

CCRoughGuide

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Chapter 1

CCRoughGuide

1.1 Rough Guide Contents

This AmigaGuide contains all information about how to create ↔
certian parts
of a World in the FUBAR Control Centre.

For more information about the Control Centre and FUBAR please see [here](#) .

This document is a subset of the main Control Centre document.

ROUGH GUIDES AVAILABLE

~Creating~an~Image~Bank~::~::~
~Creating~an~Object~::~::~
~Creating~a~Vehicle~::~::~
~Creating~a~Weapon~::~::~
~Creating~a~World~Map~::~::~
~Creating~a~Level~Map~::~::~
~Creating~a~Sound~Effects~Bank~

1.2 Rough Guide to Creating an Image Bank

Please read the section in the manual about the Image Bank Editor first before attempting this rough guide.

To create an image bank, you need to have some images to load into it. So, you will probably need to draw. Of course, there is nothing to stop those who can't draw (like myself :) from scribbling in a paint package a few times and loading in those scribbles - feel free! How did you think I

managed to get this to work?! ;)

ROUGH GUIDE

1. Make sure a World has been created (Project/New...) if you've been following tutorials or other rough guides.
2. Click on Image Bank on the front screen, or choose Window/Image Bank... from the menus.
3. The Image Bank Editor window opens. If there has been no images loaded, you will see bank slots with crosses in them.
4. Click on slot number 0 with the mouse to select that particular slot. You can find more slots by clicking the "<<<" or ">>>" buttons. Clear a selection by clicking on the info bar or any other part of the window that has nothing on it.
5. Click on Add. A file requester will appear asking you to select an image to load into slot 0 (if you clicked on that slot).
6. Choose one of your images you made earlier in the file requester (go to the correct path as usual and double-click the file). The image will be loaded into that slot (providing no errors occurred).
7. Repeat steps 4-6 selecting different slots, until you get a decent collection of images for the bank.
8. Choose Save Bank and enter a name into the file requester for your image bank. Click Okay or press return in the requester to save.
9. The images will be saved. You've just created an image bank.

1.3 Rough Guide to Creating an Object

Please read the section in the manual about the Object Editor first before attempting this rough guide. ←

To complete this rough guide, you'll need the following:

- ~A
 - Weapon set up;
- An
 - image bank set up with at least 8 images.

ROUGH GUIDE

In this rough guide, we shall create two objects. The first is a tree, and the second will be a gun turret.

THE TREE

1. Make sure a World has been created (Project/New...) if you've been
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following tutorials or other rough guides.

2. Now open the Image Bank Editor on the front screen, and either create an image bank from your images or load one from disk that has been created previously.

3. Click Okay on the Image Bank Editor's window and you will be returned to the front screen.

4. Click on Objects... on the front screen, or choose Window/Objects... from the menus.

5. The Object Editor window opens. On the left-hand side of the window is a list of available objects. So far, this list should say "<empty>" for each item in the list, meaning that there are no objects.

6. When the window opened, the Name text box was selected - this is the CC asking you for a name to give to the selected object (the first one in this case). Every object needs a name, so it can be identified. In this case, enter "Tree" and press return. The user interface will become alive, allowing you to define further parameters for the tree.

7. Click Start Activated, since we want our tree to be visible. In the Events list, click on each event in the list, making sure that the following boxes are ticked for each event:

```
Wind Blows: Nothing
Walked On: Nothing (this implies that a player can't walk into it)
Shot At: Explode (the tree goes "Fuuuum!" when its shot)
Landed On: Nothing (meaning it can't be landed on making the player die)
Pushed: Nothing
```

8. To set up our trees graphics, click on Edit Graphics. This will open the Graphics Editor. Normal graphics is where the tree is just standing there, blowing in the wind.

9. If you have 4 images which correspond to a tree blowing in the wind, click Add 3 times to make 4 frames (since everything has at least one frame). Use the Frame scroll bar to switch between the different frames in the animation, and Pick to choose an image from the Image Bank to use in the trees animation.

10. Click Test. This will test the animation to see if there are any errors. If there are, you will be told, leaving you to fix them. Otherwise, the animation will be played. Whilst playing, scroll the Speed scroll bar to change the frames per second (fps) of the animation. Click Okay when you're happy.

11. If you changed the Speed of the animation during the test phase, the CC will ask you if you want to keep that speed.

12. Okay, that's defined the Normal animation - now for when you shoot the tree, making it explode. Click the Graphic cycle button. Since a tree is always stationary, click it again to skip the Stationary setting and move onto the Exploding setting.

13. Repeat stages 9-11 except this time choose frames which make the tree

go up in flames.

14. Once happy, click on Options. Tick Leave Last Frame when Dead, and click Okay.

15. Click Okay on the Graphics Editor window, and you will be returned to the Object Editor.

16. If you want to, click Save. The CC will pop up a file requester asking for a name. It defaults to the name you gave it earlier - in our case "Tree" - so you can just click Okay and this will save the Tree's settings to disk. Remember that you don't have to save every object to disk, since each object is in the particular World when it is created. You only need to save it if you want to use the same object in another World.

You've just created our tree, and your first object!

GUN TURRET

Now onto more exciting (?) things. Something that shoots. Something that's gonna hurt.

Why do we create a gun turret as an object and not a weapon? Well, a gun turret is a stationary object that can't be controlled by the player. Since a weapon requires something to attach to before it can be used, you couldn't really attach it to anything, unless you want a huge tower coming off the side of your tank.

You could create it as a vehicle with no speed. This would let the turret be controlled by the player, so they could tell it what to shoot at and when. But for this rough guide, we're creating it as an object.

This rough guide continues from the previous object we created - the tree.

17. Click on the object under the Tree in the Objects list which is called "<empty>". This is where we'll make the Turret.

18. Enter the name "Gun Turret" and press return. Click Start Activated as well.

19. Follow the same steps as before for setting up the graphics for the Tree, only this time using graphics for a gun turret (something close to it).

20. Now for the Events. These are:

- Nothing - nothing
- Wind Blows - nothing
- Walked On - nothing
- Shot At - Shoot At (and select a weapon you created before ^^)
- Landed On - Explode (eheh.. cool)
- Pushed - nothing

^^ If you haven't created a weapon before, quickly pop into the Weapon Editor, and enter a name like "My Weapon" and click Okay. Then when you click on the With button, you can select one.

21. Save the Gun Turret to disk.

22. Click Okay.

You've just created two objects which appear in the World!

1.4 Rough Guide to Creating a Vehicle

Please read the section in the manual about the Vehicle Editor first before attempting this rough guide. ←

In this rough guide, you will learn how to create a vehicle. You could create anything you wanted as a vehicle, but in this example we'll create a helicopter.

To complete this guide, you'll need:

- A {" weapon " link "Weapon" 0} set up;
- An image bank set up with some images.

ROUGH GUIDE

1. Make sure a World has been created (Project/New...) if you've been following tutorials or other rough guides.
 2. Now open the Image Bank Editor on the front screen, and either create an image bank from your images or load one from disk that has been created previously.
 3. Click Okay on the Image Bank Editor's window and you will be returned to the front screen.
 4. Click on Vehicles... on the front screen, or choose Window/Vehicles... from the menus.
 5. The Vehicle Editor window opens. On the left-hand side of the window is a list of available vehicles. So far, this list should say "<empty>" for each item in the list, meaning that there are no vehicles.
 6. As with the Object Editor, the Name text box is selected since there are no vehicles. For our vehicle, enter "Helicopter" here or "Choppy" if you're cool, and press return.
 7. Lots of options become available. Set these values:
 - Max. Speed: 200
 - Crew Needed: 2 (pilot and co-pilot - its a big helicopter)
 - Max. Armour: 125% (it's slightly bulky)
 - Maintenance: \$1000 (since its bulky, a slightly higher-than-normal fix)
 - Water Mode: Not Allowed (ever seen a working helicopter in water?)
 - Crew Level: Any (you don't need to be over-qualified for this helicopter)
 - Can Fly: Yes (of course it can!)
-

Can Land: Yes (ditto)
Weapon: None (its a transport helicopter, but if you have a pre-defined weapon, feel free to set it here)

8. Now for the other bits. Here you define the graphics and the vehicles research settings. If you've been following other rough guides, you'll know how to set up the graphical animations using the Graphics Editor. If you haven't, follow the
Object Rough Guide
~to understand the Graphics Editor.

9. Once the graphics has been set up, click on Research. This opens the Research Editor.

10. For our helicopter, we'll make it so that it becomes available to the player at quite an early stage in the game. Of course, it's perfectly acceptable to have it so the player has it automatically (by not doing anything to the research settings) or let them have it in 200 years time.

11. Click Needs to be Researched. This tells FUBAR that the players need to earn this vehicle. Set Available From to 2005, and Out-of-Date From to 2200 - so it gives the player a very good chance of getting a helicopter. Set Cost to Build to \$750.

12. Now to set up the number of Materials the helicopter needs to be researched. Set this figure to 200, since our helicopter is a bit bulky. Click Okay and that's done that.

BETA NOTE: We are ignoring the Sounds Editor, because it doesn't work yet.

13. Click Save. This gives you the opportunity to save the helicopter to disk if you want to use this particular one in a later World you create.

14. Click Okay, and you're done!

You've just created your first vehicle!

1.5 Rough Guide to Creating a Weapon

Please read the section in the manual about the Weapon Editor first before attempting this rough guide. ←

After progressing through this rough guide, you will have a rough idea on how to create a weapon so it can be attached to various devices.

We'll create a homing missile and a grenade.

ROUGH GUIDE

To complete this guide, you'll need:

- ~An image bank loaded with some graphics of homing missiles/grenades it (or something to that effect).

The Homing Missile

1. Make sure a World has been created (Project/New...) if you've been following tutorials or other rough guides.
2. Now open the Image Bank Editor on the front screen, and either create an image bank from your images or load one from disk that has been created previously.
3. Click Okay on the Image Bank Editor's window and you will be returned to the front screen.
4. Click on Weapons... on the front screen, or choose Window/Weapons... from the menus.
5. The Weapon Editor window opens. On the left-hand side of the window is a list of available weapons. So far, this list should say "<empty>" for each item in the list, meaning that there are no weapons.
6. As with the Object Editor, the Name text box is selected since there are no weapons. For our homing missile, enter "Homing Missile" or "Homer" if you're a fan of The Simpsons, and press return.
7. A few more options become available. Set these values:

~Range: 150% (50% extra than normal)
Accuracy: 75% (make it a bit lame sometimes)
Self-exploding: Off
Explode on Impact: On
Cause Shapnel: Off
Chemical Weapon and Nuclear should be off as these are not used.
Homes-in on Target: On (of course :)

8. Once that's done, you need to set up the graphics for the weapon. If you've used the Graphics Editor before, you should be capable of setting up the required animations for our homing missile. Otherwise, refer to the

Object Rough Guide
to see how.

9. Next, we set up the research for our weapon. Although, since our weapon is quite primitive (in war game standards anyway :) it really doesn't need to be researched. Of course, you can still set up the research parameters if you want, but it won't be covered on this rough guide.

10. Next, click Type. This tells FUBAR what type of weapon this is. You'll notice that there are many different combinations to define what type of weapon this is. For our rough guide, we'll make it so that our homing missile is fired from ground-based units to hit air-based used. So, set this option to Ground - Air. Click Okay.

BETA NOTE: The Sounds button has been skipped as it doesn't work yet.

11. You can save this weapon to disk by clicking Save now.

You've just created your first weapon!

The Grenade

12. In the Weapons list, click below our homing missile we created before. This will give us a blank weapon to create our grenade in.

13. In the Name text box, type "Grenade" and press return.

14. Now to set up the options:

~Range: 75% (a throw is quite weedy)
Accuracy: 90% (quite high because it's used in close combat)
Self-exploding: On
Delay: Set this to 5 seconds.
Explode on Impact: Off
Cause Shapnel: On
Chemical Weapon and Nuclear should be off as these are not used.
Homes-in on Target: Off

15. Research options should be set that the grenade doesn't need to be researched, the Graphics set up for a grenade, and Type should be set to Ground-Ground.

BETA NOTE: Remember - no sounds :)

16. Save that to disk if you want.

17. Click Okay.

You've just created two weapons in a World and completed this rough guide!

1.6 Rough Guide to Creating a World Map

Please read the section in the manual about the
World Map Editor
first

before attempting this rough guide.

BETA NOTE: If you think there should be a rough guide for creating a world map, mail Oondy at the usual address and he'll write one.

1.7 Rough Guide to Creating a Level Map

Please read the section in the manual about the Level Map Editor first before attempting this rough guide.

BETA NOTE: If you think there should be a rough guide for creating a level map, mail Oondy at the usual address and he'll write one.

1.8 Rough Guide to Creating a Sound Effects Bank

Please read the section in the manual about the Sound Effects Editor first before attempting this rough guide.

BETA NOTE: If you think there should be a rough guide for creating a sound effects bank, mail Oondy at the usual address and he'll write one.