

DOCS SCRIPTS EVENTS

In this document are all scripts events (basic structure + a complete example)

To find a specific doc script, use the **search command** and type his name with xxx before the name

Example : xxxANNEXATION

GENERAL REFERENCE CODES		
COUNTRY ID REFERENCE VALUES Country IDs		
#COUNTRY_ID_0= Neutral #COUNTRY_ID_1= Abyssinia #COUNTRY_ID_2= Afghanistan #COUNTRY_ID_3= Albania #COUNTRY_ID_4= Algeria #COUNTRY_ID_5= Argentina #COUNTRY_ID_6= Australia #COUNTRY_ID_7= Austria #COUNTRY_ID_8= Kenya #COUNTRY_ID_9= Belgian Congo #COUNTRY_ID_10= Belgium #COUNTRY_ID_11= Benelux #COUNTRY_ID_12= Bhutan #COUNTRY_ID_13= Black #COUNTRY_ID_14= Bolivia #COUNTRY_ID_15= Borneo #COUNTRY_ID_16= Brazil #COUNTRY_ID_17= British Somaliland #COUNTRY_ID_18= Brunei #COUNTRY_ID_19= Bulgaria #COUNTRY_ID_20= Burma #COUNTRY_ID_21= Canada #COUNTRY_ID_22= Chile #COUNTRY_ID_23= China #COUNTRY_ID_24= Colombia #COUNTRY_ID_25= Communist China #COUNTRY_ID_26= Costa Rica #COUNTRY_ID_27= Croatia #COUNTRY_ID_28= Cuba #COUNTRY_ID_29= Curaçao #COUNTRY_ID_30= Czechoslovakia #COUNTRY_ID_31= Denmark #COUNTRY_ID_32= Dominican Republic #COUNTRY_ID_33= Dutch East Indies #COUNTRY_ID_34= Dutch Guiana #COUNTRY_ID_35= Ecuador #COUNTRY_ID_36= Egypt #COUNTRY_ID_37= El Salvador #COUNTRY_ID_38= Estonia #COUNTRY_ID_39= Finland	#COUNTRY_ID_40= France #COUNTRY_ID_41= Free City of Danzig #COUNTRY_ID_42= French Equatorial Africa #COUNTRY_ID_43= French Somaliland #COUNTRY_ID_44= French West Africa #COUNTRY_ID_45= Germany #COUNTRY_ID_46= Greece #COUNTRY_ID_47= Greenland #COUNTRY_ID_48= Guatemala #COUNTRY_ID_49= Haiti #COUNTRY_ID_50= Honduras #COUNTRY_ID_51= Hong Kong #COUNTRY_ID_52= Hungary #COUNTRY_ID_53= Iceland #COUNTRY_ID_54= India #COUNTRY_ID_55= Indochina #COUNTRY_ID_56= Iraq #COUNTRY_ID_57= Ireland #COUNTRY_ID_58= Italian East Africa #COUNTRY_ID_59= Italy #COUNTRY_ID_60= Japan #COUNTRY_ID_61= Latvia #COUNTRY_ID_62= Liberia #COUNTRY_ID_63= Libya #COUNTRY_ID_64= Lithuania #COUNTRY_ID_65= Luxembourg #COUNTRY_ID_66= Malaya #COUNTRY_ID_67= Manchukuo #COUNTRY_ID_68= Mexico #COUNTRY_ID_69= Mongolia #COUNTRY_ID_70= Morocco #COUNTRY_ID_71= Nanjing #COUNTRY_ID_72= Nepal #COUNTRY_ID_73= Netherlands #COUNTRY_ID_74= New Zealand #COUNTRY_ID_75= New Guinea #COUNTRY_ID_76= Nicaragua #COUNTRY_ID_77= Nigeria #COUNTRY_ID_78= Norway #COUNTRY_ID_79= Palestine #COUNTRY_ID_80= Panama	#COUNTRY_ID_81= Paraguay #COUNTRY_ID_82= Persia #COUNTRY_ID_83= Peru #COUNTRY_ID_84= Philippines #COUNTRY_ID_85= Poland #COUNTRY_ID_86= Polynesia #COUNTRY_ID_87= Portugal #COUNTRY_ID_88= Portuguese East Africa #COUNTRY_ID_89= Portuguese Timor #COUNTRY_ID_90= Portuguese West Africa #COUNTRY_ID_91= Red #COUNTRY_ID_92= Rhodesia #COUNTRY_ID_93= Romania #COUNTRY_ID_94= Sarawak #COUNTRY_ID_95= Saudi Arabia #COUNTRY_ID_96= Slovakia #COUNTRY_ID_97= Solomons #COUNTRY_ID_98= South Africa #COUNTRY_ID_99= Spain #COUNTRY_ID_100= Spanish Guinea #COUNTRY_ID_101= Spanish Republic #COUNTRY_ID_102= Sudan #COUNTRY_ID_103= Sweden #COUNTRY_ID_104= Switzerland #COUNTRY_ID_105= Syria #COUNTRY_ID_106= Tannu Tuva #COUNTRY_ID_107= Thailand #COUNTRY_ID_108= Tibet #COUNTRY_ID_109= Transjordan #COUNTRY_ID_110= Tunisia #COUNTRY_ID_111= Turkey #COUNTRY_ID_112= UK #COUNTRY_ID_113= Ukraine #COUNTRY_ID_114= Uruguay #COUNTRY_ID_115= USA #COUNTRY_ID_116= USSR #COUNTRY_ID_117= Venezuela #COUNTRY_ID_118= Vichy France #COUNTRY_ID_119= Yemen #COUNTRY_ID_120= Yugoslavia
UNIT ID REFERENCE VALUES		
#UNIT_ID_0= HQ #UNIT_ID_1= Garrison #UNIT_ID_2= Brigade #UNIT_ID_3= Division #UNIT_ID_4= Corps #UNIT_ID_5= Army #UNIT_ID_6= Mechanized #UNIT_ID_7= Special Forces #UNIT_ID_8= Engineers #UNIT_ID_9= Paratroops #UNIT_ID_10= Cavalry Brigade #UNIT_ID_11= Cavalry Division #UNIT_ID_12= Cavalry Corps #UNIT_ID_13= Partisans #UNIT_ID_14= Pillbox	#UNIT_ID_15= Anti-Air #UNIT_ID_16= Rocket Artillery #UNIT_ID_17= Artillery #UNIT_ID_18= Heavy Artillery #UNIT_ID_19= Rail Gun #UNIT_ID_20= Coastal Gun #UNIT_ID_21= Rockets #UNIT_ID_22= Reconnaissance #UNIT_ID_23= Armored Train #UNIT_ID_24= Anti-Tank #UNIT_ID_25= Light Tanks #UNIT_ID_26= Tanks #UNIT_ID_27= Heavy Tanks #UNIT_ID_28= Airships #UNIT_ID_29= Fighters	#UNIT_ID_30= Tactical Bombers #UNIT_ID_31= Medium Bombers #UNIT_ID_32= Strategic Bombers #UNIT_ID_33= Maritime Bombers #UNIT_ID_34= Kamikazes #UNIT_ID_35= Dreadnought #UNIT_ID_36= Battleship #UNIT_ID_37= Battle Cruiser #UNIT_ID_38= Heavy Cruiser #UNIT_ID_39= Light Cruiser #UNIT_ID_40= Destroyer #UNIT_ID_41= Escort Carrier #UNIT_ID_42= Carrier #UNIT_ID_43= Sub #UNIT_ID_44= Motor Torpedo Boat #UNIT_ID_45= Mulberry
SEASON FLAG REFERENCE VALUES	POLITICAL ALIGNMENT/DIRECTION REFERENCE VALUES	SURRENDERED FLAG REFERENCE VALUES
ALL_SEASONS= 0 SPRING= 1 SUMMER= 2 FALL= 3	NEUTRAL= 0 AXIS= 1 ALLIED= 2	NOT_SURRENDERED= 0 SURRENDERED= 1

WINTER= 4		
POLITICAL EVENT REFERENCE VALUES	PARTISAN FLAG REFERENCE VALUES	SEASON FLAG REFERENCE VALUES
SURRENDERED= 0 DECLARED_WAR_ON= 1	PARTISANS_ON_INVASION= 1 PARTISANS_AFTER_SURRENDER= 2 FULL_PARTISANS= 3	ALL_SEASONS= 0 SPRING= 1 SUMMER= 2 FALL= 3 WINTER= 4

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GENERAL INFOS, TIPS AND NOTES ABOUT SCRIPTING

Notes, tips, informations, knowledges that may concern several concepts, several scripts, several command lines, etc

NOTE : Each empty line must begin by the ";" symbol. Same thing for returns to line when explanations lines are longs

Exemple :

;REMOVE1941

General surrenders to Axis resulting in a
random 3-5% increase in Italian mobilization towards Axis:
{

IMPORTANT :

1/ When you create scripts, it's better to create also a complete liste of these scripts in a table (with their name, eventual n°, and their object/goal (to be able to remember what is what)

2/ I noticed that in some modeles that are at beginning of scripts (i.e transport scripts), some lines are missing (by mistake).
Seems better to verify for each script with models that are in "templates" directory of the game.

3/ If you search for "dummy values" ideas, enter "dummy" in search tool of scripts txt and you will find all dummy values used by devs
(there are some that are in used in game scripts, but not listed in basic models)

List of dummy values, that are always satisfied (not completed yet => to be continued) : <pre>#LINK= 0[0] #GV= 1[1,100] #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] #LEVEL= 0 #NATIONAL_MORALE_TRIGGER= 0 [0] [0]</pre>
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OBJECT	CONTENT	AUTHOR (Info from)	NOTES/OBSERVATIONS
LINE COMMANDS CONCERNING POSITIONS	Example : <pre>#ACTIVATE_POSITION= #CONDITION_POSITION etc</pre> 155,80 [6,6] [x,x] [x] Hex parameter 6,6 means anything between 0 to 6 hexes. ACTIVATE_POSITION= 155,80 [6,6] [9,9] [1] Unit parameters 9,9 means equal to or greater than 9 units within 0 to 6 hexes. ACTIVATE_POSITION= 155,80 [6,6] [9,12] [1] Unit parameters 9,12 means random number between 9 thru 12 equal to or greater than units within 0 to 6 hexes. ACTIVATE_POSITION= 155,80 [6,6] [9,9] [1] [<] Unit parameters 9,9 < means less than 9 units within 0 to 6 hexes. I think this works on all _POSITION, if wrong hope Bill corrects <pre>#xxxx_POSITION= xx,xx [x,x] [x,x] [x]</pre> Also, the hex [min,max] if [3,6] not the same number; it is a random number from the location hex. I think it is per turn, also if wrong hope Bill corrects. The following notes will probably apply for all trigger lines that are CONDITION_POSITION (ad perhaps – but to be tested – for ACTIVATE POSITION, etc) : If the 'aligned_country_id' flag is set to 0 then it will check for <u>any Axis</u> or <u>any Allied country</u> as determined by the alignment flag Dummy condition position (always satisfied) #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] More than one #CONDITION_POSITION can be set. Each #CONDITION_POSITION line will be read using "OR" logic Distance or range checks will be based on the specified x,y position. For example if the x,y position is a coastal hex then range checks will be made on sea hexes, otherwise if it is a land hex range checks will be made on land hexes only. If #CONDITION_POSITION has an added [<] at the end then it will look for a unit count less than the [min_units, max_units] range, e.g. Example : Axis have less than 4 units within 10 hexes of Warsaw #CONDITION_POSITION= 188,76 [10,10] [4,4] [1] [0] [<] If #CONDITION_POSITION has an added <unit_id, ...> then it will only consider the specified UNIT_ID types, e.g. Example : Axis have an Army or Tank unit within 10 hexes of Warsaw #CONDITION_POSITION= 188,76 [10,10] [1,1] [1] [0] <5,26>	Rmelvin	

#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2 #TYPE= 3	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game OR Once the #DATE field is satisfied : 3 = Event fires once if all other fields are satisfied, else it will not fire. Either way, event will be removed never to be looked at again Practical note : If you want " Reoccurring check until end of game", let #DATE= empty Rectification from Billrunacre on Matrix forum : I am pretty sure that the date field always has to be completed
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted Practical note; a= N° of the referenced/concerned DECISION EVENT (one of the 1100) – Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country ID of nation to be annexed #COUNTRY_ID must be an inactive Minor otherwise event will not occur. Use the reference values provided for #COUNTRY_ID and #RECIPIENT_ID and not the country names
#RECIPIENT_ID=	See GENERAL REFERENCE CODES	Recipient ID (nation that will receive the territory listed by #COUNTRY_ID) #RECIPIENT_ID must be a Major country. Use the reference values provided for #COUNTRY_ID and #RECIPIENT_ID and not the country names Annexed territory will not provide partisans for the country specified under #RECIPIENT_ID. For example if the Baltic States are annexed by the USSR then Axis partisans will not appear in the Baltic States
#DATE=	yyyy/mm/dd Example : 1943/04/25	Date where ownership is transferred from #COUNTRY_ID to #RECIPIENT_ID
}		Each event must be preceded by a '{' and end with a '}'

COMPLETE EXAMPLE : (texts in **bold after a ";"**,"symbol are just note comments and not parts of script)

```
;REMOVE1940
{
#NAME= DE 632 - German Annexation of Lithuania
#POPUP= <<TAG_1>>
#IMAGE= germanlithuania.png
#SOUND= tank_movement1.ogg
#FLAG= 1
#TYPE= 1
#AI= 0
#LEVEL= 0
#GV= 1[1,100] ; Set global variable condition to always trigger (dummy value)
#LINK= 632[1] ; Set link value to always trigger (dummy value)
#COUNTRY_ID= 64
#RECIPIENT_ID= 45
#TRIGGER= 100
#DATE= 1940/03/01
}
```

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xxxBELLIGERENCE EVENTS Basic structure for a belligerence event		
;USAGE { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= #GV= #LINK= #TRIGGER= #COUNTRY_ID= #BELLIGERENCE_ID= #DATE= #FAILSAFE_DATE= #VARIABLE_CONDITION= #BELLIGERENCE_CONDITION= #CONDITION_POSITION= } 		
LINE	FORMAT	NOTES
		If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes are in black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choose another (you choose it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Name you choiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >> (TAG may be used)	Event popup text (this will be displayed when the event occurs)
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2 #TYPE= 3	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game OR Once the #DATE field is satisfied : 3 = Event fires once if all other fields are satisfied, else it will not fire. Either way, event will be removed never to be looked at again Practical note : If you want " Reoccurring check until end of game", let #DATE= empty
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	#LINK= a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted Practical note; a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country ID that will be owner of this event Only major COUNTRY_ID values can be used for #COUNTRY_ID entries Use the reference values provided for #COUNTRY_ID and #BELLIGERENCE_ID and not the country names
#BELLIGERENCE_ID=	See GENERAL REFERENCE CODES	Which country ID should we now be at war with? #BELLIGERENCE_ID entries can be either a major or minor country Use the reference values provided for #COUNTRY_ID and #BELLIGERENCE_ID and not the country names
#DATE=	yyyy/mm/dd Example : 1943/04/25	Date that must be satisfied (in game) for event to occur (format yyyy/mm/dd)

#FAILSAFE_DATE=	yyyy/mm/dd Example : 1945/04/25	Failsafe date for the event to occur, i.e. regardless if #CONDITION_POSITION checks have been satisfied (format yyyy/mm/dd) If for any reason you would NOT like to use the failsafe #FAILSAFE_DATE then simply set this value past the campaign's current end date and it will not be used.
#VARIABLE_CONDITION=	country_id [political_alignment] [mobilization%] [surrendered_flag] mobilization% : 0 to 100 political_alignment : 0, 1 or 2 surrendered_flag : 0 or 1 (see central doc reference codes)	Under what variable conditions will this event occur Format: country_id [political_alignment] [mobilization%] [surrendered_flag] Each #VARIABLE_CONDITION line will be read using AND logic. More than one #VARIABLE_CONDITION can be set. Each #VARIABLE_CONDITION line will be read using "<u>AND</u>" logic Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for SURRENDER flags and not names TO BE TESTED (this was not in official "notes" : Under #VARIABLE_CONDITION you can also list countries that have not yet fully entered the war. For example by listing an mobilization % less than 100% you are providing a check where the #VARIABLE_CONDITION country must meet a minimum mobilization % in order for the event to occur.
#BELLIGERENCE_CONDITION=	[country_id1, country_id2] (see central doc reference codes)	Are these two countries belligerent Format: [country_id1, country_id2]
#CONDITION_POSITION=	x,y [a,b] [c,d] [e] [f]	Map positions that will serve to trigger the event as well as distance and number of enemy unit ranges. Format: x,y [min_range, max_range] [min_enemy_units, max_enemy_units] [alignment] [aligned_country_id] x,y: map position (hexagone) a: min_range b: max_range c: min_enemy_units d: max_enemy_units e: alignment (side of the enemy counters) Use the reference values provided for POLITICAL ALIGNMENT and not names f: aligned_country_id (owner of enemy units) If the 'aligned_country_id' flag is set to 0 then it will check for <u>any Axis</u> or <u>any Allied country</u> as determined by the alignment flag Dummy condition position (always satisfied) #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] More than one #CONDITION_POSITION can be set. Each #CONDITION_POSITION line will be read using " <u>OR</u> " logic Distance or range checks will be based on the specified x,y position. For example if the x,y position is a coastal hex then range checks will be made on sea hexes, otherwise if it is a land hex range checks will be made on land hexes only.
}		Each event must be preceded by a '{' and end with a '}'

COMPLETE EXAMPLE : (texts in **bold after a " ; "**symbol are just note comments and not parts of script)

```
;REMOVE1940
{
#NAME= UK Enters War With Germany
#POPUP= <<TAG_1>>
#IMAGE=
#SOUND=
#FLAG= 1
#TYPE= 1
#AI= 0
#LEVEL= 0
#GV= 1[1,100] ; Set global variable condition to always trigger (dummy value)
#LINK= 0[0] ; Set link value to always trigger (dummy value)
#TRIGGER= 100
#COUNTRY_ID= 112
#BELLIGERENCE_ID= 45
#DATE= 1939/09/03
#FAILSAFE_DATE= 1948/01/01
#VARIABLE_CONDITION= 112 [2] [100] [0] ; UK politically aligned with the Allies and not surrendered AND
#VARIABLE_CONDITION= 45 [1] [100] [0] ; Germany politically aligned with the Axis and not surrendered
#BELLIGERENCE_CONDITION= [85,45] ; Poland and Germany are belligerent
#CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] ; Dummy condition position (always satisfied)
}
```

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xxxCONVOY EVENTS Basic structure for a convoy event
<pre>; USAGE { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= 1 #TYPE= 2 #AI= 0 #LEVEL= #GV= #LINK= #SENDER_ID= #RECIPIENT_ID= #SENDER_ID_TRIGGER= #RECIPIENT_ID_TRIGGER= #PERCENTAGE= #MAX_PERCENTAGE= #SPRING_REDUCTION= #SUMMER_REDUCTION= #FALL_REDUCTION= #WINTER_REDUCTION= #SOURCE_PORT= #DESTINATION_PORT= #WAYPOINT= }</pre>

LINE	FORMAT	NOTES
		If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes are in black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choose another (you choose it as you want)	Take care: Not insert "=" symbol at end Insert ":" symbol before
{		Each event must be preceded by a '{' and end with a '}'
#NAME=	Name you choiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >>	Event popup text (this will be displayed when the event occurs) #POPUP string (if given) will only appear on first mobilization of convoy
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2	Values range [0, 2]; ; With all other fields satisfied will this be: ; 0 = Single check regardless if #TRIGGER is satisfied ; 1 = Multiple check until #TRIGGER is satisfied ; 2 = Reoccurring check until end of game
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV=	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	#LINK= a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted Practical note; a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#SENDER_ID=	See GENERAL REFERENCE CODES	Country ID that will be owner of convoy event Use the reference values provided for #SENDER_ID and not the country names #SENDER_ID and #RECIPIENT_ID must have a similar leanings, i.e. both Axis or both Allied
#RECIPIENT_ID=	See GENERAL REFERENCE CODES	Country ID that will receive benefit of the convoy #SENDER_ID and #RECIPIENT_ID must have a similar leanings, i.e. both Axis or both Allied Use the reference values provided for #RECIPIENT_ID and not the country names If #SENDER_ID is a minor [i.e Albania, Yugoslavia, etc], then #RECIPIENT_ID must be it's parent ID or its occupier ID. Also only one convoy can exist from a minor #SENDER_ID to #RECIPIENT_ID.
#SENDER_ID_TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100]) The #SENDER_ID_TRIGGER value for convoys will be directly related to #SENDER_ID's mobilization percentage. For example a #SENDER_ID_TRIGGER value of 30 means that the convoy will not be available until #SENDER_ID has an mobilization percentage >= 30%. The same logic applies for #RECIPIENT_ID_TRIGGER.
#RECIPIENT_ID_TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100]) The #SENDER_ID_TRIGGER value for convoys will be directly related to #SENDER_ID's mobilization percentage. For example a #SENDER_ID_TRIGGER value of 30 means that the convoy will not be available until #SENDER_ID has an mobilization percentage >= 30%. The same logic applies for #RECIPIENT_ID_TRIGGER.
#PERCENTAGE=	0 to 100	Percentage of MPP transferable via convoy to #RECIPIENT_ID ([0, 100]) The total amount of MPP available will be dependant upon the amount of MPP belonging to #SENDER_ID. After this, the #MAX_PERCENTAGE value caps the max amount transferable, while the #PERCENTAGE value is the current transfer amount. Percentage : Percentage of MPP sender country has "in stock" at this current moment
#MAX_PERCENTAGE=	0 to 100	Max percentage of MPP of transferable via convoy to #RECIPIENT_ID ([0, #PERCENTAGE]) The total amount of MPP available will be dependant upon the amount of MPP belonging to #SENDER_ID. After this, the #MAX_PERCENTAGE value caps the max amount transferable, while the #PERCENTAGE value is the current transfer amount. Max Percentage : MAX PERCENTAGE of MPP that may be transferred (Max limit that may be choiced during game) Better is to set #MAX_PERCENTAGE = or > #PERCENTAGE
#SPRING_REDUCTION=	0 to 100	Reduction percentage for this season (values range [0, 100]) The seasonal reduction values represent the operational percentage during these seasons. For example setting a value of #SPRING= 75 means that the supply convoy is running at 75% of it's potential maximum during the spring a= 0 to 100
#SUMMER_REDUCTION=	0 to 100	Reduction percentage for this season (values range [0, 100]) a= 0 to 100
#FALL_REDUCTION=	0 to 100	Reduction percentage for this season (values range [0, 100]) a= 0 to 100
#WINTER_REDUCTION=	0 to 100	Reduction percentage for this season (values range [0, 100]) a= 0 to 100

#SOURCE_PORT=	#SOURCE_PORT=x,y	Source port for the convoy (Format: x,y) #SOURCE_PORT must belong to #SENDER_ID If either the #SOURCE_PORT or #DESTINATION_PORT are captured by enemy forces the supply convoy is suspended x,y : coordinates of source hex (port)
#DESTINATION_PORT=	#DESTINATION_PORT=	Destination port for the convoy (Format: x,y) #DESTINATION_PORT must belong to #RECIPIENT_ID If either the #SOURCE_PORT or #DESTINATION_PORT are captured by enemy forces the supply convoy is suspended x,y : coordinates of destination hex (port)
#WAYPOINT=		Convoy waypoint at sea #WAYPOINT represents the path of the convoy in proper directional order from #SOURCE_PORT to #DESTINATION_PORT. A waypoint does not specify the #SOURCE_PORT or #DESTINATION_PORT only the the points between each port. While a waypoint must be a sea hex it can include intermediary ports along it's path. More than one #WAYPOINT can be set.
}		Each event must be preceded by a '{' and end with a '}'
; DE 105 - Canadian Supply Convoys To Egypt { #NAME= Canadian Supply Convoys To Egypt #POPUP= #IMAGE= #SOUND= convoy.ogg #FLAG= 1 #TYPE= 2 #AI= 0 #LEVEL= 0 ; Set global variable condition to always trigger (dummy value) #GV= 1[1,100] ; Set link value to always trigger (dummy value) #LINK= 105[1] #SENDER_ID= 21 #RECIPIENT_ID= 112 #SENDER_ID_TRIGGER= 80 #RECIPIENT_ID_TRIGGER= 80 #PERCENTAGE= 75 #MAX_PERCENTAGE= 75 #SPRING_REDUCTION= 75 #SUMMER_REDUCTION= 100 #FALL_REDUCTION= 75 #WINTER_REDUCTION= 50 #SOURCE_PORT= 30,96 #DESTINATION_PORT= 210,127 #WAYPOINT= 86,124 #WAYPOINT= 87,137 #WAYPOINT= 217,137 }		

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xxxDECISION EVENTS Basic structure for a decision event		
;USAGE { #NAME= #POPUP= #MESSAGE= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= 0 #GV= #LINK= #COUNTRY_ID= #TRIGGER= #DISPLAY_ORDER= #DECISION= #MPP_UPDOWN= #MPP_TURNS= #MPP_TEXT= #NOTES= #NOTES_POSITION= #AI_RESPONSE= #AI_RESPONSE_POPUP= #DATE= #TEXT_RGB= #SHADOW_RGB= #ALIGNMENT_POSITION= #NATIONAL_MORALE_TRIGGER= #VARIABLE_CONDITION= #CONDITION_POSITION= }		
LINE	FORMAT	NOTES If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes ar ein black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choice another (you choice it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Nameyouchoiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >>	Event popup text (this will be displayed when the event occurs)
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)

#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2 #TYPE= 3	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game OR Once the #DATE field is satisfied : 3 = Event fires once if all other fields are satisfied, else it will not fire. Either way, event will be removed never to be looked at again Practical note : If you want " Reoccurring check until end of game", let #DATE= empty
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country ID that will be owner of this event Country that is concerned by this decision event Use the reference values provided for #COUNTRY_ID and not the country names
#DISPLAY_ORDER=	0 or 1	When do we display this event? (values range [0, 1]; Default= 0; Beginning of Turn= 1)
#DECISION=	1 to 1100	What internal decision number is this event assigned to? (values range [1, 1100]; max of 1100 decisions per campaign) It is the N° of identification for this specific decision (usefull to be in order to use parameter #LINK= in all scripts who need it)
#MPP_UPDOWN=	-9999 to 9999	Will there be an associated MPP amount added or subtracted with respect to #COUNTRY_ID for this decision if yes? (values range [-9999, 9999]) Is there a MPP cost or MPP bonus if decision is YES ? And how many MPP ?
#MPP_TURNS=	0 to 500	How many turns will the #MPP_UPDOWN= value be added or subtracted for? (values range [0, 500]) Duration of effects in terms of MPP
#MPP_TEXT=	<< Freetext >>	What text will be shown in the MPP collection dialog for this event if the #MPP_UPDOWN value is set?
#AI_RESPONSE=	0 to 100	What percentage chance will the AI respond 'Yes' to this event? (values range [0, 100])
#AI_RESPONSE_POPUP=	<< Freetext >>	What is the AI response popup? Note, this popup is also used in the previous turn summary list Event popup text (this will be displayed)
#NOTES=	<< Freetext >>	Text to display if the player clicks on the NOTES button in the DECISION screen
#NOTES_POSITION=		What position should we center the map on if the player clicks on the NOTES button (entry can be left blank)
#DATE=	yyyy/mm/dd	Date that must be satisfied (in game) for event to occur (format yyyy/mm/dd)
#TEXT_RGB=	a,b,c	Text color for the decision event Format: red, green, blue (values range [0, 255]) a: Red (0 to 255) b: green (0 to 255) c: blue (0 to 255)
#SHADOW_RGB=	a,b,c	Shadow color for the decision event text (NOT USED IN SC3) Format: red, green, blue (values range [0, 255]) a: Red (0 to 255) b: green (0 to 255) c: blue (0 to 255)
#ALIGNMENT_POSITION=	x,y [a]	Position that must be under the control of the selected side in order for the event to occur Format: x,y; political_alignment [values are 0, 1 or 2] #ALIGNMENT_POSITION - Can refer to either land or a coastal hexes. More than one position can be set. Each #ALIGNMENT_POSITION will be read with AND logic. x,y: coordinates of concerned hex on map a: 0,1 or 2 (depending of political alignment of the concerned hex : See GENERAL REFERENCE CODES)
#NATIONAL_MORALE_TRIGGER=	country_id [national_morale_percentage]	Under what national morale situation will this event occur Format: country_id [national_morale_percentage] The event checks for a value less than or equal to the 'national_morale_percentage'. More than one #NATIONAL_MORALE_TRIGGER can be set Each #NATIONAL_MORALE_TRIGGER line will be read using AND logic.
#VARIABLE_CONDITION=	country_id [political_alignment] [mobilization%] [surrendered_flag] mobilization% : 0 to 100 political_alignment : 0,1 or 2 surrendered_flag : 0 or 1 See GENERAL REFERENCE CODES	Under what variable conditions will this event occur Format: country_id [political_alignment] [mobilization%] [surrendered_flag] Under #VARIABLE_CONDITION you can also list countries that have not yet fully entered the war. For example by listing an mobilization % less than 100% you are providing a check where the #VARIABLE_CONDITION country must meet a minimum mobilization % in order for the event to occur. More of one VARIABLE_CONDITION may be set Each #VARIABLE_CONDITION line will be read using AND logic. Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for SURRENDER flags and not names

#CONDITION_POSITION=	x,y [a,b] [c,d] [alignment] [aligned_country_id]	Map positions that will serve to trigger the event as well as distance and number of Axis/Allied unit ranges as specified by 'alignment' flag Format: x,y [min_range, max_range] [min_units, max_units] [alignment] [aligned_country_id] x,y : coordinates of reference hex on map a: min_range b: max_range c: min_units d: max_units alignment: alignment of the owner of ennemy counters (side of the ennemy counters) aligned_country_id: country tat owns the ennemy counters If the 'aligned_country_id' flag is set to 0 then it will check for any Axis or any Allied country as determined by the alignment flag Dummy condition position (always satisfied) #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] More than one #CONDITION_POSITION can be set. Each #CONDITION_POSITION line will be read using " <u>OR</u> " logic Distance or range checks will be based on the specified x,y position. For example if the x,y position is a coastal hex then range checks will be made on sea hexes, otherwise if it is a land hex range checks will be made on land hexes only.
}		Each event must be preceded by a '{' and end with a '}'
COMPLETE EXAMPLE : (texts in bold after a ";" ,"symbol are just note comments and not parts of script)		
;USAGE { #NAME= DE 173 - UK: Dummy Event to turn Historical POP UPs On/Off (AI - 100% Yes) #POPUP= #MESSAGE= #IMAGE= #SOUND= #FLAG= 1 #TYPE= 1 #AI= 0 #LEVEL= 0 #GV= 1[1,100] ;Set global variable condition to always trigger (dummy value) #LINK= 0[0] ;Set link value to always trigger (dummy value) #COUNTRY_ID= 112 #TRIGGER= 100 #DISPLAY_ORDER= 0 #DECISION= 173 ; Set decision value #MPP_UPDOWN= 0 #MPP_TURNS= 0 #MPP_TEXT= #NOTES= #NOTES_POSITION= #AI_RESPONSE= 100 ; Set AI acceptance % (AI will accept 100% of the time) #AI_RESPONSE_POPUP= #DATE= 1939/09/01 #TEXT_RGB= 0,0,0 #SHADOW_RGB= 228,221,198 #ALIGNMENT_POSITION= 173,74 [1] ;Berlin is in Axis hands #NATIONAL_MORALE_TRIGGER= 0 [0] ;Set National Morale Trigger (dummy value) #VARIABLE_CONDITION= 112 [2] [100] [0]; Set variable conditions: UK politically aligned with Allies, mobilized at 100% and not surrendered #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] ; Dummy condition position (always satisfied) }		

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xxxFREE UNIT EVENTS Basic structure for a free unit event		
;USAGE { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= #GV= #LINK= #COUNTRY_ID= #RECIPIENT_ID= #TRIGGER= #LAND_PERCENTAGE= #NAVAL_PERCENTAGE= }		
LINE	FORMAT	NOTES
		If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes ar ein black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choice another (you choice it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Nameyouchoiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >>	Event popup text (this will be displayed when the event occurs)
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game

#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted Practical note; a= N° of the referenced/concerned DECISION EVENT (one of the 1100) b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Surrendering country's ID Use the reference values provided for #COUNTRY_ID and #RECIPIENT_ID and not the country names
#RECIPIENT_ID=	See GENERAL REFERENCE CODES	Transfer country ID (country that will receive control of free units) Use the reference values provided for #COUNTRY_ID and #RECIPIENT_ID and not the country names
#LAND_PERCENTAGE=	0 to 100	Random percentage for any land unit to become a free unit (values range [0, 100]) Free land units will only occur if a random value is less than #LAND_PERCENTAGE (per unit)
#NAVAL_PERCENTAGE=	0 to 100	Random percentage for any naval unit to become a free unit (values range [0, 100]) Free naval units will occur if a random value is less than #NAVAL_PERCENTAGE (per unit)
}		Each event must be preceded by a '{' and end with a '}'
COMPLETE EXAMPLE : (texts in bold after a ";" ,"symbol are just note comments and not parts of script) ;REMOVE1941 { #NAME= DE 602 - Free French Units #POPUP= #IMAGE= #SOUND= #FLAG= 1 #TYPE= 0 #AI= 0 #LEVEL= 0 #GV= 1[1,100] #LINK= 602[1] #COUNTRY_ID= 40 #RECIPIENT_ID= 112 #TRIGGER= 100 #LAND_PERCENTAGE= 20 #NAVAL_PERCENTAGE= 0 }		

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xxxLOOP EVENTS Basic structure for a loop event		
;USAGE { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= #GV= #LINK= #COUNTRY_ID= #ALIGNMENT_ID= #TRIGGER= #DELAY= #FAILED_DELAY= #LEVEL= #FRIENDLY_POSITION= #START_POSITION= #FINISH_POSITION= }		
LINE	FORMAT	NOTES If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes are in black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choice another (you choice it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before

{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Nameyouchoiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >>	Event popup text (this will be displayed when the event occurs)
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted Practical note; a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country ID that will be owner of this naval loop event Value of 0 will allow any country to use loop positions Use the reference values provided for #COUNTRY_ID and not the country names
#ALIGNMENT_ID=	0,1 or 2	Which game turn should this loop event run? (values range [0, 2] Any= 0 Axis= 1 Allies= 2)
#DELAY=		The number of turns to delay completion of the naval loop
#FAILED_DELAY=		The number of turns that have to pass before the naval loop is considered to have failed A naval loop event could possibly fail if all #FINISH_POSITION's as well as all adjacent map positions are occupied by enemy naval units. In this case once the number of turns exceeds the #FAILED_DELAY value the units will be returned to the #START_POSITION locations.
#FRIENDLY_POSITION=	x,y	Position that must be under friendly control in order for event to occur but can be left blank (Format: x,y) x,y : coordinate hex Can more than #FRIENDLY_POSITION be set ? To be tested Confirmed by Billrunacre on Matrix forum : not sure, best to run a test
#START_POSITION=	x,y	Start position for the naval loop (Format: x,y) x,y : coordinate hex More than one #START_POSITION as well as #FINISH_POSITION can be set.
#FINISH_POSITION=	x,y	Finish position for the naval loop (Format: x,y) x,y : coordinate hex More than one #START_POSITION as well as #FINISH_POSITION can be set.
}		Each event must be preceded by a '{' and end with a '}'

COMPLETE EXAMPLE : (texts in ***bold after a ";"***symbol are just note comments and not parts of script)

;Allied North Atlantic to Suez naval loop:

```
{
#NAME= North Atlantic To Red Sea
#POPUP= <<TAG_8>>
#IMAGE=
#SOUND=
#FLAG= 0
#TYPE= 2
#AI= 0
#LEVEL= 0
#GV= 1[1,100];Set global variable condition to always trigger (dummy value)
#LINK= 0[0];Set link value to always trigger (dummy value)
#COUNTRY_ID= 0
#ALIGNMENT_ID= 2
#TRIGGER= 100
#DELAY= 4
#FAILED_DELAY= 5
#LEVEL= 0
#FRIENDLY_POSITION= 0,2
#START_POSITION= 125,79
#START_POSITION= 125,80
#START_POSITION= 126,80
#START_POSITION= 127,79
#START_POSITION= 127,80
#FINISH_POSITION= 214,130
#FINISH_POSITION= 214,131
#FINISH_POSITION= 215,131
#FINISH_POSITION= 214,132
#FINISH_POSITION= 215,132
}
```

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xxxMOBILIZATION #1 (Based on Declarations of War or Surrendering) Basic structure for an mobilization event		
;USAGE { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #GV= #LINK= #LEVEL= #COUNTRY_ID= #TRIGGER= #MOBILIZATION= #CONDITION= } 		
LINE	FORMAT	NOTES
		If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes are in black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choose another (you choose it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	NAMEyouchoiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >>	Event popup text (this will be displayed when the event occurs)
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occurs * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted Practical note; a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country ID associated with this event Use the reference values provided for #COUNTRY_ID and not the country names
#MOBILIZATION=	[a,b] [c]	The mobilization percentage increase/decrease for this event for #COUNTRY_ID Format: [min%, max%] [political_direction] The #MOBILIZATION value can be set to reflect a random range of potential increase or decrease towards either the Axis or Allies side. This is done by setting the 'political_direction' flag under #MOBILIZATION as either Axis or Allied, i.e. [1] or [2]. For example if the US is currently leaning towards the Allies then you can set an #MOBILIZATION event to decrease their current mobilization percentage by setting the 'political_direction' flag as Axis. Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for POLITICAL EVENT and not names a: min% b: max% c: political_direction => 1 (Axis) or 2 (Allied) Example: #MOBILIZATION= [3,5] [1] means that mobilization of concerned country will increase between 3% and 5% towards Axis

#CONDITION=	a[b][c]	Under what conditions will this event occur Format: country_id [political_event] [political_alignment] Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for POLITICAL EVENT and not names For #CONDITION only one of two things can be set : - a 'country_id' that has surrendered OR - a 'country_id' that has been declared war upon. a: country-id b: political event : 0 if SURRENDERED, 1 if DECLARED_WAR_ON c: poltical alignment (0,1 or 2) Examples: 46[1][1] means that the condition is : Greece declared war on by Axis (Axis has declared war to Greece) 46[0][1] means that the condition is : Greece has surrendered to Axis If "a"value (country-id) is set to 0, it means <i>General surrenders to Axis/Allied forces</i> Example: #CONDITION= 0 [0] [1] means that any country surrendering to the Axis will trigger this script (precision from Billrunacre on Matrix forum)
}		Each event must be preceded by a '{' and end with a '}'

COMPLETE EXAMPLE : (texts in bold after a ";" ,"symbol are just note comments and not parts of script)		
<pre>;REMOVE1941 ; ; General surrenders to Axis resulting in a ; random 3-5% increase in Italian mobilization towards Axis: { #NAME= General Surrenders To Axis (Italy->Axis) #POPUP= #IMAGE= #SOUND= #FLAG= 1 #TYPE= 2 #AI= 0 #GV= 1[1,100] #LINK= 600[1] #LEVEL= 0 #COUNTRY_ID= 59 #TRIGGER= 100 #MOBILIZATION= [3,5] [1] ;3-5% mobilization increase towards Axis #CONDITION= 0 [0] [1] ;General surrenders to Axis forces }</pre>		

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xxxMOBILIZATION #2 (Based on unit positions) Basic structure for an mobilization event		
<pre>; USAGE { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= #GV= #LINK= #COUNTRY_ID= #TRIGGER= #DATE= #MOBILIZATION= #VARIABLE_CONDITION= #CONDITION_POSITION= }</pre>		
LINE	FORMAT	NOTES
		If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes ar ein black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choice another (you choice it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Nameyouchoiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >> (TAG may be used)	Event popup text (this will be displayed when the event occurs)
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2 #TYPE= 3	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game OR Once the #DATE field is satisfied : 3 = Event fires once if all other fields are satisfied, else it will not fire. Either way, event will be removed never to be looked at again Practical note : If you want " Reoccurring check until end of game", let #DATE= empty

#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country ID associated with this event Use the reference values provided for #COUNTRY_ID and not the country names
#DATE=	yyyy/mm/dd	Date that must be satisfied (in game) for event to occur (format yyyy/mm/dd)
#MOBILIZATION=	[a,b] [c]	The mobilization percentage increase/decrease for this event for #COUNTRY_ID Format: [min%, max%] [political_direction] The #MOBILIZATION value can be set to reflect a random range of potential increase or decrease towards either the Axis or Allies side. This is done by setting the 'political_direction' flag under #MOBILIZATION as either Axis or Allied, i.e. [1] or [2]. For example if the US is currently leaning towards the Allies then you can set an #MOBILIZATION event to decrease their current mobilization percentage by setting the 'political_direction' flag as Axis. Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for POLITICAL EVENT and not names a: min% b: max% c: political_direction => 1 (Axis) or 2 (Allied) Example: #MOBILIZATION= [3,5] [1] means that mobilization of concerned country will increase between 3% and 5% towards Axis
#VARIABLE_CONDITION=	a[b] [c] [d]	Under what variable conditions will this event occur Format: country_id [political_alignment] [mobilization%] [surrendered_flag] Under #VARIABLE_CONDITION you can also list countries that have not yet fully entered the war. For example by listing an mobilization % less than 100% you are providing a check where the #VARIABLE_CONDITION country must meet a minimum mobilization % in order for the event to occur. More of one VARIABLE_CONDITION may be set Each #VARIABLE_CONDITION line will be read using AND logic. Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for SURRENDER flags and not names a: country_id b: political_alignment (0,1 or 2) c: mobilization% (0 to 100) d: surrendered_flag (0 or 1) Example : 59[1][100][0] means that the condition is : Italy aligned Axis, mobilized at 100% and not surrendered
#CONDITION_POSITION=	x,y[a,b][c,d][e][f] <g> Note : <g> value is facultative (not obligatory)	Map positions that will serve to trigger the event as well as distance and number of Axis/Allied unit ranges as specified by 'alignment' flag Format: x,y [min_range, max_range] [min_units, max_units] [alignment] [aligned_country_id] If the 'aligned_country_id' flag is set to 0 then it will check for <u>any Axis or any Allied country</u> as determined by the alignment flag Dummy condition position (always satisfied) #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] More than one #CONDITION_POSITION can be set. Each #CONDITION_POSITION line will be read using "OR" logic Distance or range checks will be based on the specified x,y position. For example if the x,y position is a coastal hex then range checks will be made on sea hexes, otherwise if it is a land hex range checks will be made on land hexes only. If #CONDITION_POSITION has an added <unit_id, ...> then it will only consider the specified UNIT_ID types Example : #CONDITION_POSITION= 188,76 [10,10] [1,1] [1] [0] <5,26> means that the condition is : Axis have an Army or Tank unit within 10 hexes of Warsaw If [f] value is set to 0 : it means that all units of the concerned side are taken in mind x,y: coordinate hex a: min_range (in hex) b: max_range (in hex) c: min_units d: max_units e: alignment (0,1 or 2) - Note : If [f] value is set to 0 : it means that all units of the concerned side are taken in mind f: aligned_country_id (country owner of units) Following value is facultative (not obligatory) <g> : unit_id (type of unit) Examples: 34,12[3,3][6,6][1][59] means that condition is : 6 or more italian Axis units at range 3 or less from the 34,12 hex 34,12[3,3][6,6][1][59] <6> means that condition is : 6 or more italian Axis mechanized units at range 3 or less from the 34,12 hex
}		Each event must be preceded by a '{' and end with a '}'

COMPLETE EXAMPLE : (texts in **bold after a ";"**,"symbol are just note comments and not parts of script)

```
; Turkey reacts to the USA providing direct assistance to the UK in Egypt
;
{
#NAME= DE 300 - US Tanks arrive in Egypt (Turkey->Axis)
#POPUP= <<TAG_1>>
#IMAGE=
#SOUND=
#FLAG= 1
#TYPE= 0
#AI= 0
#LEVEL= 0
#GV= 1[1,100]
#LINK= 300[1]
#COUNTRY_ID= 111
#TRIGGER= 75
#DATE= 1939/09/01
#MOBILIZATION= [8,15] [1] ;8-15% mobilization increase towards Axis
#VARIABLE_CONDITION= 45 [1] [100] [0] ; Set variable conditions: Germany politically aligned with Axis and not surrendered
#CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] ; dummy condition position
}
```

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xxxMOBILIZATION #3 (Based on a set date and variable political conditions) Basic structure for a mobilization event		
;USAGE { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= #GV= #LINK= #COUNTRY_ID= #TRIGGER= #DATE= #MOBILIZATION= #VARIABLE_CONDITION= }		
LINE	FORMAT	NOTES
		If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes ar ein black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choice another (you choice it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Nameyouchoiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >> (TAG may be used)	Event popup text (this will be displayed when the event occurs)
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2 #TYPE= 3	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game OR Once the #DATE field is satisfied : 3 = Event fires once if all other fields are satisfied, else it will not fire. Either way, event will be removed never to be looked at again Practical note : If you want " Reoccurring check until end of game", let #DATE= empty
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire

#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country ID associated with this event Use the reference values provided for #COUNTRY_ID and not the country names
#DATE=	yyyy/mm/dd	Date that must be satisfied (in game) for event to occur (format yyyy/mm/dd)
#MOBILIZATION=	[a,b] [c]	The mobilization percentage increase/decrease for this event for #COUNTRY_ID Format: [min%, max%] [political_direction] The #MOBILIZATION value can be set to reflect a random range of potential increase or decrease towards either the Axis or Allies side. This is done by setting the 'political_direction' flag under #MOBILIZATION as either Axis or Allied, i.e. [1] or [2]. For example if the US is currently leaning towards the Allies then you can set an #MOBILIZATION event to decrease their current mobilization percentage by setting the 'political_direction' flag as Axis. Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for POLITICAL EVENT and not names a: min% b: max% c: political_direction => 1 (Axis) or 2 (Allied) Example: #MOBILIZATION= [3,5] [1] means that mobilization of concerned country will increase between 3% and 5% towards Axis
#VARIABLE_CONDITION=	a[b] [c] [d]	Under what variable conditions will this event occur Format: country_id [political_alignment] [mobilization%] [surrendered_flag] Under #VARIABLE_CONDITION you can also list countries that have not yet fully entered the war. For example by listing an mobilization % less than 100% you are providing a check where the #VARIABLE_CONDITION country must meet a minimum mobilization % in order for the event to occur. More of one VARIABLE_CONDITION may be set Each #VARIABLE_CONDITION line will be read using <u>AND</u> logic. Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for SURRENDER flags and not names a: country_id b: political_alignment (0,1 or 2) c: mobilization% (0 to 100) d: surrendered_flag (0 or 1) Example : 59[1][100][0] means that the condition is : Italy aligned Axis, mobilized at 100% and not surrendered
}		Each event must be preceded by a '{' and end with a '}'
COMPLETE EXAMPLE : (texts in bold after a ";";<i>symbol</i> are just note comments and not parts of script) <pre>;REMOVE1941 (implement effect first) ; { #NAME= DE 100 - UK Supports the Free French (Vichy France->Axis) #POPUP= <<TAG_1>> #IMAGE= #SOUND= report.ogg #FLAG= 1 #TYPE= 1 #AI= 0 #LEVEL= 0 #GV= 1[1,100] #LINK= 100[1] #COUNTRY_ID= 118 #TRIGGER= 100 #DATE= 1939/09/03 #MOBILIZATION= [5,5] [1] ; 5% mobilization increase towards Axis #VARIABLE_CONDITION= 112 [2] [100] [0] ; Set variable conditions: UK politically aligned with Allies and not surrendered }</pre> XX		

xxx MOBILIZATION #4 (Based on Declarations of War or Surrendering) Basic structure for an mobilization event		
<pre>;USAGE { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #GV= #LINK= #LEVEL= #COUNTRY_ID= #TRIGGER= #NM_UPDOWN= - #NM_TURNS= #DECISION= #CONDITION= }</pre>		
LINE	FORMAT	NOTES
If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes ar ein black / My "practical notes" are in red		

; USAGE	Erase "USAGE" and choice another (you choice it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Nameyouchoiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >>	Event popup text (this will be displayed when the event occurs)
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV=	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted Practical note; a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country ID associated with this event Use the reference values provided for #COUNTRY_ID and not the country names
#NM_UPDOWN=	-99999 to 99999	The amount of National Morale that should be added or subtracted with respect to #COUNTRY_ID? (values range [-99999, 99999]) NM abbreviation means "National moral"
#NM_TURNS=	0 to 99	How many turns will the #NM_UPDOWN= value be added or subtracted for? (values range [0, 99])
#DECISION=	1 to 1100	What internal decision number is this event assigned to? (values range [1, 1100] max of 1100 decisions per campaign) IMPORTANT : This DECISION is always considered as True= 1 It is the N° of identification for this specific decision (usefull to be in order to use parameter #LINK= in all scripts who need it)
#CONDITION=	a[b][c]	Under what conditions will this event occur Format: country_id [political_event] [political_alignment] Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for POLITICAL EVENT and not names For #CONDITION only one of two things can be set : - a 'country_id' that has surrendered OR - a 'country_id' that has been declared war upon. a: country-id b: political event : 0 if SURRENDERED, 1 if DECLARED_WAR_ON c: political alignment (0,1 or 2) Examples: 46[1][1] means that the condition is : Greece declared war on by Axis (Axis has declared war to Greece) 46[0][1] means that the condition is : Greece has surrendered to Axis If "a" value is set to 0, it means "general" Example: #CONDITION= 0 [0] [1] means General surrenders to Axis forces
}		Each event must be preceded by a '{' and end with a '}'
COMPLETE EXAMPLE : (texts in bold after a ";" ; "symbol are just note comments and not parts of script) ;USAGE { #NAME= DE 1050 - Allies DoW on Switzerland (UK) #POPUP= <<TAG_1>> #IMAGE= #SOUND= #FLAG= 1 #TYPE= 0 #AI= 0 #GV= 1[1,100] #LINK= 0[0] #LEVEL= 0 #COUNTRY_ID= 112 #TRIGGER= 100 #NM_UPDOWN= -2500 #NM_TURNS= 1 #DECISION= 1050 #CONDITION= 104 [1] [2] ; Switzerland declared war on by Allies } 		

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xxxNATIONAL MORALE EVENTS		
; USAGE #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= #GV= #LINK= #COUNTRY_ID= #TRIGGER= #NM_UPDOWN= #NM_TURNS= #DATE= #OBJECTIVE_TEXT_POSITION= #ALIGNMENT_POSITION= #VARIABLE_CONDITION= #CONDITION_POSITION= }		
LINE	FORMAT	NOTES
		If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes ar ein black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choice another (you choice it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Nameyouchoiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >>	Event popup text (this will be displayed when the event occurs)
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted Practical note; a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country ID associated with this event (this is the country that will either benefit or be penalized by the script) Use the reference values provided for #COUNTRY_ID and not the country names
#NM_UPDOWN=	-99999 to 99999	The amount of National Morale that should be added or subtracted with respect to #COUNTRY_ID? (values range [-99999, 99999])
#NM_TURNS=	0 to 99	How many turns will the #NM_UPDOWN= value be added or subtracted for? (values range [0, 99])
#DATE=	yyyy/mm/dd	Date that must be satisfied (in game) for event to occur (format yyyy/mm/dd)
#OBJECTIVE_TEXT_POSITION=		Position that will be highlighted in game as a National Morale Objective position #OBJECTIVE_TEXT_POSITION= Can be left blank if no position needs to be highlighted in game
#ALIGNMENT_POSITION=	x,y political_alignment [values are 0, 1 or 2]	Position that must be under the control of the selected side in order for the event to occur Format: x,y political_alignment [values are 0, 1 or 2] #ALIGNMENT_POSITION - Can refer to either land or a coastal hexes x,y political_alignment : political alignment of the concerned heagone on map (it indicates the side that does control this hex) political alignment: may be 0,1 or 2 sample : 147,77 [2] means that hex 132,77 is controlled by Allies side

#VARIABLE_CONDITION=	a[b] [c] [d]	Under what variable conditions will this event occur Format: country_id [political_alignment] [mobilization%] [surrendered_flag] Under #VARIABLE_CONDITION you can also list countries that have not yet fully entered the war. For example by listing an mobilization % less than 100% you are providing a check where the #VARIABLE_CONDITION country must meet a minimum mobilization % in order for the event to occur. More of one VARIABLE_CONDITION may be set Each #VARIABLE_CONDITION line will be read using <u>AND</u> logic. Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for SURRENDER flags and not names a: country_id b: political_alignment (0,1 or 2) c: mobilization% (0 to 100) d: surrendered_flag (0 or 1) Example : 59[1][100][0] means that the condition is : Italy aligned Axis, mobilized at 100% and not surrendered
#CONDITION_POSITION=	x,y [a,b] [c,d] [e] [f]	Map positions that will serve to trigger the event as well as distance and number of enemy unit ranges. Format: x,y [min_range, max_range] [min_enemy_units, max_enemy_units] [alignment] [aligned_country_id] x,y: map position (hexagone) a: min_range b: max_range c: min_enemy_units d: max_enemy_units e: alignment (side of the enemy counters) Use the reference values provided for POLITICAL ALIGNMENT and not names f: aligned_country_id (owner of enemy units) If the 'aligned_country_id' flag is set to 0 then it will check for <u>any Axis or any Allied country</u> as determined by the alignment flag Dummy condition position (always satisfied) #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] More than one #CONDITION_POSITION can be set. Each #CONDITION_POSITION line will be read using "<u>OR</u>" logic Distance or range checks will be based on the specified x,y position. For example if the x,y position is a coastal hex then range checks will be made on sea hexes, otherwise if it is a land hex range checks will be made on land hexes only.
}		
COMPLETE EXAMPLE : (texts in bold after a ";" ,"symbol are just note comments and not parts of script)		
;USAGE #NAME= DE 101 - British Morale Is Boosted By The Destroyers For Bases Agreement #POPUP= <<TAG_1>> #IMAGE= #SOUND= #FLAG= 1 #TYPE= 1 #AI= 0 #LEVEL= 0 #GV= 1[1,100] ; Set global variable condition to always trigger (dummy value) #LINK= 101[1] ; Set link value to always trigger (dummy value) #COUNTRY_ID= 112 #TRIGGER= 100 #NM_UPDOWN= 2000 ; Set how many NM points should be gained or lost over X turns #NM_TURNS= 1 #DATE= 1940/08/13 #OBJECTIVE_TEXT_POSITION= #ALIGNMENT_POSITION= 147,77 [2] ; Set alignment position and controller's political alignment: London is in Allied hands #VARIABLE_CONDITION= 45 [1] [100] [0] ; Set variable conditions: Germany politically aligned with the Axis and not surrendered #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] ; Dummy condition position (always satisfied) }		

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xxxPARTISAN EVENTS Basic structure for a partisan event		
;USAGE { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= #GV= #LINK= #COUNTRY_ID= #TRIGGER= #PARTISAN_FLAG= #ADD_UNIT= #DISRUPTION_RANGE= #MAP_POSITION= }		
LINE	FORMAT	NOTES
		If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes ar ein black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choice another (you choice it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'

#NAME=	Nameyouchoiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >>	Event popup text (this will be displayed when the event occurs)
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted Practical note; a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country's ID that will have partisan #MAP_POSITION's Use the reference values provided for #COUNTRY_ID and #TRANSFER_ID and not the country names
#PARTISAN_FLAG=	1,2 or 3 See GENERAL REFERENCE CODES	Partisan flag can be used to limit event to a particular type Use the reference values provided for #PARTISAN_FLAG's and not names See PARTISAN FLAG REFERENCE values : PARTISANS_ON_INVASION= 1 PARTISANS_AFTER_SURRENDER= 2 FULL_PARTISANS= 3
#ADD_UNIT=	0,1 or 2	Can accept the following values: (values range [0, 2] False= 0 True= 1 True (if <= build limit)= 2 0: False 1: True 2: True if number of added partisans is <= build limit
#DISRUPTION_RANGE=	0 to 10	What is the range of supply disruption from each partisan that appears?
#MAP_POSITION=	x,y	Map position where partisan unit could appear (format x,y) More than one #MAP_POSITION can be set. x,y : coordinates of concerned hex on map
}		Each event must be preceded by a '{' and end with a '}'

COMPLETE EXAMPLE : (texts in **bold after a ";"**,"symbol are just note comments and not parts of script)

```
;USAGE
{
#NAME= Greek Partisans
#POPUP= <<TAG_7>>
#IMAGE= greekpartisan1.png, greekpartisan2.png, greekpartisan3.png
#SOUND= battle3.ogg
#FLAG= 1
#TYPE= 2
#AI= 0
#LEVEL= 0
#GV= 1[1,100] ; Set global variable condition to always trigger (dummy value)
#LINK= 355[1] ; Set link value to always trigger (dummy value)
#COUNTRY_ID= 46
#TRIGGER= 10
#PARTISAN_FLAG= 2
#ADD_UNIT= 1
#DISRUPTION_RANGE= 1
#MAP_POSITION= 188,107
#MAP_POSITION= 192,104
#MAP_POSITION= 191,106
#MAP_POSITION= 190,111
}
```

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xxxPOPUP EVENTS Basic structure for a popup event
<pre>;USAGE ; { #NAME= #POPUP= #MESSAGE= #IMAGE=</pre>

#SOUND= #FLAG= #TYPE= #AI= #LEVEL= #GV= #LINK= #COUNTRY_ID= #TRIGGER= #PRIVATE= #DISPLAY_ORDER= #DISPLAY_TURN= #DISPLAY_STYLE= #MESSAGE_STYLE= #TEXT_RGB= 0 #SHADOW_RGB= 0 #MAP_POSITION= #DATE= 1 #ALIGNMENT_POSITION= #VARIABLE_CONDITION= #CONDITION_POSITION= }		
LINE	FORMAT	NOTES If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes are in black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choice another (you choice it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Nameyouchoiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPOP=	<< Freetext >> (TAG may be used)	Event popup text (this will be displayed when the event occurs)
#MESSAGE=	Free text	Message body text (this will be displayed when the event occurs) #MESSAGE field supports the following special characters: %N = newline or carriage return %T = horizontal tab %R = right align text, must be applied at the beginning of a newline, otherwise it will be ignored %C = center align text, must be applied at the beginning of a newline, otherwise it will be ignored %B = bold text, must be applied for each word you wish to bold %V = italic text, must be applied for each word you wish to italicize
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2 #TYPE= 3	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game OR Once the #DATE field is satisfied : 3 = Event fires once if all other fields are satisfied, else it will not fire. Either way, event will be removed never to be looked at again Practical note : If you want " Reoccurring check until end of game", let #DATE= empty
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])

#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country ID associated with this event (use #COUNTRY_ID= 0 for generic popup) Use the reference values provided for #COUNTRY_ID and not the country names
#PRIVATE=	0 or 1	Should the event remain private to the side receiving it? False= 0 True= 1
#DISPLAY_ORDER=	0,1 or 2	When do we display this popup event? End of Turn= 0 Beginning of Turn= 1 Deployment Phase= 2 If #DISPLAY_ORDER= 2 (Deployment Phase) then the #DATE value is ignored as it is not applicable
#DISPLAY_TURN=	0,1 or 2	On what turn do we display this popup event? Any turn= 0 Axis Turn= 1 Allied Turn= 2
#DISPLAY_STYLE=	0,1 or 2.xx	What type of display style for the #POPUP banner text area? 0 = default style, simple text with small national flags relative to #COUNTRY_ID on either side of text (this default can be used with #MESSAGE body text and/or #IMAGE and #SOUND 1 = major header, larger text with no national flags on either side of text (only if #IMAGE used, otherwise will default to default style = 0) 2.xx = mouse hover popup style where xx refers to the sprite index of the symbol_sprites.png file that will be shown at #MAP_POSITION. More than one #MAP_POSITION can be set for #DISPLAY_STYLE = 2.xx (e.g. 2.24 indicating the 24th sprite in the symbol_sprites.png file). #TRIGGER and #DISPLAY_ORDER will not be checked/applied when #DISPLAY_STYLE is 2.xx. Display of symbol sprite will follow the logic of the POPUP event, e.g. if #DISPLAY_TURN and #AI = 0, then the map symbol will show on all turns. If #DISPLAY_TURN value > 0, e.g. only show on Axis or Allied turns, #PRIVATE= 1 can be used to hide the display of the symbol sprite when 'Hide/Show Map Info' is disabled in game. #POPUP text will be shown for the mouse hover text
#MESSAGE_STYLE=	0,1,2 or 3	What type of #MESSAGE body style will be shown? 0 = default style (no large national flags or symbols shown in the #MESSAGE body text area) 1 = large national flag in upper right corner relative to #COUNTRY_ID 2 = large national flag in upper right corner w/ national symbol shown in upper middle of the #MESSAGE body text area 3 = #MESSAGE body text will be displayed in the bottom half w/ large national flag in lower left bottom half as well
#DATE=	yyyy/mm/dd	Date that must be satisfied (in game) for event to occur (format yyyy/mm/dd). If #DATE has an added [=] at the end then it will only apply for the current year specified, e.g. #DATE= 1939/09/01 [=]
#TEXT_RGB=	a,b,c	Text color for the decision event Format: red, green, blue (values range [0, 255]) a: value for red (0 to 255) b: value for green (0 to 255) c: value for blue (0 to 255)
#SHADOW_RGB=	a,b,c	Shadow color for the decision event text (NOT USED IN SC3) Format: red, green, blue (values range [0, 255]) a: value for red (0 to 255) b: value for green (0 to 255) c: value for blue (0 to 255)
#MAP_POSITION=	x,y	Position that the POPUP event will center over when the event fires. #MAP_POSITION does not have to be specified and can be left blank.
#ALIGNMENT_POSITION=	x,y[a]	Position that must be under the control of the selected side in order for the event to occur Format: x,y political_alignment [values are 0, 1 or 2] #ALIGNMENT_POSITION - Can refer to either land or a coastal hexes. More than one position can be set. Each #ALIGNMENT_POSITION will be read with AND logic. x,y: coordinates of concerned hex on map a: political alignment of the concerned hex (who does control this hex) : 0 if neutral, 1 if Axis or 2 if Allied
#VARIABLE_CONDITION=	country_id [political_alignment] [mobilization%] [surrendered_flag] mobilization% : 0 to 100 political_alignment : 0, 1 or 2 surrendered_flag : 0 or 1 (see central doc reference codes)	Under what variable conditions will this event occur Format: country_id [political_alignment] [mobilization%] [surrendered_flag] Under #VARIABLE_CONDITION you can also list countries that have not yet fully entered the war. For example by listing an mobilization % less than 100% you are providing a check where the #VARIABLE_CONDITION country must meet a minimum mobilization % in order for the event to occur. Each #VARIABLE_CONDITION line will be read using AND logic. More than one #VARIABLE_CONDITION can be set. Each #VARIABLE_CONDITION line will be read using " <u>AND</u> " logic Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for SURRENDER flags and not names
#CONDITION_POSITION=	x,y[a,b][c,d][e][f] <g> Note : <g> value is facultative (not obligatory)	Map positions that will serve to trigger the event as well as distance and number of Axis/Allied unit ranges as specified by 'alignment' flag Format: x,y [min_range, max_range] [min_units, max_units] [alignment] [aligned_country_id] If the 'aligned_country_id' flag is set to 0 then it will check for <u>any Axis or any Allied country</u> as determined by the alignment flag Dummy condition position (always satisfied) #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] More than one #CONDITION_POSITION can be set. Each #CONDITION_POSITION line will be read using " <u>OR</u> " logic Distance or range checks will be based on the specified x,y position. For example if the x,y position is a coastal hex then range checks will be made on sea hexes, otherwise if it is a land hex range checks will be made on land hexes only. If #CONDITION_POSITION has an added <unit_id, ...> then it will only consider the specified UNIT_ID types Example : #CONDITION_POSITION= 188,76 [10,10] [1,1] [1] [0] <5,26> means that the condition is : Axis have an Army or Tank unit within 10 hexes of Warsaw If [f] value is set to 0 : it means that all units of the concerned side are taken in mind

		x,y: coordinate hex a: min_range (in hex) b: max_range (in hex) c: min_units d: max_units e: alignment (0,1 or 2) - Note : If [f] value is set to 0 : it means that all units of the concerned side are taken in mind f: aligned_country_id (country owner of units) <i>Following value is facultative (not obligatory)</i> <g> : unit_id (type of unit) Examples: 34,12[3,3][6,6][1][59] means that condition is : 6 or more italian Axis units at range 3 or less from the 34,12 hex 34,12[3,3][6,6][1][59] <6> means that condition is : 6 or more italian Axis mechanized units at range 3 or less from the 34,12 hex Each event must be preceded by a '{' and end with a '}'
COMPLETE EXAMPLE : (texts in bold after a ";" , <i>symbol</i> are just note comments and not parts of script)		
<pre>;AMENDANNUALLY ; { #NAME= ALLIED AI: Axis At Start Message #POPUP= <<TAG_1>> #MESSAGE= #IMAGE= germanystartmessage.png #SOUND= teletype_1.ogg, teletype_2.ogg #FLAG= 1 #TYPE= 0 #AI= 4 #LEVEL= 0 #GV= 1[1,100] #LINK= 0[0] #COUNTRY_ID= 45 #TRIGGER= 100 #PRIVATE= 1 #DISPLAY_ORDER= 1 #DISPLAY_TURN= 1 #DISPLAY_STYLE= 1 #MESSAGE_STYLE= 0 #TEXT_RGB= 0,0,0 #SHADOW_RGB= 0,0,0 #MAP_POSITION= #DATE= 1939/09/01 #ALIGNMENT_POSITION= 173,74 [1] ; Berlin is in Axis hands #VARIABLE_CONDITION= 45 [1] [100] [0] ; <i>Germany politically aligned with Axis and not surrendered</i> #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] ; <i>Dummy condition (always satisfied)</i> }</pre>		

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xxxRESOURCE EVENTS Basic structure for a resource event		
<pre>;USAGE { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= #GV= #LINK= #COUNTRY_ID= #TRIGGER= #DATE= #FAILSAFE_DATE= #RESOURCE= #VARIABLE_CONDITION= #CONDITION_POSITION= }</pre>		
LINE	FORMAT	NOTES
		If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes are in black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choose another (you choose it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Name you choiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >> (TAG may be used)	Event popup text (this will be displayed when the event occurs)
#MESSAGE=	Free text	Message body text (this will be displayed when the event occurs) #MESSAGE field supports the following special characters: %N = newline or carriage return %T = horizontal tab %R = right align text, must be applied at the beginning of a newline, otherwise it will be ignored %C = center align text, must be applied at the beginning of a newline, otherwise it will be ignored %B = bold text, must be applied for each word you wish to bold %V = italic text, must be applied for each word you wish to italicize
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)

#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2 #TYPE= 3	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game OR Once the #DATE field is satisfied : 3 = Event fires once if all other fields are satisfied, else it will not fire. Either way, event will be removed never to be looked at again Practical note : If you want " Reoccurring check until end of game", let #DATE= empty
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100]) IMPORTANT : Event will only be triggered if any of trigger resources have been captured/occupied
#COUNTRY_ID=		Country ID that will be owner of resource's in the event Use the reference values provided for #COUNTRY_ID and not the country names
#DATE=	yyyy/mm/dd	Failsafe date for the event to occur, i.e. regardless if #CONDITION_POSITION checks have been satisfied (format yyyy/mm/dd) If for any reason you would NOT like to use the failsafe #DATE then simply set the date value past the campaign's current end date and it will not be used.
#RESOURCE=	x,y	Resource position currently delisted from MPP calculations. This resource will resume MPP collection once any of the triggers has been satisfied (Format: x,y) This condition seems be written by a vey obscure way, not very intuitive and clear...^^ => It simply means that resources in x,y coordinates on map will actually not be listed in MPP calculation They will be listed only once any of the triggers has been satisfied (= once the event will fire) => Better is to modify the vanilla map to add new additional hex resources and to list them here. Note, the delisting of a #RESOURCE position using this script will only reduce MPPs for fully mobilized countries. More than one #RESOURCE field can be set. Each #RESOURCE line will be read using AND logic.
#VARIABLE_CONDITION=	country_id [political_alignment] [mobilization%] [surrendered_flag] mobilization% : 0 to 100 political_alignment : 0, 1 or 2 surrendered_flag : 0 or 1 (see central doc reference codes)	Under what variable conditions will this event occur Format: country_id [political_alignment] [mobilization%] [surrendered_flag] Under #VARIABLE_CONDITION you can also list countries that have not yet fully entered the war. For example by listing an mobilization % less than 100% you are providing a check where the #VARIABLE_CONDITION country must meet a minimum mobilization % in order for the event to occur. Each #VARIABLE_CONDITION line will be read using AND logic. Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for SURRENDER flags and not names To be tested (not present in "official notes") : More than one #VARIABLE_CONDITION can be set. Each #VARIABLE_CONDITION line will be read using "AND" logic
#CONDITION_POSITION=	x,y [a,b] [c,d] [e] [f]	Map positions that will serve to trigger the event as well as distance and number of enemy unit ranges. Format: x,y [min_range, max_range] [min_enemy_units, max_enemy_units] [alignment] [aligned_country_id] x,y: map position (hexagone) a: min_range b: max_range c: min_enemy_units d: max_enemy_units e: alignment (side of the enemy counters) Use the reference values provided for POLITICAL ALIGNMENT and not names f: aligned_country_id (owner of enemy units) If the 'aligned_country_id' flag is set to 0 then it will check for <u>any Axis or any Allied country</u> as determined by the alignment flag Dummy condition position (always satisfied) #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] [0] More than one #CONDITION_POSITION can be set. Each #CONDITION_POSITION line will be read using " OR " logic Distance or range checks will be based on the specified x,y position. For example if the x,y position is a coastal hex then range checks will be made on sea hexes, otherwise if it is a land hex range checks will be made on land hexes only.

}	Each event must be preceded by a '{' and end with a '}'
COMPLETE EXAMPLE : (texts in <i>bold after a " ; "</i> <i>symbol</i> are just note comments and not parts of script)	
<pre>;AMEND1940 { #NAME= German Industry Starts Increasing Its Military Production (1939) #POPUP= <<TAG_1>> #IMAGE= #SOUND= industry.ogg #FLAG= 0 #TYPE= 1 #AI= 0 #LEVEL= 0 #GV= 1[1,100] ; <i>Set global variable condition to always trigger (dummy value)</i> #LINK= 0[0] ; <i>Set link value to always trigger (dummy value)</i> #COUNTRY_ID= 45 #TRIGGER= 100 #DATE= 1939/09/01 #FAILSAFE_DATE= 1948/01/01 #RESOURCE= 174,82 #RESOURCE= 162,78 #RESOURCE= 173,79 #RESOURCE= 175,81 #RESOURCE= 169,86 #VARIABLE_CONDITION= 45 [1] [100] [0] ; <i>1st Line - Germany politically aligned with the Axis and not surrendered</i> #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] ; <i>dummy condition position (always satisfied)</i> }</pre>	

xxx STRENGTH EVENTS		Basic structure
<pre> ;USAGE { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= 2 #GV= #LINK= #COUNTRY_ID= #FLAG_ID= #TRIGGER= 0 #SEASON_FLAG= #DATE= #MAP_POSITION= #VARIABLE_CONDITION= #CONDITION_POSITION= } </pre>		
LINE	FORMAT	NOTES
		If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes are in black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choose another (you choose it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Name you choiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >> (TAG may be used)	Event popup text (this will be displayed when the event occurs)
#MESSAGE=	Free text	Message body text (this will be displayed when the event occurs) #MESSAGE field supports the following special characters: %N = newline or carriage return %T = horizontal tab %R = right align text, must be applied at the beginning of a newline, otherwise it will be ignored %C = center align text, must be applied at the beginning of a newline, otherwise it will be ignored %B = bold text, must be applied for each word you wish to bold %V = italic text, must be applied for each word you wish to italicize
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2 #TYPE= 3	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game OR Once the #DATE field is satisfied : 3 = Event fires once if all other fields are satisfied, else it will not fire. Either way, event will be removed never to be looked at again Practical note : If you want " Reoccurring check until end of game", let #DATE= empty
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4

#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100]) Triggering of the strength event will also be dependant on #DATE and the applicable #SEASON_FLAG
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country ID that will be owner of strength event Use the reference values provided for #COUNTRY_ID and not the country names
#FLAG_ID=		Flag ID that will be shown in the popup for this event
#SEASON_FLAG=	See GENERAL REFERENCE CODES	Season flag can be used to limit event to a particular season Use the reference values provided for #SEASON_FLAG and not season names
#DATE=	yyyy/mm/dd	Date that must be satisfied (in game) for event to occur (format yyyy/mm/dd)
#VARIABLE_CONDITION=	country_id [political_alignment] [mobilization%] [surrendered_flag] mobilization% : 0 to 100 political_alignment : 0, 1 or 2 surrendered_flag : 0 or 1 (see central doc reference codes)	Under what variable conditions will this event occur Format: country_id [political_alignment] [mobilization%] [surrendered_flag] Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for SURRENDER flags and not names More than one #VARIABLE_CONDITION can be set. Each #VARIABLE_CONDITION line will be read using "AND" logic Under #VARIABLE_CONDITION you can also list countries that have not yet fully entered the war. For example by listing an mobilization % less than 100% you are providing a check where the #VARIABLE_CONDITION country must meet a minimum mobilization % in order for the event to occur.
#CONDITION_POSITION=	x,y [a,b] [c,d] [e,f] [f]	Map positions that will serve to trigger the event as well as distance and number of enemy unit ranges. Format: x,y [min_range, max_range] [min_enemy_units, max_enemy_units] [alignment] [aligned_country_id] x,y: map position (hexagone) a: min_range b: max_range c: min_enemy_units d: max_enemy_units e: alignment (side of the enemy counters) Use the reference values provided for POLITICAL ALIGNMENT and not names f: aligned_country_id (owner of enemy units) If the 'aligned_country_id' flag is set to 0 then it will check for <u>any Axis or any Allied country</u> as determined by the alignment flag Dummy condition position (always satisfied) #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] More than one #CONDITION_POSITION can be set. Each #CONDITION_POSITION line will be read using "OR" logic Distance or range checks will be based on the specified x,y position. For example if the x,y position is a coastal hex then range checks will be made on sea hexes, otherwise if it is a land hex range checks will be made on land hexes only.
#MAP_POSITION	x,y [a,b] [c,d] [e,f] [g] [h] < NOTE : the  symbol is facultative	= Map positions that will be the source of strength/morale loss for units of 'alignment' in range Format: x,y [min_range, max_range] [min_strength_loss, max_strength_loss] [min_morale_adjustment, max_morale_adjustment] [alignment] [aligned_country_id] More than one #MAP_POSITION can be set. Distance or range checks will be based on the specified x,y position. For example if the x,y position is a coastal hex then range checks will be made on sea hexes, otherwise if it is a land hex range checks will be made on land hexes only. x,y: cordinates of concerned hex on map a: min_range b: max_range c: min_strength_loss d: max_strength_loss e: min_morale_adjustment f: max_morale_adjustment g: alignment h: aligned_country_id If the 'aligned_country_id' flag is set to 0 then it will check for any Axis or Allied country as determined by the alignment flag. Placing a < symbol at the end of the #MAP_POSITION will allow for targeted units to be destroyed.
}		Each event must be preceded by a '{' and end with a '}'
COMPLETE EXAMPLE : (texts in bold after a ";","symbol are just note comments and not parts of script) <pre>;REMOVE 1940 { #NAME= Poland - Battlefield Losses (Axis AI only) #POPUP= #IMAGE= #SOUND= #FLAG= 1 #TYPE= 1 #AI= 1</pre>		

```
#LEVEL= 2
#GV= 1[1,100] ; Set global variable condition to always trigger (dummy value)
#LINK= 0[0] ; Set link value to always trigger (dummy value)
#COUNTRY_ID= 45
#FLAG_ID= 85
#TRIGGER= 100
#SEASON_FLAG= 0
#DATE= 1939/09/01
#MAP_POSITION= 188,76 [10,10] [0,0] [-25,-50] [2] [85]
#VARIABLE_CONDITION= 85 [2] [100] [0] ; Poland politically aligned with the Allies and not surrendered
#CONDITION_POSITION= 188,76 [3,3] [2,2] [1] [0] ; German units in range of Warsaw
}
```

XX

xxxSUPPLY EVENTS Basic structure		
<pre>;USAGE { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= #GV= #LINK= #COUNTRY_ID= #ALIGNMENT_ID= #FLAG_ID= #TRIGGER= #SEASON_FLAG= #DATE= #SOURCE_POSITION= #DESTINATION_RESOURCE= #VARIABLE_CONDITION= }</pre>		
LINE	FORMAT	NOTES
		If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes are in black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choose another (you choose it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Name you choiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >> (TAG may be used)	Event popup text (this will be displayed when the event occurs)
#MESSAGE=	Free text	Message body text (this will be displayed when the event occurs) #MESSAGE field supports the following special characters: %N = newline or carriage return %T = horizontal tab %R = right align text, must be applied at the beginning of a newline, otherwise it will be ignored %C = center align text, must be applied at the beginning of a newline, otherwise it will be ignored %B = bold text, must be applied for each word you wish to bold %V = italic text, must be applied for each word you wish to italicize
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occurs * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2 #TYPE= 3	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game OR Once the #DATE field is satisfied : 3 = Event fires once if all other fields are satisfied, else it will not fire. Either way, event will be removed never to be looked at again Practical note : If you want "Reoccurring check until end of game", let #DATE= empty
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV=	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
You may use 10 lines #GV=		
(do not forget to give for each line #GV= a N° 1 to 10)		

#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country ID that will be owner of supply event #COUNTRY_ID can be set to 0, for any country with alignment matching #ALIGNMENT_ID, as long as there is a #SOURCE_POSITION specified. Use the reference values provided for #COUNTRY_ID and not the country names
#ALIGNMENT_ID=	See GENERAL REFERENCE CODES	Political alignment ID that will be the owner of the event Side that will be the owner of the event : 0,1 or 2 See GENERAL REFERENCE CODES
#FLAG_ID=		Flag ID that will be shown in the popup for this event
#SEASON_FLAG=	See GENERAL REFERENCE CODES	Season flag can be used to limit event to a particular season Use the reference values provided for #SEASON_FLAG and not season names
#DATE=	yyyy/mm/dd	Date that must be satisfied (in game) for event to occur (format yyyy/mm/dd)
#SOURCE_POSITION=	x,y[unit_id] unit_id : See GENERAL REFERENCE CODES	Map position that could also trigger the event Format: x,y [unit_id] x,y: Coordinate of concerned hex unit_id.xx is a mouse hover style where xx refers to the sprite index of the symbol_sprites.png file that will be shown at #SOURCE_POSITION= If unit_id.xx is used then the mouse hover information text will show the #POPOP text. Use the reference values provided for UNIT ID's and not unit id names #SOURCE_POSITION will trigger the event if and only if the unit located there, as specified by unit_id, matches #COUNTRY_ID. Additionally, for the event to fire the unit must have a strength >= 5. A #SOURCE_POSITION does not have to be specified and can be left blank. In this case the triggering of the supply event will be dependant on #DATE and the applicable #SEASON_FLAG. More than one #SOURCE_POSITION can be set and will be read using OR logic.
#DESTINATION_RESOURCE=	x,y[a,b]	Resource positions that will be affected by event as well as the resource strength reduction range (Format: x,y [min, max]) #DESTINATION_RESOURCE's will only be effected if they are under enemy control relative to #COUNTRY_ID. Enemy or occupier must also be fully active (100%). More than one #DESTINATION_RESOURCE can be set. x,y: coordinates of concerned resource hex a: min resource reduction strength b: max resource reduction strength
#VARIABLE_CONDITION=	country_id [political_alignment] [mobilization%] [surrendered_flag] mobilization% : 0 to 100 political_alignment : 0, 1 or 2 surrendered_flag : 0 or 1 (see central doc reference codes)	Under what variable conditions will this event occur Format: country_id [political_alignment] [mobilization%] [surrendered_flag] Under #VARIABLE_CONDITION you can also list countries that have not yet fully entered the war. For example by listing an mobilization % less than 100% you are providing a check where the #VARIABLE_CONDITION country must meet a minimum mobilization % in order for the event to occur. More than one #VARIABLE_CONDITION can be set. Each #VARIABLE_CONDITION line will be read using "AND" logic Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for SURRENDER flags and not names
}		Each event must be preceded by a '{' and end with a '}'
COMPLETE EXAMPLE : (texts in bold after a ";","symbol are just note comments and not parts of script) <pre>;USAGE { #NAME= Norwegian Forces Damage The Rail Network As They Retire Into The Hinterland #POPOP= <<TAG_1>> #IMAGE= #SOUND= #FLAG= 1 #TYPE= 1 #AI= 0 #LEVEL= 0 #GV= 1[1,100] #LINK= 643[1] #COUNTRY_ID= 112 #ALIGNMENT_ID= 0 #FLAG_ID= 78 #TRIGGER= 100 #SEASON_FLAG= 0 #DATE= 1940/04/14 #SOURCE_POSITION= #DESTINATION_RESOURCE= 167,48 [1,3] #DESTINATION_RESOURCE= 174,28 [1,3] #VARIABLE_CONDITION= 112 [2] [100] [0] #VARIABLE_CONDITION= 78 [2] [100] [1] }</pre> XX		

xxxSURRENDER #1 (Based on a country surrendering) Basic structure		
;USAGE ; { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= #GV= #LINK= #COUNTRY_ID= #RECIPIENT_ID= #SURRENDERED_TO= #TRIGGER= #MAP_POSITION= } 		
LINE	FORMAT	NOTES
		If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes are in black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choice another (you choice it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Name you choiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >>	Event popup text (this will be displayed when the event occurs)
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted Practical note; a= N° of the referenced/concerned DECISION EVENT (one of the 1100) b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Surrendering country's ID If you set the #COUNTRY_ID equal to the #RECIPIENT_ID this can be used to prevent outright surrender when the surrender checks are performed by the game engine. In this case if the #MAP_POSITION items are set to another friendly country (which must be fully active when this event is checked) then a new territory will be created for #COUNTRY_ID with the first #MAP_POSITION designated as its new capital if that position is a Town, City, etc. For example, this might be useful to handle a movement of the British government to Egypt, with Alexandria as its new Capital, after a successful Sealion by Germany. For another example, this is useful when creating Vichy France after a French surrender. In this case, if you set the first map position to the location of Vichy then this will become Vichy France's capital. Still looking at this example, subsequent map positions that have cities located on them (i.e. immediately after the first map position used to set a capital) will be set as alternate capitals. Use the reference values provided for #COUNTRY_ID and #RECIPIENT_ID and not the country names.
#RECIPIENT_ID=	See GENERAL REFERENCE CODES	Transfer country ID (country that will receive the territory listed under each #MAP_POSITION) Use the reference values provided for #COUNTRY_ID and #RECIPIENT_ID and not the country names.
#SURRENDERED_TO=	1 or 2	Additional flag ensuring #COUNTRY_ID surrendered to the applicable side (values range [1, 2] Axis= 1 Allied= 2 Use the reference values provided for POLITICAL ALIGNMENT and not names.
#MAP_POSITION=	x,y	Map position where ownership is transferred from #COUNTRY_ID to #RECIPIENT_ID (format x,y) More than one #MAP_POSITION can be set.

x,y: coordinates concerned hex

Each event must be preceded by a '{' and end with a '}'

}

COMPLETE EXAMPLE : (texts in **bold after a ";"**,**symbol** are just note comments and not parts of script)

;REMOVE1941

;

;France Surrenders (Vichy France government installed)

{

#NAME= DE 602 - Vichy France Government Installed

#POPUP= <<TAG_5>>

#IMAGE= marshalpetain.png

#SOUND=

#FLAG= 1

#TYPE= 0

#AI= 0

#LEVEL= 0

#GV= 1[1,100] ; **Set global variable condition to always trigger (dummy value)**

#LINK= 602[1] ; **Set link value to always trigger (dummy value)**

#COUNTRY_ID= 40

#RECIPIENT_ID= 118

#SURRENDERED_TO= 1

#TRIGGER= 100

#MAP_POSITION= 154,91

#MAP_POSITION= 162,96

#MAP_POSITION= 161,96

#MAP_POSITION= 160,97

#MAP_POSITION= 161,97

#MAP_POSITION= 162,97

#MAP_POSITION= 160,98

#MAP_POSITION= 159,97

#MAP_POSITION= 159,98

#MAP_POSITION= 158,99 ; **etc (see original txt script event to see the very long list of #MAP_POSITION values, that is not reproduced here by lack of place)**

}

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xxxSURRENDER #2 (Force the surrender of a country on a given date) Basic structure		
;USAGE ; { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #GV= #LINK= #LEVEL= #COUNTRY_ID= #RECIPIENT_ID= #ARMISTICE= #REMOVE= #TRIGGER= #DATE= #VARIABLE_CONDITION= #CONDITION_POSITION= }		
LINE	FORMAT	NOTES
		If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes are in black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choose another (you choose it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Name you choiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >> (TAG may be used)	Event popup text (this will be displayed when the event occurs)
#MESSAGE=	Free text	Message body text (this will be displayed when the event occurs) #MESSAGE field supports the following special characters: %N = newline or carriage return %T = horizontal tab %R = right align text, must be applied at the beginning of a newline, otherwise it will be ignored %C = center align text, must be applied at the beginning of a newline, otherwise it will be ignored %B = bold text, must be applied for each word you wish to bold %V = italic text, must be applied for each word you wish to italicize
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2 #TYPE= 3	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game OR Once the #DATE field is satisfied : 3 = Event fires once if all other fields are satisfied, else it will not fire. Either way, event will be removed never to be looked at again Practical note : If you want " Reoccurring check until end of game", let #DATE= empty
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns

	#AI= 4	4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Surrendering country's ID Use the reference values provided for #COUNTRY_ID and #RECIPIENT_ID and not the country names.
#RECIPIENT_ID=	See GENERAL REFERENCE CODES	Recipient country ID (country that will receive control of the territory of COUNTRY ID upon surrender) Use the reference values provided for #COUNTRY_ID and #RECIPIENT_ID and not the country names.
#ARMISTICE=	0, 1 or 2	Will this be an armistice event rather than a full surrender? (0,2) False=0 True=1 True_and_have_Minor_switch_sides=2
#REMOVE=	0,1,2 or 3	Remove units when there is an armistice? (values range [0, 3]) None=0 Land units=1 Naval units=2 All units=3
#DATE=	yyyy/mm/dd	Date that must be satisfied (in game) for event to occur (format yyyy/mm/dd)
#VARIABLE_CONDITION=	country_id [political_alignment] [mobilization%] [surrendered_flag] country_id : see central doc reference codes mobilization% : 0 to 100 political_alignment : 0, 1 or 2 surrendered_flag : 0 or 1 (see central doc reference codes)	Under what variable conditions will this event occur Format: country_id [political_alignment] [mobilization%] [surrendered_flag] Under #VARIABLE_CONDITION you can also list countries that have not yet fully entered the war. For example by listing an mobilization % less than 100% you are providing a check where the #VARIABLE_CONDITION country must meet a minimum mobilization % in order for the event to occur. More of one VARIABLE_CONDITION may be set Each #VARIABLE_CONDITION line will be read using AND logic. Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for SURRENDER flags and not names
CONDITION_POSITION=	x,y [a,b] [c,d] [e] [f]	Map positions that will serve to trigger the event as well as distance and number of enemy unit ranges. Format: x,y [min_range, max_range] [min_enemy_units, max_enemy_units] [alignment] [aligned_country_id] x,y: map position (hexagone) a: min_range b: max_range c: min_enemy_units d: max_enemy_units e: alignment (side of the enemy counters) Use the reference values provided for POLITICAL ALIGNMENT and not names f: aligned_country_id (owner of enemy units) If the 'aligned_country_id' flag is set to 0 then it will check for <u>any Axis</u> or <u>any Allied country</u> as determined by the alignment flag Dummy condition position (always satisfied) #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] More than one #CONDITION_POSITION can be set. Each #CONDITION_POSITION line will be read using "OR" logic Distance or range checks will be based on the specified x,y position. For example if the x,y position is a coastal hex then range checks will be made on sea hexes, otherwise if it is a land hex range checks will be made on land hexes only.
}		Each event must be preceded by a '{' and end with a '}'
COMPLETE EXAMPLE : (texts in <i>bold after a ";"</i> symbol are just note comments and not parts of script) ;REMOVE1940 ; { #NAME= DE 601 - German Forces Move Into Denmark #POPUP= <<TAG_2>> #IMAGE= jutland.png #SOUND= hq_movement1.ogg, hq_movement2.ogg #FLAG= 1 #TYPE= 1 #AI= 0 #GV= 1[1,100] #LINK= 601[1] #LEVEL= 0 #COUNTRY_ID= 31 #RECIPIENT_ID= 45 #ARMISTICE= 0 #REMOVE= 3		

```
#TRIGGER= 100
#DATE= 1940/04/03
; Set variable conditions:
#VARIABLE_CONDITION= 45 [1] [100] [0] ; Germany politically aligned with Axis and not surrendered
#VARIABLE_CONDITION= 31 [0] [0] [0] ; Denmark polically aligned with Allies (not fully active) and not surrendered
#CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] ; dummy condition position (always satisfied)
}
```

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xxxTERRITORY EVENTS		Basic structure
<pre>;USAGE ; { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= #GV= #LINK= #COUNTRY_ID= #RECIPIENT_ID= #REMOVE= #TRIGGER= #DATE= #VARIABLE_CONDITION= #MAP_POSITION= }</pre>		
LINE	FORMAT	NOTES
		If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes ar ein black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choice another (you choice it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Nameyouchoiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >> (TAG may be used)	Event popup text (this will be displayed when the event occurs)
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2 #TYPE= 3	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game OR Once the #DATE field is satisfied : 3 = Event fires once if all other fields are satisfied, else it will not fire. Either way, event will be removed never to be looked at again Practical note : If you want " Reoccurring check until end of game", let #DATE= empty
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])

#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country's ID that will lose territory to TRANSFER_ID Use the reference values provided for #COUNTRY_ID and #RECIPIENT_ID and not the country names
#RECIPIENT_ID=	See GENERAL REFERENCE CODES	Transfer country ID (country that will receive the territory listed under each #MAP_POSITION) Use the reference values provided for #COUNTRY_ID and #RECIPIENT_ID and not the country names
#REMOVE=	0,1,2 or 3	Override of the default event handling of enemy units in territory to be transferred Remove enemy units from territory to be transferred? (values range [0, 3] None= 0 Land= 1 Naval= 2 All= 3)
#DATE=	yyyy/mm/dd	Date where ownership is transferred from #COUNTRY_ID to #RECIPIENT_ID= (format yyyy/mm/dd)
#VARIABLE_CONDITION=	a [b] [c [d] country_id : see central doc reference codes mobilization% : 0 to 100 political_alignment : 0, 1 or 2 surrendered_flag : 0 or 1 (see central doc reference codes)	Under what variable conditions will this event occur Format : country_id [political_alignment] [mobilization%] [surrendered_flag] a: country_id b: political_alignment c: mobilization% d: surrendered_flag Under #VARIABLE_CONDITION you can also list countries that have not yet fully entered the war. For example by listing an mobilization % less than 100% you are providing a check where the #VARIABLE_CONDITION country must meet a minimum mobilization % in order for the event to occur. More of one VARIABLE_CONDITION may be set Each #VARIABLE_CONDITION line will be read using AND logic. Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for SURRENDER flags and not names
#MAP_POSITION=	x,y	Map position (coordinates) where ownership is transferred from #COUNTRY_ID to #RECIPIENT_ID (format x,y) #MAP_POSITION cannot be a Capital position but if this event is used to create a new country on the map, setting the first #MAP_POSITION entry as a City or a Village will ensure this becomes the Capital position for the new country. #MAP_POSITION cannot be a Capital position unless the event is used to move a Capital from one location to another when #COUNTRY_ID is equivalent to #RECEPIENT_ID. In this case only two #MAP_POSITIONs should be listed, with the first listed item the new Capital position, and the second listed item the old Capital position. More than one #MAP_POSITION can be set.
}		Each event must be preceded by a '{' and end with a '}'
COMPLETE EXAMPLE : (texts in bold after a ";" ,"symbol are just note comments and not parts of script) ;REMOVE1941 ; { #NAME= DE 101 - Destroyers for Bases #POPUP= #IMAGE= #SOUND= #FLAG= 1 #TYPE= 1 #AI= 0 #LEVEL= 0 #GV= 1[1,100] #LINK= 101[1] #COUNTRY_ID= 54 #RECIPIENT_ID= 115 #REMOVE= 0 #TRIGGER= 100 #DATE= 1940/08/13 #VARIABLE_CONDITION= 112 [2] [100] [0] #MAP_POSITION= 0,0 }		
XX		

xxxUNIT EVENTS Basic structure		
;USAGE { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= #GV= #LINK= #COUNTRY_ID= #TRIGGER= #PRIVATE= #DISPLAY_TURN= #FULL_RESEARCH= #DATE= #FAILSAFE_DATE= #DESTINATION_RESOURCE= #DESTINATION_RESOURCE= #VARIABLE_CONDITION=[#CONDITION_POSITION= #UNIT= }		
LINE	FORMAT	NOTES If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes ar ein black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choice another (you choice it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Nameyouchoiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)

#POPOP=	<< Freetext >> (TAG may be used)	Event popup text (this will be displayed when the event occurs)
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2 #TYPE= 3	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game OR Once the #DATE field is satisfied : 3 = Event fires once if all other fields are satisfied, else it will not fire. Either way, event will be removed never to be looked at again Practical note : If you want " Reoccurring check until end of game", let #DATE= empty
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV= You may use 10 lines #GV= (do not forget to give for each line #GV= a N° 1 to 10)	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#PRIVATE=	0 or 1	Should this event #POPOP be included in the last turn summary screen? Values: [0, 1] No= 0 Yes= 1
#DISPLAY_TURN=	0,1 or 2	On what turn do we display this event? Values [0, 2] Any= 0 Axis Turn= 1 Allied Turn= 2
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country ID that will be owner of unit's in the event Use the reference values provided for #COUNTRY_ID and not the country names
#FULL_RESEARCH=	0 or 1	Do the units arrive with full applicable research (values range [0, 1] True= 1 False= 0) Alternative value x.x.x representing each desired research level, e.g. 2.4.3
#DESTINATION_RESOURCE=	x,y	Resource destination position (destination position) for units listed by #UNIT_ID Event will only be triggered if the list of trigger resources (see the line DESTINATION_RESOURCE) are still friendly to #COUNTRY_ID More than one #DESTINATION_POSITION can be set and the game engine will prioritize from the first to the last listed position. Note : In notes, Devs did use the term DESTINATION_POSITION probably by mistake : the correct term really used in scripts is DESTINATION_RESOURCE Unit types must match destination resource type. For example only Land units can be sent to Land destination resources, same for Naval units as they can only be sent to Ports. Units will arrive either within or adjacent to the #DESTINATION_RESOURCE or as close as possible in another friendly resource. More than one #DESTINATION_RESOURCE can be listed per event.
#DATE=	yyyy/mm/dd	Date that must be satisfied (in game) for event to occur (format yyyy/mm/dd)
#FAILSAFE_DATE=	yyyy/mm/dd	Failsafe date for the event to occur, i.e. regardless if #CONDITION_POSITION checks have been satisfied (format yyyy/mm/dd) If for any reason you would NOT like to use the failsafe #FAILSAFE_DATE then simply set this value past the campaign's current end date and it will not be used.
#VARIABLE_CONDITION=	country_id [political_alignment] [mobilization%] [surrendered_flag] a [b] [c] [d] country_id : see central doc reference codes mobilization% : 0 to 100 political_alignment : 0, 1 or 2 surrendered_flag : 0 or 1 (see central doc reference codes)	Under what variable conditions will this event occur Format: country_id [political_alignment] [mobilization%] [surrendered_flag] Under #VARIABLE_CONDITION you can also list countries that have not yet fully entered the war. For example by listing an mobilization % less than 100% you are providing a check where the #VARIABLE_CONDITION country must meet a minimum mobilization % in order for the event to occur. More of one VARIABLE_CONDITION may be set Each #VARIABLE_CONDITION line will be read using AND logic. Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for SURRENDER flags and not names a: country_id b: political_alignment c: mobilization% d: surrendered_flag Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names

#CONDITION_POSITION=	x,y [a,b] [c,d] [e] [f] Format (Optional): x,y [min_range, max_range] [min_enemy_units, max_enemy_units] [alignment] [aligned_country_id] <unit_ID_1, unit_ID_2, ...> x,y [a,b] [c,d] [e] [f] <unit_ID_1, unit_ID_2, ...>	Map positions that will serve to trigger the event as well as distance and number of enemy unit ranges. Format: x,y [min_range, max_range] [min_enemy_units, max_enemy_units] [alignment] [aligned_country_id] x,y: map position (hexagone) a: min_range b: max_range c: min_enemy_units d: max_enemy_units e: alignment (side of the enemy counters) f: aligned_country_id (owner of enemy units) Use the reference values provided for POLITICAL ALIGNMENT and not names Format (Optional): x,y [min_range, max_range] [min_enemy_units, max_enemy_units] [alignment] [aligned_country_id] <unit_ID_1, unit_ID_2, ...> Format (Optional): x,y [min_range, max_range] [min_enemy_units, max_enemy_units] [alignment] [aligned_country_id] <unit_ID_1, unit_ID_2, ...> If the 'aligned_country_id' flag is set to 0 then it will check for <u>any Axis or any Allied country</u> as determined by the alignment flag Dummy condition position (always satisfied) #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] More than one #CONDITION_POSITION can be set. Each #CONDITION_POSITION line will be read using "OR" logic Distance or range checks will be based on the specified x,y position. For example if the x,y position is a coastal hex then range checks will be made on sea hexes, otherwise if it is a land hex range checks will be made on land hexes only. If #CONDITION_POSITION has an added [<] at the end then it will look for a unit count less than the [min_units, max_units] range, e.g. Example : Axis have less than 4 units within 10 hexes of Warsaw #CONDITION_POSITION= 188,76 [10,10] [4,4] [1] [0] [<] If #CONDITION_POSITION has an added <unit_id, ...> then it will only consider the specified UNIT_ID types, e.g. Example : Axis have an Army or Tank unit within 10 hexes of Warsaw #CONDITION_POSITION= 188,76 [10,10] [1,1] [1] [0] <5,26> Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for #UNIT and not unit id names
#UNIT=		Units to be created as well as a name (optional) Format: unit_id [strength] [experience] [name] Format HQs (optional): unit_id [strength] [experience] [name] [rating] Format Coastal Gun (optional): unit_id [strength] [experience] [name] [direction] (direction values range [1, 2] FaceEastOnly= 1 FaceWestOnly= 2) Unit names are optional but if entered and a duplicate name is found to exist for #COUNTRY_ID it will be skipped. Otherwise if no name is specified, i.e. [], then appropriate names from the existing unit build lists will be used instead. Use the reference values provided for #UNIT and not unit id names
}		Each event must be preceded by a '{' and end with a '}'
COMPLETE EXAMPLE : (texts in bold after a ";", symbol are just note comments and not parts of script) <pre>;REMOVE1941 { #NAME= DE 100 - The Large Destroyer Triumphant Serves As A Light Cruiser In The UK #POPUP= <<TAG_1>> #IMAGE= triumphant.png #SOUND= #FLAG= 1 #TYPE= 1 #AI= 0 #LEVEL= 0 #GV= 1[1,100] #LINK= 100[1] #COUNTRY_ID= 112 #TRIGGER= 50 #PRIVATE= 0 #DISPLAY_TURN= 0 #FULL_RESEARCH= 0 #DATE= 1940/09/01 #FAILSAFE_DATE= 1948/01/01 #DESTINATION_RESOURCE= 136,69 #DESTINATION_RESOURCE= 137,80 #VARIABLE_CONDITION= 112 [2] [100] [0] ; UK politically aligned with Allies and not surrendered #CONDITION_POSITION= 0,0 [0,0] [0,0] [0] [0] ; Dummy condition position (always satisfied) #UNIT= 39 [5] [0] [FNFL Triumphant] }</pre>		

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xxxVICTORY (Based on control of various map positions)	Basic structure
<pre>; USAGE { #NAME= #POPUP= #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= #GV= #LINK= #TRIGGER= #ALIGNMENT= #VICTORY_PERCENTAGE= #DATE= #MAP_POSITION= #NATIONAL_MORALE_TRIGGER= }</pre>	

LINE	FORMAT	NOTES
		If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes are in black / My "practical notes" are in red
; USAGE	Erase "USAGE" and choice another (you choice it as you want)	Take care: Not insert "=" symbol at end Insert ";" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Nameyouchoiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >> (TAG may be used)	Event popup text (this will be displayed when the event occurs)
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2 #TYPE= 3	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game OR Once the #DATE field is satisfied : 3 = Event fires once if all other fields are satisfied, else it will not fire. Either way, event will be removed never to be looked at again Practical note : If you want " Reoccurring check until end of game", let #DATE= empty
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV=	a[b,c]	Does the event activate based on the Global Variable values assigned? Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
#LINK=	a[b]	Does the event activate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#ALIGNMENT=	1 or 2	Collective control status of #MAP_POSITIONS Use the reference values provided for ALIGNMENT and not names AXIS= 1 ALLIED= 2
#VICTORY_PERCENTAGE=	0 to 100	Percentage of the tournament round victory points assigned to the winner, with the difference assigned to the defeated player
#DATE=	yyyy/mm/dd	Date that must be satisfied (in game) for event to occur (format yyyy/mm/dd)
#MAP_POSITION=	x,y (coordinates map)	Map positions that must be controlled relative to #ALIGNMENT in order to satisfy the event More than one #MAP_POSITION can be set
#NATIONAL_MORALE_TRIGGER=	country_id [national_morale_percentage] [above_or_below]	Under what national morale situation will this event occur Format: country_id [national_morale_percentage] [above_or_below] [above_or_below values range [0, 1] Above=1 Below=0] country_id national_morale_percentage above_or_below below: 0 above : 1 The event checks for a value less than the 'national_morale_percentage' when 'above_or_below' is set to [0] and a value greater than or equal to 'national_morale_percentage' when 'above_or_below' is set to [1] More than one #NATIONAL_MORALE_TRIGGER can be set Each #NATIONAL_MORALE_TRIGGER line will be read using AND logic. #NATIONAL_MORALE_TRIGGER= 0 [0] [0] (dummy value, always satisfied)

}

Each event must be preceded by a '{' and end with a '}'

COMPLETE EXAMPLE : (texts in **bold after a ";"**,"symbol are just note comments and not parts of script)

; Axis Major Victory

{

#NAME= DE 616 - Axis Major Victory

#POPUP= <<TAG_1>>

#IMAGE= allies_surrender_1.png, allies_surrender_3.png

#SOUND= theme.ogg

#FLAG= 1

#TYPE= 1

#AI= 0

#LEVEL= 0

#GV= 1[1,100]

#LINK= 616[1]

#TRIGGER= 100

#ALIGNMENT= 1

#VICTORY_PERCENTAGE= 80

#DATE= 1939/09/01

#MAP_POSITION= 173,74 ; **Axis control -> Berlin**

#NATIONAL_MORALE_TRIGGER= 0 [0] [0] ;**Set National Morale Trigger (dummy value)**

}

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xxxWAR ENTRY EVENTS Basic structure		
;USAGE { #NAME= #POPUP #IMAGE= #SOUND= #FLAG= #TYPE= #AI= #LEVEL= #GV= #LINK= #COUNTRY_ID= #TRIGGER= #ALIGNMENT= #DATE= #VARIABLE_CONDITION= }		
;	FORMAT	NOTES If you do not want special condition for a line : let the field empty after the "=" symbol (nothing) Devs notes ar ein black / My "practical notes" are in red
USAGE	Erase "USAGE" and choice another (you choice it as you want)	Take care: Not insert "=" symbol at end Insert "" symbol before
{		Always insert that at beginning of a script Each event must be preceded by a '{' and end with a '}'
#NAME=	Nameyouchoiced	Event name (this will be shown as a selectable event under an OPTIONS screen within the game)
#POPUP=	<< Freetext >> (TAG may be used)	Event popup text (this will be displayed when the event occurs)
#IMAGE=	picture1.png, picture2.png, picture3.png, picture4.png	Event image that will be displayed when event occur * PNG images must be 736x418 or 368x418 pixels, see 'Extras' folder for * sample images and frames * Multiple pictures can be used by using a ',' to separate them
#SOUND=	sound1.mp3, sound2.mp3, sound3.mp3, sound4.mp3	* Event sound that will be displayed when event occurs * Multiple sounds can be used by using a ',' to separate them
#FLAG=	Choice one of this : #FLAG= 0 #FLAG= 1	Will this be a default event for the campaign? (values range [0, 1]; True= 1; False= 0)
#TYPE=	Choice one of this : #TYPE= 0 #TYPE= 1 #TYPE= 2 #TYPE= 3	With all other fields satisfied will this be: 0 = Single check regardless if #TRIGGER is satisfied 1 = Multiple check until #TRIGGER is satisfied 2 = Reoccurring check until end of game OR Once the #DATE field is satisfied : 3 = Event fires once if all other fields are satisfied, else it will not fire. Either way, event will be removed never to be looked at again Practical note : If you want " Reoccurring check until end of game", let #DATE= empty
#AI=	Choice one of this : #AI= 0 #AI= 1 #AI= 2 #AI= 3 #AI= 4	0 = Event fires whenever all fields are satisfied for any game type 1 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Axis 2 = Event fires whenever all fields are satisfied, for Single Player games only, and only when the AI is Allied 3 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Axis in Single Player, or on Allied Multiplayer turns 4 = Event fires whenever all fields are satisfied, for any game type, and only when the AI is Allied in Single Player, or on Axis Multiplayer turns
#LEVEL=	Choice one of this : #LEVEL= 1 #LEVEL= 2 #LEVEL= 3 #LEVEL= 4	What minimum skill level, as selected from the AI difficulty level screen in game, with this event apply to? Green= 0 Novice= 1 Intermediate= 2 Veteran= 3 Expert= 4
#GV=	a[b,c]	Does the event activate based on the Global Variable values assigned?
You may use 10 lines #GV=		Ten random Global Variables are assigned at the start of the campaign each with a value between [1,100] Format: GV [min, max]; GV range [1,10]; min range [1,100]; max range [1,100] Example A) #GV= 1[1,100] will always trigger because Global Variable #1 will always have a value between [1,100] Example B) #GV= 4[71,100] will trigger 30% per game Practical note : use that a= 1 to 10 b= 1 to 100 c= 100 The more "b" value is high, the less trigger will have chance to fire
(do not forget to give for each line #GV= a N° 1 to 10)		

#LINK=	a[b]	Does the event originate based on the Link values assigned? A campaign can have up to 1100 Decision events and is referenced by other events via this parameter (1100 = total maximum of DECISION EVENTS) Format: decision[flag]; flag range [0, 1]; True= 1; False= 0 Example A) #LINK= 0[0] will always trigger as formal DECISION events can only be from 1-1100 Example B) #LINK= 1[0] will trigger whenever #DECISION= 1 is not accepted Example C) #LINK= 3[1] will trigger whenever #DECISION= 3 is accepted a= N° of the referenced/concerned DECISION EVENT (one of the 1100) - Or "0" if you want create a dummy #link b= 0 or 1
#TRIGGER=	0 to 100	Trigger percentage that the event will occur (values range [0, 100])
#COUNTRY_ID=	See GENERAL REFERENCE CODES	Country ID associated with this event #COUNTRY_ID's current political association (side) must match #ALIGNMENT for the event to occur.
#ALIGNMENT=	1 or 2	Political alignment check for #COUNTRY_ID (values range [1, 2]) Axis= 1 Allied= 2 #COUNTRY_ID's current political association (side) must match #ALIGNMENT for the event to occur.
#DATE=	yyyy/mm/dd	Date that must be satisfied (in game) for event to occur (format yyyy/mm/dd)
#VARIABLE_CONDITION=	country_id [political_alignment] [mobilization%] [surrendered_flag] a [b] [c] [d] country_id : see central doc reference codes mobilization% : 0 to 100 political_alignment : 0, 1 or 2 surrendered_flag : 0 or 1 (see central doc reference codes)	Under what variable conditions will this event occur Format: country_id [political_alignment] [mobilization%] [surrendered_flag] Under #VARIABLE_CONDITION you can also list countries that have not yet fully entered the war. For example by listing an mobilization % less than 100% you are providing a check where the #VARIABLE_CONDITION country must meet a minimum mobilization % in order for the event to occur. More of one VARIABLE_CONDITION may be set Each #VARIABLE_CONDITION line will be read using AND logic. Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for SURRENDER flags and not names a: country_id b: political_alignment c: mobilization% d: surrendered_flag Use the reference values provided for #COUNTRY_ID and not the country names Use the reference values provided for POLITICAL ALIGNMENT and not names Use the reference values provided for SURRENDER flags and not names
}		Each event must be preceded by a '{' and end with a '}'

COMPLETE EXAMPLE : (texts in ***bold after a ""symbol*** are just note comments and not parts of script)

```

;REMOVE1940
;
; Canadian War Entry:
; Historical date of event was 1939/09/10
{
#NAME= Canada Joins The Allies (Variable)
#POPOP= <<TAG_1>>
#IMAGE=
#SOUND= war1.ogg
#FLAG= 1
#TYPE= 1
#AI= 0
#LEVEL= 0
#GV= 1[1,100]; Set global variable condition to always trigger (dummy value)
#LINK= 0[0]; Set link value to always trigger (dummy value)
#COUNTRY_ID= 21
#TRIGGER= 50;Set Canada to have a random/variable war entry
#ALIGNMENT= 2
#DATE= 1939/09/10
#VARIABLE_CONDITION= 112 [2] [100] [0];1st Line - UK politically aligned with Allies and not surrendered AND
#VARIABLE_CONDITION= 40 [2] [100] [0];2nd Line - France politically aligned with Allies and not surrendered AND
#VARIABLE_CONDITION= 45 [1] [100] [0];3rd Line - Germany politically aligned with Axis and not surrendered
}

```

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[illegible]

