTA T_VORTEX)

Actions List

Same as Conditions, written by me and I understand it, if you
 don't, contact me at

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//In Debriefing this shows if you completed or failed the
 objective

TASK_STATE ON allDeadBlue NUMBER 1 COMPLETE

//Lost

LOST ON allDeadRed RACE RED

//Won

WON ON allDeadBlue RACE RED

//Enable Condition/Action Y if Condition/Action X happens

ENABLE_ACTION ON trans1 builtall

//Play Sound file

VOICE_MAIL ON voc2 RACE RED VID VID_ASSASSIN_TASKED1

//Change Race

CHANGE_RACE ON changesmelt1 ORIGINAL_RACE GREEN

TARGET_RACE RED AT 1 650

1 400 RANGE 300

//Reinforcements

//Names of machines

//Where? {point}

//Name of Squad (1 to 99)

// End (The end)

REINFORCEMENTS ON rein1 RACE RED

MACHINE AGGRESSOR 3 ASSASSIN LR_PLASMA_RIFLE_X2

MACHINE AGGRESSOR 3 ASSASSIN LR_PLASMA_RIFLE_X2

MACHINE AGGRESSOR 3 ASSASSIN LR_PLASMA_RIFLE_X2

MACHINE AGGRESSOR 3 ASSASSIN LR_PLASMA_RIFLE_X2

MACHINE AGGRESSOR 3 ASSASSIN LR_PLASMA_RIFLE_X2

MACHINE AGGRESSOR 3 KNIGHT LR_PLASMA_CANNON1_X2

POINT 400 1200

ASSIGN 11

END

//Creates a Explosion, can be for show(Damage 0) or for real(
 Damage 500), Size is how big the

model will become(1 is VERY small) Range is how far the
 damage will go(So the damage, not the
 model)

EXPLOSION ON blowdor1 AT 425 1 050 RANGE 1 DAMAGE

500 SIZE 1

//Activates a Squad

ACTIVATE_SQUADRONS ON techshome RACE BLUE

SQUADRONS 2 3

//Used in missions, if you have Destroyed 5 units here you get
 5 units in the next level, but if you

destroyed 4, 4 units etc.

SET_SCENARIO_FLAG NAME miss5

Names List

Same as Actions and Conditions. :P

Military								
SCOUTS:		lvl	Res. lvl	X	Y	Direction		
Scout w Bolter	AGGRESSOR	1	1	958	482		GRUNT	R_BOLTER
Scout w disruptor	AGGRESSOR	1	1	422	470		GRUNT	R_ELECTRIC_CHARGE
Grunt w Bolter	AGGRESSOR	2	1	727	939		GRUNT	L_BOLTER
Grunt w Disruptor	AGGRESSOR	2	1	307	364		GRUNT	L_ELECTRIC_CHARGE
Grunt w Napalm	AGGRESSOR	2	1	151	9	0	GRUNT	L_FLAME_THROWER
Warrior w Heavy Bolters	AGGRESSOR	3	1	395	1239		GRUNT	LR_HEAVY_BOLTER1_X2
REAPERS:								
Reaper w Auto Cannon	AGGRESSOR	2	1	518	1359		ASSASSIN	L_AUTO_CANNON
Reaper w Plasma Rifle	AGGRESSOR	2	1	292	353		ASSASSIN	L_PLASMA_RIFLE
Wraith reaper w auto cannon	AGGRESSOR	3	1	938	738		ASSASSIN	LR_AUTO_CANNON_X2
Wraith Reaper w Plasma	AGGRESSOR	3	1	314	1571		ASSASSIN	LR_PLASMA_RIFLE_X2
Knights								
Enforcer w Bolter Cannons	AGGRESSOR	3	1	1535	429		KNIGHT	LR_HEAVY_BOLTER2_X2
Enforcer w Plasma Cannons	AGGRESSOR	3	1	260	560		KNIGHT	LR_PLASMA_CANNON1_X2
Knight w Missile launchers	AGGRESSOR	4	1	938	738		KNIGHT	LR_MULTI_LAUNCHER3
Knight w H. Plasma Cannons	AGGRESSOR	4	1	938	738		KNIGHT	LR_PLASMA_CANNON2_X2
Templar w Missile	AGGRESSOR	5	1	645	644		KNIGHT	LRT_MULTI_LAUNCHER4_X3
Templar w Plasma	AGGRESSOR	5	1	938	738		KNIGHT	LRT_PLASMA_CANNON2_X3
Heavy Assault								
Crusader	AGGRESSOR	3	1	146	1		BALLISTA	T_MULTI_LAUNCHER1
Vortex Eradicator	AGGRESSOR	3	1	320	550		BALLISTA	T_VORTEX
Goliath	AGGRESSOR	4	1	640	1		BALLISTA	LR_MULTI_LAUNCHER2_X2
Gorilla	AGGRESSOR	5	1	938	738		NINJA	L_MULTI_LAUNCHER7_T_GORILLA_PUNCH_R_MULTI_LAUNCHER7
Flying Units								
Wasp w Plasma Sting	ADMINISTRATOR	1	1	245	640		BOSS	T_WASP_LIGHT_STING
Wasp w Missile sting	ADMINISTRATOR	1	1	700	1		BOSS	T_WASP_METAL_STING
Bee Bomber	ADMINISTRATOR	2	1	270	640		BOSS	T_BEE_BOMB
Commanders								
Commander w Pulse rifles	ADMINISTRATOR	2	1	250	605		OVERSEER	LR_PULSE_RIFLE_X2
Commander w Healing	ADMINISTRATOR	2	1	270	590		OVERSEER	L_PULSE_RIFLE_R_SUPERCHARGE_ADVANCED
Commandant w Pulse rifle and Healing	ADMINISTRATOR	3	1	157	147		OVERSEER	L_PULSE_RIFLE_R_SUPERCHARGE_ADVANCED
Commandant w Pulse Rifles	ADMINISTRATOR	3	1	422	460		OVERSEER	LR_PULSE_RIFLE_X2
Warlord w Sabre missile	ADMINISTRATOR	4	1	740	1		COMMANDER	LR_MULTI_LAUNCHER5_X2

Warlord w Sabre Missile and Healing	ADMINISTRATOR	4	1	760	1		COMMANDER	L_MULTI_LAUNCHER5_R_SUPERCHARGE_SUPER
Judas Warlord	ADMINISTRATOR	4	1	720	1		COMMANDER	L_MULTI_LAUNCHER5_R_TREACHERY
Assassin Warlord w Pulse Cannons	ADMINISTRATOR	5	1	330	605		COMMANDER	LR_PULSE_CANNON_X2
Assassin Warlord w Pulsecannons and Healing	ADMINISTRATOR	5	1	350	590		COMMANDER	L_PULSE_CANNON_R_SUPERCHARGE_SUPER
NON-AGRESSIVE								
APC's								
Shuttle	APC	2	1	1	40			
Shark	APC	4	1	1	197			
Eagle	APC	5	1	1	80			
Locators:								
Locator	GEO_LOCATOR	1	1	444	472			
Ranger locator	GEO_LOCATOR	2	1	191	6			
Prospector Locator	GEO_LOCATOR	3	1	1271	2543			
Spies								
Spy	SPY_LOCATOR	3	1	1	80			
Advanced Spy	SPY_LOCATOR	5	1	253	874			
Builders:								
Dozer CONSTRUCTOR	CONSTRUCTOR	1	1	394	468		DOZER	
Builder CONSTRUCTOR	CONSTRUCTOR	3	1	1539	1135		BUILDER	
Behemoth CONSTRUCTOR(lvl 4)	CONSTRUCTOR	4	1	1187	1400		BEHEMOTH	
Titan Mek CONSTRUCTOR(lvl 5)	CONSTRUCTOR	5	1	826	1149		BEHEMOTH	
Researchers								
Tecnhician	TECHNICIAN	2	1	140	645		LAB_TECH	
Engineer Tecnician	TECHNICIAN	3	3	705	1994		TECH_BOY	
Brainbox	TECHNICIAN	5	5	308	327		BRAIN_BOX	
Transporters:								
Mule Transporter	RESOURCE_CARRIER	1	1	628	1			
Ox Transporter	RESOURCE_CARRIER	2	1	368	426			
Bull Transporter	RESOURCE_CARRIER	4	1	1	16	0		
Rhino	RESOURCE_CARRIER	5	1	1	16	0		
Scavenger	RESOURCE_CARRIER	3	1	234	337			
Factories,								
Radars, Turrets, Sentinels and Global Weapons								
Research Labs:								
Civ Lab	HARDWARE_LAB	1		1343	473	-270	LAB_CIVILIAN	

Civ Academy	HARDWARE_LAB	3		259	328	0	LAB_CIVILIAN	
Mil Lab	HARDWARE_LAB	1		1402	1201	-90	LAB_MILITARY	
Mil Academy	HARDWARE_LAB	3		306	288	-270	LAB_MILITARY	
MINEs								
MINE	MINE	1		1	195	90		
Extractor Mine	MINE	3		877	1317	0		
Rapid extractor mine	MINE	5		201	207	90		
Smelters								
Pod	POD	1		430	376	-270		T_ION_ORBITAL_CANNON
Smelter	SMELTER	1		368	214	-270		
Refinery	SMELTER	3		888	836	-90		
Garrison	GARRISON	1		502	1047	-270		
Civ Factories								
Civ Factory	FACTORY	1		389	285	-180	CIVILIAN	
Advanced Civ Fac	FACTORY	3		361	1168		CIVILIAN	
Civilian Factory Complex	FACTORY	5		196	285		CIVILIAN	
Mil Factories								
Light infantry factory	FACTORY	1		372	429	-270	MILITARY	
Advanced Combat Factory	FACTORY	3		290	463	0	MILITARY	
Airborne Unit Factory	FACTORY	4		487	131	-90	MILITARY	
Heavy Assault Factory	FACTORY	5		359	1238	0	MILITARY	
Radar Beacons								
Com Beacon	BEACON	1		253	385	0		
Sat Uplink	BEACON	3	1	441	1	0		
Turrets								
Napalm	MISSILE	1		321	620	180	TURRET	T_FLAME_THROWER1
Auto-Cannon	MISSILE_EMPLACEMENT	2		400	494	0	TURRET	LR_AUTO_CANNON_X2
Pulse Rifle	MISSILE_EMPLACEMENT	3		467	744	-180	TURRET	LR_PULSE_RIFLE_X2
Launchers								
Ground Sentinel	MISSILE_EMPLACEMENT	3		567	793	0	SENTRY	LR_MULTI_LAUNCHERS5_X2
Air Sentinel	MISSILE_EMPLACEMENT	4		282	1	-90	SENTRY	LR_MULTI_LAUNCHER6_X2
Leviathan	MISSILE_EMPLACEMENT	4		976	800	-270	LAUNCHER	LR_LARGE_MISSILE_X2
Global Weapons								
Nuke(180 is Direction) 0 is Loaded or not I guess)	MISSILE_EMPLACEMENT	5		760	1450	180	ICBM	T_NUCLEAR_MISSILE
Ion Cannon*	POD	1		318	399	0		T_ION_ORBITAL_CANNON
*Only available when researched								

MODS SUGGESTIONS

ONSLAUGHT

You have to survive waves of enemy units, all you need are:

Timers

Enemy Reinforcements

Assembly Points in your own Base

The enemy will walk straight to your base and start attacking, very simple

DROPPING

Simply create a few points and a few "Location_reached" triggers, then insert a Scout and a poorly drawn minimap and your done! The player will have to go to a few points and then he can go t the finish(Enable_action)

RESEARCH RACE

Add "Researched_complete" and a timer, the player has to research that unit in a certain time, change time or researched unit to change the difficulty

MAZE

You need to calculate many different wall locations for this one, so be careful. The main goal is that you start in location A and you have to go to location B, easy huh?

TAKEOVER WARS

Both players are Judas Warlord, first one to capture 20 (enemy)reapers wins!

INVASION

You have 4000BMU and 3 factories. Defeat the enemy. Take over mines/smelters and transporters along the way.

HUNTED

You are an advanced spy. Survive 15 min.

HUNTER

You are Judas Warlord. Defeat the enemy.

ASSAULT

Defeat an already built foe.

BATTLE

Start with a set of units. Survive

ARENA

New reinforcements every min. Survive that min.

SATELLITE

Shootout

RESOURCE WARS

No Locators. Mines already built.