

Strategic Command 2 - Weapons and Warfare Script Editor User Guide

1. Introduction

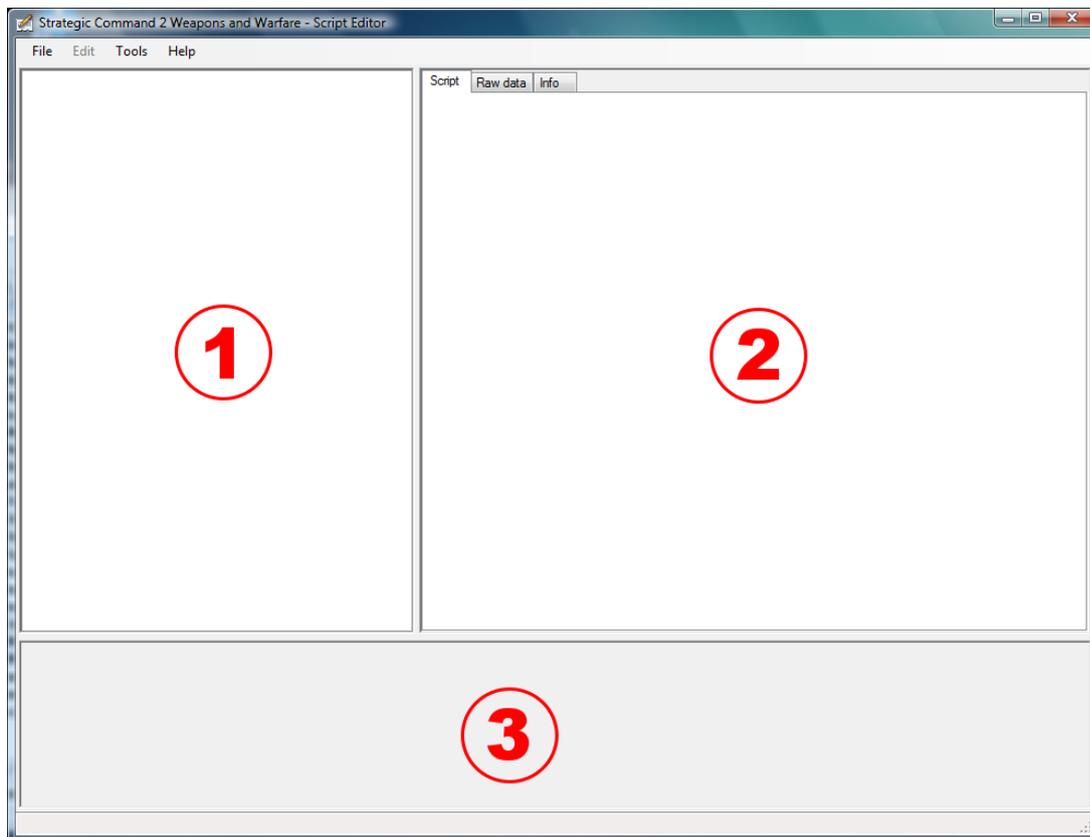
This program provides a graphical user interface (GUI) for creating and editing campaign scripts used in Strategic Command 2 Weapons and Warfare by Fury Software. This editor is closely based on Ben's excellent editor which he made for the original Strategic Command 2. Please note; it is NOT possible to edit scripts from the original Strategic Command 2 using this program.

2. Start the application

Open the Strategic Command 2 Weapons and Warfare Script Editor (script editor) by using the shortcut placed on your desktop or from the Start menu. You may also browse to the location of the installation (default c:\Program Files\pawosoft\SC2WW Script Editor) and double-click on the executable.

3. Overview

When you start the script editor you get a window as shown below.



The window is divided into three main parts.

1. The tree-view list.
2. The data grid.
3. The edit box.

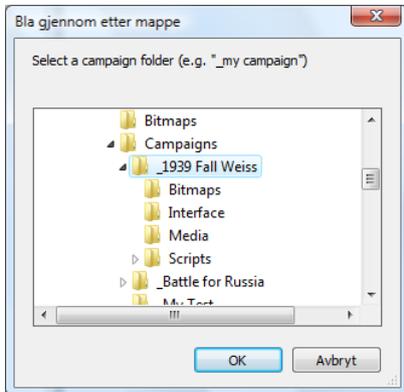
In addition there is a main menu bar along the top, and a status bar along the bottom.

4. Overview

You use the script editor to view/edit existing script sets and create new ones.

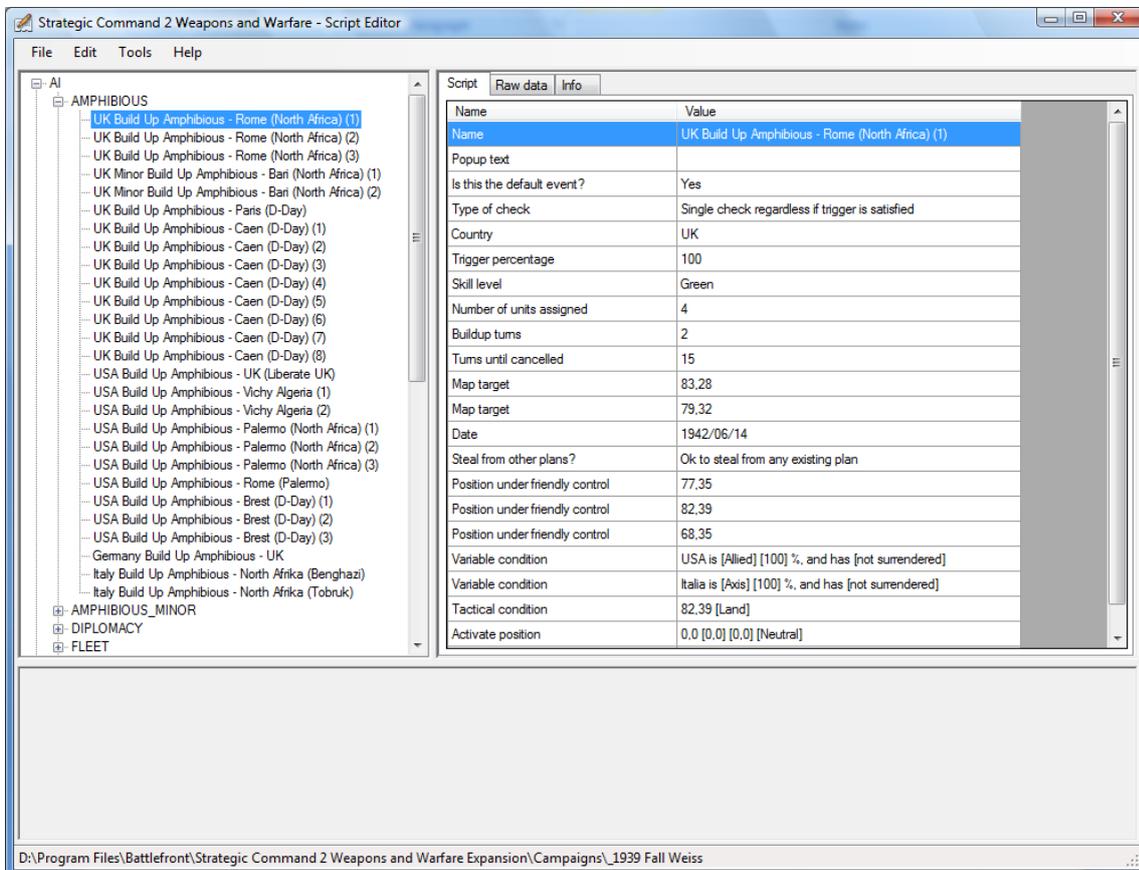
4.1 Loading a script set

To load an existing script set, open the File menu and select “Open...”. A standard open folder dialog box is displayed. Navigate to the campaign you want to open and press Ok.



(Note: dialog box screen shot from Norwegian version of Windows Vista. It may look slightly different on your system). When you load a campaign, the localization file (if present) will be loaded as well automatically and any user values for country-, unit- and technology names will be used instead of the default ones. This can be turn on/off in the Tools -> Option menu.

All scripts for this campaign are loaded and listed in the tree-view section. Expand a branch and select a script. The selected script is then listed in the data-grid section.



If you have previously loaded script set, you can re-open them quickly by selecting “Recent scripts” from the File menu.

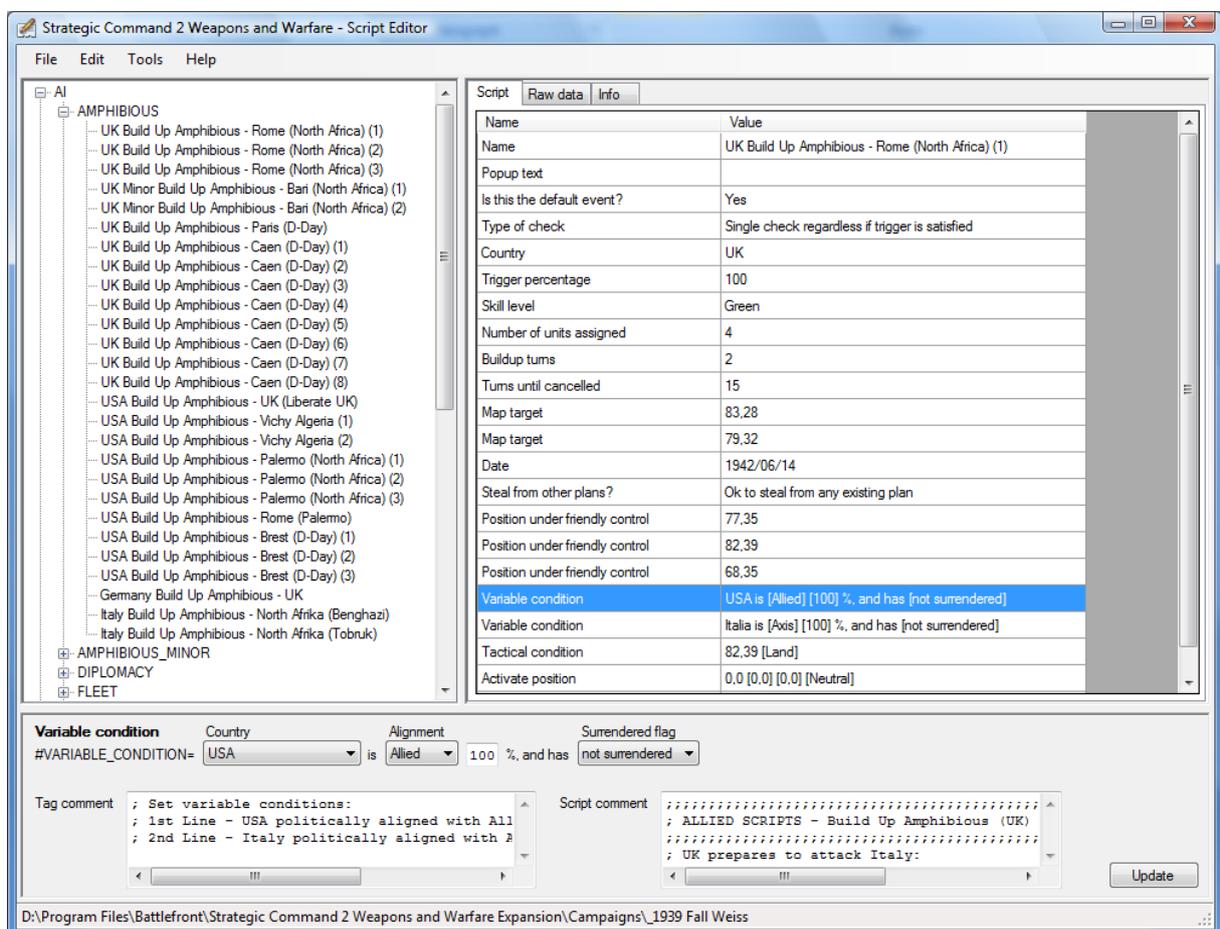
4.2 Creating a new script set

You can also create a new script set from scratch. Open the File menu and select “New”. The script editor will create a blank script set.

5. Editing a script

5.1 Editing a scrip line (tag)

To edit parts of a script, simply select the script line (tag) from the data-grid section. The selected tag is divided into its single components and displayed in the edit box. The cursor is placed in the first box (text or dropdown menu), and you can press the TAB key to jump to the next field.



Here you can easily change parts or all of the tag. Based on the selected tag, the edit box may contain text boxes, dropdown lists or both. In addition, some tags have buttons that open other windows.

There are also two big text boxes that are common for all tags, the tag comment and script comment boxes. The tag comment box display any comments for the selected tag. Please observe that when there are several tags of the same type, *only one* comment is possible for all of them. It will be saved to the text file before all the tag lines.

The script comment box displays the comments for *the entire scrip*, and will therefore show the same info for all the tags in a script!

To edit a tag, change the value of dropdown boxes and/or enter new values in the text boxes. Please note that there is no check on what you enter in the text boxes! It is up to you to verify that you only enter legal values here. Please consult the Strategic Command 2 Weapons and Warfare documentation for legal script-tag values.

When you are happy with the changes, press the Update button to save the changes.

5.2 Create, copy and delete tags

Several tags can occur more than once in a script, e.g. “variable condition”. If you right-click on such a tag you get a small context menu.

Map target	89,29	
Map target	79,32	
Date	1942/06/14	
Steal from other plans?	Ok to steal from any existing plan	
Position under friendly control	68,35	<div style="border: 1px solid black; padding: 5px; width: fit-content;"> New tag Copy tag Delete tag </div>
Position under friendly control	82,39	
Position under friendly control	77,35	
Position under friendly control	0,0	
Variable condition	USA is [Allied] [100] %, and has [not surrendered]	
Variable condition	ITALY is [Axis] [100] %, and has [not surrendered]	
Tactical condition	82,39 [Land]	

Here you can select whether to create a new (blank) tag of the same type, make a copy of the selected tag or delete it.

Please note: you are not allowed to delete the last occurrence of a tag!

5.3 Add, copy and delete scripts

When you have selected a script in the tree-view section, the Edit menu becomes available. Here you can add new scripts, copy existing scripts and delete scripts.

5.3.1 Create a new script

When you select “New script” from the Edit menu, a new blank script of the current type is created. It will contain default values and should be edited before saving the entire script set.

5.3.2 Copy a script

To make a copy of the currently selected scrip, select “Copy selected” from the Edit menu. A copy of the currently selected script is made with the name “(Copy of) <name>”. You should change the name before saving.

5.3.3 Delete a script

To delete the currently selected scrip, select “Delete selected...” from the Edit menu. After confirming that you want to delete it, the script is removed from the programs memory. It will permanently be removed when you save the script set.

6. Saving a script set

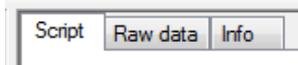
To save a script set, select “Save” from the File menu. This will write the script set back to its original location, overwriting the existing files.

You can also save the entire set to a new location. Select “Save as...” from the File menu. A standard browse folder dialog box will appear. Here you can navigate to the desired location or create a new one. Please note that if the selected folder doesn’t contain a script folder, one will be made.

NB! Only edited/created scripts will be saved. This in order to save the Strategic Command 2 – Weapons and Warfare scenario editor from having to go through all scripts needlessly the next time you load your scenario into it.

7. Other items

The data grid has three flips along the top.



The first two are used to display the currently selected script as tag lines and as raw data (i.e. how it’s written to the script text file). The last one displays the info section (topmost part) of a script file.

You can only view the info on these flips, not edit it.

8. Contact information

If you have any questions and comments, or would like to reports bugs and/or suggest changes, please send an email to sc2wwse@pawosoft.com.