



Comanche Gold Mission Editor Manual

1. CREATING A NEW MISSION

- a) Select **New** from the *Mission Menu*. The *New Mission* dialog box will appear.
- b) Select **Terrain Type** from the drop down menu.
- c) Fill in **Mission Briefing** information (optional).
- d) Choose the *Load Out Variables* for the player's helicopter.
 - Check "Yes" or "No" for **Realistic Loadout**. With "Yes" selected, you will be limited to the actual number of weapons that can realistically be carried. Checking "No" gives the option of adding up to 255 HellFires and Stingers and 65,535 of cannon rounds and rockets, ignoring the actual hard points available.
 - When **Realistic Loadout** is set to "Yes", each weapon has a description of how many hard points it uses when placed and there is a running total of the hard points remaining in the *Hard Points Available* box.
 - **EFAMS** - This option determines whether or not you have EFAMS attached to your helicopter. This option gives you more hard points to place weapons but also increases your radar cross-section.
- e) Select *Mission Variables*:
 - **Player Hitpoints** - The amount of damage your helicopter can take before being destroyed.

Mission Object View Preferences

New Mission

Terrain Type

Green Cropland Day

Mission Briefing

Load Out Variables

Realistic Loadout ☒ Yes ☐ NoEFAMS ☐ Yes ☒ No

Hard Points Available

0

Cannon Rounds 500 500 max

Rockets 8 4 / HP

HellFires 2 1 / HP

Stingers 4 2 / HP

Artillery 0 255 max

Mission Variables

Player Hitpoints Low

Line of Sight ☐ Yes ☒ NoWeather Condition ☐ Snow ☐ Rain

OK

Cancel

F3 Toggle Depth Map
F5 Refresh Screen
F6 Waypoint Manager
F7 Waypoint Mode
F8 Wind Gusts

arrows Terrain/Object Scrolling
space Move Mode
shift/del Termination Mode
escape End All Modes

Zoom Control

+

-

Object Control

Select

Redraw

Stamp Off



- **Line of Sight** - When this option is on (**YES**), your radar will show only the objects for which you have an unobstructed view of. When this option is off (**NO**), it gives you JSTAR support which causes your radar to show all objects within radar range.
- **Snow** or **Rain** can be added to the mission with these options.

2. OBJECTS

- a) Objects are all the various items which can be put into a mission such as the player, vehicles and buildings.
- b) The default object when you create a new mission is the player.
- c) Use the arrow keys or the right mouse button to move around the map.
- d) Position the cross hairs on the map where you want the current object to be placed and then click the left mouse button to place the object.
- e) The *Edit Object* dialog box will allow you to set the object's properties:
 - **Heading** is the direction the object is facing in degrees (0-360).
 - **Pitch** and **Bank** are used when you want to place an object on an uneven surface such as a mountain.
 - **Waygroup** refers to the set of waypoints the object will follow.
 - **Waypoint** refers to the first waypoint of the waygroup the object will go to.
 - **Player Goal** and **Enemy Goal** determine whether or not the object is a goal of the corresponding side. The player wins when all enemy goals are destroyed and vice-versa.
 - Selecting **In Map** will make the object appear in the game's *Mission Briefing Map* with the **Map Label** assigned to it.
 - Other properties can be assigned.

Mission Object View Preferences

Edit Object

Name M1A2 Abrams

Object Location

X: 3072.000

Tile X Tile Y

Y: 3072.000

4

4

Modifiers

Heading

126

Pitch

0

Bank

0

WayGroup

C

Waypoint

1

☐ Player Goal☒ Enemy Goal☐ No Fire☒ Slow Fire☐ 360° Aware☒ Limited Ammo☒ Quick Aim☐ Rockets Only☐ Flank Left☐ Quick Movement

Mission Briefing Map

Map Label

☒ In Map

Allied Ground

OK

Cancel

Delete

Current Object Definition
M1A2 Abrams
Surface Vehicle

Length: 4.7m Width: 2.2m

Side: Blue

Units in game: 0

F3 Toggle Depth Map
F5 Refresh Screen
F6 Waypoint Manager
F7 Waypoint Mode
F8 Wind Gusts

arrows Terrain/Object Scrolling
space Move Mode
shift/del Termination Mode
escape End All Modes

Zoom Control

+

-

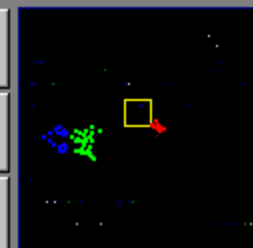
4.000 X

Object Control

Select

Redraw

Stamp Off



100 M

X 3584.375

Y 3523.610

T 4,4

X

Y

- f) To select a different object, press the **Select** button on the screen, **Select Base Class** under the *Object Menu*, or 'Ctrl-Z'.
- Selecting **Next** cycles through the various categories of object types.
 - When you find the object you want, highlight the object and select **OK**. Now you can left click and place objects of this type on the map.
- g) To change the properties of an object that has already been placed on the map, left click on the object and the *Edit Object* dialog box will appear.
- h) Stamp Mode:
- Click on the *Stamp Mode* select box to turn it on or off.
 - With Stamp Mode on, duplicates of the last object placed will be created when you left click on the map.
 - These duplicate objects will have the same properties as the last placed object so the *Edit Object* dialog box will not appear.
- i) Moving Objects:
- To move an object, you must first select it. This is done by holding down the 'Space Bar' and left clicking on the object. A green box will appear around the selected object.
 - To move the object, use the arrow keys to move it and then press the 'Escape' key when it is in position or left click where you want the object to be placed.
- j) Deleting Objects:
- To delete a single object, left click on the object and select **Delete** in the *Edit Object* box or hold down 'Shift' and 'Delete' keys and left click on the object.
 - To delete multiple objects, hold the 'Shift' key down and left click on the objects you want to delete. A red box will appear around the selected objects, then press the 'Delete' key to remove them. To deselect an object, hold the 'Shift' key down and left click on it again and to clear all selected items, press the 'Esc' key.

k) Due to certain restrictions, placing too many objects in a single mission can cause an error while loading. If you experience one of these messages:

- “Mission Error: Too Many Object Parts”
- “Mission Error: Too Many Train Cars”
- “Mission Error: Too Many AI Elements”
- “Mission Error: Too Many Auto-Image Palettes”

or any other similar message, try reducing the total number of object types, not total number of objects in the mission you created. Placing one instance of an object has the same effect as placing numerous instances. These messages only indicate that there are too many different “types” of objects not too many instances of a particular one.

3. WAYPOINTS

- a) Press ‘F6’ to open the *Waypoint Manager*.
- b) Waygroup A is always the player’s waygroup.
- c) Other vehicles can be assigned to waygroups B through P.
- d) Select the waygroup you want to add waypoints to and select **OK**.
- e) Press ‘F7’ to go to *Waypoint Mode*.
- f) Press the left mouse button to place a waypoint.
- g) To exit *Waypoint Mode*, press the ‘Escape’ key.

Mission Object View Preferences

Waypoint Manager

Waypoint Editor

Player Waypoints

List:A Point:1 Name:1-CP ALPHA
List:A Point:2 Name:2-CP BETA
List:A Point:3 Name:3-CP CHARLIE
List:A Point:4 Name:4-RELEASE PNT

Add Player Waypoint

Enter waypoint tag name: 2-CP BRAVO

OK

Cancel

Player Edit

Clear All

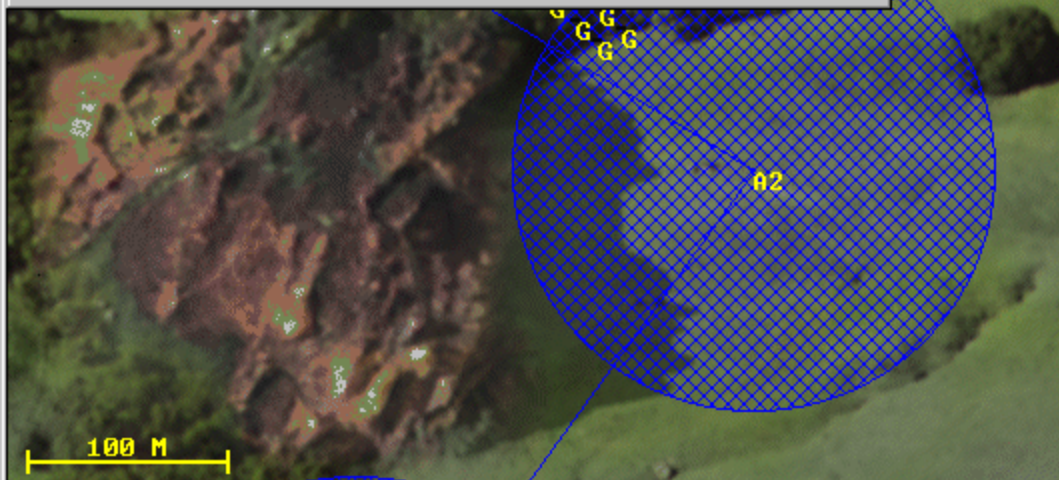
OK

Delete

Clear

Currently Active: PLAYER

OK



Current Object Definition
RAH-66 Comanche (Player)
Aircraft

Length:7.3m Width:1.5m
Side: Blue
Units in game:1

F3 Toggle Depth Map
F5 Refresh Screen
F6 Waypoint Manager
F7 Waypoint Mode
F8 Wind Gusts

arrows Terrain/Object Scrolling
space Move Mode
shift/del Termination Mode
escape End All Modes

Zoom Control

+

-

1.000 X

Object Control

Select

Redraw

Stamp Off



X 3880.790

Y 3456.375

T 4,4

X

Y

- h) To move a waypoint:
- While in waypoint mode, left click on the waypoint you want to move.
 - A green box will appear around the selected waypoint.
 - Left click on the new position for the waypoint.
- i) To remove a waypoint:
- Press 'F6' to go to the *Waypoint Manager*.
 - Select the waygroup which the waypoint is part of.
 - Click on **Edit**.
 - Highlight the waypoint and click on **Delete**.
 - To remove all the waypoints from a waygroup click on **Clear**.
 - To remove all the waypoints from all waygroups click on **Clear All** in the *Waypoint Manager*.
- j) When adding the player's waypoints, a name for the waypoint must be input. The names can be edited by selecting **Player Edit** in the *Waypoint Editor* dialog box.
- k) The maximum number of waypoints allowed in a waygroup is 10.

4.0 WIND GUSTS

- a) A wind gust is a change in wind direction and/or speed.
- b) Select 'F8' to open the *Wind Manager*.
- c) Input the information about the wind gust and press **Add** when you are finished to store the information.
- d) The maximum number of wind gusts which can be input is 24.

Mission Object View Preferences

Wind Manager

Name

El Nino

Current Wind Gusts

Name: Slow NE wind start: 0 stop: 35 heading: 45 speed: 12

Name: Hard gust start: 35 stop: 45 heading: 35 speed: 25

Start Time (sec)

45

Stop Time (sec)

180

Heading

60

Speed (0 - 128)

128

Done

Add

Delete

Clear

Current Object Definition
RAH-66 Comanche (Player)
AircraftLength: 7.3m Width: 1.5m
Side: **Blue**
Units in game: 0F3 Toggle Depth Map
F5 Refresh Screen
F6 Waypoint Manager
F7 Waypoint Mode
F8 Wind Gustsarrows Terrain/Object Scrolling
space Move Mode
shift/del Termination Mode
escape End All Modes

Zoom Control

+

-

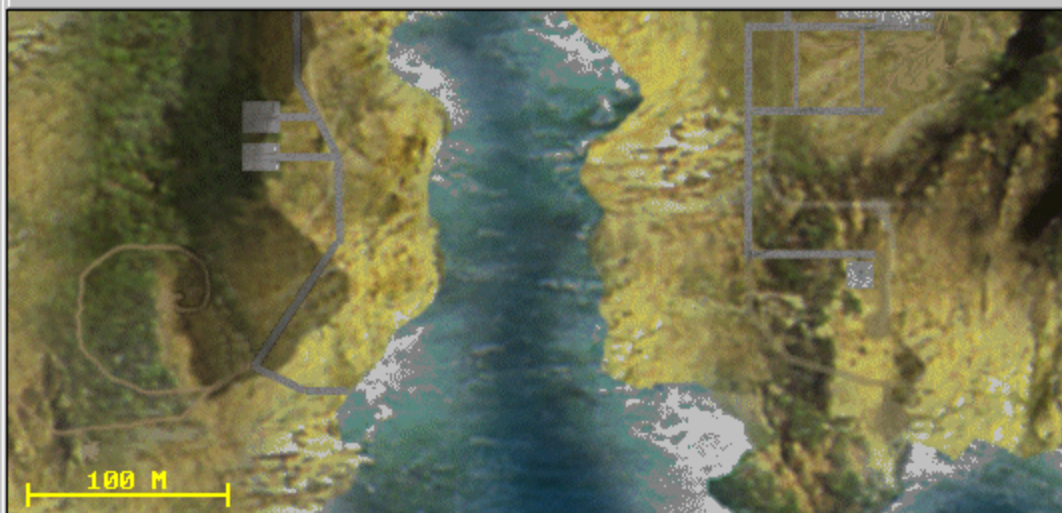
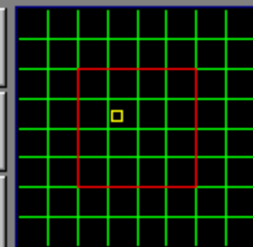
1.000 X

Object Control

Select

Redraw

Stamp Off



X 3547.464

Y 3767.679

T 4,4

X 475

Y 695

5.0 DEPTH MAP

- a) Press 'F3' to toggle between the *Depth Map* and the *Terrain Map*.
- b) The *Depth Map* shows the altitudes of the terrain with white being the highest altitude and black being the lowest.

6.0 PREFERENCES PULL DOWN MENU

- a) These allow you to select what is shown on your map.
- b) The world is made up of multiple identical terrain tiles.
- c) The small map can be toggled from looking at all the tiles or just the one you are working on. The small map is changed by selecting 'Page Up' or 'Page Down' on your keyboard or by selecting **Show Entire World** or **Show Current Tile** in the *Preferences Menu*.
- d) Selecting **Show True Direction** draws a line in the direction the object is facing. This is useful since the object icons only point north, south, east or west.

7.0 SAVING YOUR MISSION

- a) Select **Save** under the *Mission Menu* which will open the *Save As* dialog box.
- b) Name the mission and then click on **Save**.
- c) The first time you save the mission it will ask you for a name for the object file.
- d) Name the object file and then click on **Save**.
- e) The object file stores the information about the objects in the mission.
- f) Anytime you save after the first save, the object file will automatically be updated.

8.0 EXPORTING YOUR MISSION FOR PLAY

- a) The player object must be placed before a mission can be exported.
- b) Select **Export Data** under the *Mission* menu.
- c) Name the exported mission resource file and then click on **Save**.
- d) If the export is successful, you will receive an “**Export Complete**” message indicating how many objects were exported.
- e) This is the file which will be loaded in Load User Mission from the game’s *Main Menu*.

9.0 HELPFUL HINTS

- a) Do not start the player inside the first waypoint.
- b) Avoid overlapping waypoints.
- c) Do not name your object file “template”. This will overwrite the default template.
- d) Non-player vehicles will not follow player waypoints.
- e) If all the objects disappear for no reason, check your world view to see if you are in the correct tile. The arrow keys move the large window’s view to different tiles at minimum magnification (0.519x).
- f) Try to keep all objects within the red box in the world view.
- g) Do not place objects on top of each other.
- h) Do not have ground vehicle’s waypoints lead them through other objects.
- i) You can’t target neutral targets in the game.
- j) When saving files, be sure and save all of them in the same directory as where Comanche Gold and the editor are located.

10.0 GOOD LUCK AND HAVE FUN!