

A Layman's Guide to "Successfully" Editing the MWiF Game File (part 1)



GAME DATA

- Complexity: Advanced
- Field of Play: World
- Historical Period: World War II
- Theater: Global
- Unit Scale: Corps/Army with specialized divisions / individual capital ships, air groups
- Turn Play: IGOUGO, bimonthly turns with roughly weekly impulses within each turn
- Players: 1 to 2 (including Solitaire and Head to Head)
- AI: No
- TCP/IP: Yes
- PBEM: No
- Game Editor: No but data files are comma separated values files and easy to edit.

MIN. SYSTEM REQUIREMENTS

- OS: Windows XPSP2, Vista, 7, 8
- CPU: 2 GHz Recommended
- RAM: 1 GB Recommended
- Video/Graphics: 32 MB Graphics Card
- Sound: Sound card / speakers
- Hard disk space: 1 GB Recommended

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www.a-d-g.com.au



WORLD IN FLAMES

GLOBAL CONFLICT 1939-1945

THE RULES AS CODED

WORLD IN FLAMES is Matrix Games' computer version of Australian Design Group's classic board game. Covering both the European and Pacific Theaters of Operations during World War II, *World in Flames* is global in scope while simulating each branch of service in detail. Land units are corps and army level, supplemented with specialized divisions. Naval units include individual counters for every carrier, battleship, cruiser, and light cruiser in the war. Air units represent groups of 250 to 500 airplanes displayed on screen using 1000+ unique bitmapped images. With 6000+ unique units, 250+ countries, and a global map of 70,200 hexes, *World in Flames* is the premier World War II grand strategy game.

All 11 scenarios from *World in Flames* Final Edition are included and they range from the small 5 turn Barbarossa offensive in Russia and the 5 turn Guadalcanal battle in the Pacific, through to the 36 turn Global War campaign which spans all of Europe, Africa, the Middle East, Asia, the Atlantic, and the Pacific. You can play either the Axis or the Allied side or take the role of one of the 8 major powers. Besides solitaire against yourself and head-to-head, you can play over the Internet. The last two modes of play permit team play with up to 6 players (3 per side).

This simulation models national production from conveying raw resources over rail and sea lines to factories for the manufacturing infantry, armor, naval, and air combat units. Because oil was so important during World War II, there are separate optional rules for synthetic oil plants and deployment of oil reserves to the front lines. Game units are represented in both armies and corps, aircraft carriers, naval task forces, and the air groups that took part. Everything you need to re-fight the greatest conflict in history.

Two players make the strategic decisions that decide the fate of nations. What forces to produce, where to commit them, when and how? No two games of *World in Flames* play the same, no strategy is foolproof, any decision may have unforeseen, long-term consequences.

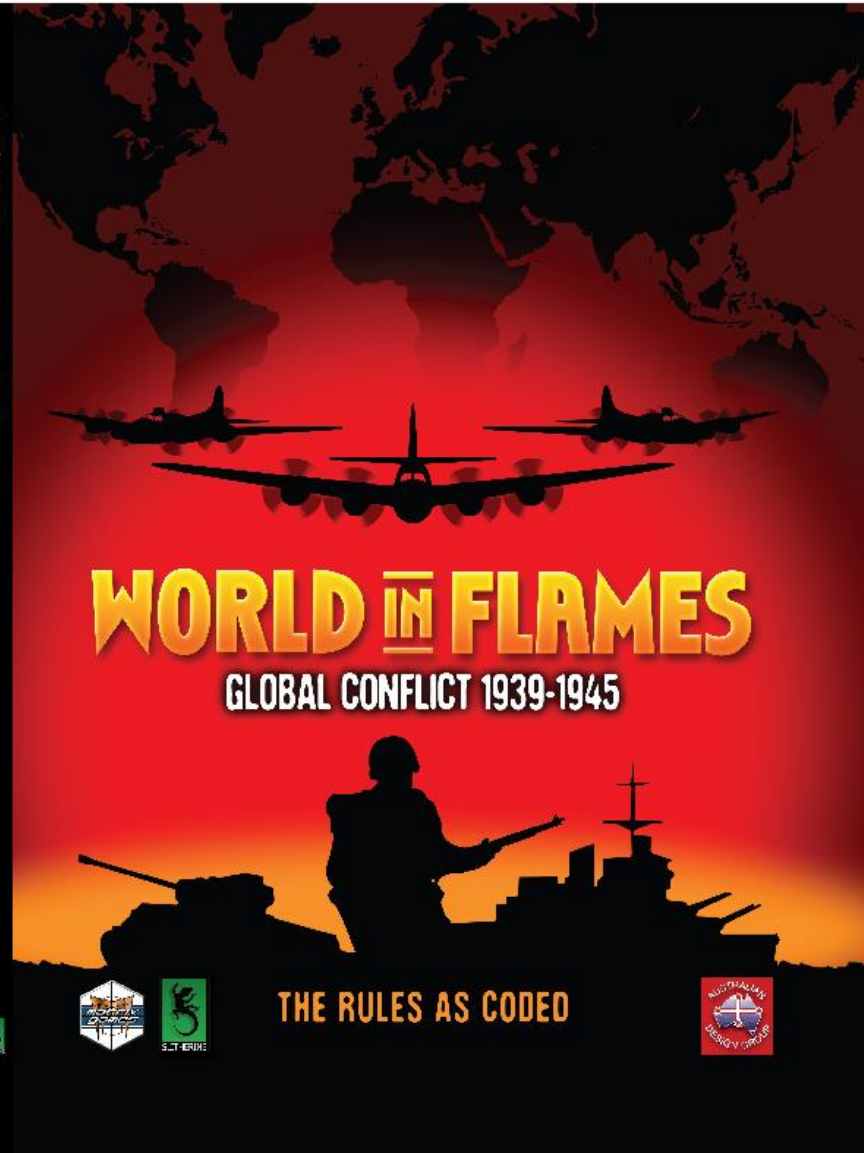
If you want to change the world then *World in Flames* is for you.

The World in Flames Rules as Coded follows the structure of the World in Flames Rules as Written, providing a complete reference of the World in Flames rules as implemented in the officially licensed Matrix Games 'World in Flames' computer game. You can also use this as a rule book for tabletop play.

WORLD IN FLAMES

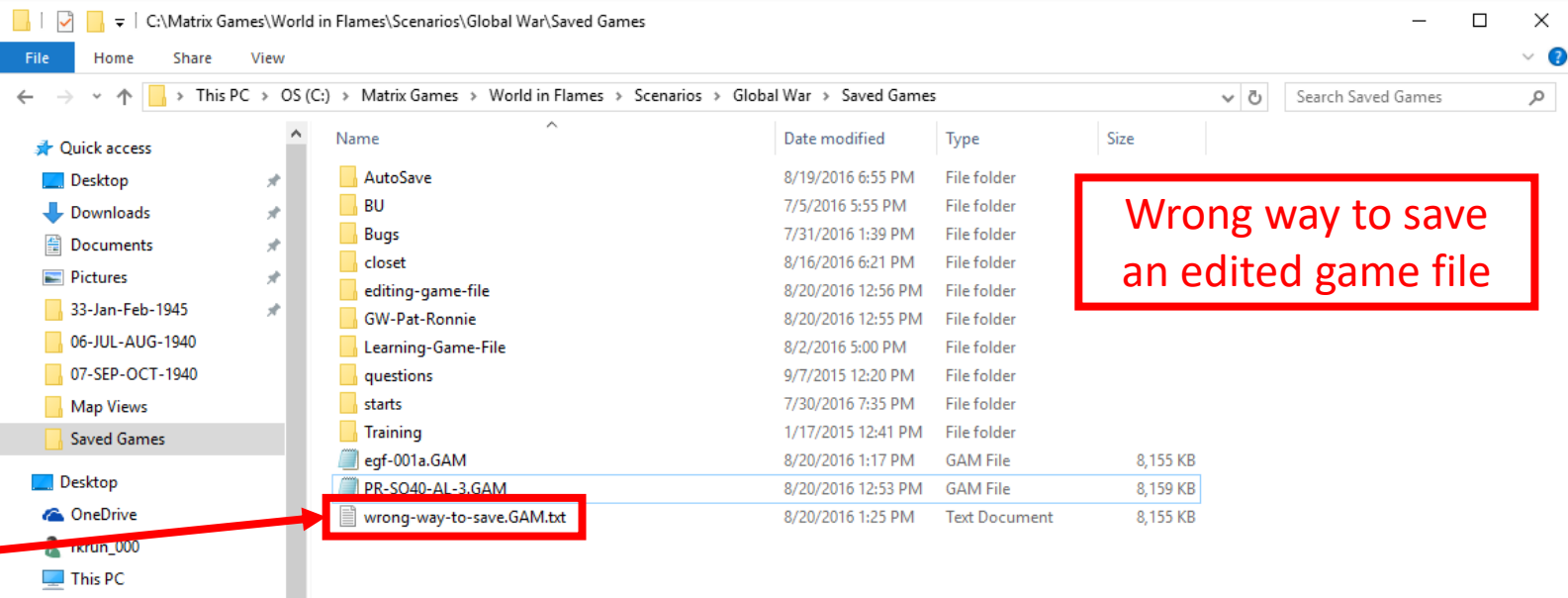
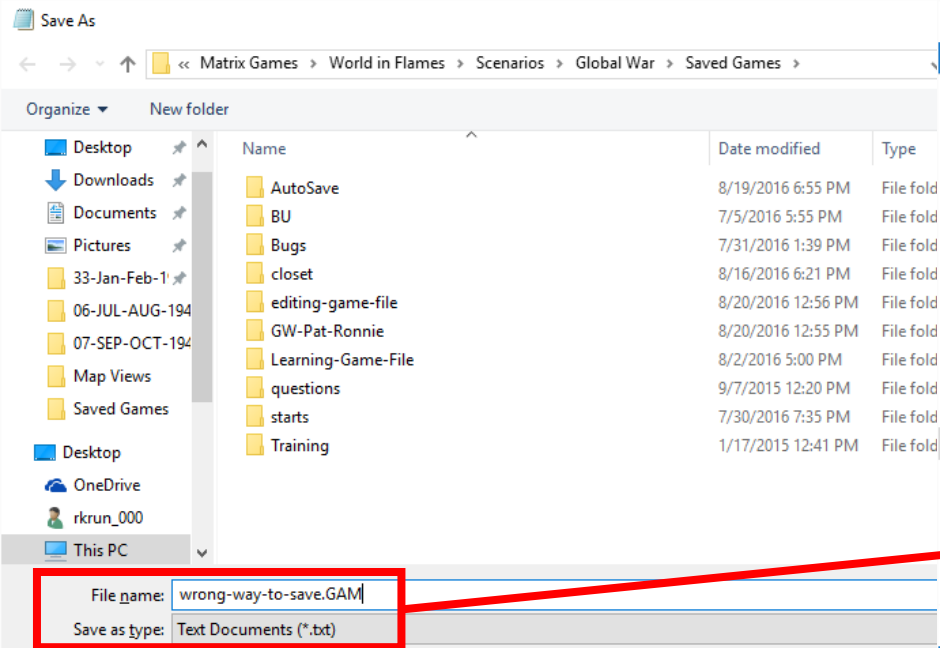
GLOBAL CONFLICT 1939-1945

THE RULES AS CODED

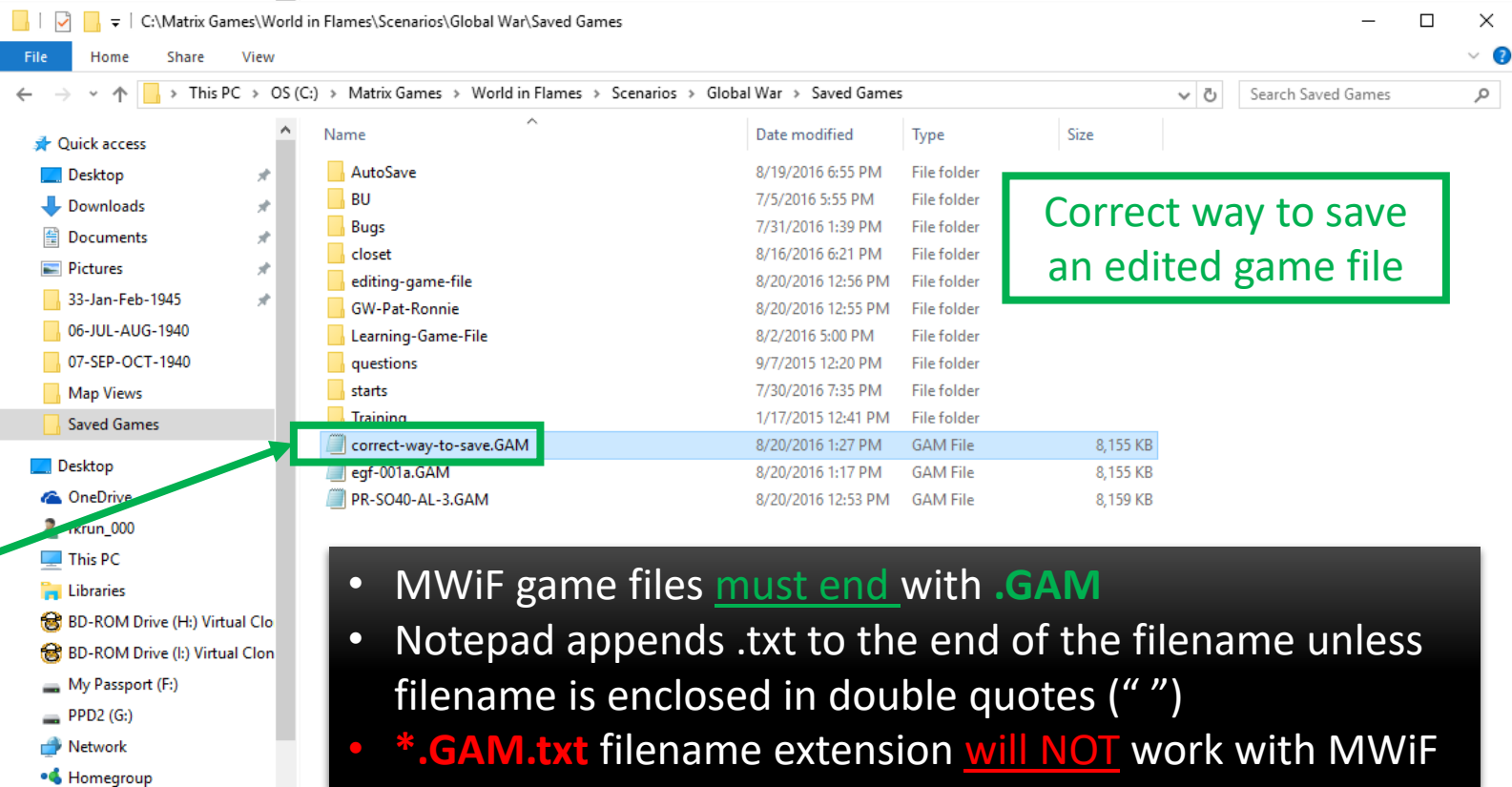
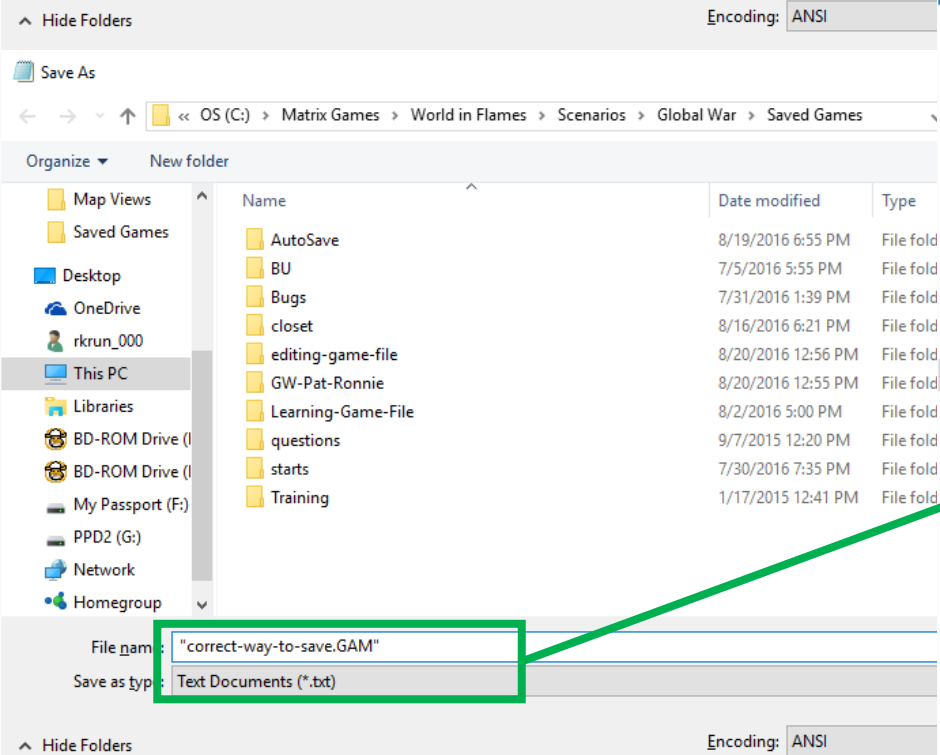


- Comma delimited text file
- Edited using any text editor (e.g., Notepad)
- .GAM file extension

- Comma delimited text file
- Edited using any text editor (e.g., Notepad)
- .GAM file extension



Wrong way to save
an edited game file



Correct way to save
an edited game file

- MWiF game files must end with **.GAM**
- Notepad appends **.txt** to the end of the filename unless filename is enclosed in double quotes (" ")
- ***.GAM.txt** filename extension will NOT work with MWiF

- MWiF version number 2.2.7
- Within compatibility limits, this number can be changed to work with earlier version (e.g., 2.2.5)

$-1, -1, -1, 0, -1, -1, -1, -1, 0, -1, -1, -1, -1, 0, 0, -1, -1, 0, 0, 0, 0, 0, -1, -1, -1, -1, 0, -1, -1, 0, -1, -1, -1, -1, -1, -1, 0, 0, -1, -1, -1, -1, 0, -1, 0, -1, 0, 0, 0, -1, -1, -1, -1, -1, 0, 0, -1, 0, 0, -1, 0, 0, 0, -1, -1, 0, -1, 0, 0, -1, 0, 0, 0, 0, 0, -1, -1, -1, 0, -1, 0, 0, 0, 0$

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3, 33, 55, 2, 3,	0
3, 34, 55, 1, 2,	0
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3, 34, 55, 3, 3,	0
3, 34, 55, 4, 3,	0
3, 34, 56, 3, 3,	0
3, 34, 56, 4, 3,	0
3, 33, 57, 3, 3,	0

- French NAV at Oran [74,23]
- Move to allied sea box 3 in Western Med [70,31]
- Unit [x,y] coordinates stored as $512x + y$
- $[74,23] \Rightarrow 37911$ & $[70,31] \Rightarrow 35871$



TBF-1,80,55,1945

0,1058,,0,0,0,0,0,0,0,0,0,0,0,-1,0,0,0,0,0,0,0

.T The Grumman TBF-1 "Avenger" three-seat carrier-based torpedo-bomber entered service with the US Navy replacing the Devastator beginning with the 100th Bombardment Group. The Avenger was a single-engine, low-wing, carrier-based, torpedo bomber. It was the first of its kind to have a tail gunner position.

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L.298 Latecoere,80,56,1938

114,1059,,0,-1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

The Latécoère 298 three-seat single-engine floatplane entered service with L'Aéronavale in October 1938. Fitted with a Hispano-Suiza 12Ycrd engine, it was a high-wing, floatplane. It was the first of its kind to have a tail gunner position.

10264,10296,0,1060,1023,65535,4,37911,0,0,8,0,224,0,36867,61207

-1,UndoData

1,3585,9256,0,0,0,0,0

L.298 Latecoere,80,56,1939

0,1060,,0,0,0,0,0,0,0,0,0,0,0,-1,0,0,0,0,0,0,0

The Latécoère 298 three-seat single-engine floatplane entered service with L'Aéronavale in October 1938. Fitted with a Hispano-Suiza 12Ycrd engine, it was a high-wing, floatplane. It was the first of its kind to have a tail gunner position.

10264,43064,0,1061,17407,65535,16384,0,0,0,0,0,0,0,0,3927

-1,UndoData

10264,10296,0,1060,1023,65535,4,37911,0,0,8,0,224,0,36867,61207

Unit Status Record (USR).

4

5

8

13 14

- USR(8) => 8th field of the Unit Status Record is the "encoded" position of the unit
 - $x = \text{floor}(37911/512) = 74$
 - $y = 37911 - 512x = 23$
- USR(4) => Unit ID = 1060
- USR(5) => Unit Status; disorganized (5119), Not disorganized (1023)
- USR(13) => movement status; can move (224)
- USR(14) => for units at sea; return to base (0 or 1), stay at sea (2)

1,3585,9256,0,0,0,0,0



French NAV successfully moved from Oran to box 3 of the Western Med by changing value of USR(8) from 37911 to 35871

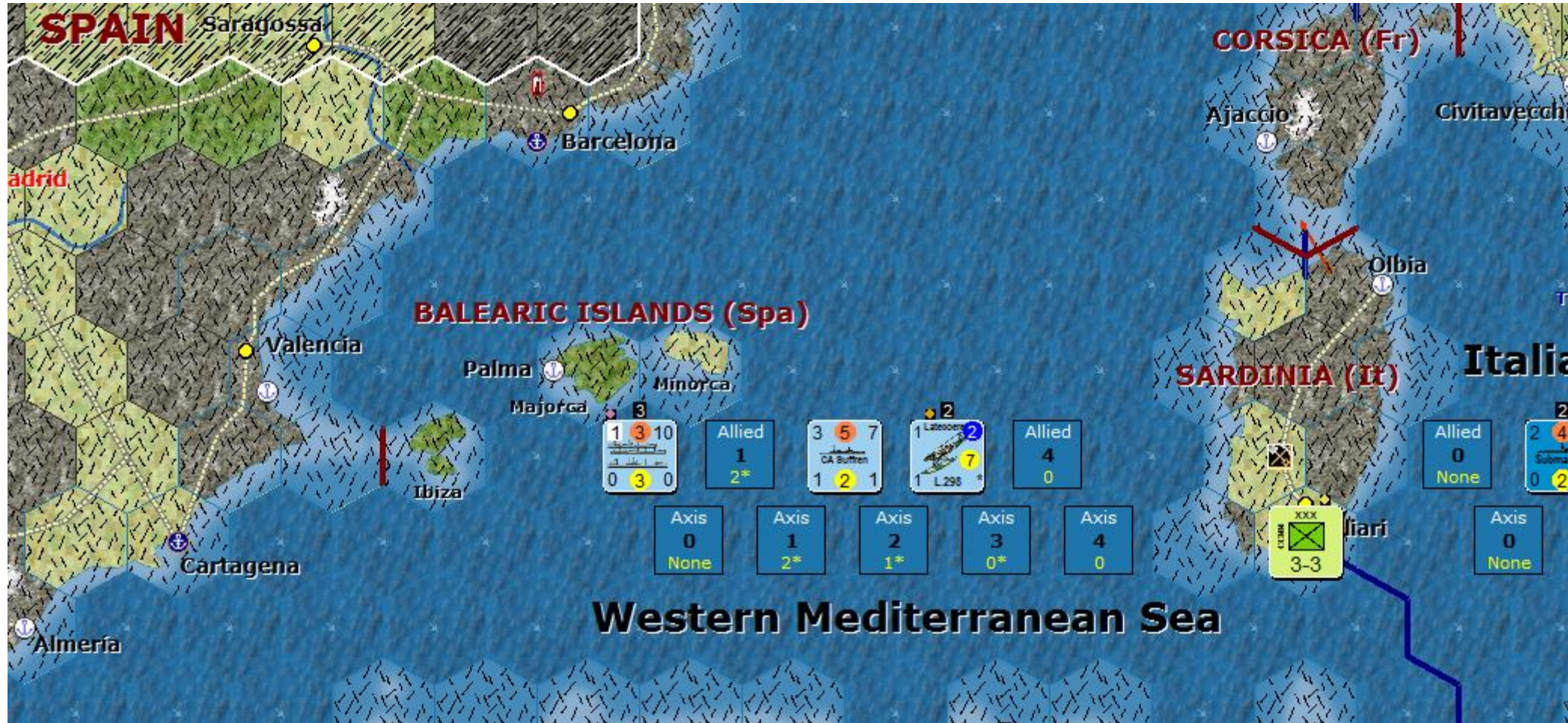
L.298 Latecoere,80,56,1938

114,1059,,0,-1,0,0,0,0,0,0,0,0,0,0,0,0,0

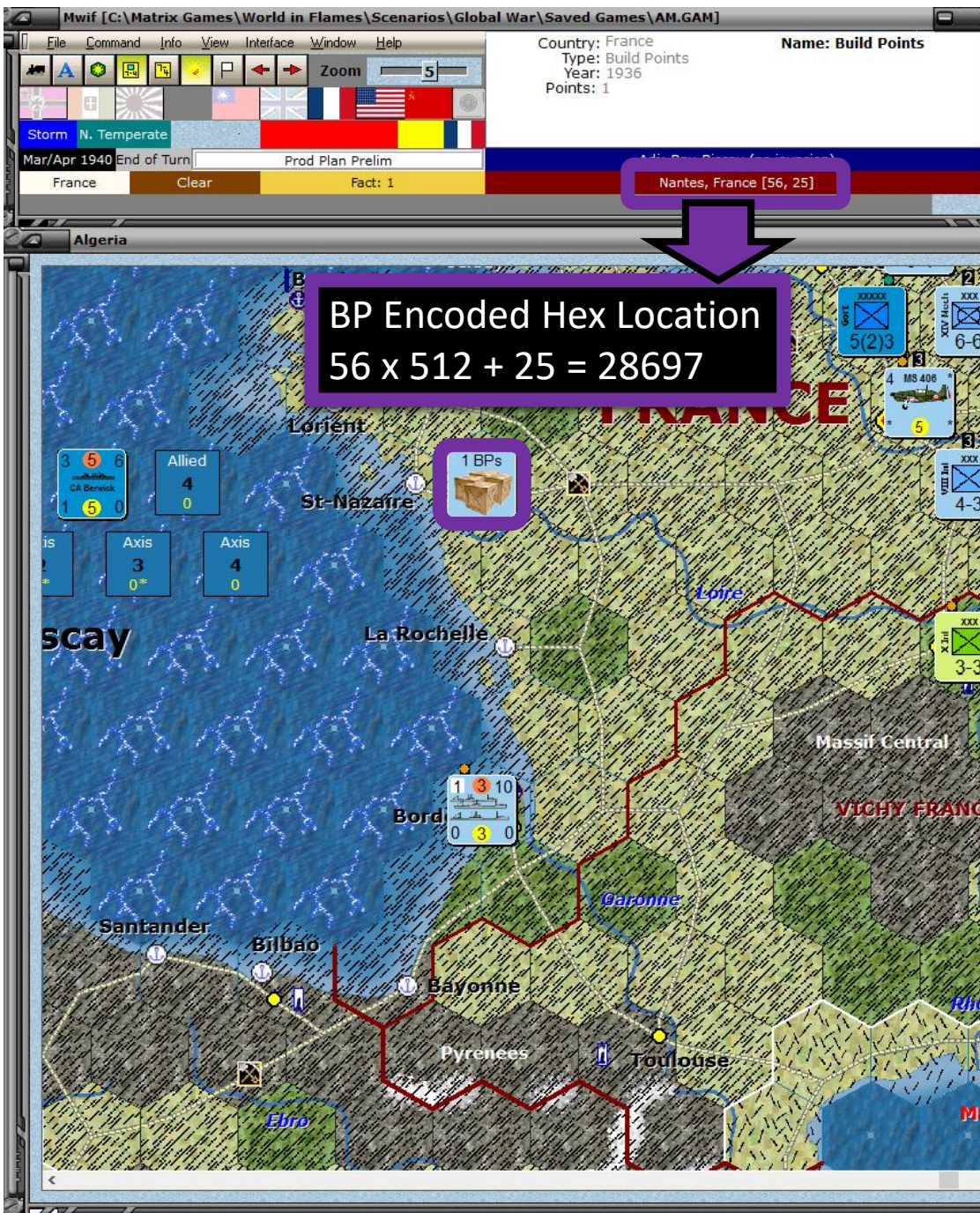
The Latécoère 298 three-seat single-engine floatplane entered service with L'Aéronavale in October 1938. Fitted with a 10264,10296,0,1060,5119,65535,4,35871,0,0,8,0,224,0,36867,61207

-1,UndoData

1,3585,9256,0,0,0,0,0



Also, French Nav was disorganized by changing the value of USR(5) from 1023 to 5119.



Resource - Production Summary & Details

Axis Powers

France

Oil Resources

Non-Oil Resources

Production Points

Build Points

Allied Powers

Factories

Layouts

COMPUTED

Filter

Switch Maj. Power

Close

Switch Map

Center linked map on selected hex

Form Help

Type	Location	Action	Destination	C
Saved Build Pt	Nantes, France [56, 25]	Production	In Place	
Non-oil Res.	France [54, 28]	Production	Rouen, France [53, 28]	
Non-oil Res.	France [56, 26]	Production	Nantes, France [56, 25]	
Non-oil Res.	France [62, 31]	Production	Marseilles, France [64, 31]	
Non-oil Res.	Béchar, Algeria [80, 21]	Production	Toulouse, France [63, 26]	
Non-oil Res.	Hanoi, French Indo-China [94, 134]	Idle	None	
Non-oil Res.	Kayes, Senegal [100, 11]	Production	Paris, France [55, 29]	2
Non-oil Res.	New Caledonia [142, 194]	Idle	None	
Oil Resource	(TR) Mosul, Iraq [71, 71]	Save	Damascus, Syria [76, 65]	
Saved Oil	Damascus, Syria [76, 65]	Save	In Place	
Factory (1)	Rouen, France [53, 28]	1 Producing	-	
Factory (3)	Paris, France [55, 29]	2 of 3 Idle	-	

AM-MOD.GAM - Notepad	AM-MOD.GAM - Notepad	AM-MOD.GAM - Notepad
File Edit Format View Help	File Edit Format View Help	File Edit Format View Help
25751,25790,0,0,17407,65535,10240,0,0,0,8,0,0,0,0,0 -1,UndoData ,11,51,1936 0,3825,,0,0,0,0,0,0,0,0,0,0,0,0,0,0,-1,4	25751,25790,0,0,17407,65535,10240,0,0,0,8,0,0,0,0,0 -1,UndoData ,11,51,1936 0,3825,,0,0,0,0,0,0,0,0,0,0,0,0,0,0,-1,4	25751,25790,0,0,17407,65535,10240,0,0,0,8,0,0,0,0,0 -1,UndoData ,11,51,1936 0,3825,,0,0,0,0,0,0,0,0,0,0,0,0,0,0,-1,4
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1431,1459,0,0,17407,65535,10240,0,0,0,8,0,0,0,0,6251 -1,UndoData 1632,160,0,1,0,0,0 ,53,70,1936 1 53,3827,,0,-1,0,0,0,0,0,0,0,0,0,0,0,0,0,0	1431,1459,0,0,17407,65535,10240,0,0,0,8,0,0,0,0,6251 -1,UndoData 1632,160,0,1,0,0,0 ,53,70,1936 1 53,3827,,0,-1,0,0,0,0,0,0,0,0,0,0,0,0,0,0	1431,1459,0,0,17407,65535,10240,0,0,0,8,0,0,0,0,6251 -1,UndoData 1632,160,0,1,0,0,0 ,53,70,1936 1 53,3827,,0,-1,0,0,0,0,0,0,0,0,0,0,0,0,0,0
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10263,10310,0,0,1023,65535,0,28697,0,0,0,256,0,0,0,0 -1,UndoData ,79,69,1936 1 91,3829,,0,-1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0	10263,10310,0,0,1023,65535,0,28697,0,0,0,256,0,0,0,0 -1,UndoData ,79,69,1936 1 91,3829,,0,-1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0	10263,10310,0,0,1023,65535,0,28697,0,0,0,1024,0,0,0,0 -1,UndoData ,79,69,1936 1 91,3829,,0,-1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
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<	<	<

8th col

12th col

12th Col = # BPs (RPs) x 256

12th Col = 4 BPs x 256 = 1024

Mwif [C:\Matrix Games\World in Flames\Scenarios\Global War\Saved Games\AM-MOD.GAM]

File Command Info View Interface Window Help

Country: France
Type: Build Points
Year: 1936
Points: 4

Name: Build Points

Storm N. Temperate

Mar/Apr 1940 End of Turn Prod Plan Prelim

France Clear Fact: 1 Adj: Bay-Biscay (no invasion)
Nantes, France [56, 25]

Algeria



Resource - Production Summary & Details

Axis Powers

France

Oil Resources

Non-Oil Resources

Production Points

Build Points

Allied Powers

Factories

Layouts

Summary

Expanded

Route

Type	Location	Action	Destination	C
Saved Build Pt	Nantes, France [56, 25]	Production	In Place	
Saved Build Pt	Nantes, France [56, 25]	Production	In Place	
Saved Build Pt	Nantes, France [56, 25]	Production	In Place	
Saved Build Pt	Nantes, France [56, 25]	Production	In Place	
Non-oil Res.	France [54, 28]	Production	Rouen, France [53, 28]	
Non-oil Res.	France [56, 26]	Production	Nantes, France [56, 25]	
Non-oil Res.	France [62, 31]	Production	Marseilles, France [64, 31]	
Non-oil Res.	Béchar, Algeria [80, 21]	Production	Toulouse, France [63, 26]	
Non-oil Res.	Hanoi, French Indo-China [94, 134]	Idle	None	
Non-oil Res.	Kayes, Senegal [100, 11]	Production	Paris, France [55, 29]	2
Non-oil Res.	New Caledonia [142, 194]	Idle	None	
Oil Resource	(TR) Mosul, Iraq [71, 71]	Save	Damascus, Syria [76, 65]	

COMPUTED Filter

In Place

Produce

Resources

Save

Non-oil

Idle

Oil

Lost

Rail/Ship

Produce

Save

Where To

Trade

Recompute

Switch Maj. Power

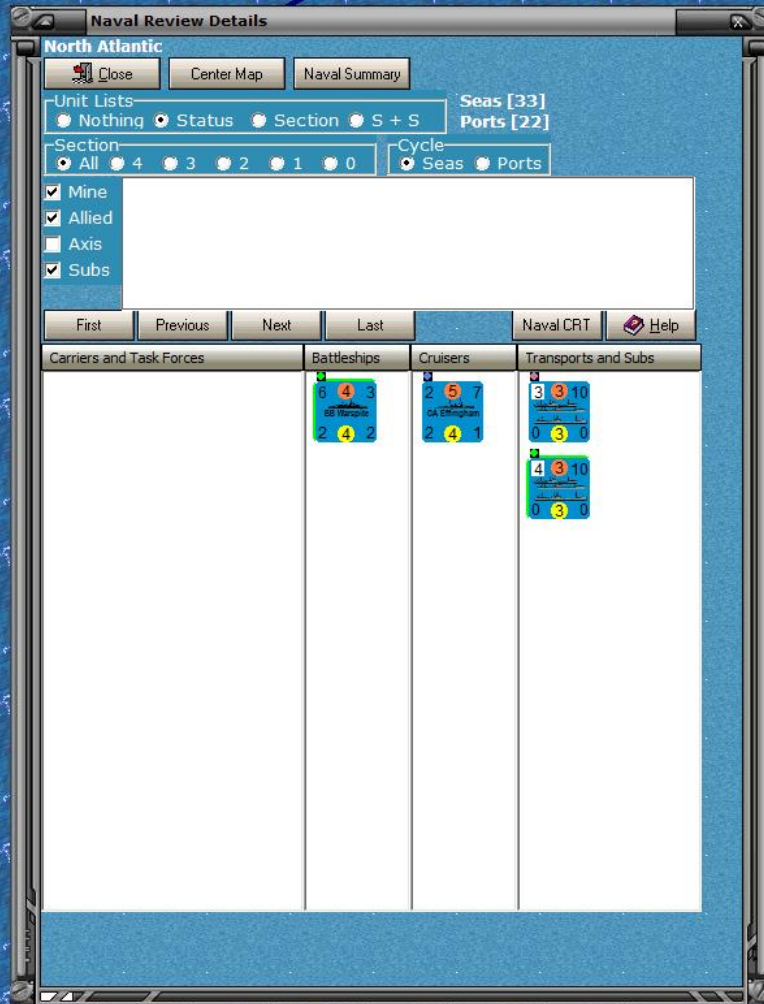
Close

Switch Map

Center linked map on selected hex

Form Help





North Atlantic

It happens to us all. We take losses to our CP line and then replace those losses at some point in the turn and go on thinking all is fine. After the turn ends and during the return to base we get a nasty surprise. We “forgot” to return the surviving CPs back to sentry meaning that they’re marked for return to base and that our convoy lines and production are going to be seriously degraded.

In this example, we have 7 CPs in the North Atlantic. During the turn, 3 of the 7 CPs were either destroyed or forced to aborted by the axis leaving 4 of the original CW CPs at sea. We then “replace” the lost 3 CPs but we “forgot” to put the surviving 4 CPs back on sentry.

Is there anything we can do to correct this short of “going back” to the CW stay at sea phase and spending 30-minutes to an hour redoing all this?

Of course there is!

Naval Review Details

North Atlantic

Close Center Map Naval Summary

Unit Lists
☐ Nothing ☒ Status ☐ Section ☐ S + S

Seas [33]
 Ports [22]

Section
☒ All ☐ 4 ☐ 3 ☐ 2 ☐ 1 ☐ 0

Cycle
☒ Seas ☐ Ports

☒ Mine
☒ Allied
☐ Axis
☒ Subs

First Previous Next Last Naval CRT Help

Carriers and Task Forces	Battleships	Cruisers	Transports and Subs
	6 4 3 RB Newport	2 5 7 CA Birmingham	4 3 10 0 3 0
	2 4 2	2 4 1	3 3 10 0 3 0

Mwif [C:\Matrix Games\World in Flames\Scenarios\Global War\Saved Games\RTB-CW-CP-Example.GAM]

File Command Info View Interface Window Help

Storm N. Temperate

Sep/Oct 1939 End of Turn Return To Base: Allied

Adj: Bay-Biscay, Faeroes C, Denmark S, Greenland C, St Vincent, East Coast, C. Atlantic

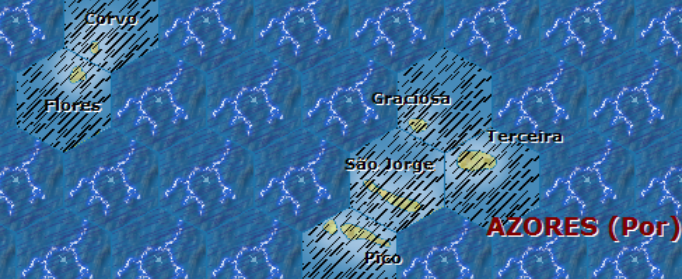
None Sea North Atlantic [62, 350]

Latt: 0 AAtt: 0 Country: Commonwealth
 LDef: 0 ADef: 0 NAtt: 8 NBmb: 0
 LBmb: 0 ANav: 0 Ships: 4 NMov: 3-5
 LMov: 0 ATac: 0 NAA: 4 NRng: 3-4
 LRrg: 0 ASr: 0 NASW: 4 NTrs: No
 LAA: 0 ATrs: No NSrch: 0(+1R)

CP Encoded Hex Location
 $62 \times 512 + 350 = 32094$

Axis 0 None Axis 1 2* Axis 2 1* Axis 3 0* Axis 4 0

North Atlantic



```
RTB-CW-CP-Example.GAM - Notepad
File Edit Format View Help
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,201,51,1936
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,201,51,1936
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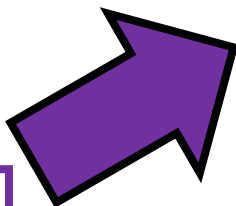
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-1,UndoData
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,201,51,1936
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25751,25779,0,0,3071,65535,30732,0,128,0,0,0,224,0,0,1517
-1,UndoData
1632,160,0,1,0,0,0
,201,51,1936
```

USR(8) = encoded unit position

USR(14) = stay at sea flag

USR (14) = { 0 or 1, return to base
 2, stay at sea



,201,51,1936

255,3655,, -1, -1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

Unit Status Record (USR)

25751,25779,0,0,1023,65535,90,32094,128,0,0,0,224,1,0,1517

-1,UndoData

1632,160,0,4,0,0,0

CP Value

,201,51,1936

255,3655,, -1, -1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

25751,25779,0,0,1023,65535,90,32094,128,0,0,0,224,2,0,1517

-1,UndoData

1632,160,0,4,0,0,0

Naval Review Details

North Atlantic

Close

Center Map

Naval Summary

Unit Lists

Nothing

Status

Section

S + S

Seas [33]

Ports [22]

Section

All

4

3

2

1

0

Cycle

Seas

Ports

✓ Mine

Country: Commonwealth

Attack: 0

Defense: 10

Anti-Air: 0

ASW: 0

Capacity: 4

Move: 3

Range: 3

Reorg Cost: 4

Oil: 0.2

Cost/Turns: 1/4

Name: Convoy

Type: Convoy

Year: 1936

Staying at Sea

First

Previous

Next

Last

Naval CRT

Help

Carriers and Task Forces

Battleships

Cruisers

Transports and Subs

6 4 3

BB Warspite

2 4 2

2 5 7

CA Emingham

2 4 1

4 3 10

0 3 0

3 3 10

0 3 0

“Oversight” corrected in 5-minutes
and production catastrophe avoided!

4 3 10

0 3 0

Allied

1

2*

Allied

2

1*

Allied

3

0*

Allied

4

0

Axis

0

None

Axis

1

2*

Axis

2

1*

Axis

3

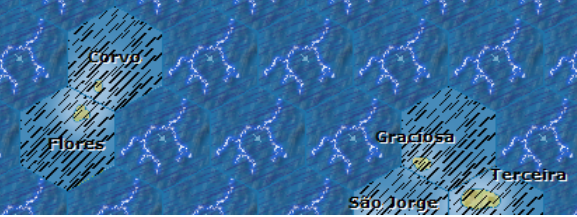
0*

Axis

4

0

North Atlantic



For good measure the 4 & 3 CPs were merged, which put all 7 CPs back on sentry indicated by the pink dot (upper left of counter) versus the purple dot which usually indicates a ship staying at sea.

7 3 10
0 3 0

Allied
1
2*

Allied
2
1*

Allied
3
0*

Axis
0
None

Axis
1
2*

Axis
2
1*

Axis
3
0*

North Atlantic

Close Center Map Naval Summary

Unit Lists
Nothing Status Section S + S
Section
All 4 3 2 1 0
Cycle
Seas Ports

☒ Mine
☐ Allied
☐ Axis
☒ Subs

First Previous Next Last Naval CRT Help

Carriers and Task Forces	Battleships	Cruisers	Transports and Subs
	6 4 3 BB Warspite 2 4 2	2 5 7 CA Exeter 2 4 1	7 9 10 0 3 0

AZORES (Por)