

OBERKOMMANDO CHRONICLE: OFFICIAL OPERATOR'S MANUAL

Strategic Adjutant & Cartography Engine for War in the East 2

This manual outlines the standard operating procedures for the Chronicle Engine. By following these steps, you will transform raw CSV data into a comprehensive operational briefing and a high-resolution strategic map overlay.

PHASE 0: SYSTEM REQUIREMENTS & PROCUREMENT

Before the Chronicle Engine can assume its duties, your command terminal must be properly outfitted with the necessary software framework and cartographic assets.

Here is the exact logistical checklist of what you need and where to acquire it:

1. Python (The Engine Core)

The Adjutant is written in Python, meaning your computer needs the Python interpreter to read and execute the code.

- **Where to get it:** Download the latest installer for Windows from the official website: python.org/downloads
- **CRITICAL INSTALLATION STEP:** When you run the Python installer, look at the very bottom of the first window and **check the box that says "Add Python to PATH"**. If you do not check this box, your computer will not know how to run the engine.

2. Python Libraries (The Engine Parts)

The engine relies on two specific external modules: `pandas` (for crunching the massive amounts of CSV data) and `customtkinter` (for drawing the dark-mode graphical interface).

- **How to get them:** You do not download these from a website. Instead, once Python is installed, do the following:
 1. Click your Windows Start button, type `cmd`, and hit Enter to open the Command Prompt.
 2. Type the following exact command and press Enter:

```
pip install customtkinter pandas
```
 3. Wait for the terminal to finish downloading and installing the files. You can then close the window.

3. Inkscape (The Cartography Renderer)

The engine generates its strategic overlays as scalable vector graphics (SVG files). Inkscape is the open-source program the engine uses to instantly render and display this map on your screen.

- **Where to get it:** Download it for free from the official website: inkscape.org
- **Note:** Install it using the standard default settings. You will need to point the Chronicle Engine to the Inkscape executable file later (usually located at `C:\Program Files\Inkscape\bin\inkscape.exe`).

4. The Strategic Planning Map (The Canvas)

The engine needs a blank map to draw your unit footprints and attack vectors over. You need a high-resolution image file of the War in the East 2 Eastern Front map.

- **Where to get it:** You can download the designated planning map directly from this dedicated Google Drive repository: [Chronicle Strategic Planning Map Repository](#)
- **Note:** Download the high-resolution image file from that folder and save it to your computer where the Chronicle Engine can easily access it.

PHASE 1: INITIAL SETUP (The Intelligence Feed)

Before issuing orders, the Adjutant needs to know where your intelligence is stored.

1. **CSV Folder:** Click this button and select the folder containing your Commander's Report exports (Unit-Main) and your Editor export (`_city.csv`).¹
2. **Map Image:** Click this to select the base high-resolution map image of the Eastern Front that the engine will draw over.
3. **Inkscape:** Click this to locate your `inkscape.exe` file (usually found in `C:\Program Files\Inkscape\bin\`). The engine uses this program to automatically open and display your generated map.
4. **Scenario Selection:** Once your CSV folder is linked, this dropdown will automatically populate with any scenarios it detects. Select the campaign or scenario you are currently playing.

PHASE 2: DEFINING THE TIMELINE

You must tell the engine which operational window to analyze.

1. **Current Turn:** Select the turn you are currently about to play. This dictates the "present day" for the text log, weather radar, and the amber "current" footprint on the map.
2. **History Turn:** Select the baseline turn you want to measure your momentum against.

- *Example:* If you are on Turn 15 and select History Turn 10, the map will draw a 5-turn historical path showing exactly how far your spearheads have advanced since Turn 10.

PHASE 3: CARTOGRAPHY CONTROLS (Radio Buttons & Checkboxes)

These toggles control exactly what information is layered onto your strategic map. Customize this to reduce visual clutter.

- **[Radio] Current Turn Only:** Selecting this will render a clean map showing *only* the current positions of your units. It suppresses all historical breadcrumb trails.
- **[Radio] Show History Lines:** Selecting this activates the historical tracking. The engine will draw a solid red line connecting the center-of-mass of your units from the "History Turn" up to the "Current Turn", dropping a date-stamped white node at each waypoint.
- **[Checkbox] Footprints:** Toggles the shaded polygons on or off. When checked, the map will draw a green shaded area showing the physical spread of your Corps on the previous turn, and an amber shaded area showing their current spread.
- **[Checkbox] Sugg. Moves:** Toggles the tactical brackets and objective arrows. When checked, the engine will draw dashed arrows toward enemy-held towns and cap them with a solid bracket representing the unit's frontage.
- **[Checkbox] Make Map:** The master switch for cartography. If you only want a quick text-based intelligence briefing and do not want to wait for Inkscape to render the SVG image, uncheck this box. The engine will skip the map generation entirely.

PHASE 4: ORDER OF BATTLE FILTERING

By default, the engine analyzes your entire theater. If you want to focus on a specific offensive, use the cascading filters on the right side of the control panel.

- **Army Group / Front:** Select a specific Army Group (e.g., Army Group Center). This will immediately filter the map and the text log to *only* show units subordinate to that command.
- **Army:** Once an Army Group is selected, the Army dropdown will only show Armies belonging to that group. You can narrow your focus down to a single Army (e.g., 2nd Panzer Army).
- **Corps:** Narrows the focus down to a single specific Corps.
- *Note on Smart-Syncing:* If you know the name of the Corps but not the Army, you can select the Corps first. The engine will automatically "sync backward" and fill in the correct Army and Army Group for you.
- **Reset Filters:** Click this button to clear all selections and return the engine to analyzing the entire "ALL" theater.

PHASE 5: EXECUTION & REVIEW

Once your parameters are set, verify your selected faction (**Axis** or **Soviet**) using the toggle at the top right, and click the large red **RUN ANALYSIS & STRATEGIC OVERLAY** button.

The interface will populate four intelligence panels:

1. **Weather Radar (Top Left):** Displays the current ground state across four latitude bands and a 4-week forecast.
2. **Command Limit Warnings (Middle Left):** Flags overloaded HQs (CP capacity breached) and highlights independent combat subunits.
3. **Theater Readiness Summary (Middle Right):** A numerical breakdown of how many Corps are ready to advance, how many require rest, and how many are critically degraded.
4. **Operational Directives (Bottom):** Your prioritized log. Review Critical Alerts (Priority 1) first to save dying units, then review your Operational Directives (Priority 2) to plot your spearheads. *Always remember to press 'N' in-game to visually verify supply before executing a Priority 2 advance.*

APPENDIX A: TROUBLESHOOTING & FREQUENTLY ASKED QUESTIONS

Even the most advanced Adjutant occasionally encounters friction with the data feeds. If the Chronicle Engine is not behaving as expected, consult this diagnostic guide before aborting the operation.

1. The Engine Will Not Start / Command Prompt Flashes and Closes

- **Cause:** Your system is missing the required Python libraries.
- **Solution:** Open your Windows Command Prompt (cmd) and run the following command to install the necessary dependencies: `pip install customtkinter pandas`

2. The "Scenario" or "Timeline" Dropdowns are Empty

- **Cause:** The engine cannot read your Commander's Report exports. It is specifically looking for files formatted with the game's default naming convention (e.g., `[ScenarioName]-Turn15-Unit-Main.csv`).
- **Solution:** Ensure you are exporting the "Unit" tab from the Commander's Report directly into your linked CSV Folder. Do not manually rename the files.

3. The Log Works, but the Map Does Not Appear

- **Cause:** Cartography generation is disabled, or Inkscape is improperly linked.

- **Solution:** 1. Verify that the **Make Map** checkbox is ticked in the Cartography Controls. 2. Verify that the Inkscape path is pointing directly to the executable file (e.g., C:\Program Files\Inkscape\bin\inkscape.exe) and not just the folder.

4. Spearhead Arrows are Pointing Backwards or Targeting Friendly Towns

- **Cause:** The faction toggle is misaligned, or the Location data is missing.
- **Solution:** 1. Check the top right of the interface and ensure the faction toggle is set to your current side (**Axis** or **Soviet**). The engine uses this to calculate the direction of the front. 2. Ensure you have exported the Location data from the Scenario Editor (usually `_city.csv`) and placed it into your working folder so the engine knows who owns which town.

5. The Map Renders, but it is Completely Empty (No Lines or Footprints)

- **Cause:** Your Order of Battle filters are too restrictive.
- **Solution:** You may have filtered down to a Corps or Army that has no combat units, or one that was destroyed prior to the current turn. Click the **Reset Filters** button to clear the matrix and attempt to run the analysis on the entire theater again.

¹ How to Extract the Map Location Data (`_city.csv`)

The engine needs to know the exact coordinates of every town and city on the map so it can draw objective arrows. This data is not found in the standard Commander's Report; it must be pulled from the Scenario Editor once.

You only need to do this step once

1. **Open the Editor:** Launch *War in the East 2* from your desktop or Steam. On the main menu, instead of clicking "Load Game" or "Play", click on the **Editor** button.
2. **Load Your Scenario:** Once the Editor loads, go to the top menu, select **File -> Load Scenario**, and pick the specific campaign or scenario you are currently playing (e.g., *1941-45 Campaign*).
3. **Export the Data:** With the scenario loaded, look at the top menu bar again. Find and click the **Export CSV** button (or look under the Tools/Data drop-downs if your game version puts it there). The editor will freeze for a moment while it dumps all the raw scenario data into spreadsheets.
4. **Locate the File:** Close the game. Open your Windows File Explorer and navigate to your main *War in the East 2* installation folder. Open the **Dat** folder, and then open the **csv** folder inside it.
 - *(Default Steam path: C:\Program Files (x86)\Steam\steamapps\common\Gary Grigsby's War in the East 2\Dat\csv)*
5. **Move the File:** Look through that folder until you find the file named `_city.csv` (it might also be named after your scenario, like `1941-45_city.csv`). Copy that specific file and paste it directly into the folder where you save your regular Commander's Report exports.

As long as that `_city.csv` file is sitting in the same folder as your `Unit-Main` exports, the Adjutant will automatically find it and use it to plot your spearheads.