

**Editor**

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<b>COLLABORATORS</b>
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# Contents

<b>1</b>	<b>Editor</b>	<b>1</b>
1.1	TaskForce Mission Editor	1
1.2	What is this program for?	1
1.3	Distribution and Disclaimer	2
1.4	Requirements	2
1.5	Installation	2
1.6	Create your own missions	2
1.7	How to edit the map	4
1.8	How to create life	4
1.9	How to edit items	6
1.10	How to create events	6
1.11	How to define mission objectives	7
1.12	The list of items	7
1.13	The list of events	8
1.14	ACT_ALIGNMENT	8
1.15	ACT_CHANGE_TILE	9
1.16	ACT_EXPLOSION	9
1.17	ACT_EXPLOSIVES	10
1.18	ACT_FIND_ITEM	10
1.19	ACT_LOCKED_DOOR	11
1.20	ACT_MOVE_TILE	11
1.21	ACT_POISON	12
1.22	ACT_TRAP_POISON	12
1.23	ACT_REINFORCEMENTS	13
1.24	ACT_TIME_LIMIT	13
1.25	The list of mission objectives	14
1.26	MOBJ_COORD	14
1.27	MOBJ_GET_ITEM	14
1.28	MOBJ_KILL	15
1.29	MOBJ_SURVIVE	15
1.30	MOBJ_TILE_TYPE	15
1.31	History of the TaskForce Mission Editor	16
1.32	Contact	16

# Chapter 1

## Editor

### 1.1 TaskForce Mission Editor

TaskForce Mission Editor V0.17 (05.03.98)

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Contents

Introduction

Distribution

Requirements

Installation

Mission Design

History

Contact

Appendix A: Items

Appendix B: Events

Appendix C: Objectives

### 1.2 What is this program for?

This editor was written for use with the strategy game TaskForce. It allows you to design your own maps and define individual mission objectives.

While TaskForce itself with just a few pre-designed scenarios is rather inflexible, this tool offers you everything you need to create an almost infinite number of equally challenging and entertaining hours

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of fun. Think I'm boasting? Well... erm... you're right. Anyway, if you still need to read the "What is this for?" section, you might as well believe me ;-). But now you better go on to the real things...

### 1.3 Distribution and Disclaimer

The TaskForce Mission Editor may only be distributed together with TaskForce.

All conditions mentioned in the TaskForce documentation also apply here.

TaskForce and the editor may be redistributed for non-commercial purposes provided no changes are made to the archive.

DISCLAIMER:

USE OF THIS PROGRAM IS ENTIRELY AT YOUR OWN RISK. THE AUTHOR CANNOT BE HELD LIABLE FOR ANY DAMAGE DIRECTLY OR INDIRECTLY CAUSED BY USE OR MISUSE OF FILES IN THIS DISTRIBUTION.

This program makes use of the ReqTools package which is ©1991-1994 Nico François, 1995-1997 Magnus Holmgren.

TaskForce and all related files are © Jens Granseuer.

### 1.4 Requirements

To run the TaskForce Mission Editor you need any Amiga model with at least Kickstart 2.04 and about 0.5 MB of free RAM.

At least reqtools.library V38 must be installed on your system. The library is included in this archive.

The size of a mission data file varies according to the amount of data that is used. The more complex the scenario, the bigger the file. Even the most intricate ones should not swallow too much of your disk space, though, even if you're still using a floppy system. I suppose a file size of more than 10k to be a rarity.

### 1.5 Installation

Normally you should have installed the editor along with TaskForce. If, for some reason, this is not true, simply copy Editor and its icon to the TaskForce directory.

### 1.6 Create your own missions

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A word of warning before you begin: The editor is currently not ←  
what

I would call a user-friendly program. It was first only intended as a developer tool to make mission creation easier for me. However, I have now decided also to release the editor as well to allow other people to design their own missions. As a result of this policy, some routines are not really secure. This is especially true when editing characters, items, events, and mission objectives. Read this manual thoroughly before you start messing around! Illegal input will usually not bring up error messages, but may cause unpredictable behaviour (and will probably crash your system) when you try to run the module with TaskForce. You should always know what you are doing!

Now, for those of you who haven't yet hidden in some safe place, here's the basic concept. Missions in TaskForce consist of five different parts:

1. the  
map
2.  
characters
3.  
items
4.  
events
5.  
objectives

You can write the mission data to a file in human-readable format using "Export Data" from the "Project" menu. This file can be read using any ASCII text editor. This way it is much easier to keep track of the data and to debug a mission, should the need arise.

At the beginning you have to decide whether you want to create a mission for one or two human players. According to this decision, you have to design the map and define the goals for the teams. As the computer player is currently not very smart, don't expect him to press keys, unlock doors, open crates etc. Only use very simple objectives.

Human players may not control more than eight unit at any time during the game. This is especially important to remember when you are using events of the types

Reinforcements  
or  
Alignment

.

For computer controlled players there are no such limitations. At the moment the computer player isn't able to handle any events, so the single player missions should be kept simple in layout and internal structure. Likewise, the

Survival  
objective won't prove

very effective. Currently, TaskForce is simply better suited as a game for two human players.

Finally, you need to write a mission briefing so the players know what they are expected to do. For some guidelines on how to do this

have a look at the briefing of one of the missions included in the archive. These briefings should contain some basic information about the mission, like difficulty, objectives, and possibly some kind of background information or story.

## 1.7 How to edit the map

The map opened at the start of the editor has a size of 50 x 50 squares. If you want to change this, select "New Map" from the "Project" menu. Width and Height of a map may be anything from 20 to 80. The newly created map will be filled with the currently selected block.

Pressing space will place the block that is currently selected in the selection area at the bottom of the screen at the position of the cursor. You can move the cursor around on the map display using the number pad. Pressing '5' will activate paste mode. If you now move the cursor the selected block will automatically be placed at your current position. Pressing '5' again will deactivate paste mode.

You can select a different block using the cursor keys or by clicking the left mouse button over the desired block.

To jump to a different location on the map, press 'g' and enter the appropriate coordinates or click the left mouse button on the small overview map at the lower left edge of the screen.

To assist you in your operations there are some drawing tools. By pressing 'r' you can draw rectangles filled using the selected block. 'l' will help you draw lines. Using 'x' you can finally replace all occurrences of a block by the selected block. This is useful if you suddenly decide to use moats instead of walls, for example.

## 1.8 How to create life

An important note: Human players may control a maximum of eight mercenaries at any time.

If you press 'c' on the map, you get to the character window.

Each character has some individual characteristics which are used to determine how well he can do certain things.

If you create or edit a character, you are asked to enter the values you want him to have.

- \* Name: Call him what you like, but keep it short (max.19 characters)
  - \* X/Y-Coord: Where will he start on the map. Make sure that these are valid. Note: If you intend to use a character as a  
Reinforcement  
set both values to -1.
  - \* ID: Each character participating in a mission is supposed to have a
-



unique identification tag. It is used with events and objectives and must be  $\geq 0$ .

- \* ID2: The second id tag needn't be unique for every character. It is only used in connection with the
  - Kill objective. Here you can define a group of targets with a single command. This value must be  $\geq 0$ , too.
- \* Image: This defines the look of the character. Currently there are three valid values: 7 (green), 16 (blue), and 6 (barrel).
- \* Team: For which team does he fight. 0 means player 1, 1 player 2, 2, 3 and 4 are something special.
  - 2 denotes a character controlled by noone. Such a character can be used either as a "dumb target" or in connection with an Alignment event.
  - 3 means the character is a barrel. Technically barrels are handled like characters, but the only important values are the coordinates, ID (must be unique), image (always 6), and name (should be something like "Barrel").
  - Normally barrels shouldn't carry any items, but if they do, the items will fall to the ground when the barrel is "killed".
  - 4 may only be used if the character is deployed on the map by a Reinforcements event.

- \* Max.HP: Maximum hit points. The average value for the average human is about 30. Hit points should never exceed 100.
- \* HP: Hit points left at the start of the mission. Wounded characters may have less than maximum, but never more.
- \* Max.AP: Maximum action points. Average value 15-20. Be careful when changing this. Action points have a vast effect on the game and may unbalance it. Never use more than 40.
- \* AP: Action points at the beginning of the mission. Again, never use more than maximum.
- \* ViewDir: Using the number pad, you can select which direction the character is facing.

The next five entries may all range from 0 (worst) to 10 (best).

- \* Strength: Defines how much a character can carry and how hard he can hit in close combat.
- \* Firearms: Defines the character's marksmanship.
- \* Close Combat: The better this value the more likely he is to score a hit in close combat.
- \* Stealth: currently unused... ;-)
- \* Perception: At the moment only used in skill tests and guard mode. If the defender has got a higher perception rating than the attacker, the defender has the first shot.

After that you can put up to eight items in the character's inventory. This process is exactly the same as in item creation, but you

only have to define type and charges. Keep in mind that the overall weight of all items may not exceed (Strength \* 4). The editor takes care of this, and all items that would exceed this limit are reset to

nothing.

## 1.9 How to edit items

If you press 'i' in the main window, the item window will pop up. ↔

It

contains a list of all items on the map that are not carried by a character. Here you can add new items, edit or delete them.

When you select "New" or "Edit" the editor will prompt you for some values. A list of

type identifiers

can be found at the appendix of

this document.

X-Pos and Y-Pos define the position where this item can be found on the map. If the coordinates you enter are invalid you will be prompted again.

Charges may range from 1 to 99. The effect they have depends on the type of the item. They are ammunition for guns, level for antidots and medkits etc. For some items, like armour, they simply don't matter. Some items have maximum capacities below 99 which also appear in the

item list

.

## 1.10 How to create events

Events are, as the name could have made you think, events that may ↔

or

may not occur in the course of a mission. They are technically classified into three types which denote the circumstances under which an event is triggered. First there are global events, for example

poison

, which are activated each turn. The second group

consists of timed events, for example

primed explosives

, which are

activated when a certain turn has been reached. Last but not least, there are events which must be operated. These include, for example, traps in a crate which are set off when the crate is opened.

Basically, the procedure to create and edit events resembles the item creation. The only difference are the parameters that have to be entered. I can give you no general description as the input required differs from event to event. The exact values may be looked up in the

events list

.

All events, with the one and only exception of  
 ACT\_LOCKED\_DOOR

, may

not be placed on door squares. If you do, this won't cause any harm, but as you will notice, these events are never processed.

If events are placed, for example, on a box and this box is destroyed during the course of the mission, all attached events are discarded, too. However, if there are any

ACT\_FIND\_ITEM

events among them,

the items normally provided by these events drop to the ground.

## 1.11 How to define mission objectives

By mission objectives you define how many points a player is ←  
 awarded

for which actions. Once a player has gained 100 points, the mission is considered completed.

Each mission objective is valid for only one of the players so it is possible to define entirely different goals for the opposing teams. A possible setup could command Team A to kill a bad guy, get his nasty weapon and retreat to point X, while Team B has to free a hostage and guide it safely back to point Y. Ideally, of course, the two plots should cross each other somewhere, or the two parties might not even see each other from a distance.

You always have to make sure that both players can achieve 100 points. Otherwise they won't be able to win.

In most cases you should create an objective which ends the mission when all members of the opposing team are dead. Note that this is not necessary for the computer in a single player mission, as the mission is always a failure when all the human player's units are killed.

The procedure to create mission objectives is similar to the creation of events, and all important figures appear in the  
 objectives list

.

It is important to note that the conditions for the completion of mission objectives are always checked at the end of a turn, not during play.

## 1.12 The list of items

Name	Type	Level	Maximum Charges	Range	Accuracy	Weight
Akobe Shotgun	20	10	6	7	7	5
Antidot	10	-	10	-	-	1

Armour Jacket	6	2	1	-	-	6
Armour Vest	5	1	1	-	-	4
Attache Case	13	-	1	-	-	5
Bersen Guardian HP	15	8	8	8	7	3
Blue Keycard	1	-	1	-	-	1
Green Keycard	2	-	1	-	-	1
Grenade	19	40	5	-	-	2
Grenade Launcher	17	40	3	15	4	8
Heavy Pistol Clip	8	-	20	-	-	1
Knife	18	5	5	-	-	1
Medkit	4	-	30	-	-	4
Plastic Explosive	11	40	0	-	-	3
Protective Suite	12	1	1	-	-	7
Red Keycard	0	-	1	-	-	1
Rostov A107 SMG	16	12	15	12	6	5
Security Armour	7	3	1	-	-	8
Shotgun Shells	14	-	15	-	-	2
SMG Rounds	9	-	20	-	-	2
Yellow Keycard	3	-	1	-	-	1

### 1.13 The list of events

ACT\_Alignment

ACT\_Change\_Tile

ACT\_Explosion

ACT\_Explosives

ACT\_Find\_Item

ACT\_Locked\_Door

ACT\_Move\_Tile\_Hrz

ACT\_Move\_Tile\_Ver

ACT\_Poison

ACT\_Poison\_Trap

ACT\_Reinforcements

ACT\_Time\_Limit

### 1.14 ACT\_ALIGNMENT

This event is triggered by operation.

This event makes it possible to assign characters to a different team during a mission. This is not intended to switch mercenaries from

player 1 to player 2, but to give non-controlled characters a controller. This way you can, for example, free a hostage and guide it back safely.

Type: 3

Data 0: The ID tag of the character you want to assign to a different team.

Data 1: The team you want to assign him to.

Data 2: If you set this to -1, everyone will be able to activate this event. However, you might want to restrict access to a certain team. Set 0 for player 1 or 1 for player 2.

Data 3: -1

Data 4: x-coordinate you want this event placed to

Data 5: y-coordinate you want this event placed to

## 1.15 ACT\_CHANGE\_TILE

This event is triggered by operation.

Using ACT\_CHANGE\_TILE you can replace any one block of the map by another block of your choice. This exchange only takes place if the square to be changed is not occupied by a character.

This event allows you to create effects such as the revelation of a secret passage when a lever is pulled, the destruction of the only bridge across a river or you can trap a mercenary. However, the last two uses are not secure, as the square to be changed could be occupied. This cannot be the case if you change a tile that cannot be moved onto.

Type: 4

Data 0: The ID tag of the tile you want change the square to.  
The tile ID's are shown in the information area of the editor if you select the appropriate block.

Data 1: \* >0: This operation will work up to (Data 1) times.  
\* -1: This operation does always work.  
\* -2: As (-1), but (Data 0) will be set to the overwritten tile.

Data 2: x-coordinate of the block to be replaced.

Data 3: y-coordinate of the block to be replaced

Data 4: x-coordinate of the event

Data 5: y-coordinate of the event

## 1.16 ACT\_EXPLOSION

This event is triggered by operation.

This event lets you create instant fireworks at the touch of a button.

Type: 10

Data 0: Power of the explosion. Standard value as used by Plastic Explosives is 40.

Data 1: This defines how often the event will work. -1 means always.

---

Data 2: x-coordinate of the explosion  
Data 3: y-coordinate of the explosion  
Data 4: x-coordinate of the event  
Data 5: y-coordinate of the event

## 1.17 ACT\_EXPLOSIVES

This is a timed event.

This event is usually set if you prime explosives during the game, but you may also use ACT\_EXPLOSIVES to cause explosions on pre-defined turns.

Type: 6  
Data 0: Counter. This counter is decremented each turn (i.e. at the beginning of the first player's turn and at the beginning of the second player's turn). If the counter reaches 0, the explosion is caused.  
Data 1: Power of the explosion. Standard value as used by Plastic Explosives is 40.  
Data 2: If a character carries a primed explosive around, set this to that character's ID. You have to put the explosive in his inventory manually. The charges of the explosive must equal the counter (see Data 0).  
If the item is lying on the ground, set this to -1. You have to place the item on the map yourself.  
If there should be no item indicating the forthcoming explosion, set this to -2.  
Data 3: If a character is carrying the explosive, set this to the slot number he is carrying them in. Otherwise -1.  
Data 4: x-coordinate, if noone is carrying them  
Data 5: y-coordinate, if noone is carrying them

## 1.18 ACT\_FIND\_ITEM

This event is triggered by operation.

With the help of this event you can make items available during a mission. These items will not be placed on the map and remain invisible until the event is activated. You can, for example, hide something in a crate when you combine this with

```
ACT_CHANGE_TILE
```

The item will drop to the square the activating character is standing on.

Type: 8  
Data 0: Set this to the item ID you want to be found (see item list).  
Data 1: This defines how many charges will be in the item.  
Data 2: Here you can enter a modifier for the perception test. When

this event is triggered, the character who activated it is assigned a random value from 1 to 11. If this value exceeds his Perception rating, he won't notice the item. This modifier is added to the random value. This means that a modifier >0 makes it more difficult to succeed, while a value <0 makes it easier. Note that a modifier of +10 makes it impossible even for the best perceiving while a modifier of -10 guarantees success.

Data 3: -1  
Data 4: x-coordinate of event  
Data 5: y-coordinate of event

## 1.19 ACT\_LOCKED\_DOOR

This event is triggered by operation.

ACT\_LOCKED\_DOOR allows you to lock doors, so that they can't be opened normally.

Type: 1  
Data 0: This flag defines whether and how it is possible to open the door at all. If you set this to -1, there is no direct way through. You can, however, still use an  
Change Tile  
event  
to open the door by an indirect mechanism.  
If a special item (usually a keycard) is required to operate the door, set this to the item's ID tag.  
Data 1: \* -1: After the first operation of this door Data 0 is set to -1. Also set this if you already opted for -1 in Data 0.  
\* 0: Door can only be opened by someone who has the appropriate keycard as defined in Data 0.  
\* 1: For the first operation the keycard (Data 0) is required, but after that anyone can open/close it.  
Data 2: -1  
Data 3: -1  
Data 4: x-coordinate  
Data 5: y-coordinate

## 1.20 ACT\_MOVE\_TILE

This event is triggered by operation.

Using ACT\_MOVE\_TILE you can realize things like rafts or moving platforms. If the event is activated the specified square will move horizontally (ACT\_MOVE\_TILE\_HRZ) or vertically (ACT\_MOVE\_TILE\_VER) until it has reached its destination. Characters as well as items located on the same square will be transported along. If the event is triggered a second time, the platform will be moved back where it came from.

Type: 2 (horizontal) / 9 (vertical)

---

Data 0: When the original square is transported to another location, it will be replaced by the block you enter here. This block as well as the destination square must be of a type which characters cannot enter, or things will likely go weird. If you have a raft, you would set this to water, for example. If you set up more than one event controlling the same platform, both the source and the destination square must use the same graphics block. If there is only one such event, you may use different graphics.

Data 1: Depending on whether you chose horizontal or vertical movement, enter the destination coordinate here. If the platform moves horizontally enter the x-coordinate, otherwise the y-coordinate.

Data 2: x-coordinate of the starting location of the platform

Data 3: y-coordinate of the starting location of the platform

Data 4: x-coordinate of the event

Data 5: y-coordinate of the event

## 1.21 ACT\_POISON

This is a global event that is activated each turn.

With ACT\_POISON you can poison a character. As a result he will lose a number of hit points equal to the poison strength each turn.

Usually this event is set by

Poison Traps

.

Type: 5

Data 0: Set this to the ID tag of the poisoned character.

Data 1: This is the poison level. An amount of HP equal to this value will be subtracted from the character's HP each turn.

Data 2: You may choose to limit the poison effect to a number of turns. If you want to do so, set this to the number of turns. If you enter -1, the poison will stay in effect until it is cured by Antidot of the same level or until the poisoned character dies.

Data 3: -1

Data 4: -1

Data 5: -1

## 1.22 ACT\_TRAP\_POISON

This event is triggered by operation.

Using this event you can attach a

Poison

event to the

character who sets the trap off.

Type: 7

Data 0: Poison level. See

---



ACT\_POISON

.

Data 1: Duration of poison effect. See

ACT\_POISON

.

Data 2: Probability of setting off the trap (0-100%) when someone tries to operate it.

Data 3: How often does the trap work. -1 means always.

Data 4: x-coordinate

Data 5: y-coordinate

## 1.23 ACT\_REINFORCEMENTS

This is a timed event.

With ACT\_REINFORCEMENTS you can make additional forces available for a team if a certain turn is reached.

If you want to use a character as a reinforcement, you must set his coordinates to -1/-1 and his team to 4.

Note that the ID, ID2, and Team values of such a character are very important to consider for the purposes of mission objectives. If you have set up a

Kill

objective for all characters belonging to a specific team and the reinforcement character belongs to this group, the goal cannot be accomplished before the reinforcement actually arrives because there is still someone of this group left.

Type: 0

Data 0: Set this to the turn you want the reinforcements to arrive on.

Data 1: Set this to the ID of the new character's ID.

Data 2: This is the team the player will join. Each character already has a team assigned to it, but by using this method of assignment you can work around the problems that can arise if you use reinforcements with the

Kill

objective.

Data 3: -1

Data 4: x-coordinate the character will appear at

Data 5: y-coordinate the character will appear at

## 1.24 ACT\_TIME\_LIMIT

This event is triggered by operation.

By using ACT\_TIME\_LIMIT you can manipulate or set a time limit during the course of a mission. It is recommended that you only use this event in single player scenarios, as only the player who activates the event is informed of the new time limit.

Type: 11

Data 0: The time limit will be set to the current turn number plus the value you enter here. If you enter -1, no changes will be made, no matter whether there already is a turn limit.

Data 1: You can also modify an existing turn limit. The value you enter here, which may also be negative, is added to the current turn limit.

Data 2: -1

Data 3: -1

Data 4: x-coordinate of the event

Data 5: y-coordinate of the event

## 1.25 The list of mission objectives

MOBJ\_Coords

MOBJ\_Get\_Item

MOBJ\_Kill

MOBJ\_Survival

MOBJ\_Tile\_Type

## 1.26 MOBJ\_COORD

Points for this objective are awarded when a character reaches the required coordinates and ends his turn there.

Type: 1

Data 0: X-coordinate he is expected to get to

Data 1: Y-coordinate he is expected to get to

Data 2: If you want a specific character to fulfill this goal, set this to his ID. If you enter -1 any character of the team will do.

Data 3: -1

Data 4: -1

## 1.27 MOBJ\_GET\_ITEM

Points for this objective are awarded when a certain item is brought to the specified coordinates. The item must be dropped to the ground there to complete this goal and will be removed from the map entirely.

Type: 4

Data 0: X-coordinate you want the item dropped at

Data 1: Y-coordinate you want the item dropped at

Data 2: Set this to the ID of the required item.

Data 3: Enter the number of charges here. Only these will be removed from the map. Two items of the required type with only one charge each also meet the requirement of two charges.

---

Data 4: -1

## 1.28 MOBJ\_KILL

Points for this objective are awarded when a certain character is killed.

Type: 2

Data 0: If you want a single target to be eliminated, set this to his ID tag.

By -1 you can choose to define all characters with a specific ID2 tag as targets.

Use -2 if you want to kill an entire team.

Data 1: If you want to set a turn limit on this task, set this to the number of turns. -1 means no limit.

Data 2: If you selected -1 or -2 in Data 0, you have to give the target identifiers here. For -1 enter the ID2 tag you want to have killed. For -2 enter the team number.

Otherwise set this to -1.

Data 3: -1

Data 4: -1

## 1.29 MOBJ\_SURVIVE

Points for this objective are awarded if the given character is still alive on the specified turn.

Type: 0

Data 0: This is the ID of the character who should survive. Note that it could even be a player of the opposing team or a barrel.

Data 1: Set this to the turn number you want the player to score the points.

Data 2: -1

Data 3: -1

Data 4: -1

## 1.30 MOBJ\_TILE\_TYPE

Points for this objective are awarded when a certain map square has changed to the required type. This could be a box that must be destroyed, a door that must be opened, or a secret passage that must be discovered.

Type: 3

Data 0: X-coordinate of the tile you want changed

Data 1: Y-coordinate of the tile you want changed

Data 2: Set this to the block ID of the tile you expect it to be.

Data 3: -1

Data 4: -1

## 1.31 History of the TaskForce Mission Editor

V0.17 (05.03.98)

\* first public release

## 1.32 Contact

If you encounter any bugs, have some ideas for improvements, or just want to tell me how much you (don't ?) like TaskForce, send your comments to this address:

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or  
jensg@steingym.ham.nw.schule.de  
(this one valid only until May '98)

If you create any missions for this game, feel encouraged to send them, too. If I like them, I may include them in the archive.

Have fun!

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