WeapEd is the companion program to WarHeads. It allows a player to create his/her own weapons for use in the game. It is a highly versatile tool, and it can create an almost infinite variety of weapons.

File Menu
Help Menu
WeapEd Main Dialog

The 'File' menu of WeapEd has four items:

[New](#)
[Open](#)
[Return](#)
[Exit](#)

The 'Help' menu of WeapEd has two items:

[Contents](#)
[About](#)

The 'New' item of the 'File' menu initializes a new bank of weapons.   All fifty weapons will be blank.   When you select this item, the Main WeapEd Dialog will appear.

The 'Open' item of the 'File' menu allows you to load a weapon bank that has previously been created.   When you select this item, the Main WeapEd Dialog will appear.

The 'Return' item of the 'File' menu allows you to go back to the [WeapEd Main Dialog](#), if you already have a bank open.

The 'Exit' item of the 'File' menu allows you to exit WeapEd.

The 'About WeapEd' item of the 'Help' menu tells you about WeapEd.

The 'Contents' item of the 'Help' menu brings up the help file you are reading right now!

The WeapEd main dialog is where you actually edit the weapons for WarHeads.   To get a better idea of how a weapon is constructed, you should probably load in the 'default.wep' weapon bank to see how it is constructed.   This dialog has several items which can be changed to create or customize your weapons:

Weapons
Weapon Name
Cost
Weapon Description
Pattern Name
Warhead Number
Stage Numbers
Save It!
Cancel

The 'Weapons' combo box allows you to select any one of the 50 weapons contained in the bank.

The 'Weapon Name' text box allows you to name an individual weapon.   You can give the weapon any name, but WarHeads will only read in alpha-numeric characters.   In addition, WarHeads will truncate the name of a weapon to 13 characters.

The 'Cost' dialog is the price of the individual weapon.   This is a calculated value, and if you change it, it will simply revert back to the computed cost.   This is necessary to preserve fair play.

This edit box allows you to type in a description of your weapon. During a WarHeads game, this description will appear in the scroller bar at the top of the weapons panel to help the game player. You can give the weapon any name, but WarHeads will only read in alpha-numeric characters.

Every weapon in WarHeads fires in a particular pattern.   A pattern specifies how the actual weapon is delivered to its target.   This pattern is determined by the 'Pattern' combo box.   WarHeads supports eleven patterns:

[Spread](#)
[Split](#)
[Scatter](#)
[Leaflets](#)
[Crazy Bombers](#)
[Bombard](#)
[Spew](#)
[Popcorn](#)
[Pile Driver](#)
[Bounce](#)
[Bracket](#)

Each weapon can have up to 10 different warheads.   These warheads are fired in the manner specified by the 'Pattern' combo box.   You do not have to use all 10 warheads; in fact, most weapons don't because of price reasons.   When you select a 'Warhead Number', you will see the stages below change to reflect the settings of that particular warhead.

The Stage combo boxes determine how a single warhead is armed and in what order they will perform.   For example, if you want a warhead to simply fly through space and then meekly explode, you would set 'Stage 0' to 'Fly' and 'Stage 1'   to 'Small Explosion'. The 'Terminate' item of the stages always ends the execution of the warhead.   The following is a list of all the different selections you can have for any stage:

Tiny Explosion
Small Explosion
Medium Explosion
Large Explosion
Massive Explosion
Small Blast
Medium Blast
Large Blast
Massive Blast
Straight Burrow
Anti-Grav Burrow
Walk
Large Napalm
Small Fire
Large Fire
Heat Seek
Small Terraform
Large Terraform
Kick Ships Off Planet
Splitting Burrow
Splitting Burrow (L)
Orbit
Smoke Bomb
Fly
Terminate

The 'Save It!' button saves the weapon bank with the file name specified in the edit box next to the button.   Be careful!   This button will overwrite by default!

The 'Cancel' button returns to the WeapEd menu without saving the weapons bank.

The 'Spread' pattern fires all of the warheads simultaneously, with each warhead equally spaced exactly 2 degrees apart.

The 'Split' pattern fires a dummy warhead that splits into the actual warheads you selected when it has traveled 75 percent of the way to its target.   The warheads will split in 16 degree increments from each other.

The 'Scatter' pattern fires a dummy warhead that splits into the actual warheads you selected when it traveled 75 percent of the way to its target.   The warheads will split in random directions and speeds.

The 'Leaflets' pattern fires a dummy warhead and launches the actual warheads at equally spaced intervals during the journey.   If, for example, you have four warheads defined and you use the 'Leaflets' pattern, the first warhead will be launched exactly 25 percent of the way to its target, the second at 50 percent, etc.   The launched warhead will travel at exactly one half the speed of the dummy warhead, but in the same direction.

The ' Crazy Bombers ' pattern fires a dummy warhead and launches the actual warheads at equally spaced intervals during the journey.   If, for example, you have four warheads defined and you use the 'Leaflets' pattern, the first warhead will be launched exactly 25 percent of the way to its target, the second at 50 percent, etc.   The launched warhead will travel at a random speed and direction.

The 'Bombard' pattern launches the warheads one after another, pulverizing the target.

The 'Spew' pattern will launch a dummy warhead that will travel until it collides with a ship, shield, or planet.   Upon the collision, the user-selected warheads will launch directly away from that object.   The warheads will have a spread pattern with each warhead traveling 10 degrees apart.   The velocity with which the user warheads are launched is exactly one half the speed of the dummy warhead.

The 'Popcorn' pattern will launch a dummy warhead that will travel until it collides with a ship, shield, or planet.   Upon the collision, the user-selected warheads will launch directly away from that object.   The warheads will then be launched in a random direction at a random velocity.

The 'Pile Driver' pattern will launch a dummy warhead that will travel until it collides with a ship, shield, or planet.   Upon the collision, the user-selected warheads will launch directly away from that object.   The warheads will have differing velocity with the first one being slowest and the last warhead being propelled the farthest into space.

The 'Bounce' pattern detonates one warhead every time it collides with a ship, shield, or planet.   With each collision, the remaining warheads bounce back into space at 80 percent of their former speed.

The 'Bracket' pattern detonates one warhead every time it collides with a ship, shield, or planet.   With each collision, the remaining warheads bounce back into space at 80 percent of their former speed. Also, they travel in the opposite direction they came from.

Just what it says, a tiny explosion!

Just what it says, a small explosion!

Just what it says, a medium explosion!

Just what it says, a large explosion!

Just what it says, a massive explosion!

Just what it says, a small blast!

Just what it says, a medium blast!

Just what it says, a large blast!

Just what it says, a massive blast!

This burrows straight through a planet until it encounters a ship or reaches the surface.   It is unaffected by gravity.

This burrows through a planet until it encounters a ship or reaches the surface.   Also, 'Anti-Grav' burrow returns to the surface of a planet, traveling against the planet's gravity.

This walks along the surface of a planet until it encounters a ship or takes 18 steps.

Molten lava napalm flows along the surface of a planet and gradually seeps into the planet.

This creates a fire on the surface of the planet.

'Heat Seek' causes a warhead to fly in the direction of a ship, especially when it is very close to a ship.   It is barely affected by gravity.

This creates a very small planet.

This creates a small planet.

This propels any ship from a planet that it hits.

This digs through a planet, unaffected by gravity, duplicating itself along the way to the surface.

This digs through a planet, unaffected by gravity, frequently duplicating itself along the way to the surface.

This orbits around a planet that it hits until it collides with a ship, shield or planet.   It will also stop once it has orbited 360 degrees.

This clears out space and does absolutely no damage to ships.

This is the most common warhead stage component, it causes a warhead to fly through space, affected by gravity.

This ends the execution of a particular warhead.