

Strategic Command Suite: Full Setup Guide

1. Prerequisites (Free to Use)

Before touching the scripts, ensure you have these two free components:

- **Inkscape (Free):** The open-source engine used to render the SVG maps. Download and install it from [Inkscape.org](https://inkscape.org).
- **The Planning Map (Free):** Download the high-resolution base map from this [Google Drive Folder](#).
 - **Pro-Tip:** It is highly recommended that you move this map file into the same folder as the Python scripts. Keeping them together makes the tool much easier to manage.

2. Prepare Python (Do This First!)

1. **Download:** Get the latest version from [Python.org](https://python.org).
2. **CRITICAL:** During installation, you **must** check the box that says "Add Python to PATH".
3. **Install Libraries:** Open your Windows Command Prompt (type cmd in the search bar) and run: pip install customtkinter pandas scipy numpy

3. Installation

1. **Download & Unzip:** Download **Mapper.zip** and extract it into its own folder.
2. **Keep Files Together:** Ensure launcher.py, make_map_Axis_GUI.py, and make_map_Sov_GUI.py stay in that same folder.

4. Exporting Data from WitE2

1. In-game, press 'c' to open the **Commander's Report**.
2. Click **Export** (next to the words "Commander's Report").
3. Your data is stored in your game folder here:
 - ...\\Dat\\CSV\\Commanders Report\\units-main.csv
 - ...\\Dat\\CSV\\Commanders Report\\Leader-Leaders.csv

5. Launching & Initial Link

Double-click launcher.py, select your theater, and use the "..." buttons to link the files.

6. Operational Tips & Features

- **The Straight Line Rule:** If a Corps is in a perfectly straight line, the cloud will not display. Move one unit slightly in-game to restore the 2D polygon.
- **Command Limits:** CP limits are calculated automatically based on leader admin and unit types. Overloaded HQs turn **Red**.
- **Bidirectional Dropdowns:** Menus are linked. Selecting an Army Group filters the Army/Corps lists. You can delete or clear any selection to reset the view.

- **Auto-Refresh:** If you change **any** setting (toggling Rail Units, Tethers, or Opacity), simply hit **Generate** again. The tool will automatically close the old Inkscape window and restart it with the new settings.
- **Archiving Your Campaign:** Every map is unique and named after your **Units CSV**. If you name your exports by turn (e.g., units-turn10.csv), the tool creates a unique SVG for each, allowing you to review your strategic evolution later.