

# **SUDDEN STRIKE 3: ARMS FOR VICTORY MAP EDITOR GUIDE**

## **Using the Map Editor**

- 2-3 Editor Window, Menus
- 4-7 Adding Textures, Terrain, Water, 3D Grass
- 8 Adding Objects and Decals
- 9 Visibility and Fire Range of Units
- 10 Copy-Paste of Objects
- 11-15 Add Roads, Trenches, Tracks, Airfield , Port
- 16-19 Importing, Exporting Maps
- 20-21 Camera and Environment Settings
  - Adding a Port
  - Adding Ships
  - Using Airplanes

## **BASIC Scripting - Single Player, Multi Player**

- 22-32 Scripting a Single Player Mission
  - AI Zones, Waypoints, Groups
  - Using the Script Editor
  - Making Scripts
  - Testing Map
- 33-37 Setting Up a Multi Player Map
- 38-49 A Fast Way to Script a Multi Player Map

## **Planning a Map and a Mission**

- 56-74 Military References and Maps
- 75 Using Google/ Google Earth

## **SINGLE PLAYER SCRIPT TEMPLATES**

- 76-77 Adding scripts (work in progress0

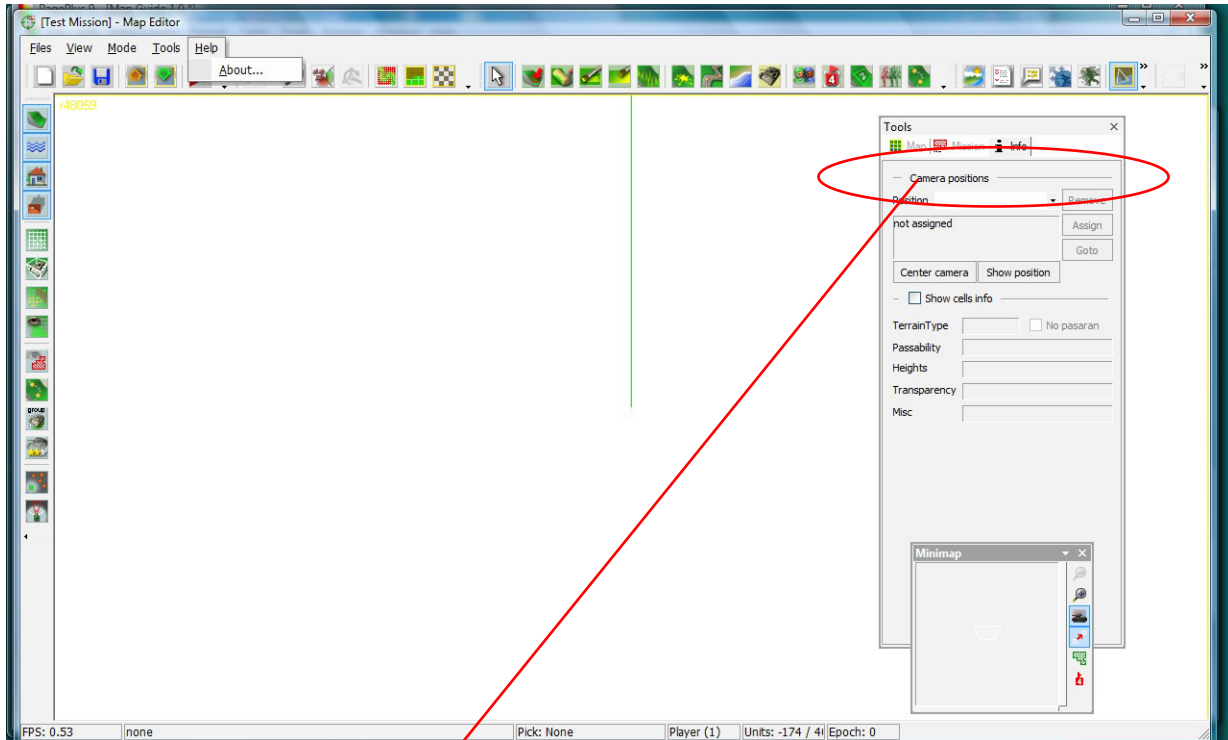
## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### DESIGN A MAP

#### OPEN THE MAP EDITOR

The Map Editor Window opens with **TOOLS** window and **Minimap** on top.

(If you can't see **TOOLS** window, Right Click **TOOLS** on Editor top menu.)



On the **TOOLS** window, Click **MAP**. This is where map creation tools will be found.

Clicking on **MAP** reveals more menus: **LAYERS**, **DECALS**, **OBJECTS** and **SPLINES**.

Clicking on **LAYERS** will rotate **RELIEF**, **COLORING**, **BLENDING**, **GRASS** menus.

Clicking **DECALS**, **OBJECTS**, **SPLINES** brings up folders.

The **TOOLS MENU** is from where most **Map** and **Mission** activity will take place.

Once you have applied a ground texture like Grass, and made a Save, the minimap will show the ground texture. Details on the minimap refresh after saving your mission.

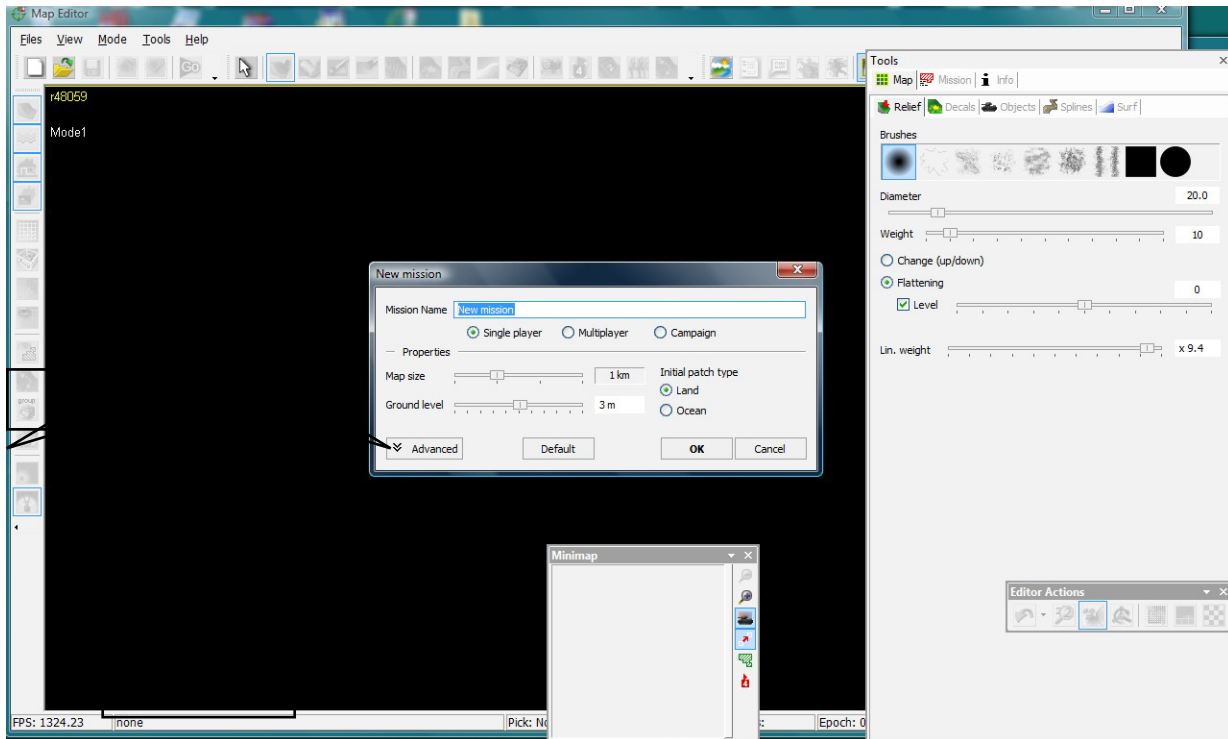


## SUDDEN STRIKE 3 MAP EDITOR GUIDE

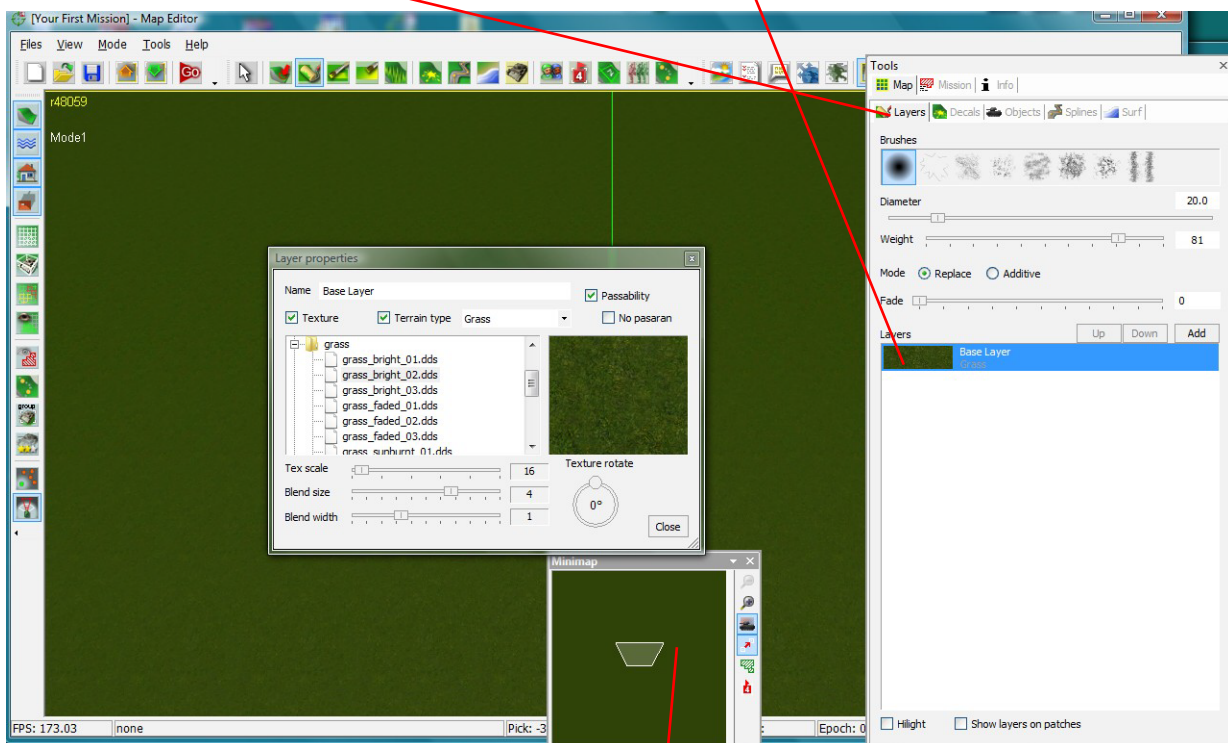
3

1. Open the Editor
2. Select New SP or MP Mission
3. Give it new name: **FIRST MAP**

**NOTE:** In editor, use **CONTROL** with Left, Right Mouse buttons and Wheel.  
Left = Scroll / Right = Rotate / Wheel = Zoom  
You can also Zoom and Click using Minimap.



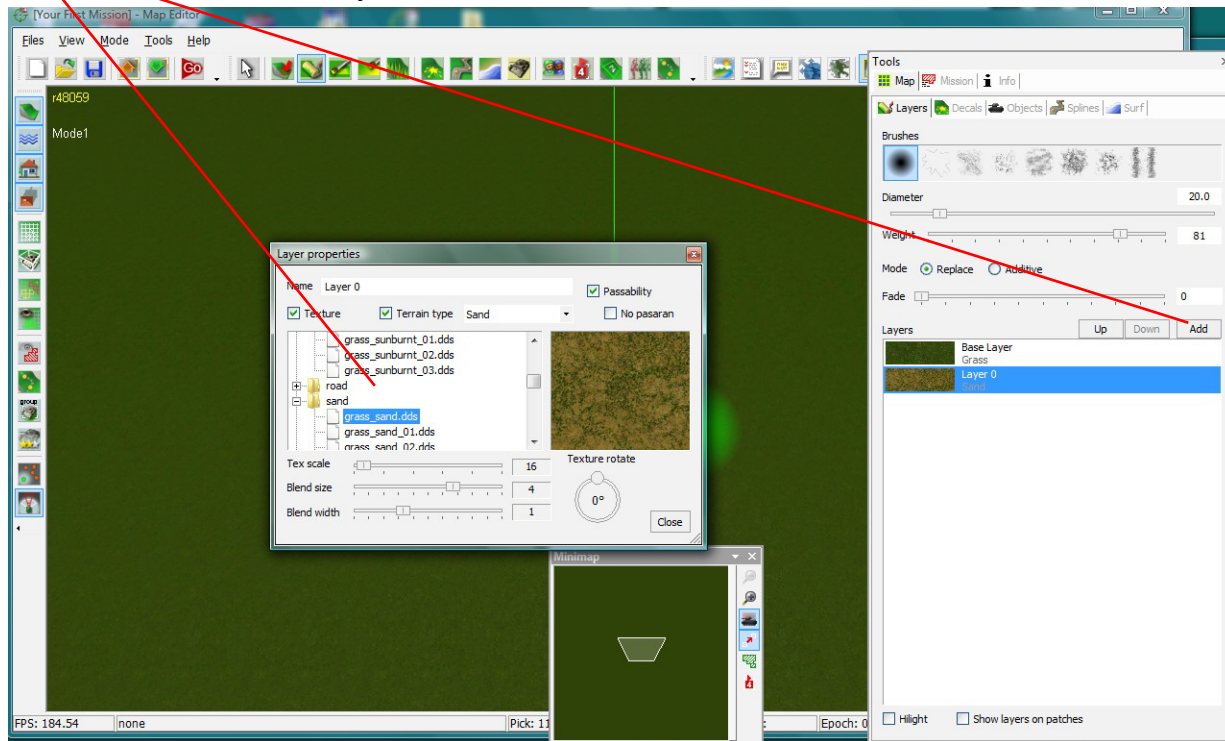
4. **CLICK HERE** until you see **LAYERS**. Double Click this box and **LAYERS** menu pops up. Select a Grass Texture for Ground. This is your base layer .



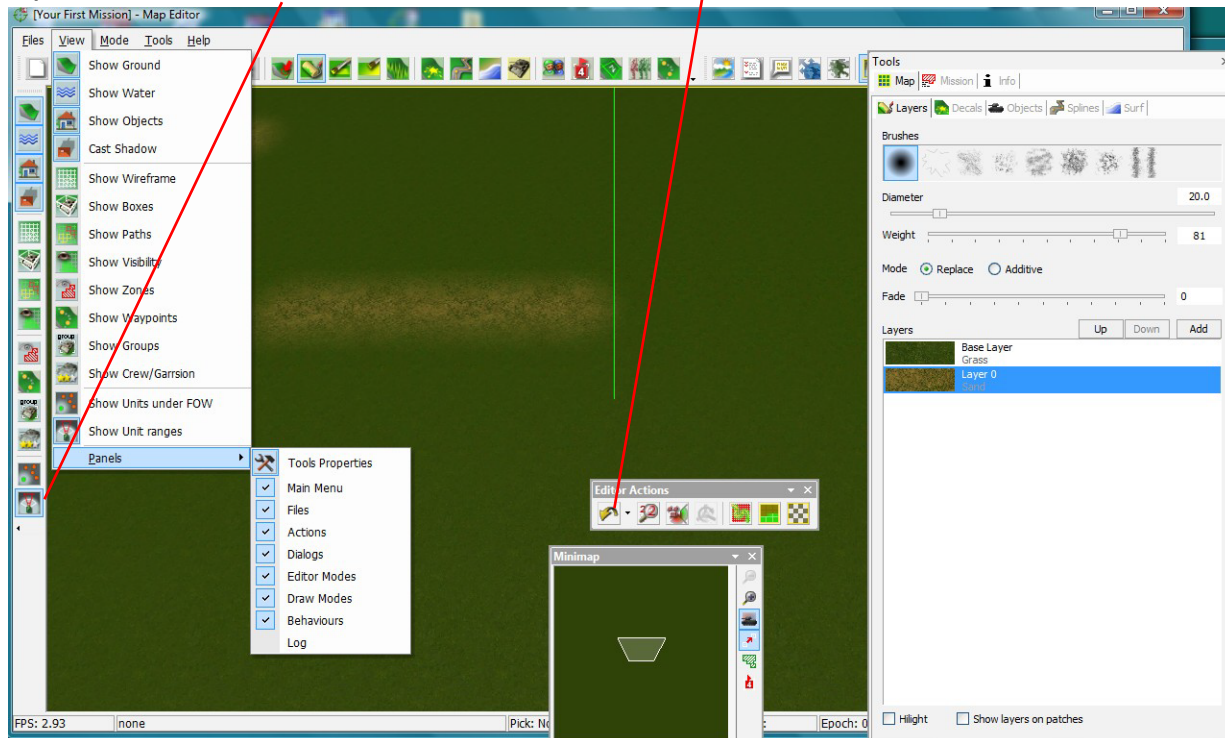
5. **SAVE** the game as "**FIRST MAP**" and the **Mini Map** will load.

## TEXTURES

**ADD** more textures by **Clicking ADD** and selecting different textures from the Menu items. Try Grass, stones, roads, etc.



Open **EDITOR ACTIONS** Menu here. It has an **UNDO** button to undo actions.



Practice with the Brush by selecting the added layers and brushing on the map. Change weight and diameter to see effect. You can also select different brush styles.

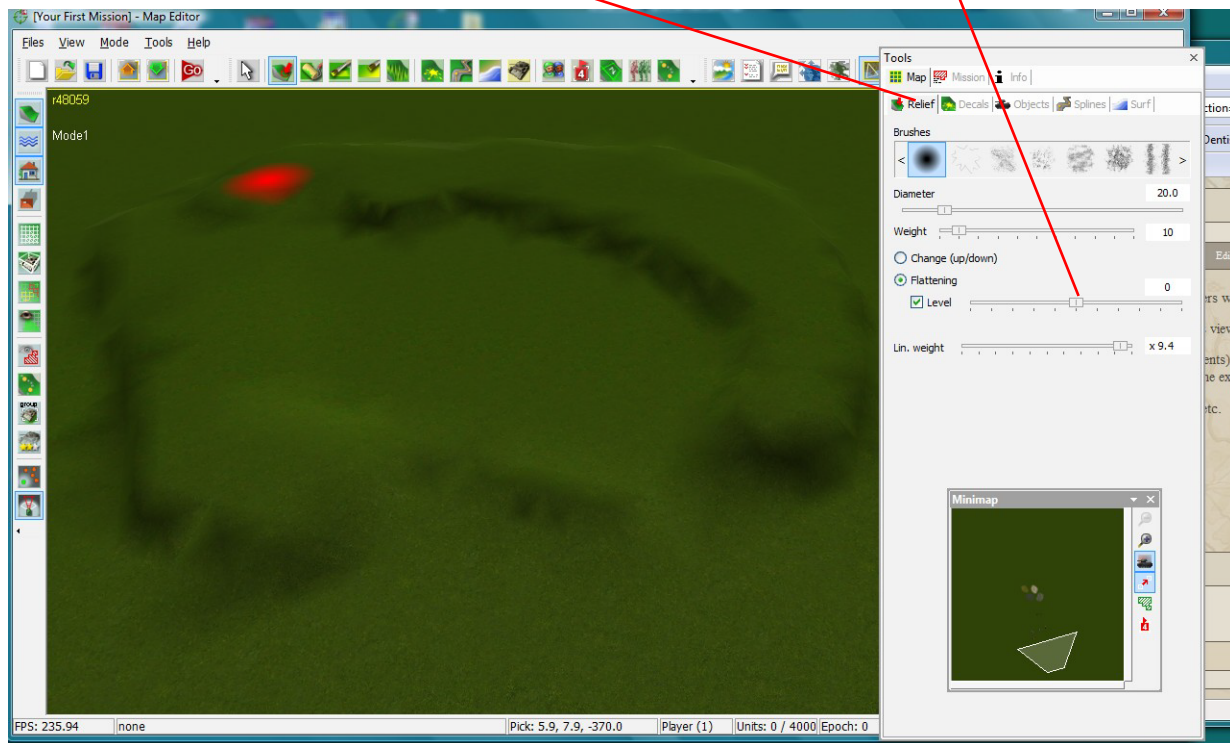


## SUDDEN STRIKE 3 MAP EDITOR GUIDE

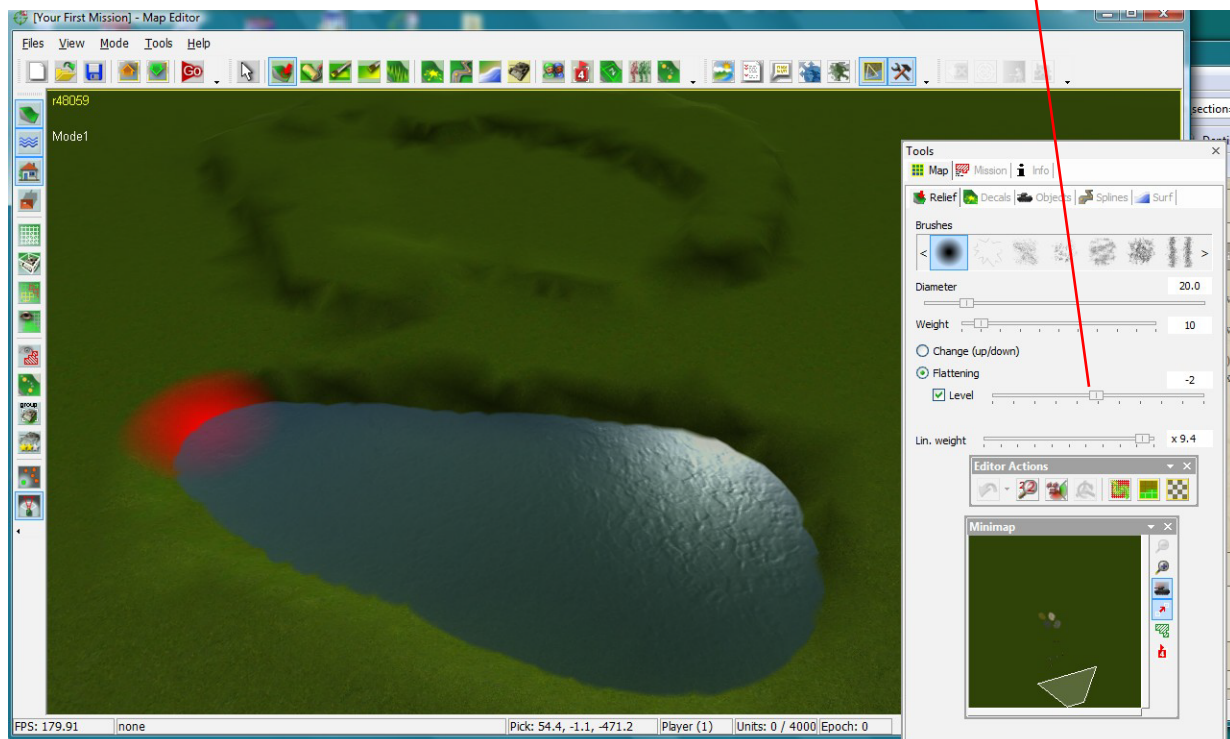
5

### CHANGE TERRAIN

**CLICK on LAYERS** symbol until you see **RELIEF** symbol. Now, you can use the Brush to Raise the terrain or lower it. In the toolbox you see **FLATTENING** checked and Level indicator set at 0. Move the indicator to 3 and use your brush on the map to see effect. Try Different settings of weight and brush diameter to see effect.



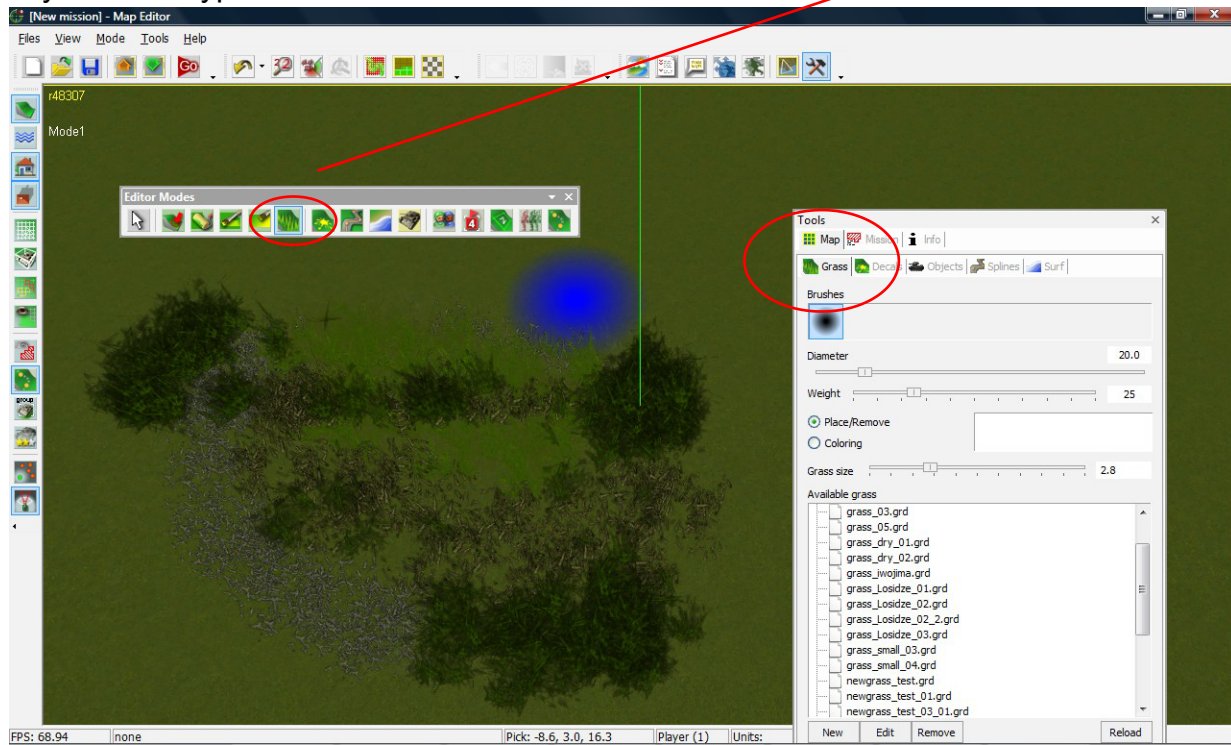
**TO CREATE WATER** - Change the Level indicator to negative (-1,-2,-3,-4, etc.) then use brush on map. Change brush size and weight to see changes in effect.



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### ADD 3D GRASS

Go to **MAP/GRASS** on **TOOLS**. Select **GRASS**. Or select **EDIT GRASS** on Editor menu. Try different types and sizes to see effect.





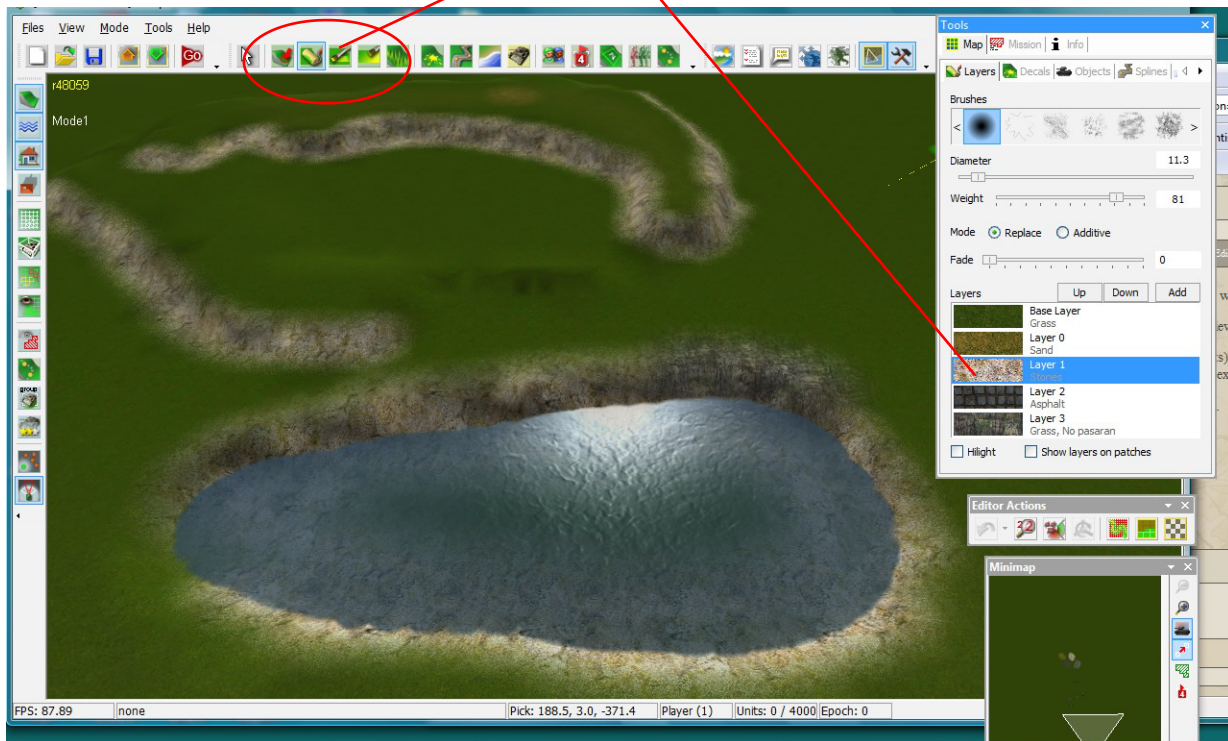
## SUDDEN STRIKE 3 MAP EDITOR GUIDE

7

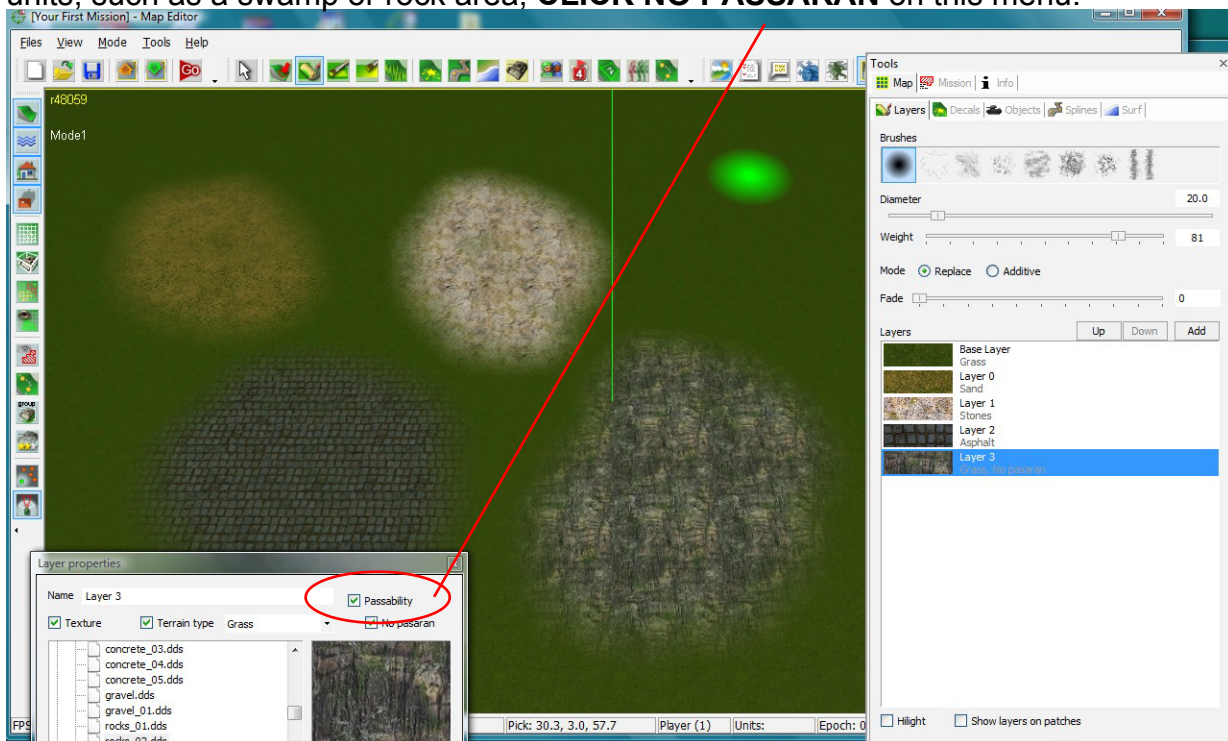
### ADDING TEXTURES

In the Layers Menu, select a texture to add to the edges of water or cliffs. Use the Brush to “paint” the texture on areas. Change brush size/weight to see effects.

Use **ADD** to find more textures. Textures from Stones file look good for rocky areas around water and cliffs. You can find **PRE-SIZED** brushes here.



Experiment with different textures. If you want a “painted” area to be unpassable by units, such as a swamp or rock area, **CLICK NO PASSARAN** on this menu.



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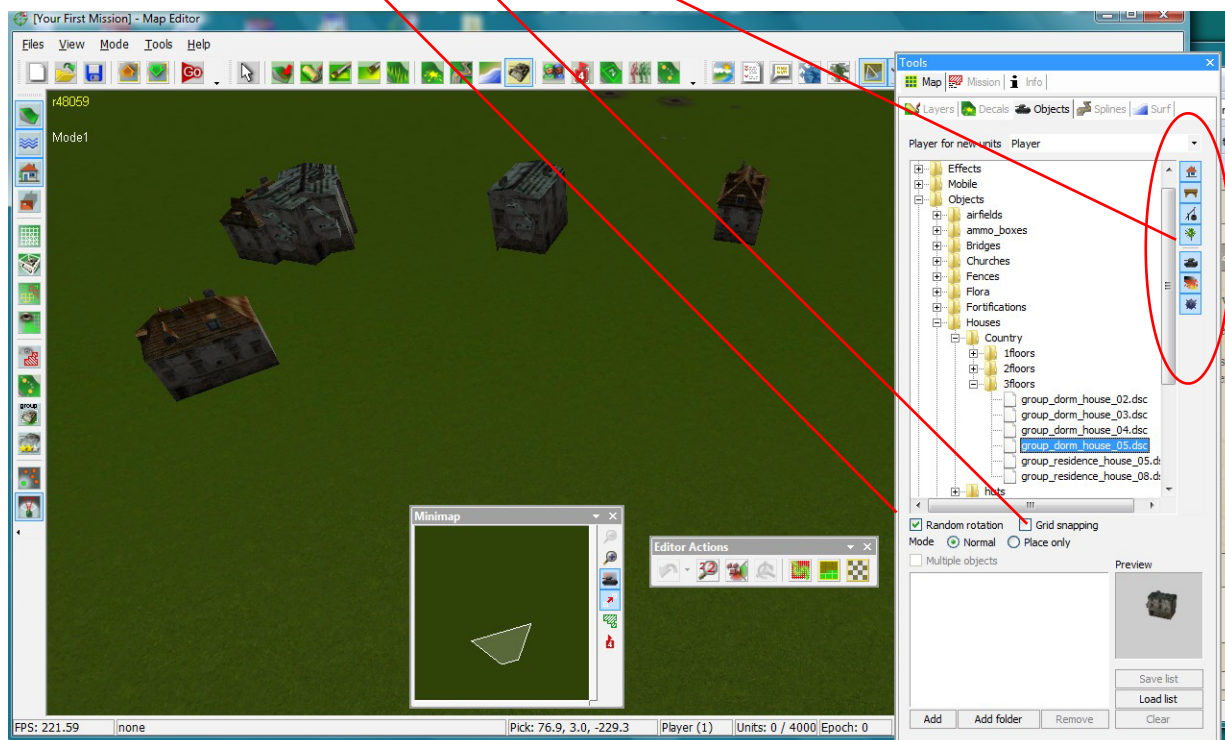
### ADDING OBJECTS AND DECALS

On the Tools menu, select **OBJECTS** or **DECALS**. You will see a menu of files.  
**DOUBLE CLICK** Houses.

Select **"Place Only"** on Tools. Select a house and Right Click on map. Open other menus and find objects to put on map (trees, tanks, etc.) .

Select **"Normal"** when you finish placing objects. If you want to delete an object, Select object or group of objects and Press **DELETE** on your keyboard..

**Make sure these View Boxes are open.**

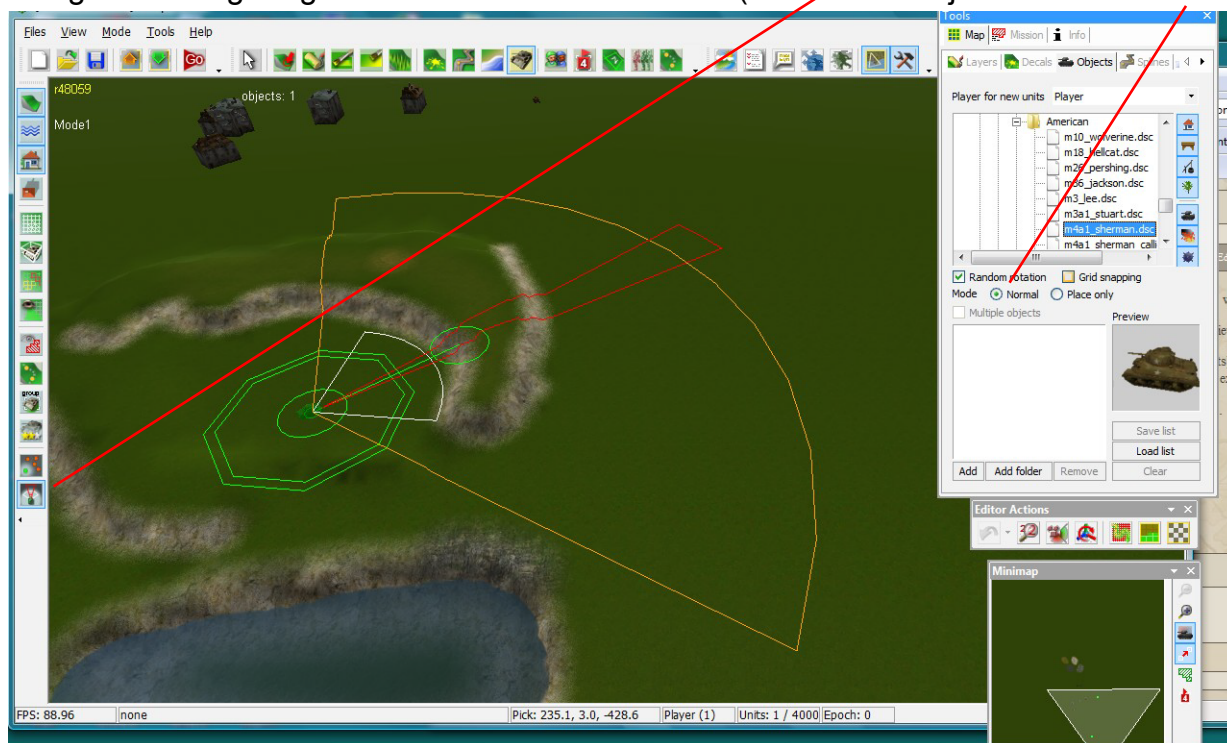




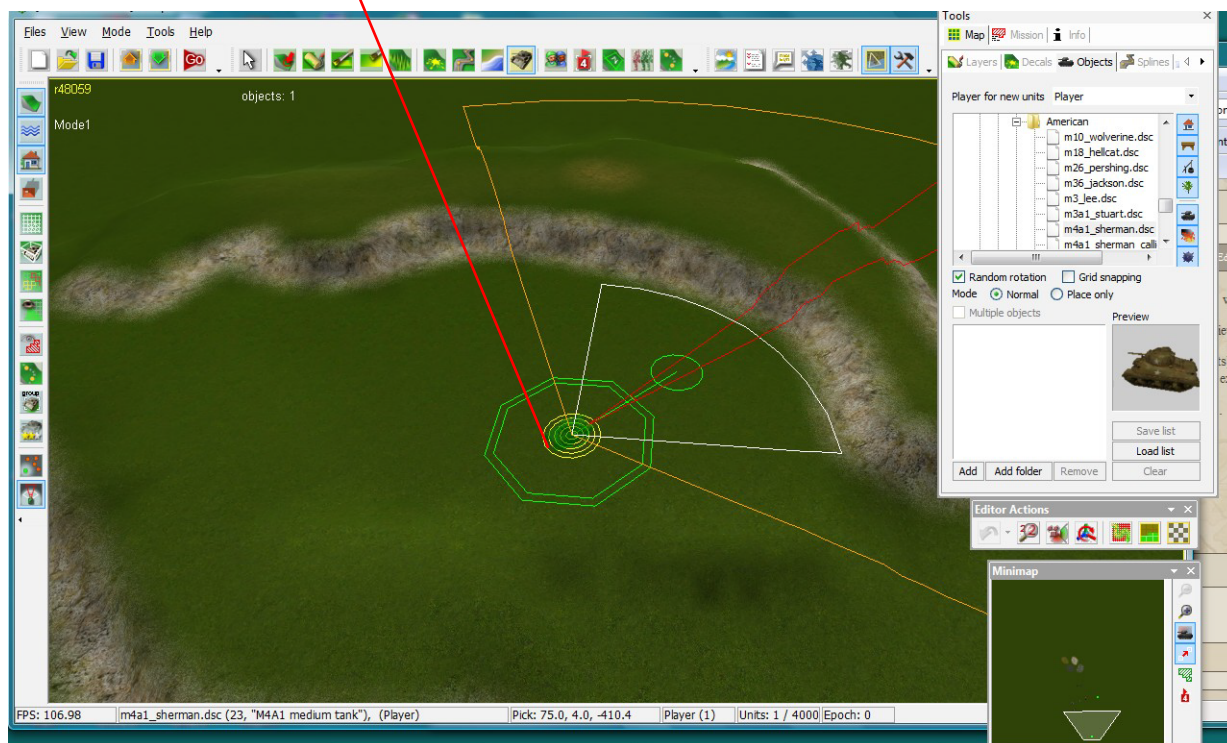
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### VISIBILITY AND FIRE RANGE OF UNITS -

Once you have placed a unit on map, you can click **SHOW RANGES** to see Visibility Range and firing range. Click on unit or units first. (Make sure Object tool is on Normal).

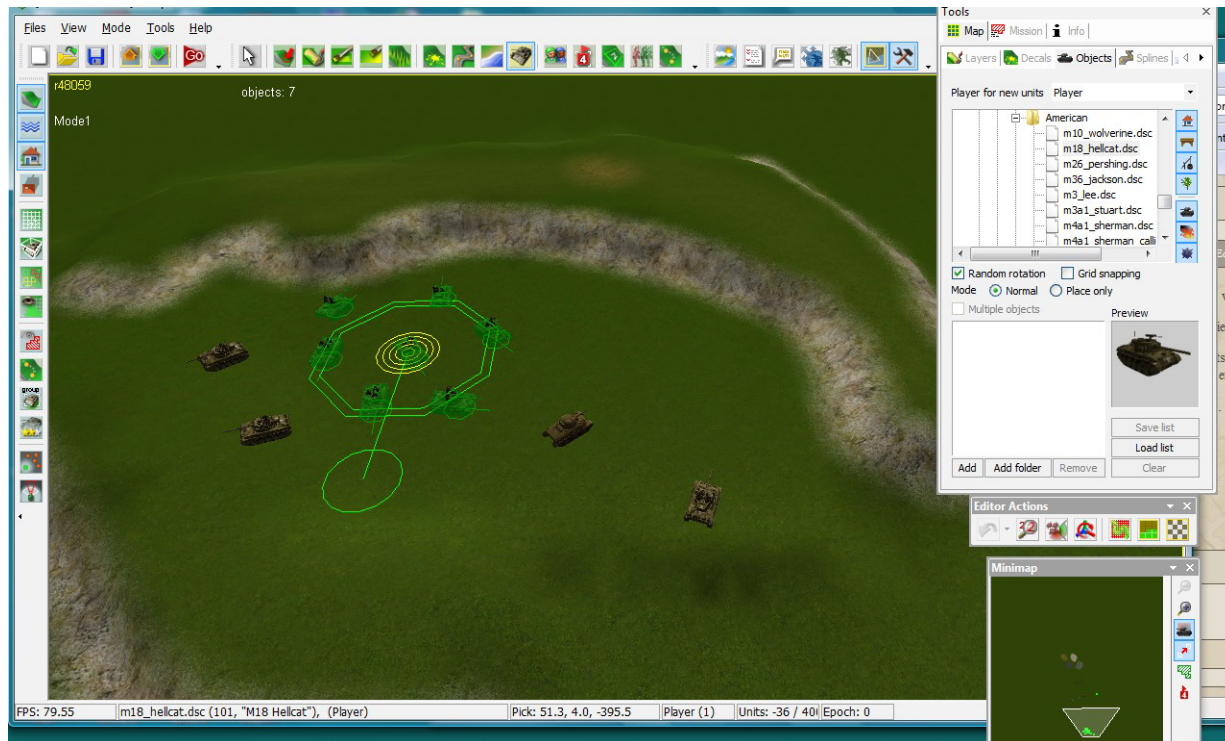


When you see **yellow circles**, unit is selected. **COPY/PASTE** by using CNTR C, CNTR V. The smaller circle, when selected, enables the unit to be **rotated**.

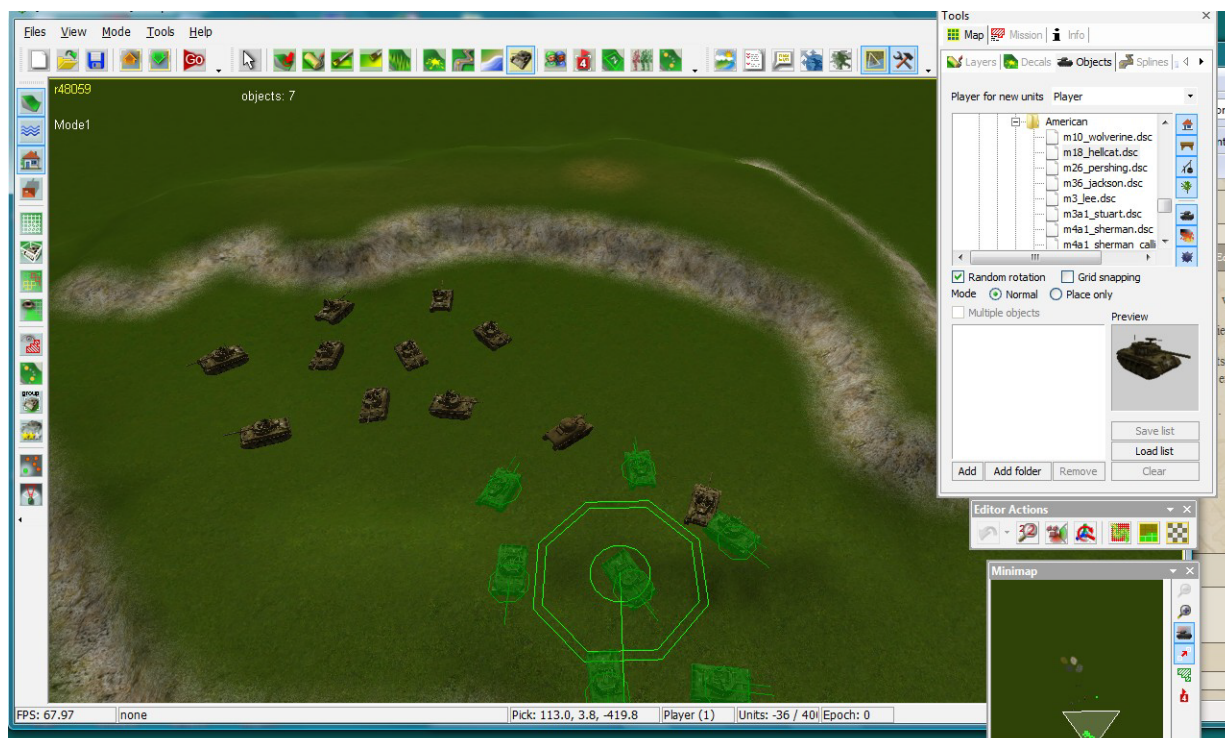


## Copy and Paste OBJECTS and DECALS

Here is a Group of tanks selected which can be copied, pasted or moved.  
To delete, hit Delete on keyboard.



Tanks copied and pasted . Use Copy/Paste of keyboard or use **CLONE** function.  
(Select Object -Right Click on Object).

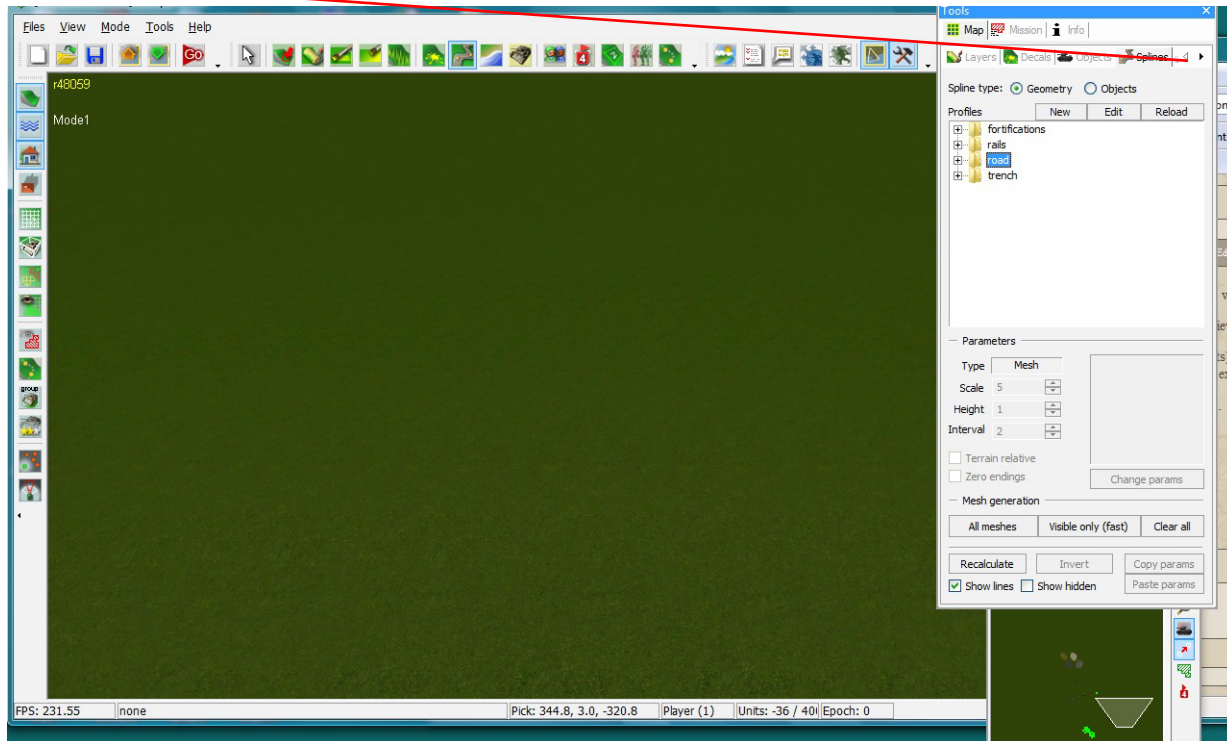




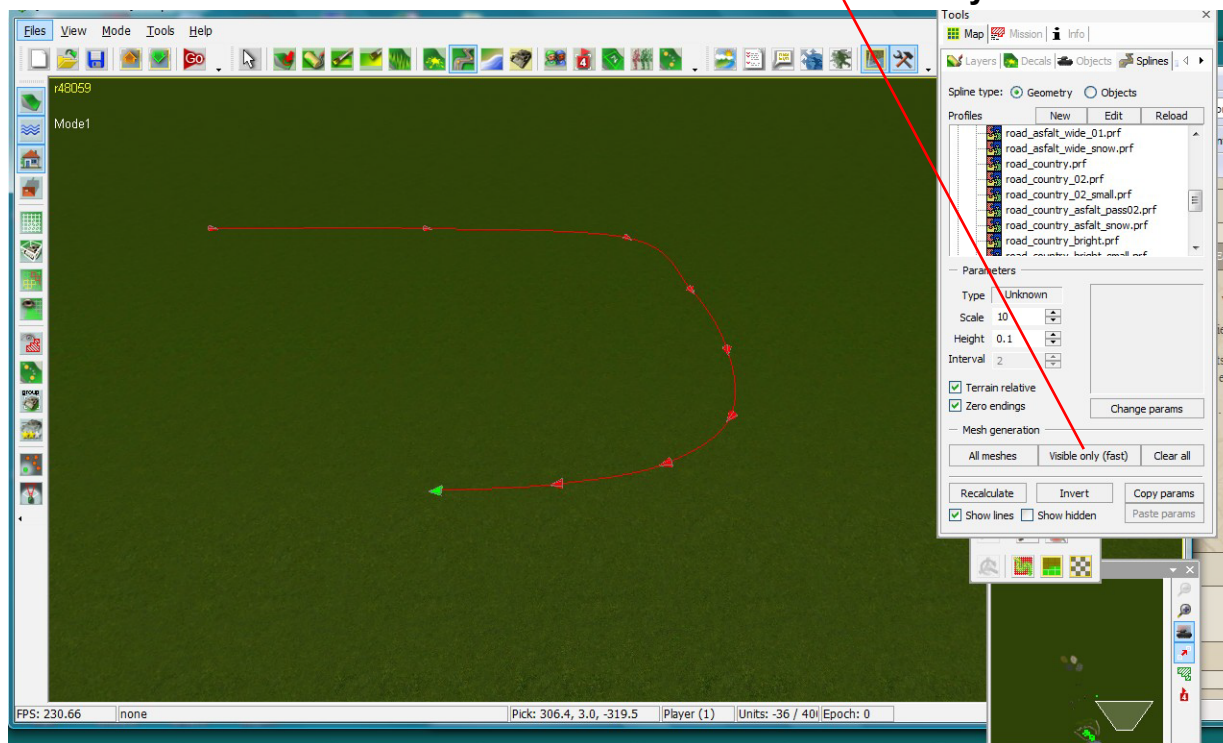
## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### USING SPLINE TO CREATE ROAD OR TRENCH

Click on **Splines** in Tools Menu. Click “**Geometry**” on menu. Open Roads file.

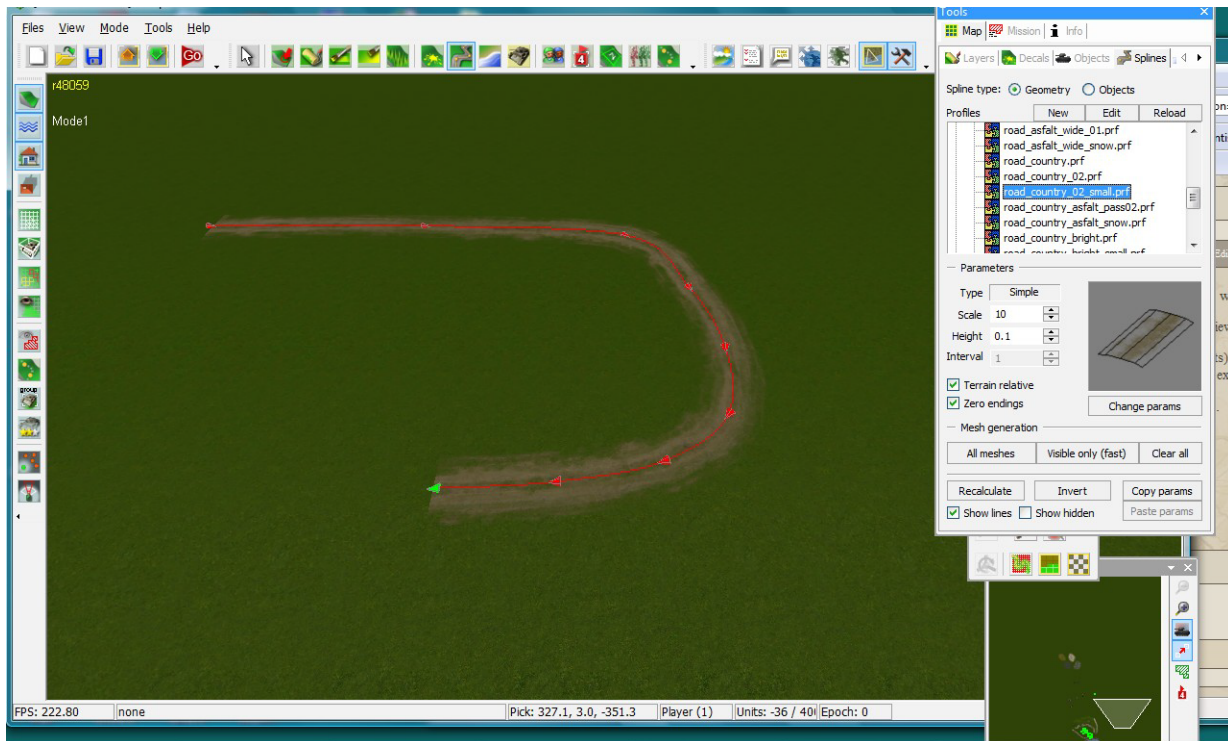


Select a Road in menu. Press **ALT** key and **Left Click** several points to create road or trench. **Re-Select** the road or trench or other. **PRESS Visible Only** in Tools.

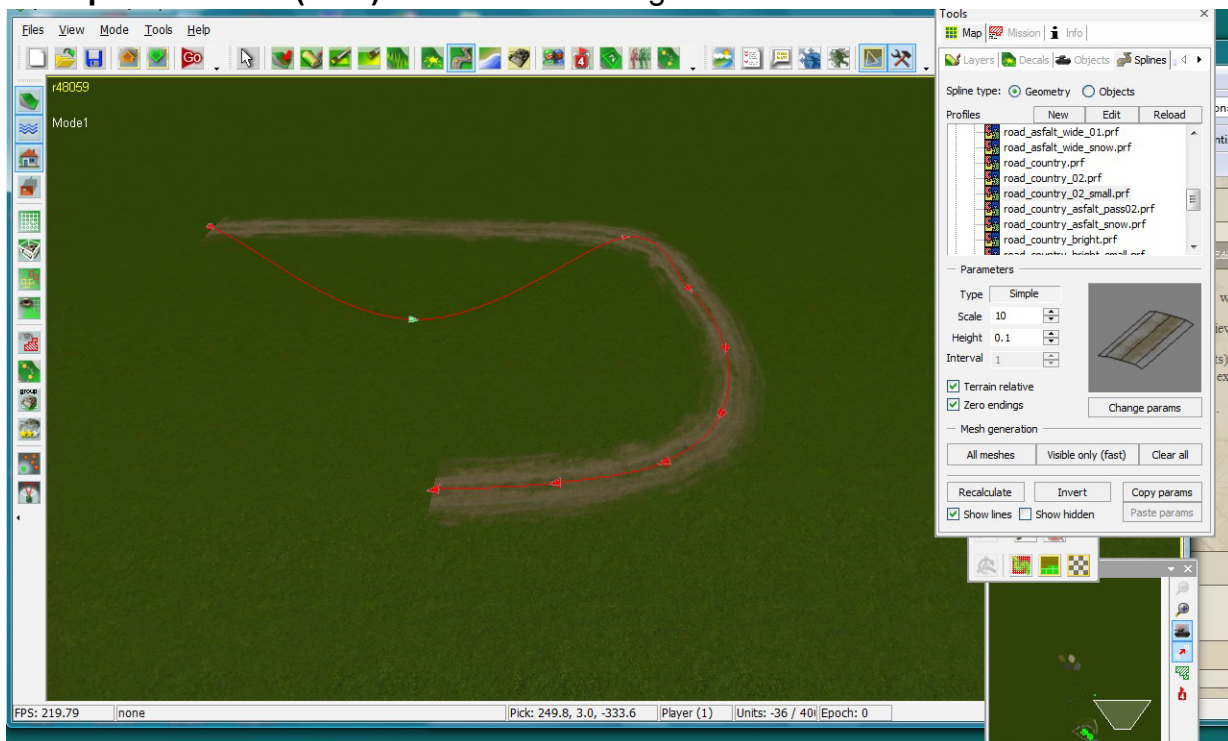


## USING SPLINE TO CREATE ROAD OR TRENCH

**The road appears!** If you are making a long road, include several points so you can adjust the road if necessary.



Change the Road by clicking on one of the points and pull road. Then **press Visible (Fast)** and road will change.



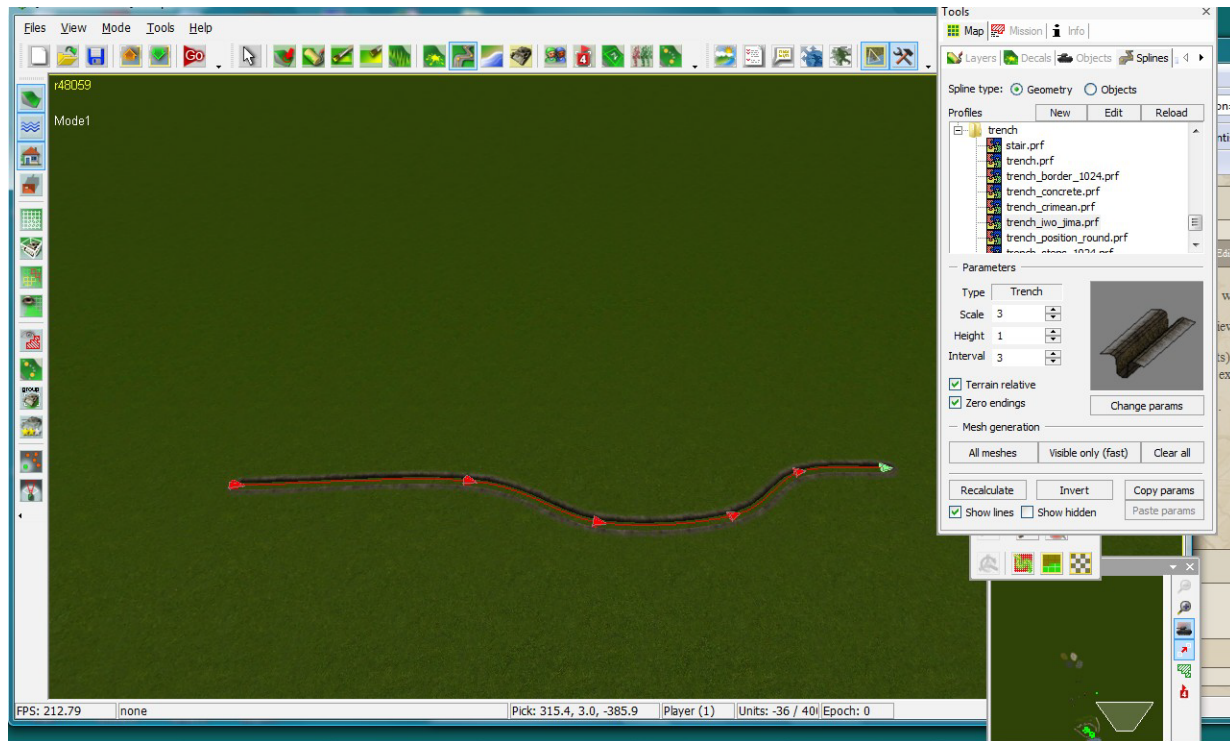


## SUDDEN STRIKE 3 MAP EDITOR GUIDE

13

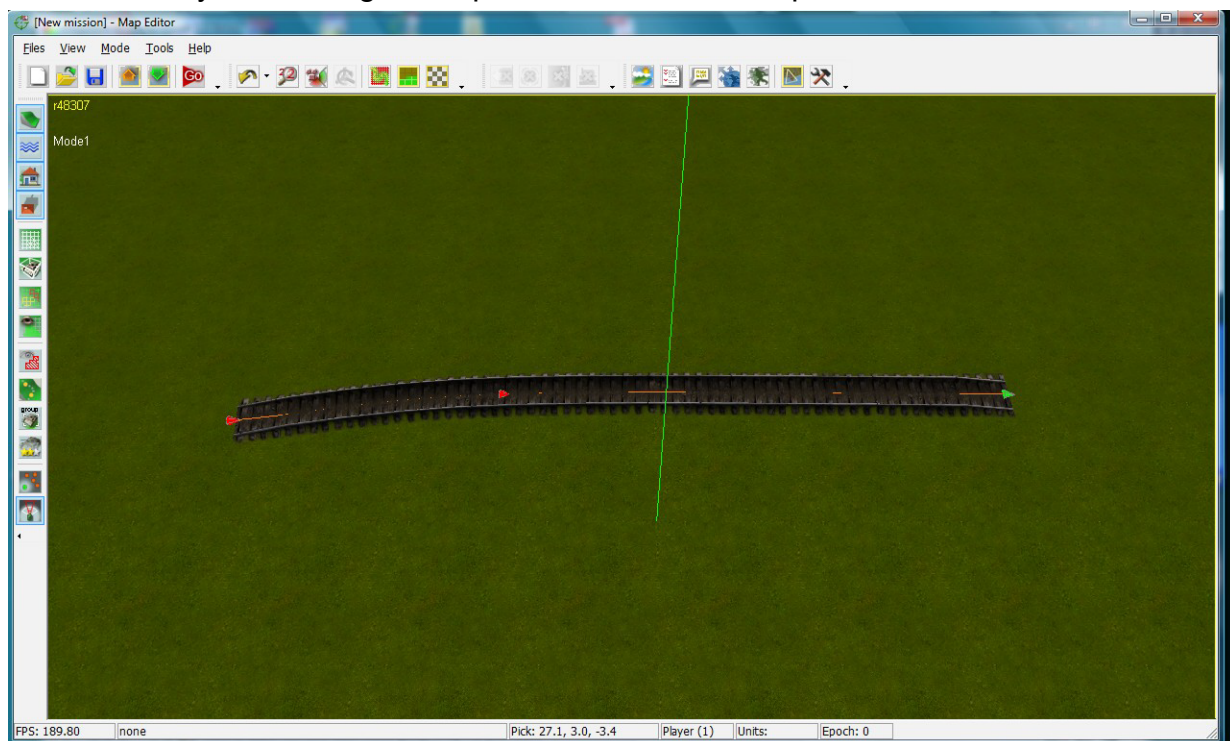
### Making a Trench

Create a trench using same procedures as road. Find Trenches in **SPLINES** Menu. Use **ALT-Right** to click your points, then select item in menu. Then Click **Visible Fast**.



### Railway Tracks

Create railway track using same procedures as road. Open **RAILS** in **SPLINES** Menu.

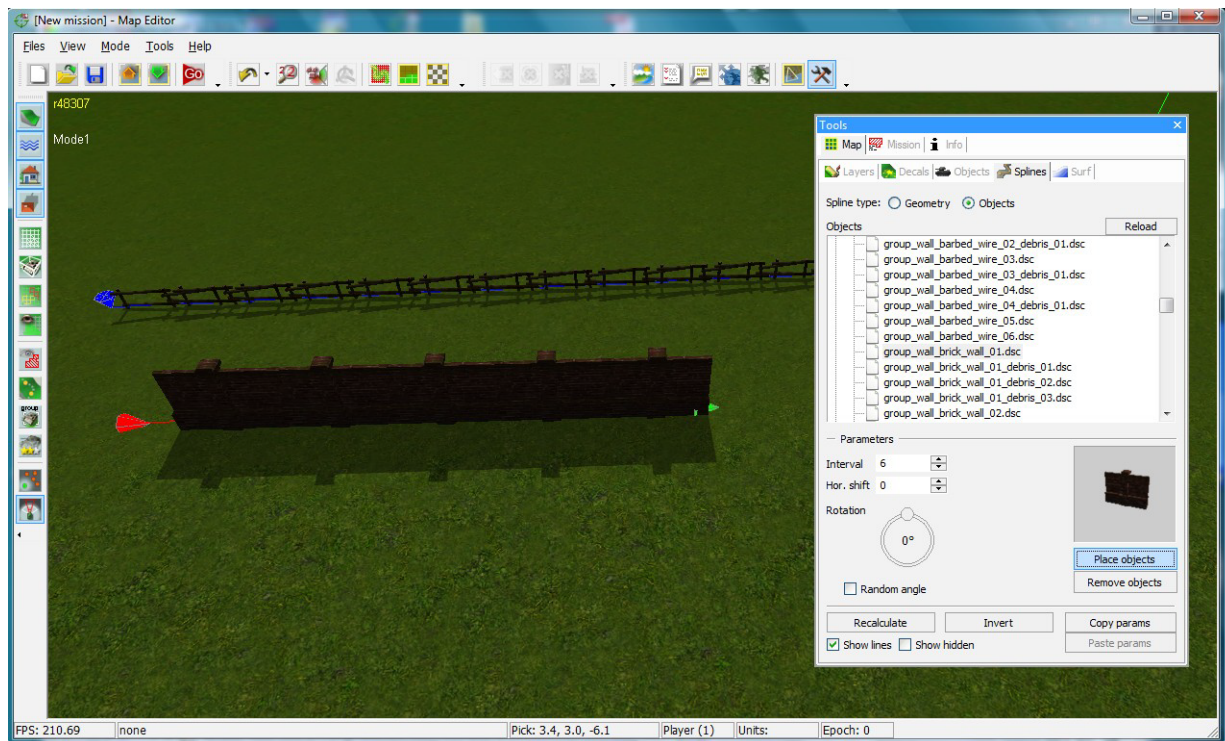


## SUDDEN STRIKE 3 MAP EDITOR GUIDE

14

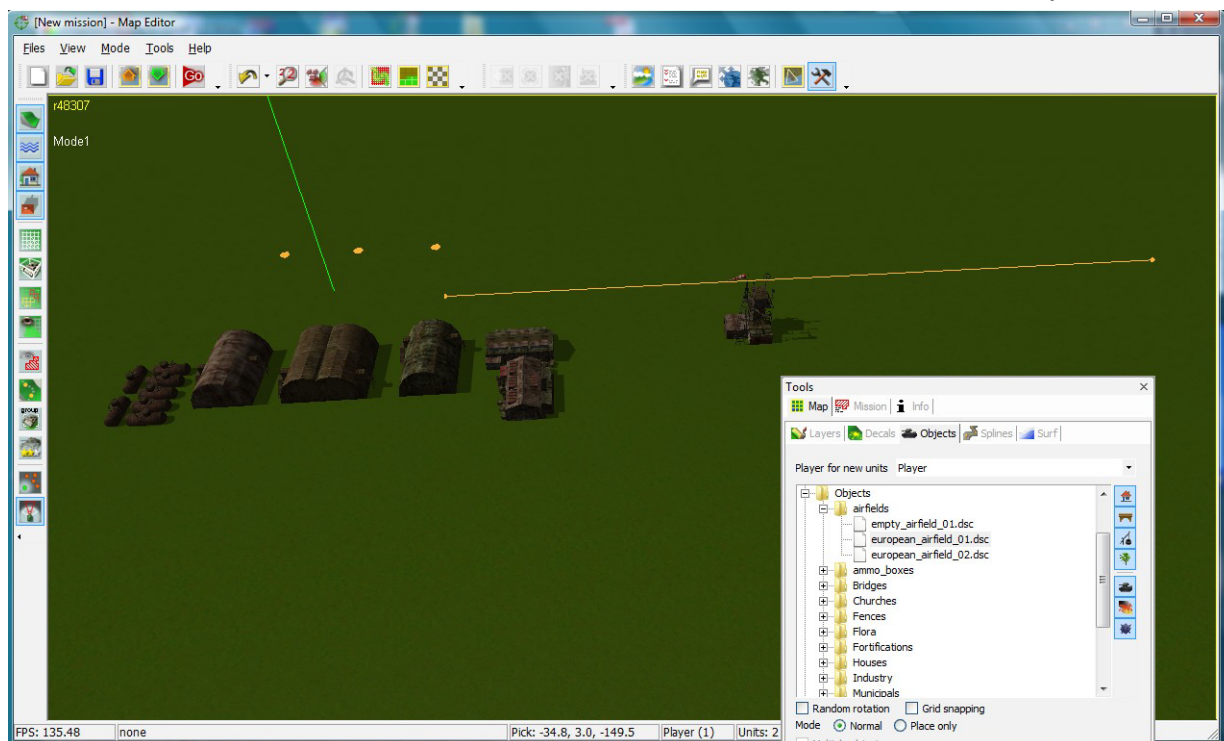
### USING SPLINES to add Fences and other objects.

Create a trench using same procedures as road. Find Trenches in **SPLINES** Menu.  
Use **ALT-Right** to click your points, then select item in menu. Then **Click Visible Fast**.



### ADDING AN AIR FIELD

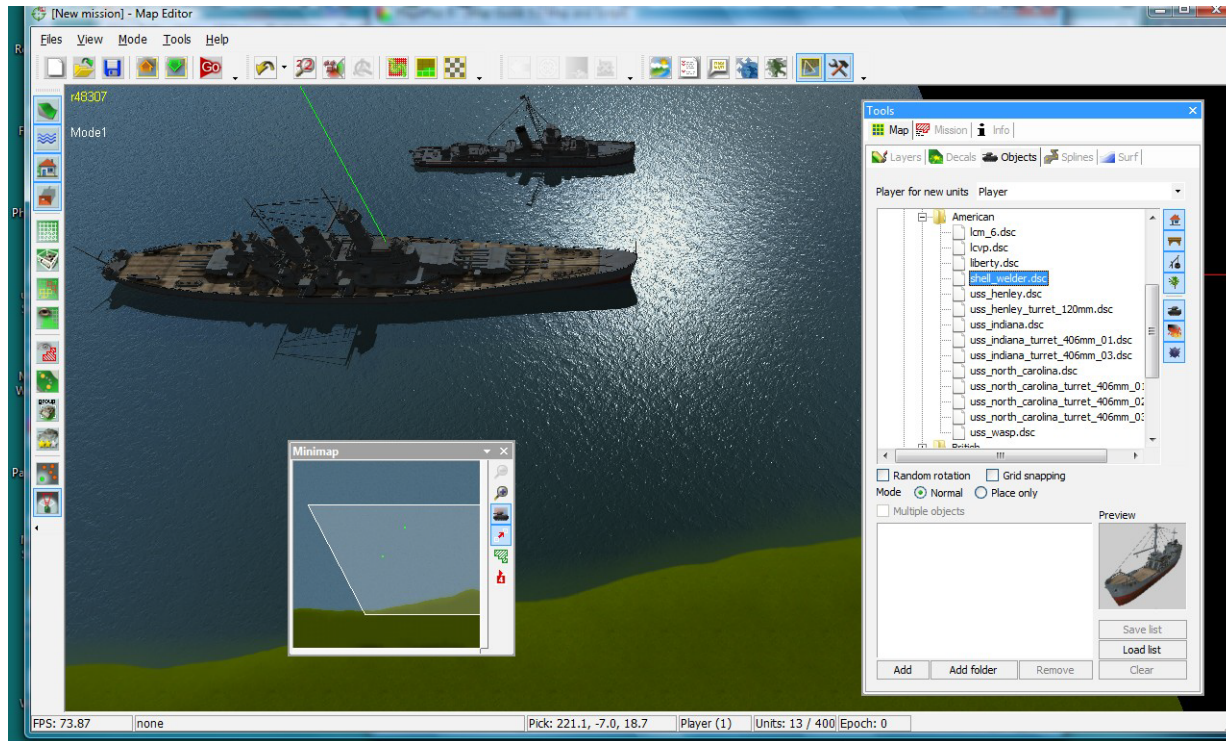
Select Airfield in **OBJECTS** folder. Click **PLACE**. Airfields have Pre-set Splines for runway.



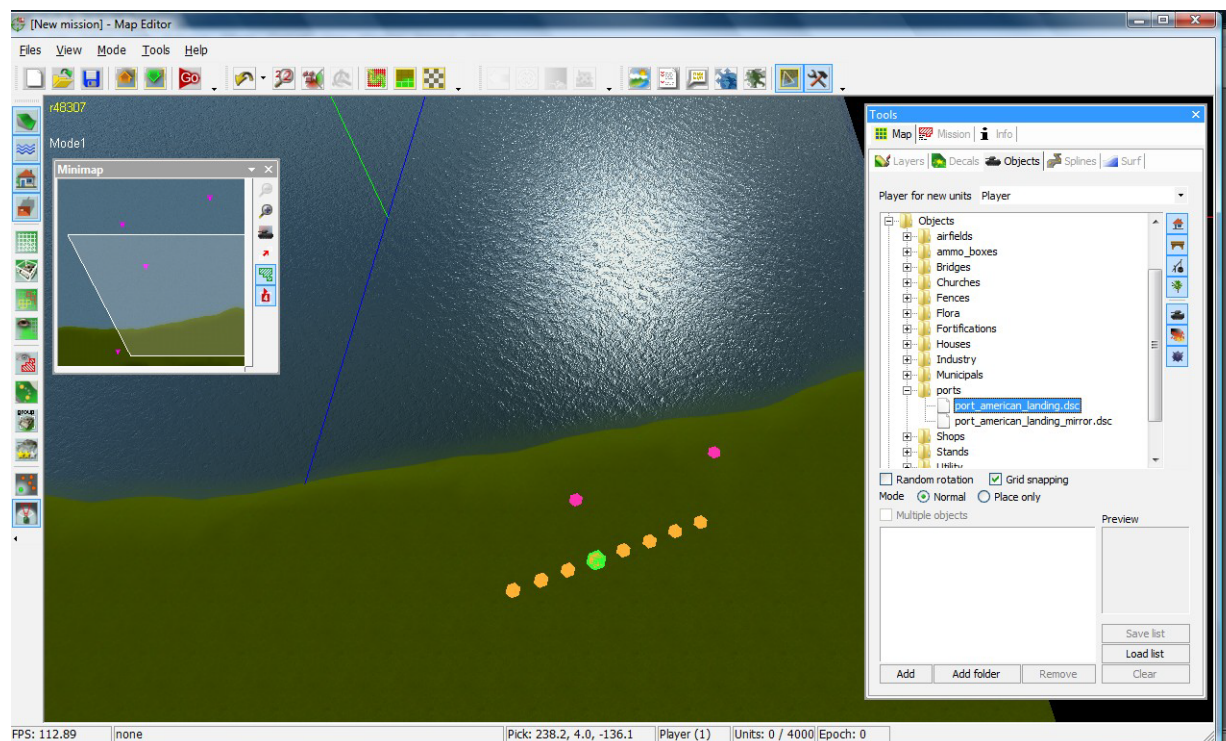


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### ADDING SHIPS



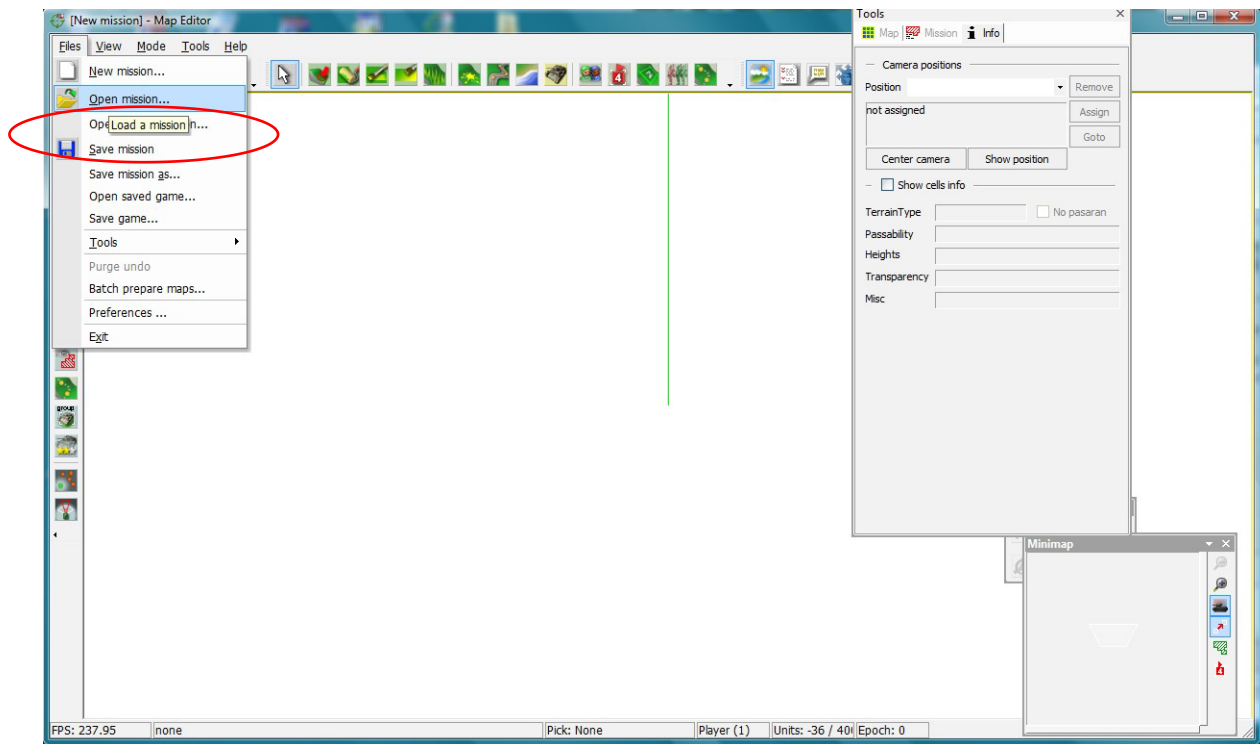
### ADDING A PORT



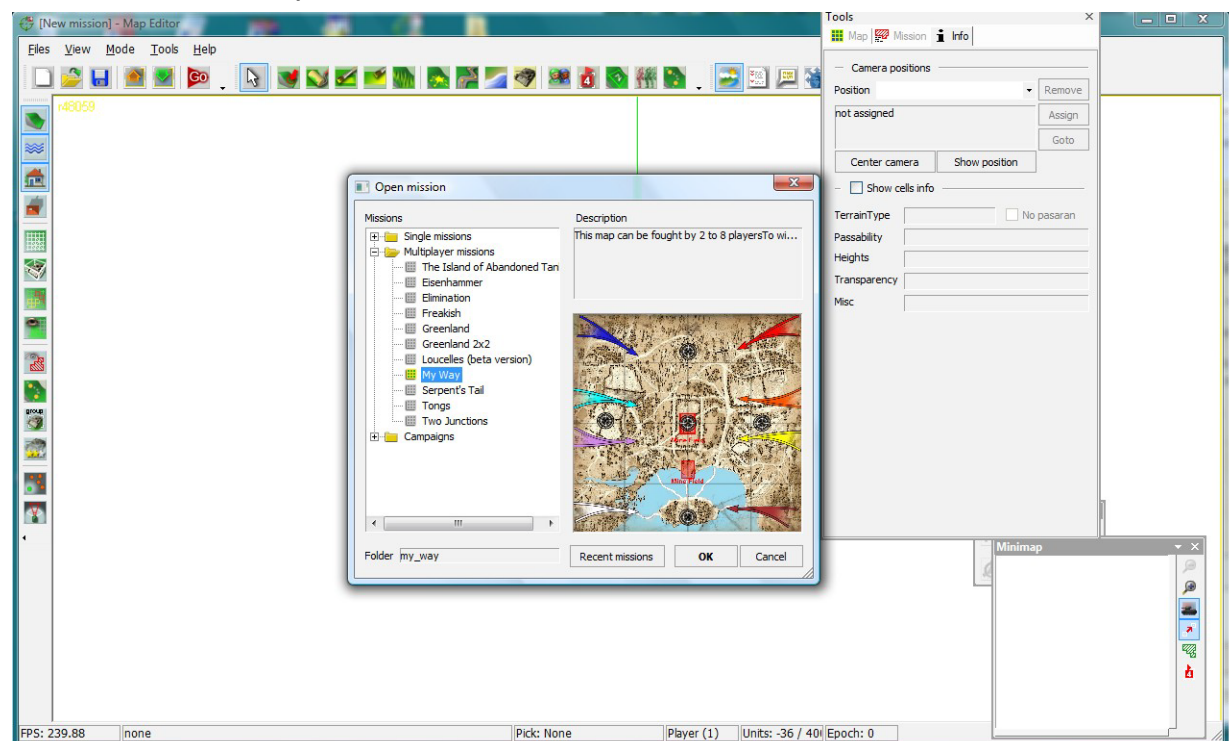
## IMPORTING AN EXISTING MAP INTO EDITOR

Not all maps can be imported. Some are locked. You can import the MY WAY Multi player map to the editor. Also the SICILY single player map.

**Open the Editor. Select Load Mission.**



A Menu opens with SS3 maps. Maps in Yellow can be imported. Gray are locked. Select **MY WAY** map. **Click OK.**

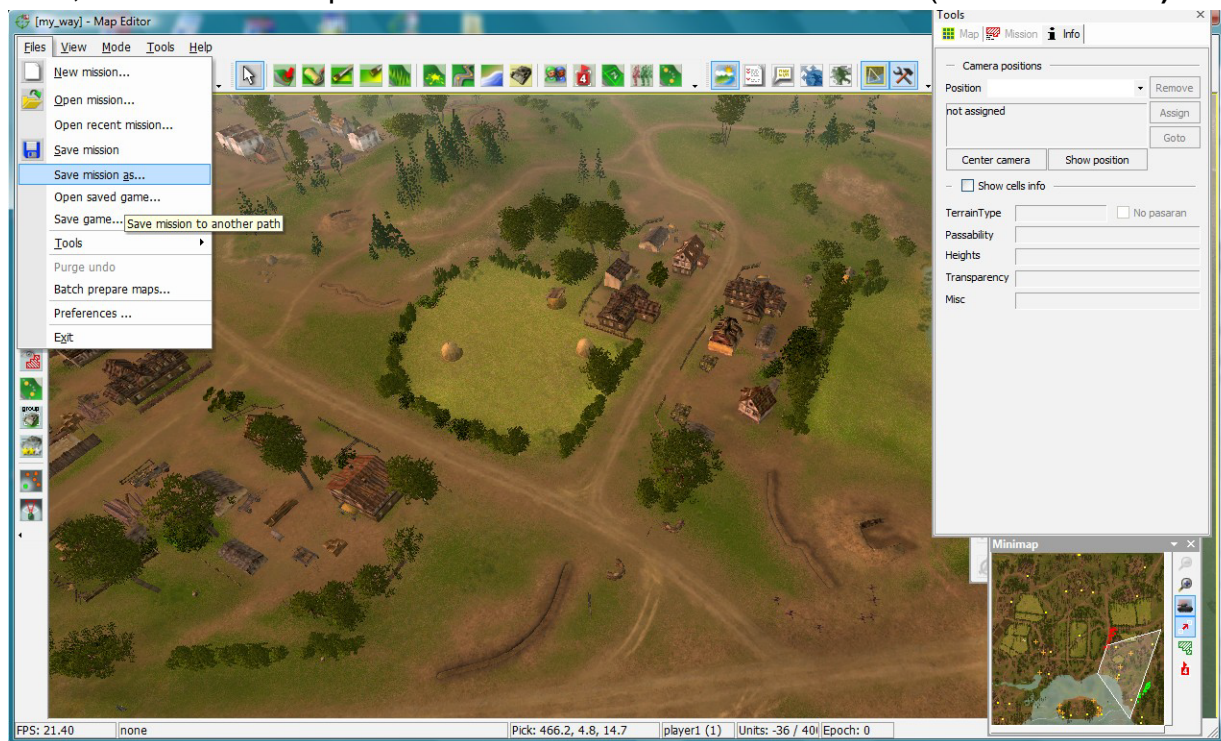




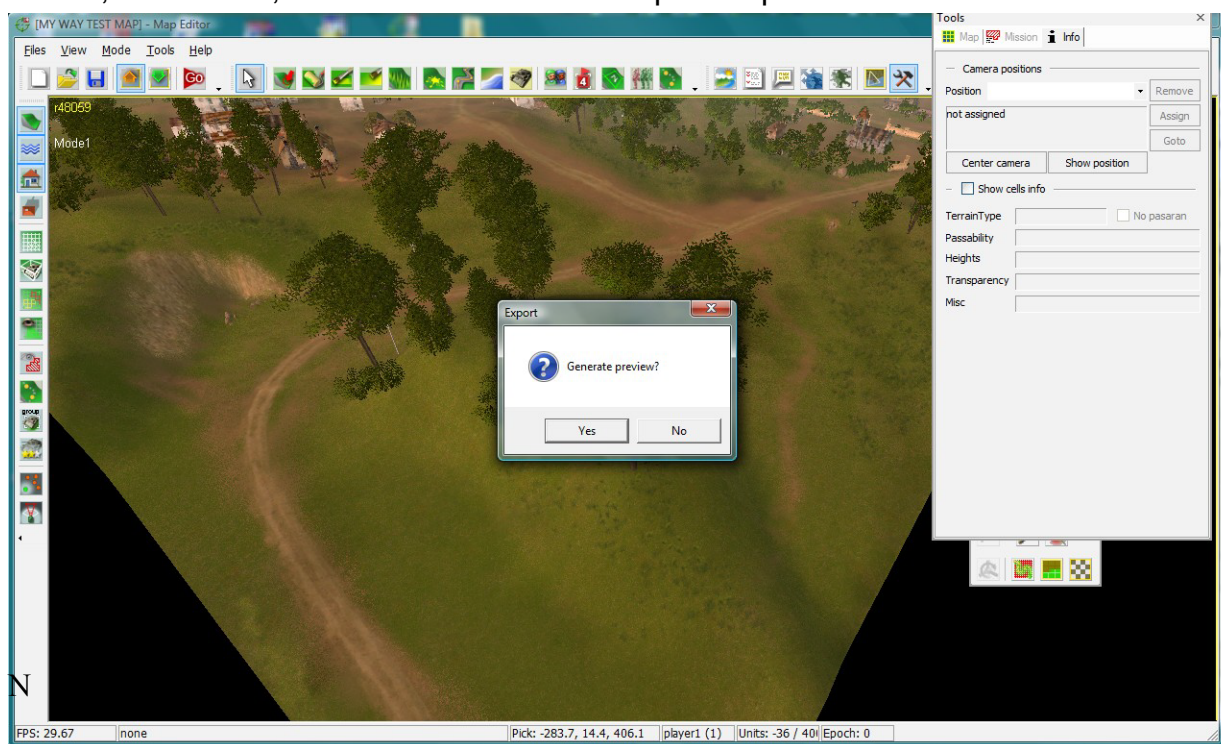
## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### IMPORTING AN EXISTING MAP INTO EDITOR

Now, the **MY WAY** map is in the Editor. **SAVE** it with new name (**MY WAY TEST**)



Now, you can make changes or additions to this map. You can change textures, Colors, and terrain, etc. You can also see scripts. Experiment.



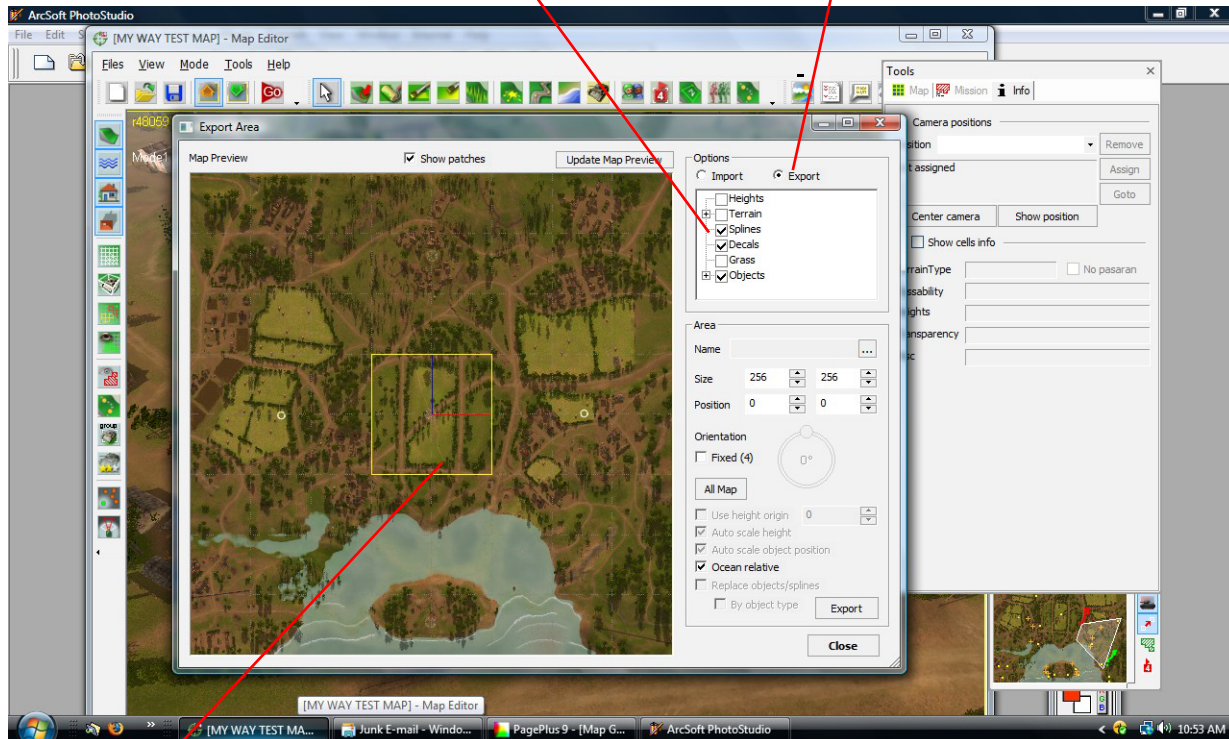
**CLICK YES FOR PREVIEW**



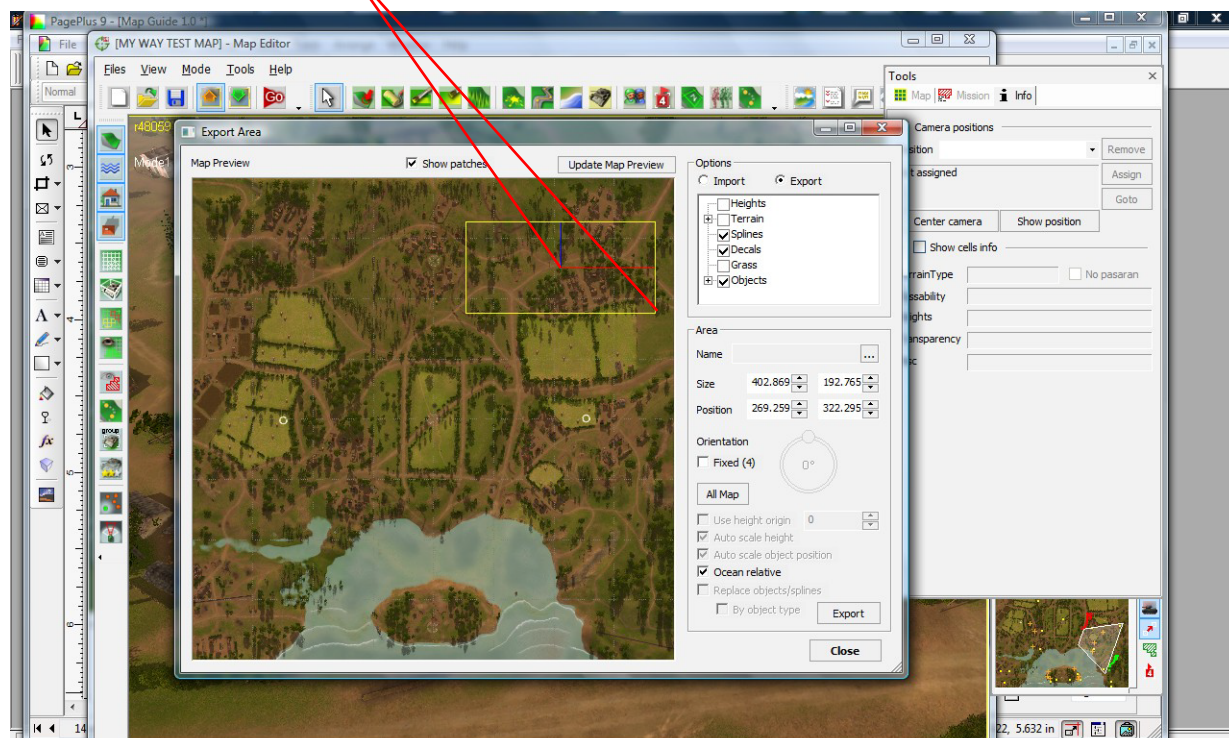
## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### IMPORTING A PORTION OF A MAP

1. Create a NEW FOLDER named **EXPORT1** in SS3 folder.
2. Open **MY WAY TEST** map into the Editor. Click **EXPORT** in top menu.
3. We are importing only **OBJECTS, SPLINES, DECALS** from a part of the map.



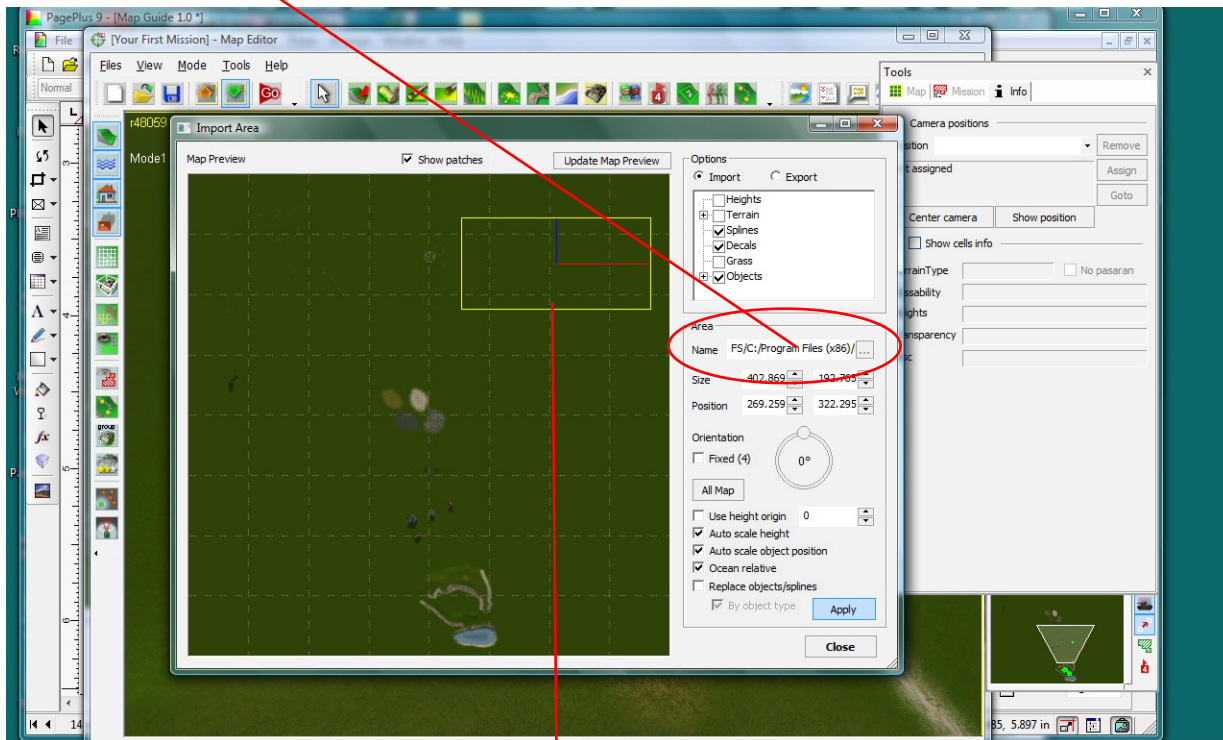
The **YELLOW BOX** is the area you are exporting to **EXPORT1**. It can be moved and re-sized. There are **'handles'** on corners and center of box. Move and re-size the box to select the area you want to import to your map.



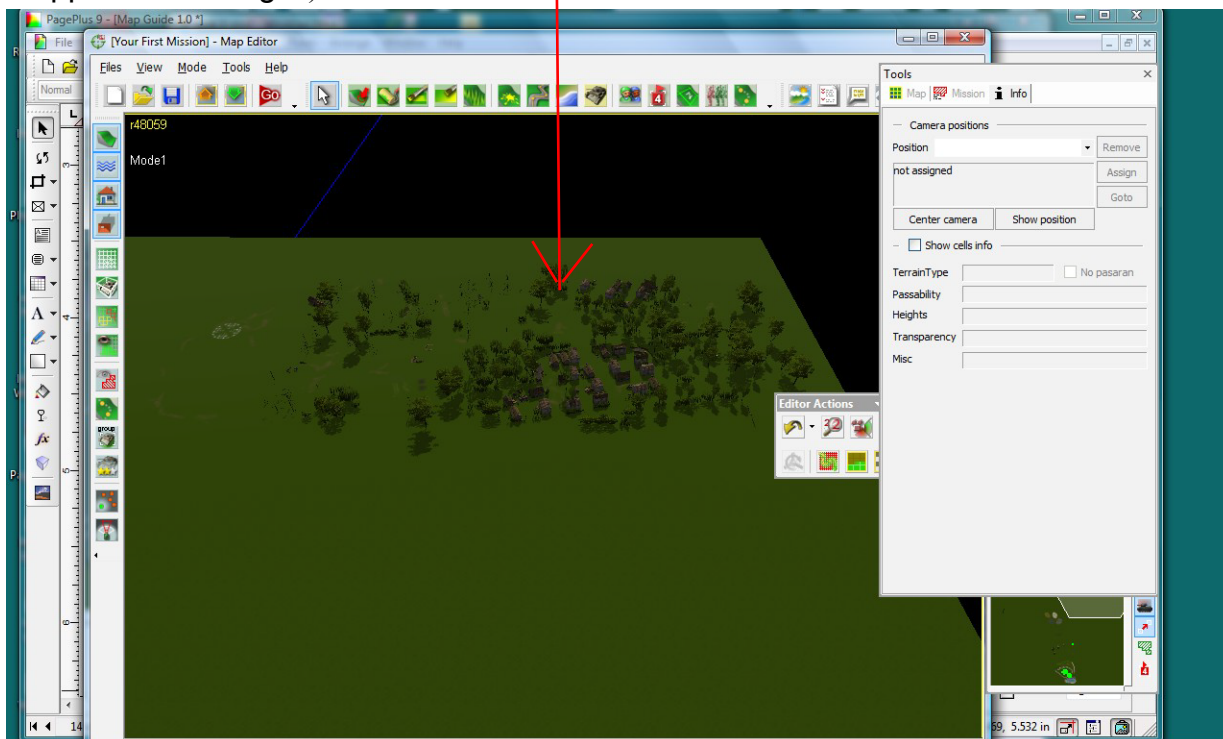


## IMPORTING A PORTION OF A MAP (continued)

1. Open **"FIRST MAP"** into the editor.
2. Click **IMPORT** on top menu.
3. In **NAME** box, open **EXPORT1** file ( in SS3 folder.)
4. **MOVE YELLOW BOX** to where you want to paste the objects on your map..
5. Click **OK** and look at your **"FIRST MAP"** in Editor. See bottom screen.



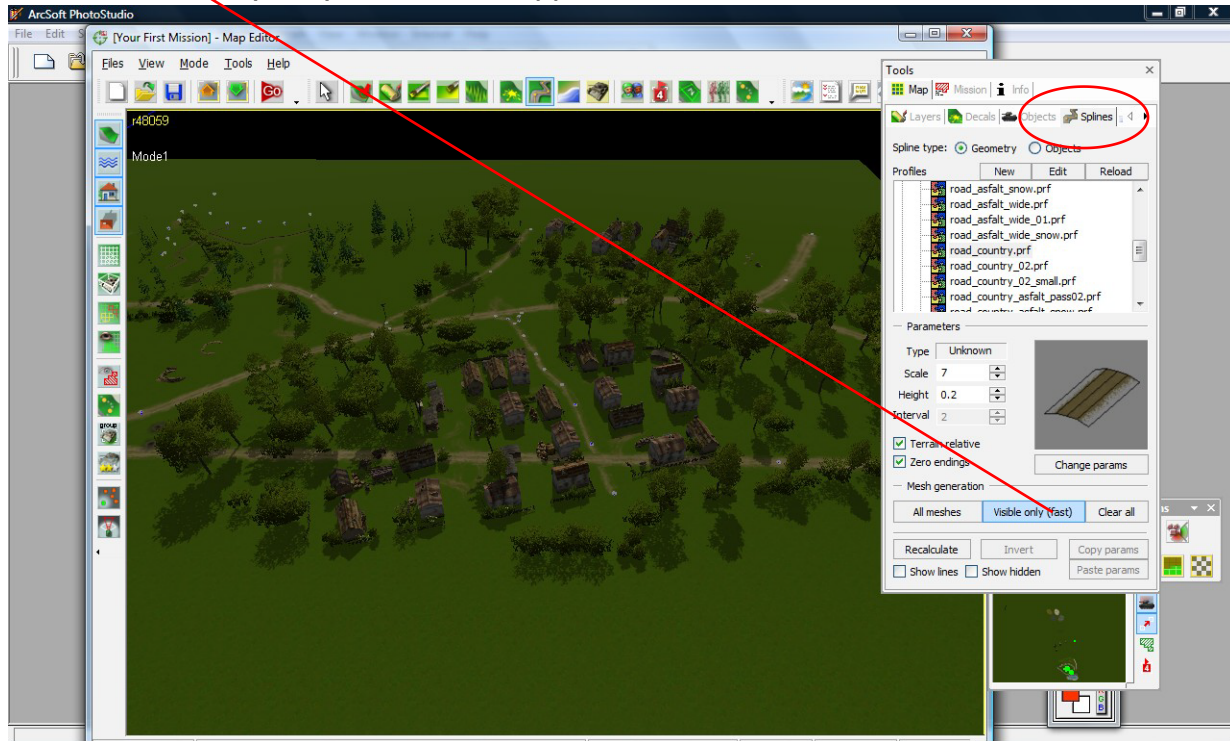
It appears like magic:)



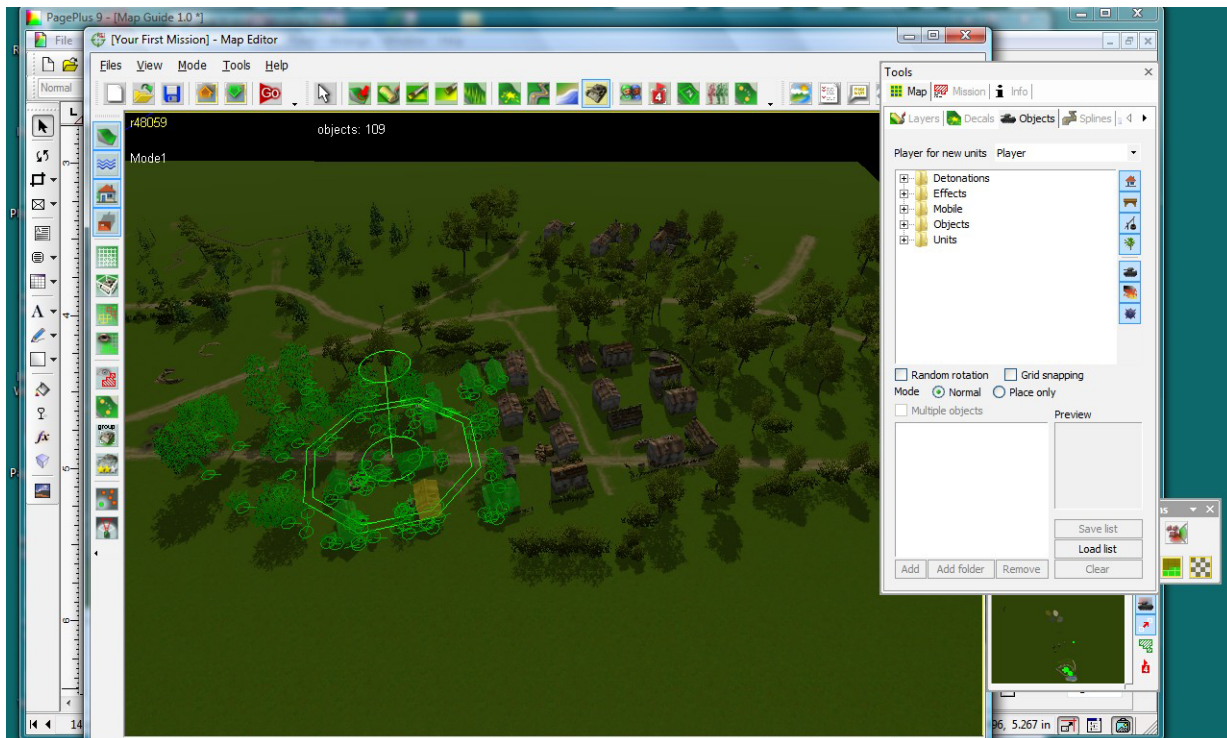
## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### IMPORTING A PORTION OF A MAP (continued)

To see roads, go to **SPLINES** menu on **TOOLS**.  
**CLICK VISIBLE (Fast)** and Roads appear.



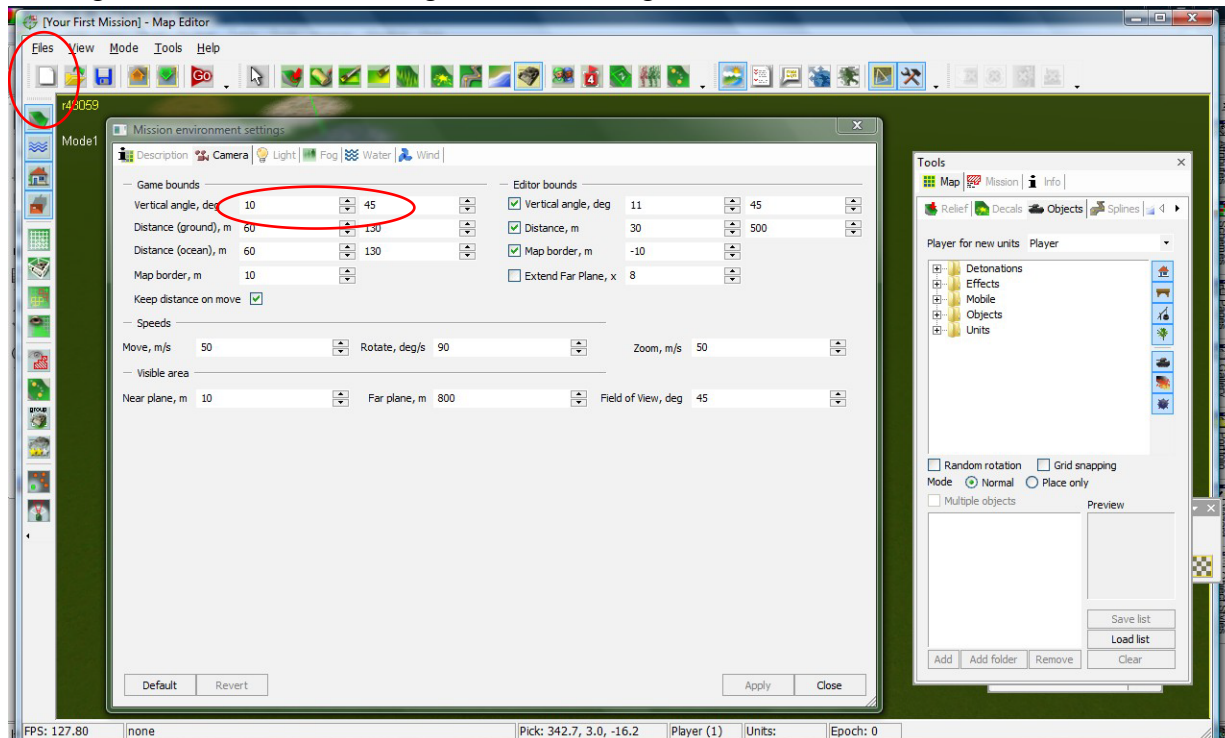
All Objects, Splines, Decals can be moved, copied, deleted.



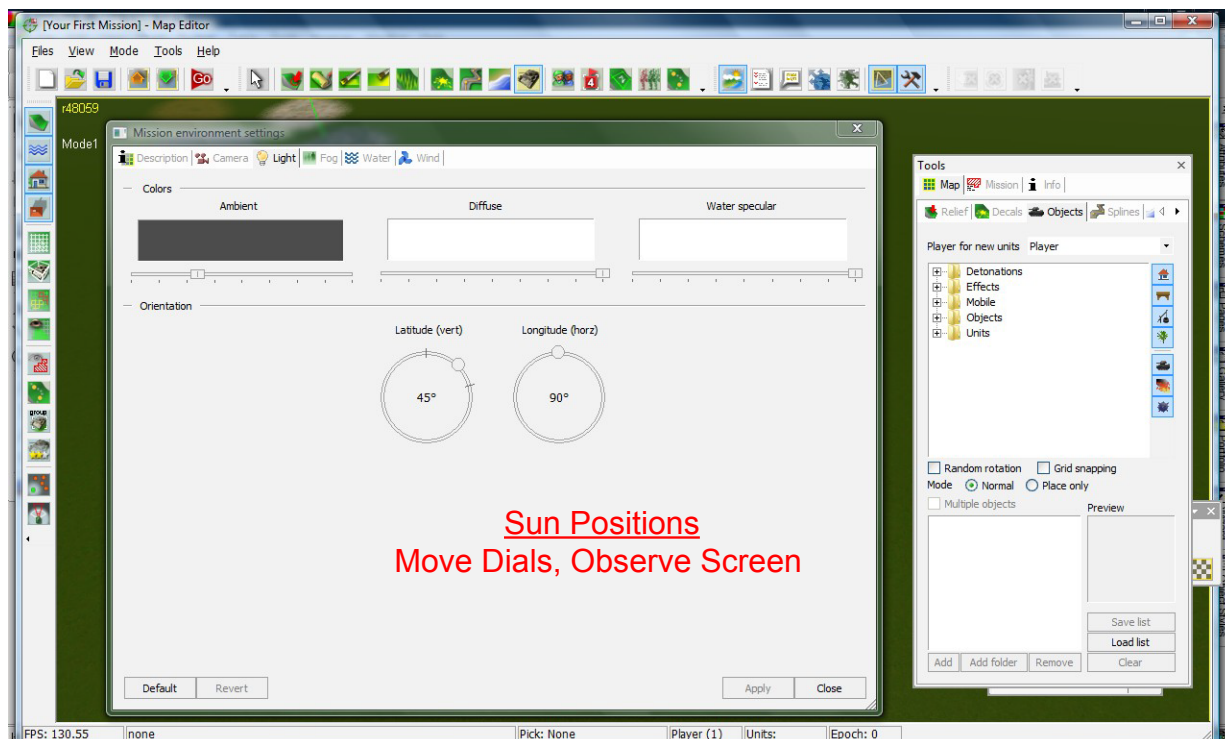


## Mission Environment

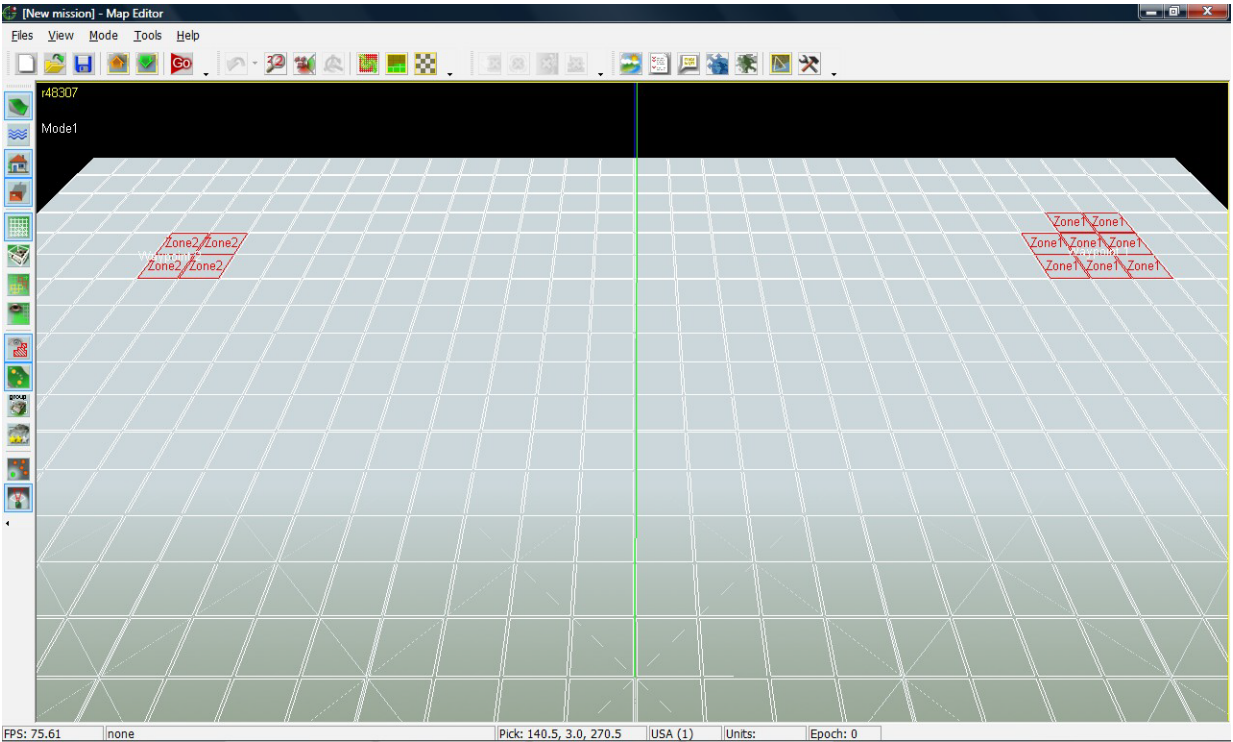
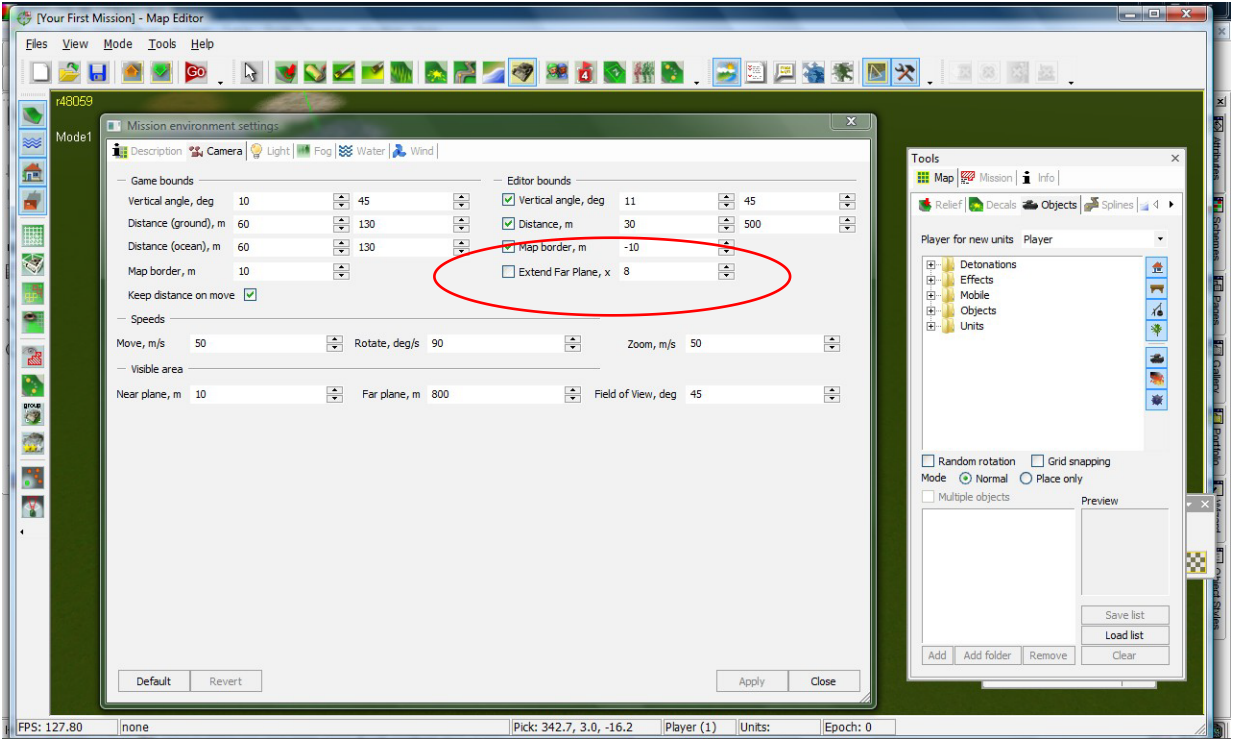
### Settings for Camera, Sun, Fog, Water and Light



Camera settings have a **DEFAULT** of 10 and 45 degrees. Some maps can be played at 10-55, depending on map density. Changing the angle gives a slight increase in the vertical view but dramatically reduces the FPS and could be unplayable by others with minimal computer or graphic processor.



TIP: When working in Editor, Check “**EXTEND FAR PLANE**” on Environment Settings and you will be able to see to the edge of map as you zoom out.



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### SINGLE PLAYER SCRIPTS

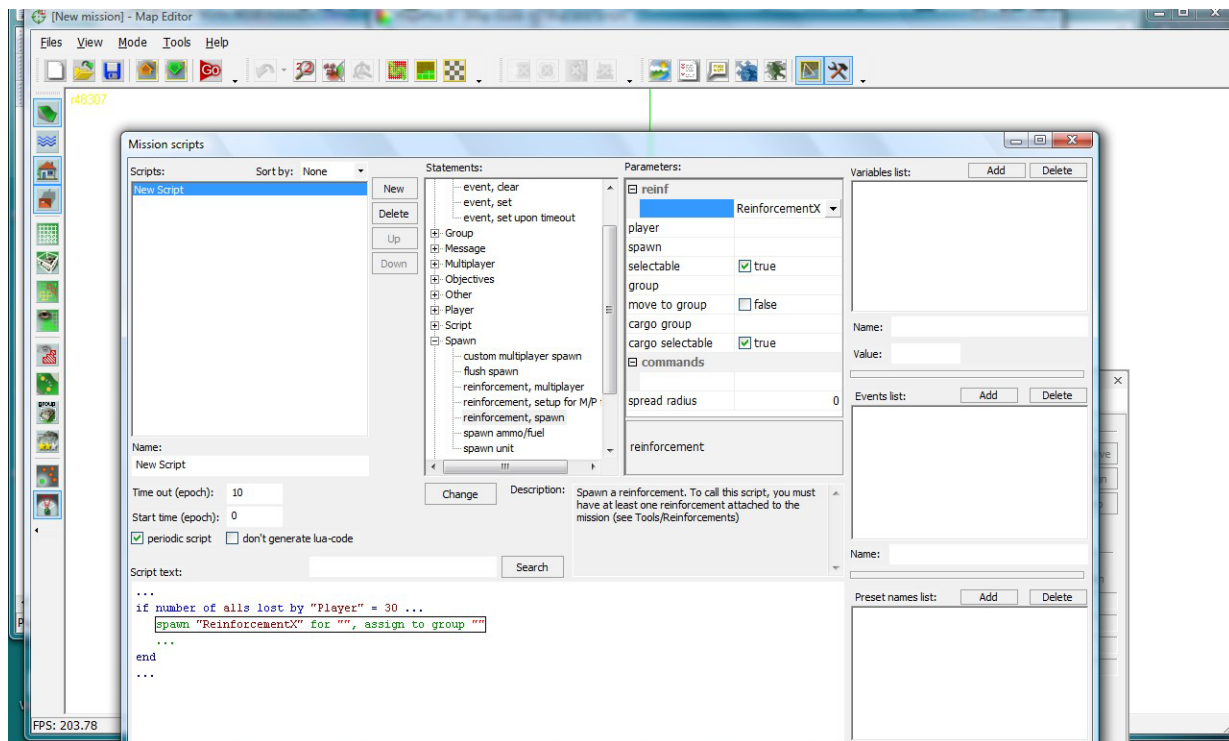
This section will show you various commonly used scripts in Single Player missions.

Since all maps and missions are unique, you will have to apply your own variables to the scripts.

The format gives you an example of “what you want to do” and then shows the script format that you would use. “IF this happens, DO this action.”

**Example;** If the player’s total number of units falls below 30, send him ReinforcementX

**Script:** if number of alls lost by player=30  
Spawn reinforcementX for player, assign to group “ “



## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### BASIC SCRIPTING TUTORIAL

This tutorial is designed to show a new player how to use the MapEditor to make a Basic Script for a Multi player and a Single Player game.

All maps and missions are unique and come from the imagination of the map creator, so it is only possible to show you how to use the Map Editor as a tool.

Map and mission creation take a lot of time and planning. You are making a map and mission that others will play and this can be very rewarding if other players like your map and mission.

Maps and missions can be small or large and with simple or complex scripting. This depends on what you do in creating your game and the extent that you understand the scripting process.

If you are new to this, allow yourself some time to read and understand how the Editor works. Once you become familiar with using it as a tool, you will begin to see the potential of what you can do with it. It is a powerful tool.

This tutorial provides basic information about getting started. More advanced Scripting info will be available as additional chapters are added to the tutorial.

## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### Scripting a Single Player Game

Once you have created a map and a mission, you can use scripting to instruct the computer to take actions based on certain conditions.

In single player, the “Enemy” is a computer, the Player is human. The player can see, hear, and think while playing. The computer (enemy) relies on information received from **ZONES, WAYPOINTS, CONDITIONS** via **SCRIPTS** to take actions based on the Player’s actions.

### SEQUENCE OF PROCEDURES TO CREATE A SCRIPTED MISSION (SINGLE PLAYER)

- Create Map and Mission
- Place units on map (Player and Enemy)
- Open Map Editor, Select new mission
- Create Reinforcements
- Establish Zones and Waypoints on map
- Create Groups and Assign units to Groups
- Set Parameters of Units
- Script your mission
- Test your scripts using GO on Editor Menu.

### Before scripting your mission, you should understand the following:

#### ZONES

The map has a grid. Click **SHOW ZONES** on left menu. Zones are areas that act as sensors or destinations and are used to give the computer instructions.

To **ADD ZONES**, go to **MISSION/ZONES** and click **ADD**, then click zones on map. Zones can consist of one or more squares. They are numbered Zone0, Zone1, etc.

#### WAYPOINTS

Waypoints designate routes to be taken by units, destination points, or target marks. Click **SHOW WAYPOINTS** on left menu.

To **ADD WAYPOINTS**, go to **MISSION/WAYPOINTS**. Click **ADD**, then use **ALT-LEFT** to click points on map. Waypoints are numbered Waypoint0, Waypoint1, etc.

## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### GROUPS

Groups can be one unit or many. A group can consist of soldiers, tanks or other Units. You can have many Groups. Groups can be used in scripting your mission.

To **ADD GROUPS** - First, you determine which units you want to be in a certain Group. On your map, using **MAP/OBJECTS**, select the units you want to be a group. Right Click And **ASSIGN** to a Group or create a **NEW** Group. Groups are numbered Group0, Group1, Group3, etc. You can also first go to **MISSION/GROUPS** and add groups.

Establish the **BEHAVIOR** Parameters of the Groups at **MISSIONGROUPS**.

Be sure to establish if the Group and Units in the Group are Player or Enemy.

### REINFORCEMENTS

Before scripting, you should set up Reinforcements. These will be additional Units to be sent into the game based on certain Conditions and Parameters that you establish in your script.

To **CREATE REINFORCEMENTS**, click **REINFORCEMENTS** top of Editor.

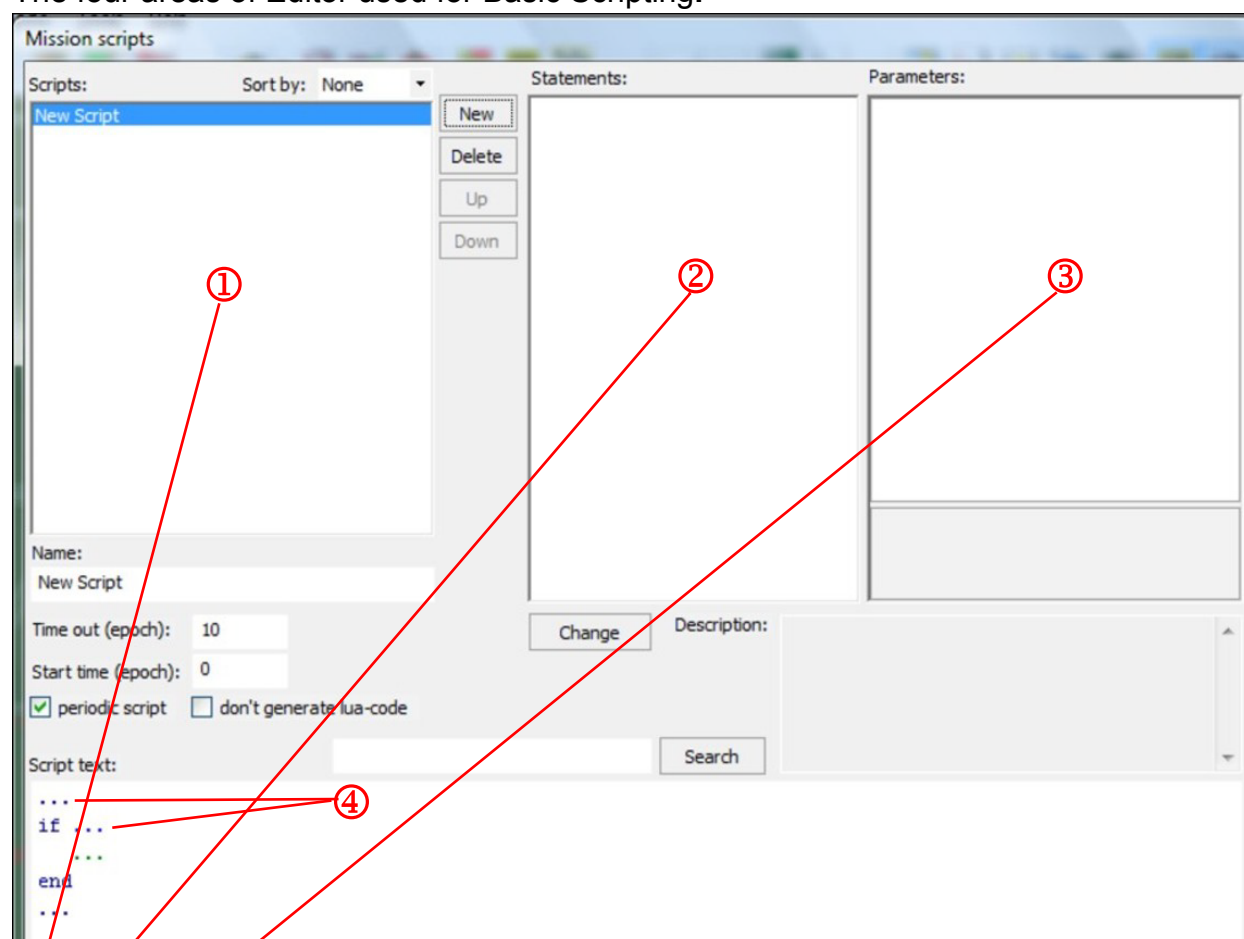
Click **ADD**. "Reinforcements" appears. Open the **OBJECTS** folder until you reach Soldiers. Double click on some soldiers or others and they will appear as part of the "Reinforcements" folder. Change the name to "**ReinforcementsX**" for this example. (You can name It anything you like such as "USMARINECompany").



## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### The Scripting Editor

The four areas of Editor used for Basic Scripting.



1. The names of your scripts will show in this box. Click **NEW** to start new script. Give it a name that reminds you what the script will do. GroupMove, for example.
2. This is the **Statements** box. When you start a script, folders and statements will open.
3. This is the **Parameters** box. When you choose statements in the Statements box Parameters of statements (if any) will open here.
4. This is where a Script begins. You click the first (...). This opens a Statement - "DO or IF" The IF line sets up the condition. Click (...) next to **IF** to see Statements above and select.
5. The second line is the **DO** line and tells computer what action to take based on **IF**.

**Line 1 - IF** (this condition or set of conditions occurs)

**Line 2 - DO** (this action or actions.)

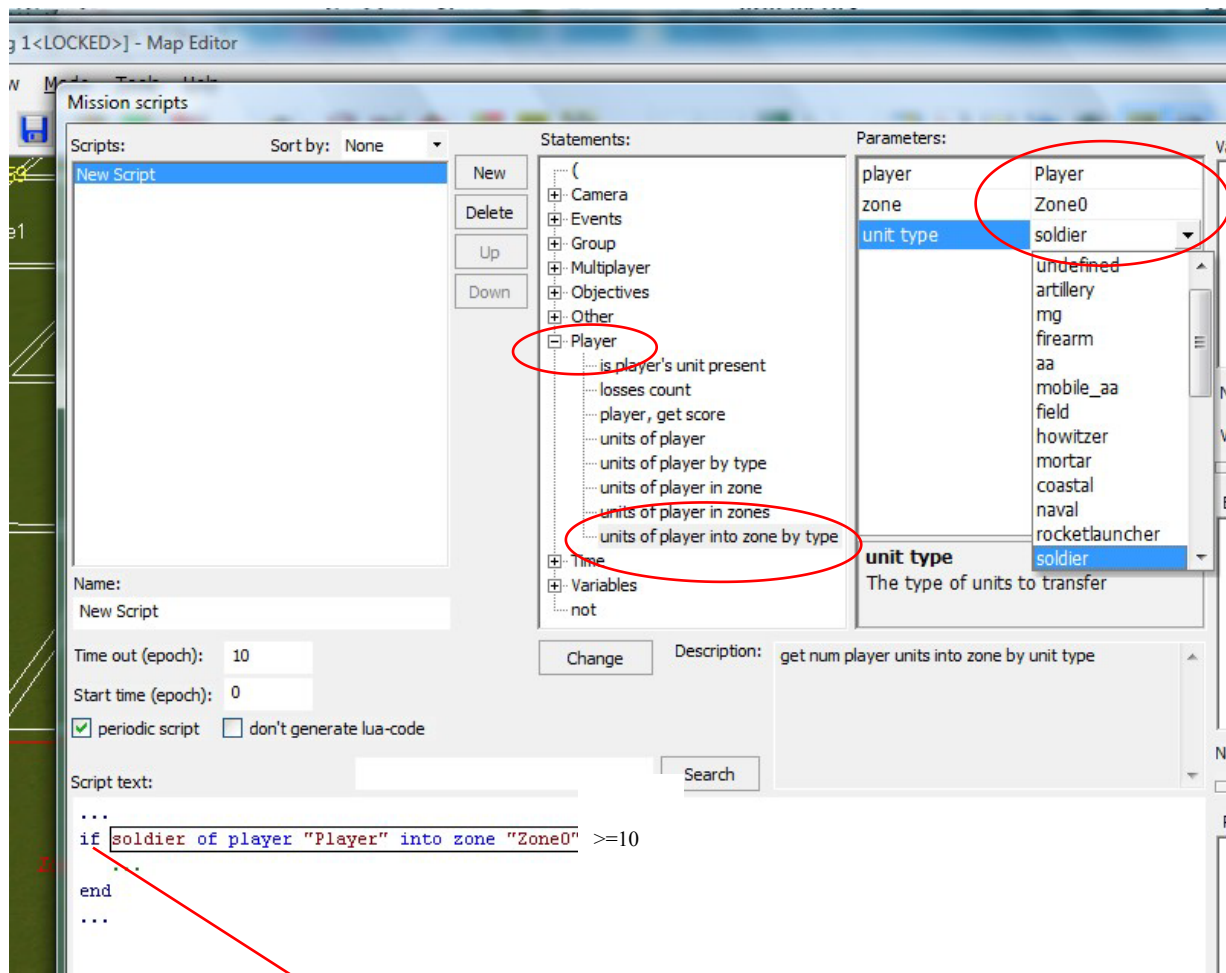
(...) - Click to open Statements box

When you **CLICK ON Statements, Parameters, and Variable**, the elements appear on the lines. Familiarize yourself with the folder statements for DO and IF.

## Let's script the following.

You want to script: “ If more than 10 of player's soldiers are in Zone0  
Move my units in group2 to Zone3”

The actual Script: “ if soldier of player “Player” into Zone “zone0” >=10  
move group “Group2” to zone “Zone3”... “

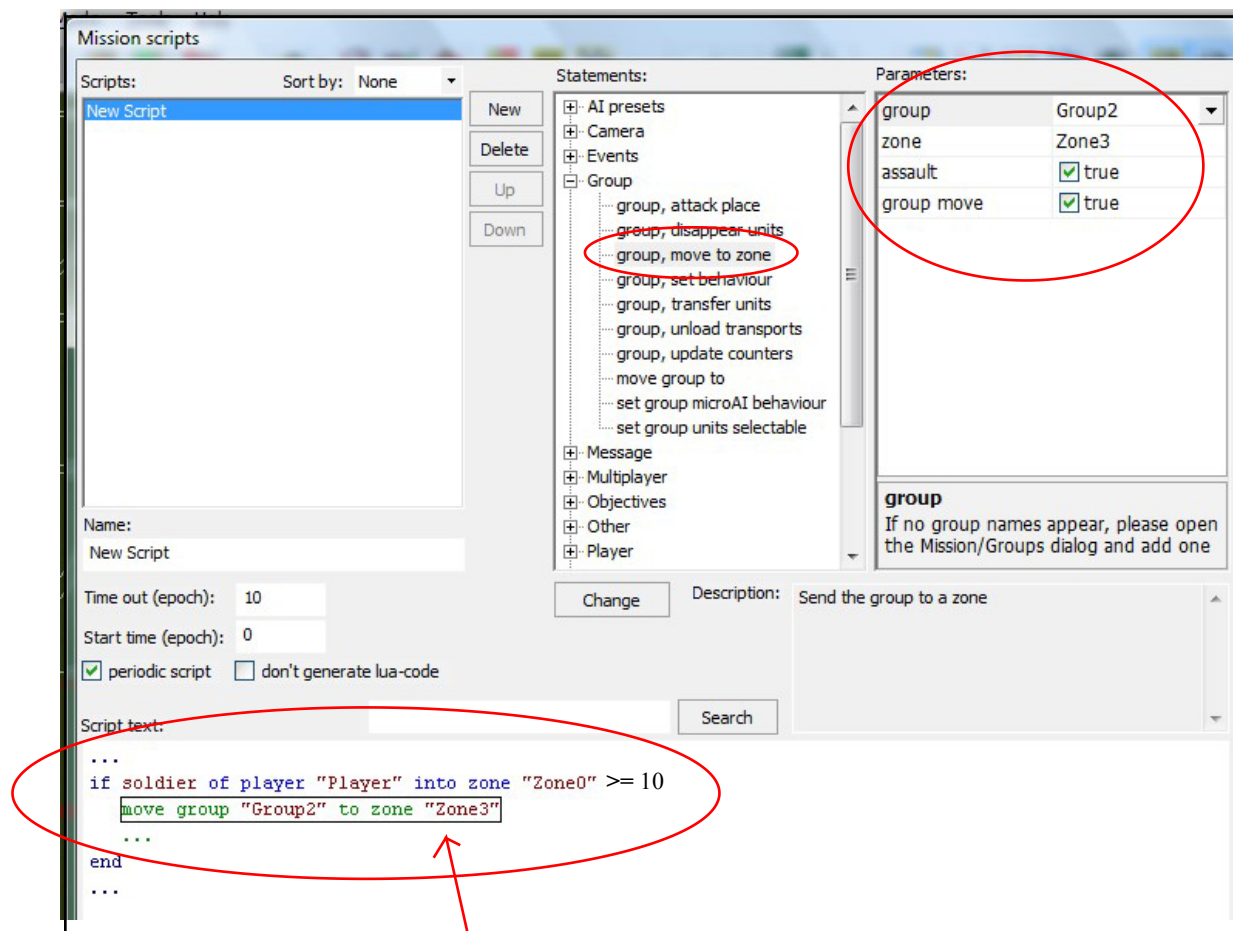


1. Begin by clicking the (...) next to “if” which opens the Statements box. Click “Player”, then “units of player by type”, then select “player”, then units type “soldier” in Parameters.
2. The script line shows “= 0” . Click on “=” to change to “>=” in Statements box. Click “0” to change number to “10” in variable box (parameters).

## The first line should look now like this:

If soldier of Player “player” into Zone “zone0” >=10

## SUDDEN STRIKE 3 MAP EDITOR GUIDE



### The DO (action) line:

1. Click on the (...) on next line under IF line.
2. This opens a different set of folders in Statements box.
3. Select "**GROUP FOLDER**", then "**move group to**" in Statements box
4. Select "**group2**", then "**zone3**" in Parameters. Check "**Yes.**"
5. Your lines should look like this.

```
...
" if soldier of player "Player" into Zone "zone0" >=10
  move group "Group2" to zone "Zone3"... "
```

6. **CLICK OK.** Then **SAVE MISSION.** Click **GO** on Editor to test.

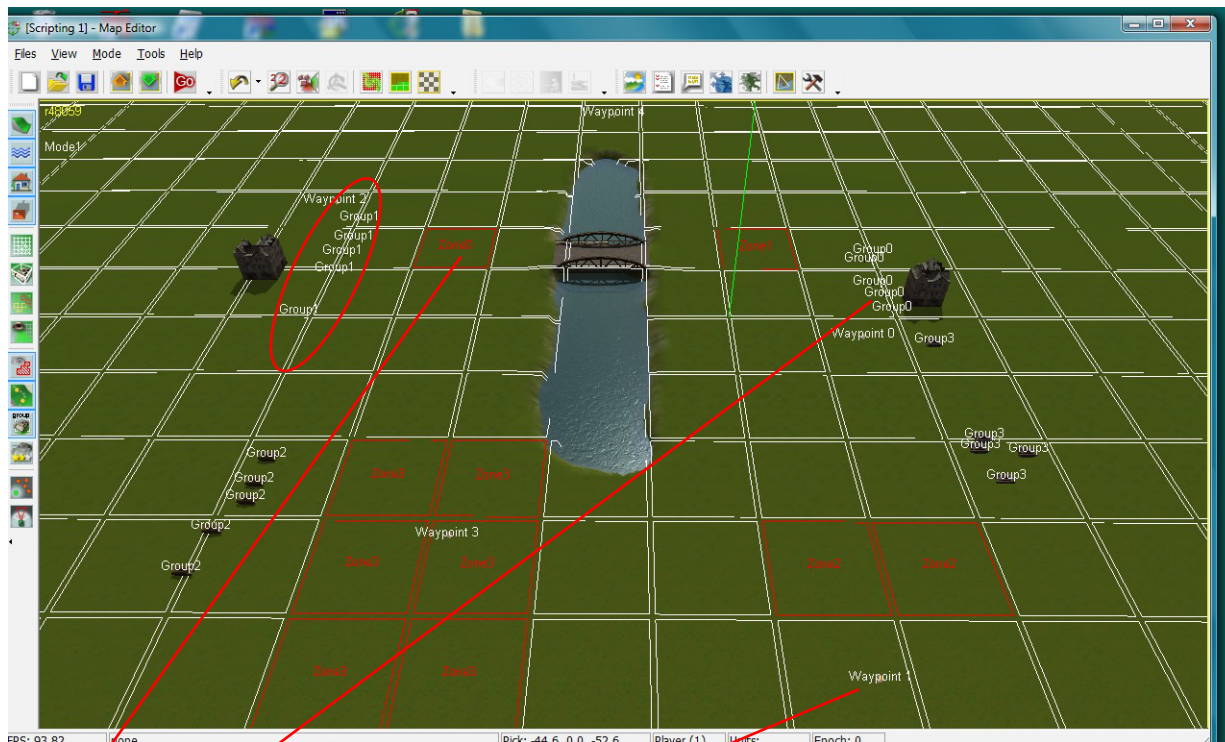
## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### SETTING UP TEST MAP FOR SCRIPT DEMO

This section will show you how to use the scripting editor to create a few basic scripts for a Single Player game. **First**, let's create a new map so you can see your script is action..

1. Open a **New Mission** in the Map Editor. Name it **Script 1**.
2. On **TOOLS**, go to **MAP/LAYERS**. Apply a base texture to your map.
3. Use **RELIEF** and create a small river.
4. Go to **OBJECTS**. Place 5 Player soldiers, 5 Enemy soldiers, 5 Player tanks, 5 enemy Tanks, two buildings and a bridge. Place Player units on left and enemy on right similar to the map below. Make sure you designate units as Player or Enemy.

Set up your sample map so you can see the entire area as below. Doesn't have to be exact. **Remember:** Use **CNTRL+ Left/Right/Wheel** in Editor to zoom scroll and rotate map.



5. **ADD ZONES** - On **TOOLS**, go to **MISSION/ZONES**. ADD 4 Zones, Zone0,1,2,3.
6. **ADD GROUPS** - On your map, select Player soldiers as a group, Right Click, assign to **GROUP1**, Enemy soldiers to **GROUP0**, Player Tanks to **GROUP3**, Enemy tanks **GROUP2**.
7. **ADD WAYPOINTS** - Go to **MISSION/WAYPOINTS**, click **ADD**. **HOLD ALT** and **RIGHT CLICK** areas on map.

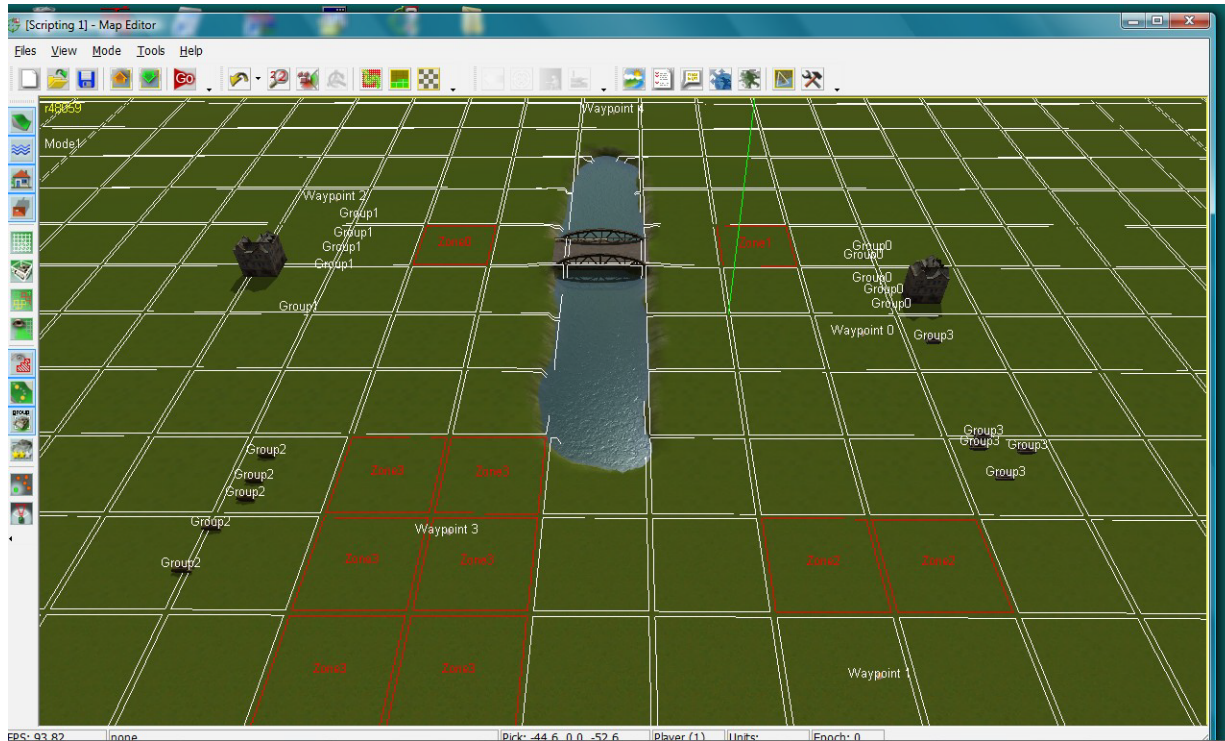
For this demo, make sure WAYPOINT4 is in or near ZONE3.



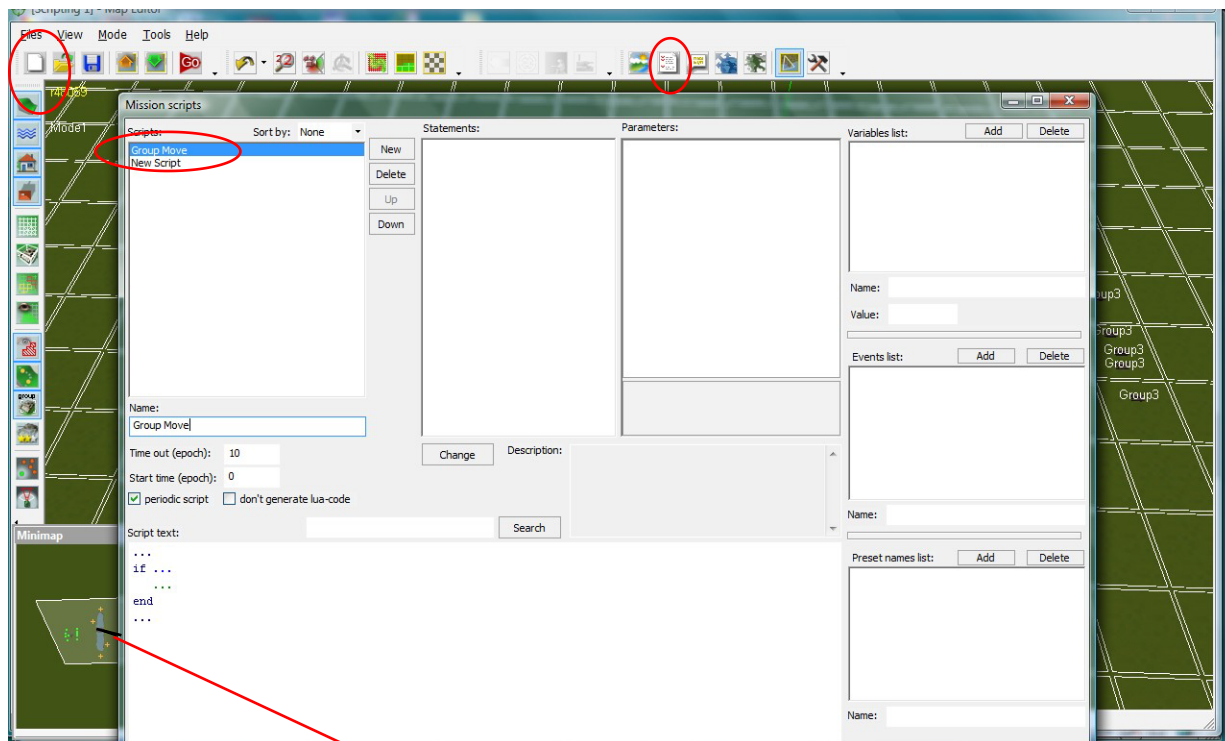
## SUDDEN STRIKE 3 MAP EDITOR GUIDE

Let's make a simple script.

What you want to script: "If more than three of the players units enter Zone3,  
Move the enemy units in GROUP3 to Zone2"



**CLICK on SCRIPT icon and OPEN MISSION SCRIPTS**  
**CLICK NEW** and name it "Group Move". Click OK.



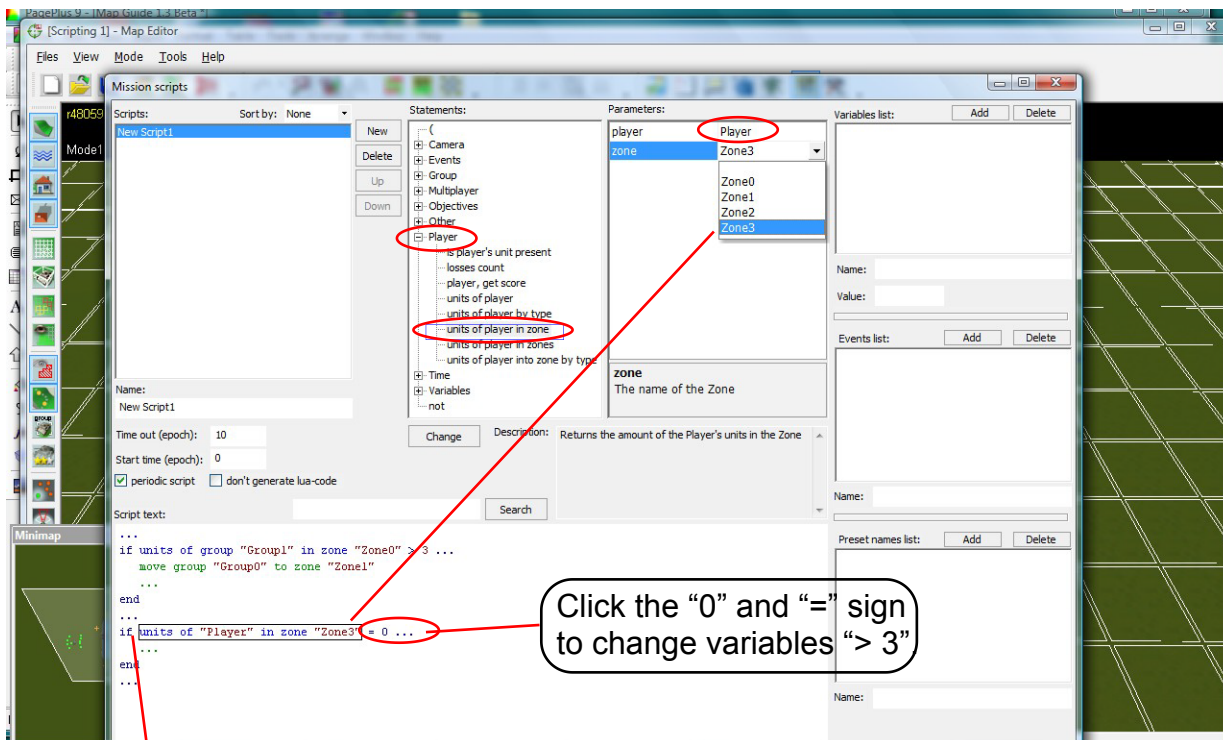
Note the Zones in **Minimap** show the colors you selected at bottom of **ZONES** window.

## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### OPEN MISSION.

#### What you want to Script::

If more than 3 Player units enter Zone3, Move Group 3 to Zone2.



Click the (...) next to "IF"

Click **Player Folder**, "**units of player in zone**", in **Statements** box

Click "**player**" and "**Zone3**" in **Parameters** box

The lines should look like this when finished:

```
...
If units of "Player" in zone "Zone3" >= 3 ...
    Move group "Group3" to zone "Zone2"
...
end
```

**CLICK OK, SAVE MISSION, CLICK GO, Send tanks to Zone 3 to test script...**

## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### Auto Firing Artillery Script

#### **What you want to Script:**

“When 2 or more of player’s tanks enter Zone3, Fire the artillery in Group5 at Waypoint4.

**OPEN EDITOR** to SCRIPTING1 Mission

**ADD** HOWITZER Unit from **OBJECTS**. Place it behind German house.

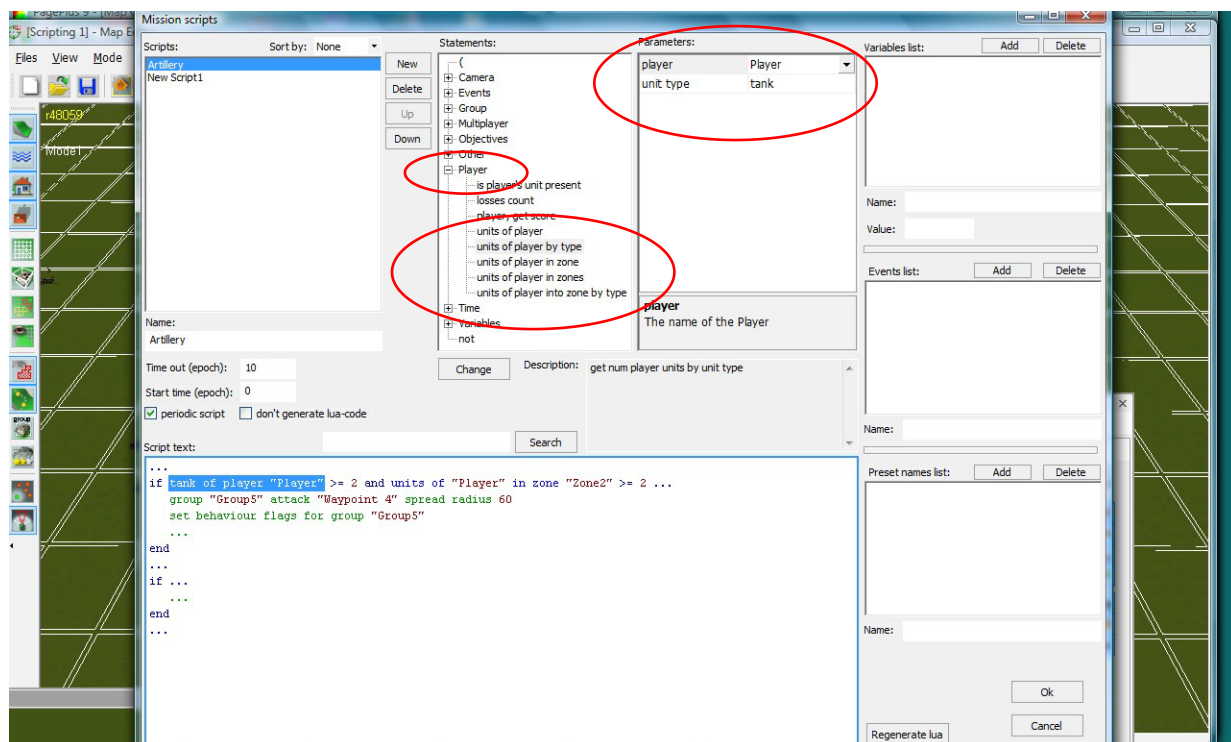
**RIGHT CLICK** Artillery, **ADD** New Group 5. The Howitzer is now Group5

**TIP:** Move your tanks closer to Zone 3 and you won’t have to wait so long.

**SAVE** Mission.

**OPEN** Scripts

Click **NEW**, Name it “**Artillery**”



#### **FIRST LINE (If)**

Click (...) next to “IF”

Select **Player Folder**, “units of Player in zone by type” in **Statements**

Select **Player**, “Tank” in **Parameters** window

Click “=” and “0” in line, change to “>=” and “2”

#### **SECOND LINE (DO)**

See Next Page

## SUDDEN STRIKE 3 MAP EDITOR GUIDE

**SECOND LINE**  
Click (...) under previous line.  
Select **Group Folder**  
Select **'Group attack place'** in Statements  
Select **"Group5"**, **"Waypoint3"**, **"60"** radius.

Click (...) on next line. (above "end")  
Select **"group, set behavior"** in Statements  
Select **"Howitzers to fire"** in Parameters

**Your Script should look like this:**

```

...
if tank of player "Player" >= 2 and units of "Player" in zone "Zone3" >= 2 ...
    group "Group5" attack "Waypoint 3" spread radius 60
    set behaviour flags for group "Group5"
...
end

```

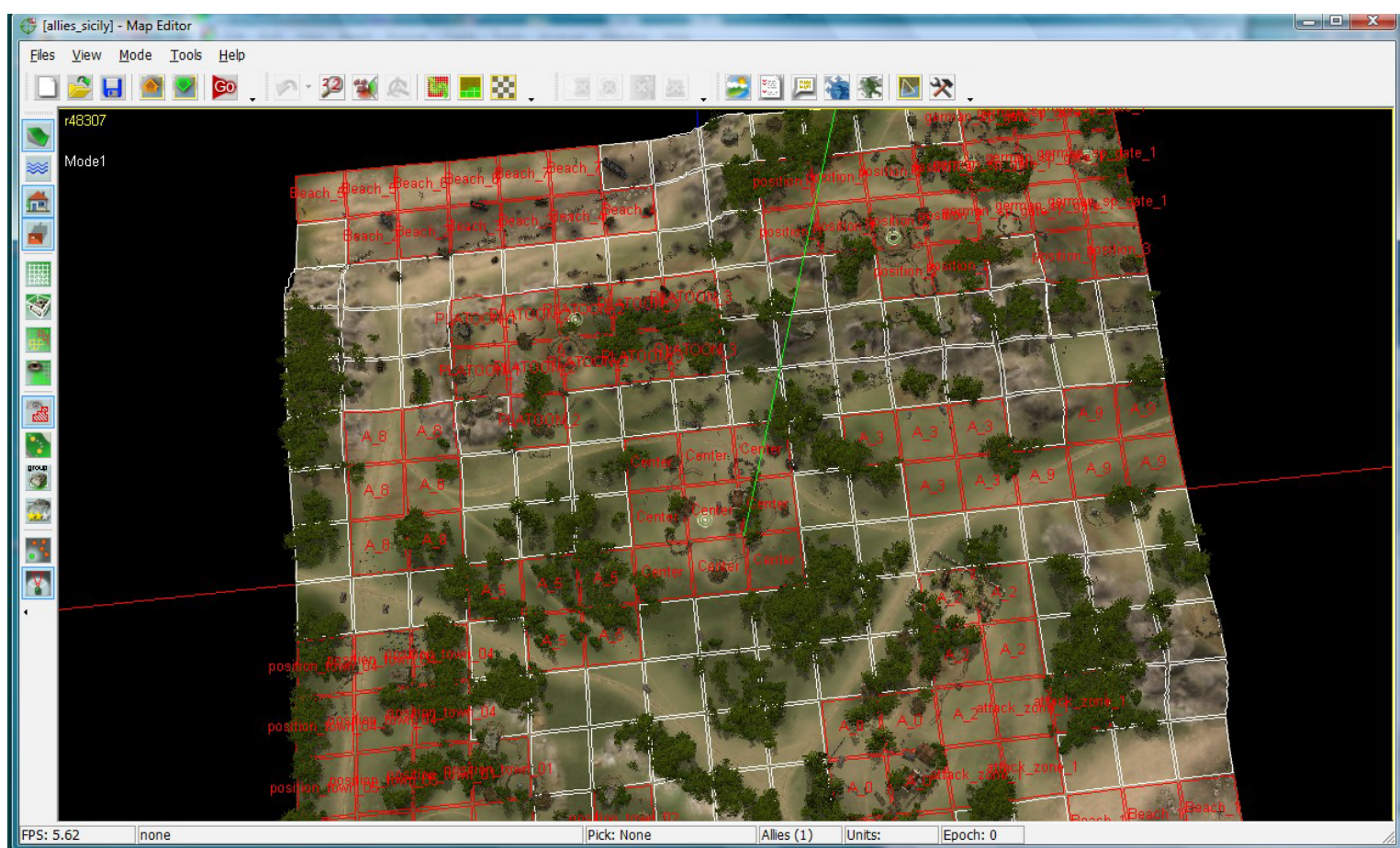
**CLICK OK, SAVE MISSION, CLICK GO. Send tanks to Zone 2, wait for Artillery.**



## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### OPEN SICILY MAP IN EDITOR (Single Player).

Click **SHOW ZONES**, **SHOW GROUPS**, **SHOW WAYPOINTS** on right menu.



This is a professionally designed and scripted map. The creator has established various Zones on the map and given each Zone a unique name.

These Zone names will be referred to in the scripts.

There are several Waypoints on map. There are Flags (Objectives).

There are many Groups, each with a unique name.

All of these will be referred to in the scripts.

These scripts can be copied and pasted into a new mission.

**TIP:** Open two Editors when copying scripts to another mission.

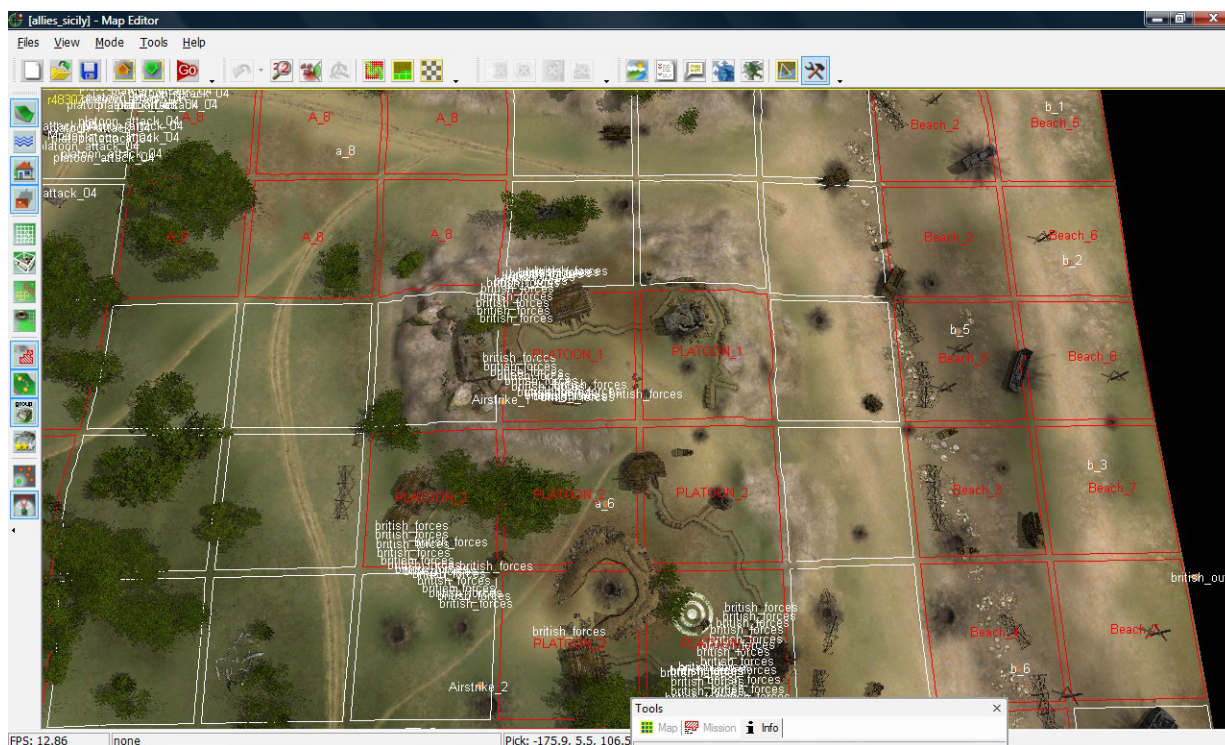
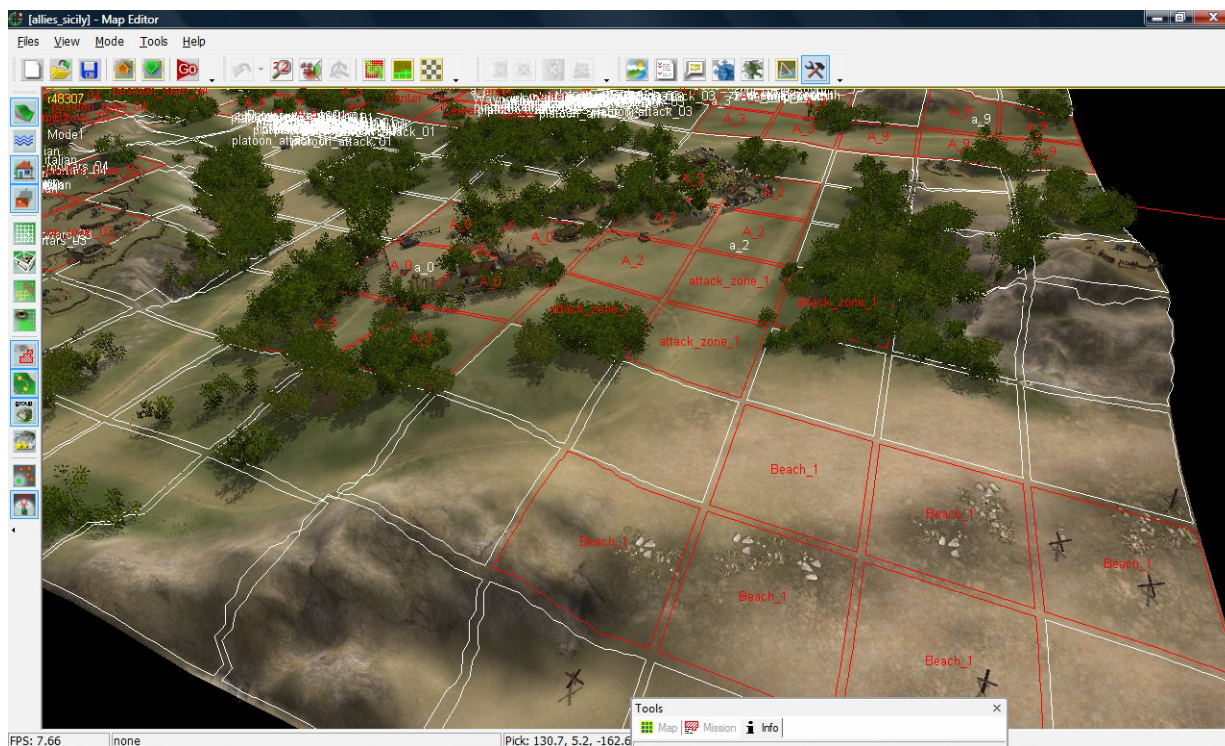
**NOTE:** If you copy a script from a mission, you will have to change the names of items in your Mission script to match the names in your mission. (Zones, Reinforcements, Waypoints, Objectives).



## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### OPEN SICILY MAP IN EDITOR

Click SHOW ZONES, SHOW GROUPS, SHOW WAYPOINTS on right menu.



## SUDDEN STRIKE 3 MAP EDITOR GUIDE

**OPEN SCRIPTS** of **INVASION OF SICILY** to see how this mission is scripted.

Click **SHOW ZONES, SHOW GROUPS, SHOW WAYPOINTS**.

Click on each Script and the script appears below.

Click on an element of the script and the Statements and Parameters boxes will open showing the variables used in the script.

### EXERCISE

**CLICK** on each script in order , then click on an element of the script.

**REVIEW each line and relate it to the action and locations on the map..**

If the script begins with “**DO**”, what will it do?

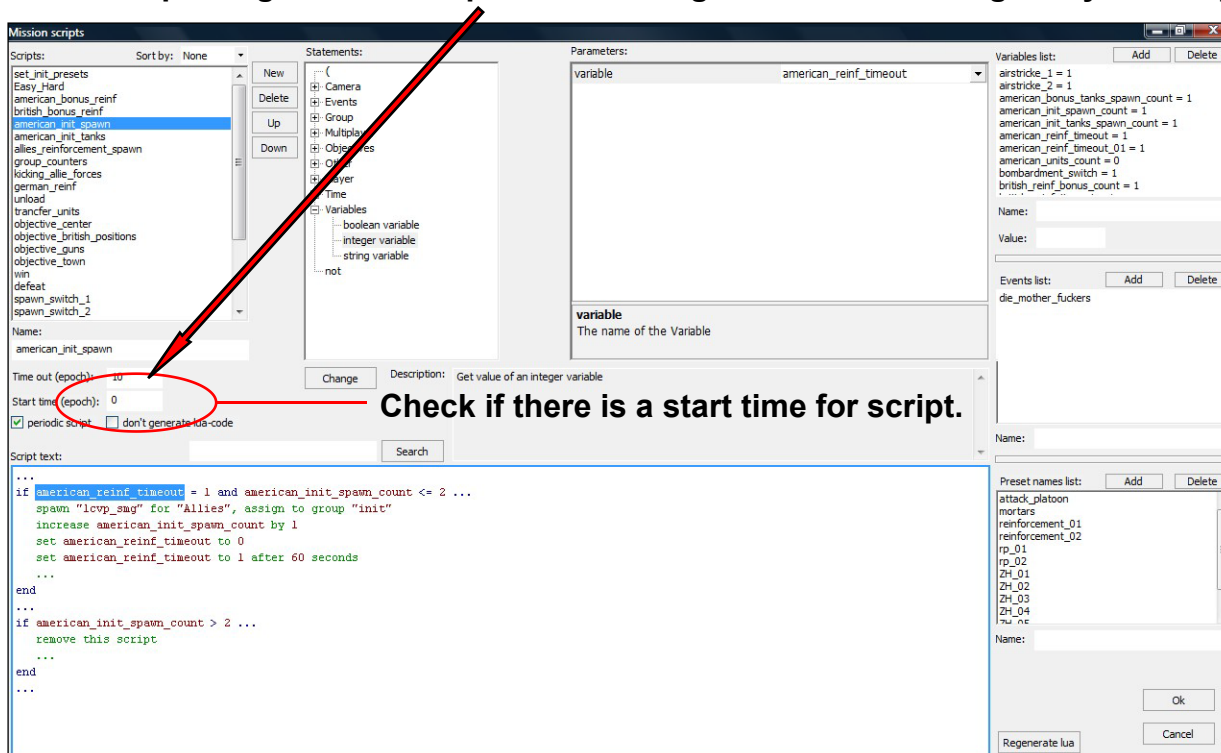
If the script begins with “**IF**”, determine what the condition is on the first line and determine what the script will “**DO**” on the second line.

### COPY and PASTE SCRIPTS

You can copy and paste these scripts to your own mission by Right Clicking on the (...) And selecting “copy block”, the pasting into new mission.

If you copy scripts, you will have to change variables and statements so the script uses the names of your zones, groups and reinforcements etc.

**Some Scripts begin after time period. Use original time and change on your script.**



**Check if there is a start time for script.**

```

...
if american_reinf_timeout = 1 and american_init_spawn_count <= 2 ...
  spawn "lcvp_smg" for "Allies", assign to group "init"
  increase american_init_spawn_count by 1
  set american_reinf_timeout to 0
  set american_reinf_timeout to 1 after 60 seconds
...
end
...
if american_init_spawn_count > 2 ...
  remove this script
...
end
...

```



## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### SETTING UP A MULTI PLAYER GAME

**Before scripting a Multi Player game, you do the following:**

Create your map as Multi Player map.

Establish number of Players

Create Reinforcements for each team

Set Flags using Way Points and Zones

Place Bullseyes decals on Map

Create Spawn for each reinforcement by Player

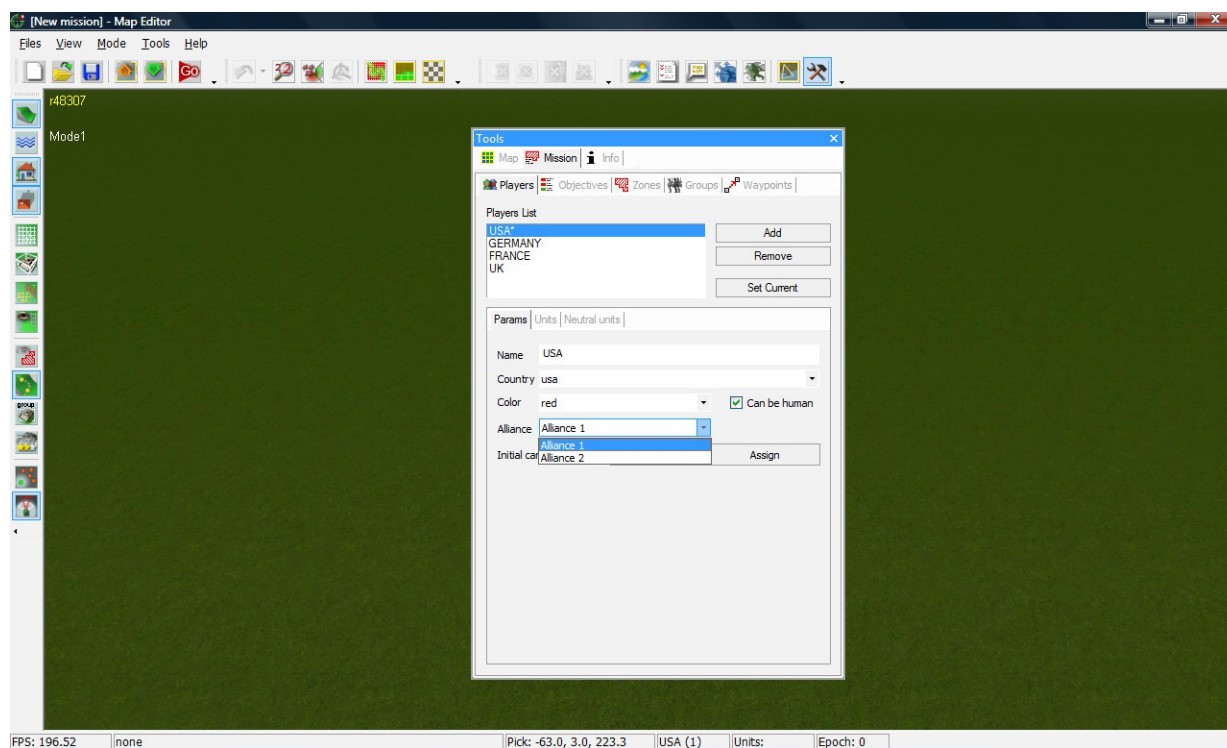
Create Vector for each Spawn by Player

**Then Create Script**

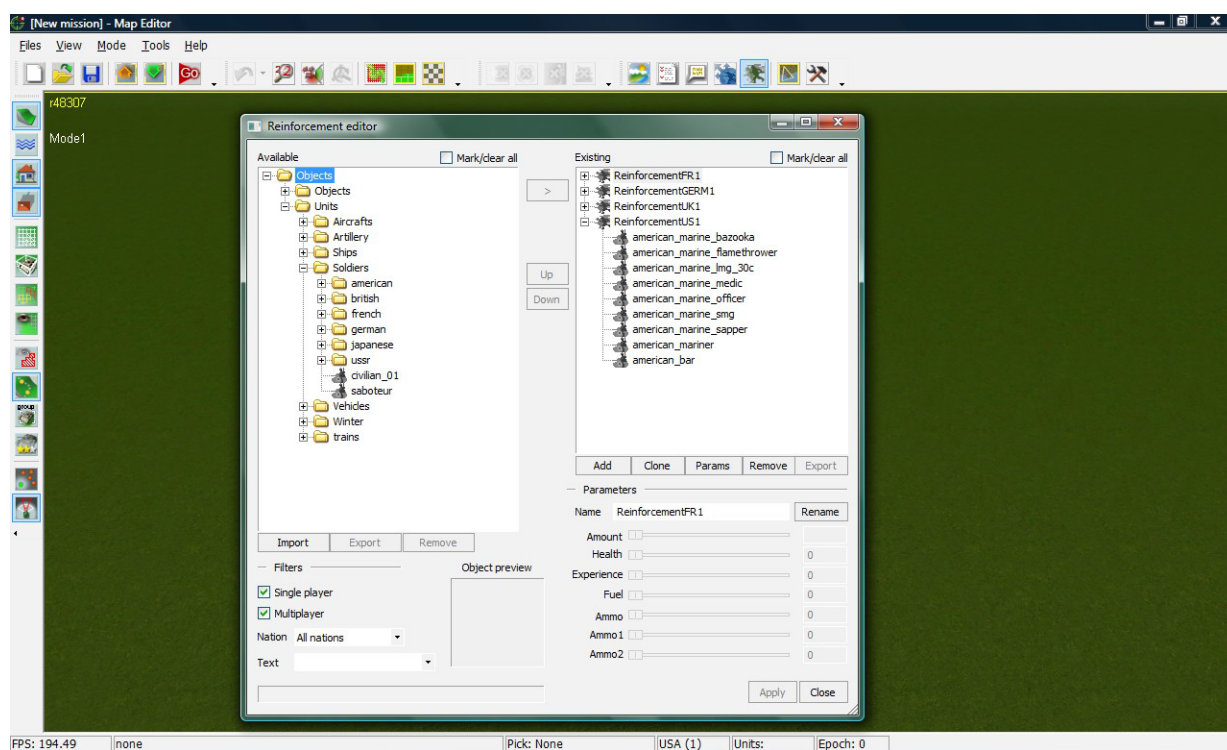
## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### SETTING UP A MULTI PLAYER GAME

#### Establish Players



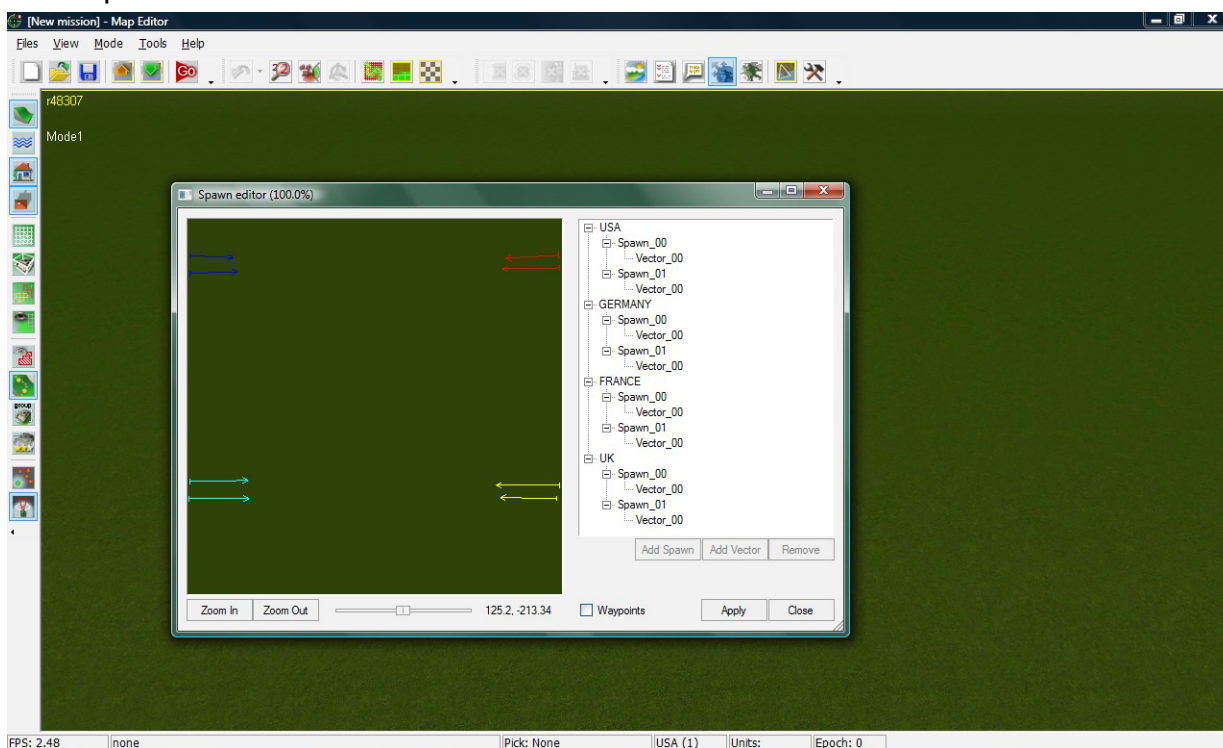
#### Establish Reinforcements



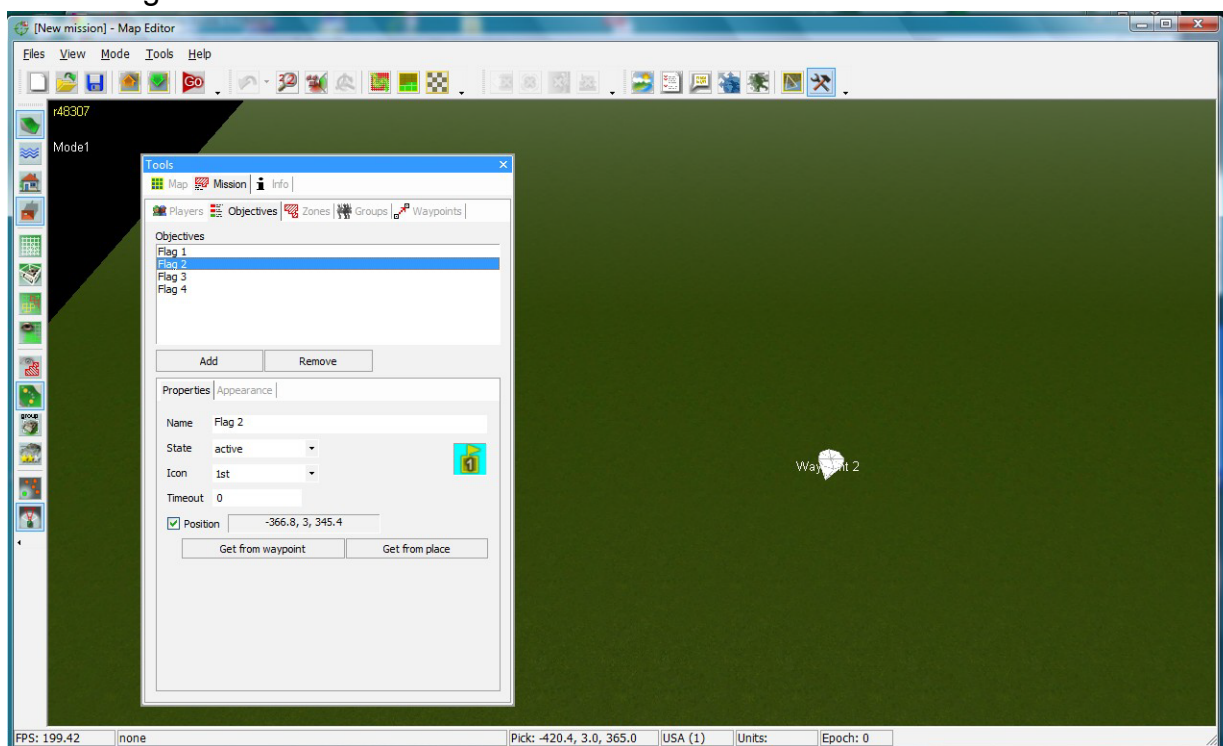
## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### SETTING UP A MULTI PLAYER GAME

#### SET Spawn Points



#### Place Flags

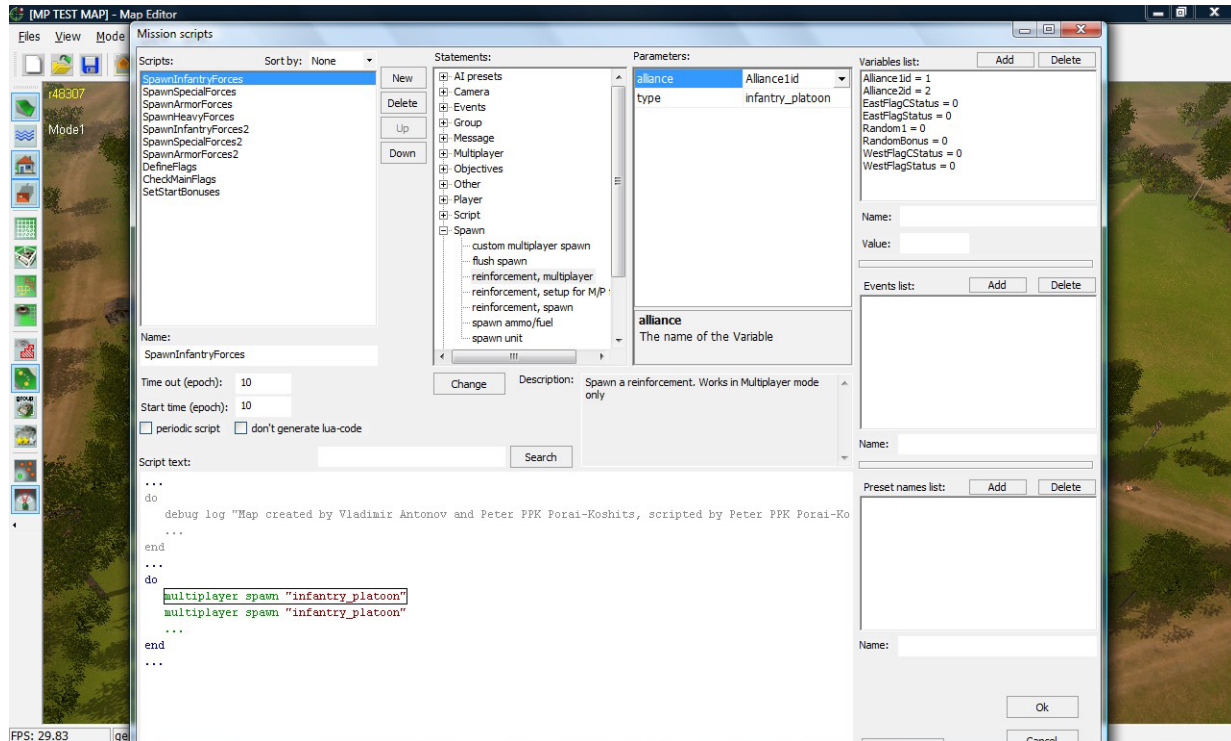




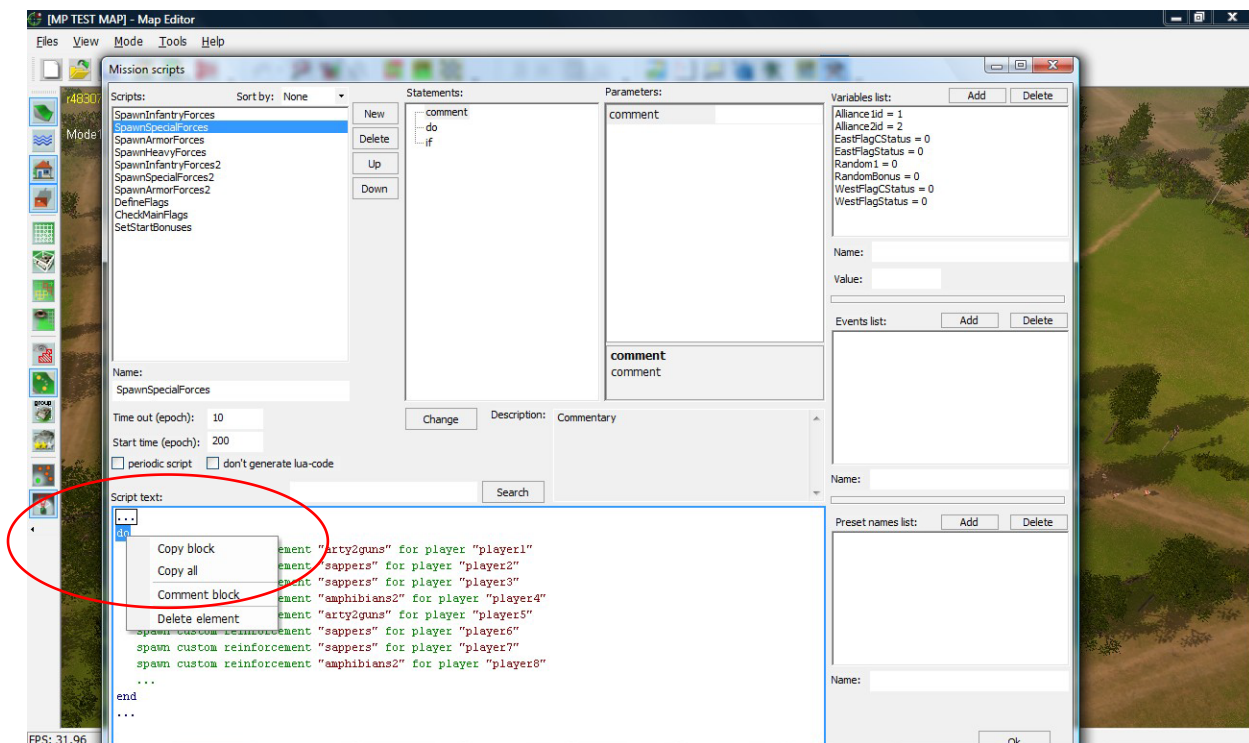
## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### SETTING UP A MULTI PLAYER GAME

CREATE SCRIPT - This is the Scripting for MY WAY MP.



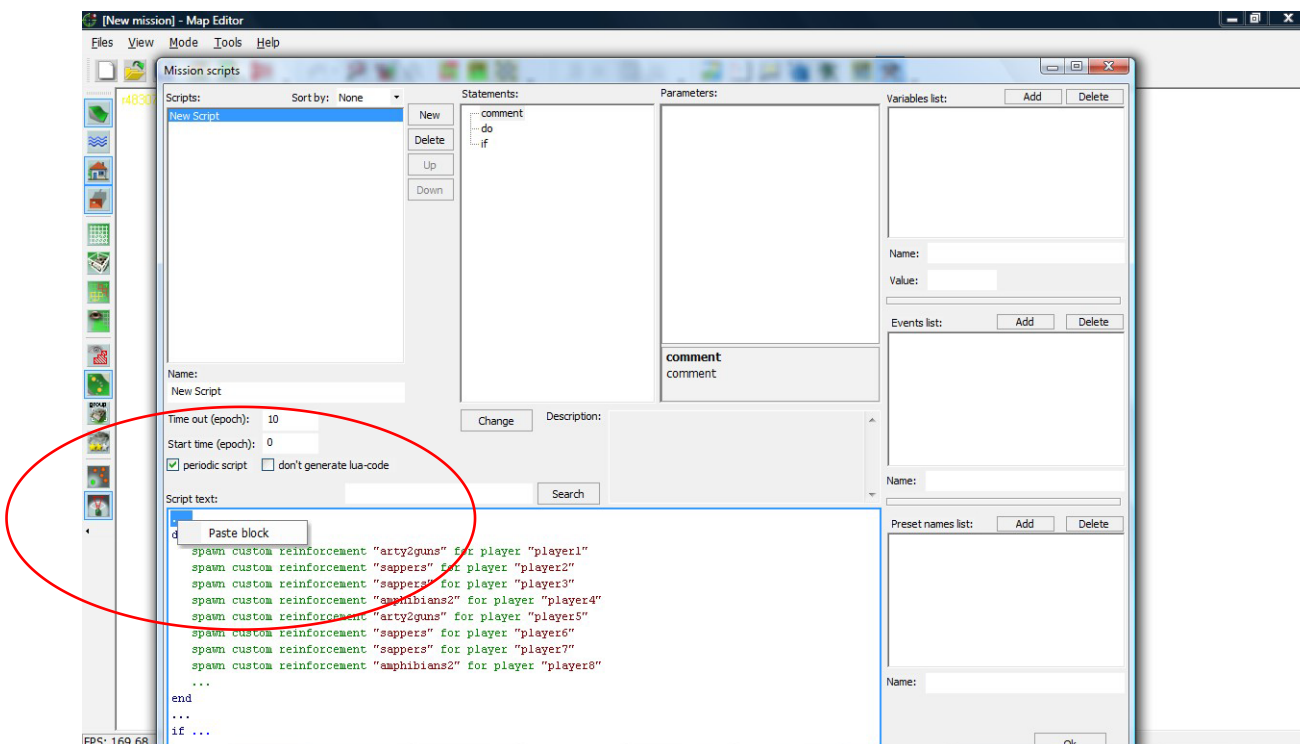
You can copy existing scripts. Put your cursor on the "if" of the script you want to copy and Right Click (Copy Block). You can now paste that into another mission.



## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### SETTING UP A MULTI PLAYER GAME

Paste Block of Script into new mission script.



#### NOTE:

If you copy scripts from an existing mission to a new one, you will have to make sure your reinforcements, Zones, Waypoints, etc. in the script match up. If not, open each Block of script and make changes as necessary.

## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### The fastest way to SCRIPT a new Multi Player game

Use the existing scripts found in the **MY WAY** map.

**OPEN** the **MY WAY** map in your editor.

**COPY** and **PASTE** the scripts as they appear to your map. (**TIP**: open a second editor)

**NOTE**: Some scripts begin after time. Use correct time in “start time” box above scripts.

Check **ALL** at top of Reinforcements dialog. This allows all to be exported as is.

**EXPORT** all the Reinforcements.

These will export to a file “**MY WAY**”.

**OPEN** your mission. **OPEN** Reinforcements.

**IMPORT MY WAY** file..

**SELECT** imported folder on left dialog and send to right dialog by clicking arrow.

Now, the reinforcements of **MY WAY** are in right box and will match the scripts of MY WAY that you have copied to your map.

The Reinforcements will be the same units that appear in **MY WAY**.

You can change the reinforcements by adding or removing or change if you prefer.

**ADD** the lines in **MY WAY VARIABLES LIST** (top right) to your Editor so it matches.

**FLAGS** and **WAYPOINTS** will have to be repositioned for your map. See **OBJECTIVES**. If you rename flags, change in scripts to match.

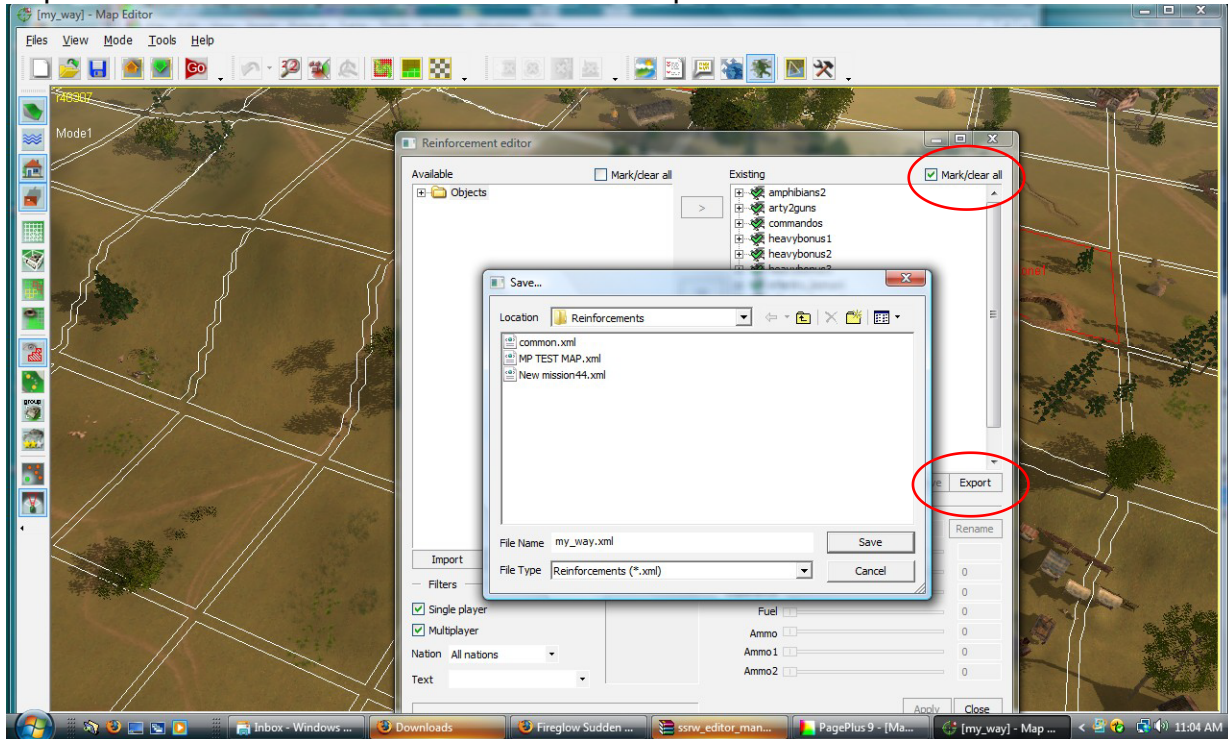
Go to **EDIT SPAWNS** and create new spawns for each nation. Add number of Spawns and Vectors as they appear in MY WAY. SEE **EDIT SPAWNS** in MY WAY. Place spawn points on your map.



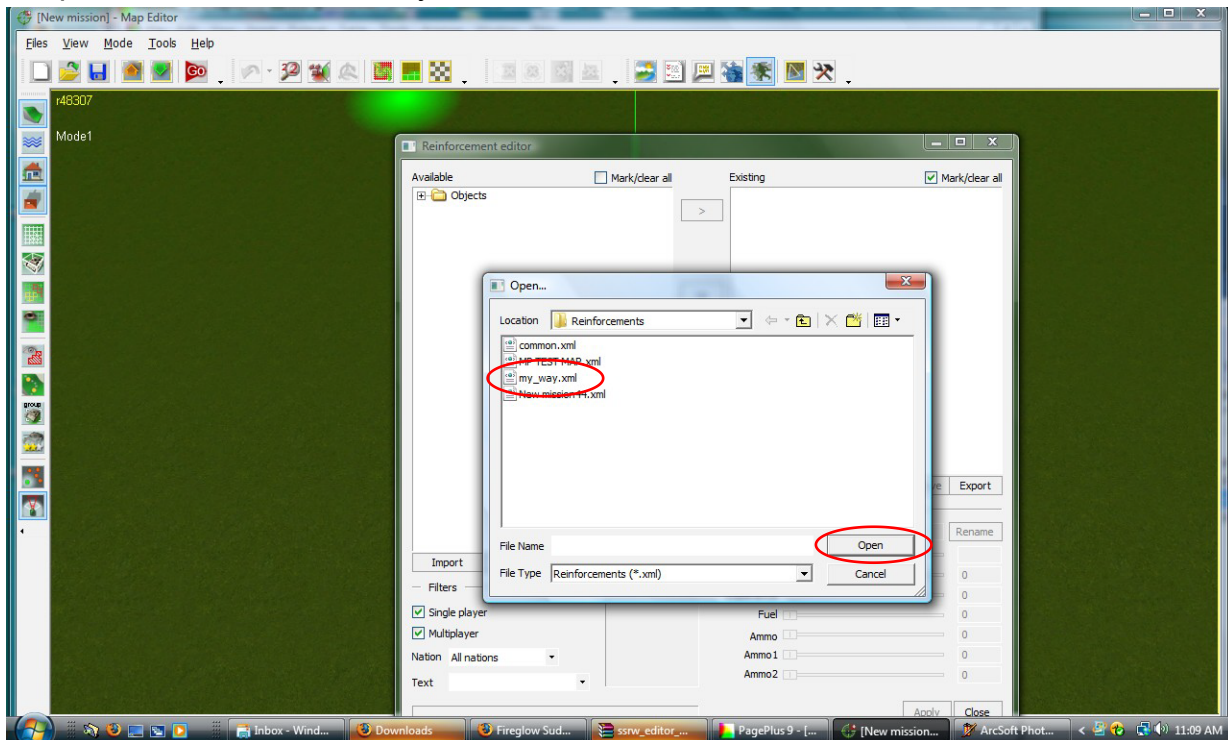
## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### The fastest way to SCRIPT a new Multi Player game

Export REINFORCEMENTS from MY WAY map.



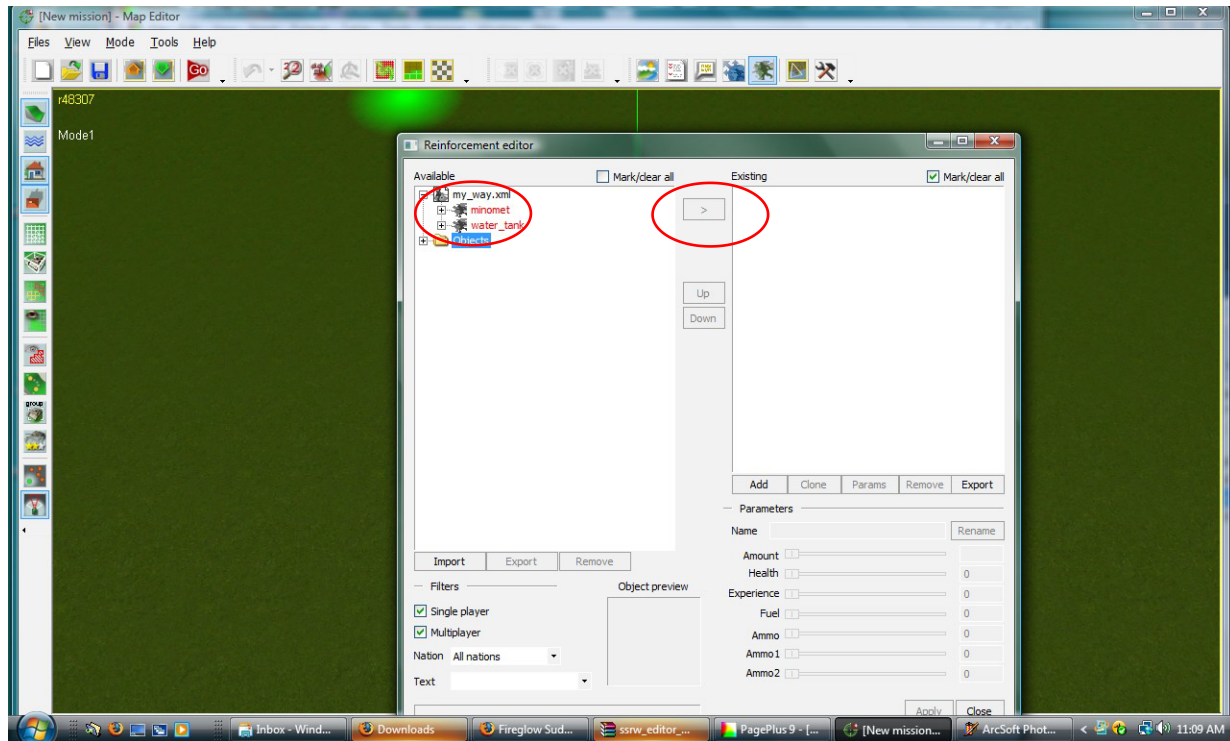
Import Reinforcements into your mission



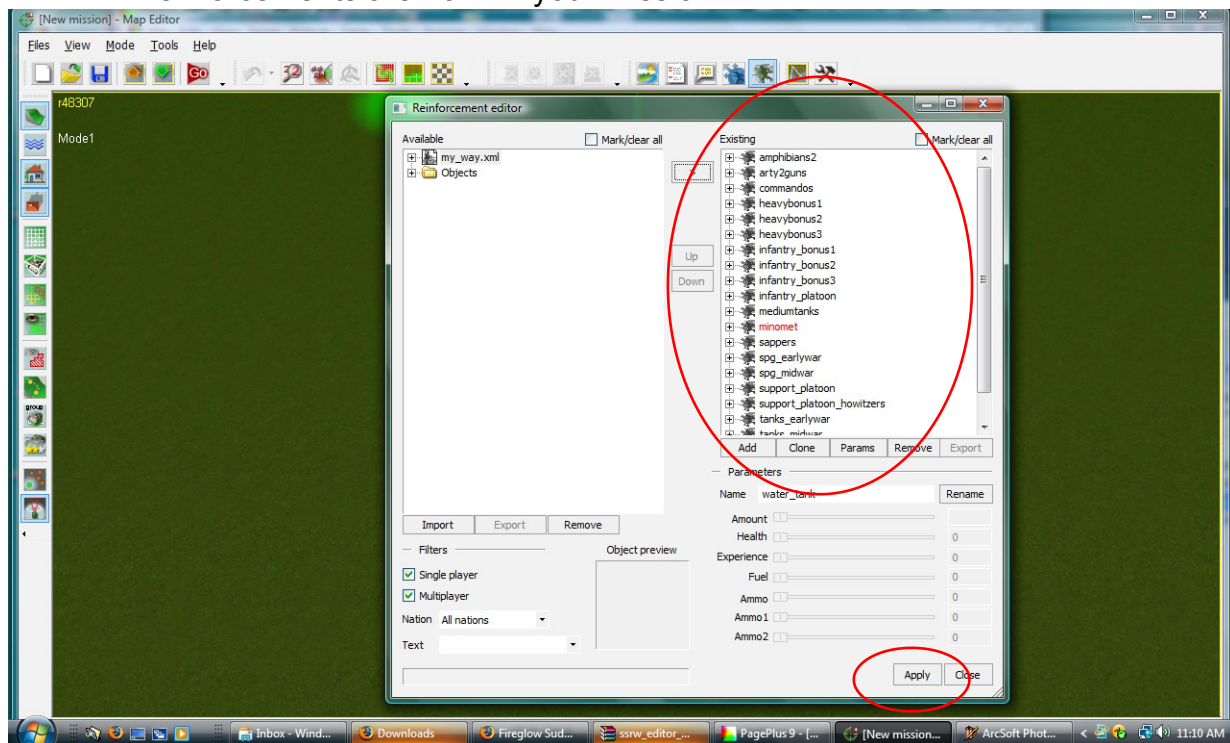
## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### The fastest way to SCRIPT a new Multi Player game

Close folder and move folder to Right “Existing” Box



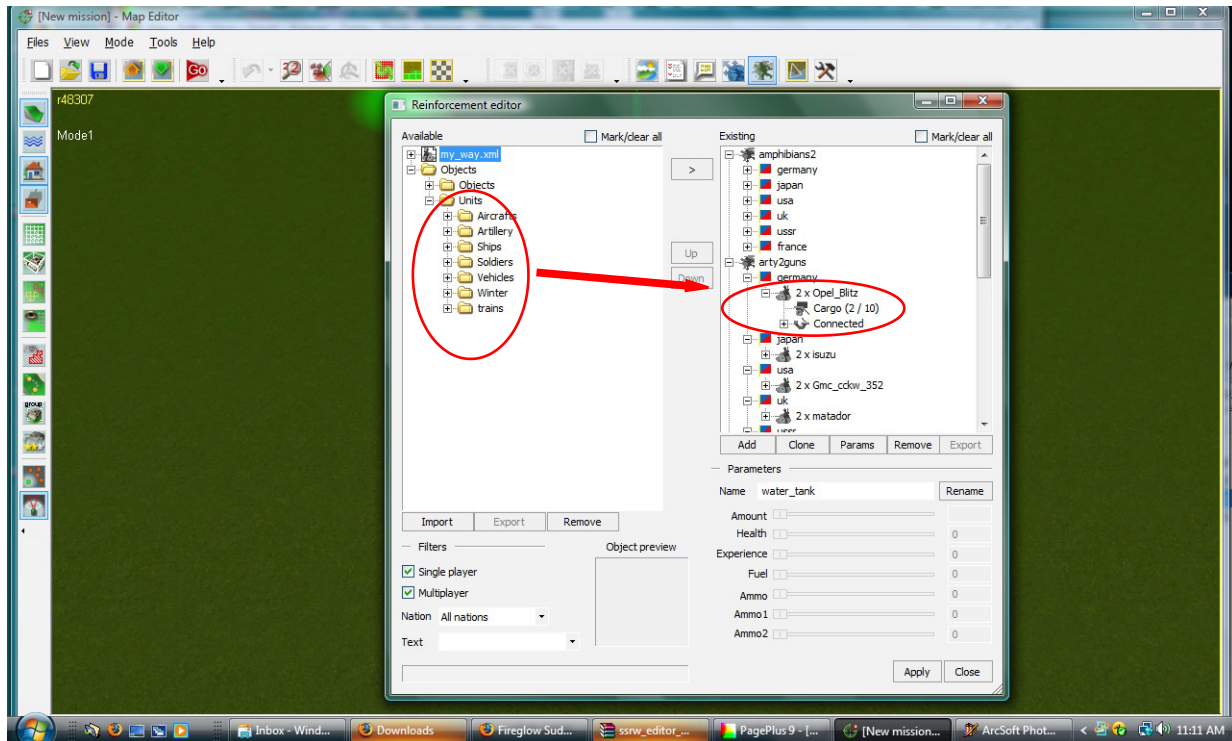
MY WAY reinforcements are now in your mission.



## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### The fastest way to SCRIPT a new Multi Player game

Change composition of reinforcement units if you prefer. Keep folder name the same.

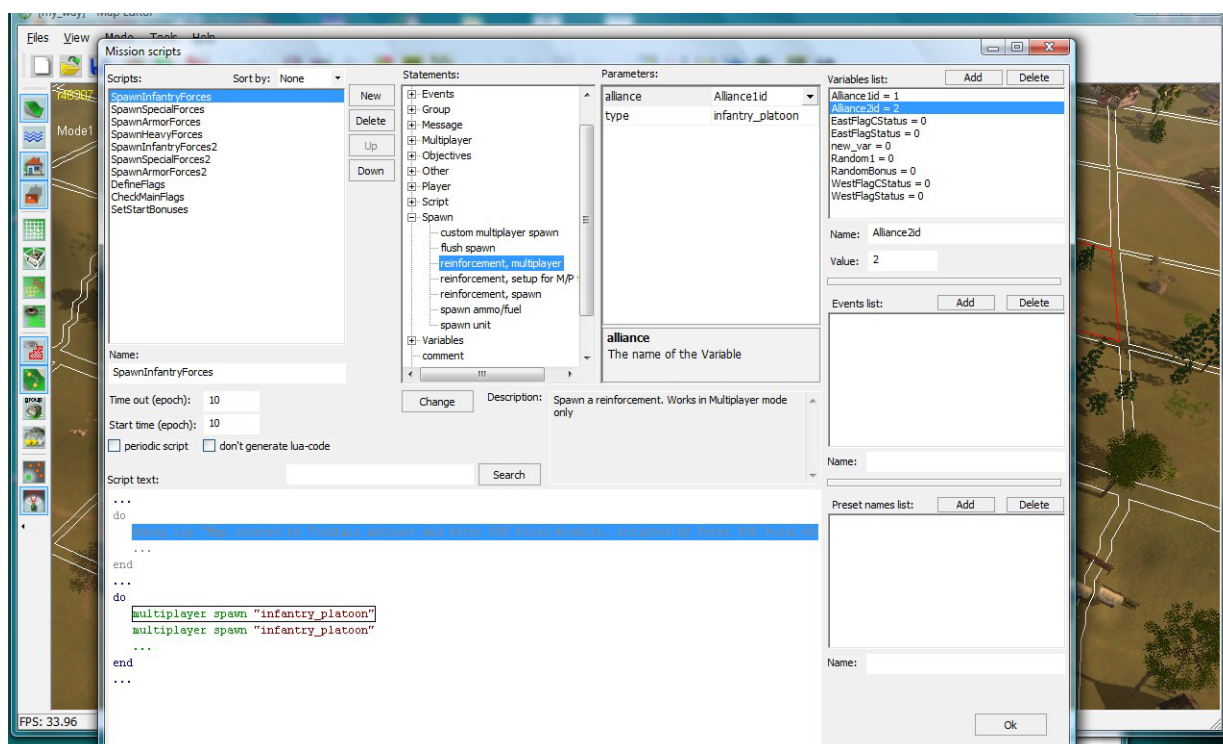


**REMEMBER:** When you copy scripts and reinforcements from one mission to Another and you change the name of something, make sure you change the name in the script so it matches the names in the scripting.

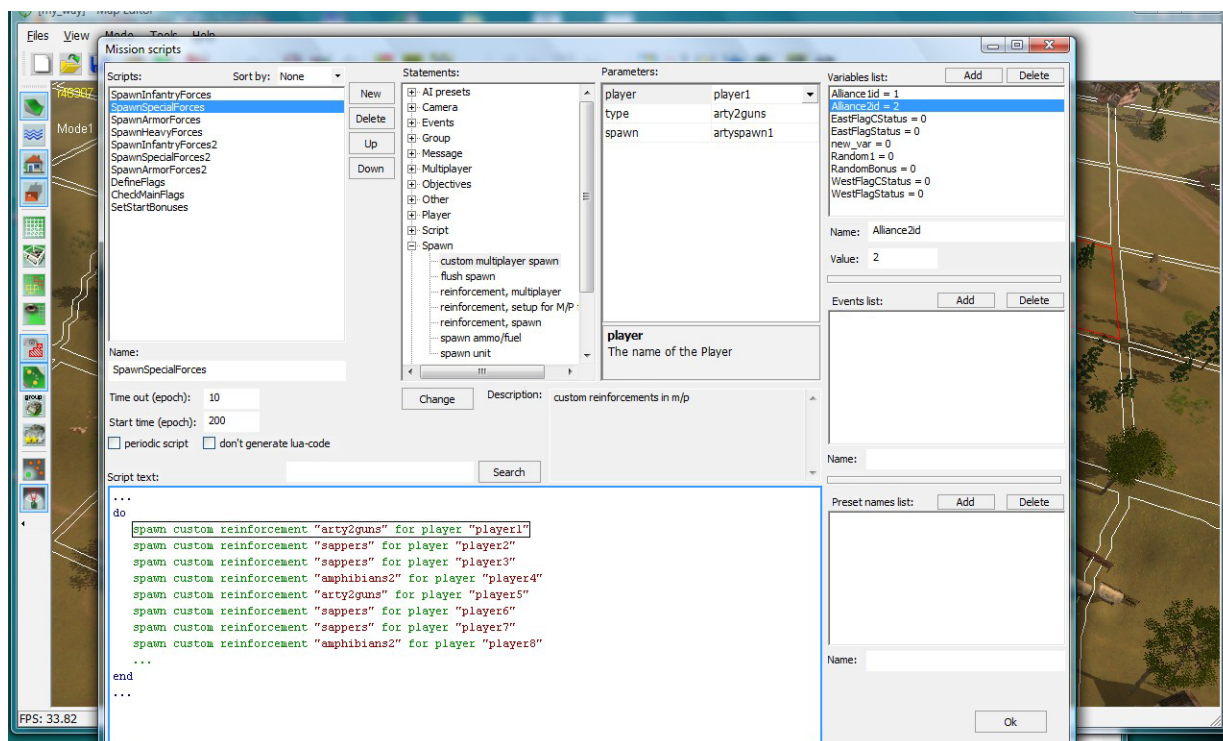


## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### Spawn Infantry Forces Script

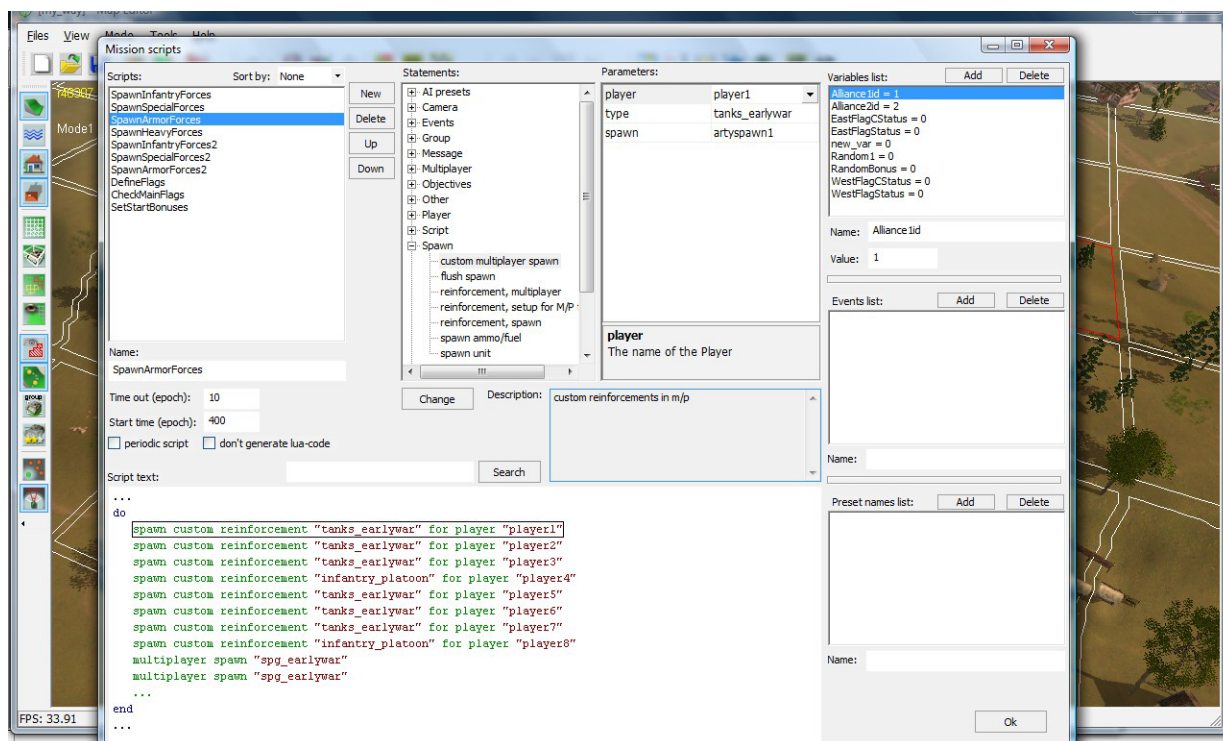


### Spawn Special Forces Script

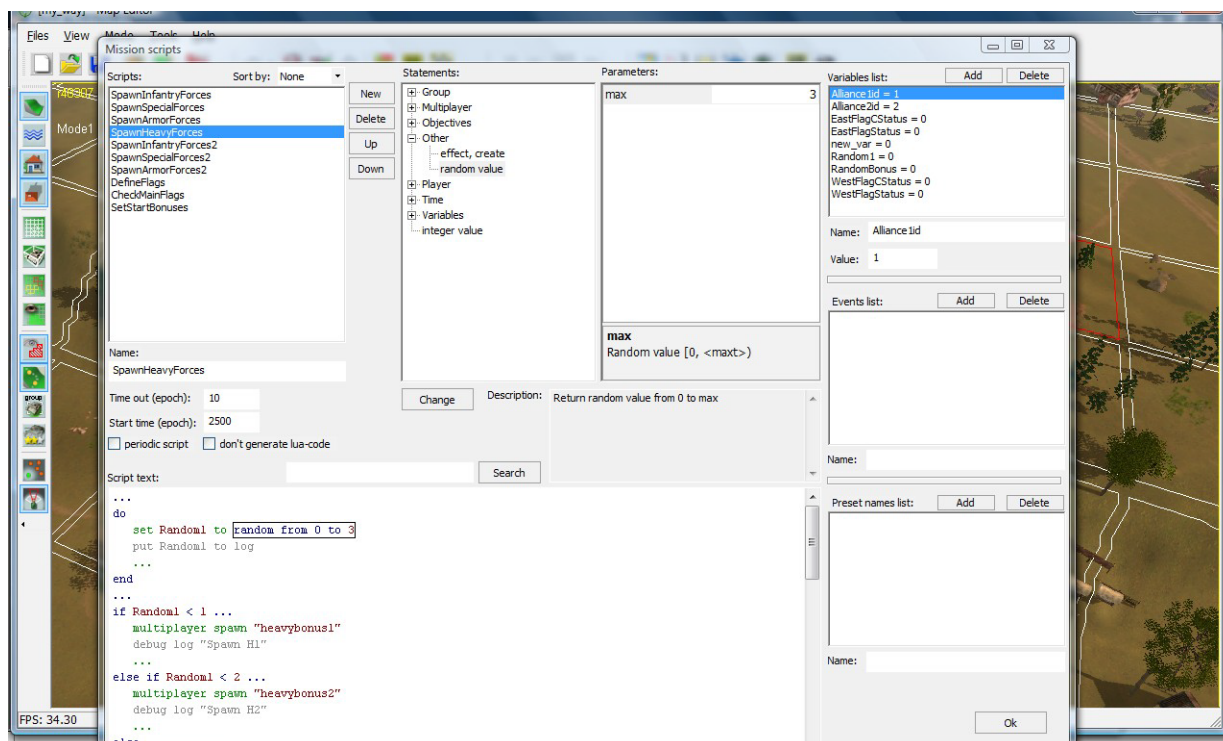


## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### Spawn Armor Forces Script

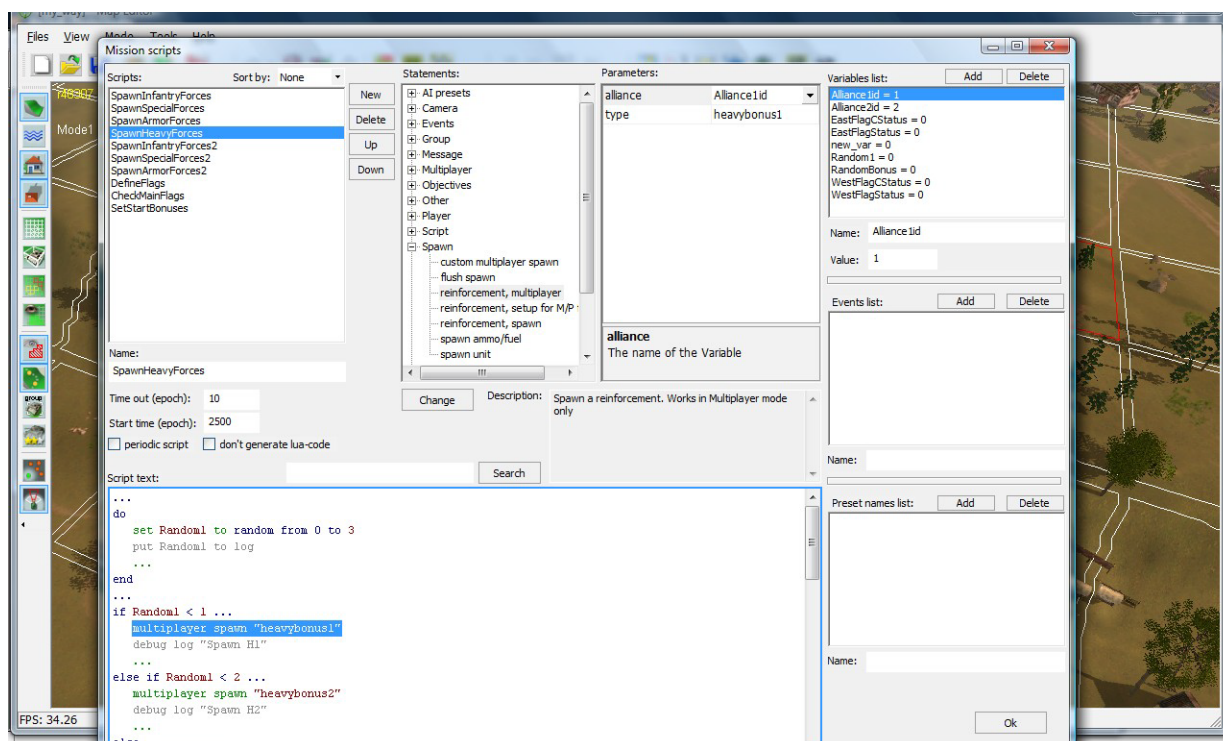


### Spawn Heavy Forces Script

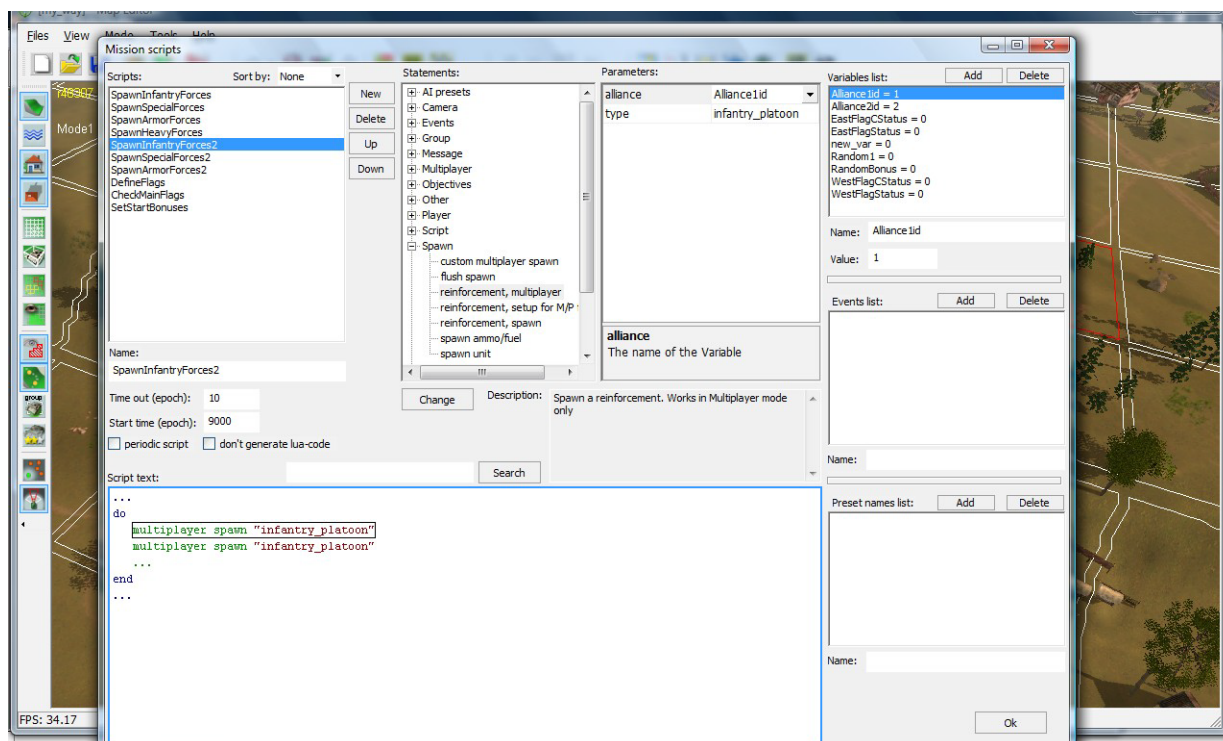


## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### Spawn Heavy Forces Script



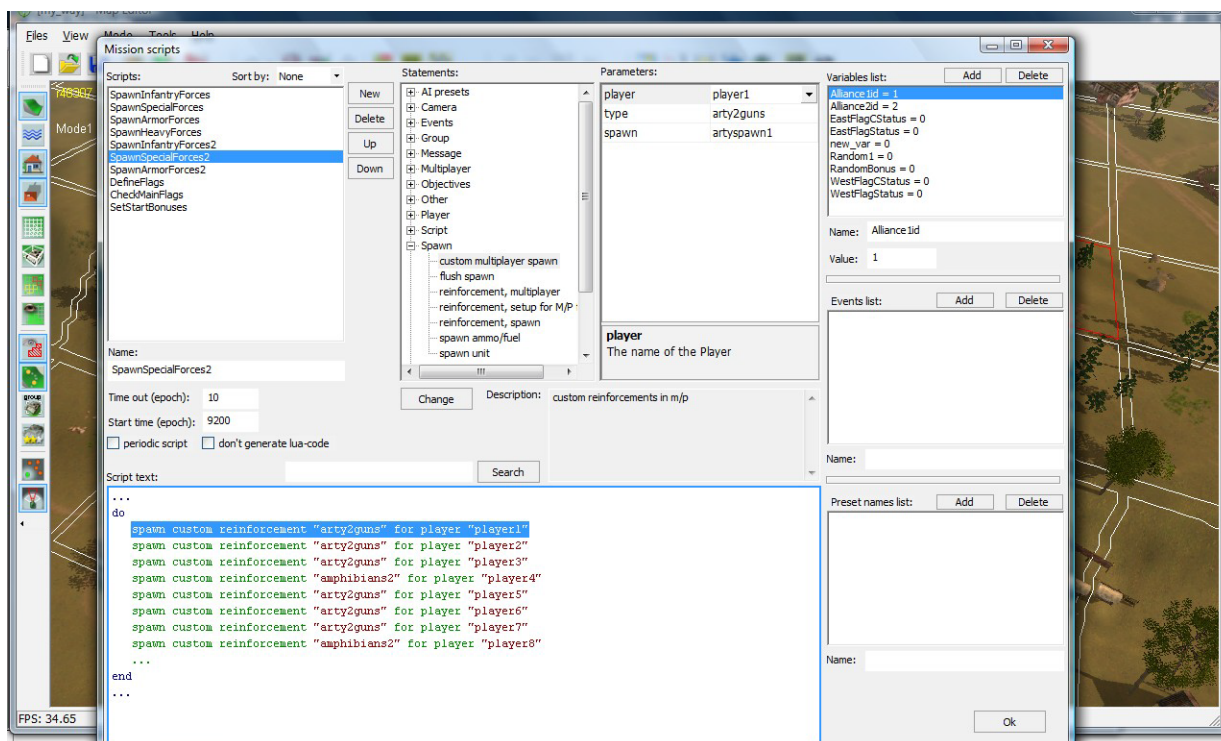
### Spawn Infantry Forces Script



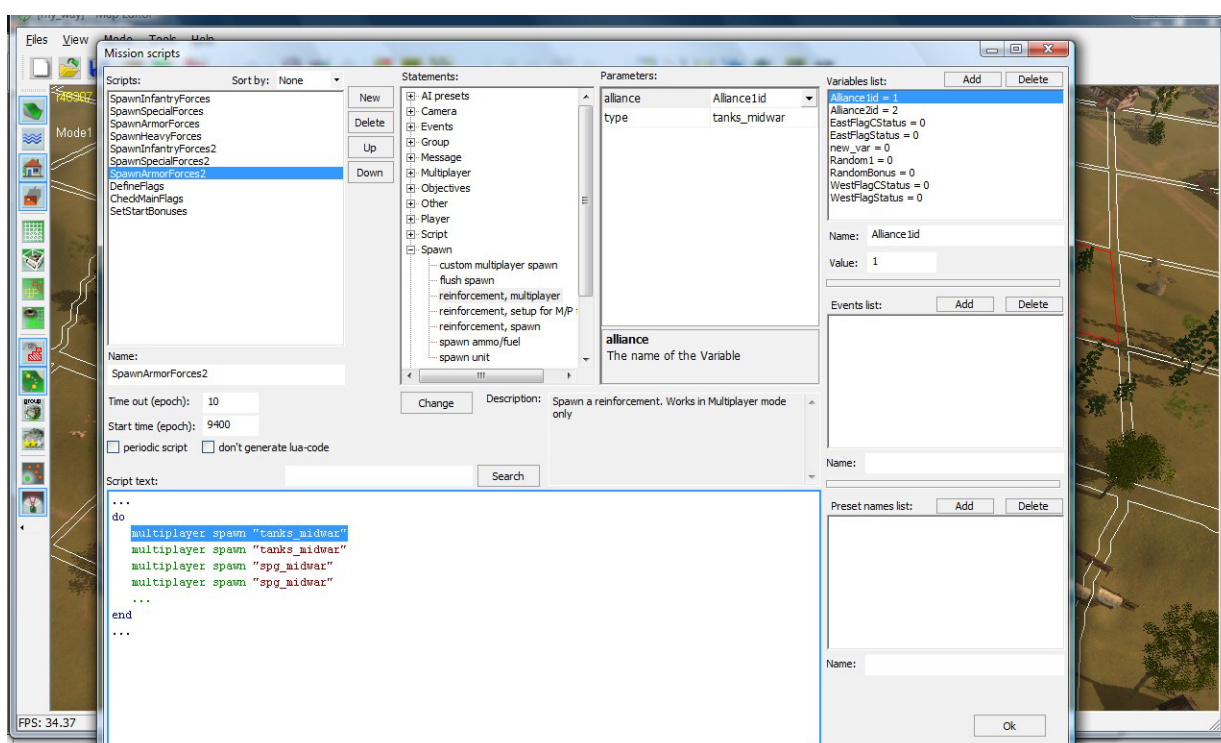


## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### Spawn Infantry Forces2 Script

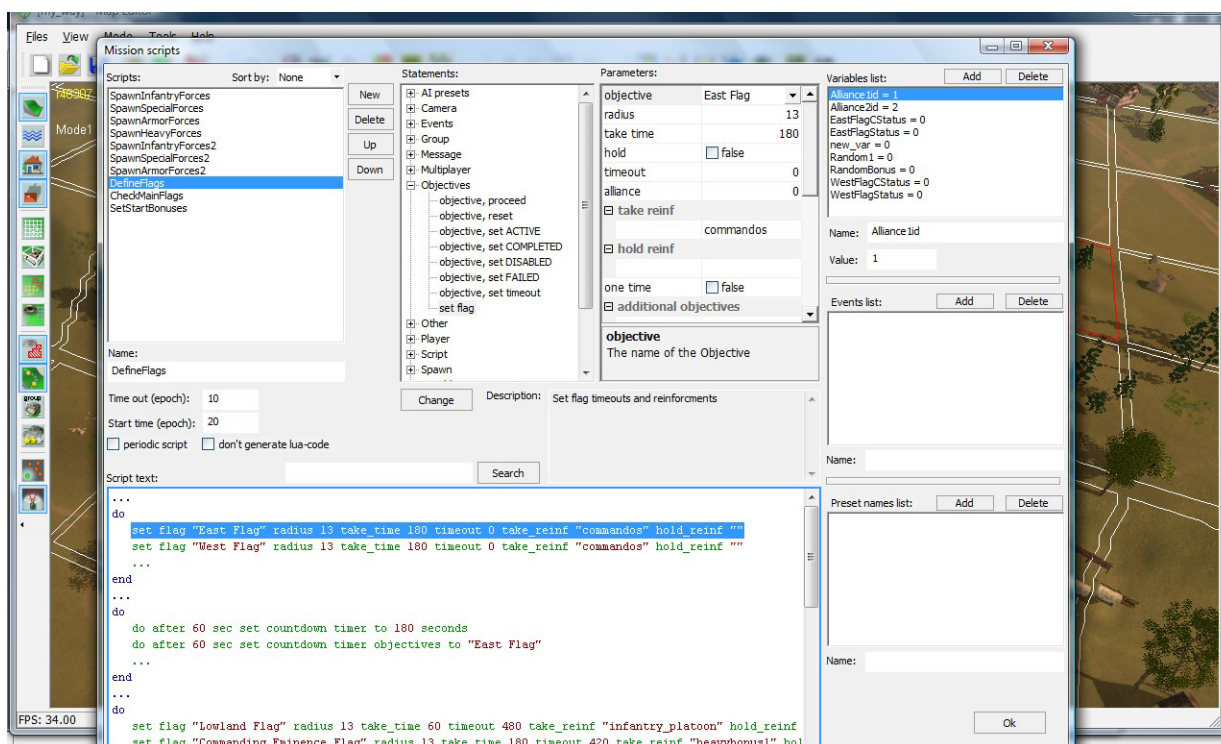


### Spawn Armor Forces2 Script

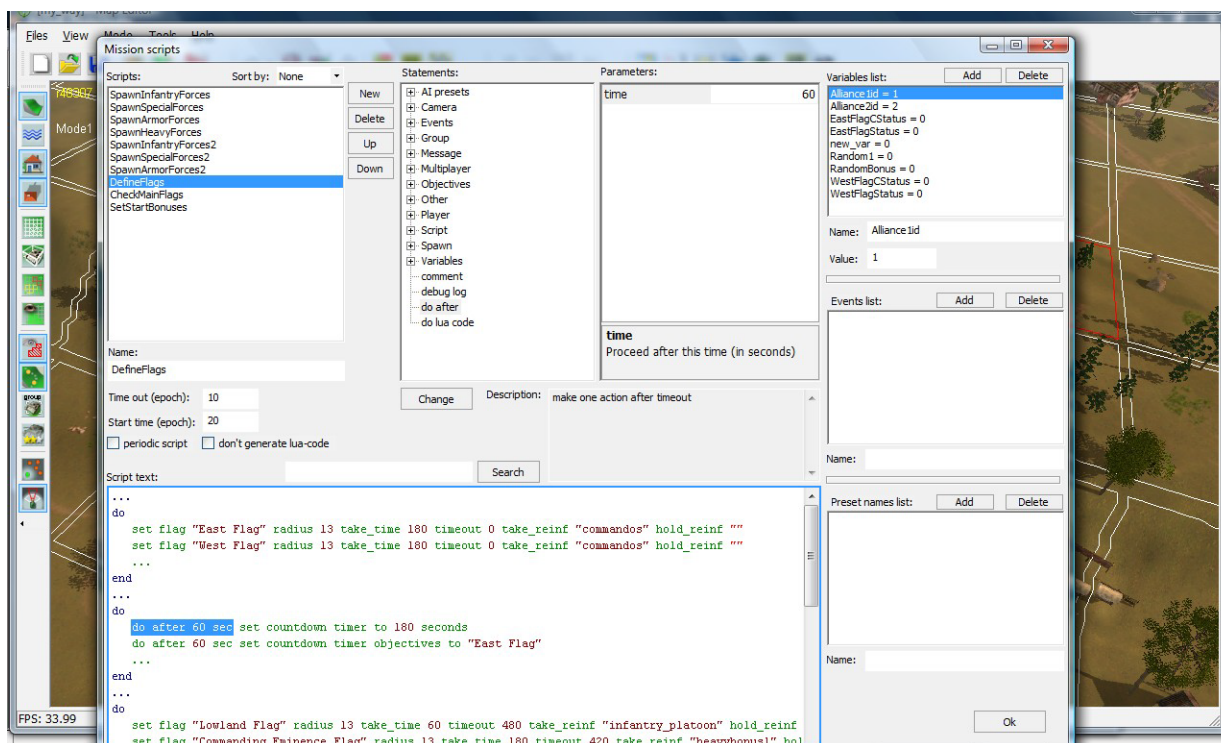


## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### Define Flags Script

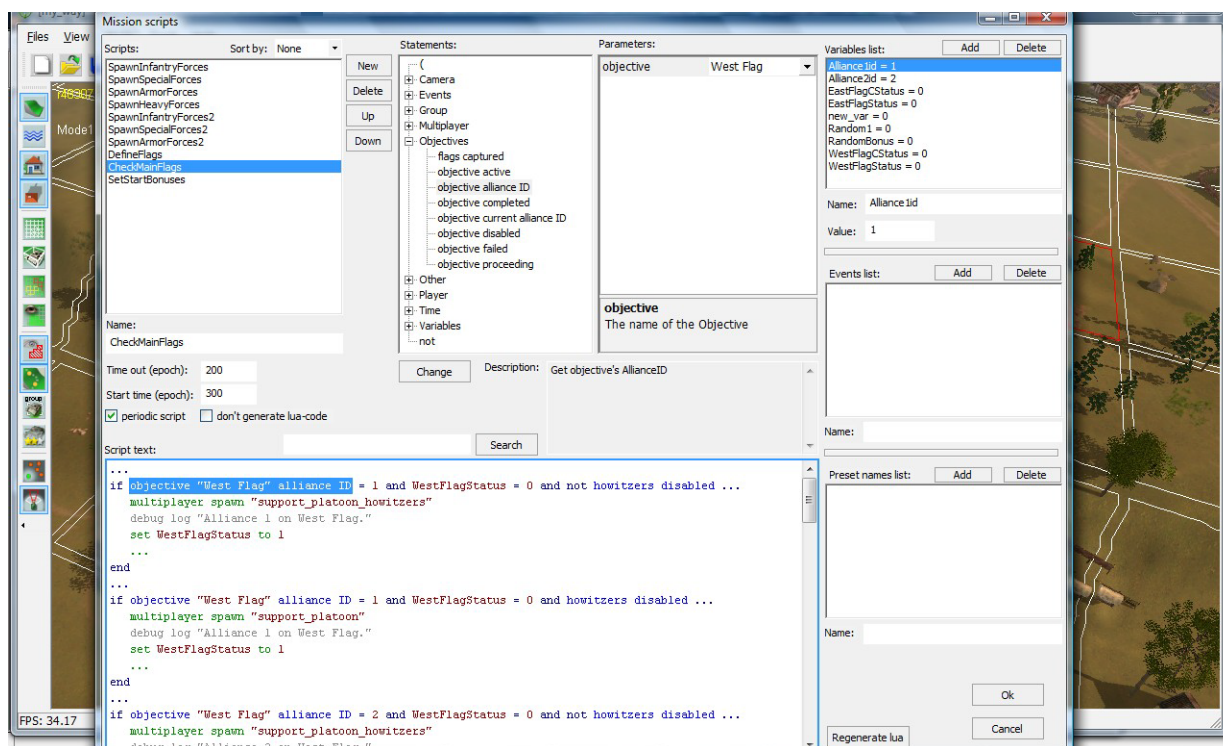


### Define Flags Script

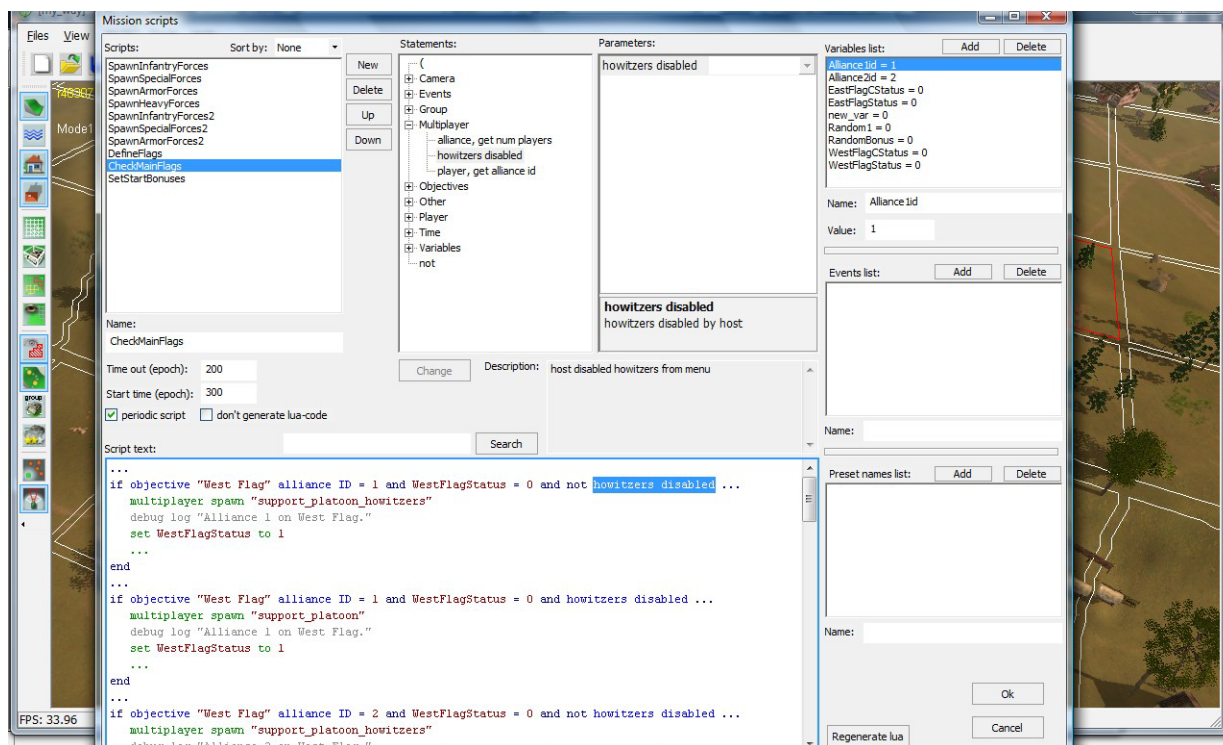


## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### Check Main Flags Script



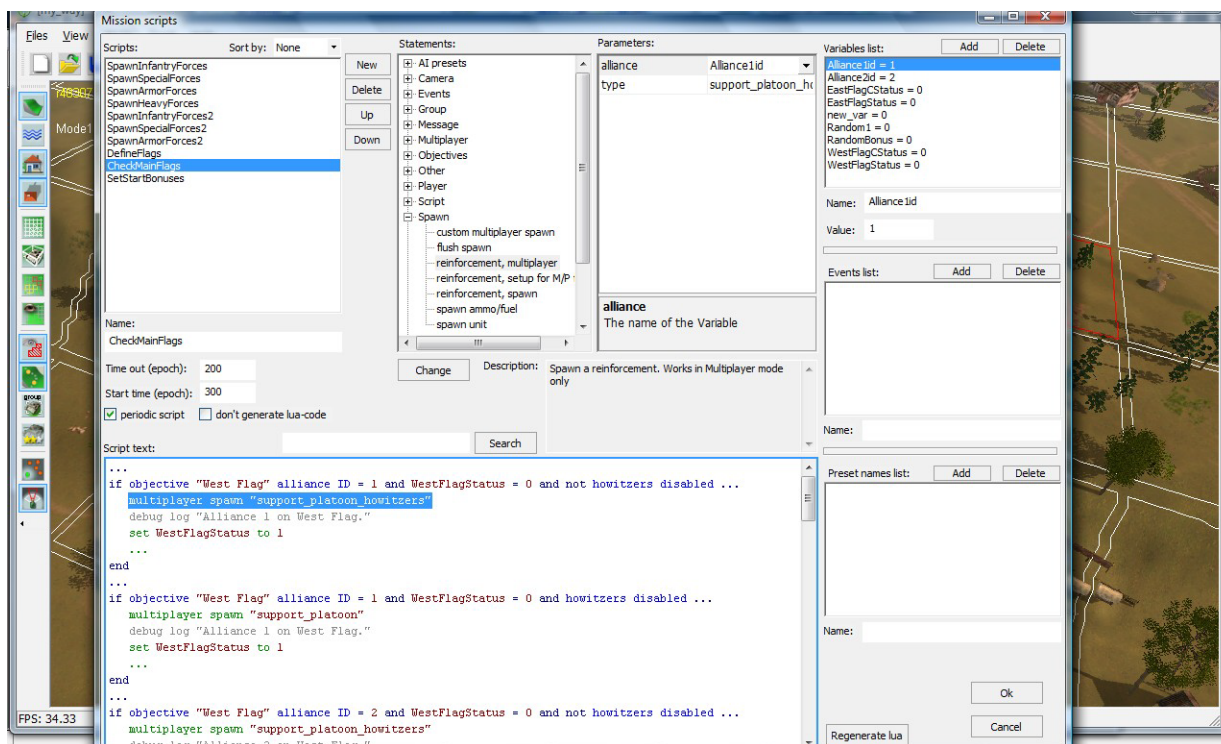
### Check Main Flags Script



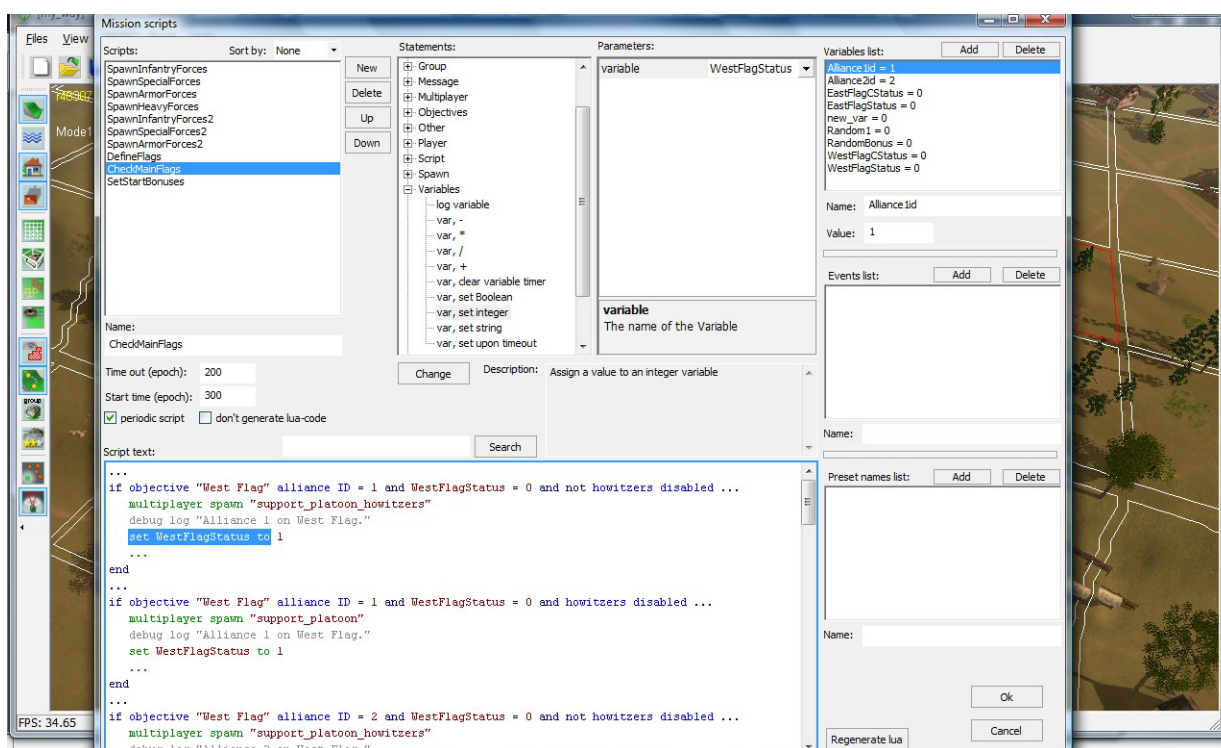


## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### Check Main Flags Script

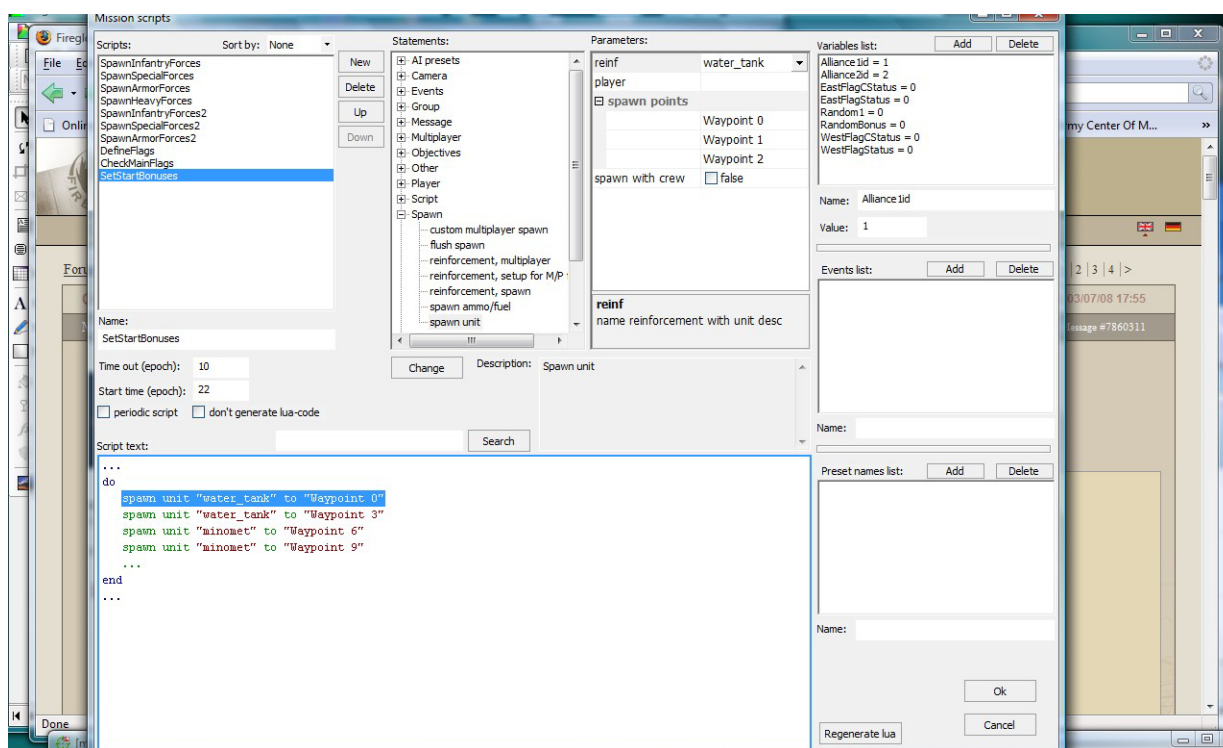


### Check Main Flags Script



## SUDDEN STRIKE 3 MAP EDITOR GUIDE

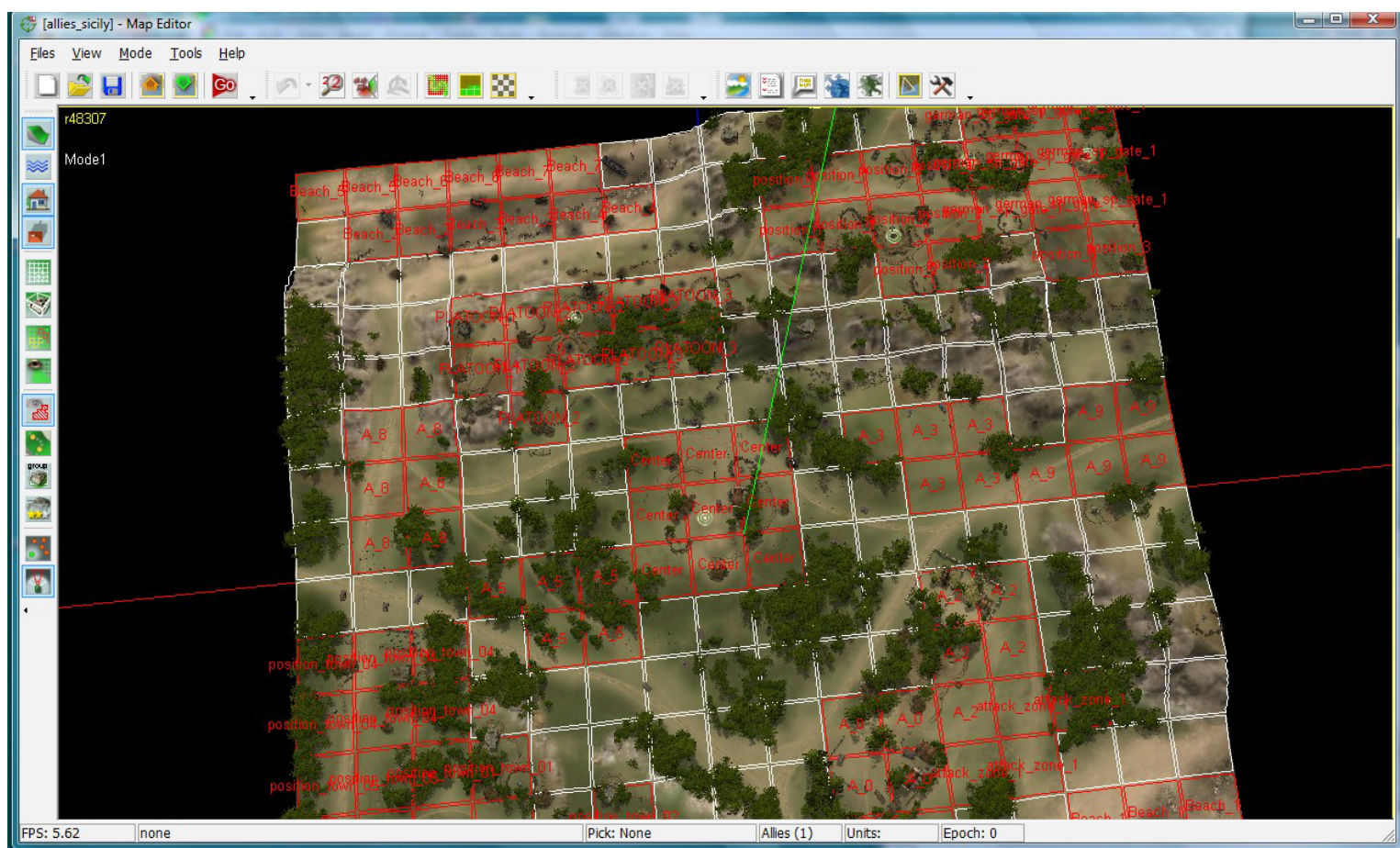
### Set Start Bonuses Script



## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### OPEN SICILY MAP IN EDITOR (Single Player).

Click **SHOW ZONES**, **SHOW GROUPS**, **SHOW WAYPOINTS** on right menu.



This is a professionally designed and scripted map. The creator has established various Zones on the map and given each Zone a unique name.

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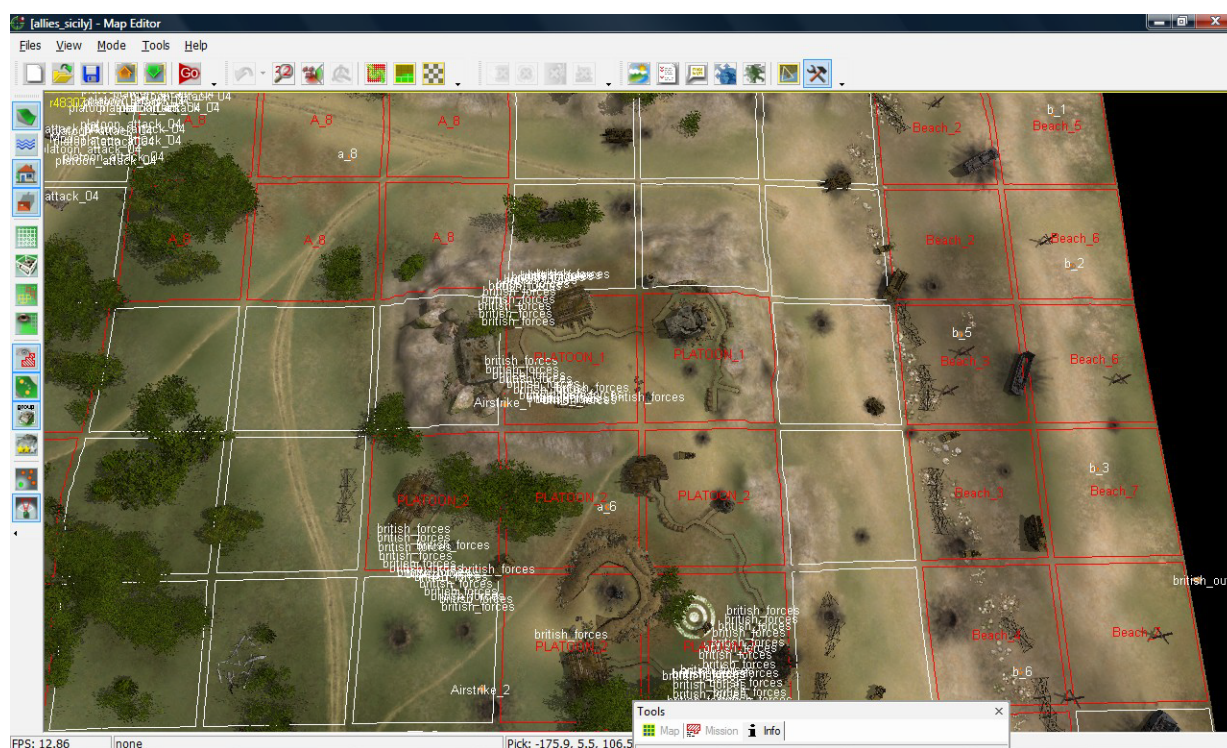
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## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### OPEN SICILY MAP IN EDITOR

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## SUDDEN STRIKE 3 MAP EDITOR GUIDE

**OPEN SCRIPTS** of **INVASION OF SICILY** to see how this mission is scripted.

Click **SHOW ZONES, SHOW GROUPS, SHOW WAYPOINTS**.

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### EXERCISE

**CLICK** on each script in order , then click on an element of the script.

**REVIEW each line and relate it to the action and locations on the map..**

If the script begins with “**DO**”, what will it do?

If the script begins with “**IF**”, determine what the condition is on the first line and determine what the script will “**DO**” on the second line.

### COPY and PASTE SCRIPTS

You can copy and paste these scripts to your own mission by Right Clicking on the (...) And selecting “copy block”, the pasting into new mission.

If you copy scripts, you will have to change variables and statements so the script uses the names of your zones, groups and reinforcements etc.

**Some Scripts begin after time period. Use original time and change on your script.**

**Check if there is a start time for script.**

```

...
if american_reinf_timeout = 1 and american_init_spawn_count <= 2 ...
    spawn "icvp_smg" for "Allies", assign to group "init"
    increase american_init_spawn_count by 1
    set american_reinf_timeout to 0
    set american_reinf_timeout to 1 after 60 seconds
...
end
...
if american_init_spawn_count > 2 ...
    remove this script
...
end
...

```

## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### Military Maps

**You can use military battle maps to get ideas for creating your maps. Then link below is one of the best resources of US WW11 battles and history. Explore it.**

<http://www.history.army.mil/html/bookshelves/resmat/WW2-List.html>

Anzio Beachhead (22 January-25 May 1944)

The Ardennes: Battle of the Bulge

Bastogne: The First Eight Days

Civil Affairs: Soldiers Become Governors

Cross-Channel Attack

Fifth Army at the Winter Line (15 November 1943-15 January 1944)

From the Volturno to the Winter Line (6 October-15 November 1943)

The Lorraine Campaign

Omaha Beachhead (6 June-13 June 1944)

The Persian Corridor and Aid to Russia

Salerno: American Operations From the Beaches to the Volturno (9 September-6 October 1943)

The Siegfried Line Campaign

St-Lo (7 July - 19 July 1944)

To Bizerte With the II Corps (23 April-13 May 1943)

The U.S. Army in the Occupation of Germany, 1944-1946











Utah Beach to Cherbourg (6-27 June 1944)

World War II: The War against Germany and Italy  
(an extract from American Military History, Volume 2 - revised 2005)



## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### MILITARY MAP SYMBOLS

|                        |   |
|------------------------|---|
| Antiaircraft Artillery |    |
| Armored Command        |    |
| Army Air Force         |    |
| Artillery Non Coastal  |    |
| Calvary                |    |
| Calvary Mechanized     |    |
| Chemical War Service   |    |
| Artillery- Coastal     |    |
| Engineers              |    |
| Infantry               |  |

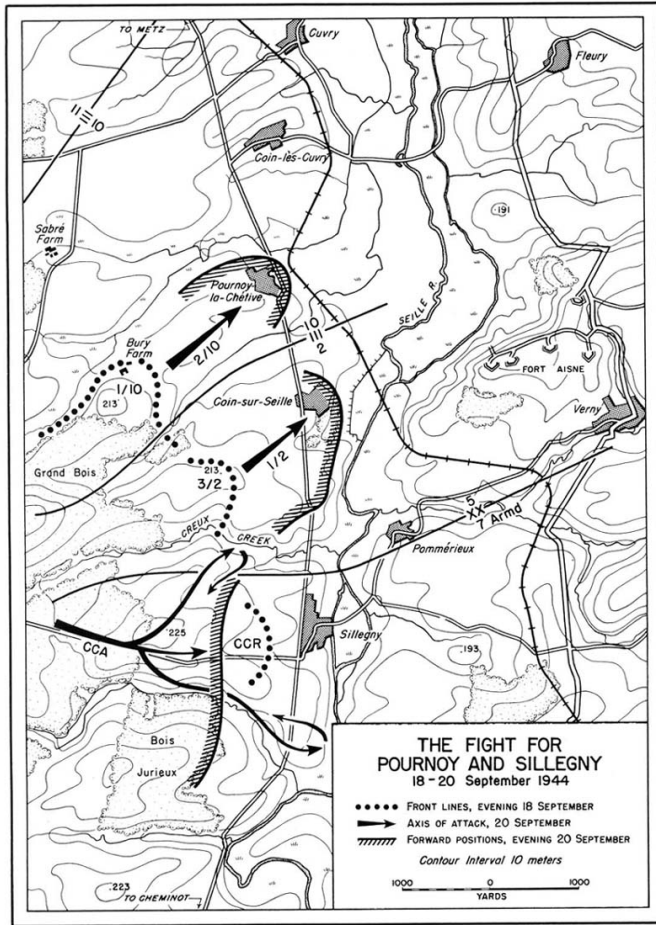
|           |      |
|-----------|------|
| Squad     | •    |
| Section   | ••   |
| Platoon   | •••  |
| Company   | I    |
| Battalion | II   |
| Regiment  | III  |
| Brigade   | X    |
| Division  | XX   |
| Corps     | XXX  |
| Army      | XXXX |

## SUDDEN STRIKE 3 MAP EDITOR GUIDE

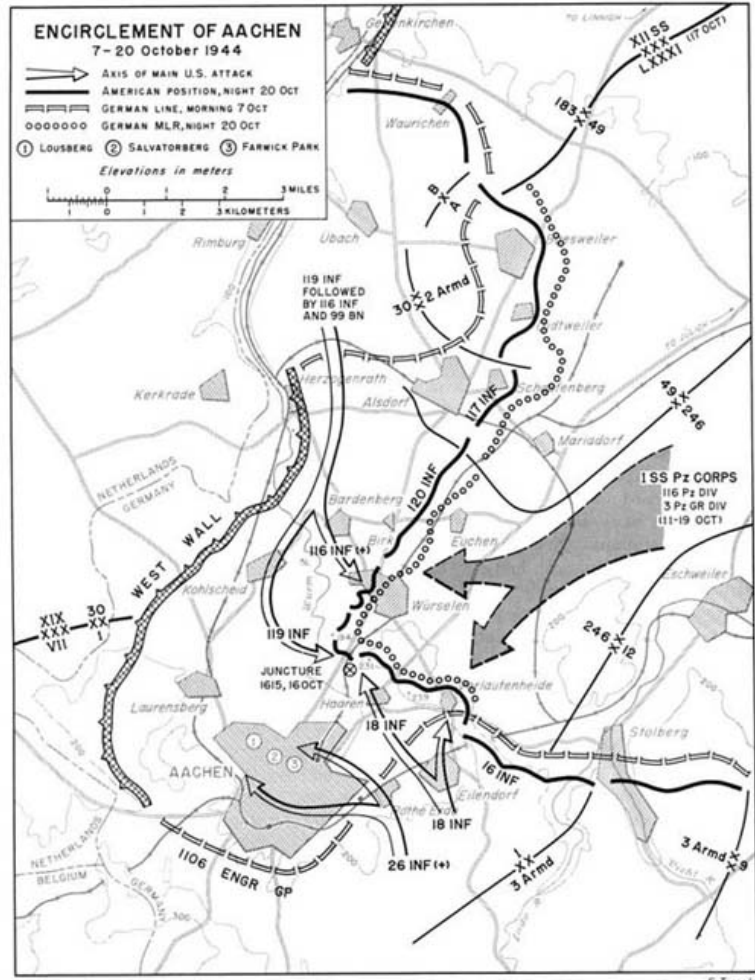
### Military Battle Maps

Link below is very comprehensive US WWII research website with many maps and info.

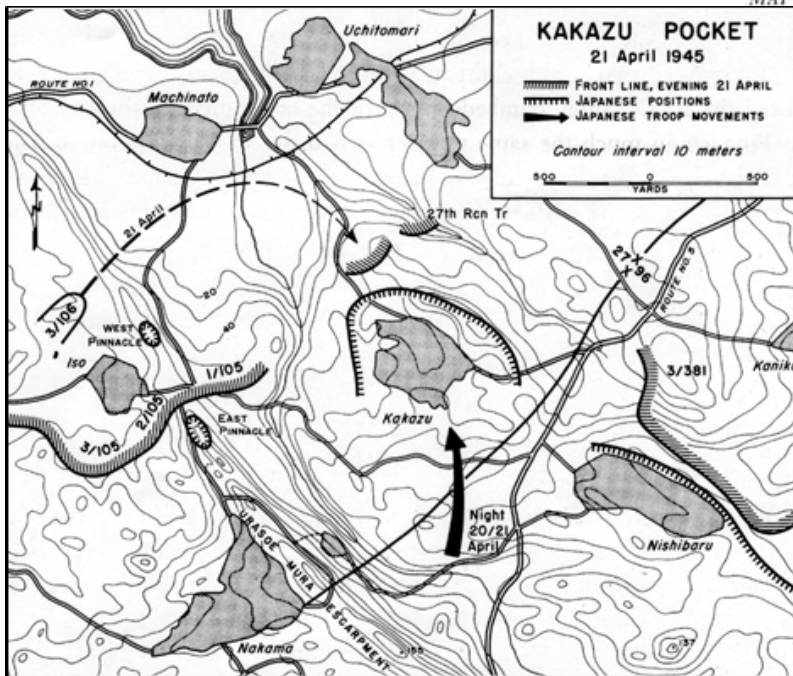
<http://www.history.army.mil/html/bookshelves/resmat/WW2-List.html>



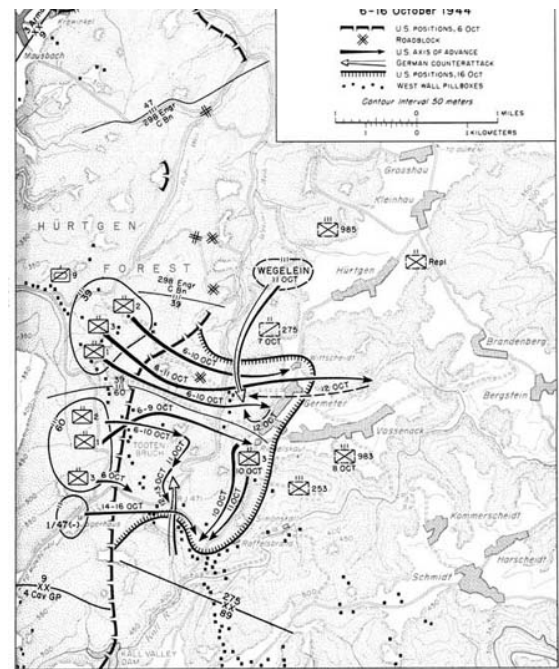
R. Hanson



F. Temple



MAP 4



MAP 6

D. Holmes, Jr.







## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### GUADALCANAL MAPS

<http://www.history.army.mil/books/wwii/GuadC/GC-fm.htm>

Guadalcanal: The First Offensive - Mozilla Firefox

File Edit View History Bookmarks Tools Help

<http://www.history.army.mil/books/wwii/GuadC/GC-fm.htm>

Sharia law SHOULD be... Fireglow Sudden Strike Lesser Known Facts of ... Bunker 161 The Siegfried Line Ca... The Siegfried Line Ca... Helmsley estate gone t...

Norton Phishing Protection on Identity Safe Log-ins

Charts

| No. |   | Page |
|-----|---|------|
| 1.  | <a href="#">Organization of South Pacific Forces at the Inception of Task One</a> | 23   |
| 2.  | <a href="#">Organization of Forces for Task One</a>                               | 29   |
| 3.  | <a href="#">Organization of Landing Force for Task One</a>                        | 51   |

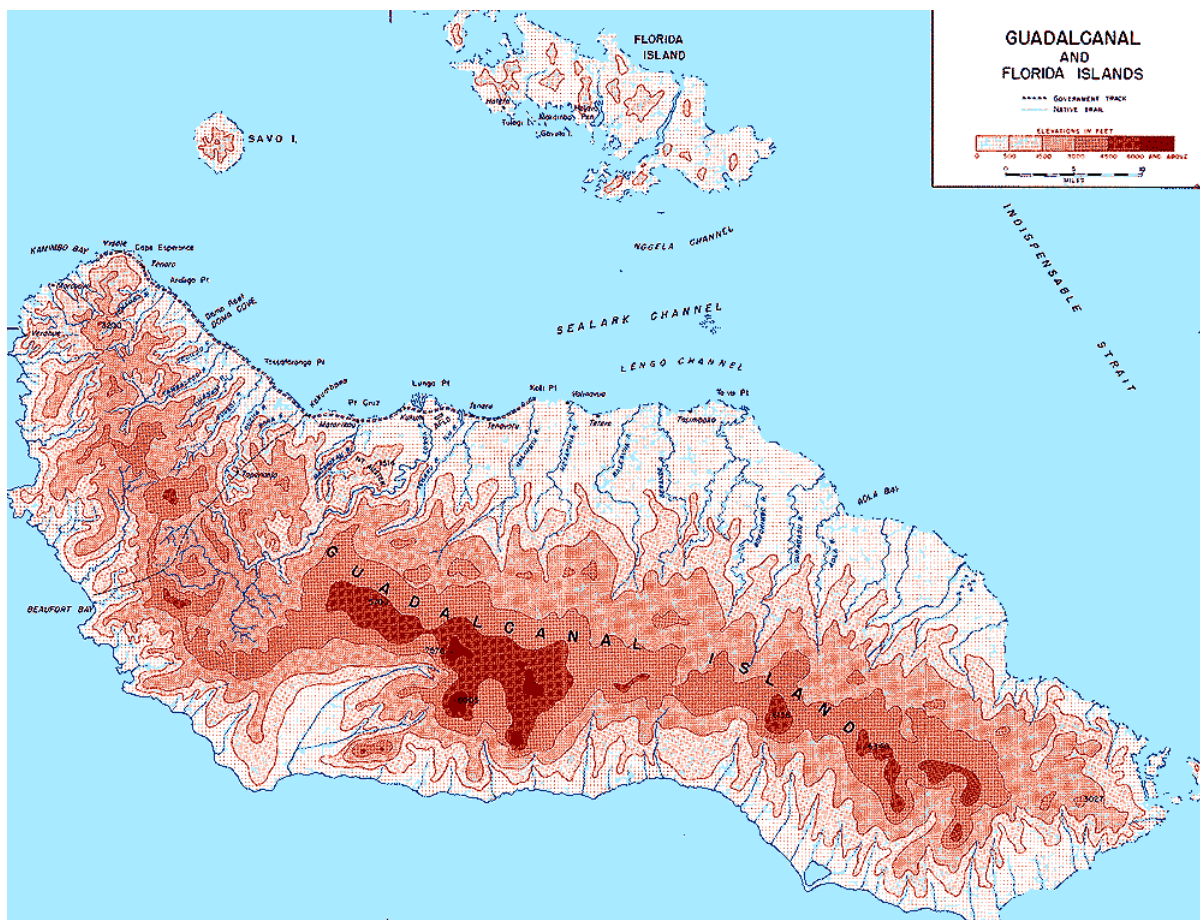
Maps

| No. |  | Page |
|-----|--|------|
| 1.  | <a href="#">The Approach, 7 August 1942</a>  | 60   |
| 2.  | <a href="#">Landings in the Tulagi Area, 7 August 1942</a>                                 | 62   |
| 3.  | <a href="#">Matanikau Action, 19 August 1942</a>   | 90   |
| 4.  | <a href="#">Ilu Action, 21 August 1942</a>   | 96   |
| 5.  | <a href="#">Tasimboko Raid, 8 September 1942</a>   | 111  |
| 6.  | <a href="#">Matanikau Action, 24-27 September 1942</a>                                     | 127  |
| 7.  | <a href="#">Matanikau Offensive, 7-9 October 1942</a>                                      | 132  |
| 8.  | <a href="#">Matanikau-Lunga Front, 9 October 1942</a>                                      | 143  |
| 9.  | <a href="#">Push Toward Kokumbona, 1-4 November 1942</a>                                   | 193  |
| 10. | <a href="#">Koli Point, 2-3 November 1942</a>  | 196  |
| 11. | <a href="#">Advance to the Matanikau, 1st Battalion, 35th Infantry, 12-16 January 1943</a> | 288  |
| 12. | <a href="#">Gifu Positions, 10 January 1943</a>  | 293  |
| 13. | <a href="#">Pocketing the Gifu, 18-19 January 1943</a>                                     | 301  |
| 14. | <a href="#">Reduction of the Gifu, 22-23 January 1943</a>                                  | 304  |
| 15. | <a href="#">Russell Islands</a>  | 353  |

XV

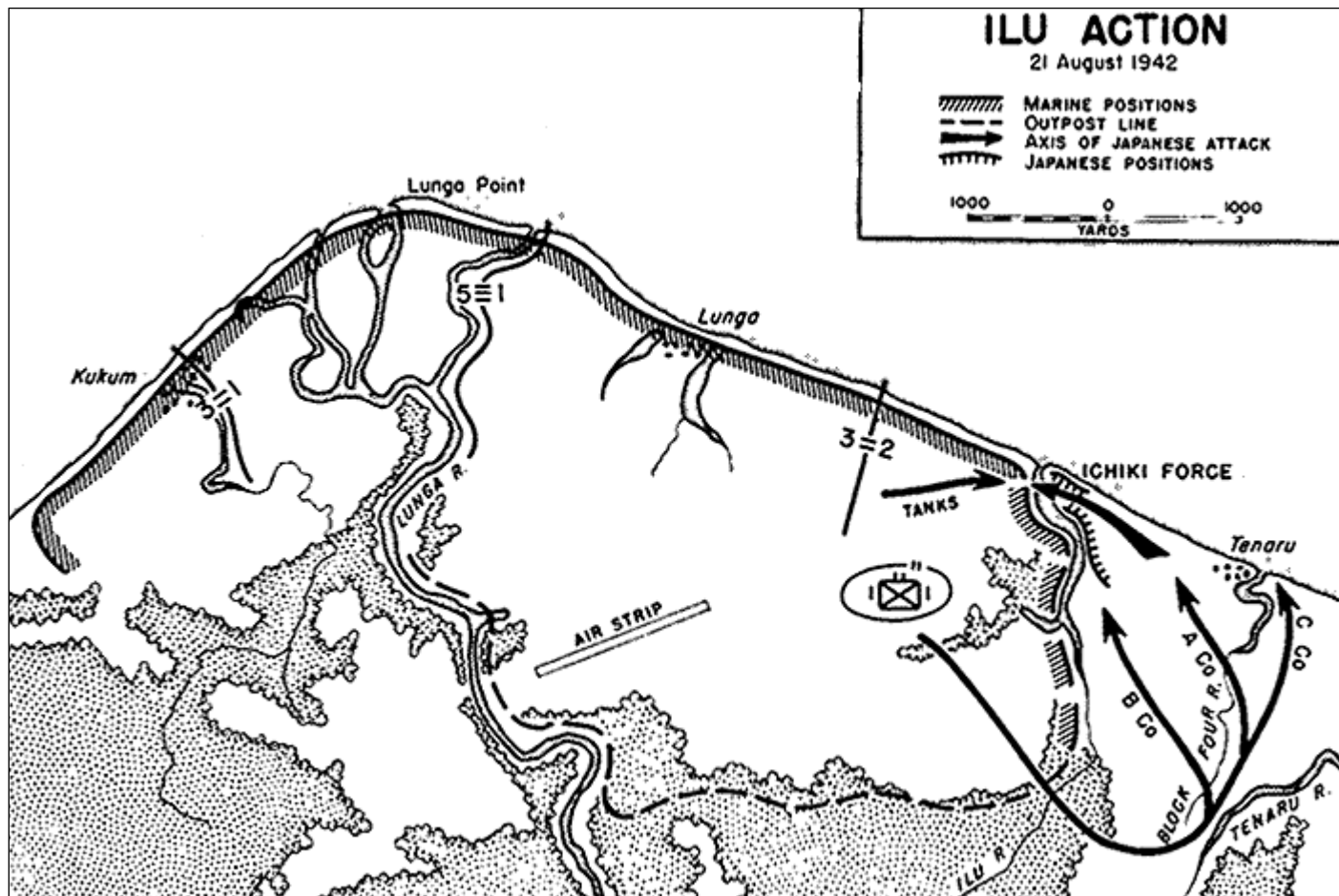
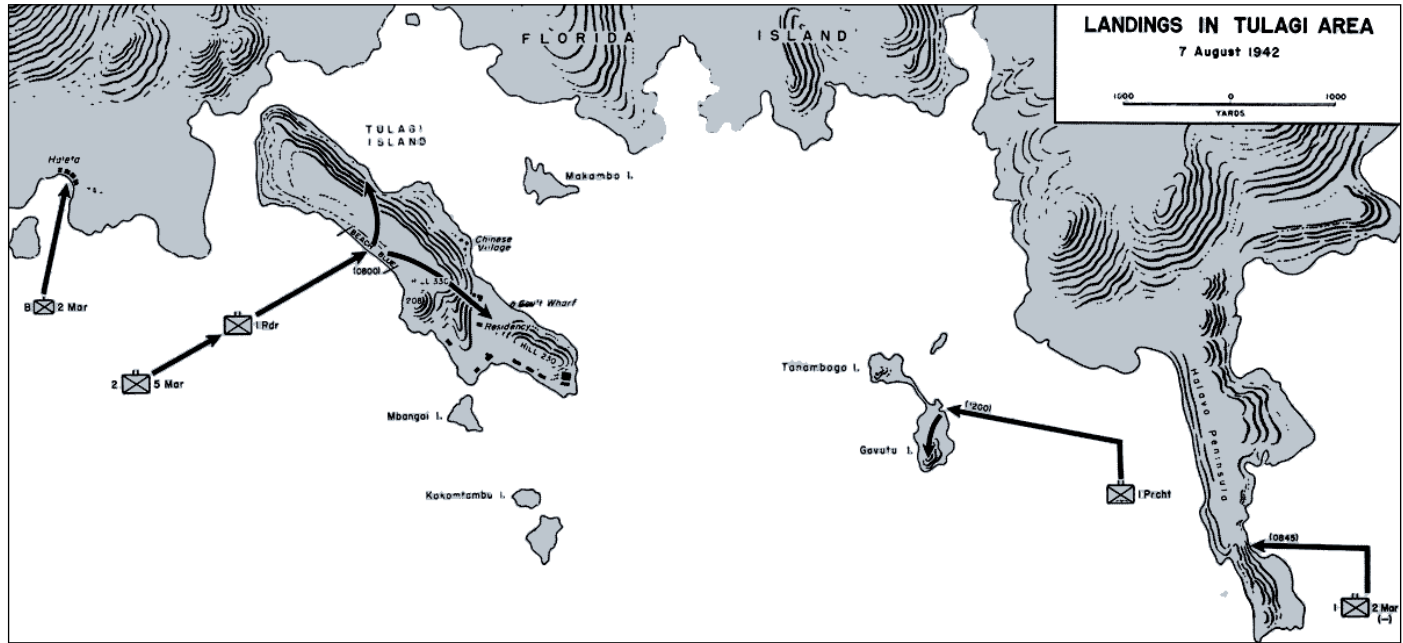
Maps I-XXI Are in Inverse Order Inside Back Cover

Done



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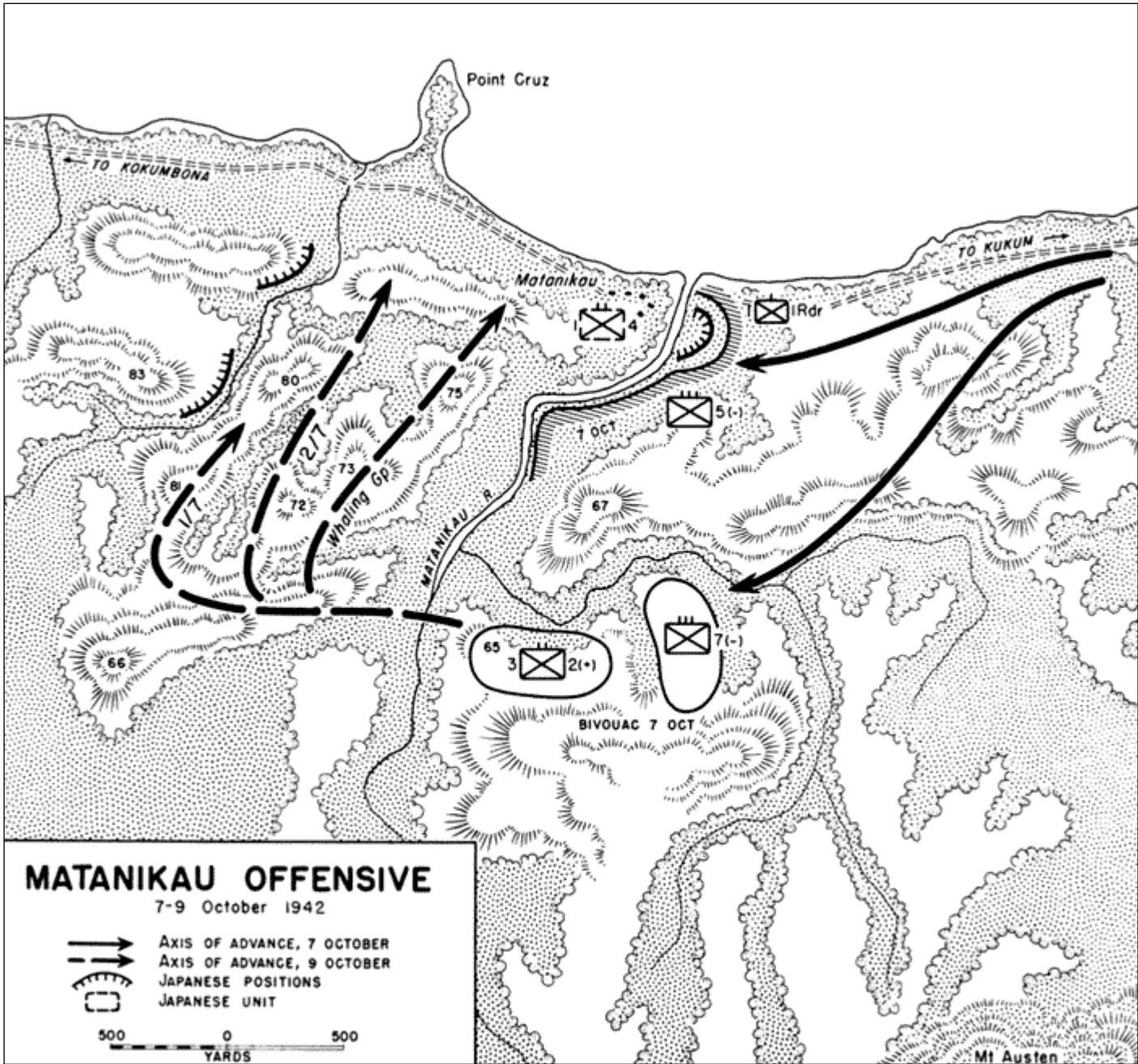
### GUADALCANAL





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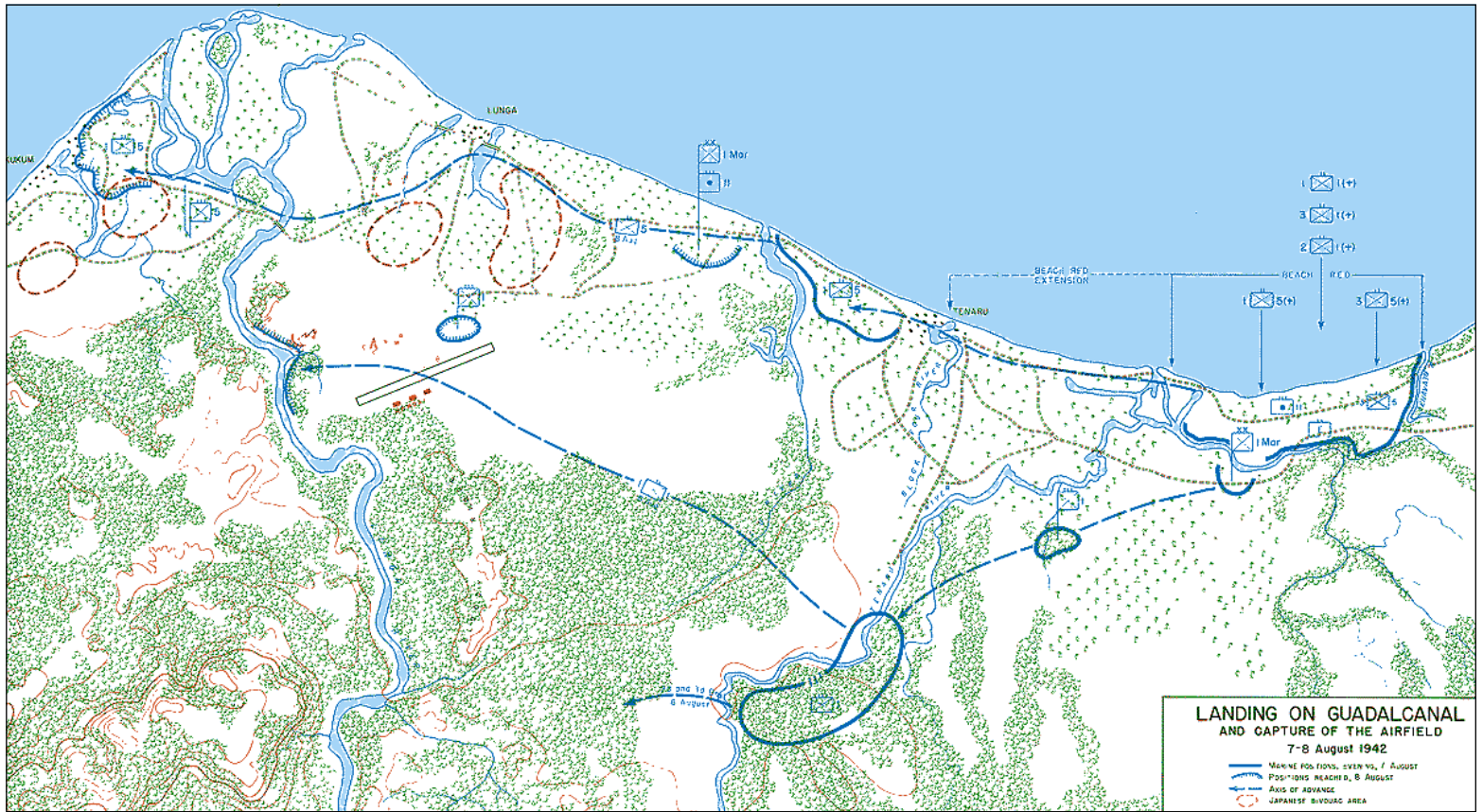
GUADALCANAL





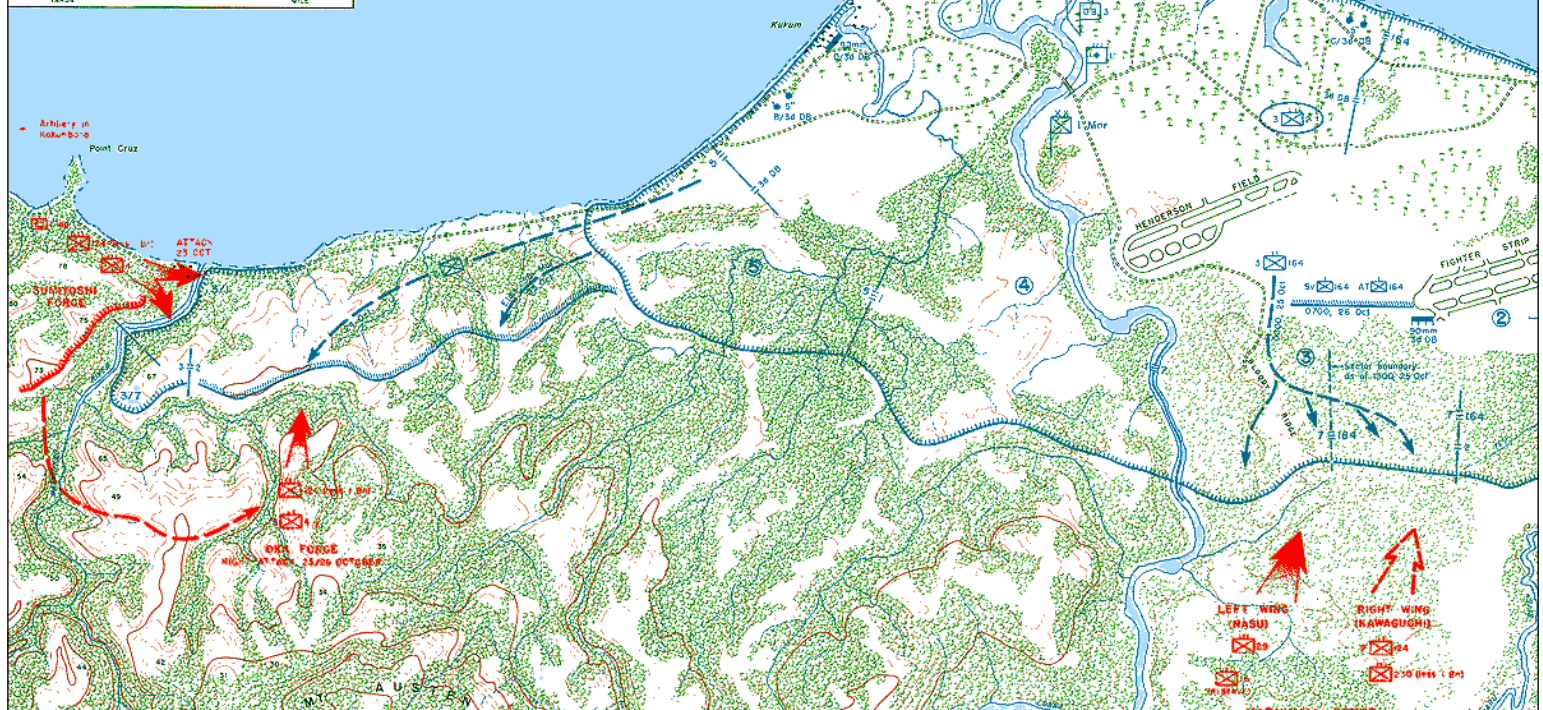
## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### GUADALCANAL



### JAPANESE COUNTEROFFENSIVE 23-26 October 1942

Legend for Japanese Counteroffensive map:  
- U.S. positions, 23 October (represented by blue squares with numbers)  
- Positions established 24-26 October (represented by blue circles)  
- Sectors (represented by blue lines)  
- 3d Div. 3d Defense Battalion (represented by blue arrows)  
- Axis of Japanese attacks (represented by red arrows)  
- Form line interval 50 feet  
- Scale: 1 inch = 1 mile

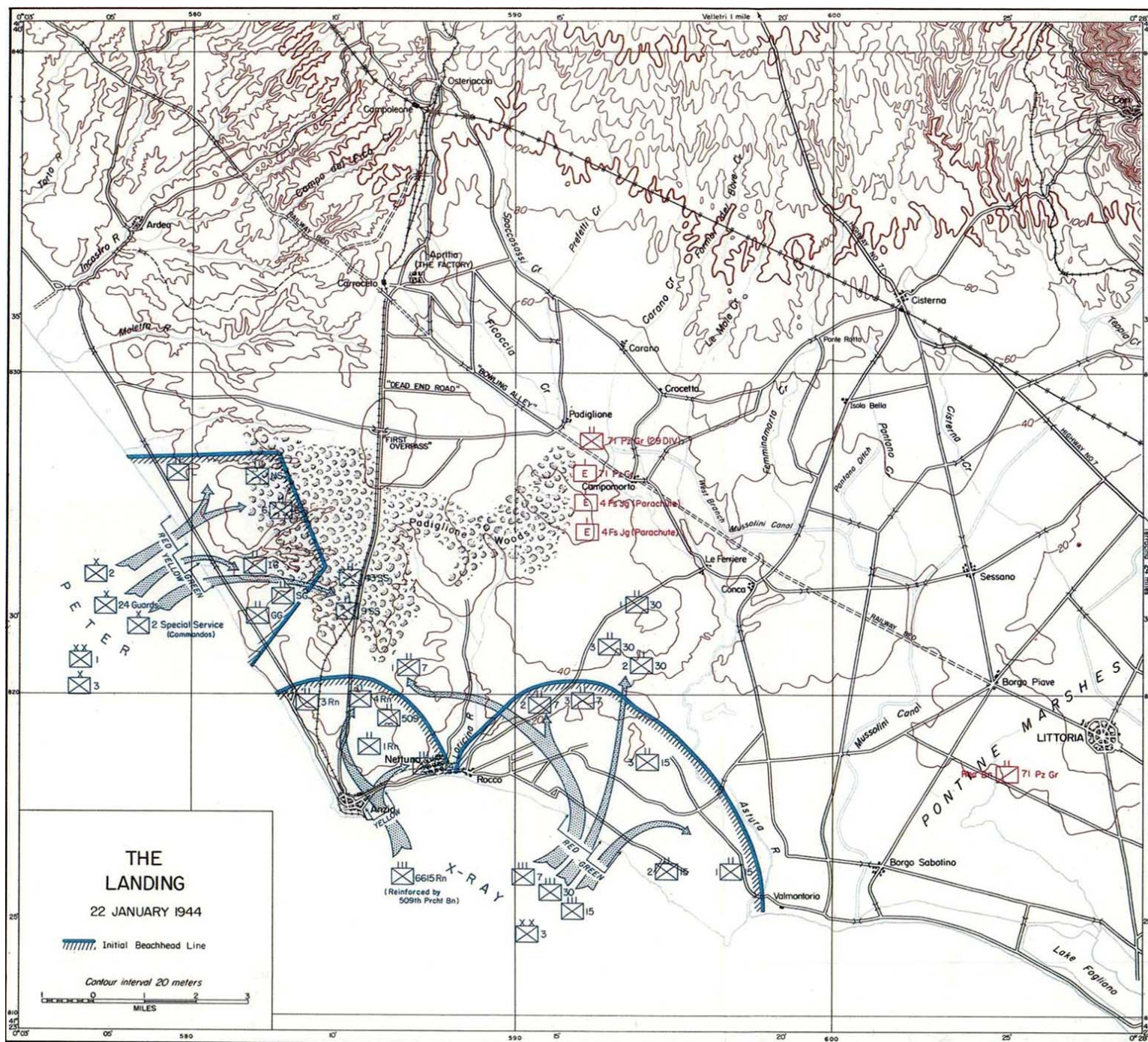




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### THE LANDING AT ANZIO

<http://www.history.army.mil/books/wwii/anziobeach/map03.jpg>



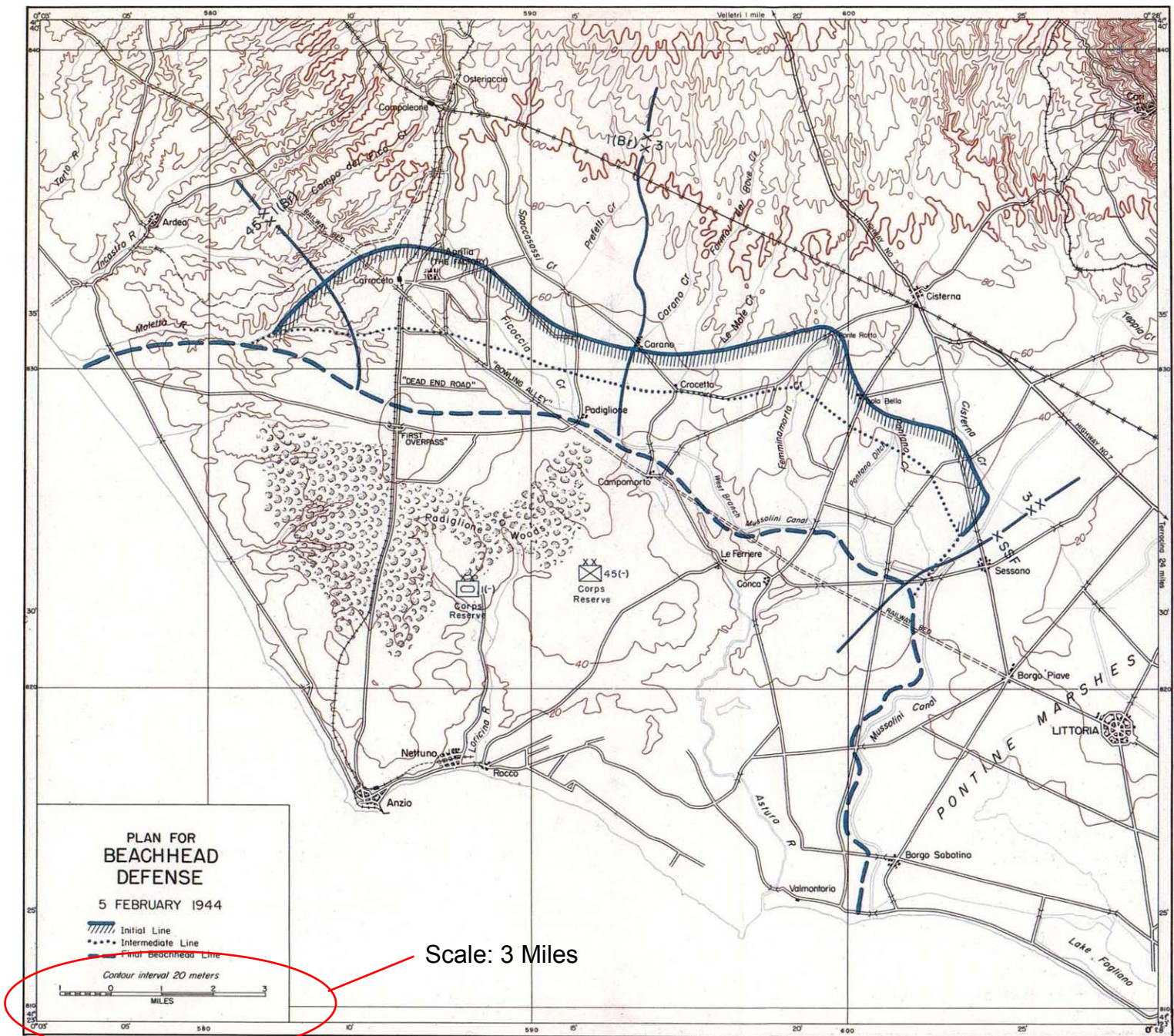


## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### Defense of ANZIO Beachhead

Go here for more maps:

<http://www.history.army.mil/books/wwii/anziobeach/anzio-fm.htm>

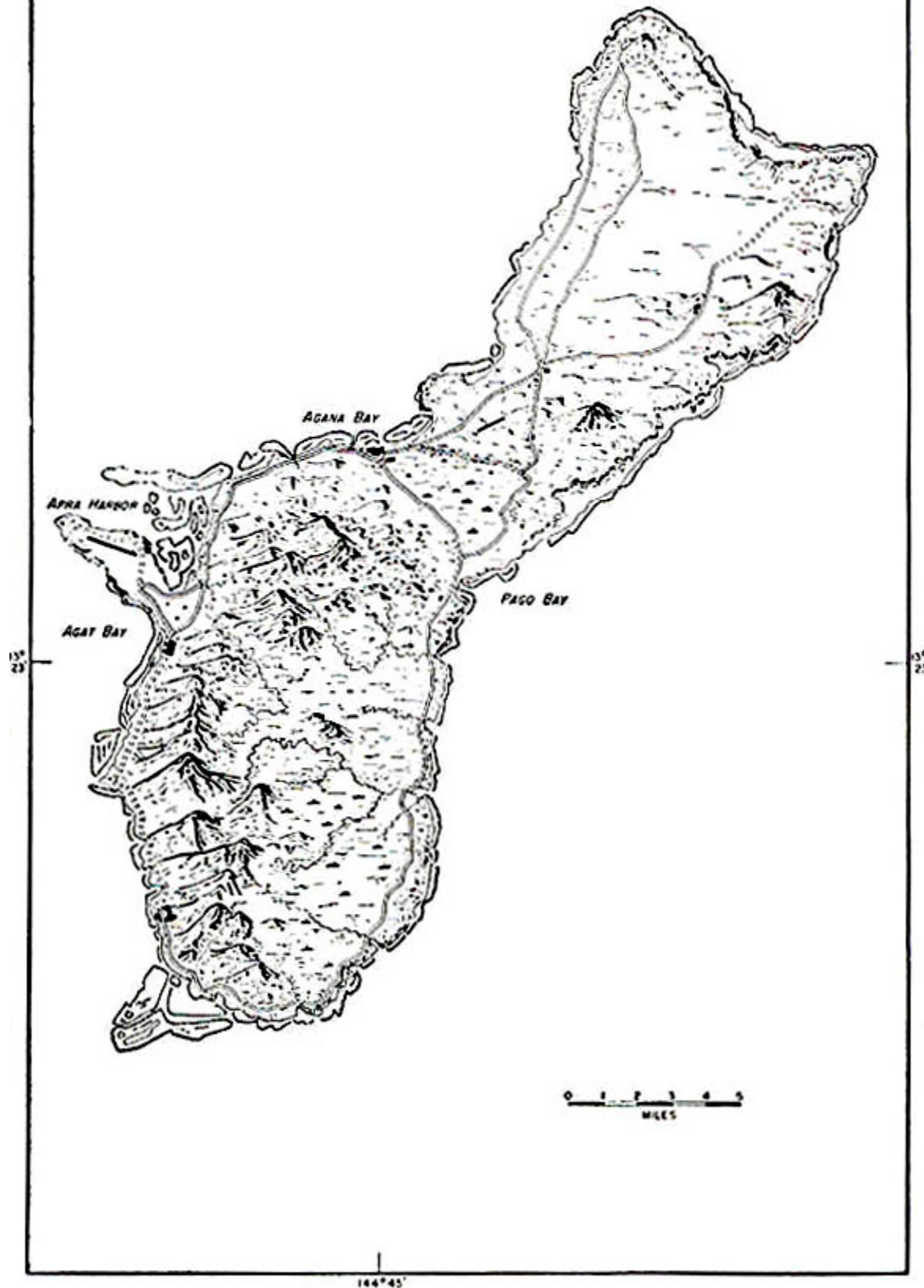




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<http://www.history.army.mil/books/wwii/guam/guam77div-fm.htm>

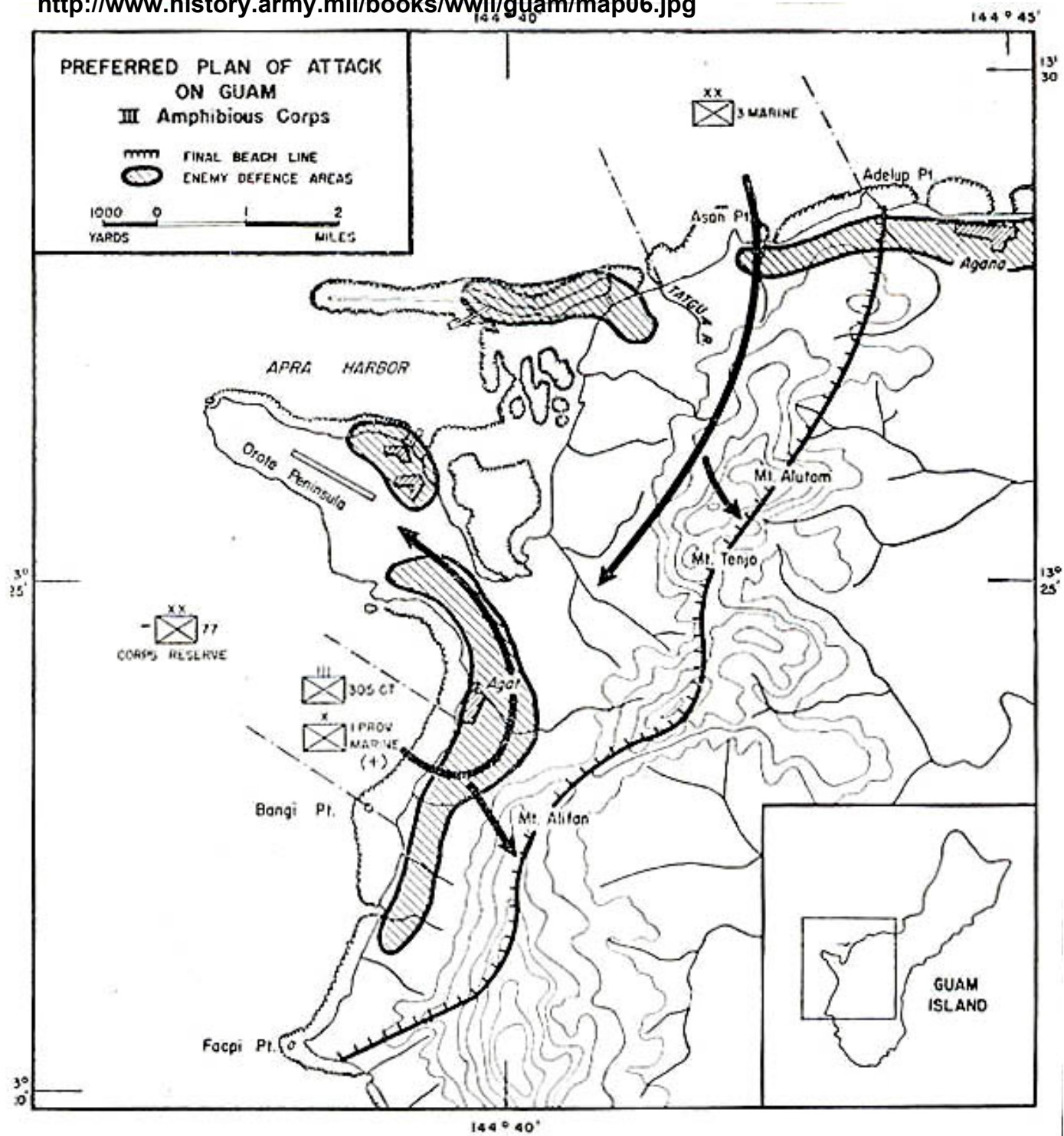
### ***GUAM***



## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### Plan of Attack on GUAM

<http://www.history.army.mil/books/wwii/guam/map06.jpg>



## SUDDEN STRIKE 3 MAP EDITOR GUIDE

<http://www.history.army.mil/html/bookshelves/resmat/WW2-AP.html>

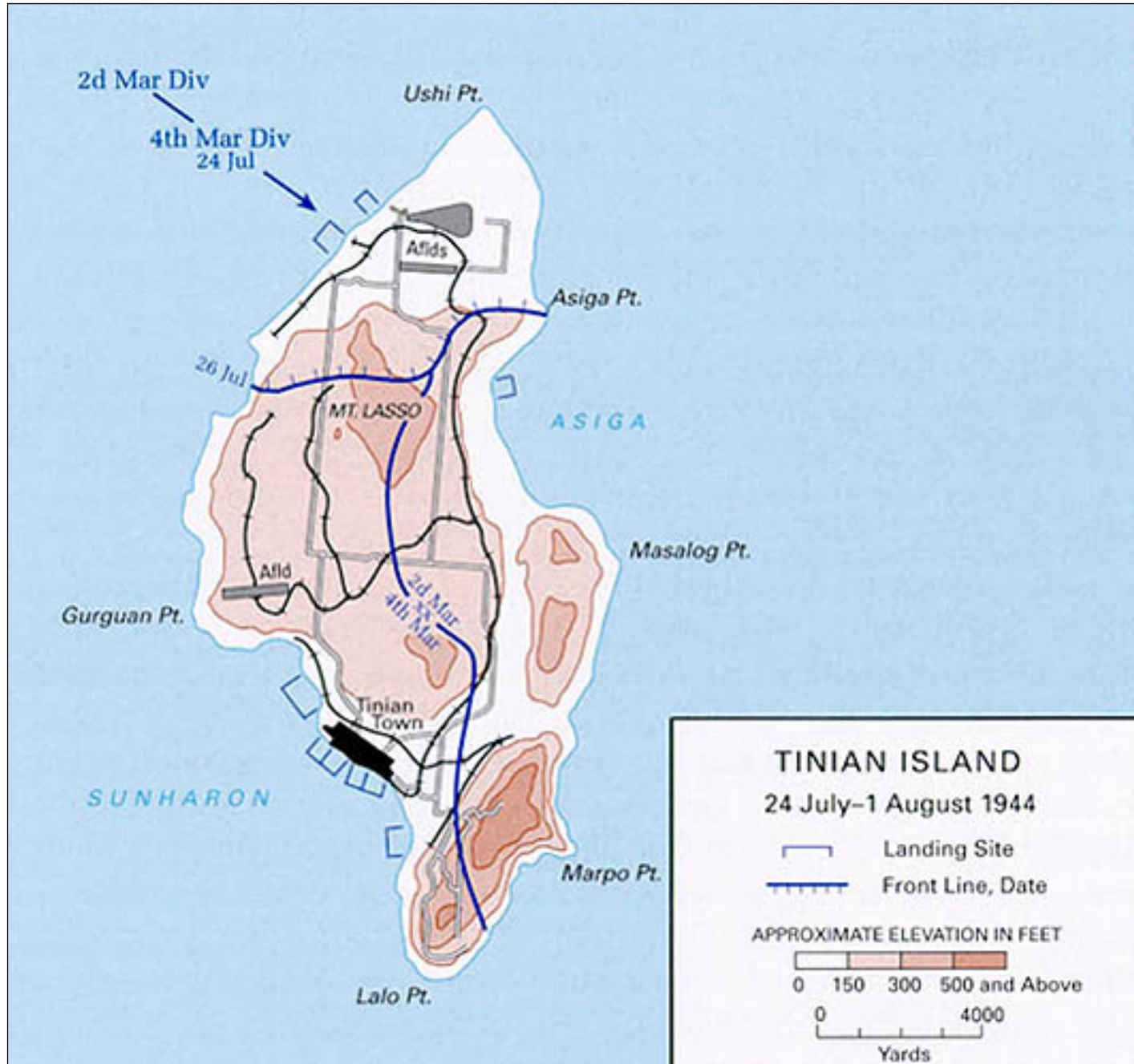




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### Tinian Island

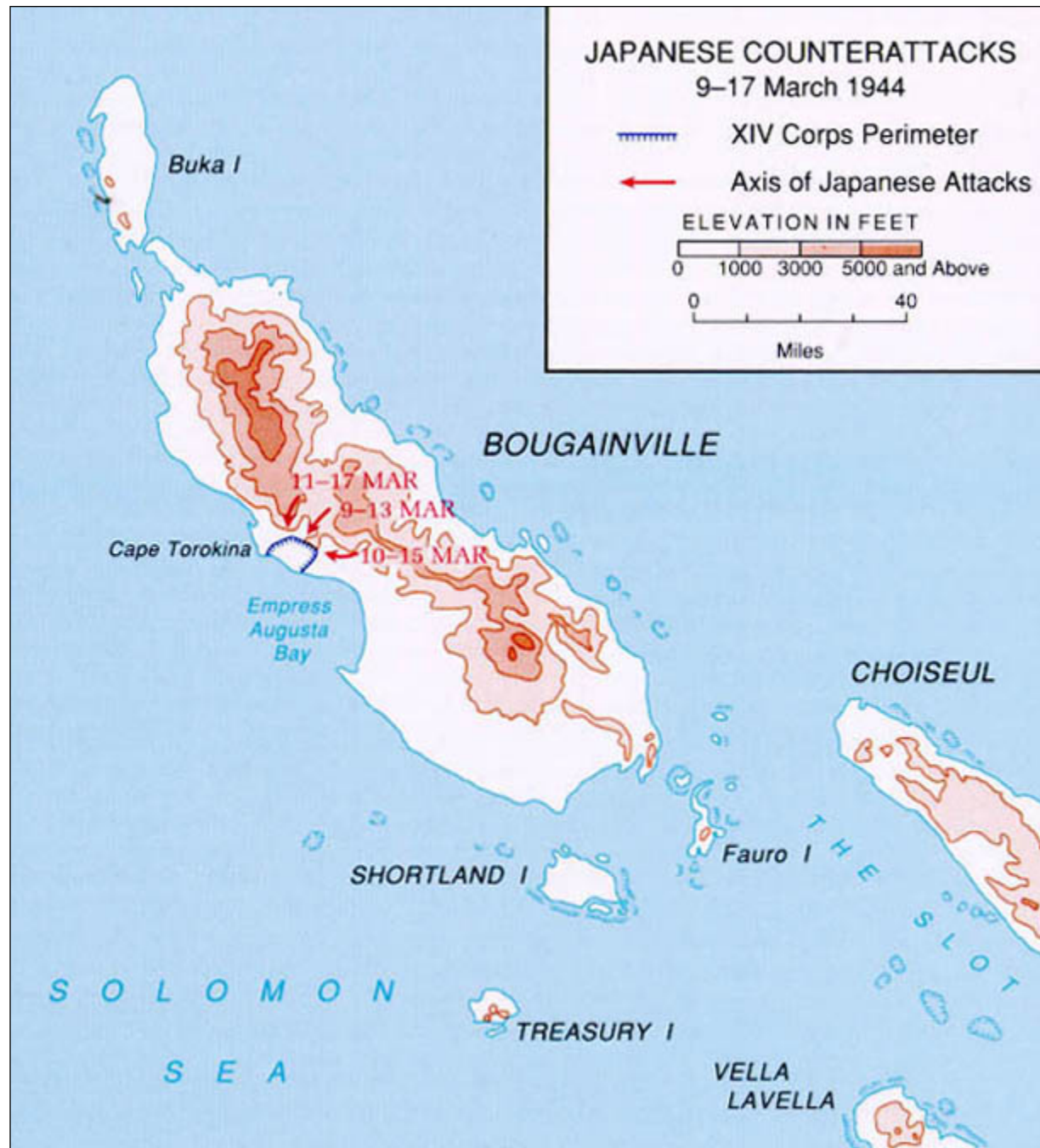
<http://www.history.army.mil/brochures/westpac/westpac.htm>



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### SOLOMON ISLANDS - BOUGAINVILLE

<http://www.history.army.mil/brochures/northsol/northsol.htm>

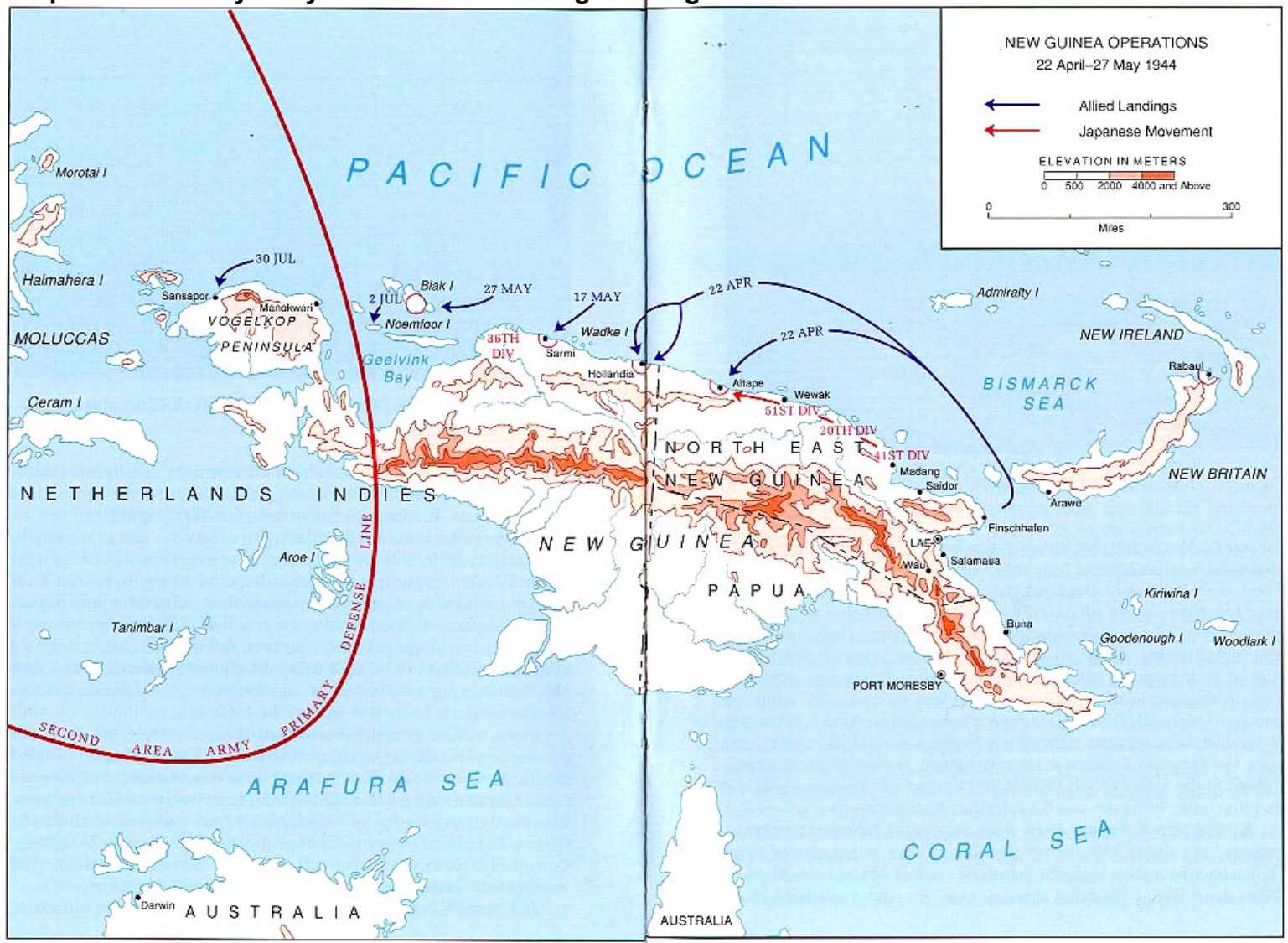




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### NEW GUINEA

<http://www.history.army.mil/brochures/new-guinea/ng.htm>

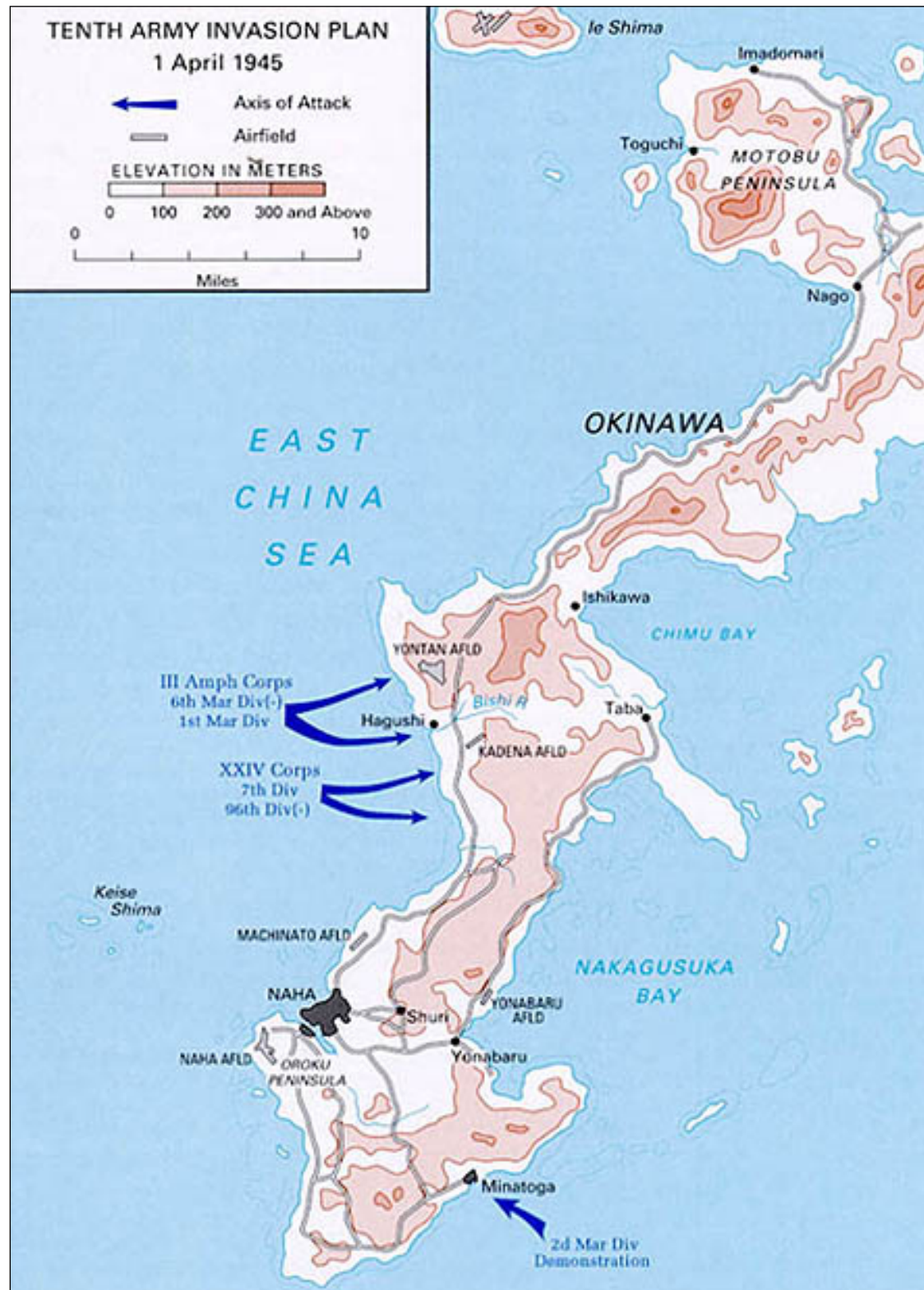




## SUDDEN STRIKE 3 MAP EDITOR GUIDE

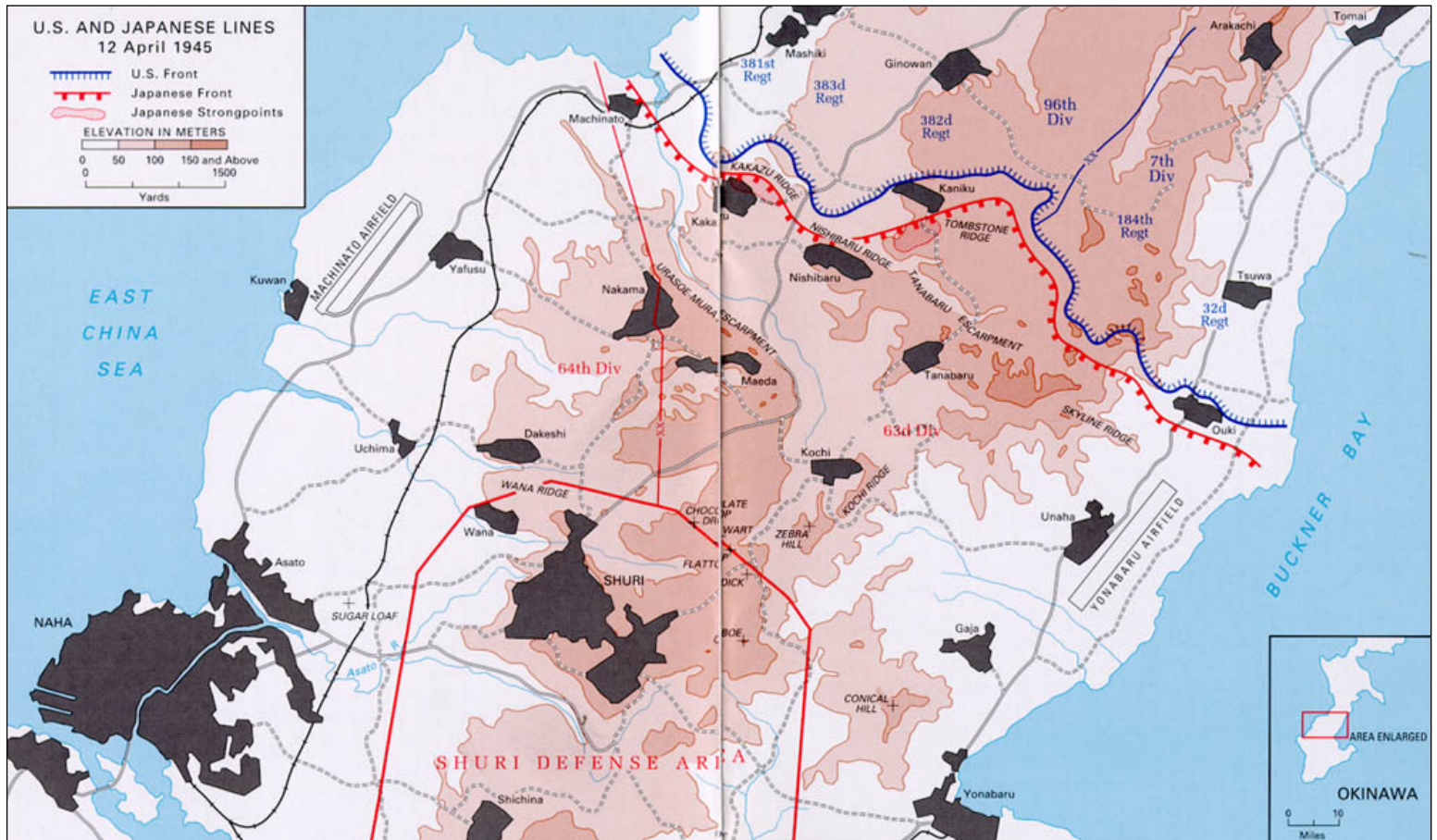
### OKINAWA

<http://www.history.army.mil/brochures/ryukyus/ryukyus.htm>



## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### OKINAWA





## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### USING GOOGLE EARTH

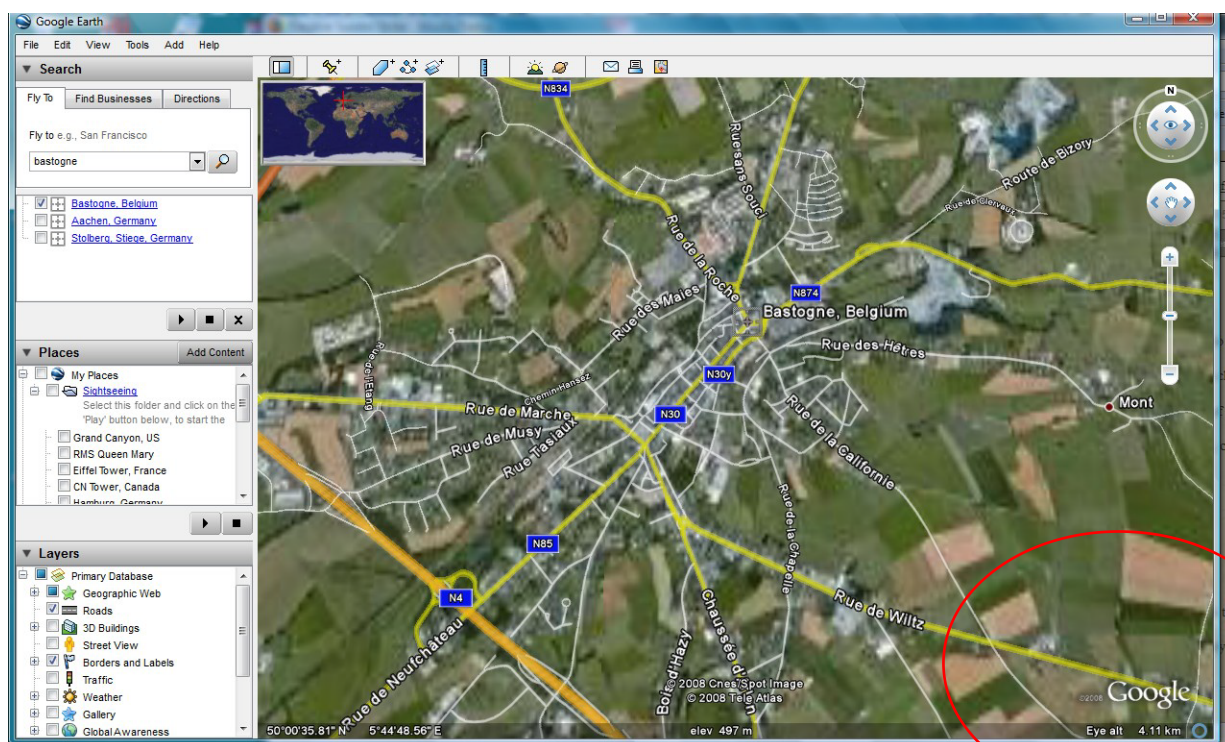
This is an excellent resource for planning and making a map to scale.

Find a location where military battles took place. Zoom in on the Google map.

In the lower right hand portion of the map is a distance indicator (Eye Alt).

This map is zoomed to show 4.11 KM on Google map. If you made a 4x4 SS3 Map, this would correspond in actual distance. Print a copy to use as a guide when making your map.

Although landscapes and villages have changed over time, This can give you an idea of the road and topographic features.



**GOOGLE MAPS** - Switch to Google maps to get a different perspective.



## **SUDDEN STRIKE 3 MAP EDITOR GUIDE**

### **SCRIPTS FOR SINGLE PLAYER MAPS**

## SUDDEN STRIKE 3 MAP EDITOR GUIDE

### SINGLE PLAYER SCRIPTS

This section will show you various commonly used scripts in Single Player missions.

Since all maps and missions are unique, you will have to apply your own variables to the scripts.

The format gives you an example of “what you want to do” and then shows the script format that you would use. “IF this happens, DO this action.”

**Example;** If the player’s total number of units falls below 30, send him ReinforcementX

**Script:** if number of alls lost by player=30  
Spawn reinforcementX for player, assign to group “ “

