

Q: SSRW Map Editor doesn't want to save the new created map.

A: Please create folder "maps.src" where Editor executable is located.
e.g. c:\Program Files\Sudden Strike - Resource War\Run\Editor\maps.src
You can define you own folder for map sources in edit3.ini file. Just find line that begins with "MapsSource=..."

Q: How to construct "Factories" in single-player maps.

A: There're no special production BUILDINGS in SSRW game. But you can make any timer work in cycle and, when it alarms - send reinforcement to player/enemy/ally. Reinforcement can be sent through any FLAG you want. The FLAG can be placed near gate of any building. You can stop/restart timers when you need it.

Example "factory" script scheme:

We have "factory" building with zone 1 around, and gate A. We will also use cell 1 and timers 1 and 2 for operations(one for player and one for enemy).

cell #1=

0 - neutral factory (map default)

1 - player's factory

2 - enemy's factory

scripts:

CONDITIONS:

cell 1=0 and more then 0 units of player "Player" in zone 1

OPERATIONS:

cell 1=1

set period of timer 1 into 10:00 (ten minutes)

start timer 1

say "player captured factory ...blah blah blah..."

CONDITIONS:

cell 1=1 and exactly 0 units of player "Player" in zone 1

OPERATIONS:

cell 1=0

stop timer 1

say "player lost factory ...blah blah blah..."

CONDITIONS:

timer 1 elapsed

OPERATIONS:

send player "Player" reinforcement "..." through gate A into zone 1

say "Reinforcement!"

now the same for the enemy

CONDITIONS:

cell 1=0 and more then 0 units of player "Enemy" in zone 1

OPERATIONS:

cell 1=2

set period of timer 2 into 10:00 (ten minutes)

start timer 2

CONDITIONS:

cell 1=2 and exactly 0 units of player "Enemy" in zone 1

OPERATIONS:

cell 1=0

stop timer 2

CONDITIONS:

timer 2 elapsed

OPERATIONS:

send player "Enemy" reinforcement "..." through gate A into zone 1

Q: How to construct the multiplayer “Factories”.

A: To make MP reinf work we need:

1. Marker
2. Gate RED & BLUE flags
3. Zone
4. Five predefined army groups
5. Script

Marker = zeppelin position

RED gate is where reinf will arrive from. (Flags can be placed anywhere on map, or on map border)

BLUE gate must be placed within the Zone. It shows where reinf will come to.

(You can spawn/move RED flag with mouse's left-click, BLUE - with right-click)

The Script will look like this:

CONDITIONS:

Mission start

OPERATIONS:

Exclude this condition

...reserve for flag new <flag/flag group> <predefined army groups for all 5 nations>

delay <delay before reinf will arrive> through gate <gate>

Attention! “Cycle reinforcements delay” parameter in Create_Multiplayer_Game menu means delay between every next reinforcement (for every flag). And it's now vital, because we have unlimited reinforcements in SSRW multiplayer. Therefore map-makers must not create big reinf groups. Some player can set short “Cycle reinforcements delay”, but the game can't compute more than 1000 units.

Q: How to make destroyed factories off-line.

A: We need to add marker on building that represents "factory".

We also need to add following string into CONDITIONS section of script, that sending reinf to player:

"NOT <marker_number> object is dead" (using logical AND operand)

so, if the reinforcement time will come and object("factory" building with marker on it) will be dead - script will not work.

Unfortunately, there's no possibility to realize it in Multiplayer :(