

A Layman's Guide to "Successfully" Editing the MWiF Game File

(part 2)



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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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.

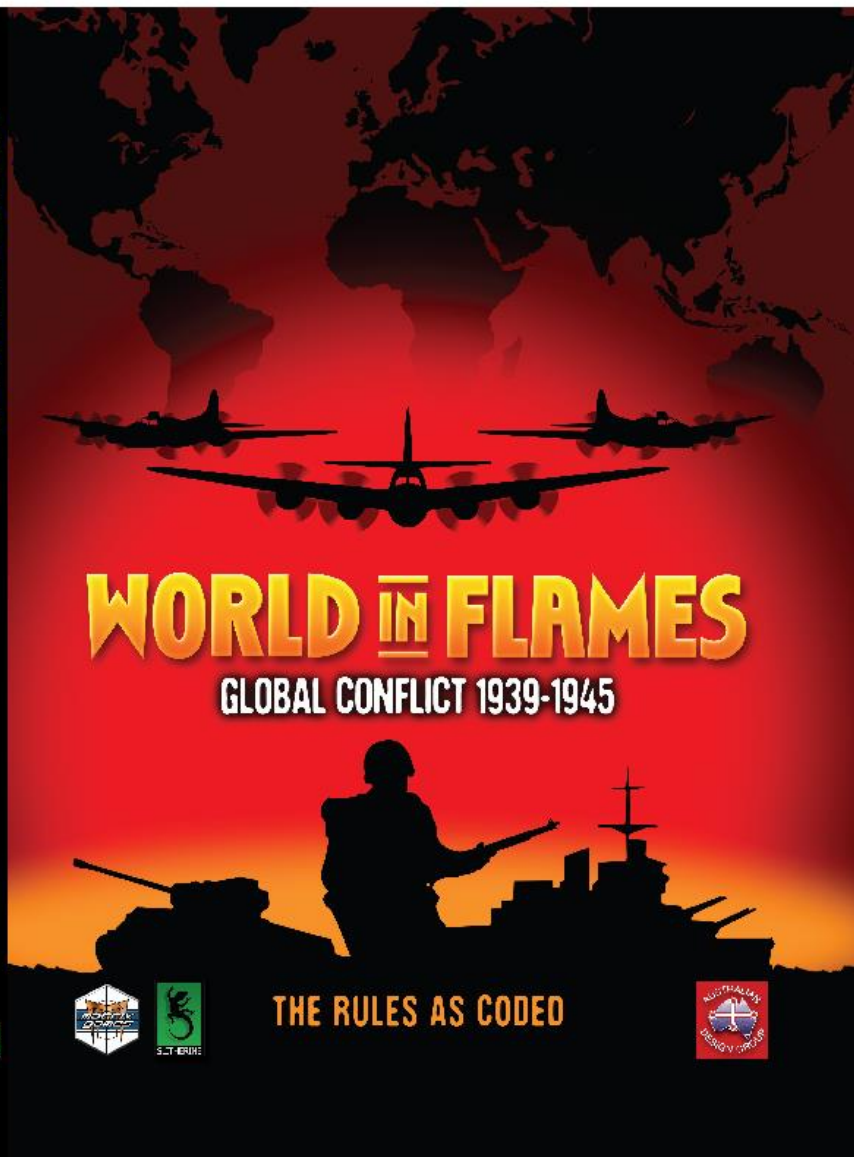
If you want to change the world then *World in Flames* is for you.

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



Resource - Production Summary & Details

Axis Powers

Layouts

- Summary
- Expanded
- Route

Clear Defaults

Oil Palembang

Commonwealth

Save

Singapore

DEFAULTS

In Place

- Produce
- Save
- Idle
- Lost

Rail/Ship

- Produce
- Save
- Where To
- Trade

Recompute

Commonwealth

Factories

Controlled: 22
Damaged: 0
Idle: 0
Producing: 22

Oil Resources

Controlled: 3
Trade Rcvd: 6
Trade Sent: 0
No Path: 0
Convoyed: 5
Idle: 2
Lost to SB: 0
Damaged: 0
Production: 3
To Reorg. Units: 1/9

Non-Oil Resources

Controlled: 21
Trade Rcvd: 0
Trade Sent: 0
No Path: 0
Convoyed: 12
Idle: 2
Lost to EZOC: 0
Production: 19
Producing: 22

Production Points

Before Strat. Bomb.: 22
Lost To Strat. Bomb.: 0
Net Production Points: 22
Production Multiple: 0.75

Build Points

Produced: 17
Trade Rcvd: 0
Trade Sent: 0
No Path (Lost): 0
Saved at Start: 0
Available: 17

Convoys

Total on Map: 85
Total Unused: 9

Oil Palembang

Commonwealth

Save

Singapore

Allied Powers

Convoys

- Mine
- Axis
- Allied
- 1 Route

Show

Unused Convoys

Coastal Hexes

Type	Location	Action	Destination	C
Non-oil Res.	Broken Hill, Australia [156, 172]	Idle	None	
Non-oil Res.	Newcastle, Australia [157, 180]	Idle	None	
Oil Resource	(TR) Palembang, Netherlands East Indies [121, 133] #1 Idle	None	None	
Oil Resource	(TR) Palembang, Netherlands East Indies [121, 133] #2 Idle	None	None	

Close

Switch Map

Center linked map on selected hex

Form Help

Map Help

This is probably the most frustration aspects of MWiF and it happens to us all, a lot!

We optimize our convoy lines using the minimum number of CPs to convoy our resources only to discover resources that are idle which shouldn't be!

In this example, it's the two oil resource points located in Palembang, Netherlands East Indies.

These two oil RPs should be making their way through the South China Sea to Singapore and then saved. But they're not!

First, let's figure out why not. And, then see if we can "correct" this irritating situation.

Resource - Production Summary & Details

Animate route

Route

- Larut
- Bangkok
- South China Sea**
- Bay of Bengal
- Arabian Sea
- Azanian Sea
- Mozambique Channel
- Cape Basin
- Gulf of Guinea
- Cape Verde Basin
- Cape St. Vincent
- Bay of Biscay
- Liverpool
- London

Non-oil Res.	Production	
Rouyn, Canada [54, 310]	Glasgow, United Kingdom [42, 26]	3
Sudbury, Canada [55, 307]	Belfast, United Kingdom [43, 24]	3
Thetford Mines, Canada [57, 317]	Newcastle, United Kingdom [43, 27]	3
Cyprus [75, 60]	Hull, United Kingdom [45, 28]	4
India [90, 106]	Bombay, India [97, 100]	
India [90, 113]	Calcutta, India [92, 116]	
India [95, 110]	Birmingham, United Kingdom [47, 26]	6
Yellandu, India [98, 108]	Birmingham, United Kingdom [47, 26]	8
British Guyana [110, 331]	Sheffield, United Kingdom [46, 28]	4
Non-oil Res. Larut, Malaya [113, 129]	Production London, United Kingdom [49, 28]	10
Malaya [115, 130]	Southampton, United Kingdom [50, 26]	10
Ndola, Northern Rhodesia [133, 56]	Leeds, United Kingdom [45, 27]	4
Mount Isa, Australia [140, 168]	Melbourne, Australia [164, 174]	

Layouts

- Summary
- Expanded
- Route**

The cause is two Malaysian RPs beginning convoyed to factories in Great Britain. These two RPs instead of starting their seaward journey in the Bay of Bengal decided on starting it in the South China Sea.

This slight detour unnecessarily uses up 2 allied CP's in the South China Sea. **The very same 2 CP's that were designated to carry the two NEI oil points through the South China Sea to Singapore.**

When can fiddle with our convoy lines **for hours** and still not solve this.

Or, as I prefer we can spend five minutes editing the game file to "work around" this issue and move on with our game. 😊

Resource - Production Summary & Details

Animate route

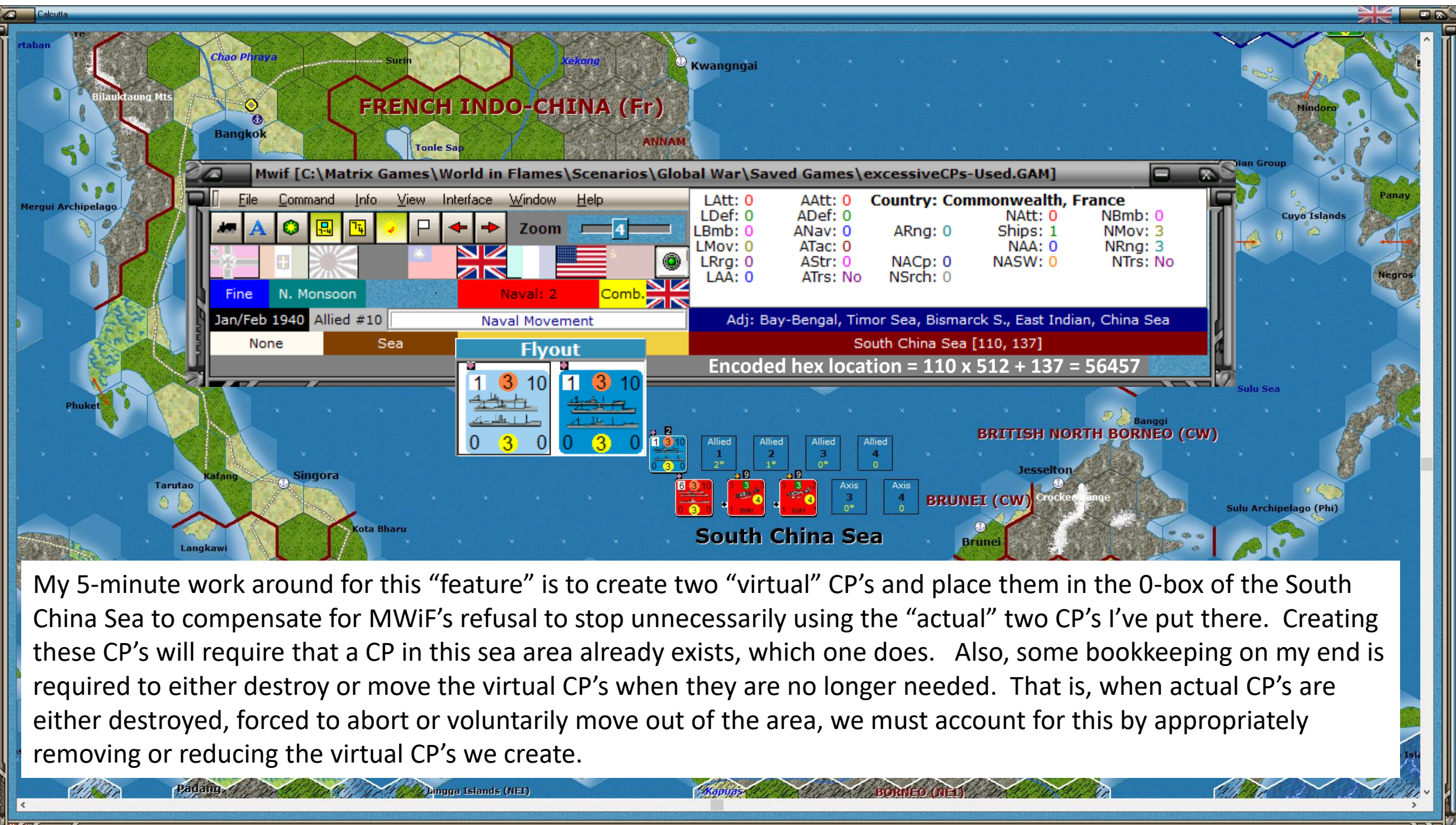
Route

- [115, 130]
- Bangkok
- South China Sea**
- Bay of Bengal
- Arabian Sea
- Azanian Sea
- Mozambique Channel
- Cape Basin
- Gulf of Guinea
- Cape Verde Basin
- Cape St. Vincent
- Bay of Biscay
- Liverpool
- Southampton

Non-oil Res.	Production	
Rouyn, Canada [54, 310]	Glasgow, United Kingdom [42, 26]	3
Sudbury, Canada [55, 307]	Belfast, United Kingdom [43, 24]	3
Thetford Mines, Canada [57, 317]	Newcastle, United Kingdom [43, 27]	3
Cyprus [75, 60]	Hull, United Kingdom [45, 28]	4
India [90, 106]	Bombay, India [97, 100]	
India [90, 113]	Calcutta, India [92, 116]	
India [95, 110]	Birmingham, United Kingdom [47, 26]	6
Yellandu, India [98, 108]	Birmingham, United Kingdom [47, 26]	8
British Guyana [110, 331]	Sheffield, United Kingdom [46, 28]	4
Larut, Malaya [113, 129]	London, United Kingdom [49, 28]	10
Non-oil Res. Malaya [115, 130]	Production Southampton, United Kingdom [50, 26]	10
Ndola, Northern Rhodesia [133, 56]	Leeds, United Kingdom [45, 27]	4
Mount Isa, Australia [140, 168]	Melbourne, Australia [164, 174]	

Layouts

- Summary
- Expanded
- Route**



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USR(8) = encoded hex location

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```

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```

```
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```

Country id* (80 = France)

```
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```

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```

USR(8)

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1632,160,0,1,0,0,0
```

Country id* (201 = CW), (Naval) Unit Code** (51=CP), Production Year (1936)

* Player's Manual, Vol. 2, p. 202

** Player's Manual, Vol. 2, p. 205

,201,51,1936

255,3648,, -1, -1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

25751,25779,0,0,3071,65535,58,56457,0,0,0,224,0,0,1517

-1,UndoData **Strength of CP (i.e., 1 CP)**

1632,160,0,1,0,0,0

First, let's find a CP in our game file that we can modified (i.e., increase) to make our needed virtual CP's. There are two such actual CP's, one CW and one French and both of strength 1. I decide to create our 2 needed virtual CP's by increasing the strength of the CW CP from 1 to 3 as shown in the next chart.

,80,51,1936

255,3715,, -1, -1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

10263,10291,0,0,3071,65535,58,56457,0,0,0,224,0,0,493

-1,UndoData **Strength of CP (i.e., 1 CP)**

1632,160,0,1,0,0,0

File Edit Format View Help

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```

File Edit Format View Help

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 ,201,51,1936
 255,3652,, -1, -1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

CW CP increased from 1 to 3.



2 Conveyed RP's unnecessarily going through the South China Sea and using 2 extra CP's needed to route 2 oil RP's to Singapore.

2 Virtual CW CP's created to compensate for this inefficiency and get the 2 oil RP's to Singapore .

Commonwealth		Oil Resources		Non-Oil Resources		Production Points		Build Points		Allied Powers	
		Controlled: 3		Controlled: 21		Before Strat. Bomb.: 22		Produced: 17			
		Trade Rcvd: 6		Trade Rcvd: 0				Trade Rcvd: 0			
		Trade Sent: 0		Trade Sent: 0		Lost To Strat. Bomb.: 0		Trade Sent: 0			
		No Path: 0		No Path: 0		Net Production Points: 22		No Path (Lost): 0			
<u>Factories</u>		Convoyed: 7		Convoyed: 12		Production Multiple: 0.75		Saved at Start: 0			
Controlled: 22		Idle: 0		Idle: 2				Available: 17			
Damaged: 0		Lost to SB: 0		Lost to EZOC: 0		<u>Saved Oil Points</u>					
Idle: 0		Damaged: 0		Production: 19		Saved at Start: 8		<u>Convoys</u>			
Producing: 22		Production: 3		<u>Total Resources</u>		Controlled: 14		Total on Map: 87			
		To Reorg. Units: 1/9.1		Producing: 22		Production: 0		Total Unused: 9			

Non-oil Res.	British Guyana [110, 331]	Production	Sheffield, United Kingdom [46, 28]	4
Non-oil Res.	Larut, Malaya [113, 129]	Production	London, United Kingdom [49, 28]	10
Non-oil Res.	Malaya [115, 130]	Production	Southampton, United Kingdom [50, 26]	10
Non-oil Res.	Ndola, Northern Rhodesia [133, 56]	Production	Leeds, United Kingdom [45, 27]	4
Non-oil Res.	Pretoria, South Africa [149, 55]	Production	Manchester, United Kingdom [46, 27]	4
Non-oil Res.	Kimberley, South Africa [152, 53]	Production	Manchester, United Kingdom [46, 27]	4
Oil Resource	Port of Spain, Trinidad [105, 327]	Production	Glasgow, United Kingdom [42, 26]	4
Oil Resource	(TR) Mene Grande, Venezuela [105, 317] #2	Production	London, United Kingdom [49, 28]	4
Oil Resource	(TR) Mene Grande, Venezuela [105, 317] #3	Production	London, United Kingdom [49, 28]	4
Oil Resource	Estevan, Canada [52, 287]	Save	Leeds, United Kingdom [45, 27]	3
Oil Resource	(TR) Mene Grande, Venezuela [105, 317] #1	Save	London, United Kingdom [49, 28]	4
Oil Resource	(TR) Palembang, Netherlands East Indies [121, 133] #1	Save	Singapore, Malaya [116, 131]	1
Oil Resource	(TR) Palembang, Netherlands East Indies [121, 133] #2	Save	Singapore, Malaya [116, 131]	1

Virtual CP's

Managing the “virtual” CP’s can be as straightforward as “splitting” them off and moving them to an obscure sea area when not needed.

Encoded hex location for Ross Sea, allied sea box 0 is $182 \times 512 + 244 = 93428$

Adj: Amundsen, SW Pacific, S. Pacific, Austral
Ross Sea [182, 244]

virtualCPsMoveToRossSea.GAM - Notepad

File Edit Format View Help

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virtualCPsMoveToRossSea.GAM - Notepad

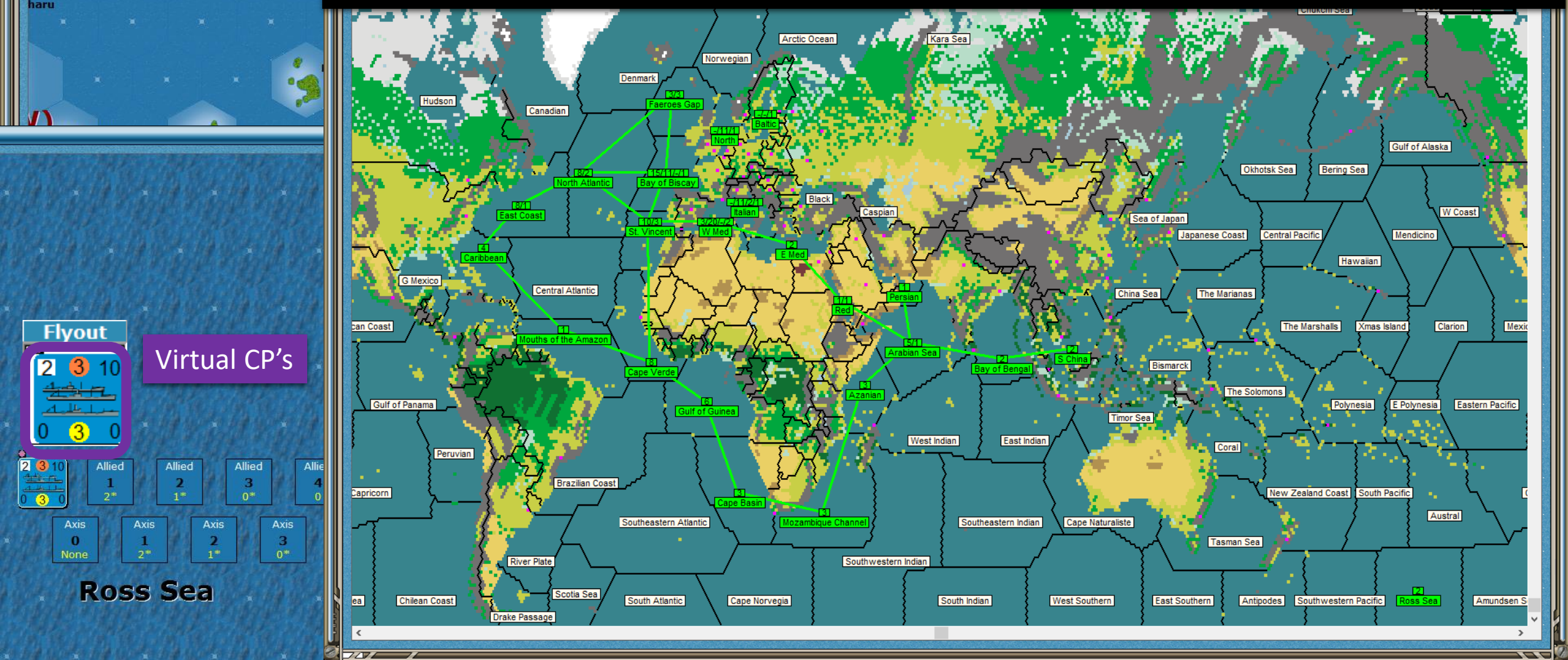
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```



Virtual CP's Managed and Stored Away in the Ross Sea Until Needed Again



Slides in the Works

PR-MA41-EOT-axis-Scrap.GAM - Notepad

File Edit Format View Help

2.2.8,10,0
Pat: Axis Ronnie: Allies,
Mar/Apr 1941,15,Scrap Destroyed,None,Germany,Italy,Japan,France,USSR,
|Tuesday, Sep 27, 2016 4:23 pm|
376985735,833,822,0,0,Mine,|C:\Matrix Games\World in Flames\Scenarios\Global War\Saved Games\AutoSave\|
-1,-1,-1,0,-1,-1,-1,-1,0,-1,-1,-1,-1,0,0,0,0,-1,-1,-1,-1,0,-1,-1,-1,-1,-1,-1,0,0,-1,-1,-1,-1,-1,0,0,-1,0,0,-1,-1,0,-1,0,0,-1,-1,0,-1,0,0,0,0,-1,-1,-1,0,-1,0,OptRules
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14
2,38,81,3,1,|0|
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3,33,55,1,2,|0|

C:\Matrix Games\World in Flames\Optional Rules

File Home Share View

← → ↶ ↷

Search Optional Rules

Name	Date modified	Type	Size
2015May02.OPR	5/2/2015 3:17 PM	OPR File	2 KB
2015MAY12.OPR	5/12/2015 8:18 PM	OPR File	2 KB
150403.OPR	4/3/2015 1:23 PM	OPR File	2 KB
Advanced Defaults.OPR	11/9/2009 11:17 AM	OPR File	2 KB
Optional Rules Help.txt	3/21/2014 9:55 AM	Text Document	183 KB
Pat-Ronnie-AAR.OPR	6/29/2016 9:49 PM	OPR File	2 KB
Personal Defaults.OPR	2/6/2016 10:25 AM	OPR File	2 KB
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13 items 1 item selected 1.80 KB

Pat-Ronnie-AAR.OPR - Notepad

File Edit Format View Help

Divisions,On
Artillery,On
Fortifications,On
Supply units,Off
Combat engineers,On
Flying boats,On
Territorials,On
Limited overseas supply,On
Limited supply across straits,Off
HQ support,On
Emergency HQ supply,On
Synthetic oil plants,On
Off-city reinforcement,On
Recruitment limits,Off
HQ movement,Off
Bottomed ships,On
In the presence of the enemy,On
Surprised ZOCs,Off
Bounce combat,Off
V weapons,Off
Atomic bombs,Off
Frogmen,Off
SCS transport,On
Amphibious rules,On
Variable carrier plane searching,On
Pilots,On
Food in flames,Off
Factory construction and destruction,On
Saving oil resources and build points,On
Carpet bombing,Off
Tank busters,On
Motorized movement rates,On
Bomber and no paradrop ATRs,On
Large ATRs,On
Railway movement bonus,On
Defensive shore bombardment,On
Blitz bonus,Off
Chinese attack weakness,Off
Fractional odds,On
Allied combat friction,On
2D10 Land CRT,On
Extended aircraft rebasing,On
Variable reorganization costs,Off
Partisans,On
Isolated reorganization limits,Off
Oil rules,On
Hitler's war,Off
USSR-Japan compulsory peace,Off
En-route aircraft interception,Off