Campaign Design Basics

First things first: The most important thing to remember when making your own campaign is to examine the other campaign structures when you are having a problem. Make sure to print out one of the simple *.UHS files ("The Ardennes" or "Desert Rats") to use as a guideline. This document will use the "Desert Rats" campaign as an example.

When creating scenarios intended for a campaign, the finished files must be moved to the new campaign folder. Don't forget the map files!

The *.uhs files that contain all the pertinent campaign data are located in the respective nationality folder of the Career directory. The *.uhs files are standard *.txt files that have been renamed. For example, Desert Rats.uhs was Desert Rats.txt as originally created.

;All lines in the *.uhs file like this one that start with a semi-colon are ;commentary that the game will ignore. In this way, you can document your ;scenario files, vehicle files, whatever. Make sure the comment line starts on a ;new line exactly the way you see it here. If you enter any text that is not ;included in the nomenclature of the *.uhs format described, and do not use this ;method, the game will crash.

In addition to stringing together individual scenarios into a campaign in this file, there are some other things that must be done to make a campaign work. The *.uhs file is placed in the folder for the nation it was intended inside the Career folder. For example, this new campaign will have a path name of *\Panzer Commander\Career\British\Desert Rats.uhs. Inside the same folder that you place this file, create a new folder with the same exact name as the *.uhs file. This is where saved games for that career will appear. Also, in the same folder that this file appears in , create a *.txt file with the same name as this file. The contents of that *.txt file are what appear as a career overview when you click on this career on the Career Selection Screen, before you confirm your selection.

[Options]
TankUpgrade = False
Adding this entry to a *.uhs file allows you to turn off Tank Upgrades when designing a campaign that takes place over a short time duration.

[Bitmaps]
Emblem = DesertRatsEmblem
The Emblem entry is the graphic file that contains the unit insignia that appears on the Career Menu Screen when you highlight a unit. *Important: this BMP file must have the word "Big" added to the end of its name. So even though this section says* **DesertRatsEmblem,** *the actual BMP file in the 8 folder must be named* **DesertRatsEmblemBig.bmp.** *This procedure is only necessary with the Emblem Bitmap*

Photo = 7thADPhoto
When you click to start a new Career, and the name entry and unit background screen appears, this is the graphic that we used to show a representative photo of a member of that unit. Both of these files need to be placed in the folder called "8" that appears in that nation's Career folder. The file should be listed with the exact name of the graphics file, but with out the file extension. The graphic files are bitmaps (*.bmp).

To correctly fit and format *.BMP files for a new campaign will require a paint program. Use the pre-existing photos and match their sizes and color depth. If you do not wish to delve into this, use the pre-existing BMP files from the correct campaign nationality.

[AreasOfOperation]
A = Sidi Rezegh, Southeast of Tobruk, November 1941
When you are on the Campaign Map of any career, and move the mouse over any tank icon, this is the hot text that appears. The letters correspond to the Letter Designations for each area of operations. The text after the "=" is exactly what appears as the hot text. In a larger campaign, each area of operation was normally a different location, but for this mini-campaign, each area of operation represents a different day.

[AreaMaps]
A = Tobruk
When you are on the Area of Operations Map screen in any campaign, this is the image that the game looks for. We have a number of images already compressed in a single file. These are the maps that were used for the packaged scenarios. If your scenarios happen in the same region, it is easy enough to look at the *.uhs file for that career and find out what the name is and re-use it here. For those who want to create their own maps, here is how it's done. Create a new folder called "8" inside the folder entitle Career. The directory path should appear as *\Panzer Commander\Career\8. The image must be a *.bmp image, in 256 Color, use the palette simpal.bmp, be 586x326 in size, and be placed in the newly created 8 folder. If you want to create a higher quality image for this map, create a folder called "16" instead of "8" in the same location. The image placed in this folder must be as above, except the image must be in 24 bit *.TGA format and be uncompressed.

[AreaLocations]
A = 307,295
When you are looking at the Campaign Map, a tank icon normally appears representing each Area of Operations you have fought in. These coordinates determine where on that map the icon appears. The coordinates are identical to the numbers given for that location when the image is viewed in Paint Shop Pro. Since the large map is in a compressed format, it is difficult to view it now, but if you look at the other *.UHS files, they will have their coordinates listed. It is fairly easy to find an Area of Operations close to where you want to place yours, and then through a little trial and error, adjust the coordinates so that it appears where you want it.

[OPENING]
Narration = Desert Rats Opening
This is the text that appears at the very opening of a new career before the first mission briefing. It is a text file, but the file extension must be *.nar, and the file is placed in the Narration folder for that nation. Enter the name of the narration file here, but do not include the file extension. So, for example, for this file, the path to it would be *\Panzer Commander\Career \ American\Narration\Ardennes Opening.nar

IMAGE = Matilda
This is the BMP that appears as a background to the narration (*.nar) text.

[CLOSING]
NARRATION = Desert Rats Closing
This is the same as the opening narration, but it appears after the last
scenario of the entire campaign is completed. The rules for creating the file,
and placing it in the proper folder are identical.

[Narration]
A = Desert Rats 1
The creation process for these is the same as the other Narration files.
This is the text that appears whenever you start a new area of operation.

[BackgroundImage]
A = Matilda

[ScenariosA]
Name1 = 7thad-1
Name2 = 7thad-11
Name3 = 7thad-12
Name4 = 7thad-2
Name5 = 7thad-22
Name6 = 7thad-3
Name7 = 7thad-33
Name8 = 7thad-4
Name9 = 7thad-44
Name10 = 7thad-5
Name11 = 7thad-55
These are the exact names of the scenario files that will appear in the
campaign, without file extensions.

Enemy1 = GERMAN, 21st Panzer Division
Enemy2 = GERMAN, 21st Panzer Division
Enemy3 = GERMAN, 21st Panzer Division
Enemy4 = GERMAN, 21st Panzer Division
Enemy5 = GERMAN, 21st Panzer Division
Enemy6 = GERMAN, 21st Panzer Division
Enemy7 = GERMAN, 21st Panzer Division
Enemy8 = GERMAN, 21st Panzer Division
Enemy9 = GERMAN, 21st Panzer Division
Enemy10 = GERMAN, 21st Panzer Division
Enemy11 = GERMAN, 21st Panzer Division
When you click on an icon representing a previous battle on the Area of
Operation maps, the enemy listed here will be displayed exactly as it is here.

Locale1 = Gabr Saleh
Locale2 = Gabr Saleh
Locale3 = Gabr Saleh
Locale4 = South Of Airfield
Locale5 = South Of Airfield
Locale6 = Airfield
Locale7 = North Of Airfield
Locale8 = North Of Airfield
Locale9 = Airfield
Locale10 = South Of Sidi Rezegh
Locale11 = South Of Sidi Rezegh
The text here, exactly as it appears, is listed for the individual battles on the Area of Operation maps.

Location1 = 518,270
Location2 = 512,264
Location3 = 506,258
Location4 = 303,146
Location5 = 303,140
Location6 = 297,108
Location7 = 297,98
Location8 = 297,88
Location9 = 297,118
Location10 = 327,126
Location11 = 333,132
These are the coordinates for where the battle icons appear on the Area of Operation maps. If you use one of the maps already in the game, you will have to adjust the coordinates through trial and error. If you put in your own map, these are the same coordinates that appear for cursor position in Paint Shop Pro.

Date1 = 111941,1230
Date2 = 111941,1430
Date3 = 111941,1630
Date4 = 112141,0900
Date5 = 112141,1100
Date6 = 112141,1500
Date7 = 112141,1600
Date8 = 112241,1200
Date9 = 112241,1500
Date10 = 112341,1000
Date11 = 112341,1100
This is the time and date of the individual battles. The format is MMDDYY,TIME.