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1.0 The Organization Editor

The [Organization Editor](#) is used to create and modify organization files. Organization files (default extension [.org](#)) are used in conjunction with map files to build scenarios. Organization files show the composition and command structure of the forces in the scenario.

The Organization Editor display consists of two lists: the [Available Units and Organization](#) list and the [Created Units and Organizations](#) list. The Available Units and Organization list shows units and organizations by country available for use relative to a given date. This list consists of [templates](#) which can be selected and used to build actual units and organizations. Certain units and organizations in the list of Available Units and Organizations are selectable for inclusion in the created organization and others are simply placeholders for actual units and organizations. The units and organizations which may be selected for inclusion are flagged with the appropriate national symbol. Those that are placeholders for a subsequent substitution are flagged with a generic unit or organization symbol.

After a unit or organization has been selected from the list of Available Units and Organizations, it can then be used to create an actual unit or organization in one of two ways. By selecting the [Add Unit or Organization \(Auto\)](#) function, an actual unit or organization is created with the choices made automatically by the program. By selecting the [Add Unit or Organization \(User\)](#) function, an actual unit or organization is created with the choices made by the user. Once a unit or organization has been created, it may be moved and modified within the list of Created Units and Organizations.

2.0 The Menus

These menus are associated with the Map Editor program:

- 2.1 [The File Menu](#)
- 2.2 [The Edit Menu](#)
- 2.3 [The Help Menu](#)

2.1 The File Menu

The **File Menu** is used to start a new organization and to load and save previously created organizations.

To create a new organization, select the **New** menu item. This will erase any existing organization and start new.

To modify an existing organization, select the **Open** menu item. This will prompt you for the file name of the organization file.

To save an organization that you are editing, select the **Save** menu item. If this is the first time this organization has been saved, you will be prompted for a file name to use to save the organization in. By default, an organization should be saved in a file with the file extension **.org**.

If you want to save the current organization without overwriting the existing file, you can use the **Save As** menu item. You will be prompted for the file name to use to save the organization in. Note that the filename of the current organization is shown in the title bar of the program.

To exit the Organization Editor program, select the **Exit** menu item.

2.2 The Edit Menu

The [Edit Menu](#) is used to add units or organizations to the list of created unit and organizations and to make changes to that list.

Units and organizations in the [Available Units and Organizations](#) list which are flagged with a national symbol may be selected and added to the list of [Created Units and Organizations](#). There are two options for doing this. Selecting the [Add Unit or Organization \(Auto\)](#) menu item (or toolbar button) causes the substitution choices (see the [Choice Dialog](#) and the [Description Dialog](#)) to be made automatically by the program. Selecting the [Add Unit or Organization \(User\)](#) menu item (or toolbar button) causes the user to be prompted for these choices.

Once units and organizations have been added to the list of [Created Units and Organizations](#), they may be modified and moved within that list. Units and Organizations which have a national symbol next to their name may be changed. Units and organizations that have a generic organization symbol next to their name, are informational references that may not be changed.

Selecting the [Rename Unit or Organization](#) menu item (or toolbar button) causes the unit or organization name to be displayed in an edit box so that it can be changed by the user.

Selecting the [Change Morale of Unit or Organization](#) menu item (or toolbar button) will cause the [Morale Dialog](#) to be displayed. Changing the morale value will cause the morale value of every unit under the selected unit or organization to change to that value.

Selecting the [Change Command Rating of Leaders](#) menu item (or toolbar button) will cause the [Command Dialog](#) to be displayed. Changing the command value will cause the command rating of every leader under the selected unit or organization to change to that value.

Selecting the [Move Unit or Organization Up](#) menu item (or toolbar button) causes the unit or organization to move up one position. If the unit or organization is at the top of its list, then it moves to the bottom.

Selecting the [Move Unit or Organization Down](#) menu item (or toolbar button) causes the unit or organization to move down one position. If the unit or organization is at the bottom of its list, then it moves to the top.

Selecting the [Unit or Organization to Top](#) menu item (or toolbar button) causes the unit or organization to move to the top of its list.

Selecting the [Unit or Organization to Bottom](#) menu item (or toolbar button) causes the unit or organization to move to the bottom of its list.

Selecting the [Delete Unit or Organization](#) menu item (or toolbar button) will delete the selected unit or organization from the list of Created Units and Organizations.

Selecting the [Raise Unit in Organization](#) menu item (or toolbar button) will

move the selected unit or organization up one level in the organization hierarchy. A unit at the top level in the hierarchy of Created Units and Organizations cannot be raised.

Selecting the [Lower Unit in Organization](#) menu item (or toolbar button) will move the selected unit or organization into the previous organization. For this to succeed, the previous organization must be a higher level than the selected unit or organization (for example, Company is higher than Platoon, and Battalion is higher than Company).

2.3 The Help Menu

The [Help Menu](#) is used to display the Organization Editor Help File and other information about the editor.

Selecting the [Contents](#) menu item displays the contents of the Help File.

Selecting the [About](#) menu item displays information about the Organization Editor such as copyright.

3.0 The Dialogs

These dialogs are associated with the Organization Editor program:

- 3.1 [The Choice Dialog](#)
- 3.2 [The Description Dialog](#)
- 3.3 [The Morale Dialog](#)
- 3.4 [The Command Dialog](#)

3.1 The Choice Dialog

The [Choice Dialog](#) may appear when an organization is being added under [User](#) control. Certain organization templates have choices for their makeup. When this occurs in an organization template, the name of the unit or organization choice is prefixed by a percentage (such as (50%) indicating the probability of that choice occurring at the specified date. When a unit or organization is being added under User control, then the Choice Dialog is used to display the choices to the user. When a choice is optional, then no unit or organization is initially selected in the Choice Dialog. Selecting [OK](#) when this occurs causes no unit or organization to be substituted for that choice. Otherwise, selecting a unit or organization from the list and selecting [OK](#) (or double clicking on the unit or organization) causes that choice to be substituted in the created unit or organization.

3.2 The Description Dialog

The [Description Dialog](#) may appear when an organization is being added under [User](#) control. Certain organization templates have substitutable parts to their name. Whenever the name of an organization in a template contains a dollar sign (\$), then a number is substituted in its place. If the dollar sign is followed by a range in the form [\(1-999\)](#), then a random number in that range is selected. Otherwise, a random number from 1 to 999 is generated. When a unit or organization is added under User control, then the user will be prompted using the Description Dialog to make these choices. Once a description is generated either by the program or the user, then for each subunit or suborganization that has a pound sign (#) in its name, this description is substituted for that pound sign.

3.3 The Morale Dialog

The [Morale Dialog](#) allows the morale of all units under a selected organization to be changed. The previous morale setting of the organization is the default value shown by this dialog. Selecting a new value and clicking on [OK](#) will cause the morale value of every unit under the selected unit or organization to be changed to the new value.

3.4 The Command Dialog

The [Command Dialog](#) allows the command rating of leaders to be changed. Selecting a value and clicking on [OK](#) will change the command rating of every leader under the selected unit or organization to be changed to the new value.

4.0 Other Features

Associated with each of the [Available Units and Organizations](#) list and the [Existing Units and Organizations](#) list are [Context Menus](#) which allow quick access to functions associated with each list. These lists are made available by clicking with the [Right Mouse Button](#) in each of the list areas. In addition to the buttons in the [Toolbar](#), there are selections for the current month and year. Based on the current values in the [Month Filter](#) and the [Year Filter](#), certain units and organizations will appear in the list of Existing Units and Organizations.

