Welcome to STAR TREK® STARSHIP CREATOR WARP II

SYSTEM REQUIREMENTS AND SETUP—WINDOWS®

Minimum Windows® System Requirements
- 200 MHz or Faster
- Windows® 95/98
- 24 MB free memory minimum (this is roughly equivalent to 32MB installed RAM)
- 4X CD-ROM drive or faster
- 70 MB free space on Hard Disk
- 640 X 480 capable color monitor
- Thousands of colors (16-bit)

Recommended Windows® System
- 400 MHz or Faster
- Windows® 98
- 32 MB free memory minimum
- 8X or faster CD-ROM drive
- 70 MB free space on Hard Disk
- Greater than 640 X 480 capable color monitor
- Thousands of colors (16-bit)

SYSTEM REQUIREMENTS AND SETUP—MACINTOSH® AND IMAC™

Minimum Macintosh® System Requirements
- 200 MHz or Faster
- MacOS 7.5 or later (PowerPC)
- 24 MB free memory minimum
- 4X CD-ROM drive or faster
- 70 MB free space on Hard Disk
- Greater than 640 X 480 capable color monitor
- Thousands of colors

Recommended Macintosh® System
- 400 MHz or Faster
- MacOS 8.5 or later (PowerPC)
- 32 MB free memory minimum (without Virtual Memory on)
- 8X CD-ROM drive or faster
- 70 MB free space on Hard Disk
- Greater than 640 X 480 capable color monitor
- Thousands of colors

If you are experiencing problems running Warp II on your computer, please check our website first.

WWW.STARSHIPCREATORWARP2.COM

If that doesn't help, THEN try
303-739-4020
SUPPORT@SSI.TEKSUPPORT.COM

USING MISSION CREATOR

INTRODUCTION TO MISSION CREATOR

You can use this program to construct mission scripts which can then be imported into Warp II and used on the left side of the screen in your fleet. To get into Mission Creator while running Starship Creator, if you are using a PC, press Alt-Tab to get back to your desktop, or hit the Windows® Start key, then run "Mission Creator." You can also quit out of Starship Creator entirely and start over by opening Mission Creator. To control Mission Creator from Starship Creator on a Macintosh®, you have to quit out of Starship Creator, then double-click on the Mission Creator icon in the mission Creator folder.

Here is the MC main screen: the Flow Chart on the left and the Palette on the right. The Flow Chart area is the Mission—you build it by dragging and dropping icons, which are individual mission elements, from the right Palette.

While you are dragging and dropping the icons from the Palette on the right to the Flow Chart area on the left, the program is in the background is writing out a script using a language we call SSML (StarShip Mission Language), rather like HTML, but unique to Starship Creator. Note that at the top right is a pull-down menu which currently says Officer Commands, but can be expanded to list subheadings like Goals, Mission Flow, Flight, etc. The icons below each subheading can be physically dragged into the flowchart area. When they are "dropped" there, their Dialogue Boxes open up for you to read what you want—all the way from the command you want the Captain to give to where certain planets and enemy ships should be! Most of the commands are customizable by you, while you're building a mission, through the Dialogue Boxes, which open automatically when you drag an icon onto the flow chart. The "parameters" and "messages" unique to each command are presented with little pop-up menus or fill-in text fields. Many of the "Message" fields appear during the mission itself and are used to deliver dialogue or other information as you see fit. The most common fill-in text field in these Dialogue Boxes is for coordinates on the mission map. You should know that the map is 2000 units wide and 1000 units high, measuring from the upper left corner as 0,0. Thus the lower right corner's coordinates are 2000,1000. Adjacent to the map is 1000, 500. For more details, see the Mission Creator Help file.

Every time you start Mission Creator, the program opens a simple default mission. (The program uses the file "SimpleMission.scr".) This presents the basic command sequence needed to get a ship out of starbase, fly to a spot elsewhere, and fly home. In the following section, you'll see how easy it is to modify this mission to suit your own designs...

MISSION CREATOR WALK THROUGH

* To make this first mission creation session as simple as possible, we will add some commands to the default mission flowchart which opens when you open Mission Creator.
* Explore the very simple flowchart that appears on the left side of your screen. Note that nothing your mouse over each icon causes text to appear at the bottom of the screen that describes what each icon does. For instance, if you mouse over the icons there until you find the one "Dialogue Boxes" appears in the lower right corner of your screen. Click 1 to drag Helm Speaks over to the mission—anywhere you want, let the box, have him or her say "Full speed ahead, Captain."
* Click on the Screen Events and choose Play Flyby. Drag it over the Standard Dialogue Box. Let Screen event ship approach the planet you placed—Earth—by choosing Earth as the background and Flyby Out as the event.
* Click "Close." Then click Save SSML. Point it to your Warp II directory in the Program Files folder on your hard drive, and save it by any short name you wish. It's a good idea to name it similarly to the name you titled it in the Save As box.
* But wait, let's make the mission even a little more fun. In the same group of icons on the right side of the screen, choose the Play Insert icon, and drag it over the Flyby Icon box and let go. Choose "wrongWave" from the drop-down box. Note: Inserts are little videoclips that show exciting things happening on the screen during the mission.
* And wait, what if someone else on the ship has something to say? Go to Other Crew Messages on the command categories pull-down menu on the upper right side of your screen. Click ½ drag Helm Speaks over to the mission—anywhere you want, let the box, have him or her say "Full speed ahead, Captain."
* Click on Screen Events and choose Play Flyby. Drag it over the Standard Dialogue Box. Let Screen event ship approach the planet you placed—Earth—by choosing Earth as the background and Flyby Out as the event.
* Click "Close." Then click Save SSML. Point it to your Warp II directory in the Program Files folder on your hard drive, and save it by any short name you wish. It's a good idea to name it similarly to the name you titled it in the Save As box.
* Phase 1 box so you can find it later if you need it.
* Quit Mission Creator by hitting CTRL-Q.

RUN YOUR MISSION

* Start Warp II, log on, choose a ship and go to the Fleet screen. * Open the control bar on the right side of the screen if it is not already open. Click on the Mission Creator button.
* In the dialog box that appears, choose the mission you just saved.
* Select your ship and double-click on your mission, which now appears in the list of available missions at the bottom.
* Run it and watch! See your "energyWave" video clip and your ships flying around the earth? You did that!

There are a lot more complicated parts to Mission Creator, we have barely scratched the surface! You can set mission goals, test to see if the ship has the right equipment to complete a task, if systems deemed critical to the function of the ship are operational, if certain crewmembers are present, if certain Officers to have certain rank, and so on—see the "etc" (.HELP) .txt below, in NEW FEATURES IN WARP II, for importing your photo and making yourself look like a Starfleet officer, and then printing it.)

TO LAUNCH A MISSION

1. FLEET
a) Click on a ship and click SELECT. (HINT: If it is on a mission in progress, you may RECALL it to Starbase. Recalling is not required unless the ship is badly damaged.)
b) Click on a mission name. Click MISSION PROFILE to read about it. (Is your chosen ship suitable for this mission? Remember that not all the mission are accessible at the Beginner and Intermediate levels.)
c) Click on the mission name, or click PROCEED to advance to the Mission screen.

2. MISSION
a) Click RUN MISSION.

SCRIPTING COOPERATIVE MISSIONS

1. In the main flow of a mission (the Phase One, Phase Two, or Phase Three flow chart), insert an EXECUTE TASK icon and select which type of Task you wish to be carried out at that point.
2. In the OVERLAY menu pull down "Specialized Tasks" and wait for the side menu of tasks to appear. Select the type of Task which you previously indicated in the main flow of the mission.
3. You will be presented with a new flow chart, labeled with an anchor for the type of Task you selected.
4. Build the command sequence for that Task on this screen, just as you would for the main flow of a mission. Thus, to drag a PHASER TASK the flow chart, drag in the icons for Phaser Banks, Phaser Arcs, Phaser Turrets, etc. Make sure it indicates the type of task you are running. You should also indicate using the pop-up field whether the Task was accomplished successfully. (HINT: Usually a Decision Branch is placed after the critical part of a Task, with two FINISH TASK commands, one indicating success, the other indicating failure.) At least one Finish Task icon must be present in each Specialized Task. If particular Tasks are critical to the outcome of a mission, you may, in the main flow of the mission (Phase One, Phase Two, or Phase Three) insert PREREQUISITE tests for particular task types. Follow a PREREQUISITE with a Decision Branch to handle the outcome of the Task, whether it is a success or a failure. Prerequisites are optional. After you have imported the finished mission into Warp II, you can assign two ships to run this mission cooperatively.

ASSIGNING SHIPS TO COOPERATIVE MISSIONS

In the Fleet screen, when you "add to mission" a second ship, the Cooperative Mission submenu will open. Each ship can be assigned to carry out specific Tasks, if they are scripted in the mission. Any Tasks not specifically assigned to a particular ship will be attempted by whichever ship reaches that Task first in the flow of the mission. Also, if a Task is assigned to a particular ship, but it fails to accomplish that task, the other ship will volunteer to attempt that task. Only Tasks specifically scripted will be sensitive to these assignments.

TRIGGERING CONFLICTS

In the DEFENSE icon palette, drag the ENCOUNTER ADVERSARY icon into the flow chart. In the dialogue box that opens, you can specify the following details:

The class of the enemy (this is a list of ship icons which are available)

Whether you are activating or cancelling the existence of this enemy

The location of the enemy on the mission map in X,Y coordinates

The level of its shields and weapons, and its maneuverability

The posture of the ship (only "hostile" triggers a conflict)

When conflict is triggered, the simulator automatically engages in battle between the enemy and the Federation ship running the mission, attempting to use the best weapons available. Shields on each ship depletes based on the strength of the hits from the other vessel's weapons. The first vessel to have its shields drop to zero will withdraw, ceasing the other vessel to win.

In your mission script, you should put a Decision Branch just after the ENCOUNTER ADVERSARY icon so as to handle the success or failure of a battle. For more info, go to our web site. For more on the Decision Branches, see the mCreatorInfo file.

www.starshipcreatorwarp2.com

Check out:

mCreatorInfo.txt	mCreator Info	Overview of Mission Creator including a step-by-step walk-through of creating a simple mission.
Command Guide	mCommand Guide	Palette-by-palette summary of all the Mission Creator icons, their parameters, and hints on their use in building missions.
SCRIPTINGpt1.txt	Scripting Part One	The "scripting" files are for those interested in the technical details of SSML scripting(as opposed to just using Mission Creator).
SCRIPTINGpt2.txt	Scripting Part Two	

USING STARSHIP CREATOR WARP II

TO CREATE A SHIP

Every screen in Starship Creator has a Menu Strip and a Control Panel.

On the Menu Strip you'll see 9 buttons.
(To see them all, just roll your mouse over the Menu Strip area.)

OPTIONS
OPTIONS This is where the program starts. Log-in and choose an experience level. The preferences button, for instance, allows you to turn off music if you click on them. For example, to activate the help prompts, click HELP ON.

The Control Panel can be opened and closed by clicking the triangle on the "T-bar" frame. The buttons in the Control Panel are mostly specific to the activities on each screen. You will always see: PROCEED... which takes you to the next logical screen. BACK... returns to whatever screen you were looking at previously.

For more assistance while using the program, go to OPTIONS, open the Control Panel, and click HELP ON. The status text area (in the bar next to the screen name) will describe the function of important areas of the screen as you roll over them.

a) Log in as a new user or pick the existing name.
b) Click a Level, for example: Beginner.
c) Click PROCEED (if the Control Panel is closed, open it with the arrow), or roll over the menu strip at the bottom of the screen and click SELECTION.

WHAT THE EXPERIENCE LEVELS MEAN

On the OPTIONS screen you can select one of 3 levels at which to run the program. Certain aspects of the program are different at each level.

BEGINNER: When you select a new vessel class to create a ship for your Fleet, it automatically comes equipped with a group of Systems, "ready to fly." The Beginner level also has a "Mission Profile" button on the Fleet screen. (In the beginner level, you do NOT get the customized Mission Menus. The Status window on the Mission screen automatically pops open when damage occurs during a mission.

INTERMEDIATE: When you select a new vessel class to create a ship for your Fleet, it automatically comes equipped with the group of Fundamental Systems which are required to fly. However, you must add officers (at least a Captain and Chief Engineer) and adjust your Crew Component before the ship becomes spaceworthy. Ships with only fundamental systems can go out on Missions, but may be missing certain parts needed for certain Mission requirements. (You might want to add additional Systems and Crew!) The Missions you have available to choose from at Intermediate level tend to be somewhat longer and more complex than Beginner-level Missions. You will see more missions in the Mission Menu.

ADVANCED: Newly-chosen ships are entirely empty, and won't be ready to fly until the required systems and crew are installed. Missions are the most complex. At this level, all missions are available on the menu.

USING STRUCTURE

1. Fleet
a) Click on a ship and click SELECT. (HINT: If it is on a mission in progress, you may RECALL it to Starbase. Recalling is not required unless the ship is badly damaged.)
b) Click on a mission name. Click MISSION PROFILE to read about it. (Is your chosen ship suitable for this mission? Remember that not all the mission are accessible at the Beginner and Intermediate levels.)
c) Click on the mission name, or click PROCEED to advance to the Mission screen.

2. MISSION
a) Click RUN MISSION.

WINDOWS® SETUP

1. Insert the CD-ROM.
2. Select the "Start" button.
3. Choose Run from the Start Menu.
4. At the Open box, type "D:\setup.exe", where D is the letter of your CD-ROM drive.
5. Click on OK and follow the prompts.
6. Do install QuickTime™ unless you already have a FULL install of version 4. It is very important that you choose the custom install of QuickDraw™3D.
a. Choose Custom.
b. In Components scroll down until you see QuickDraw™ 3D and check the box.
c. Proceed with install.

Windows®—Starting Starship Creator Warp II
From the Start button, select:
Programs > Starship Creator Warp2> Creator Warp2

Windows®—Starting Mission Creator
From the Start button, select:
Programs > Starship Creator Warp2> Mission Creator.
The CD-ROM must be in the drive for the program to run.

MACINTOSH® AND IMAC™ SETUP

1. Insert the CD-ROM.
2. Double-click on the disk icon, "WARP2" which appears on your desktop.
3. Double-click icon, "Creator Warp 2 installer" which appears on the CD.
4. If you do not have a full copy of Apple QuickTime™ version 4 install "QuickTime™.

Macintosh™—Starting Starship Creator Warp II
Double-click the "Creator Warp 2" icon in the "Starship Creator Warp 2" folder.

Macintosh™—Starting Mission Creator:
Double-click the "Mission Creator" icon in the "Mission Creator" folder.

The CD-ROM must be in the drive for the program to run.

WHAT'S NEW IN WARP II

We sincerely hope you have as much fun playing and expanding on the program as we have at Integrity® and Simon & Schuster Interactive did developing it. Feel free to explore and experiment. If you are looking for some helpful tips, read on...

NEW FEATURES IN WARP II

* Mission Creator—Building your own missions with easy drag 'n' drop flowcharting
* New class: B'net Bird of Prey!
* 6 Federation ships: Constitution, Galaxy, Sovereign, Intrepid, Defiant, Akira
* Send two ships out at once on Cooperative Missions!
* Export a ship and its crew for use in the real-time strategy fleet game Star Trek: Deep Space Nine™ Dominion Wars—fly and fight with your own unique ship! (Dominion Wars, to be released, PC only, fall 2000)
* 10 New Mission!—3 by Star Trek author Peter David (with Kathleen O'Shea) for a total of 34 missions in all.
* Print Your Ship Systems Cutaway—in color, if you have a color printer!
* Import your photo and use simple tools and templates to make yourself look like a Starfleet Officer
* Print Your Crew Roster Photo!
* For owners of past Creator versions, easily update Warp II to link your CD-ROMs with other ship classes not included in Warp II
* Officer log with crew photos report in (with text) during missions

ALSO...

Enhanced conflicts...
* The simulator weighs shield and weapon strengths between your ship(s) and the enemy. Whose shields go down first loses. Enemy ships have discrete properties and can be defined by the author when scripting a mission. Also, enemy weapons, shields and maneuverability can be defined by the mission author.
* The simulator automatically chooses the best weapons you have available during the conflict
* The mission engine automatically displays weapons fire animation between ships in conflict
* Much easier to author conflicts than previous versions of Creator

SPECIALIZED TASKS...

* Missions can be written requiring that any of seven particular sub-assignments be carried out. Simulator intelligently allocates those assignments to the ships you designate and provides for "backup" if a given ship fails a particular assignment.

More mission art...
* 12 new starfield backgrounds
* 15 new enemy ship icons
* 7 new planets
* over 30 QuickTime™ action video inserts direct from the television series

WHAT'S NEW, HOWTO

ASSIGNING SHIPS TO COOPERATIVE MISSIONS

In the Fleet screen, when you "add to mission" a second ship, the Cooperative Mission submenu will open. Each ship can be assigned to carry out specific Tasks, if it is a cooperative mission. Tasks can be classified as Diplomatic, Rescue, Tactical, etc. Any Tasks not specifically assigned to a particular ship will be attempted by whichever ship reaches that Task first in the flow of the mission. If a ship is assigned to a particular Task but fails to accomplish the Task, the other ship will volunteer to attempt that Task. Only Tasks specifically scripted will be sensitive to these assignments.

TO USE SHIPS FROM OTHER VERSIONS OF CREATOR

On the Option Screen there is an Update button which will give you a menu-driven sequence where you can hook up Warp II to "be aware" of other classes on other CD-ROMs.
Then on the Fleet screen you simply import the ship you want.

TO PRINT YOUR SHIP DESIGNS

Open the "Ship Info" window (possible on the SYSTEMS screen from a Control Panel button, and both the CLASS screen and the FLEET screen as the INFO button inside the frame which appears when you click on the ship).

In the "Ship Info" window you will see the print button. Click it and wait a moment for your computer's print dialogue to appear. The output is standard 8 1/2 x 11, color or black and white, and includes a full listing of your installed systems and crew, and the top and side views of your ship as you have created it. (If you do not have a printer already working with your computer then this obviously isn't going to work!)

TO PRINT YOUR SHIP SYSTEMS CUTAWAY

On the Systems screen, maneuver the cutaway until it is the way you want it to be and then it prints out. Note the new feature, little boxes next to the systems submenus that allow you to turn layers of systems on and off. Thus, if you want to print out just the hull, your computer can print out just Weapons in your cutaway, or every system you installed or any combination thereof. When you have selected how you want it to look, hit Print (near the Restore view button).

EXPORT SHIPS TO STA TREK: DEEP SPACE NINE™ DOMINION WARS (PC ONLY)

When you are assembling a Deep Space Nine ship—B'net, Defiant, Akira, or Galaxy—in the Structure screen, a bullet map appear in the upper right hand corner of the screen. If it does, then it means you can export that particular configuration for use in Dominion Wars (sold separately).
To export the ship, select it in the Fleet screen. Click the Export Ship button in the control panel on the right side of the screen. You will then get a choice to export the vessel for the Dominion Wars or the regular export (as opposed to if it were a non-Dominion Wars compatible ship, in which case you would get no choice).

CREATING YOUR OWN CREW MEMBERS

Step 1. Create a Crew Member Portrait

In any image editing program, create or capture a bitmap image of your head and shoulders no smaller than 200 pixels wide by 225 pixels tall at 72 dpi. Save or export the image as a JPG file. (Mac users can also use PICTs.) If you are planning to use the Uniforms, the best results are obtained if your portrait is shot against a plain white background. If you have long hair, it is best to keep it pulled back behind your neck.

We recommend that your photo be put in the Import folder, which is in the same folder as the main application (ShipMain). This is not mandatory however, as a dialogue box will prompt for the file's location. Once imported, the photo file is not needed by the program, but it may be desirable to keep it as a backup.

Step 2. Import Your Photo

On the CREW screen, open the Control Panel on the left side, and hit ADD. You'll be invited to import your photo. Once that's done, you can select from a gallery of starfleet uniforms. Use the sizing button under the portrait to fit your photo into the uniform. (Shoulder shapes vary, and not every uniform may fit every person.)

Step 3. Write Your Bio

Use the fields to the right to fill in your stats. Don't forget to indicate your skill levels for the various functions to which your crewmember may be assigned. Click ACCEPT when you're finished. Your name will be added to the crew roster in alphabetical order.

Skill ratings operate on a scale of 1 to 10, with 1 being the lowest skill/experience level, and 10 the highest, with 5 being "average." Charisma and authority run on a scale from 1 to 5, with 5 being the highest amount of charisma or the most obedient authority response.

Step 4: Print Your Picture

To print your picture click the Print button in the control panel. (note: for Windows® users, the .bmp picture file is stored in your windows/systems/warp2prt folder)

USING MISSION CREATOR

SCRIPTING COOPERATIVE MISSIONS

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In your mission script, you should put a Decision Branch just after the ENCOUNTER ADVERSARY icon so as to handle the success or failure of a battle. For more info, go to our web site. For more on the Decision Branches, see the mCreatorInfo file.

IMPORTING AND EXPORTING SHIPS

To share your designs, or swap them among the various Admirals in your Log in collection, simply use the IMPORT and EXPORT buttons on the FLEET screen, to save the description file and images of any one of your ships. (This file is in a special format which only the Starship Creator program will be able to read.)

Exporting: Your Starship is exported to the Export folder that is in the same folder as the main application. The name of the file is the same as the ship's registry number.

Importing: We suggest your file be put in the Import folder that is in the same folder as the main application (ShipMain). This is not mandatory however, as a dialogue box will prompt for the file's location. Once imported, the ship file is not needed by the program, but it may be desirable to keep it as a backup.

This text is "upside-down" so you can read it when the poster is hanging up. Just lift up the bottom edge to look.

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