

usingmyTools.txt - Notepad

File Edit Format View Help

A small tutorial on Targets / Tardata editing using some of my tools.
You will need:
Scenario or default files to work on:
targets.dat
tardata.dat

Although I don't show editing them here
I assume you also have suitable coded files that go along with them:
griddata.dat
airfield.dat
frontline.dat
eaw.tm
etc.

this is only to assure your edits will be seen in EAW.

If you are using default EAW as a start you don't need to extract those files for this tutorial.

This tutorial assumes you are editing files based on default EAW / or made by the standard way of
coding EAW.

Some scenarios files could be coded in such a way, or by tools that use non-standard methods.

I do not discuss those details, but in most cases they still can be edited by my method, as long
as you know which Targets.dat record # for the base to use

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From my website www.raf-roy.com

Tools you will need:

EAWK3wdb.html
TColiTM

TeaTools2v2; specifically

TSDM (TarsetDataMaker) and the
alt-TSDM-tiles

TSetAdd2

BaseGridPack:
BaseGridTiles
BasegridTool

and if you don't have it, my new program:

TarCenter

(TarCenter is now included in the TeaTools2v2.zip
but if downloaded that prior to June 1,2007 it was not)

I show here how to edit a base record for an existing airbase.

I will be keeping the objects that already exist there, and adding new objects.

To do this with the system I use, we will use my TarCenter program to center the base so we can use my other tools to place objects successfully.

For this tutorial I just happen to show edits I am making to DAW.
Thus if you are using default EAW to follow along you may get a bit confused by my pictures of the base "Paderborn" compared to paderborn of default EAW.
Just ignore the differences.

DAW files for our purpose will work fine, as DAW happens to use default EAW 'base record' locations as far as the base records in Targets.dat, Tcodes, etc. are concerned.

(if you are curious to see the real names of bases of default compared to DAW named, remove the file tarnames.str from the DAW files ;)

To start:

You will need to know the Targets.dat record # in decimal form, of the base you wish to edit.
(its just the Tcode converted to decimal number)

and just to be redundant (lol!) also the TCode

1.

Go into EAW for a look in at the base you wish to edit. Just a quick look so you are familiar with the layout, no need for details, we will back soon to map and fix it anyway.
Take a screenshot for your reference.

If you don't know the exact EAW world X and Y of the Targets.dat base record, use TColiTM to find it:

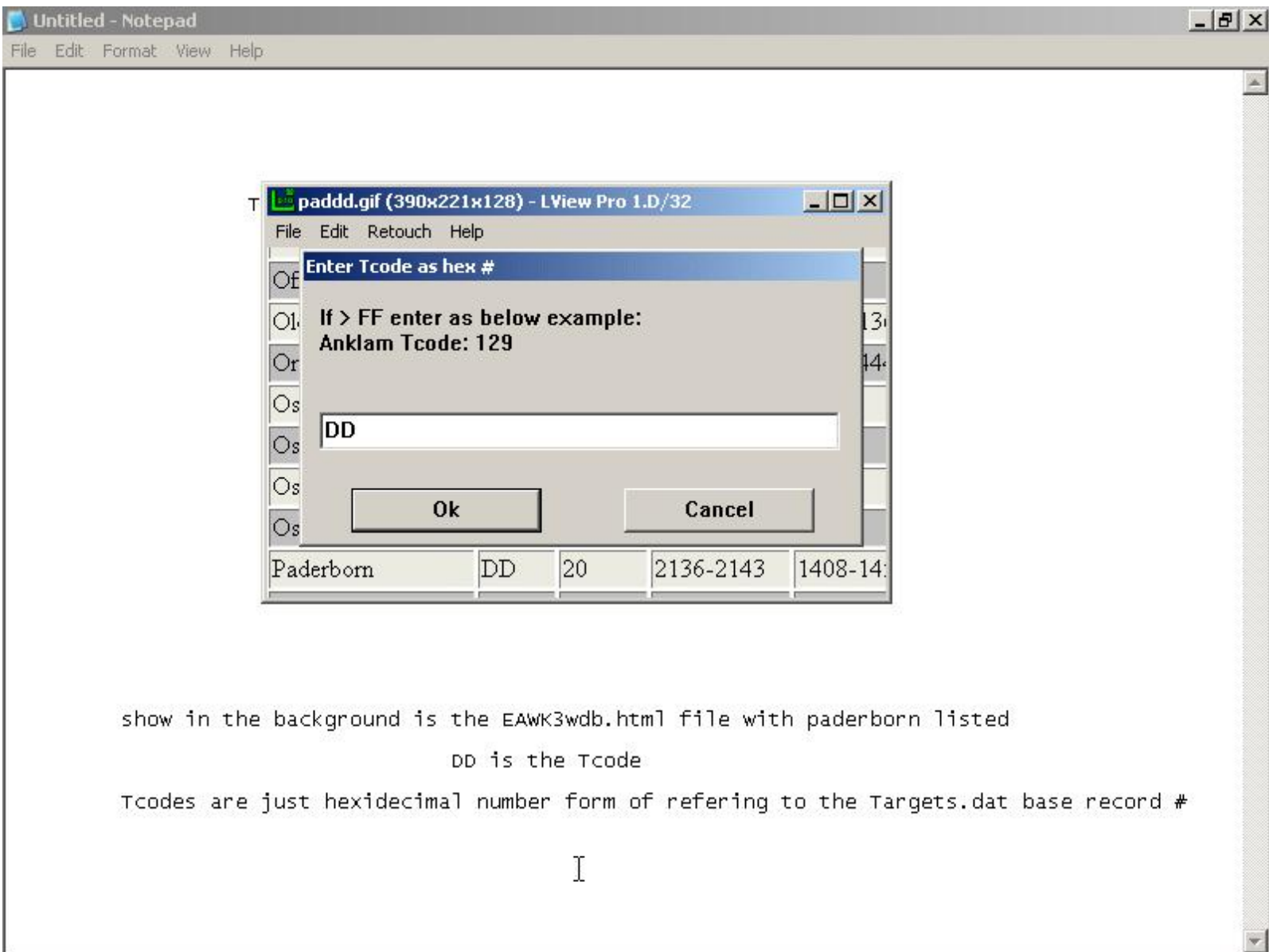
Put the targets.dat in the TColiTM folder and run it.

enter the base Tcode as hexadecimal number (Tcodes in EAWK3wdb.html are all hexadecimal)

TColiTM gives the X,Y and TM (EAW world / Terrain Tiles location map) address.

next;

using TarCenter:



show in the background is the EAWK3wdb.html file with paderborn listed

DD is the Tcode

Tcodes are just hexadecimal number form of referring to the Targets.dat base record #

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next;

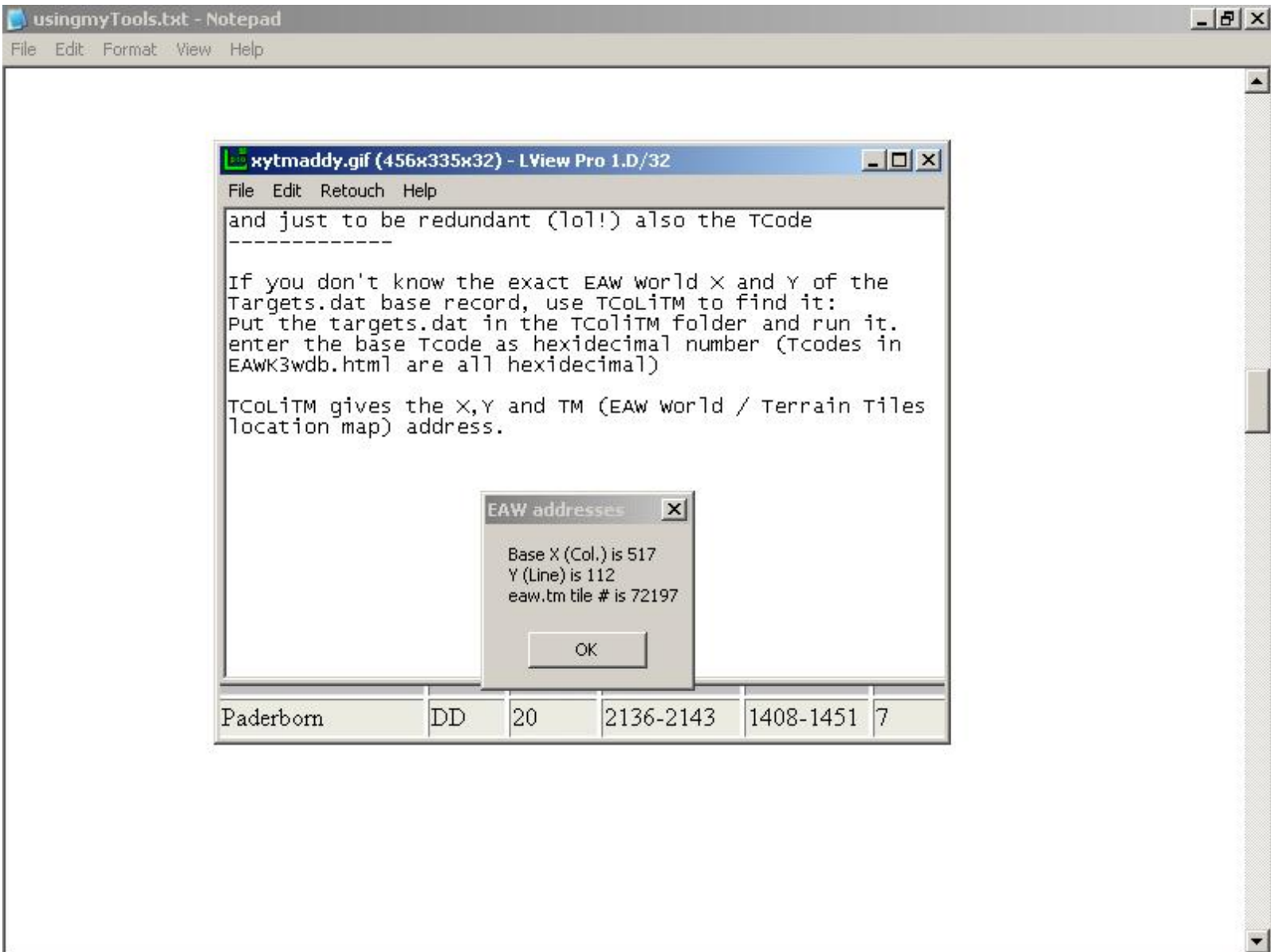
using TarCenter:

Place your Targets.dat and Tardata.dat in the TarCenter program's folder.

Run TarCenter and enter the Base Record # as a decimal number

FYI; this is simply the Tcode converted to decimal; i.e. take for instance Paderborn, Tcode of DD : DD converted to decimal number is 221. So you would enter 221 at the prompting of TarCenter program)

Now when done take the new Targets.dat and Tardata.dat out of the TarCenteroutput folder. Place them in EAW.



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prior to using TarCenter a quick FYI:

It will ask you to enter the Targets.dat record # as a decimal number:

This is simply the Tcode converted to decimal; i.e. take for instance Paderborn,
Tcode of DD:
DD converted to decimal number is 221.

Calculator
Edit View Help

221.

☐ Hex ☒ Dec ☐ Oct ☐ Bin ☒ Degrees ☐ Radians ☐ Grads

Calculator
Edit View Help

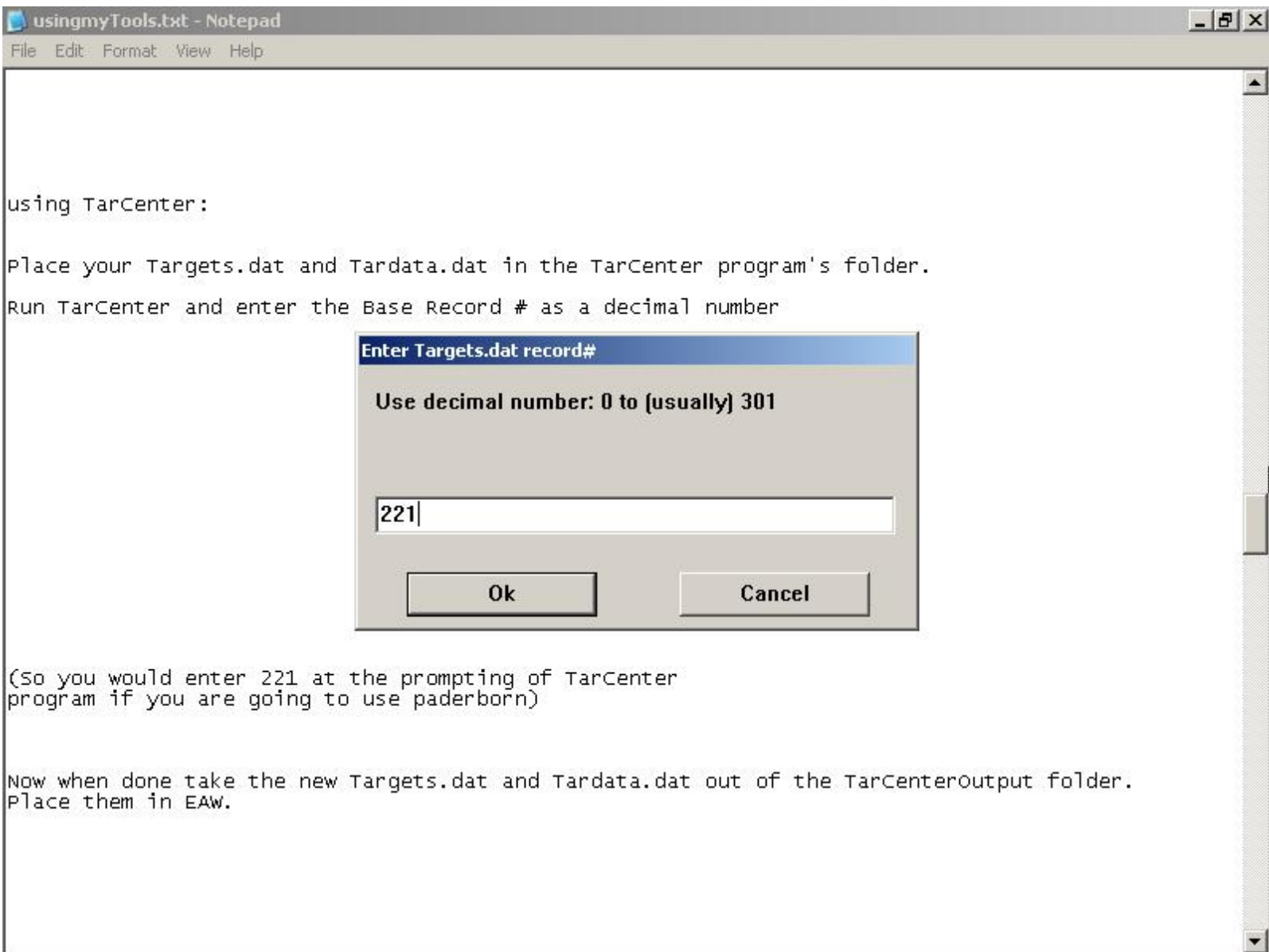
DD

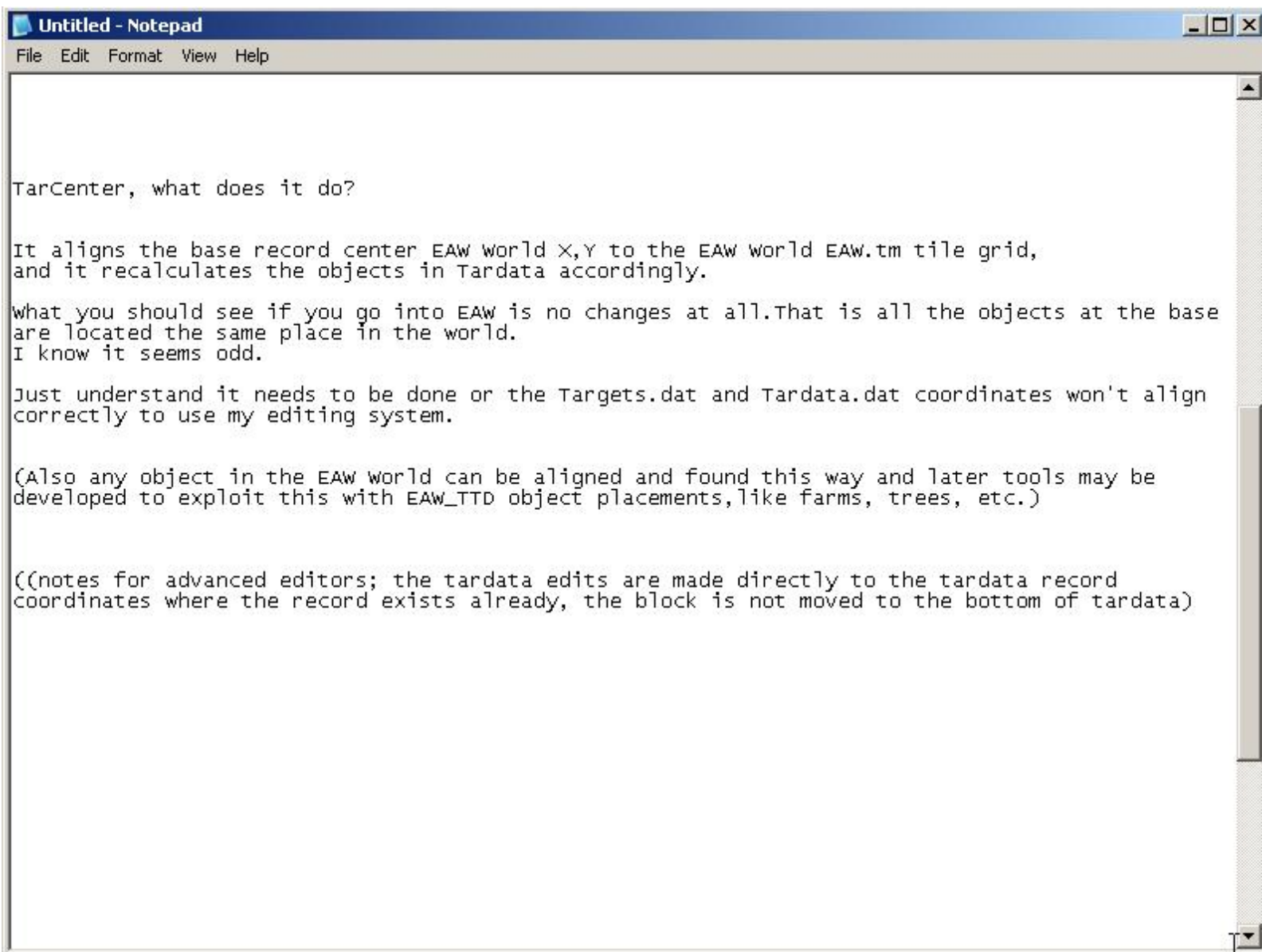
☒ Hex ☐ Dec ☐ Oct ☐ Bin ☒ Qword ☐ Dword ☐ Word ☐ Byte

☐ Inv ☐ Hyp

Sta	F-E	()	MC	7	8	9	/	Mod	And
Ave	dms	Exp	ln	MR	4	5	6	*	Or	Xor
Sum	sin	x^y	log	MS	1	2	3	-	Lsh	Not
s	cos	x^3	nl	M+	0	+/-	.	+	=	Int
Dat	tan	x^2	1/x	pi	A	B	C	D	E	F

Paderborn	DD	20	2136-2143	1408-1451	7
82	40				
94	88				
9B	0				
48	31				
7A	E				
2E	F				
64	30				
8D	3.				
A1	B				
EE	31				
4C	71				
38	01				
3E	51				
B6	B				
23	B				
D7	60				
F3	51				





TarCenter, what does it do?

It aligns the base record center EAW World X,Y to the EAW world EAW.tm tile grid, and it recalculates the objects in Tardata accordingly.

what you should see if you go into EAW is no changes at all. That is all the objects at the base are located the same place in the world. I know it seems odd.

Just understand it needs to be done or the Targets.dat and Tardata.dat coordinates won't align correctly to use my editing system.

(Also any object in the EAW world can be aligned and found this way and later tools may be developed to exploit this with EAW_TTD object placements, like farms, trees, etc.)

((notes for advanced editors; the tardata edits are made directly to the tardata record coordinates where the record exists already, the block is not moved to the bottom of tardata)

Untitled - Notepad

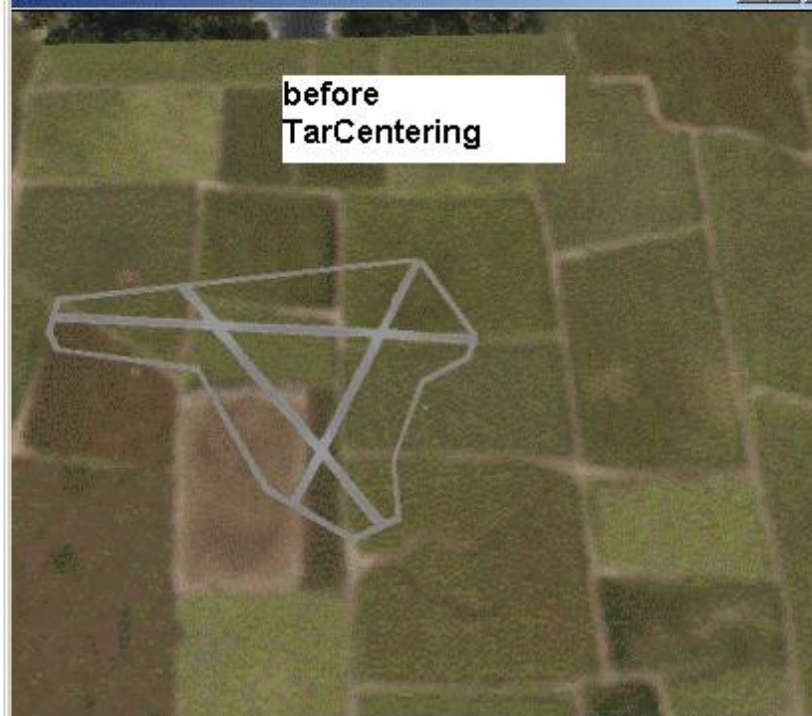
File Edit Format View Help

Just understand it needs to be done or the Targets.dat and Tardata.dat coordinates won't align correctly to use my editing system.

(Also any object in the EAW world can be aligned and found this way and later tools may be developed to exploit this with EAW_TTD object placements, like farms, trees, etc.)

Windows Picture and Fax Viewer

before
TarCentering



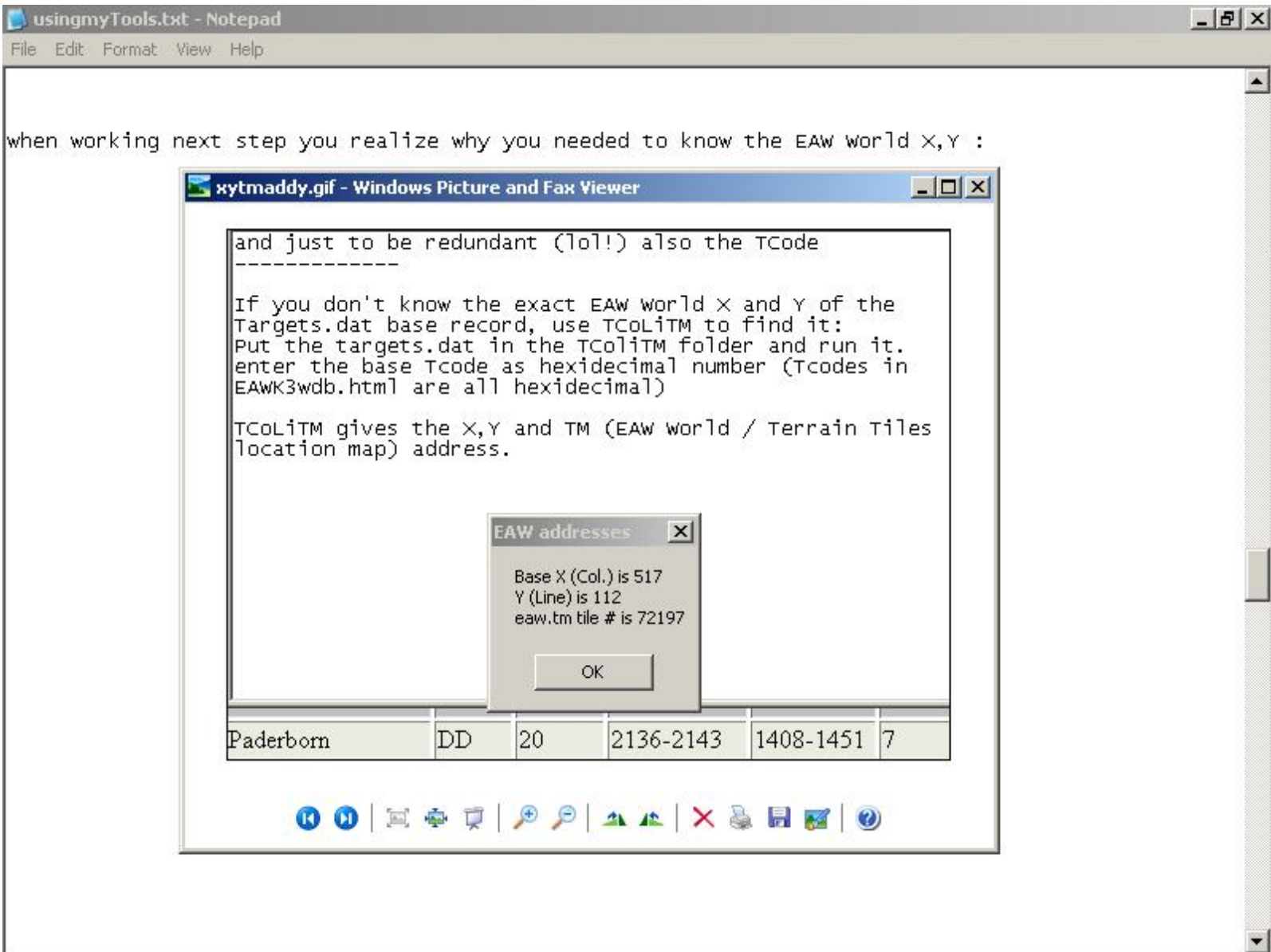
after
TarCentering



no difference is visible but the tardata grid is now correctly aligned to the EAW World.. Suffice to say that any object can be located by EAW world X,Y math now



2datCH



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next step is:
Using BaseGridTool;
enter the X then Y of the base.

bgx.gif (379x207x128) - LView Pro 1.D/32

File Edit Retouch Help

Base X coordinate

enter column

517

OkCancel

bgx.gif (379x207x128) - LView Pro 1.D/32

File Edit Retouch Help

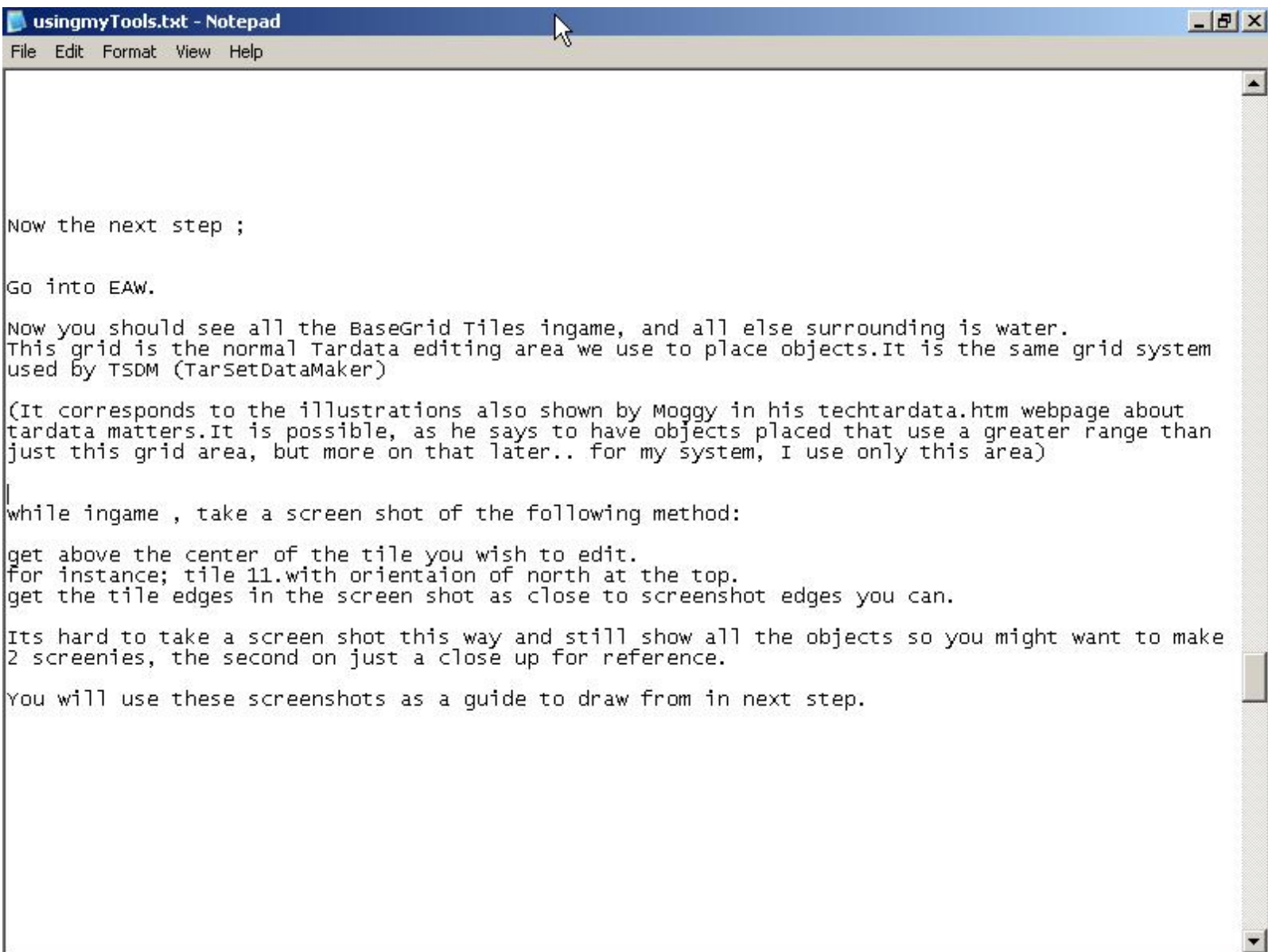
Base Y coordinate

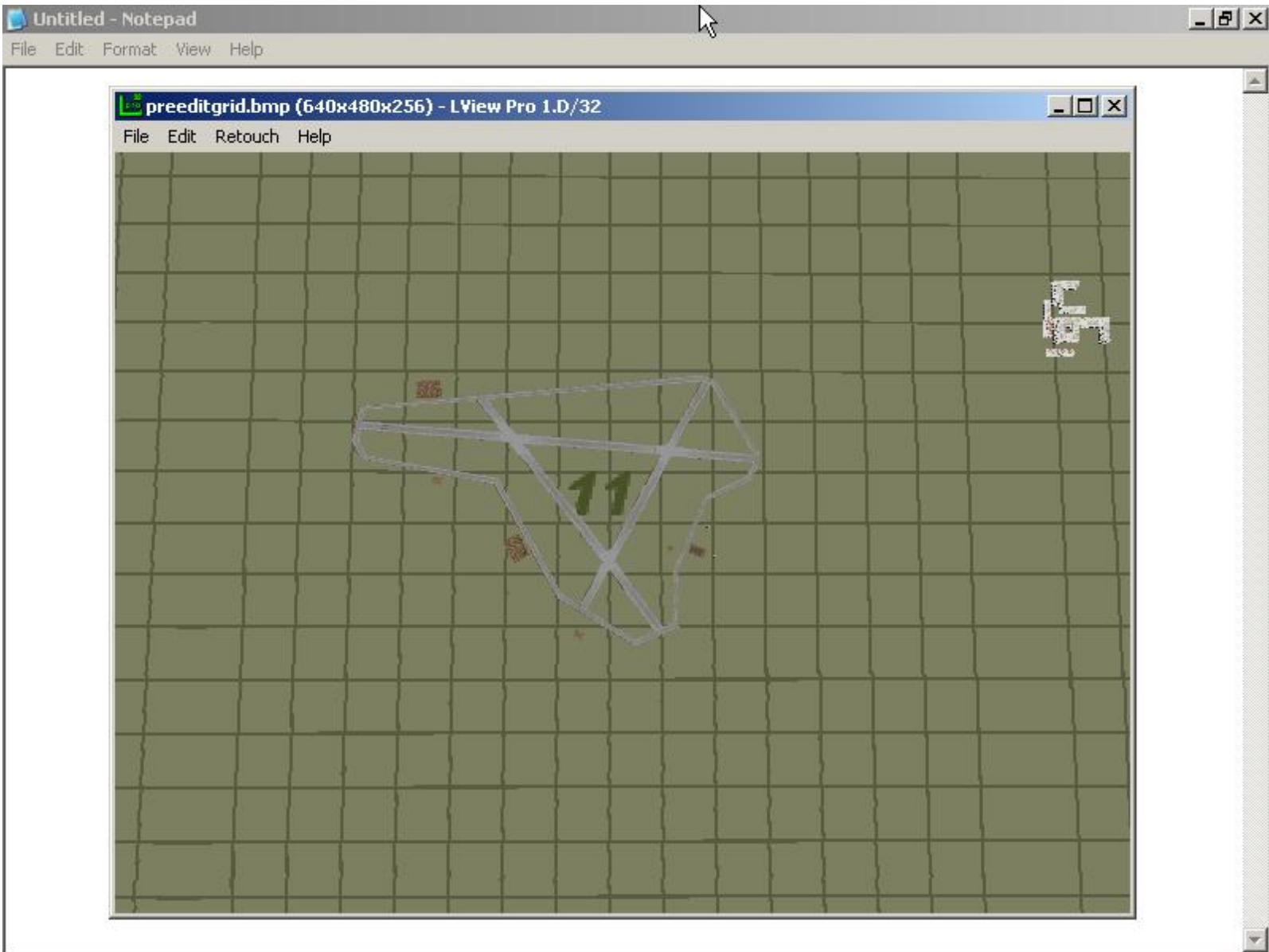
enter Line

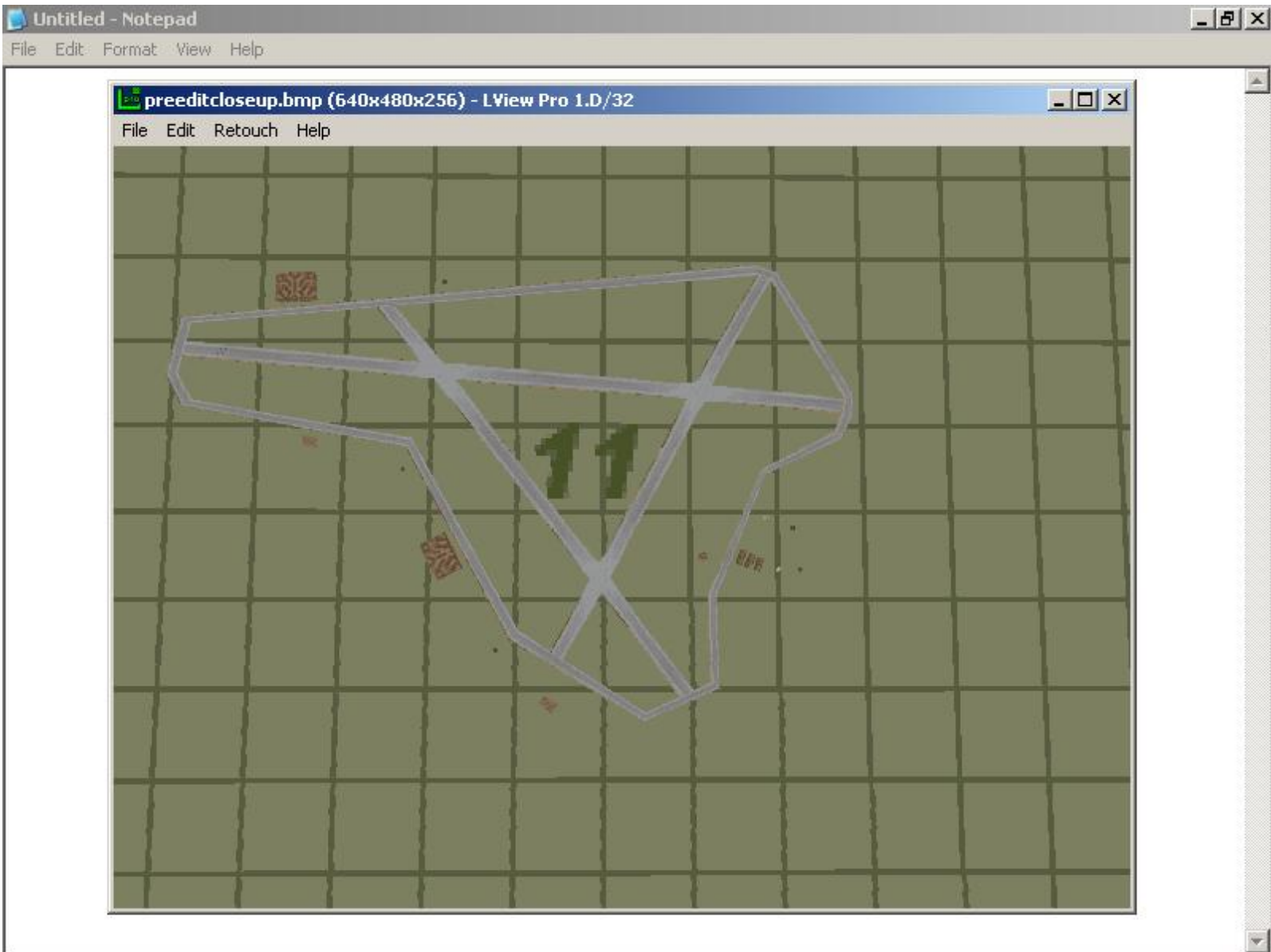
112

OkCancel

Take the new eaw.tm out of the 'done' folder.
This eaw.tm is only used for my method of viewing and mapping the base you will edit. Its not a scenario file.
(Now making sure you backed up or moved out your real eaw.tm from EAW)
place this special eaw.tm in your EAW folder along with the 16 appropriate BaseGrid Tiles i.e. bnALCTY.ter - bnGRASS.ter, etc.)







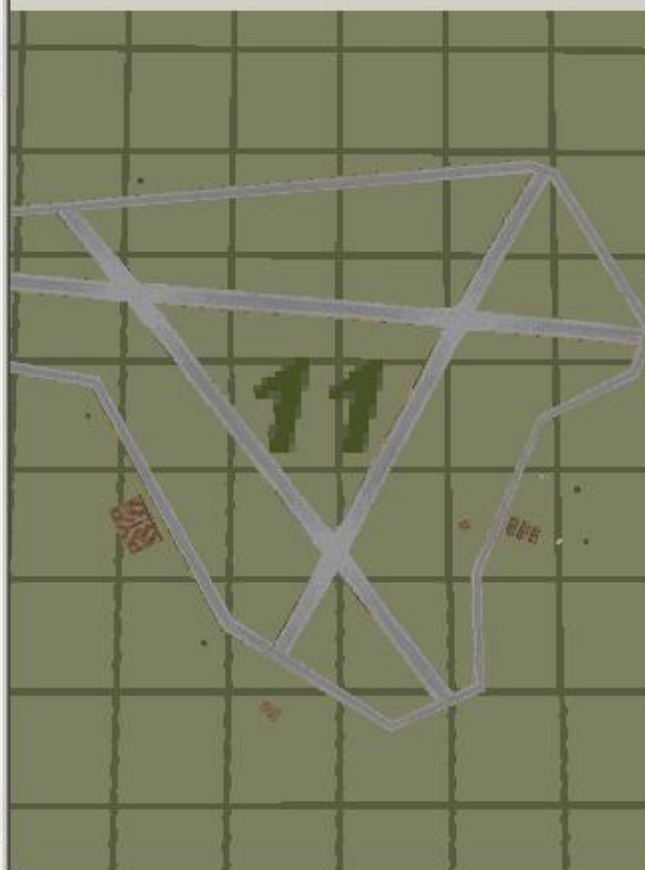
File Edit Format View Help

next; designing the base:

Open the Tile you wish to edit in TSDM folder (i.e. tile 11 or whatever one) in M\$ "Paint" or whatever graphics editing program you wish.

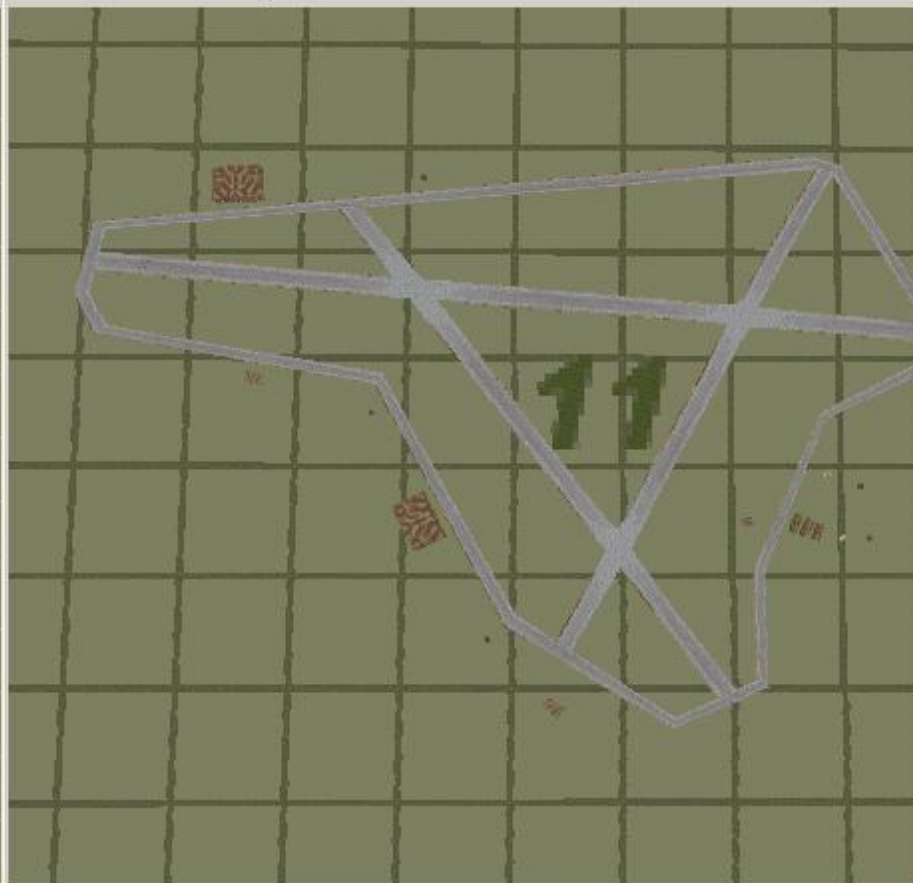
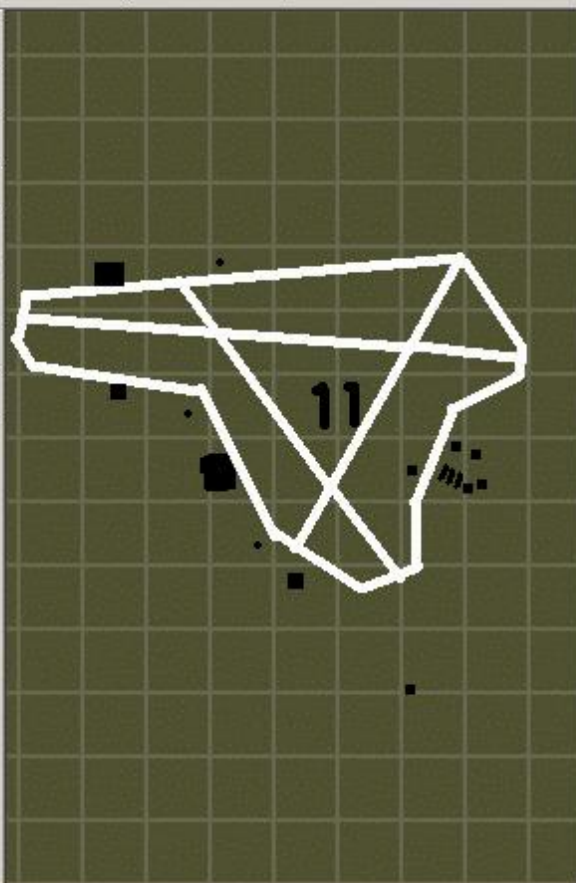
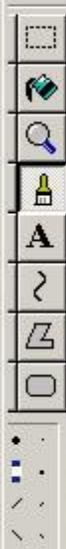
Now open also your screen shot you just made. You will use that screenshot guide to draw on appropriate tile (in this case Tile 11). Draw your airfield: I find easiest to use simple drawing,

here I show I use white to mark a conventional EAW airfield runway area



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drawing objects: I use black to mark objects that exist.



Untitled - Notepad

File Edit Format View Help

shown left: Tile11.bmp opened in M\$ "Paint", right is an ingame screenshot closeup

next;

You are ready to design your new base.

make a simple one.

One draw back is if you use most M\$ "Paint" colors with my green tiles it does not show well in TSDM.

For most bases I easily just use white to mark object with different shapes/sizes, and remember what I intend them to be.

There is usually some change I wish to make during edits.

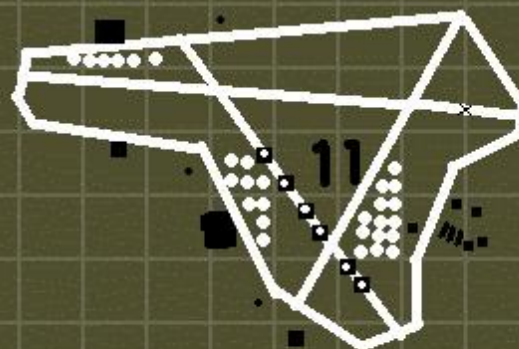
So keep them simple and allow enough space from existing objects..

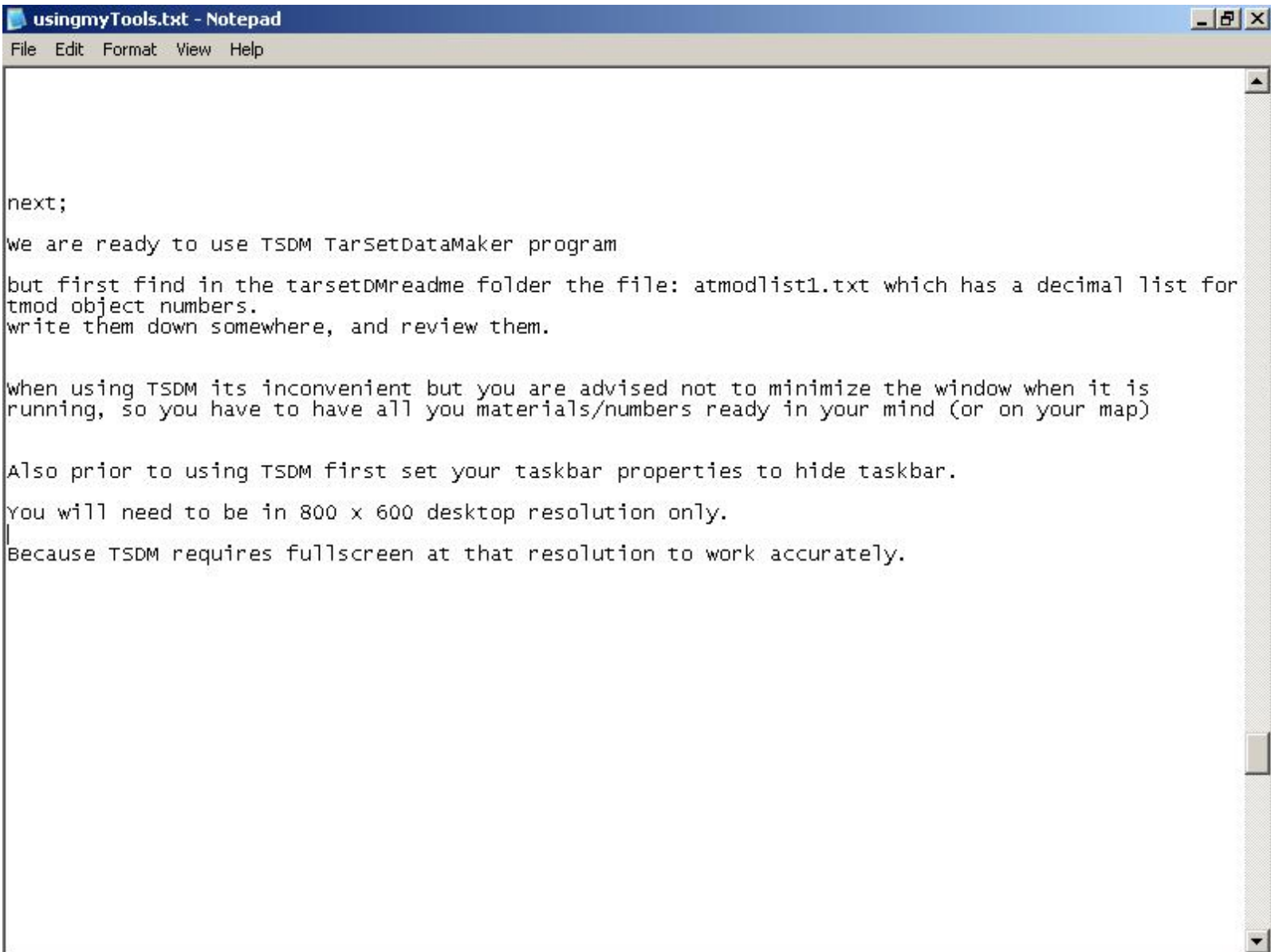
especially on your first tries!

well in this case I wanted a lot of one object; mainly stukas!.. hehe you will see them later:

■ = stukas on runway

● = stukas





After TSDM program launch, choose the tile button for the tile area to edit, in this case tile11

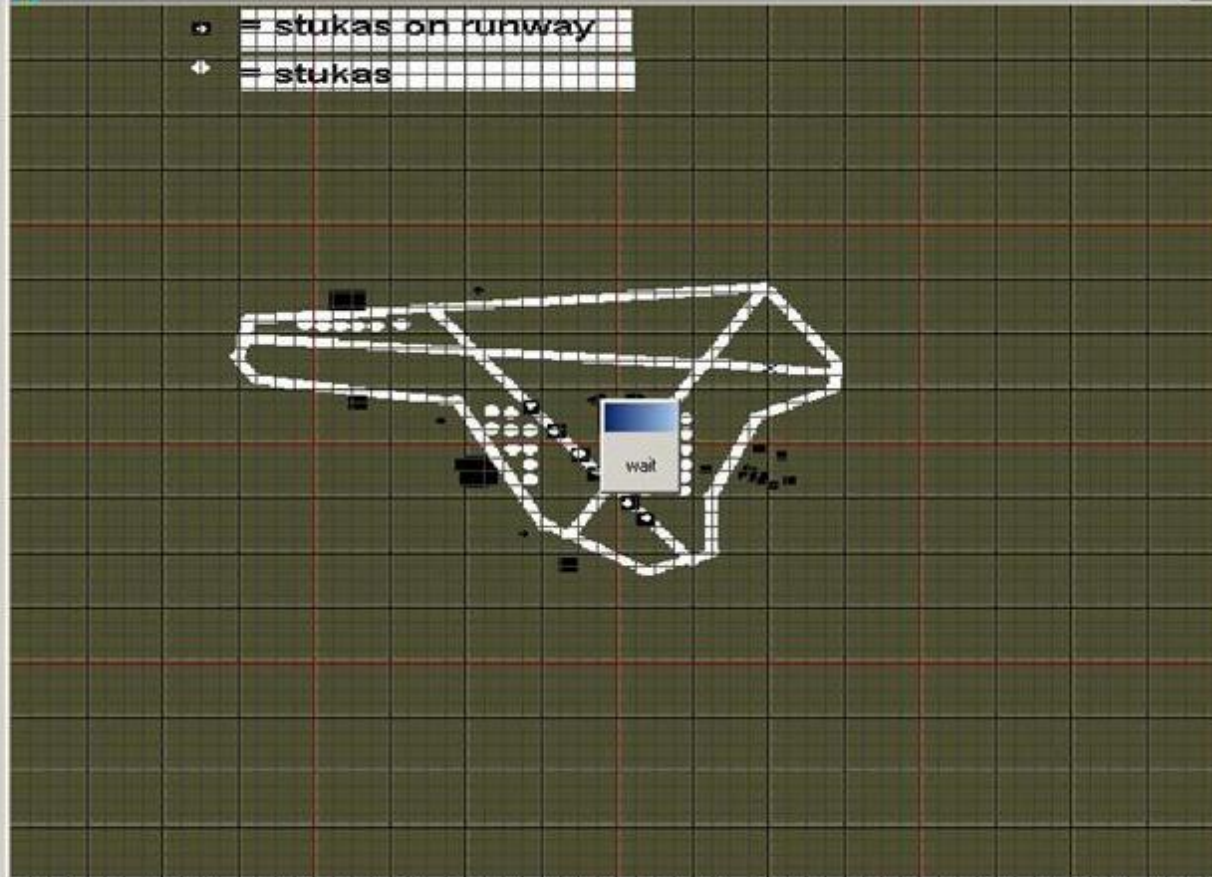


Press Button 1-16 to select Tile

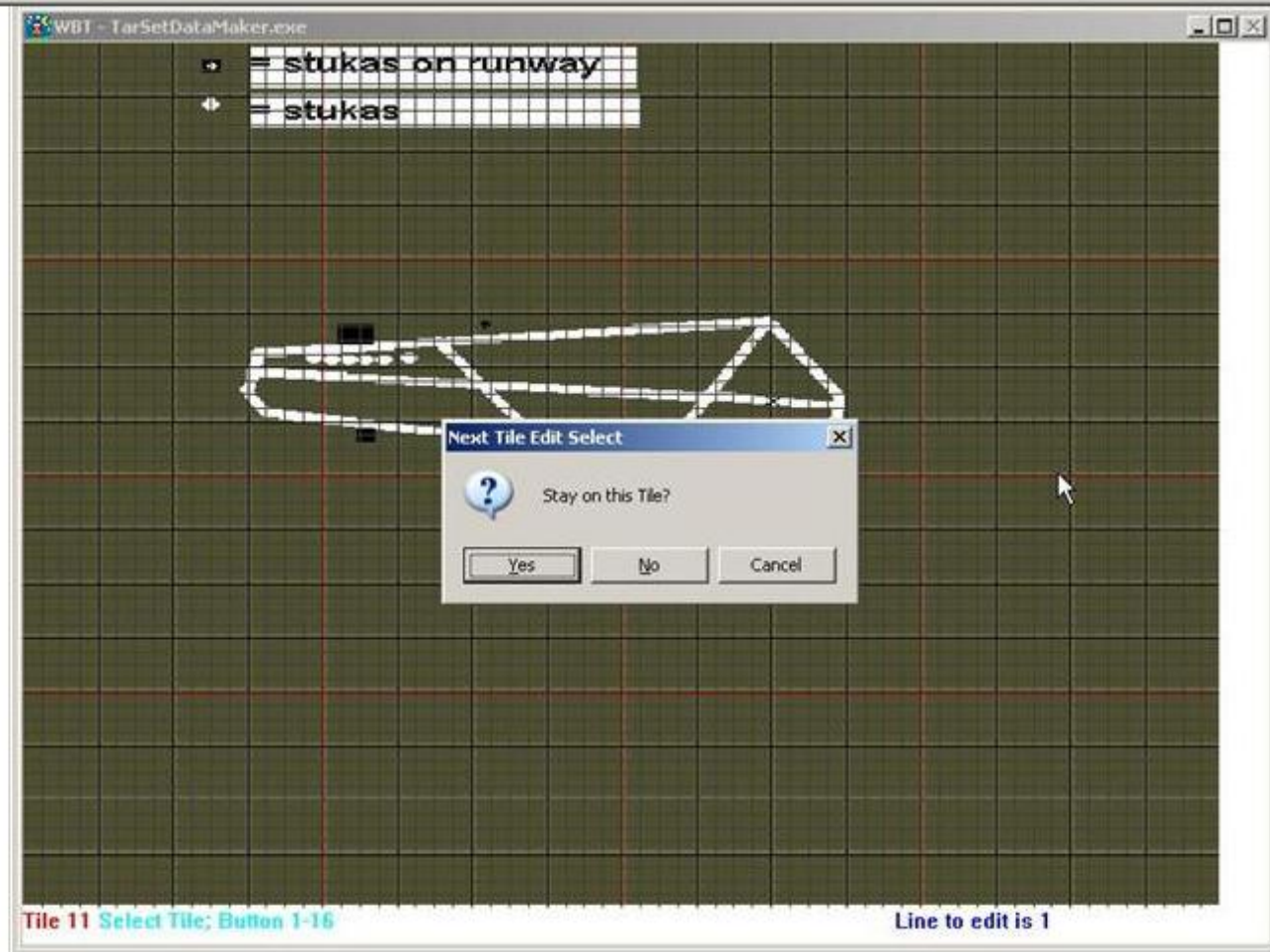
Now we see the tile11 we made in TarSetDataMaker:

Press backspace to start 'editing mode'.

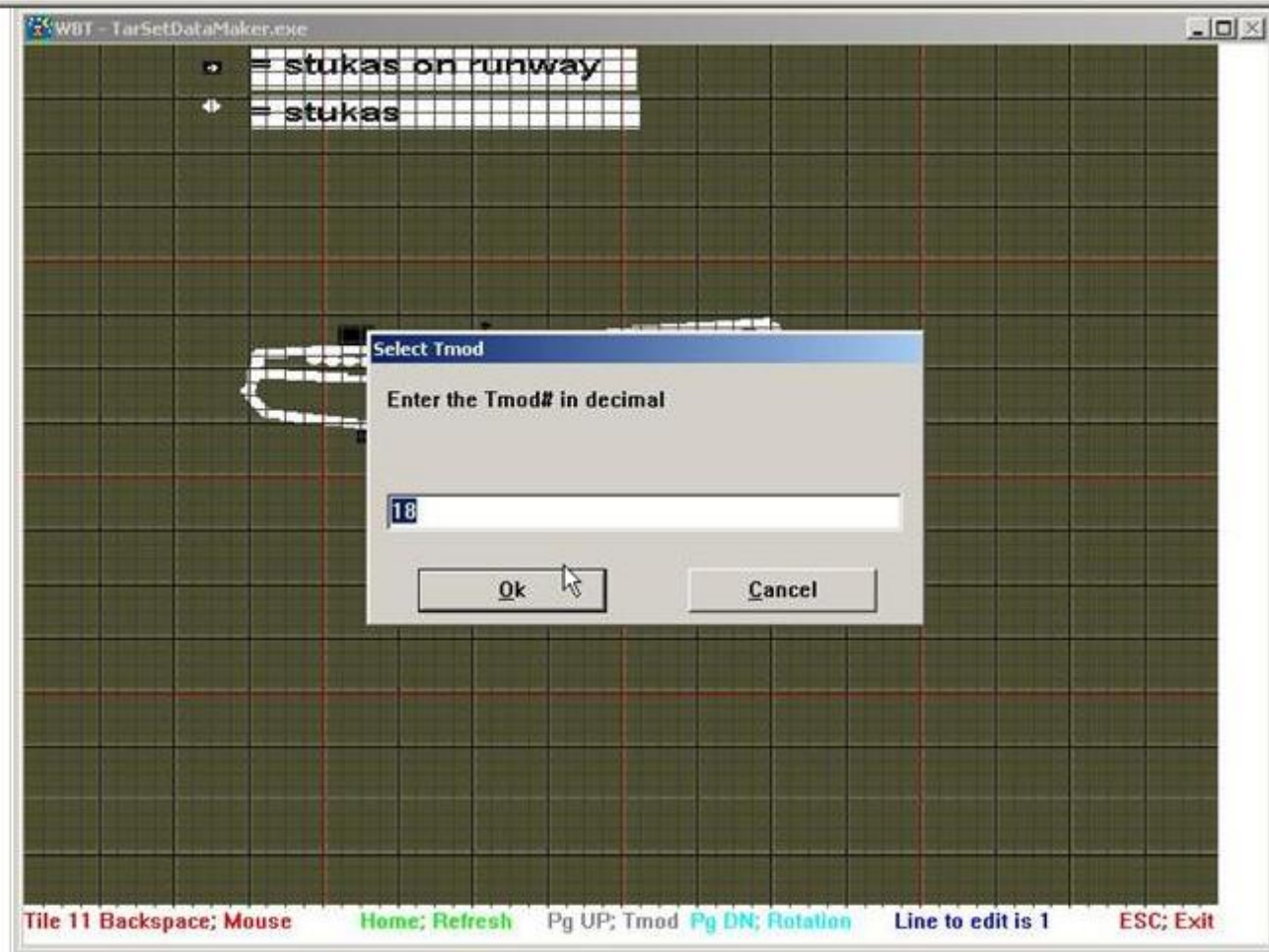
WBT - TarSetDataMaker.exe



"Yes" to stay on the tile (you have to do this every time you want to place an object)



Pg up (page up button on your keyboard) sets the tmod object decimal system number.



pg dn (page down) sets the object orientation (the direction the object will face in game.0 faces north, 64 west, 128 south, 192 east, and all numbers in between.
you must use numbers 0-255 only!

Do not forget and think you are using degrees, because if you enter a number over 255 the program will unfortunately -> crash!
The object tmod number will stay in effect until you change it.so will the orientation.

• = stukas on runway
• = stukas

Object Orientation

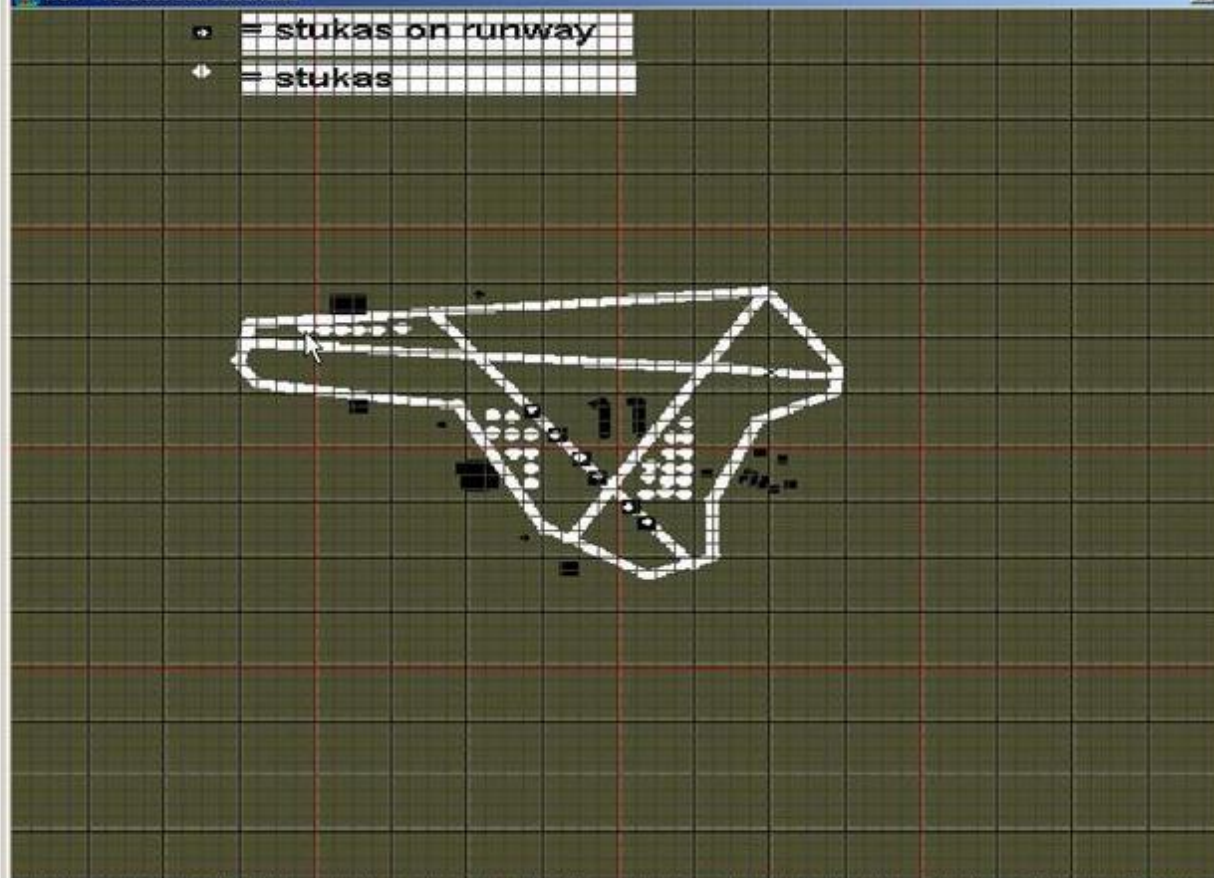
Set Direction decimal [0-255]

Ok

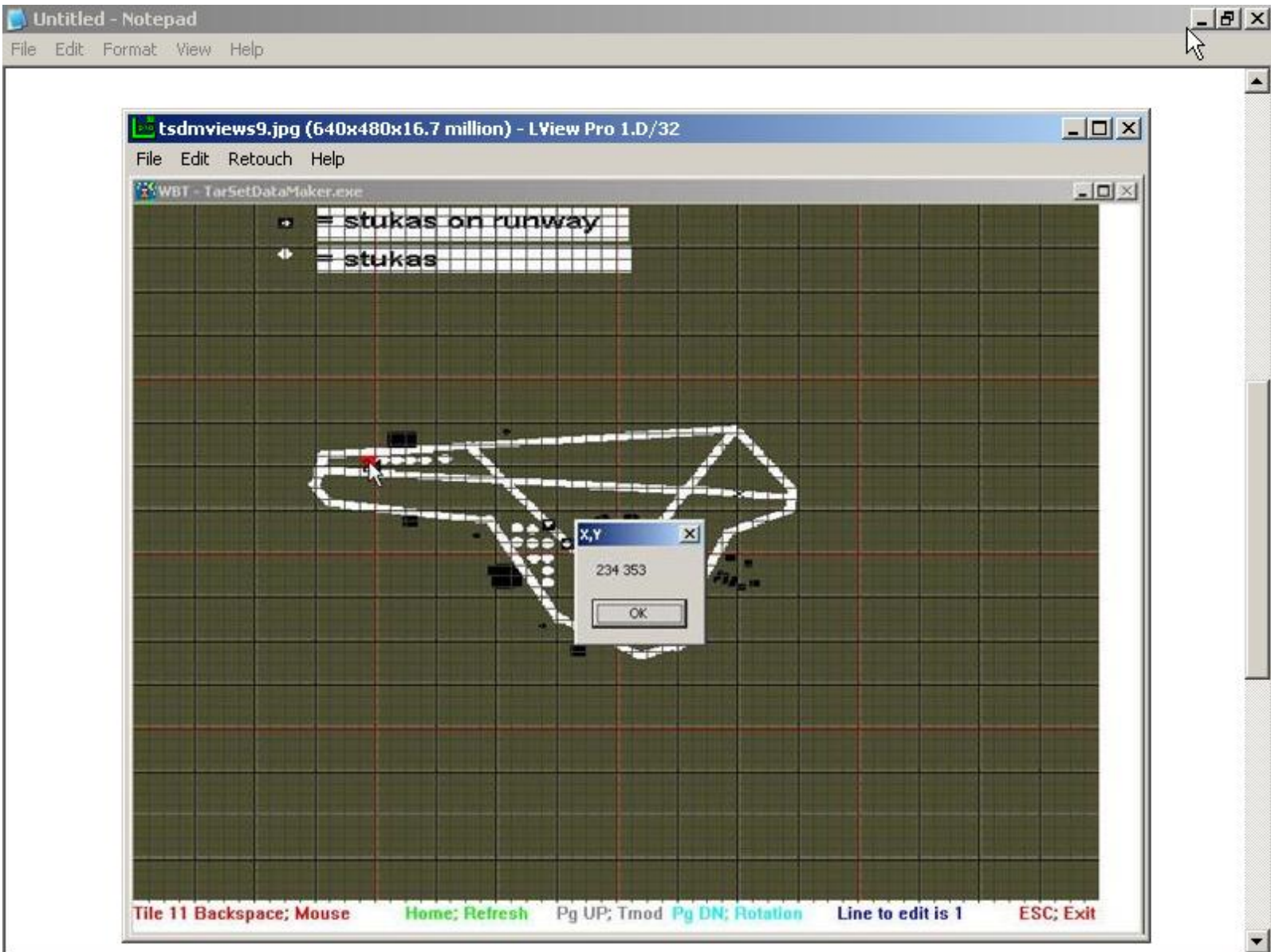
Cancel

here, at each marked place where you place the mouse cursor, use 'Backspace' will then set the object.
 think of backspace as 'enter', so to speak.
 after you use backspace you see the number appear.it is done.

WBT - TarSetDataMaker.exe



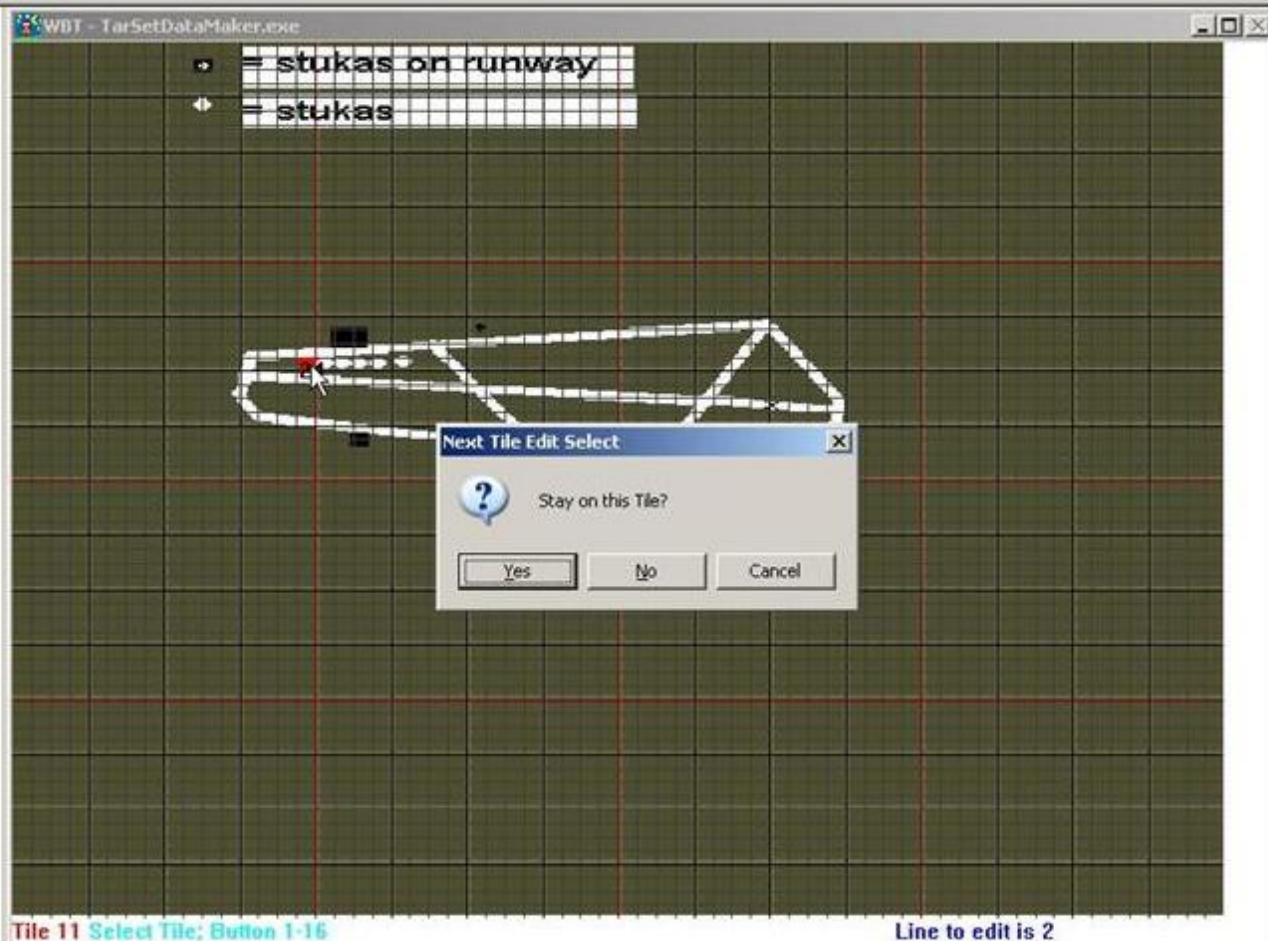
Tile 11 Backspace; Mouse Home; Refresh Pg UP; Tmod Pg DN; Rotation Line to edit is 1 ESC; Exit



File Edit Format View Help

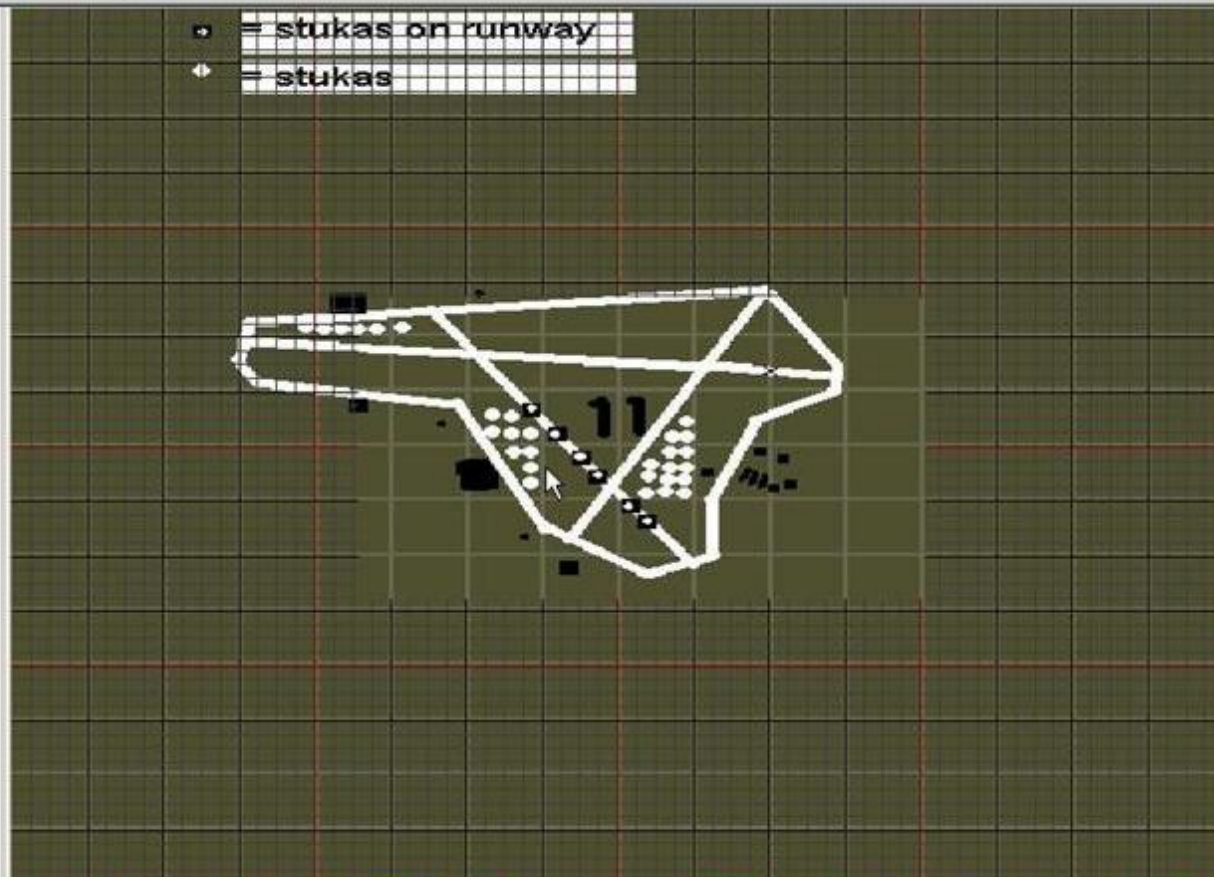
next you use always "backspace" to enter the program 'editing mode' loop again.
The sequence you will get used to:

backspace, enter 'yes'(you can use enter on keyboard to answer this) stay on tile,
then if you want to change object tmod or direction do so, if not just place mouse cursor where
you want and press 'backspace' it is done, repeat as needed.



sometimes you may find the overlaid grid lines disappear or the new red marker gets in the way, if so, during edit mode press "home" key to refresh, it will redraw the lines. The caveat is that unfortunately due to program bugs the red markers may go away, it is a bad flaw, but the workaround is keep the mouse on the last object, use keyboard to o.k. or whatever, that way you need only move to the next tiny square. start from one part of the map and place objects there moving around to other areas as you go, in this case I placed all the stukas at the top, then the other areas. Last was the runway ones

- = stukas on runway
- ◊ = stukas



Tile 11 Backspace; Mouse

Home; Refresh

Pg UP; Tmod

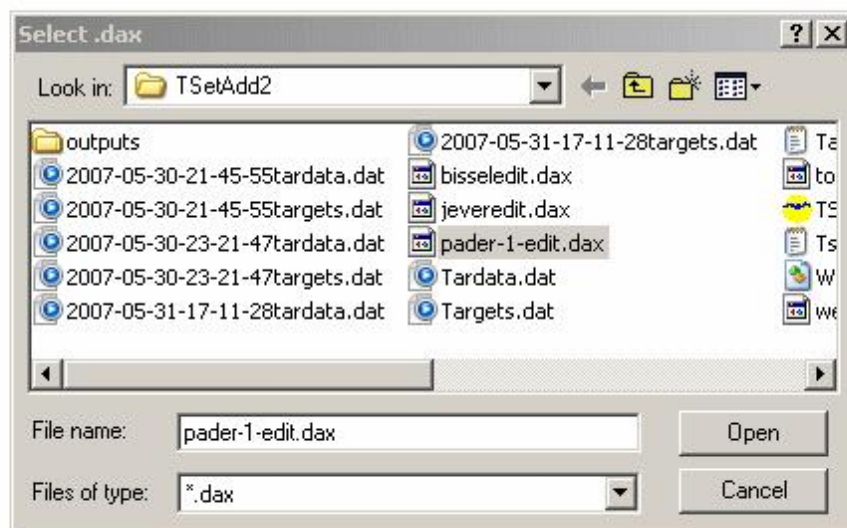
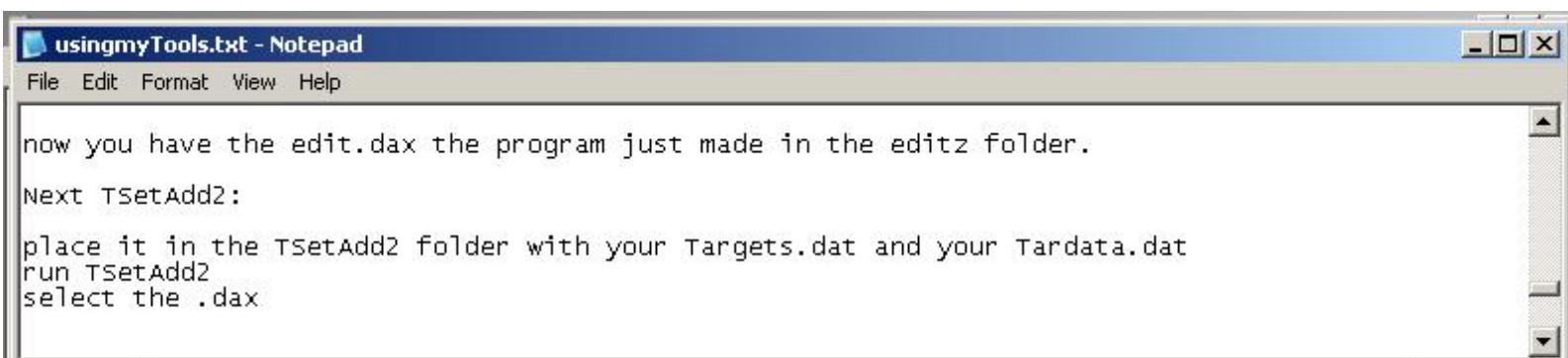
Pg DN; Rotation

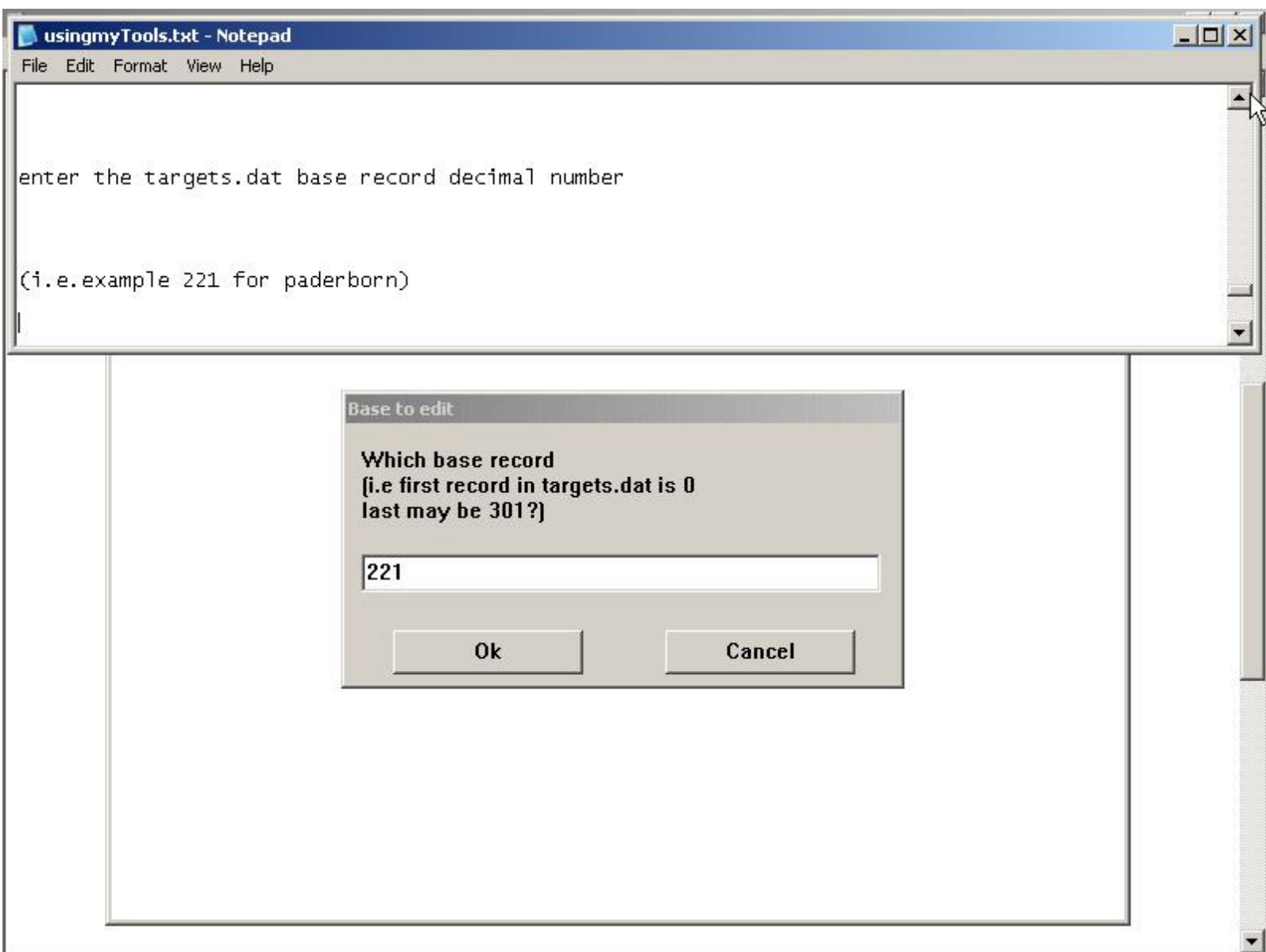
Line to edit is 1

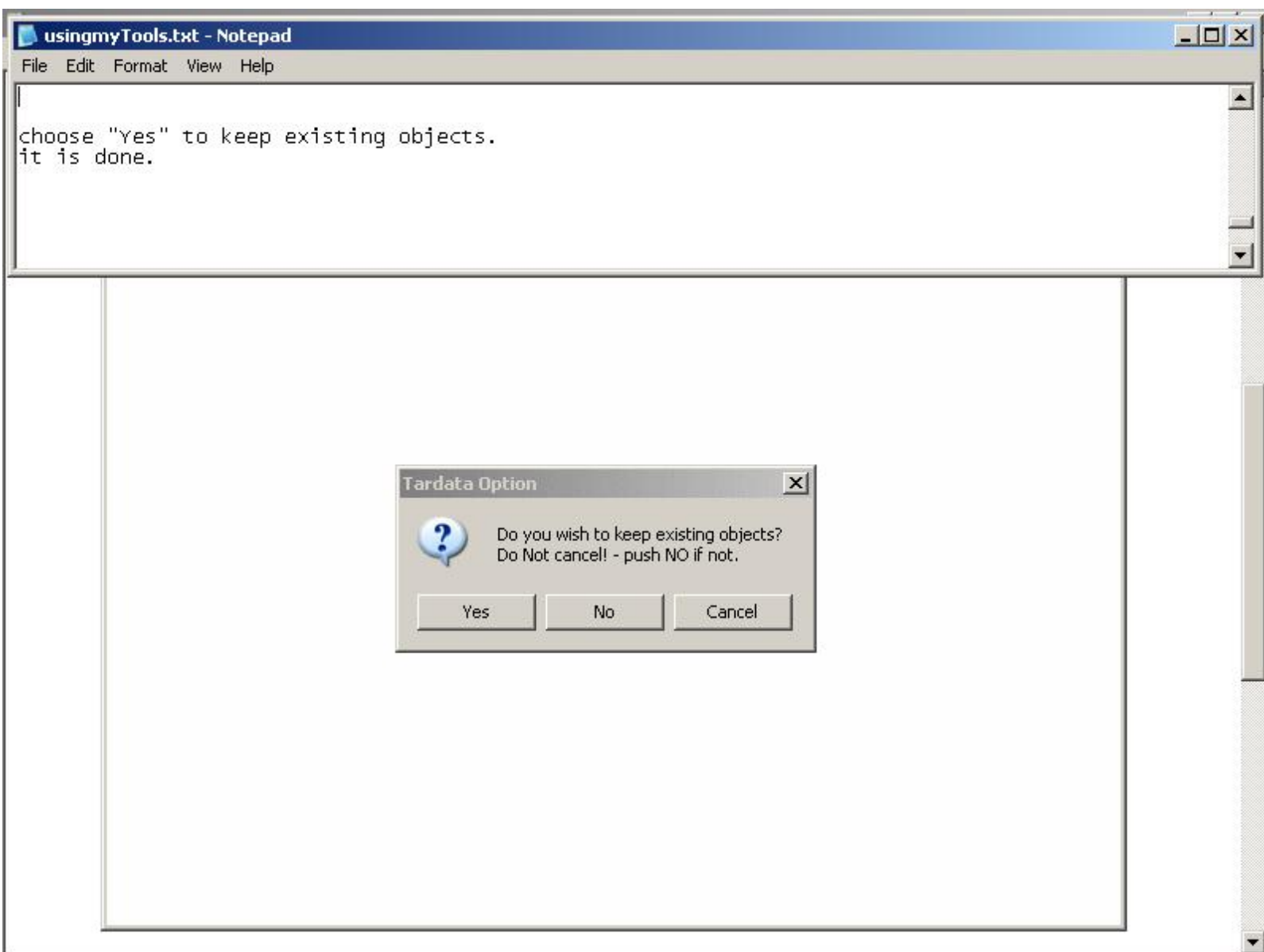
ESC; Exit

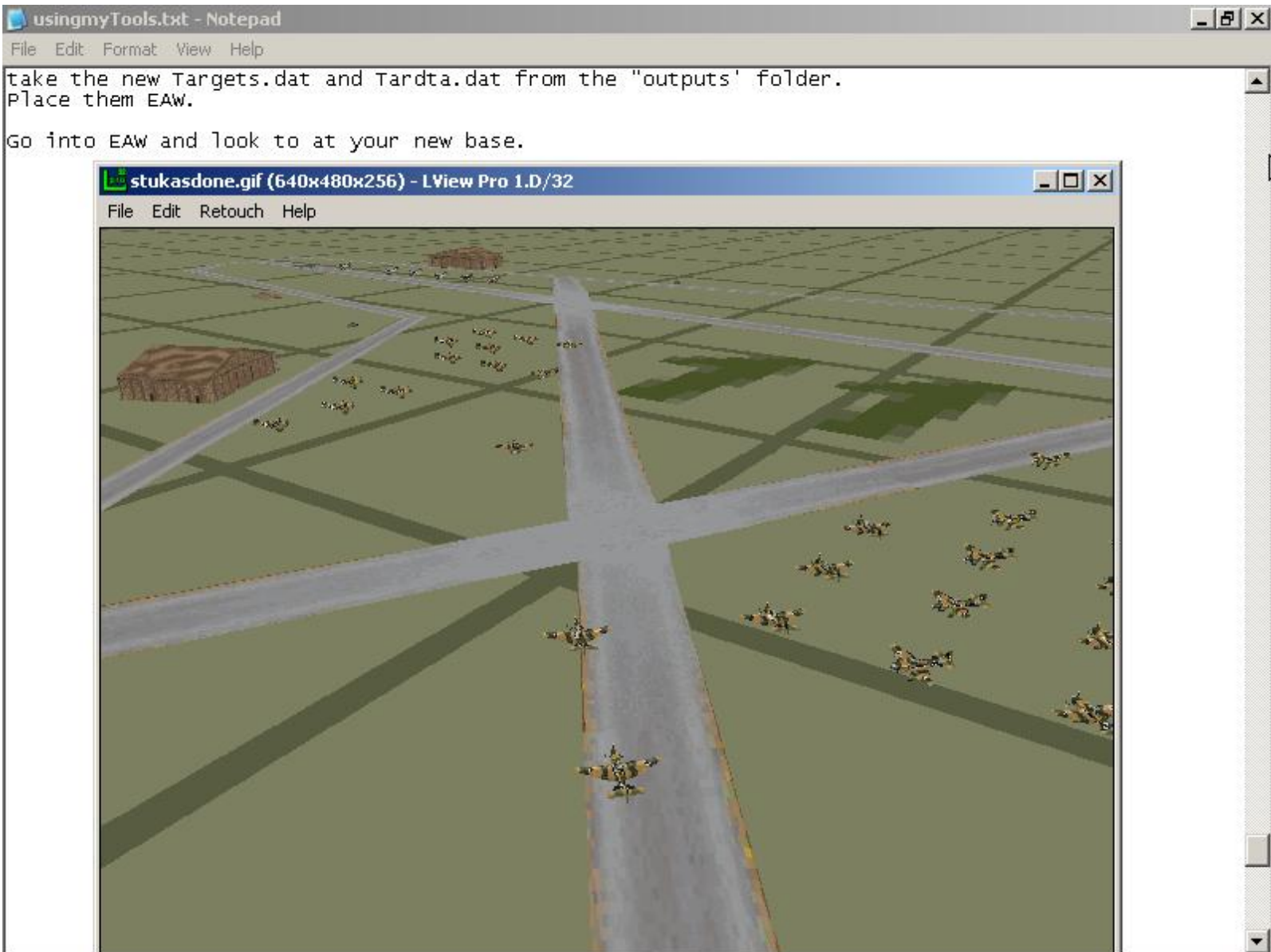
If something is not what you wanted like tmod # or a slight x,y change,
edit that by hand in a hex editor later.
Once you get used to it, it is easier then make a whole new .dax for 1 mistake or misplacement.

-
Now you are done, after the last edit, do 'backspace' "yes" one more time, then "esc" or escape
button on your keyboard to exit the program.



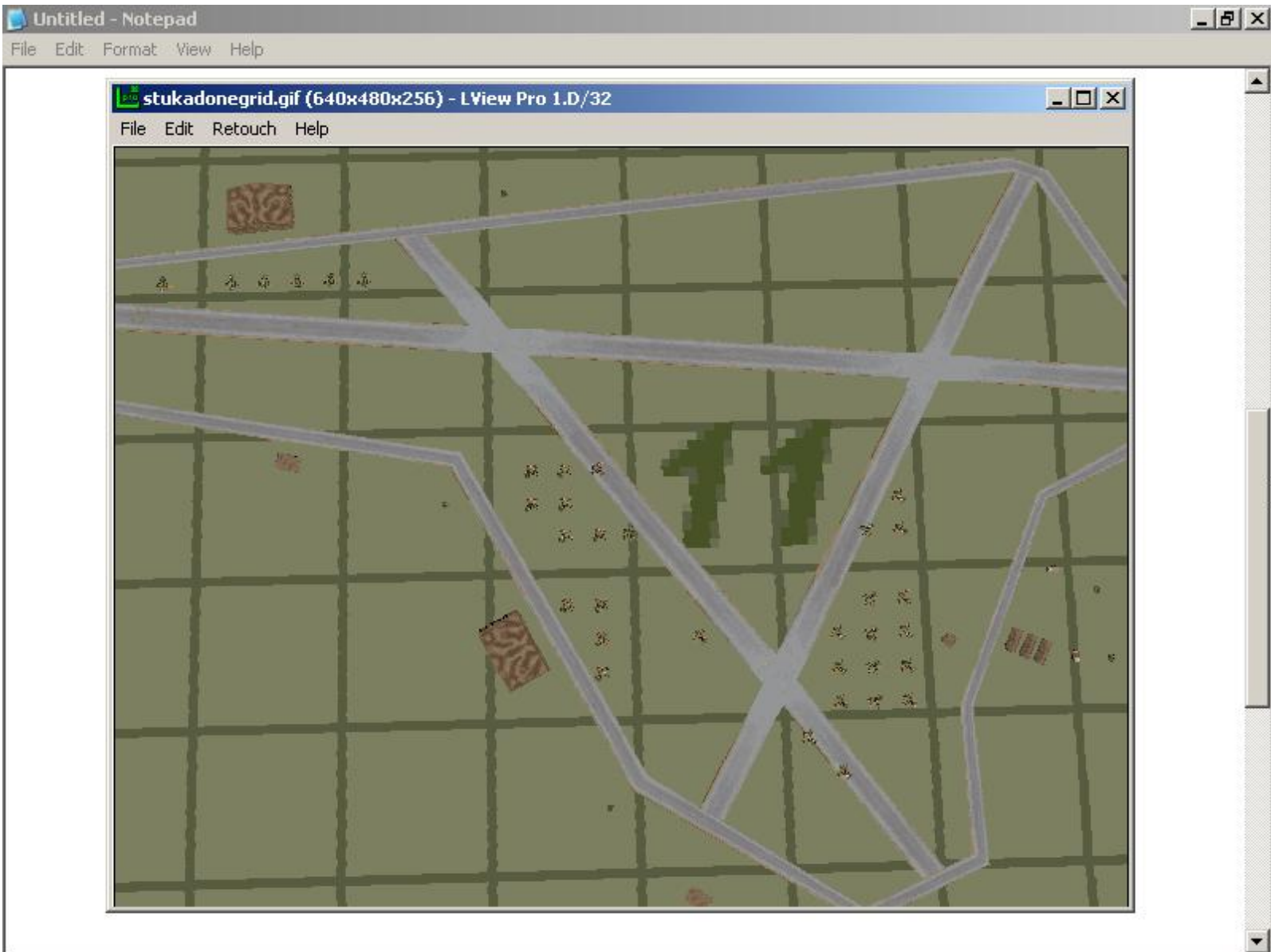












There is always some small change you wish to make.

to do so easiest just open Tardata in your hex editor, go to the new base record ;it will be now at the end of Tardata.

you will see the Tcode in each object record, look for the tmod number which in hex editor is a hexadecimal number.

so say for example a AAA gun would be instead of decimal 18 in hex it is "12".

to change for another object just replace that number.

look at the X, and y to alter it.

large movements of 1/4 tile can be adjusted with the

last byte,

for small movements use the byte before it, a move of f in decimal to this byte would be equivalent to one tiny square you see in my TSDM editor. The easiest way to determine that for hex is take the hex number convert to decimal add 15 reconvert to hex then you have the new value to put in hex.

for tiny movements use the byte before that and rarely you might wish even microscopic move with the

last byte or more likely use both those small bytes together.

to adjust object orientation just change the hex number for the orientation byte those will be number 0 - FF (which correspond to decimal 0- 255). i.e. 64 would be '40' in hex, 128 would be '80', 192 is 'C0', etc.)

use the windows calculator to easily convert.

more notes:

if you have some object that just is in the way and too much hassle to manage it by small movement just make some large movement which will move it clear of the crowded base easily and maybe change the object tmod, i.e the easiest give some thing like x of 04 y 04 or something and tmod of '12' (AAA gun) , you can never have too many AAA guns laying around and they are not much noticed outside the base.. but they do serve well to waylay an unsuspecting attacker trying to approach or egress from the base on a strafing run.. hehe!

Other ways to make changes without a big hassle of re-editing with TSDM, is just delete the record line of 10 bytes for the objects you don't want from the edit.dax then redo the step of using TSetAdd2.

That is very simple.

edit.dax records for each objects are just 10 bytes: first 4 are the X, next 4 are the Y, then the tmod number in hex, last is the object orientation in hex.
Delete the whole 10 bytes to remove the object.

Remove the special eaw.tm made with BaseGridTool and the special .ter tiles and place your normal eaw.tm and .ter in if wanted.
You now have a new base.

There are many other ways you can use my tools in combination.

If you use my BaseviewTM with the large TSDMtiles.zip then you can view the base, dump the tile 1-16 into the TSDM folder and you will have views in TSDM with the same terrain tiles as surround your base.

But in most cases this Grid method I have shown here will suffice for altering bases easiest.

btw: If you ever need Stukas, they are tmod 24 decimal in DAW, and there are 2 types of them , to change to desert camo you have to adjust the tmod .3dz to point to the other .tpc's!

-S!

RAF_Roy

June 2007