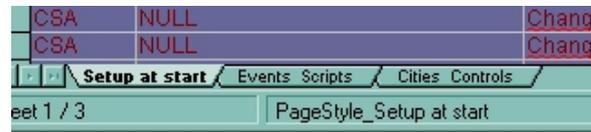


Creation of scenarios from xls-files

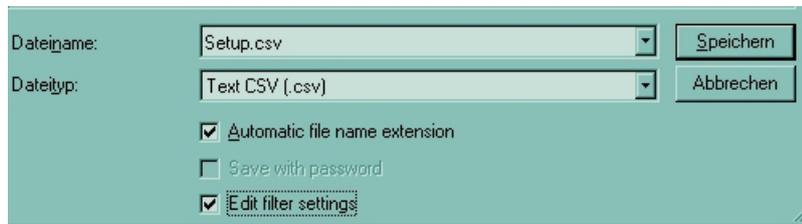
Scenarios are created as xls-files which are later converted to game scenarios that the game engine can understand. Three tools are needed for the process: A program to edit xls-files, the *CSV-Splitter* program and the game itself.

The most common tools for editing xls-files are *Microsoft Excel* and the free software *Open Office*. Both programs are in most parts important for the scenario creation very similar. This guide describes the scenario creation process using *Open Office* so users of *MS Excel* might note some differences. The *CSV-Splitter* is a dedicated tool to convert CSV-files to files readable by the game engine.

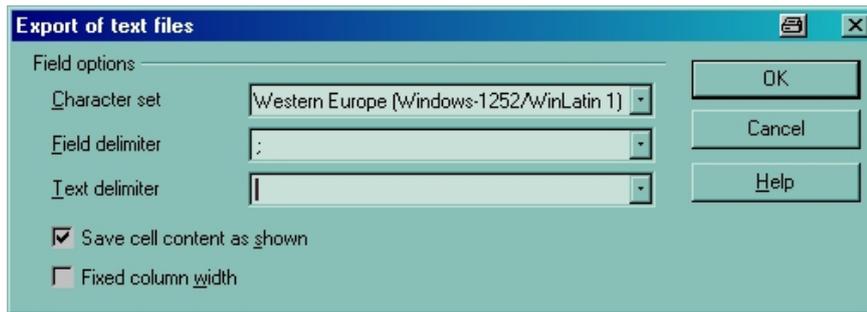
Load the scenario xls-file. The file contains three different spreadsheets as it can be seen on the three tabs on the bottom of the screen.



These three parts are "Setup at start", "Events Scripts" and "Cities Controls". On the first tab, *Setup at start* the order of battle is created. Save this sheet as csv (Comma Separated Value) file. In the *File* menu choose *Save As*. The save dialog appear. Select the checkbox *Edit filter settings*.



The dialog for the filter options will appear. Very important is that the *Field delimiter* is a **semicolon** and that **no Text delimiter** is used. If these settings are not correctly chosen the scenario creation process will fail.



In this example the file was saved under the name *Setup.csv*.

Open now the second spreadsheet: *Events Scripts*. This sheet contains all events that may happen in this scenario. It can also hold references to other event files. Save this file also as a *csv-file*. Mind the export filter settings. This csv-file will be used to create the event file for the scenario.

In this example the file was saved under the name *Events.csv*.

Open the third spreadsheet. This spreadsheet holds the information about the transport and civ level of the regions, cities, military control and more.

Again save it as csv-file. For example *Cities.csv*.

Close *Open Office / Excel* now.

Open the *CSV-Splitter*. Open the tab *Setup, Events*.

Select as *Input CSV file* the csv-file you created from the setup sheet: *Setup.csv*. Press the button *Make Script*. A new file appeared in the directory: *Script.ini*

Select as *Input CSV file* the csv-file you created from the events sheet: *Events.csv*. Press the button *Make Script*. A new file appeared in the directory. It has the name which was defined in the xls-file. The file extension is *sct*.

Choose now the tab *Script Cities*.

The numbers in the different fields refer to the according columns in the cvs-file. The shown settings are fine for AACW but for games which do not support the production of Supply, Ammo etc. in regions, the values in these fields need to be deleted. You can check the columns in the xls-file. Select the cities csv-file as input file and press *Extract Script*.

A new file will appear in the directory: *Cities.inc*

It is necessary that this file is renamed to the name it is referred to on the setup sheet of the scenario xls-file.

	LooseParams	NULL	Full
	LooseParamsVP	NULL	Full
	WinParamsVP	NULL	Full
	Include	CitiesCampaignWest62.inc	NULL
	Include	WestForcePool.inc	NULL
	Include	GameOptions.inc	NULL
	Include	AICmnGuide.inc	NULL

In this example rename it to *CitiesCampaignWest62.inc*.

The new files need now to be copied to the correct directories.

Copy the file *script.ini* to the game directory ...*Scripts*\

Copy the event file, for example *1862 West Campaign.sct* to the directory ...*Events*\

Copy the city inc-file, for example *CitiesCampaignWest62.inc* to the directory ...*Includes*\

Start the game and make sure the option *Error logging* is turned on. Quit the game.

Start the game again. As soon as the screen which shows the game version, mod dir and computer name appears, press the key **F9** once. In the upper right corner *Edit mode on* appears.

The game starts and the main menu becomes visible. Do nothing. The new scenario will open automatically.

After you reviewed the map go back to the main menu and save the game.

Quit the game and restart it again normally. The new scenario should now appear in the scenario list.

If an error occurred in the Edit mode: Quit the game and check the file *ScriptReport.txt* in the directory ...*Scripts*\

Search for "=>", it will point to the errors.