

Creating a Campaign Game for Squad Battles

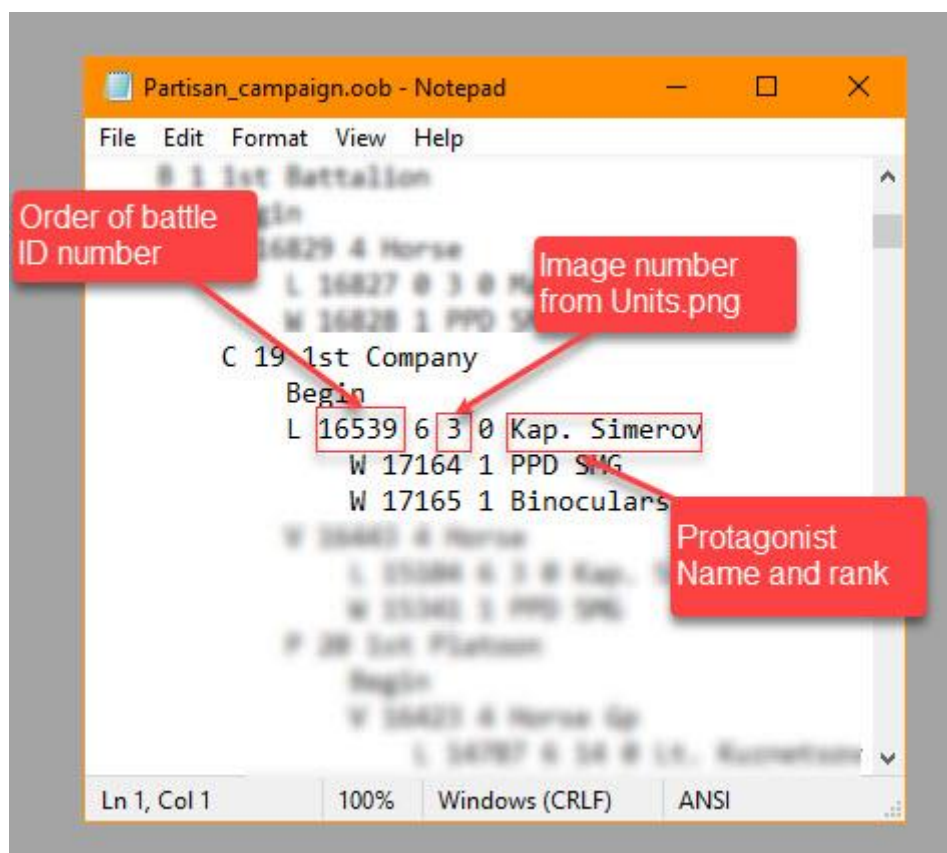
Creating the CPD file

A campaign game for Squad Battles requires four elements.

- A series of scenarios.
- An order of battle that is common to all the campaign scenarios.
- A campaign description file (a .cpd file)
- A .bmp file that can be used in the campaign front end screen (a .bmp file measuring 200 x 270 pixels works well but you can experiment with other sizes.)

We will assume you have created your order of battle, designed your scenarios, and selected a suitable image for the campaign front end illustration. The example used here is from “Advance of the Reich” so you should substitute that with the title of whichever game you are working with if not Advance of the Reich

The next thing you should do is find your protagonist in the order of battle file and make a note of his ID and image number. The oob files can be opened using notepad. Depending on how you have constructed your oob you might have to scroll down a bit until you find him.



In the example above you can see the protagonists ID number is “16539”, his portrait is image “3” on the Units.png and that his name is “Kap. Simerov”.

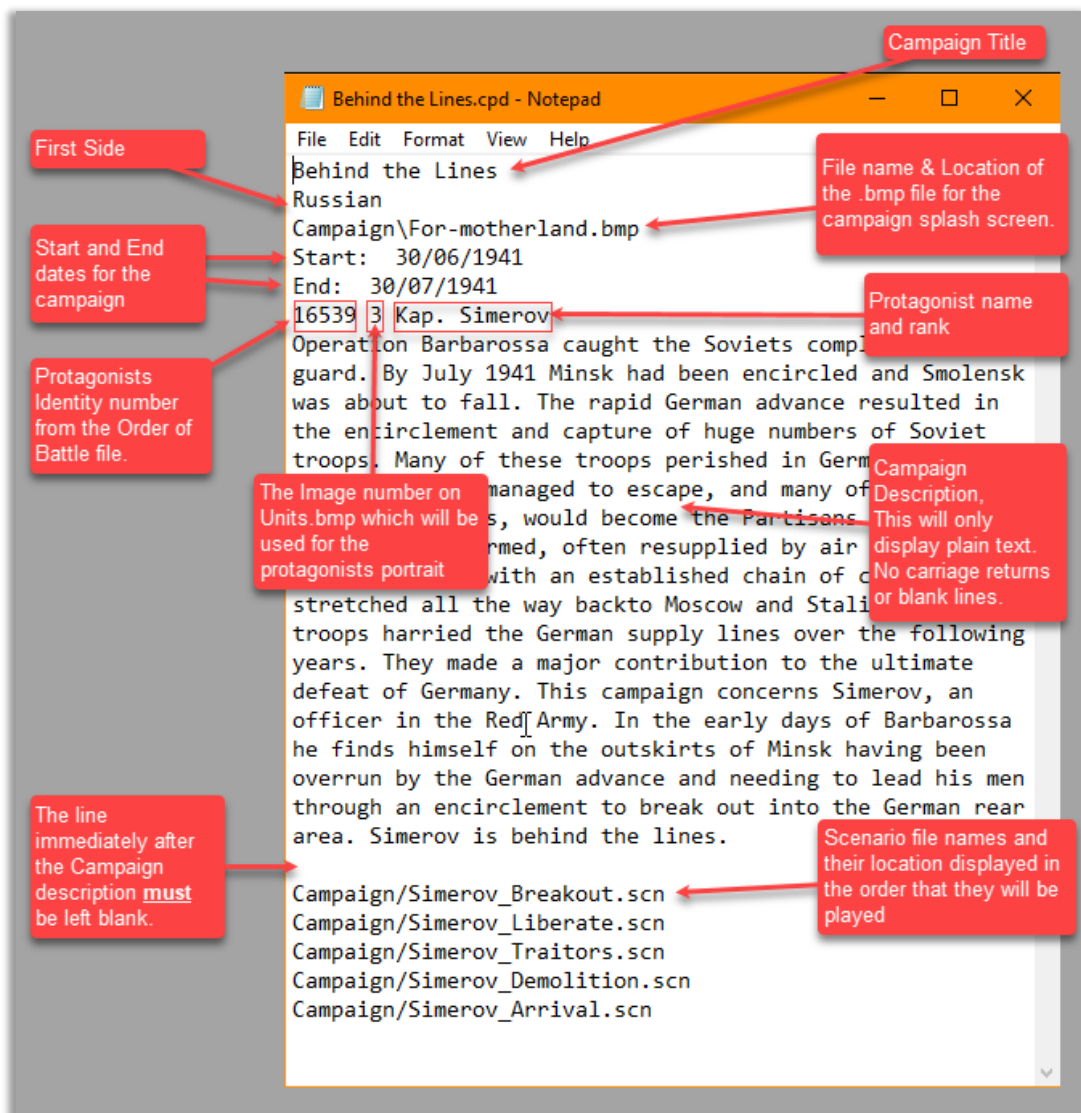
Once you have done that open a new text file with notepad. This text document will be your Campaign Description File.

Each line in the Campaign Description File passes some information to the campaign module. This is summarised in the table below.

Line Number	Item	Notes
1	Scenario title	This is part of what will appear when you select the campaign from the list of available campaigns. In the campaign selection dialogue this line will be prefixed by the protagonists name recorded in line 6
2	Protagonist's Side	Self-explanatory
3	Path to the Campaign Modules Front end .bmp image	Self-explanatory
4	Start date of the campaign	In the format dd/mm/yyyy
5	End date of the campaign	In the format dd/mm/yyyy
6	- Unit OOB Id number - Image number for portrait of protagonist - Protagonists name	This is the only line that passes more than one piece of information to the Campaign Module. Spaces are significant here because they separate each piece of data so enter this line very carefully.
7	Campaign description	This must be plain text with no empty lines and no carriage returns.
BLANK LINE	BLANK LINE	This separates the campaign description from the scenario path names.
All subsequent lines	Scenarios	Each scenario included in the campaign should appear here each on separate lines and listed in the order in which they should be played.

Using the template above write your Campaign Description File and save it with the extension .cpd in the Scenarios directory of the main game folder.

Below is a screenshot of a completed Campaign Description file annotated with the information from the template above.

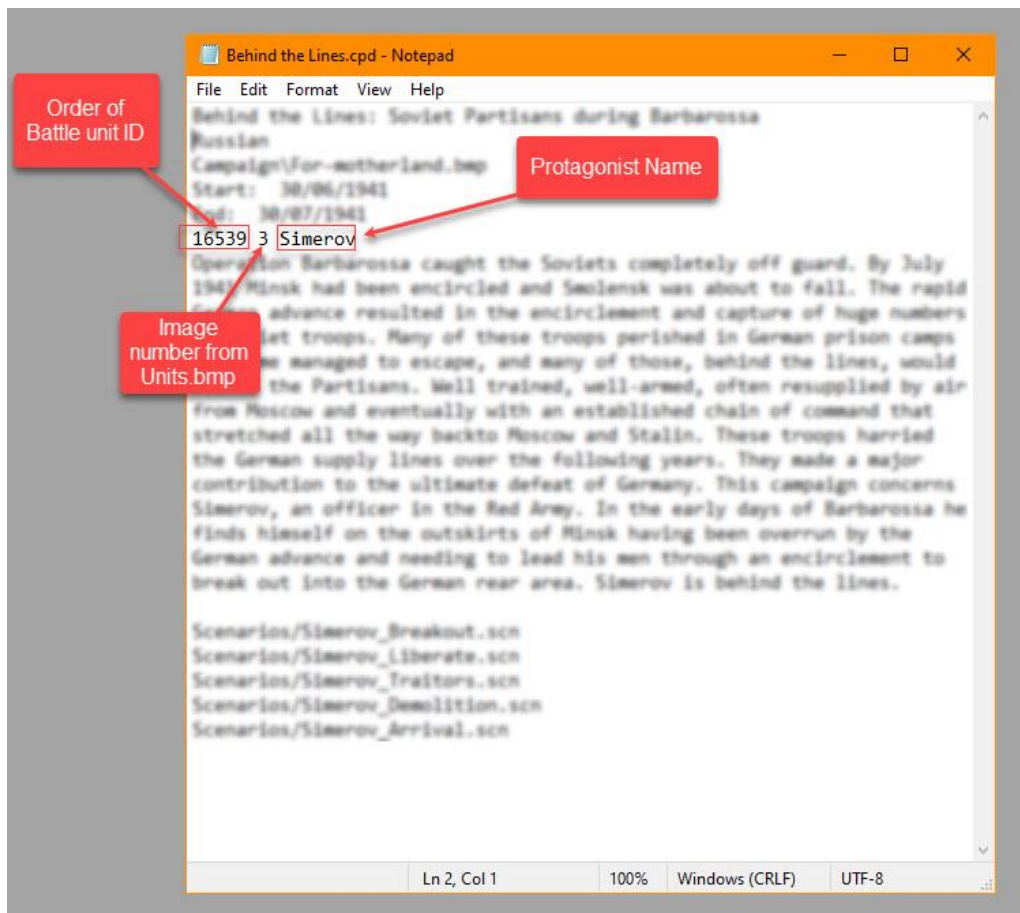


The campaign module will read the .cpd file line by line so it is essential that the template illustrated above is followed exactly. Make sure you don't add any extra blank lines by accident. It is easy to introduce simple errors here that will cause the campaign not to load.

Line six in the CPD file differs from the other lines insofar as this line provides three pieces of data for the campaign module, all the other lines provide just one. Line six provides: the following data from the Oob file

- The OOB ID of the protagonist
- Image number from Units.png for the protagonists portrait.
- The protagonists name

Because this line contains three elements the spaces between these elements are crucial, so make sure that there is just one space after the OOB unit ID number and just one after the image number. See screenshot below that focuses on line 6.

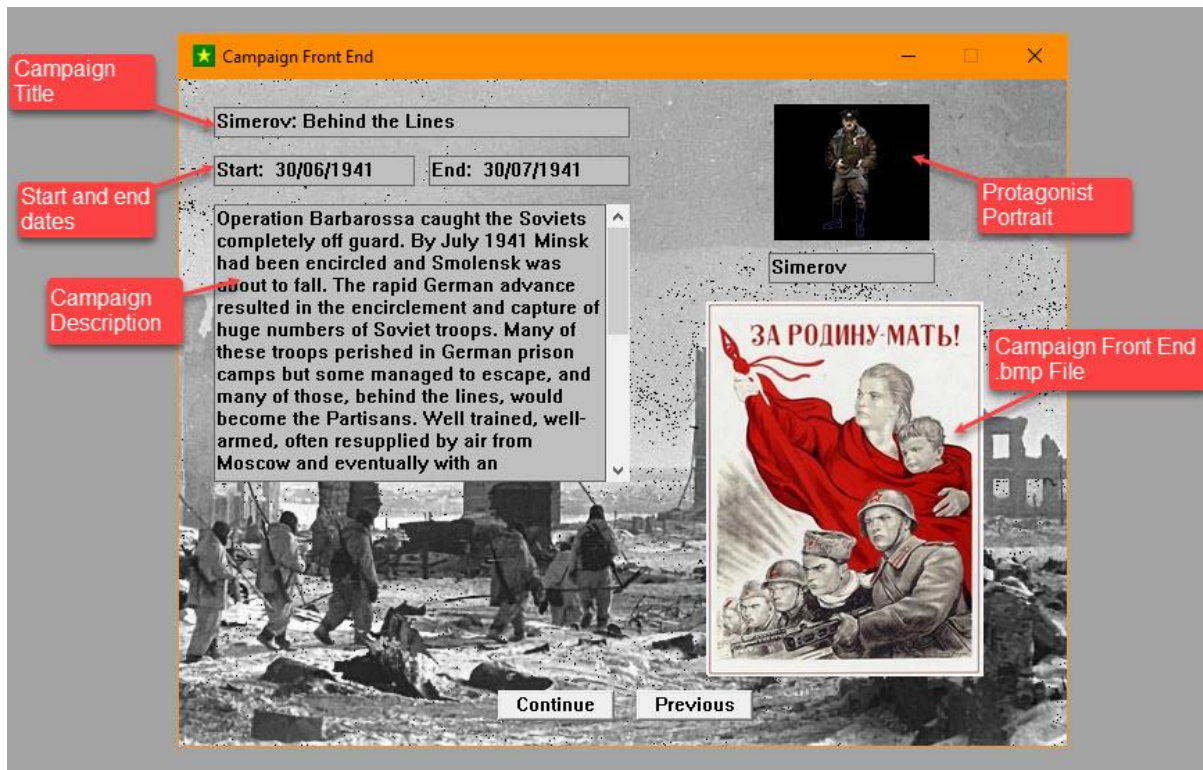


Placing all the files in the right place

Once you have written your CPD file you need to collect everything together and put all the files in the right directories. These are summarised in the table below and assumes the default installation path has been used.

File type and extension	Directory Location
Scenarios (.scn)	C:\WDS\Advance of the Reich\Campaign
Order of battle (.oob)	C:\WDS\Advance of the Reich\OOBs
Campaign Description File (.cpd)	C:\WDS\Advance of the Reich\Scenarios
Campaign front end image (.bmp)	C:\WDS\Advance of the Reich\Campaign

Then run your campaign and see if it works. You should see the campaign front end looking something like the illustration below:



If you don't see something like this, you might have introduced some errors.

Common sources of error

It is very frustrating when you have spent a lot of time building a campaign only to find you can't make it work. The most common mistakes that cause this are very simple errors that might be difficult to find but are usually very easy to fix. Most of these are likely to be introduced when you are writing the cpd file and most of these can be attributed to minor differences between what the CPD file is expecting to find in the game directory, or in a file, and what is there in reality. Sometimes these can be very difficult to spot.

- getting a pathname wrong,
- getting a filename wrong,
- inserting an extra space
- inserting an extra line