

Welcome to the Stargates!

The Stargates were an idea which was developed part way through the development of the second community map project. The first map project was very successful and featured a team of mappers working together to make one really outstanding map and so the second map project team were discussing ideas to make their new map stand out from the last.

Then Jaguar-Lord suggested teleporters...

...and this is where I came in. Although I'm not the best technical SCAR coder by a huge margin (in my opinion that honour goes to either CutterShane or Ruostainen) I have to say that I'm exceedingly proud of this code...it's....it's *beautiful*. Seriously, go have a look at it – every time you do a fairy gets its wings.

So, how do the Stargates work?

In each base is a critical point, a Stargate and a map. If you capture the critical point you take control of both the map and the Stargate nearby.



You will notice on the map that there are green dots – these relate to the location of the Stargates.

When you capture a critical point, a blue light will appear which corresponds to the Stargate that you have just captured.



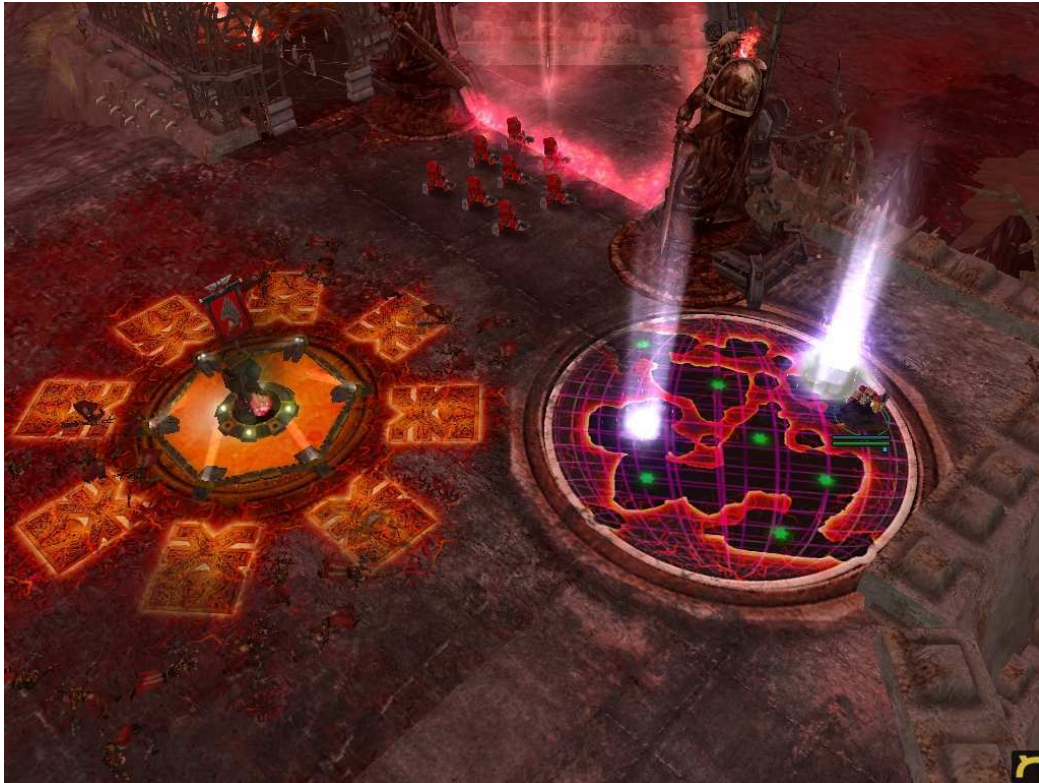
If you have captured more than one critical point, then further blue lights will appear on the map to reflect this.



Once you have more than one critical point in your power, you can use the Stargate.

You will need your basic commander unit to use the Stargate as only they are allowed to pick the destinations.

Moving a commander near to a blue light on a map you control will cause it to pulse.



On the fifth pulse the blue light will turn red to indicate that you have picked this as the exit point.



When this occurs the Stargate nearest to the map you are on will be active for 20 seconds and any units that you put through this Stargate will emerge at the Stargate symbolised by the red light.



Note that after 20 seconds the red light will become blue again. Also you cannot set the Stargate you are entering as the exit- it just will not pulse.

I've installed some mod or another which has commanders that you never heard of – can I add these to the SCAR?

The Community Map Project 2 does not officially support mods – indeed it will not run under Firestorm over Kronus. The primary reason for this is that the SCAR checks to see if you have certain units in certain places and if that unit does not exist, for instance checking for the Dark Eldar Archon when you are running Dark Crusade, then the SCAR will crash. The same rules apply to mod units, if you are not running that mod at the time then the SCAR will crash.

However, SCAR is very easy to tweak – firstly open up the SCAR file from the DXP2\data\scenarios\mp folder- You can open this up in notepad.

In the SCAR file is a portion which looks like this:

```
t_Commander = Util_MakeBlueprintTable(  
  
--DARK CRUSADE UNITS  
  
    "space_marine_squad_force_commander",  
    "chaos_squad_lord",  
    "guard_squad_command_squad",  
    "eldar_squad_farseer",  
    "necron_lord_squad",  
    "ork_squad_mek_boy",  
    "chaos_squad_daemon_prince",  
    "necron_night_bringer",  
  
--SOULSTORM UNITS  
    --"sisters_squad_canoness",  
    --"dark_eldar_squad_archon",  
    --"necron_deceiver_squad",  
  
--MOD UNITS  
  
--TYRANIDS  
    --"tyranids_squad_broodlord",  
  
--DAEMON HUNTERS  
    --"inquisition_squad_inquisitor_lord",  
  
--WITCH HUNTERS  
    --"witch_hunters_squad_canoness",  
  
--STEEL LEGION  
    --"steel_legion_squad_lieutenant",  
  
--DO NOT REMOVE  
    "tau_commander_squad"  
)
```

You will notice that there are several “--” in this code. This tells DoW to ignore that line, which is normally used for comments. In this case it stops the SCAR errors from occurring. To enable one of these commanders however, all you have to do is delete the '--' before the one that you want. If you want to add any more units then follow the format, but please put it above the Tau Commander.

Later on is another section:

```
t_Banned = Util_MakeBlueprintTable(  
    "space_marine_squad_tempest",  
    "chaos_squad_hell_talon",  
    "dark_eldar_squad_raven",  
    "eldar_squad_nightwing",  
    "guard_squad_marauder",  
    "necron_scarab_squad",  
    "ork_squad_fighta_bomba",  
    "sisters_squad_lightning",  
    "tau_barracuda_squad"  
  
    )
```

This section excludes units from going through the Stargate, such as fliers in Soulstorm. To exclude more units just add them to the list. Please note that if it is not the last entry in the list it will need a comma on the end, whereas the last entry (the barracuda in the example above) does not.

Finally, at the end of the SCAR is this:

```
if(brace=="chaos_marine_race") then  
    T_Lazarus= "chaos_squad_lord"  
elseif (brace=="eldar_race") then  
    T_Lazarus= "eldar_squad_farseer"  
elseif (brace=="ork_race") then  
    T_Lazarus= "ork_squad_mek_boy"  
elseif (brace=="space_marine_race") then  
    T_Lazarus= "space_marine_squad_force_commander"  
elseif (brace=="guard_race") then  
    T_Lazarus= "guard_squad_command_squad"  
elseif (brace=="tau_race") then  
    T_Lazarus= "tau_commander_squad"  
elseif (brace=="necron_race") then  
    T_Lazarus= "necron_lord_squad"  
elseif (brace=="sisters_race") then  
    T_Lazarus= "sisters_squad_canoness"  
elseif (brace=="dark_eldar_race") then  
    T_Lazarus= "dark_eldar_squad_archon"  
elseif (brace=="witch_hunters_race") then  
    T_Lazarus= "witch_hunters_squad_canoness"  
elseif (brace=="tyranids_race") then
```



```
T_Lazarus="tyranids_squad_broodlord"  
elseif (bcrace=="inquisition_daemonhunt_race") then  
T_Lazarus="inquisition_squad_inquisitor_lord"  
elseif (bcrace=="steel_legion_race") then  
T_Lazarus="steel_legion_squad_lieutenant"
```

and to add new units to this you need to copy and paste the elseif and T_Lazarus lines and then add the mod race and commanders SQUAD name:

```
elseif (bcrace=="fuggles_race") then  
T_Lazarus="fuggles_squad_leader"
```

Following these steps should cause your SCAR to be completely error free and tweakable.

Have fun!

TTFN,
Fuggles