

This tool generates professional, transparent "Operational Cloud" overlays directly from your game data. It tracks HQ Command Limits, highlights rail repair unit locations, and visualizes command tethers.

1. Download & Requirements

- **The Tool:** Download the attached `make_mapGUI.zip` and extract the `.py` file.
 - **The Base Map:** You **MUST** use this high-res master map for the coordinate alignment to work:
 - [Download the Map JPG Here](#)
 - **Software Requirements:**
 - **Python 3.10+:** <https://www.python.org/downloads/>
 - (Note: When installing, you **must** check the box that says "**Add Python to PATH**".)
 - **Inkscape:** <https://inkscape.org/release/>
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2. Quick Setup

1. **Install Libraries:** Open your Command Prompt (type `cmd` in Windows search) and run: `pip install pandas numpy scipy customtkinter`
 2. **Export Game Data:** The script reads the standard exports found in:
 - `...\Dat\CSV\Commanders Report\units-main.csv`
 - `...\Dat\CSV\Commanders Report\Leader-Leaders.csv`
 3. **Run & Pathing:** Double-click the extracted `make_mapGUI.py` script.
 - Use the `"..."` buttons to link your CSVs and the Map JPG.
 - For **Inkscape**, use the browser button to find where you installed it on your PC (look for `inkscape.exe`).
 - These settings will save automatically for your next session.
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3. Key Visual Features

- **HQ Command Limits:** The numbers under the HQ (e.g., 11/9) turn **Bright Red** if the HQ is overloaded.
- **Operational Clouds:** Automatically draws boundaries around your Corps. You can adjust the "fuzziness" and transparency with the sliders.
- **Unit Highlights:** * **FBD/Rail Units:** Marked in **Fuschia** to easily locate your rail-heads.
 - **Unattached Units:** Marked in **Red**.
 - **Sub-Units:** Marked in **Yellow** with dashed tethers to their HQ.

How to Use the Command Filters

The interface uses a "Top-Down" hierarchy. If you select an **Army Group**, the map will show everything under that command. To get more specific:

1. **Level 1 (Army Group):** Select your target Theater (e.g., *Army Group South*).
2. **Level 2 (Army):** Once an AG is selected, this menu populates with its specific Armies (e.g., *6th Army*).
3. **Level 3 (Corps):** Selecting an Army will then reveal its specific Corps (e.g., *L/ Corps*).

Pro-Tip: If you want to see your entire front at once, leave the filters on "**ALL**". If you are focus-firing on a specific breakthrough, filter down to the **Corps** level to see exactly where your sub-units are tethered and if that specific HQ is redlined.