

BRASS POLISH v. 2

by Peter Donnelly and Stuart Gillespie

Copyright © 1995 Peter Donnelly

CONTENTS

You can browse through this file by using the << and >> buttons on the Help toolbar.

[Registration](#)

[Overview](#)

[Preferences](#)

[Editing](#)

[Switching between BP and AG](#)

[Locating Equipment Data](#)

[Equipment Pool](#)

[To Change Equipment](#)

[Equipment Specifications](#)

[Printing Equipment Specs](#)

[Printing a Game](#)

[Keyboard Shortcuts](#)

[Disclaimer](#)

REGISTRATION

BRASS POLISH is being distributed as shareware. If you like the program, and intend to continue using it beyond a reasonable evaluation period, you are expected to pay for it.

Benefits of Registration

In return for your registration fee of **\$12**, you will receive a full-featured version of the program that:

- 1** Displays full specifications of any equipment type
- 2** Prints tables of specs for equipment types as they are selected and sorted in the equipment list
- 3** Prints the complete list of units in a game

You can see samples of the specs window, the specs printout, and the game printout in the shareware version of the program.

Here's How

If you have a CompuServe account:

GO SWREG and search for registration ID **7839**. As soon as we receive notice of your registration, we will e-mail the enhanced version to you. This generally happens within a day. The price will be billed to your CIS account.

If you don't:

Send a check on a U.S. bank for \$12, or an equivalent postal money order or bank draft in U.S. funds, to the address below. Canadian customers may pay by a check for \$16 in Canadian funds.

Be sure to specify that your order is for **BRASS POLISH**, and please allow two to four weeks for delivery of the diskette.

Skookum Software
1301 Ryan Street
Victoria BC
Canada V8T 4Y8

OVERVIEW

BRASS POLISH is an unofficial, unauthorized saved-game viewer and editor for Strategic Simulations, Inc.'s superb wargames **Panzer General** (version 1.x) and **Allied General**. It also contains a handy data browser with (for registered users) full specifications of all equipment types.

Among other things, the program lets you boost your own prestige and lower your enemy's. You can change the date of Poland to make better equipment available -- or just turn your Pz1As into Tigers. You can recruit Bulgarian Infantry, pump them up with steroids, load them onto Me262s, and call them the Flying Borises. You can give an extra ration of gasoline to your favorite heavy bomber, mount your infantry on tanks, or, if you have a mind for it, defend the Gustav Line with entrenched Bismarcks. But sorry, we draw the line at editing PBEM files.

Only limited range-checking is performed, and there is no guarantee that the numbers you put in won't blow up the game or worse. Please, back up at least your save files before experimenting, and read the [disclaimer](#).

PREFERENCES

If **View: Hints** is checked, when you put the mouse cursor over an edit box you will get a hint about the range of values allowed in that box.

The **File: Start with** submenu allows you to set the behavior of the program the next time it runs. Check **Prompt** if you always want to be prompted for a filename. Check **Last file** if you prefer automatic loading of the last saved game you worked with.

EDITING

Once you have opened a saved-game file, the main program window is filled with a two-page tabbed notebook. On the **Game** page you edit details of the game environment, while on the **Units** page you can change the characteristics of all units in the game.

To change the length of time remaining in a game, edit **Turns left** on the **Game** page. **Last turn** affects only the numbering of the turns within the game: The game decides what turn it is by subtracting "Turns left" from "Last turn". To retain the correct numbering of turns you should therefore adjust both fields by the same amount.

In the Weather section, **Turns till front** determines how long it will be before the weather turns from fair to poor, or vice versa. **Wetness** refers to the condition of the ground: zero is dry, and 5 is very muddy or frozen.

The **Units** page contains two tabbed unit lists, **Axis** and **Allied**. You can select a unit from a list by clicking on it, or scroll through the list with the arrow keys or by clicking on the red arrows. Each time a unit is selected, its particulars are displayed in the edit boxes.

Dead or inactive units are shown in red in the list. You can put such a unit into the game by giving it strength. Be sure to place it on an empty hexagon.

The **Equipment** section of the **Units** page shows what equipment is assigned to the unit, including transport. You can't edit these fields directly; you must select new equipment from the Equipment Pool. You can, however, eliminate a unit's transport by selecting the appropriate edit box and pressing the **Delete** key. You can't remove a basic unit from the list -- to remove it from the game, set its strength to zero.

The radio buttons in the **Mounted** box allow you to select the unit's current mode of transport. Note that if you delete the transport of a mounted unit, the unit's mounted status is automatically set to "No." The program doesn't prevent you from mounting a unit on non-existent transport if you want to see how the game deals with this situation, but the radio-button captions will turn red as a warning.

Sometimes when you revive a unit or change its location it is not visible on the game map when you load the edited file. Such invisible units are, however, selectable and moveable, and will reappear on the next turn.

Tip: when you want to bolster your army at the beginning of a campaign scenario, first deploy and then save. Auxiliary troops are not assigned until you enter the deployment phase, so you won't be able to edit them in the save file from the end of the last scenario. And of course you won't yet have access to the new enemy forces.

Another Tip: Allied General v. 1.0 has a bug in the "Name unit" feature that can add garbage to the end of a name if you use all 19 characters. It's safer to use **Brass Polish** to rename units.

SWITCHING BETWEEN BP AND AG

You can keep **BRASS POLISH** and **Allied General** open in Windows at the same time and switch between them. (**Panzer General** version 1.x when run under Windows does not let you switch to another application.)

Whenever you switch back to **BRASS POLISH**, it checks to see if the active saved-game file is current. If it is not (i.e. you have saved in **Allied General**), it rereads the file.

Of course, if you make changes in a file with BP, you have to save in BP and then load the save file into AG before those changes become effective.

LOCATING EQUIPMENT DATA

The first time you load a saved game for either **Allied General** or **Panzer General**, the program prompts you to enter the full pathname for the equipment data file, which in both cases is called PANZEQUP.EQP. You can enter the pathname manually or find it with the **Browse** button.

You must locate the correct version of PANZEQUP.EQP for the game you are editing. **BRASS POLISH** will not let you use the AG data file for a PG saved game, or vice versa.

The PG data file is located on the CD in the DAT directory or, for the disk version, in the DAT subdirectory of your game directory on the hard drive. The AG data file is in the DATA subdirectory of your game directory on the hard drive.

Note: **BRASS POLISH** does not support Windows 95 long filenames. Use the **Browse** button to find the conventional DOS pathname for the folder that holds the EQP file.

EQUIPMENT POOL

You can open the Equipment Pool in three ways:

1. From the main menu, or with the **Ctrl-E** shortcut. You have to load a saved-game file first, so **BRASS POLISH** knows which equipment table to use. Equipment types of all classes are listed, sorted alphabetically.
2. From the **Units** page, by double-clicking on one of the three equipment types shown for the unit being edited. If there is equipment in that box, it is highlighted in the list, and only equipment of the same class is shown.
3. From the **Units** page, with the **Pool** button. This has the same effect as double-clicking on the **Basic Unit** edit box. If you're using shortcut keys, **Alt-P** always gets a list of the types in the basic class, and **Ctrl-E** gets the full list containing all classes.

Once in the Equipment Pool, you can change the classes displayed, and the sort order, with the **Options** button. **Ctrl-E** always resets the list to all classes, sorted by name.

TO CHANGE EQUIPMENT

In the list box on the **Units** page, highlight the unit that is to receive new equipment. Open or switch to the Equipment Pool. Note that the name of the selected unit appears in the **Assign to** box. Highlight the desired item in the equipment list, then click on the **Basic**, **Organic**, or **Air/Sea** button, according to how you want to assign the equipment. The name of the new type immediately appears in the appropriate box on the **Units** page.

You can also assign equipment by dragging the selected item from the Equipment Pool to a unit in the list on the **Units** page. In this case, trucks and air or sea transport are assigned to the appropriate transport category, while any other type is assigned to the basic unit. This automatic assignment of different classes is for convenience only. The game does not actually care what class of equipment you assign to what category, and you can always use the buttons to do something unusual like putting tanks on transport duty.

If you want to change equipment for several units or just keep the equipment list handy for reference, click the **Stay on top** checkbox in the Equipment Pool window.

EQUIPMENT SPECIFICATIONS

In the Equipment Pool, click the **Specs** button to get the specifications of the highlighted equipment type, or double-click on any item in the list.

You can leave the Specifications window open and return to the Equipment Pool to select other types for viewing, or remain in the Specifications window and flip pages with either the **PageUp** and **PageDown** keys or the buttons.

The Specifications window is "stay on top" by default so that it will always pop up in front of the Equipment Pool. If you have checked the **Stay on top** checkbox in the Equipment Pool, you can bring that window to the front again by clicking on it; but if you need to bring the main program window to the front, you will have to close the Specifications window.

PRINTING EQUIPMENT SPECS

The **Print** button in the Equipment Pool window lets you print out the specs for whatever equipment types are listed, and in the same order.

If you have any problems printing in the standard format, or simply want to lay out the information differently, check **Print to file** in the Print dialog and import the resulting file into a text editor or word processor for formatting and printing. Use a fixed-width font like Courier to keep the columns lined up.

Abbreviations

Date	available from
Val	reinforcement cost (1/12 purchase cost)
Mvt	movement
Spt	spotting range
MxFI	maximum fuel
MxAm	maximum ammo
Int	initiative
Rng	attack range
SA	soft attack
HA	hard attack
AA	air attack
NA	naval attack
GD	ground defense
AD	air defense
CD	close defense (anti-sub [ASW] for ships)
TT	target type (A ir, N aval, S oft, H ard)
MT	movement type

PRINTING A GAME

The **File: Print...** menu choice lets you print out information on the game currently being edited, including variables for all the units. Any changes you have made are reflected in the printout, even if you haven't yet saved the file.

If you have any problems printing in the standard format, or simply want to lay out the information differently, check **Print to file** in the Print dialog and import the resulting file into a text editor or word processor for formatting and printing. Use a fixed-width font like Courier to keep the columns lined up.

Abbreviations

Cl	map column
Rw	map row
St	strength
Ex	experience
Su	suppression
En	entrenchment
Fu	fuel
Am	ammo
Mv	movement left
Ks	kills

An **asterisk** after an equipment name indicates that the basic unit is currently mounted on that equipment.

KEYBOARD SHORTCUTS

In addition to the usual Alt key combinations signified by underlined characters, and other standard Windows keystrokes, the following can be used:

Ctrl-E	Show Equipment Pool, or reset to it to the full alphabetical list
Ctrl-O	Open file
Ctrl-P	Print details of game
Ctrl-S	Save file
Ctrl-Tab	Switch between Axis and Allied on the Units page
PgUp/ PgDn	Get previous/next record in Specifications window
Up/Down	The arrows scroll the highlight in the unit list even when the focus is in an edit box. This enables you to change all strengths, for example, without constantly switching between the list box and the edit box.

DISCLAIMER

THIS SOFTWARE IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PRODUCT IS WITH YOU. SHOULD THE PRODUCT PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

IN NO EVENT WILL PETER DONNELLY, STUART GILLESPIE, OR SKOOKUM SOFTWARE BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PRODUCT (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PRODUCT TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

