

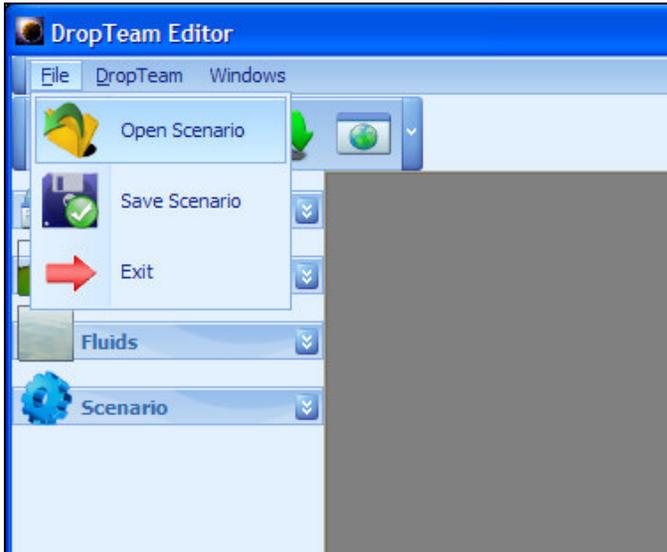
# **DropTeam Scenario Editor**

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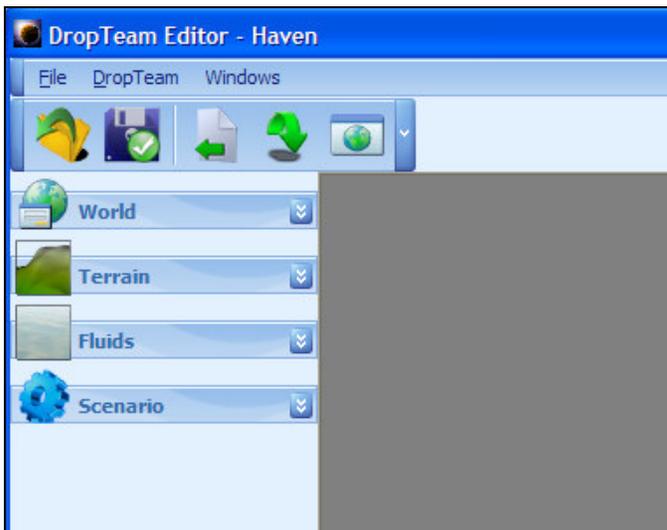
Preliminary Manual for the Beta Release of the Scenario Editor for DropTeam

## Opening Scenarios

There is always, at most, only one scenario open for editing at any time. When you first launch the editor no scenario is open for editing. Select "Open Scenario" from the "File" menu to begin making changes to a scenario.



When you have opened a scenario its name appears in the caption of the main editor window. You can always see which scenario you are currently editing by looking at the window caption.



There is currently no way to create a new scenario from scratch; you can only open existing scenarios. Therefore, if you want to create a new scenario, first copy the .scenario file for an existing one and rename it. Then open the new scenario in the editor and begin working on it.

## File Paths

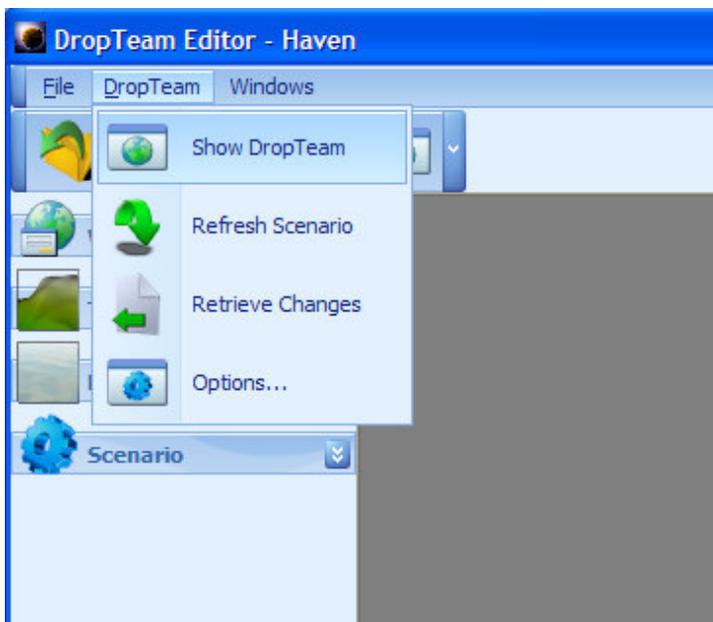
When you open a scenario you will notice that you're presented with a list of files that are currently in your DropTeam installation's \data subdirectory. All data files that are used for your scenarios must reside in this path in order for the editor to correctly work with them. This includes image files, sound files, .scenario files, 3D object files, etc. Every file that you pick while using the editor should be in the \data subdirectory of your DropTeam installation. This means that if, for example, you want to use an image file that is elsewhere on your hard disk, you should first copy that file into your \data directory and then use it as a part of your scenario.

The only exceptions to this rule are sound files and font files, which reside in the \data\sound and \data\fonts subdirectories of your DropTeam install (instead of in the \data directory itself).

If you attempt to use files from other directories, the editor will warn you that the files aren't located in the correct place.

## The DropTeam Window

Basic editing is done within the DropTeam editor but more advanced functions are performed interactively from within DropTeam itself. For example, you can position objects in your scenario by simply dragging them over the terrain from within DropTeam. To do this, you need to open the DropTeam window from the editor. This is done from the DropTeam menu.

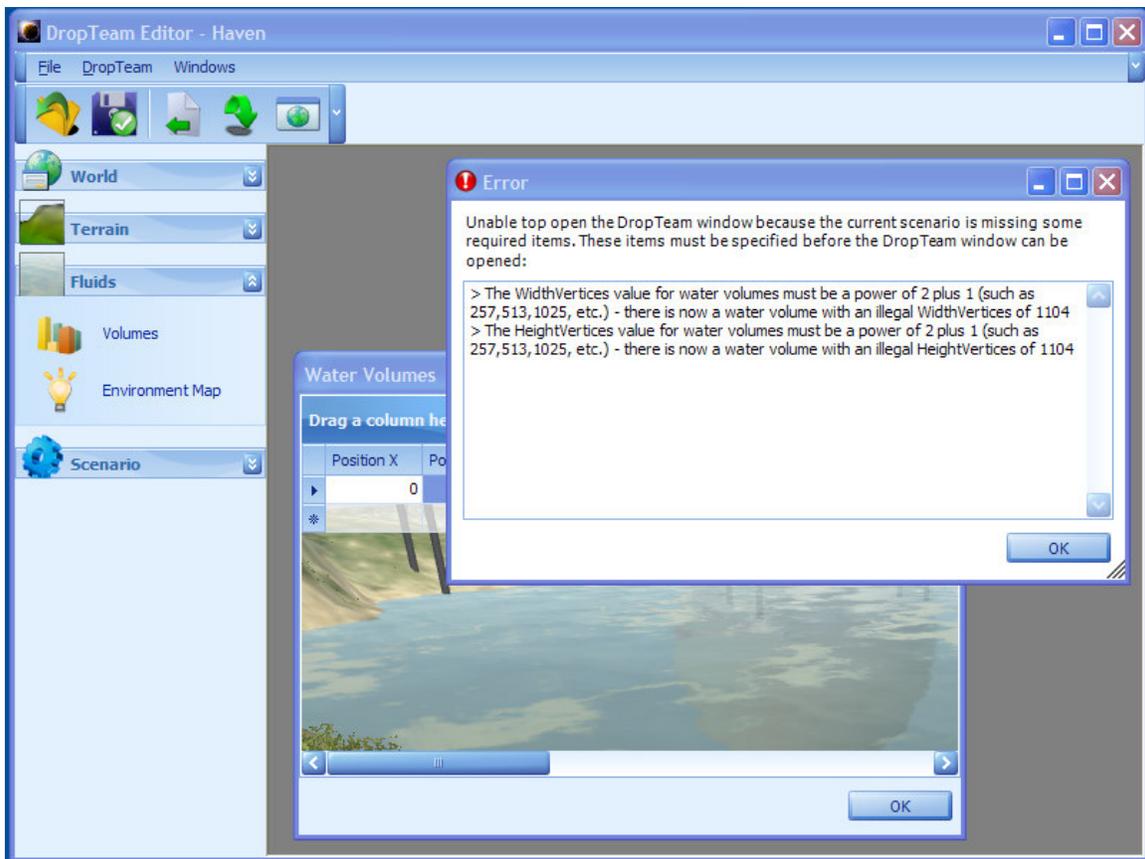


The DropTeam menu contains 4 items.

### Show DropTeam

Select this item to open a DropTeam window. A special instance of DropTeam will open with your current scenario loaded for editing. DropTeam is running in a special "editor mode". In this mode, you can do things like drag objects to set their positions and issue commands that interact with the scenario editor.

When you select Show DropTeam, the editor will first validate your scenario to make sure that it doesn't contain any errors that will prevent it from being loaded by DropTeam. If there are errors in your scenario, then you need to fix them before the DropTeam window will open.



### Refresh Scenario

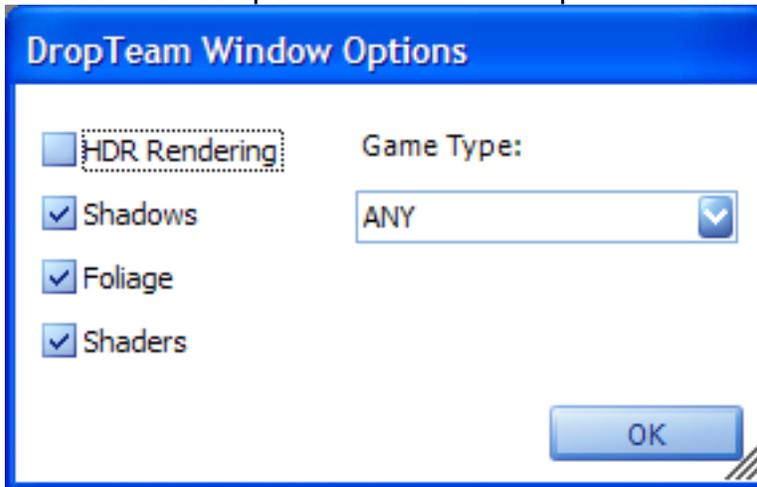
Selecting this option causes the DropTeam window to reload the current scenario. Use this command to make the DropTeam window reflect all of the edits you've made to the scenario inside of the scenario editor (some changes that you make in the scenario editor aren't visible in the DropTeam window until you reload).

## Retrieve Changes

This command fetches all of the changes that you have made in the DropTeam window so that the scenario editor is aware of them all. For example, if you drag buildings into new positions in the DropTeam window, the scenario editor won't know about this change until you select the "Retrieve Changes" command. Always issue this command after you have made changes in the DropTeam window.

## Options

This commands opens a window with options that affect the DropTeam window.



### HDR Rendering, Shadows, Foliage, and Shaders

Specifies whether or not the corresponding options in the DropTeam window should be turned on.

### Game Type

Specifies which game type should be loaded in the DropTeam window. You should select the game type that you're currently working on in your scenario (or "Any" if you're working on more general things such as the terrain).

## Basic Editing

Use the navigation pane on the left to open "Records" for editing different parts of the scenario. A record is a screen that contains values that can be changed for the current scenario and an OK button. Your changes are not committed to the scenario until you press OK on these records, so you won't see these changes even if you hit the Refresh Scenario button until you've pressed OK on a record.

## Picking Locations

Whenever you see a field containing a button with a curled arrow, this is a "location" field.

Location	
3260,2740,108	
3187,2673,108	
3328,2810,108	
3187,2673,108	

These fields call for a 3D position in the scenario. You can either type the position manually like any other field, or you can press the button. If you press the button, the DropTeam window will pop up and prompt you to click a point in the scenario with the mouse. You will then be returned to the scenario editor and the field in question will be populated with the point that you picked.