# GC Briefing Editor Version 2.0

BrfEd2 is a user-friendly editor for Ground Control briefings.  It simplifies the many commands of GC's briefing files into three, without sacrificing flexibility, control, or creativity.  It also allows easy composition of mission descriptions and diary text.

**The Actions**
Dialogue:  The dialogue action has two arguments.  Text, and face.  Text is the text that will appear in the lower left corner (the lines or dialogue), and face is the face that will appear.  Face is composed of slot, cut, and sound.  Clicking the slot button changes the slot (0 is on top, 1 is in the middle, and 2 is on the bottom).  The first text box is for the cut (the movie) displayed.  The cuts names can be found in GenEd's MessageBox properties, or on the GenEd forum.  However you find them, remember they must be exactly as written (with underscores and extension).  Otherwise, lord knows what will happen.  The second text box is for the sound.  Sounds can also be found in the MessageBox properties, but I don't suggest using them (leaving this box blank will omit the SOUND command in your briefing).  Dialogue writes to your briefing something like this:

> In the ms2
> SELECTSLOT 0
> SHOWFACE PARKER_1.cut 1
> TALKFACE 0
> TEXT 0
> WAIT
>
> In the loc
> 0          Seargent.  We've recieved mission orders from Crayven Command.

Objective:  The objective action has three arguments.  Caption, Text, and Objective.  Caption is the name that appears underneath the objective on the briefing map.  Text is the text that appears in the lower right corner outlining your mission.  Objective is the color (green, yellow, or red).  Clicking in the briefing map above the action tabs will move or drag your objective icon on the map, editting its X and Y values.  Objective writes to your briefing something like this:

> In the ms2
> OBJECTIVE 0 190 80 MUI_Brief_Blip_ObjectiveRed.mdl 8 9
> SHOWOBJ 0
>
> In the loc
> 8          Halt the Bishop before he reaches his escape shuttle.
> 9          Escape Shuttle

Wait:  The wait action has one argument.  Timer.  Timer is the time in seconds the briefing will pause, either to let the player explore the map objectives, catch up on reading, or let what's been said sink in.  Although the dialogue action automatically waits until the text is done displaying, wait allows you to put in your own pauses.  Wait writes to your briefing something like this:

> In the ms2
> WAIT 10

**The File System**

BrfEd2 *must* be installed to Ground Control's Data folder (where GenEd is).

Save:  Save will save your file to a *.brf file (not used by Ground Control).  This will save all the briefing information in a format BrfEd can understand.

Open:  Open will open a *.brf file for editting.  All brf files are kept in the Data folder (with BrfEd).  BrfEd2 *will* open *.brf files saved using the original BrfEd, but Terrain Type, Description, and Diary text will be considered blank.

Import Map:  Import Map will load a *.bmp file of your briefing map from the Data folder.  Note that GenEd saves briefing maps as targas, so you will have to convert it if you want to be able to see your map when placing objectives.

Compile:  Compile has four options.  Compile Briefing will compile all briefing actions to the ms2 and loc files used by Ground Control.  Compile Description will compile the terrain description and mission description, along with the mission's name and size (extracted from Name.txt and .env files) to the tem file used by Ground Control. If Name.txt and .env files are unavailable, these lines will be omitted.  Compile Diaries will compile the Victory and Defeat texts to the dsc file used by Ground Control.  Compile All will do all three of these things.  Note:  BrfEd2 cannot read ms2, loc, tem, or dsc files.  Thus, it is wise to save to brf files as well as compiling your stuff.

Important:  BrfEd2 does not prompt for save on exit or open.  Also, your changes may not appear in the action list unless you click the update button.  However, saving without updating will not change what you've written. (Saving reads from variables which are editted in real time, not the contents of the list box.)

**What's New**
BrfEd2 is the second version of the GC Briefing Editor.  BrfEd2 will not have the necessary dll's and ocx's to run unless you first download BrfEd, as it contains a setup program and the dependency files used by BrfEd2.

First, BrfEd2 corrects an error in BrfEd that was not caught until after its release.  This is an error with the wait command.  Waits attached to dialogue work, but independently timed waits did not have a carriage return beside them, fusing their seconds value with the next command.  BrfEd2 does not have this problem.

Also, BrfEd2 supports compilation to TEM and DSC files.  While these aren't entirely connected to briefings, they are related in that the TEM is displayed before the mission is played, and DSC is like a debriefing, displaying after mission play.

Gladly, in the last minutes of development, a fix for the pesky quotation marks that needed to be manually deleted on compile was composed.  BrfEd2 does *not* place unnecessary quatation marks in any of the compiled files.

Finally, BrfEd2 nolonger tells GC that all your characters are named Enrica Hayes.  Ground Control supports names for Hayes, Parker, Thomas, Stone, Magnus, Aegeri, and Cole.  BrfEd2 automatically reads the specified cut to supply the character's number on compile.  Unsupported characters (including, suprisingly, Annie-1) *will* display Enrica Hayes's name.  If a command to omit character names surfaces, it will be included in, yes, BrfEd3.  Due to this, it is suggested that you re-compile briefings created by BrfEd.

**Thank you for downloading BrfEd2.**