

WITP-AE Bitmap Distribution Manager

by

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In 2010 Matrix Games released patch 3 for their game War in the Pacific – Admirals Edition which introduced a number of enhancements to the in-game graphics. These improvements included a method of incorporating date activated single aircraft top and side art images, date activated ship class side and shil art images as well as Land Combat Unit (LCU), Air Groups (AGP) and individual ship (SHP) unit badges. Further information is available at <http://www.matrixgames.com/forums/tm.asp?m=2405660>

This suite of utilities can be used to create, manage and view (with a web browser) artwork sets after installation for rotating air images and for rotating ship class images. Utilities are also supplied to view (with a web browser) the installed artwork for Land Combat Unit (LCU), Air Groups (AGP) and individual ship (SHP) unit badges.

Unit Patch Art Overview:

The Land Combat Unit (LCU), Air Groups (AGP) and individual ship (SHP) unit badges appear on the unit information screens in game and are installed in the Art\AlliedPatch or Art\JapPatch folders in the WITP-AE game folder.

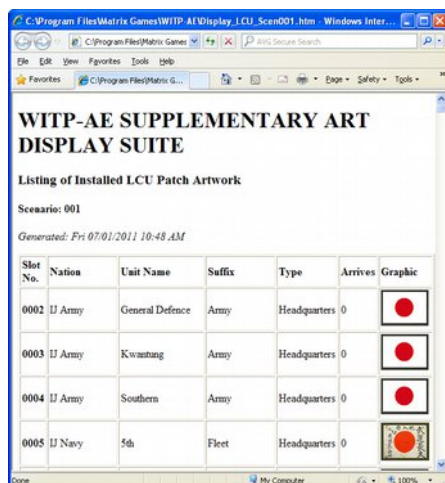
The unit patch files are of the format AGP_XXXX.bmp, LCU_XXXX.bmp or SHP_XXXX.bmp where XXXX is the slot number.

Duplicating Unit Patch Artwork:

This bitmap suite has a utility in the main menu to copy a bitmap image and clone it into a continuous set of sequential unit patch slots as a single operation. This is useful to create a number of identical unit patches for a large group of units. The utility requires the following inputs:

- The location of the source bitmap which will be duplicated. The file has to exist and if the path includes spaces the path name has to be surrounded by inverted commas.
- The type of Unit Patch (AGP, LCU or SHP)
- The slot number of the first duplicated unit patch image in the series. This has to be between 1 and 9999.
- The slot number of the last duplicated unit patch image in the series. This has to be between 1 and 9999 and larger or equal to the first slot.
- The path to the destination folder into which the patch images will be duplicated. The folder has to exist and if the path includes spaces the path name has to be surrounded by inverted commas.

Viewing Installed Unit Patch Artwork:



WITP-AE SUPPLEMENTARY ART DISPLAY SUITE

Listing of Installed LCU Patch Artwork

Scenario: 001

Generated: Fri 07/01/2011 10:48 AM

Slot No.	Nation	Unit Name	Suffix	Type	Arrives	Graphic
0002	U Army	General Defence	Army	Headquarters	0	
0003	U Army	Kwantung	Army	Headquarters	0	
0004	U Army	Southern	Army	Headquarters	0	
0005	U Navy	5th	Fleet	Headquarters	0	



WITP-AE SUPPLEMENTARY ART DISPLAY SUITE

Listing of Installed Airgroup Patch Artwork

Scenario: 001

Generated: Fri 07/01/2011 11:42 AM

Slot No.	Nation	Group Name	Arrive	Graphic
0002	U Navy	Amakusa Ku T-1	450216	
0003	U Navy	Chichijima Ku T-1	411206	
0004	U Navy	Chinbae Ku T-1	411206	
0005	U Navy	Chitose Ku K-1	411206	



WITP-AE SUPPLEMENTARY ART DISPLAY SUITE

Listing of Installed Ship Patch Artwork

Scenario: 001

Generated: Fri 07/01/2011 01:51 PM

Slot No.	Nation	Ship Name	Type	Arrive	Graphic
00002	U Navy	Kaga	CV	411206	
00003	U Navy	Hiryu	CV	411206	
00004	U Navy	Soryu	CV	411206	
00005	U Navy	Shokaku	CV	411206	

The Unit Badge Art Display Tools selected from the main menu displays the unit badge art in a table format with each unit/ship slot on a row and the associated images. The row also contains information extracted from the scenario files to identify the images and put them in context.

Before the images can be displayed in any web browser a HTML file must be created that references the installed artwork. This HTML file can be saved and reused later even if additional artwork is installed.

To create the HTML data file, run the Create Installed Art Page utility from the main menu.

- This utility first requests the location of the game folder (that contains the art and scenario folders). Note the default information in the square brackets that can be selected by just pressing the 'enter' key. This game/art folder contains the artwork that will be displayed. This path can be absolute (starting with the drive letter) or relative to the current directory in which the creation utility/HTML data file is located.
- The utility next requests which scenario data is to be used to populate the aircraft/ship class information columns. Enter the applicable scenario number (with leading zeros) – or press 'enter' to accept the default scenario number.
- The next question asks whether all rows are to be displayed or just the rows with rotating art installed. This can dramatically reduce the creation time and displayed file size. Selecting no for this option will display broken links for missing graphics but the graphics will appear if you install them at a future date without requiring a regeneration of the HTML file.
- The last question asks if you want to automatically open Explorer web browser on completion of the generation of the HTML file. This is a matter of taste as the HTML file can be opened at any time with any web browser.

The output HTML file will be written to the same folder as the Rotating Art Display Tools folder. This HTML file can be opened at any time with any web browser or by running the View Installed Art Page utility from the main menu.

NOTE:

Rather than use the Rotating Art Tool Manager below to create your own distributions, pre-formatted rotating art distributions are available for download from <https://sites.google.com/site/ae-witp-landairartwork/home/ae-witp-bitmap-downloads>

Rotating Art Overview:

The Rotating Art Tool Manager is designed to install individual single aircraft top and side art images or ship background and transparency images into the game folder from a master image repository in compliance with the Matrix advice.

The use of a master image repository allows the management of rotating artwork as single images saving disk space and allowing changes to be made in a single location (the final distribution contains multiple copies of most images).

This is a two step process where the first step is to set up a configuration file of images to include in the artwork set. This can be done over several sessions. The next step is then to build the distribution. The tool is based on three MSDOS batch file scripts and should be able to run on any windows machine. These can be run in a command prompt window and Windows shortcuts to the scripts have also been provided.

The tool supports multiple distribution set configuration files which can be used to produce different image distributions drawn from common or separate image repositories. The user is prompted for the relative paths to both the source image repository and distribution output folder and all images for a particular set must be in a single folder..

All options have a default value specified which is displayed when data is requested. Error checking in the scripts is minimal but all options are displayed for final verification before the script is run.

Prerequisites:

For the tool to work as intended, the images in the image repository should be individual images named in the following formats: (you would probably want to use this format for configuration management anyway..)

A_Planeside	xxxx-yy	mm.bmp	or	J_Planeside	xxxx-yy	mm.bmp
Aptop	xxxx-yy	mm.bmp	or	Jptop	xxxx-yy	mm.bmp
Aptop_alpha	xxxx-yy	mm.bmp	or	Jptop_alpha	xxxx-yy	mm.bmp
AnSide	xxxx-yy	mm.bmp	or	JnSide	xxxx-yy	mm.bmp
AnShil	xxxx-yy	mm.bmp	or	JnShil	xxxx-yy	mm.bmp

where **xxxx** = Image Bitmap number (must be 4 digits)
yy = Year of image activation (00 for active all years)
mm = Month of image activation. (00 for active the entire year)

It is the users responsibility to ensure the correct bitmap number is used and that both the matched top view images are present and named correctly in accordance with the Matrix advice referenced above.

Batch Files:

The following batch files (.bat) can be run under windows explorer by double clicking on the batch file. A better way of running these MS-DOS scripts is from the main menu where you will see all the output until you Quit the application.

add-item

Adds an aircraft image to the specified distribution set configuration file. If a distribution does not exist, a new distribution set will be created. A description field is provided to allow the addition of comments to the distribution set. The image bitmap number, activation year and month will be requested and should match the intended image filename. Both or either of the aircraft side and top view images for a Bitmap number can be specified for inclusion in the distribution. If an image is included more than once, it doesn't matter - it will be copied over itself. Inefficient but harmless.

add-ship

Adds a ship image to the specified distribution set configuration file. Otherwise it is identical to the add-item batch file but creates a set configuration file out of ship background and transparency (shil) images.

list-set

Lists the image bitmaps registered in distribution set configuration file.

rem-item

Removes an aircraft or ship image from the specified distribution set configuration file. It also presents the option to remove the associated plane top or transparency (shil) images at the same time.

build-dist

Builds a rotating art installation from a specified distribution set configuration file from the specified image repository to a specified output folder. The output is a complete distribution ready for use in WITP-AE and will be installed in the same folders as any other distributions if present in the output folder.

del-rotart

Deletes the complete rotating art installation located in the requested folder. The highest level 'art' folder is not deleted for data integrity reasons in case the installation is being deleted out of the game art folder.

Set Configuration Files:

The set configuration files consist of three files. <set_name>.txt contains the set description comments, <set_name>_f.bat contains a script to build the distribution folder structure and <set_name>_c.bat which contains a script to copy the required files from the image repository to the output distribution. The copy order is sorted so later dated images are copied over the top of earlier ones leaving only the latest dated image in each distribution folder.

Advanced Hints:

The distribution set can be built directly into the game folder and will be installed into the correct art sub-folders.

This tool provides a method of reducing the size of a rotating art release by just including the source image folder and this tool. The zipped distribution download file size can be reduced for example from 898kb to 262kb by only requiring one copy of each image.

An individual image can be manually removed from the distribution by removing all lines referencing the image in <set_name>_c.bat with notepad or similar text editor. Note that the distribution should be rebuilt after this operation.

To prevent over-writing (and losing) the default ship artwork, start the first rotation of the ship class side and shil artwork on 01/42. This also allows easy de-installation by simply deleting the 1942 and subsequent folders.

Viewing Installed Rotating Artwork:

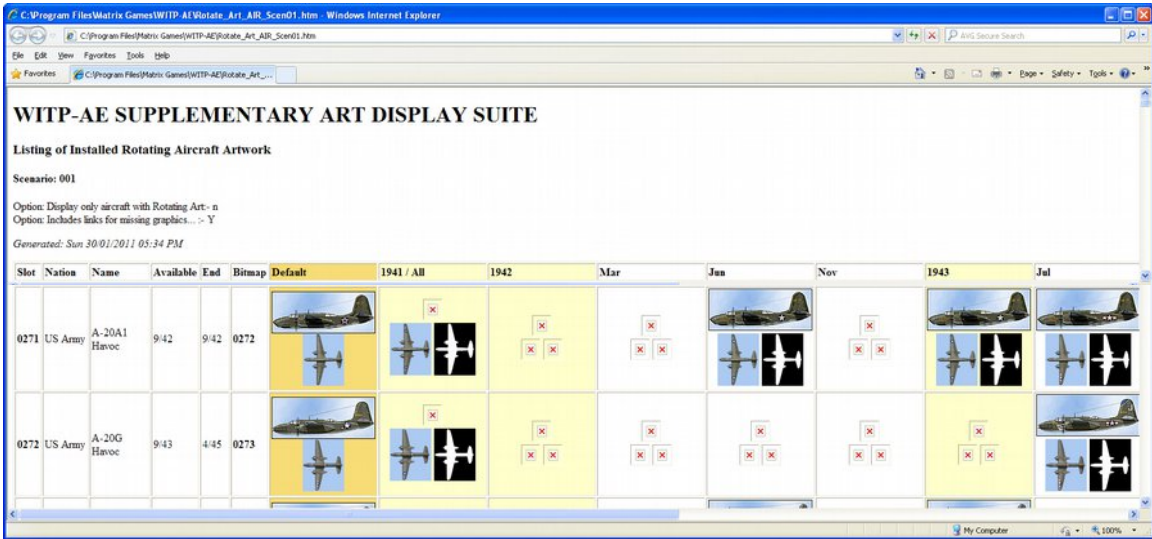
The Rotating Art Display Tools selected from the main menu displays the installed rotating art for aircraft and ship classes in a table format with each aircraft/ship class slot on a row and the associated images arranged in chronological order in columns based on activation date. The row also contains information extracted from the scenario files to identify the images and put them in context.

Before the images can be displayed in any web browser a HTML file must be created that references the installed artwork. This HTML file can be saved and reused later even if additional artwork is installed.

To create the HTML data file, run the Create Installed Art Page utility from the main menu.

- This utility first requests the location of the game folder (that contains the art and scenario folders). Note the default information in the square brackets that can be selected by just pressing the 'enter' key. This game/art folder contains the artwork that will be displayed. This path can be absolute (starting with the drive letter) or relative to the current directory in which the creation utility/HTML data file is located.
- The utility next requests which scenario data is to be used to populate the aircraft/ship class information columns. Enter the applicable scenario number (with leading zeros) – or press 'enter' to accept the default scenario number.
- The next question asks whether all rows are to be displayed or just the rows with rotating art installed. This can dramatically reduce the creation time and displayed file size.
- The next question is whether links should be included for missing graphics. Selecting yes for this option will display broken links for missing graphics but the graphics will appear if you install them at a future date without requiring a regeneration of the HTML file.
- The last question asks if you want to automatically open Explorer web browser on completion of the generation of the HTML file. This is a matter of taste as the HTML file can be opened at any time with any web browser.

The output HTML file will be written to the same folder as the Rotating Art Display Tools folder. This HTML file can be opened at any time with any web browser or by running the View Installed Art Page utility from the main menu.

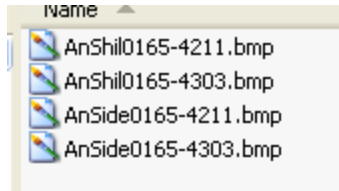


Rotating Art Creation Tutorial:

The following tutorial is a walk through on how to create a rotating ship art distribution.

(Rotating Aircraft are created using the same process but using *add-item.bat* for step 2).

Step 1. Create the rotating master art images (using file names as per prerequisites above). In this case the image is for two images with different activation dates for the same ship. Their associated transparency files have also been created. In this case they have been placed in the MSTR_IMG folder (which is the default location).



Step 2. Run the *add-ship.bat* script and enter the requested information (note the default settings for all inputs). Each rotating art image has to be registered.

```
-----
WITP-AE Revolving Bitmap Distribution Manager
by Reg - Version 1.2
-----

=====
Add New Item to WITP-AE Revolving ShipArt Distribution
=====

Enter File Set to be used [set000]: Set_S001

=====

Enter Side (A or J) [A]: A
Enter Bitmap Number (must be 4 digits) [0000]: 0165
Enter year of activation (00 for all years) [00]: 42
Enter month of activation (00 for no month) [00]: 11
Install Sideview image? (Y or N) [Y]: y
Install Transparency image? (Y or N) [Y]: y

Selected distribution file set is : Set_S001
Selected image nation : Allied
Selected image bitmap number is : 0165
Selected year of activation is : 42
Selected month of activation is : 11
Background image to be installed... : Y
Combat Screen image to be installed... : Y

Is this OK to Proceed? (Y or N) [N]: y
Enter File Set description [Default Distribution]: Demonstration

Adding side image to year 45 folder...
Adding transparency image to year 45 folder...
Adding side image to year 44 folder...
Adding transparency image to year 44 folder...
Adding side image to year 43 folder...
Adding transparency image to year 43 folder...
Adding side image to year 42, month 11 folder...
Adding transparency image to year 42, month 11 folder...

Writing filecopy batch file...
1 file(s) copied.

Do you wish to add another image? (Y or N) [N]: Y

=====

Enter Side (A or J) [A]: A
Enter Bitmap Number (must be 4 digits) [0165]: 0165
Enter year of activation (00 for all years) [42]: 43
Enter month of activation (00 for no month) [11]: 03
Install Sideview image? (Y or N) [Y]: y
Install Transparency image? (Y or N) [Y]: y

Selected distribution file set is : Set_S001
Selected image nation : Allied
Selected image bitmap number is : 0165
Selected year of activation is : 43
Selected month of activation is : 03
Background image to be installed... : Y
Combat Screen image to be installed... : Y

Is this OK to Proceed? (Y or N) [N]: y

Adding side image to year 45 folder...
Adding transparency image to year 45 folder...
Adding side image to year 44 folder...
Adding transparency image to year 44 folder...
Adding side image to year 43, month 03 folder...
Adding transparency image to year 43, month 03 folder...

Writing filecopy batch file...
1 file(s) copied.

Do you wish to add another image? (Y or N) [N]: _
```

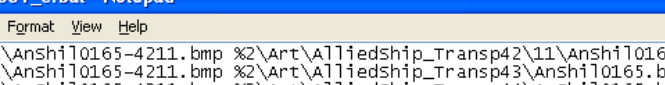
The following files were created by step 2 and are executed in step 3.

```

Set_S001_f.bat - Notepad
File Edit Format View Help

echo Processing File Set: Set_S001 - Demonstration
if NOT EXIST %2\Art\AlliedShip_back42 mkdir %2\Art\AlliedShip_back42
if NOT EXIST %2\Art\AlliedShip_back43 mkdir %2\Art\AlliedShip_back43
if NOT EXIST %2\Art\AlliedShip_back44 mkdir %2\Art\AlliedShip_back44
if NOT EXIST %2\Art\AlliedShip_back45 mkdir %2\Art\AlliedShip_back45
if NOT EXIST %2\Art\JapShip_back42 mkdir %2\Art\JapShip_back42
if NOT EXIST %2\Art\JapShip_back43 mkdir %2\Art\JapShip_back43
if NOT EXIST %2\Art\JapShip_back44 mkdir %2\Art\JapShip_back44
if NOT EXIST %2\Art\JapShip_back45 mkdir %2\Art\JapShip_back45
if NOT EXIST %2\Art\AlliedShip_transp42 mkdir %2\Art\AlliedShip_transp42
if NOT EXIST %2\Art\AlliedShip_transp43 mkdir %2\Art\AlliedShip_transp43
if NOT EXIST %2\Art\AlliedShip_transp44 mkdir %2\Art\AlliedShip_transp44
if NOT EXIST %2\Art\AlliedShip_transp45 mkdir %2\Art\AlliedShip_transp45
if NOT EXIST %2\Art\JapShipShills_transp42 mkdir %2\Art\JapShipShills_transp42
if NOT EXIST %2\Art\JapShipShills_transp43 mkdir %2\Art\JapShipShills_transp43
if NOT EXIST %2\Art\JapShipShills_transp44 mkdir %2\Art\JapShipShills_transp44
if NOT EXIST %2\Art\JapShipShills_transp45 mkdir %2\Art\JapShipShills_transp45
if NOT EXIST %2\Art\AlliedShip_Back42\11 mkdir %2\Art\AlliedShip_Back42\11
if NOT EXIST %2\Art\AlliedShip_transp42\11 mkdir %2\Art\AlliedShip_transp42\11
if NOT EXIST %2\Art\AlliedShip_Back43\03 mkdir %2\Art\AlliedShip_Back43\03
if NOT EXIST %2\Art\AlliedShip_transp43\03 mkdir %2\Art\AlliedShip_transp43\03

```



```

Set_S001_c.bat - Notepad
File Edit Format View Help

copy %1\Anshil0165-4211.bmp %2\Art\AlliedShip_Transp42\11\Anshil0165.bmp
copy %1\Anshil0165-4211.bmp %2\Art\AlliedShip_Transp43\Anshil0165.bmp
copy %1\Anshil0165-4211.bmp %2\Art\AlliedShip_Transp44\Anshil0165.bmp
copy %1\Anshil0165-4211.bmp %2\Art\AlliedShip_Transp45\Anshil0165.bmp
copy %1\Anshil0165-4303.bmp %2\Art\AlliedShip_Transp43\03\Anshil0165.bmp
copy %1\Anshil0165-4303.bmp %2\Art\AlliedShip_Transp44\Anshil0165.bmp
copy %1\Anshil0165-4303.bmp %2\Art\AlliedShip_Transp45\Anshil0165.bmp
copy %1\Anside0165-4211.bmp %2\Art\AlliedShip_Back42\11\Anside0165.bmp
copy %1\Anside0165-4211.bmp %2\Art\AlliedShip_Back43\Anside0165.bmp
copy %1\Anside0165-4211.bmp %2\Art\AlliedShip_Back44\Anside0165.bmp
copy %1\Anside0165-4211.bmp %2\Art\AlliedShip_Back45\Anside0165.bmp
copy %1\Anside0165-4303.bmp %2\Art\AlliedShip_Back43\03\Anside0165.bmp
copy %1\Anside0165-4303.bmp %2\Art\AlliedShip_Back44\Anside0165.bmp
copy %1\Anside0165-4303.bmp %2\Art\AlliedShip_Back45\Anside0165.bmp

```

Step 3. Build the distribution. Run the *build_dist.bat* script which requests the location of the image files and where the output distribution is to be sent. The script expects to be run from the same folder as the set configuration files created in step 2.

[Note that .\ is DOS speak for the current folder]

[illegible]

The following file structure was created by step 3. Installation is simply copying the 'Art' with all its sub-folders and files into the WITP-AE game folder.



```
<DISTRIB>
  <Art>
    <AlliedShip_back42>
      <11>
        AnSide0165.bmp
    <AlliedShip_back43>
      <03>
        AnSide0165.bmp
        AnSide0165.bmp
    <AlliedShip_back44>
      AnSide0165.bmp
    <AlliedShip_back45>
      AnSide0165.bmp
    <AlliedShip_Transp42>
      <11>
        AnShil0165.bmp
    <AlliedShip_Transp43>
      <03>
        AnShil0165.bmp
        AnShil0165.bmp
    <AlliedShip_Transp44>
      AnShil0165.bmp
    <AlliedShip_Transp45>
      AnShil0165.bmp
    <JapShipshills_transp42>
    <JapShipshills_transp43>
    <JapShipshills_transp44>
    <JapShipshills_transp45>
    <JapShip_back42>
    <JapShip_back43>
    <JapShip_back44>
    <JapShip_back45>
```

Step 4. Installation is simply copying the 'Art' folder with all its sub-folders and files into the WITP-AE game folder.

That's It!!!

You might think this is a complicated procedure for two graphics but just wait until you are trying to manage a 150 aircraft/ship collection of 3 stages each with associated plane top/shil files as well..... These utilities will allow you to modify and correctly rebuild the distribution by just registering the changes and running the build utility again.

I hope you find this a simple and useful set of utilities.

Cheers,
Reg!!