

Kohan Campaign Creation Overview v1.0

1	INTRODUCTION.....	2
1.1	MAP CREATION.....	2
1.2	DIRECTORY STRUCTURE.....	2
1.3	THE SAMPLE CAMPAIGN.....	3
2	CAMPAIGN .INI FILE.....	4
2.1	CAMPAIGNDATA.....	4
2.2	MISSIONS.....	7
2.3	BRIEFINGS.....	8
2.4	MISSION STORY PIECES.....	10
2.4.1	<i>Special Text Commands.....</i>	<i>11</i>
3	MISCELLANEOUS CAMPAIGN ISSUES.....	14
3.1	SETTING STORY TRIGGERS.....	14
3.2	ASSOCIATING SOUNDS.....	14
3.2.1	<i>Adding Sound Effects on Maps.....</i>	<i>14</i>
3.2.2	<i>Adding Voiceovers to Stories.....</i>	<i>15</i>
3.3	ADDING CUTSCENES TO MISSIONS.....	15
3.4	COMPILING THE TGX FILE.....	16
3.5	PLAYING YOUR NEW CAMPAIGN.....	17
4	APPENDIX.....	18
4.1	IMMORTAL SOVEREIGNS LARGE PORTRAITS.....	18
4.2	IMMORTAL SOVEREIGNS SMALL HERO PORTRAITS.....	18
4.3	IMMORTAL SOVEREIGNS SMALL BUILDING PORTRAITS.....	19
4.4	AHRIMAN’S GIFT LARGE PORTRAITS.....	20
4.5	AHRIMAN’S GIFT SMALL HERO PORTRAITS.....	21
4.6	Ahriman’s Gift Small Building Portraits.....	22

1 Introduction

This is a general overview of what you need to know in order to create your own custom campaigns for use in *Kohan: Immortal Sovereigns* or *Kohan: Ahriman's Gift*. It will take you step-by-step through the process of constructing a campaign and converting all of your work into a TGX file for use with the Kohan executable.

1.1 Map Creation

When creating a new campaign you will first need to create the maps that will serve as the campaign's missions. The maps will not be able to be completed until certain associated files are created. However, you will need to plan them out and create map files for them. You need to determine how many missions your campaign will be comprised of. Every mission needs to have its own map file associated with it. (*Note: You can use a map more than once in a campaign as long as each mission has its own map file.*)

Next, you will use the editor and begin constructing the maps. (*Note: More information about map construction can be found in the Kohan Editor Overview.doc file. This document, found in the Extras folder, takes you through the process of creating custom maps.*) Each map must be saved with a unique name once construction is complete. All maps in a particular campaign should follow a naming convention that includes the mission number the map will be associated with (e.g., CivilWar1.tgm, CivilWar2.tgm, etc.).

During map creation, you will be unable to associate any Story effect triggers with story pieces until you have created an appropriately set up *campaign.ini* file. (*See Mission Story Pieces below.*) After the *campaign.ini* file and the story pieces are completed, you will be able to reload the maps and correctly set the triggers.

1.2 Directory Structure

The correct directory structure is crucial to ensuring that your campaign will function properly. Certain files must be placed in the appropriate directories, or you will be unable to continue. First, look at the directory structure of *Kohan*. It should look like this:

```
C:\Program Files
  \Kohan
    \Extras
    \Films
    \Logs
    \Maps
    \SAI
```

Under the *Kohan* folder you are going to need to create a folder named “Data.” Inside this folder create another new folder named “CampaignData.” In your Maps directory, create a folder using the name you wish to give your campaign. You can use spaces, but the name must be under 30 characters in length. The directory structure should now look like this:

```
C:\Program Files
  \Kohan
  \Data
    \CampaignData
  \Extras
  \Films
  \Logs
  \Maps
    \campaign name
  \SAI
```

1.3 The Sample Campaign

Included in the Extras folder are the files of a sample campaign that you can use for reference and to test out the TGX tool. The files are *Uneasy_Alliance.TGM* and *Uneasy_Alliance.ini*. Create the necessary folders and copy the files into them. Also included is a completed TGX of this sample campaign, called *Uneasy_Alliance.TGX*.

2 Campaign .ini File

Once you have created all the maps and the directory structure is set up, you should create your *campaign.ini* file. Go into the CampaignData folder and create a new text file using a plain text editor such as Notepad or Winword. Name it with the same name as the folder you created in the Maps directory. The new file must have its suffix set to “.ini.” Some editors will place a .txt on the end of the file automatically, so double check that your finished file ends with “.ini.” Since the campaign files are read alphabetically, the name you use will determine where it will appear in the available campaigns list found on the Campaign Menu.

Note that the following names are already in use in *Immortal Sovereigns* and *Ahriman's Gift*, and therefore cannot be used: *campaign0.ini*, *campaign1.ini*, *campaign2.ini*, *expansion_campaign.ini*, *expansion_campaign2.ini*, and *expansion_campaign3.ini*.

Now you are ready to add the necessary information to the *campaign.ini* file. You should precede each section with a separation and comment noting what the section contains. A single or pair of semi-colons must precede all comments. This tells *Kohan* to ignore everything on that line after the semi-colons. Below are a couple examples of these comment separations. The first one is the comment header for the entire .ini file and the second precedes a particular mission's story section in one of the campaigns.

```

; Updated on 6-16-2001

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;; CAMPAIGN.INI
;;
;; Directories:
;; - This INI is located in "Data\CampaignData\"
;; - Maps are located in "Maps\campaign name\"
;;
;; Suggested Nomenclature:
;; - campaign INIs, mission section names and story INIs can be named
;; anything, but it may help a great deal to stick to a standard, such
;; as CxMy where x is a number associated with the campaign, and y with
;; the mission.
;; - Referring to Missions By Name: always refer to missions by their
;; section name. The "Name" field for a mission is the descriptive name
;; presented to the user.
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;; Stories for Scenario C2M4
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

```

2.1 CampaignData

The first section sets up what the campaign is about, how many missions the campaign entails, and how the SAI's are handicapped within the campaign.

```

[CampaignData]
Expansion = 2
Name = The Quest for Darius
ProperName = The Quest for Darius
Description = Follow Ilyana Aswan on her quest to find the amulet
belonging to a long dormant Kohan named Darius.
PersistentPlayer1 = 1
Map = Interface\Campaign Menu\Map_Drawing.tgr
Mission1 = EC2M1
Mission2 = EC2M2
Mission3 = EC2M3
Mission4 = EC2M4
Mission5 = EC2M5
Mission6 = EC2M6
HandicapStockpile1 = 50
HandicapGold1 = 10
HandicapStone1 = 3
HandicapWood1 = 3
HandicapIron1 = 3
HandicapMana1 = 3
HandicapStockpile2 = 100
HandicapGold2 = 20
HandicapStone2 = 6
HandicapWood2 = 6
HandicapIron2 = 6
HandicapMana2 = 6

```

Designation – You must first set the section designation, which is always written within brackets (e.g., [CampaignData]). This tells *Kohan* that the following section is the main section that defines the campaign.

Expansion – Expansion designates which version of the game is required to load this campaign. If you build the campaign using any *Ahriman's Gift* features (units, terrain, buildings, etc.) it will not be playable by people who have only *Immortal Sovereigns* installed. There are three different settings for this line, Expansion = 0, 1, or 2:

- Expansion = 0 - This campaign will show up in the Campaign Menu of both *Immortal Sovereigns* and *Ahriman's Gift*. An example of this is the Basic Tutorial. Campaigns set to Expansion = 0 cannot utilize any game specific features.
- Expansion = 1 - Campaigns meant to be played in *Immortal Sovereigns* should be set to Expansion = 1 (e.g., the Cycle of Destruction campaign). Campaigns set to this type cannot contain art, objects, or sounds from *Ahriman's Gift* or any other mods.
- Expansion = 2 - Campaigns meant to be played in *Ahriman's Gift* should be set to Expansion = 2 (e.g., the Enemy Within campaign). Campaigns containing art, objects, or sounds exclusive to *Ahriman's Gift* should be set to this type.

Name - This is the internal name of the campaign. It is used by *Kohan* and other .ini files to identify this campaign. This name must match the name of the folder created in the Maps directory.

ProperName - This is the name of the campaign displayed to the player. It will appear in the campaign list found on the Campaign Menu. Proper names are used so the player can change the Name of a campaign, mission, or object even after it has been noted in other .ini files or *Kohan* by its Name. A change to the Name requires changes to all instances of the Name and in the case of campaign missions Story triggers would need to be reset. ProperName can be changed without any problems.

Description - The text description of the campaign that will appear in the Campaign Menu. It must be entered as a continuous piece of text with no carriage returns or semi-colons.

PersistentPlayer# - This flag is used to tell *Kohan* that heroes and technologies gained by the player within the campaign will carry over to subsequent missions. If set to = 1, all heroes and technologies gained by the player in one mission will still be available when he goes to the next, and on through to the end of the campaign. If set to = 0, each mission is separate and no heroes or technologies will carry over between missions. The # in the name is used to determine the player (1 through 8). Player 1 is always the human user playing the campaign. Players 2-6 can be used to designate any enemy or allied AI player.

Map - This line points to the map art file telling *Kohan* to correctly display the appropriate map in the Campaign Menu. Currently there is only one map file available, so the line should always read as noted below.

```
Map = Interface\Campaign Menu\Map_Drawing.tgr
```

Mission# - The Mission# section is a list of how many missions are in this campaign. Each mission is given a line that designates the mission's internal name. You do this by typing in Mission# = Designation. The Mission# numbers must be sequential starting with 1 with no gaps in the sequence. You can designate a map in any manner you wish, however, for sake of organization, it is generally easier to designate maps numerically.

```
Mission# = Designation
-----
Mission1 = EC2M1
Mission2 = EC2M2
Mission3 = EC2M3
```

Handicapping - During campaign play in *Kohan*, a hard artificial intelligence (AI) was not always significantly harder to beat than an easy AI. To compensate for this, *Kohan* uses AI handicapping, granting resource and stockpile bonuses to the AI players at the start of the campaign. The difficulty level chosen by the player when they begin their campaign determines the handicap applied.

If you want to alter the difficulty of your campaign, you can handicap the AI in two ways:

Bonus Gold - By adding the line `HandicapStockpile# = #`, you start the AI with additional gold in their vault indicated on the right-hand side of the equal sign. To handicap the easy setting you put a 0 to the left of the equal sign, for the medium setting put a 1, and for the hard setting put a 2.

Bonus Resources - By adding the line `HandicapStone# = #`, the AI receives the amount of additional Stone production (per minute) that indicated on the right-hand side of the equal sign. You can substitute any other resource name (i.e., gold, stone, wood, iron, mana) to provide the AI with that resource. To handicap the easy setting you put a 0 to the left of the equal sign, for the medium setting put a 1, and for the hard setting put a 2.

Example of handicapping in a typical campaign:

```
HandicapStockpile1 = 50
HandicapGold1 = 10
HandicapStone1 = 3
HandicapWood1 = 3
HandicapIron1 = 3
HandicapMana1 = 3
HandicapStockpile2 = 150
HandicapGold2 = 20
HandicapStone2 = 6
HandicapWood2 = 6
HandicapIron2 = 6
HandicapMana2 = 6
```

2.2 Missions

The Mission section defines everything that will be displayed to the player on the Campaign Menu when a particular mission is selected. You must have one entry for each mission defined in the CampaignData section.

```
[EC2M1]
Name = Late in the Evening
Map = EC2M1.tgm
MapX = 76
MapY = 221
NextMission1 = EC2M2
Description = You begin your quest to find a dormant Kohan named Darius
and relieve yourself of the nightmares that have been plaguing your
sleep.

[EC2M2]
Name = The Journey Begins
Map = EC2M2.tgm
MapX = 86
MapY = 271
NextMission1 = EC2M3
Description = Recruit more Mareten to your banner and forge an alliance
with the Ashwani Haroun.
```

Designation - The section designation, which is always written within brackets (e.g., [EC2M1]), tells *Kohan* that the following section defines the aspects of a particular mission. The text in the brackets must precisely match the text noted in the corresponding Mission# line set in the CampaignData section, or it will not be read in properly.

Name - Name is the internal name of the mission. It is used by *Kohan* and other .ini files to point to this mission.

ProperName - ProperName is the actual name of the mission that the players will see. It will appear in the mission list found on the Campaign Menu. This field is optional, as *Kohan* will default to the Name field if this field is absent.

Map - Map is used to associate the mission with a particular map file that was created for it. You simply type in Map = name.tgm, where the name is the full file name of the desired map.

MapX – In conjunction with MapY, MapX marks the position on the campaign map where your mission is taking place. The MapX line determines the horizontal coordinate. The position you set will determine where the center of the highlight box is placed on the map when the mission is selected in the Campaign Menu. The top left pixel of the map is coordinate 0,0 and the bottom right pixel is 451,511.

MapY – In conjunction with MapX, MapY marks the position on the campaign map where your mission is taking place. The MapY line determines the vertical coordinate. The position you set will determine where the center of the highlight box is placed on the map when the mission is selected in the Campaign Menu. The top left pixel of the map is coordinate 0,0 and the bottom right pixel is 451,511.

NextMission# – NextMission# is used to link one mission to the next. When this current mission is successfully completed, the mission named here will be the next mission to appear in the campaign. Leave this line out on the last mission to indicate to *Kohan* that this is the last mission in the campaign. When the last mission is completed, the campaign ends and the player returns to the Campaign Menu.

Description - Description is the text description of the mission that appears to players in the Campaign Menu. It must be entered as a continuous piece of text with no carriage returns, colons, or semi-colons.

2.3 Briefings

The Briefings section explains how to associate all of the stories with the win, loss, and pre-briefing screens that appear in game. You must have a win, a loss, and a pre-briefing for each mission defined in the CampaignData section.

(Note: The campaign uses comment lines noting who was telling the story. Feel free to make notes like these throughout your .ini file to help you keep track of your work.)


```
[EC2M1 - WinBriefing]
Name = Mission1 Won
;; Female Narrator ;;
Text0 = You have freed the Haroun Sanctuary of Maj Rushtar and
Text1 = destroyed the Ceyah presence in your homeland. The Mareten
Text2 = militia have returned home but the grateful people of
Text3 = Clearwater Springs have outfitted a company of fully armored
Text4 = mounted knights to accompany you on your journey south. The
Text5 = Custodian has told you of the town of Spartachon, just a few
Text6 = days ride from here. So you and the men of Clearwater Springs
Text7 = saddle up and start your long journey south.
Sprite = Portraits\Heroes\big_laila_aswan_portrait.tgr
```

```
[EC2M1 - LoseBriefing]
Name = Mission1 Lost
;; Female Narrator ;;
Text0 = Ilyana Aswan, you have failed the people of Khaldun. The
Text1 = Nightbringer will now overrun Khaldun unopposed. You should
Text2 = never have been entrusted with a task of such importance. To
Text3 = fail so early, so far from your goal, Khaldun despairs the day
Text4 = you were given this task.
Sprite = Portraits\Heroes\big_laila_aswan_portrait.tgr
```

```
[EC2M1 - PreBriefing]
Name = The nightmares that haunt you
;; Female Narrator ;;
Text0 = You've prepared yourself and checked your supplies. The
Text1 = journey ahead of you weighs heavily on your heart, it will not
Text2 = be easy and many will die to see it through, if it can be seen
Text3 = through. Ill-at-ease with yourself and with this task, you look
Text4 = down at the arrow glowing faintly in your hand. With a sigh,
Text5 = you slip the arrow into your quiver and you are off.
Sprite = Portraits\Heroes\big_laila_aswan_portrait.tgr
```

Designation - The section designation, which is always written within brackets, (e.g., [EC2M1 - WinBriefing]), tells *Kohan* that the following section is a particular mission's win, loss, or pre-briefing section. The mission name must precisely match the designation of the corresponding mission in the Missions section, or it will not be read properly.

Text Line - The story text seen in the briefing is generated by *Kohan* reading and assembling Text lines from the .ini. A Text line is created by typing Text# = XXXX, where the story text appears to the right of the equal sign. The numbers should be sequential starting at 0. There must be no gaps in the sequence, or the story will not be displayed correctly. When you near the end of a carriage line in the editor you are using, hit return and begin a new line with the next Text#. This will make the story easier to read and does not interfere with the text being read by *Kohan*. *Kohan* interprets each Text# as a continuation of the previous line's text. You must be careful of the use of certain punctuation. Quotes, hashes, ampersands, and semi-colons cannot be used within the text, as *Kohan* interprets these as special command symbols and your story will not be displayed correctly.

Sprite - Sprite associates full-sized portraits with the Story triggers. For briefing stories, only large portraits can be used. A list of the available portraits to pick from can be found in the Appendices.

2.4 Mission Story Pieces

The last sets of sections are the individual mission story sections. Each mission that includes stories must be given its own section. Each story to be included must be defined as described to appear in the game properly.

```
[EC2M1 - Story1]
Name = Intro
;; Female Narrator ;;
Text0 = You've saddled your steed and gathered your most trusted allies
Text1 = to accompany you, but you still feel uneasy about the dream
Text2 = that haunted you last night. Clearwater Springs and the Haroun
Text3 = have a good trade relationship, but you can't imagine them
Text4 = heading south into the Sea of Fire based on the bad dreams of a
Text5 = newly awakened Kohan. You must hurry now and head southeast to
Text6 = ask for their help, or you are sure that these nightmares will
Text7 = drive you insane.
Sprite = Portraits\Heroes\laila_aswan_portrait.tgr
```

```
[EC2M1 - Story2]
Name = Recruited Clearwater Falls
;; Royalist General
Text0 = Your coming was foretold in the dreams of our priests. Our
Text1 = resources, such as they are, are at your command. In addition,
Text2 = we've mustered two companies of militia to follow you where you
Text3 = will. We only ask that you drive out the Ceyah from the east
Text4 = of here. We fear that only by completely destroying their
Text5 = encampment at Seth Amon will this region be safe. You should
Text6 = know that the Haroun village of Maj Rushdar is close to falling
Text7 = under the sway of the Ceyah. When you have destroyed the Ceyah
Text8 = presence in this area, you should head south and ensure that
Text9 = Maj Rushdar isn't in the hands of the Ceyah. May the speed of
Text10 = the Creator be with you on your journey.
Sprite = Portraits\Heroes\royalist_leader_portrait.tgr
```

Designation - The section designation, which is always written within brackets, (e.g., [EC2M1 - Story1]), tells *Kohan* that the following section is a particular mission's win, loss, or pre-briefing section. The mission name must precisely match the designation of the corresponding mission in the Missions section, or it will not be read in properly. The story numbering must be kept sequential. If any duplications or gaps in the numbering occur, it will not be read in properly.

Name – Name is the internal name of the Story Piece. It is used by *Kohan* and other .ini files to indicate this Story Piece.

ProperName - ProperName is the actual name of the Story that the players will see. It will appear in the Quest Lore during gameplay after a player has triggered the Story. This field is optional, as *Kohan* will default to the Name field if this field is absent.

Text Line - The stories displayed in the mission are created by putting them in Text lines. A Text line is created by typing Text# = XXXX, where the story text appears to the right of the equal sign. The numbers must be sequential starting at 0. There must be no gaps in the sequence or the story will not be displayed correctly. When you near the end of a carriage line in the editor you are using, hit return and begin a new line with the next Text#. This will make the story easier to read and does not interfere with the text being read by *Kohan*. *Kohan* interprets each Text# as a continuation of the previous line's text, applying appropriate spacing on its own. Be careful of the use of certain punctuation. Brackets, quotes, colons, and semi-colons cannot be used in your text, as *Kohan* interprets these as special command symbols and your story will not be displayed correctly.

Sprite - Sprite is used to associate portraits with the Story triggers. For in game stories, only small portraits can be used. A list of the available portraits to pick from can be found at the end of this document.

2.4.1 Special Text Commands

You can make use of special commands to highlight words in bright colors, print game symbols, or use normally forbidden characters such as ampersands, semi-colons, and quotes. These are accessed by prefixing the commands with an ampersand (&).

Paragraph Spacing - Separate paragraphs of text by creating a carriage return with the &return command. A single &return will move the following text to the next line. Inserting &return. &return. will generate a blank line separating the text as shown in the example below.

```
Text0 = Your coming was foretold in the dreams of our priests. Our
Text1 = resources, such as they are, are at your command. In
Text2 = addition, we've mustered two companies of militia to follow
Text3 = you where you will.
Text4 = &return. &return.
Text5 = We only ask that you drive out the Ceyah from the east
Text6 = of here. We fear that only by completely destroying their
Text7 = encampment at Seth Amon will this region be safe.
```

Color Highlighting - Highlight words or phrases in a color other than the default text color, by inserting #c #,#,# before the text you wish to color. The #c tells *Kohan* to set all text following it to a specific color; defined by the three numbers you place immediately after it.

```
#c 255, 0, 0 You must travel to the east before it is too late.
```

The previous notation would color all the text that follows red, as the RGB value for red is 255, 0, 0. Pure green would be 0, 255, 0, and pure blue would be 0, 0, 255. Any number you type in must be between 0 and 255 or you will receive an error. At the end of the text you wish to color,

you must insert #r. This command instructs *Kohan* to return to normal text display colors. In the following example line only the word "east" is highlighted in green. All of the other text will appear normal:

```
Text0 = You must travel to the #c 0, 255, 0 east #r before it is too
late.
```

You can also change colors by using a proper color name recognized by *Kohan*, such as TG_Green:

```
Text0 = You must travel to the #c TG_Green east #r before it is too
late.
```

A listing of all of the available color names and their RGB values:

TG_WHITE	255,255,255
TG_BLACK	0,0,0
TG_RED	255,0,0
TG_DARK_RED	190,0,0
TG_GREEN	0,255,0
TG_DARK_GREEN	0,190,0
TG_BLUE	0,0,255
TG_YELLOW	255,255,0
TG_AQUA	0,255,255
TG_GRAY	200,200,200
TG_DARK_GRAY	128,128,128
TG_PURPLE	185,75,185
TG_ORANGE	255,128,0
TG_GOLD	255,192,15
TG_DARK_BLUE	0,0,140
TG_BROWN	128,96,64

There is another way to change the color of text. You can make text appear in player colors. This is done by inserting #p instead of #c, then typing in the player number corresponding to the color you desire. The color - number relations are as follows: 1 = Red, 2 = Blue, 3 = Green, 4 = Black, 5 = Orange, 6 = Purple, 7 = Teal, 8 = Brown, 9 = Grey:

```
Text0 = You must travel to the #p 3 east #r before it is too late.
```

Symbols and Characters - This is a list of the commands that are used to generate game symbols and special characters:

&gold	= gold symbol
&stone	= stone symbol
&wood	= wood symbol
&iron	= iron symbol
&mana	= mana symbol
&sword	= sword symbol
&shield	= shield symbol
&gem	= gem symbol
&boot	= boot symbol
&bow	= bow symbol
&eye	= eye symbol

&person = sword and shield symbol (don't ask why)
& = ampersand (&)
&semicolon = semicolon

Ex.: Text0 = A gold mine provides you with +15&gold.

3 Miscellaneous Campaign Issues

3.1 Setting Story Triggers

When you have added your story pieces to the .ini file and the file is placed in the proper directory, you can reload your maps and finish constructing them. When you create a Story effect in the trigger editor, your new campaign should appear in the list to choose from. Selecting it will change the list to the missions available in that campaign. Selecting the desired mission will bring up the list of corresponding stories by name. Select the one you want to set the appropriate story piece.

3.2 Associating Sounds

If you are interested in associating sound effects or recorded voice to certain events in your maps, you can create folders to store the sound files and filling them with the desired sounds recorded in .WAV format. You need to create new folders called Audio and Voice in the main Kohan folder. In each of these folders you must create a folder of the same name as the folder you created in the Maps folder. You should end up with a directory structure that looks like this.

```
C:\Program Files
  \Kohan
    \Audio
      \campaign name
    \Data
      \CampaignData
    \Extras
    \Films
    \Logs
    \Maps
      \campaign name
    \SAI
    \Voice
      \campaign name
```

3.2.1 Adding Sound Effects on Maps

To have custom sounds show up in your campaign maps, you need to place them into the *C:\Program Files\Kohan\Audio\campaign name* directory. The TGX tool will look for them here. All sound files should be saved in PCM .WAV format at 22Khz, 16-bit, Mono. To use one of your custom sounds in a trigger, you must choose the Sound trigger effect. Then type in the name of your sound file along with the new file pathway in the required field:

```
Audio\Campaign name\soundfile.wav
```

3.2.2 Adding Voiceovers to Stories

To add voiceovers to your stories, you need to put the sound files in the \Voice\campaign name directory. All voiceover files should be saved in PCM .WAV format at 22Khz, 16-bit, Mono. To associate these sounds with the triggers that display your stories, you simply need to insert the following line after the Name = line in any story piece written up in the new campaign .ini file. Nothing needs to be done with the trigger itself. *(Note: Kohan looks for these in the Voice folder, so you do not need to include it in the file path.)*

```
Sound = campaign name\soundfile.wav
```

A story piece with a sound file set to play when the story is triggered:

```
[EC2M1 - WinBriefing]
Name = Mission1 Won
Sound = Council Uprising\winbrief1.wav
;; Female Narrator ;;
Text0 = You have freed the Haroun Sanctuary of Maj Rushdar and
Text1 = destroyed the Ceyah presence in your homeland. The Mareten
Text2 = militia have returned home but the grateful people of
Text3 = Clearwater Springs have outfitted a company of fully armored
Text4 = mounted knights to accompany you on your journey south. The
Text5 = Custodian has told you of the town of Spartachon, just a few
Text6 = days ride from here. So you and the men of Clearwater Springs
Text7 = saddle up and start your long journey south.
Sprite = Portraits\Heroes\big_laila_aswan_portrait.tgr
```

3.3 Adding Cutscenes To Missions

Kohan utilizes Bink videos as cutscenes before and after different mission briefings. If you have Bink video files you would like to use as cutscenes, create a new folder in your root *Kohan* directory, called Cinematics. Then add a sub-folder named after your campaign. Your directory structure should now look like this:

```
C:\Program Files
  \Kohan
    \Audio
      \campaign name
    \Cinematics
      \campaign name
    \Data
      \CampaignData
    \Extras
    \Films
    \Logs
    \Maps
      \campaign name
    \SAI
    \Voice
      \campaign name
```

Once the folders are set up and your Bink video files are placed within them, you need to add a line to each mission definition in the campaign.ini file that you wish to have a cutscene associated with. The line must be set up differently depending on when you want the cutscene to be played in the campaign. It may appear before the briefing of a new mission, or after the mission ends before the debriefing.

Before Mission Briefing - For the cutscene to be played immediately before the mission's pre-briefing, the following line must be added to the end of the mission's definition section:

```
PreCinematic = campaign name\videofile.bik
```

After Win Briefing - For the cutscene to be played immediately after the mission's completion ending in victory, the following line must be added to the end of the mission's definition section:

```
WinCinematic = campaign name\videofile.bik
```

After Lose Briefing - For the cutscene to be played immediately after the mission's completion ending in failure, the following line must be added to the end of the mission's definition section:

```
LoseCinematic = campaign name\videofile.bik
```

The following is an example of a mission definition section with two cutscenes videos set to play, one before the pre-briefing and one after the victory briefing:

```
[EC2M1]
Name = Late in the Evening
Map = EC2M1.tgm
MapX = 76
MapY = 221
NextMission1 = EC2M2
Description = You begin your quest to find a dormant Kohan named Darius
and relieve yourself of the nightmares that have been plaguing your
sleep.
PreCinematic = ag_mid.bik
WinCinematic = ag_victory.bik
```

3.4 Compiling the TGX File

Once you are finished and all files are placed in their proper folders, you can compile the TGX file using the TGX tool. The compiling tool needs to be run from a Command Prompt, so you must first open a MS-DOS Prompt (or Command Prompt in NT). Go into the root *Kohan* directory and type the following command at the prompt.

Syntax: extras\kohan_campaign [code] [version number] [campaign name]

[code] is a two-character identifier for this campaign. All campaigns need this two-character ID to identify them from other mods and campaigns. This code appears on the multiplayer screen under the Mods column. Note that if you have loaded your custom campaign/mod, you will be

unable to play multiplayer games, unless the other players are also running with your campaign/mod loaded.

[**version number**] is a number of the form `##.(#. #)`, examples being 1.2.0.4, 1.0.4, or 2.6. This number must be at least two digits, but no more than 4. This number is set to keep track of revisions you make to your campaign. Standard convention is that critical revisions increase the first number, major revisions the second, minor revisions the third, and the fourth number is optionally used to track very minor revisions.

[**campaign name**] is simply the full display name of the campaign.

```
Ex.: kohan_campaign CU 1.2.0.4 Council Uprising
```

If everything was set up correctly, and no errors occurred during the compile process, the tool will have created a TGX file in the Kohan root directory with the same name as your campaign folders. In the above example the file would be named "Council Uprising.TGX".

3.5 Playing Your New Campaign

In order to play your new campaign, place the TGX file in your root *Kohan* folder. When the Campaign menu is accessed, the new campaign should appear in the listing with the other campaigns. Then simply select it and begin the campaign play.

4 APPENDIX

4.1 Immortal Sovereigns Large Portraits

All of the following art files can be used in the Post Briefings section. The line must read as noted below, with filename.tgr being substituted with the appropriate filename.

```
Sprite = Portraits\Heroes\filename.tgr  
  
Big_Adellon_Majere_portrait.tgr  
Big_Captain_portrait.tgr  
Big_Darius_portrait.tgr  
Big_Eben_Baruch_portrait.tgr  
Big_Kyran_Delroba_portrait.tgr  
Big_Roxanna_Javidan_portrait.tgr
```

4.2 Immortal Sovereigns Small Hero Portraits

All of the following art files can be used in the mission sections. The line must read as noted below, with filename.tgr being substituted with the appropriate filename.

```
Sprite = Portraits\Heroes\filename.tgr  
  
Adellon_Majere_portrait.tgr  
Amon_Koth_portrait.tgr  
Arya_Shahin_portrait.tgr  
Balthasar_portrait.tgr  
Captain_portrait.tgr  
Ceyahdev_portrait.tgr  
Cyrus_Naadev_portrait.tgr  
Daevai_portrait.tgr  
Darius_Javidan_portrait.tgr  
Dogun_Mossk_portrait.tgr  
Dragon_portrait.tgr  
Dylan_Garwood_portrait.tgr  
Eben_Baruch_portrait.tgr  
Ethan_Delroba_portrait.tgr  
Garadun_Payne_portrait.tgr  
Garoj'mok_portrait.tgr  
Ghalen_Mordecai_portrait.tgr  
Gideon_portrait.tgr  
Hero_Amulet_portrait.tgr  
Hunter_portrait.tgr  
Jamsheed_Avishai_portrait.tgr  
Jensine_Iljara_portrait.tgr  
Jevon_Darkmire_portrait.tgr  
Kendra_Langston_portrait.tgr  
Kyran_Delroba_portrait.tgr  
Laila_Aswan_portrait.tgr
```

Lazarus_portrait.tgr
Leila_Javidan_portrait.tgr
Lyssa_Freeland_portrait.tgr
Melchior_portrait.tgr
Moggok_portrait.tgr
Naava_Daishan_portrait.tgr
Praxus_portrait.tgr
Qasim_Majere_portrait.tgr
Rhaksha_portrait.tgr
Roxanna_Javidan_portrait.tgr
Ruarc_Varagoth_portrait.tgr
Sadira_Bahhrum_portrait.tgr
Samman_portrait.tgr
Sar_Lashkar_portrait.tgr
Sarai_Javidan_portrait.tgr
Selvana_portrait.tgr
Seth_Aswan_portrait.tgr
Shadow_Captain_portrait.tgr
Shadow_lord_portrait.tgr
Shamael_portrait.tgr
Shohn_Maht_portrait.tgr
Sijansur_portrait.tgr
Simurgh_portrait.tgr
Slaan_portrait.tgr
Storm_Drake_portrait.tgr
Syrius_Maesun_portrait.tgr
Thain_Farouk_portrait.tgr
Undead_Captain_portrait.tgr
Vargus_portrait.tgr
Vashti_portrait.tgr
Vulgari_portrait.tgr

4.3 Immortal Sovereigns Small Building Portraits

All of the following art files can be used in the mission sections. The line must read as noted below, with filename.tgr being substituted with the appropriate filename.

```
Sprite = Portraits\Buildings\filename.tgr
```

Ahriman_citadel_portrait.tgr
Ancient_ruin_portrait.tgr
Bandit_camp_portrait.tgr
Broken_spire_portrait.tgr
Ceyah_citadel_portrait.tgr
Ceyah_city_portrait.tgr
Ceyah_outpost_portrait.tgr
Ceyah_town_portrait.tgr
Ceyah_village_portrait.tgr
Council_citadel_portrait.tgr
Council_city_portrait.tgr
Council_outpost_portrait.tgr
Council_town_portrait.tgr
Council_village_portrait.tgr
Dark_chasm_portrait.tgr

Dark_rift_portrait.tgr
Desert_city_portrait.tgr
Desert_city2_portrait.tgr
Dragon_lair_portrait.tgr
Drauga_enclave_portrait.tgr
Gauri_stronghold_portrait.tgr
Giant_spider_nest_portrait.tgr
Gold_mine_portrait.tgr
Haroun_sanctuary_portrait.tgr
Iron_mine_portrait.tgr
Ironwood_grove_portrait.tgr
Khaldunite_field_portrait.tgr
Khaldunite_spire_portrait.tgr
Marble_outcropping_portrait.tgr
Megalith_portrait.tgr
Monster_lair_portrait.tgr
Nationalist_citadel_portrait.tgr
Nationalist_city_portrait.tgr
Nationalist_outpost_portrait.tgr
Nationalist_town_portrait.tgr
Nationalist_village_portrait.tgr
Rhaksha_hive_portrait.tgr
Rhaksha_nest_portrait.tgr
Royalist_citadel_portrait.tgr
Royalist_city_portrait.tgr
Royalist_outpost_portrait.tgr
Royalist_town_portrait.tgr
Royalist_village_portrait.tgr
Ruined_city_portrait.tgr
Slaan_lair_portrait.tgr
Spider_lair_portrait.tgr

4.4 Ahriman's Gift Large Portraits

All of the following art files can be used in the Post Briefings section. The line must read as noted below, with filename.tgr being substituted with the appropriate filename. *(Note: All files in the Immortal Sovereigns Large Portrait section exist in Ahriman's Gift as well.)*

Sprite = Portraits\Heroes\filename.tgr

Big_Ashavir_portrait.tgr
Big_Azura_Shahin_portrait.tgr
Big_Caleb_Eshkol_portrait.tgr
Big_Dhavrum_Belraag_portrait.tgr
Big_Divsha_portrait.tgr
Big_Gavin_Bahhrum_portrait.tgr
Big_Hasanko_portrait.tgr
Big_Hooded_portrait.tgr
Big_Ice_Drake_portrait.tgr
Big_Ishan_Ghul_portrait.tgr
Big_Jordan_Avishai_portrait.tgr
Big_Karg_portrait.tgr
Big_King_Ulric_portrait.tgr
Big_Laila_Aswan_portrait.tgr

Big_Lazarus_portrait.tgr
Big_Maghnus_portrait.tgr
Big_Martyn_Kyrkwood_portrait.tgr
Big_Ravid_Sakeri_portrait.tgr
Big_Saurva_portrait.tgr
Big_Sebak_portrait.tgr
Big_Shadow_Captain_portrait.tgr
Big_Shohn_Maht_portrait.tgr
Big_Slyys'Stok_portrait.tgr
Big_Sofiya_Fairfax_portrait.tgr
Big_Syrad_Amon_portrait.tgr
Big_Thora_Maesun_portrait.tgr
Big_Vashti_portrait.tgr
Big_Vulgari_portrait.tgr
Big_Xerxes_Mehrdad_portrait.tgr
Big_Yss'Tok_portrait.tgr

4.5 Ahriman's Gift Small Hero Portraits

All of the following art files can be used in the mission sections. The line must read as noted below, with filename.tgr being substituted with the appropriate filename. *(Note: All files in the Immortal Sovereigns Small Hero Portrait section exist in Ahriman's Gift as well.)*

Sprite = Portraits\Heroes\filename.tgr

Ashavir_portrait.tgr
Azura_Shahin_portrait.tgr
Caleb_Eshkol_portrait.tgr
Council_leader_portrait.tgr
Dhavrum_Belraag_portrait.tgr
Divsha_portrait.tgr
Drauga_Captain_portrait.tgr
First_Mystic_portrait.tgr
Gauri_Captain_portrait.tgr
Gavin_Bahhrum_portrait.tgr
Haroun_Captain_portrait.tgr
Haroun_Elder_portrait.tgr
Hasanko_portrait.tgr
Hooded_portrait.tgr
Hss'rak_portrait.tgr
Ice_Drake_portrait.tgr
Ishan_Ghul_portrait.tgr
Jordan_Avishai_portrait.tgr
Karg_portrait.tgr
King_Ulric_portrait.tgr
Maghnus_portrait.tgr
Martyn_Kyrkwood_portrait.tgr
Nationalist_Leader_portrait.tgr
New_Shadow_Captain_portrait.tgr
Ravid_Sakeri_portrait.tgr
Royalist_Leader_portrait.tgr
Sebak_portrait.tgr
Slaanri_Captain_portrait.tgr
Slyys'Stok_portrait.tgr

```
Sofiya_Fairfax_portrait.tgr  
Syrad_Amon_portrait.tgr  
Thora_Maesun_portrait.tgr  
Xerxes_Mehrdad_portrait.tgr  
Yss'Tok_portrait.tgr
```

4.6 Ahriman's Gift Small Building Portraits

All of the following art files can be used in the mission sections. The line must read as noted below, with filename.tgr being substituted with the appropriate filename. *(Note: All files in the Immortal Sovereigns Small Building Portrait section exist in Ahriman's Gift as well.)*

```
Sprite = Portraits\Buildings\filename.tgr
```

```
Barbarian_camp_portrait.tgr  
Ceyah_fort_portrait.tgr  
Council_fort_portrait.tgr  
Crystal_castle_portrait.tgr  
Glowing_temple_portrait.tgr  
Ice_drake_lair_portrait.tgr  
Khaldunite_lair_portrait.tgr  
Nationalist_fort_portrait.tgr  
Royalist_fort_portrait.tgr  
Slaanri_dwelling_portrait.tgr  
Slaanri_kraal_portrait.tgr  
Snow_pyramid_portrait.tgr  
Snow_ruin_portrait.tgr  
Wasp_nest_portrait.tgr
```