he Map Menu

The numbered menu items change the size of a map square to that value. Larger square sizes show better graphics and can be easier to select with the mouse, but smaller ones let you see more of the map. The icon editor always edits the size selected using the Display Options dialog, which is the default for new map view windows.   This menu changes the size for the current map window only (the one in front.)

New Map Window

Create a new map window.   (Up to eight can be opened.) The different windows can be moved around and resized however you please.

Window Type

rings up a dialog which allows you to edit parameters for this currently selected (frontmost) map window.   The window title and kind can be chosen. The normal document type window provides less room for displaying the map, but it is the only kind of window that can be moved, closed and which shows a title.

The track movement and track enemy movement options force this window to scroll during movement.   If no window has these options selected then the closest unlocked window will be scrolled to show the moving unit.

The never scroll option will prevent this window from being used to track movement.   You can still scroll the map manually.

The Track unit option is used in combination with the "Lock current map to this" option in the unit details dialog.   Using that command you can make a map track one single specific unit.   Using the open map dialog you can make the map stop tracking the unit.   Each map can track one unit.   If the unit is destroyed or another selected then the previous unit will no longer be tracked.

The color option is obsolete.   It is automatically set to the correct value.

Reset Windows

Closes all map windows and builds one default map window. If you change your monitor configuration (or move a saved game from one machine to another) then you may have to reset your windows.