

Gunship Mission Editing

2001-04-26

What is it?

This is a document that tries to explain the commands used in the mission files for Gunship. These files can be found under Data\Battles\Player for single missions and are simple .txt files. The files used in campaigns have exactly the same format, and can be found under their respective folder in Data\Battles with the names camp0, camp1,

What is it good for?

Using this info, you can create your own missions or change existing ones, using some functionalities not present in the in-game mission editor (new units, creating briefings, new unit commands). Furthermore, I found that the in-game editor is excellent for simple missions but rather clumsy and unreliable when creating more complicated ones. Tinkering with the text-file itself is more difficult in the beginning but more reliable once the Platoon count rises.

How to use it?

You can create missions in different ways. As a starter, I think it is best to create a mission with the in-game editor (or take an existing mission) and see what the mission file looks like. Now you can tweak the file manually, e.g. changing unit types or unit commands (like the LOGIC commands, my favourites). The biggest problem with file editing is, that you don't have a map available, which is of course necessary to place units and waypoints. The easiest way is to use the in-game editor's map which comes with a coordinate grid (more on coordinates later) to extract coordinates, and ALT-TAB to your mission text. For complex missions, I found the best way is to use the in-game map. Create a mission with your appropriate choice of the battlefield with the in-game editor and add just one flyable helo section. This mission file will be the basis. Now start the mission and make a screenshot of the in-game map (by pressing PRINT), which is very detailed and also comes with a nice grid. You can even zoom the map and change the heightlines blending.

How do I know all this stuff?

Pretzels unit id-list (which can be found at his website <http://members.xoom.com/Pretzelworks/>) inspired me to plunge deeper into mission editing. I use a rearranged version of his list in this doc. I also followed his link to the M1TP2 Website of John „Spoons“ Sponauer (<http://members.xoom.com/mltp2/>), which contains a wealth of information about M1TP2 editing, and that means also a lot of information about Gunship editing. In some areas, I just had to copy the text. This doc wouldn't have been possible without those two guys.

Who is to blame if something goes wrong?

Well, of course you, 'cause I don't take any responsibilities if you mess up your files using my info ☹. So always make some backup of your original files, but I think you already know that.

I regularly visit the Gunship forum of www.combatsim.com (und das höchstoffizielle deutsche Gunship-Forum www.mehrleistung.de/flightsim/gun/bbbb.php3), so if you have any questions, comments, suggestions or error sightings, don't hesitate to post me a message.

Have fun,
FrankD (combatsim)
Gonzo (mehrleistung)

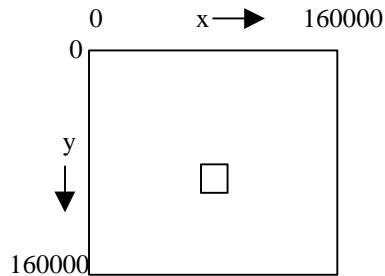
General structure of mission files

1. The header contains global information about the battle like title, location of the battlefield etc.. You need at least the TITLE:, BATTLEFIELD:, SIDE:, MACHINE: and the RUNAI: lines
2. Then follows a list of the units involved in the battle together with their orders. You need at least one flyable helo platoon. In case of multiple flyable platoons, the player gets the first platoon of the appropriate side.
3. Finally, there is a description of the briefing, with the briefing text and the nice pics and lines on the briefing map

Coordinates

In order to specify the location of things like units and waypoints you need their coordinates.

In Gunship, a world like BELARUS is an area 160km*160km large, and all coordinates are given in m, thus ranging from 0 to 160000



The battlefield itself is an 16km*16km (normally) area within the world, its location specified by the coordinates of its middle in the BATTLEFIELD line. Use the in-game editor a minimal mission to extract this info.

NOTE: In the earlier MicroProse game M1 Tank Platoon 2, the same mission design system is used. However the maps are sized from 0-1600.

M1TP2 coordinates can be converted to GUNSHIP! Coordinates by multiplying them by 100.

Comments

can be done using `/* comment */`

Example

I have created a simple example.txt that includes the most common commands and can be used as a template. You can simply copy and paste some parts into your project and change the parameters. I found this very useful to reduce the fingerwork.

The Header

TITLE: name - name appearing in missions list

BATTLEFIELD: BELARUS 123000 89123 0 0 10 24

BATTLEFIELD: map xcenter ycenter 0 0 sky btncallsign

- map: BELARUS
CZECH
NPOLAND
POLAND
UKRAINE

- xcenter ycenter : coordinates of the map center
- sky: weather/time of day id-number -> list weather/time
- btncallsign : HQ callsign ->list callsigns

ENGAGEMENT: BLUE MISSION_BLUE_AIR_ASSAULT_RAID 0 0 180

ENGAGEMENT: side mission 0 0 axis type of mission (may be included for both sides, don't know exact Effect, because objectives are handled differently, and the unit orders are fixed with the PLATOON commands.

- side: BLUE
RED

- mission: AIR_ASSAULT
_RAID
_HASTY_ATTACK
AREA_DEFENSE
_MOBILE
_RAID
_COVER
DELAY
DELIBERATE_ATTACK
_RAID
_MOBILE
_AIR_ASSAULT
_(TERRAIN)
_(FORCE)
_(RELIEF)
HASTY_ATTACK
_RAID
_AREA_DEFENSE
_COVER
MOBILE_DEFENSE
_RAID
MOVE_TO_CONTACT
RAID
OFFENSE
DEFENSE
PURSUIT
ATTACK
_(FORCE)
_(COUNTERATTACK)
DEFENSE_OF_BATTLE_POSITION
DEFENSE_IN_SECTOR
_(REAR_GUARD)
MEETING_ENGAGEMENT
BREAKTHROUGH_ATTACK
EXPLOIT
DEFEND_POSITION
DEFEND_INDEPTH
COUNTERATTACK
_(SIEGE)

MISSION_BLUE_COUNTER_RECON
 DEFEND_POS
 DEFEND_SECTOR
 HASTY_ATTACK
 DELIBERATE
 CONTACT
 MISSION_RED_COUNTER_ATTACK
 DEFEND_INDEPTH
 DEFEND_POS
 RECON
 PURSUIT
 BREAKTHRU
 MEETING
 NONE

-axis: axis (direction?) of engagement 0-360 degrees

OBJECTIVE: RED THREEKRADIUS 120000 90500 14

OBJECTIVE: side objective - up to 3 objectives per side

-side: BLUE

RED

-objective: ONEKRADIUS xcenter ycenter id Area to be free of enemies, circular 1km rad.
 TWOKRADIUS " " " , circular 2km rad.
 THREEKRADIUS " " " , circular 3km rad.
 SECTOR x1 y1 x2 y2 id , rectangular
 REAR_LINE x1 y1 x2 y2 id enemy must be prevented to cross this line
 FORWARD_LINE x1 y1 x2 y2 id friendly ground units must cross this line
 -id: Debriefing message id number ->list

BLUE_FRIENDLIES: percentage max percentage of friendly losses

BLUE_ENEMIES: " min percentage of enemy losses

RED_FRIENDLIES: "

RED_ENEMIES: "

BATTLESIZE: dx dy - dx dy : dimensions of battlefield in m (standard: 16000 16000)

LEVEL: x - x: 2-9 : seems to handle the order of appearance in mission list, difficulty ??

RUNAI: BLUE - AI controlled units call for arty support

RUNAI: RED

SIDE: side -side: 0 player in blue forces

1 player in red forces, so you must include a flyable helo of the relevant side

MACHINE: 1 or

MACHINE: 0 - ??, maybe multiplayer

Platoons and Support

Every unit description starts with a PLATOON (or SUPPORT) line followed either by the standard description of its path with waypoints (->waypoint mode) or alternatively for ground forces by one LOGIC: line describing the general behaviour of the platoon (e.g. RECON)(->logic mode). The logic mode is a quick way to create a large bulk of ground forces, because you don't have to micromanage each platoon, and yet get a good variation of their behaviour. You cannot mix the two modes within one platoon (at least I haven't tried yet).

```
PLATOON: 79 125000 84500 90 5 128000 84500 2 1501
```

```
PLATOON: id xstart ystart facing formation x1 y1 skill callsign
```

```
-id:          platoon identification number -> list unit id's
-xstart ystart: start coordinates in m
-facing:      initial facing  0: south
                90: east
                180: north
                270: west
-formation:   initial formation  0: coloumn
                1: staggered coloumn
                2: wedge
                3: echelon right
                4: echelon left
                5: vee
                6: line abreast
                7: spread line abreast
                8: diamond (standard for helos)
                9: dismounted infantry (if applicable)
-x1, y1:      coordinates of waypoint 1 (in WAYPOINT mode) or final coordinates (in LOGIC mode)
-skill:       platoon members skill 0: poor
                1: average
                2: veteran
                3: elite
-callsign:    platoon callsign -> list callsigns
                the last two digits immediately after the callsign just seem to be a running number,
                01,02,... for all platoons; I don't think they are essential
```

Waypoint mode:

```
ORDER_MODE_WAYPT:      -first command after PLATOON:
ORDER_WPT_CURRENT: 1   -second command after PLATOON: ???

ORDER_FIRE:
  HOLDFIRE:

ORDER_HALT:            -halt after reaching waypoint

ORDER_ADV_SLOW:       -travel velocity
  MED:
  FAST:

ORDER_TRVL_ASSAULT:   attack enemy frontally ,behaviour while travelling to WP on enemy encounter
  DIGIN:              stop, take position (+unload troops)
  ENGAGE:             remain on track, but shoot deliberately
  BYPASS:            remain on track, shoot only if attacked

ORDER_ASMBLY_NORTH:
  NW:    WEST:    SW:    SOUTH:    SE:    EAST:    NE:

ORDER_ASMBLY_FIREPOS: stop, assume facing at waypoint
  AREA:   do not stop, continue    --
  ASSEMBLY:  ????
```

ORDER_SMOKEON: smoke trail until...
SMOKEOFF:

ORDER_FORM_COLUMN:
STAGCOLUMN: WEDGE: ECHELONRIGHT: ECHELONLEFT:
VEE: LINE: EXTLINE: DIAMOND:

ORDER_WPT_SETDELAYTIME: t wait at waypoint for t seconds

ADDWAYPT: x y add waypoint with coords. x y
After this line, you can use all of the above waypoint commands for the new waypoint.
You can add up to 5 waypoints, making a total of 6.

LOGIC mode: The comments are from John Sponauers M1TP2 website

LOGIC: LOGIC_RECON

LOGIC: type

type =

LOGIC_MAIN_DEFENSE:

This will put units into an extended line formation hull down with infantry deployed if applicable to unit. Infantry will stay deployed for the entire battle. If another unit reports contact and the unit with MAIN_DEFENSE as a logic can not engage it will move to support the unit under fire.

LOGIC_RECON:

Reconnaissance mission. Recon units will advance stealthily across terrain to scout for enemy forces, if sighted, units will call artillery and retreat to report their findings.

LOGIC_PROBE:

This is a wide area assault with the goal of finding a weakness in the enemy's line once a weak point has been discovered units will redirect their movement to the weakness air support and artillery will be used at this point in massive attacks.

LOGIC_TANK_ASSAULT:

This is an all out frontal assault by a tank unit. The units will start in travel columns and as the move closer to the enemy change into extended line formations and proceed to attack enemy position with the intention on destroying them.

LOGIC_MECH_ASSAULT:

This is the same style assault as the tank assault above but for mechanized infantry units.

LOGIC_OUTPOST:

This will put units into an extended line formation hull down. Once enemy has been seen artillery and air support will be called and unit will fire until fired upon, they will then fall back to a new position and defend it.

LOGIC_WITHDRAWAL:

Units will start to retreat and a rapid pace. Infantry will board carriers if possible. Immobile vehicles will cover the retreat for as long as possible. Infantry without carriers will cover until retreating units are 2km away and then start to retreat themselves.

LOGIC_SUPPORT:

Support will give orders to support of reinforce another unit throughout the battle.

LOGIC_REF_DEFENSE: ???

LOGIC_NONE: well, ...

Helo Waypoint mode (no LOGIC mode):

ORDER_MODE_WAYPT: -first command after PLATOON:
ORDER_WPT_CURRENT: 1 -second command after PLATOON: ???

ORDER_FIRE:
HOLDFIRE:

ORDER_ADV_SLOW:
MED:
FAST:

ORDER_ASMBLY_ASSMBLY:
BATTLEPOS:
PATROL:
CHKPT:
LZ:
SAR:

ORDER_ASMBLY_HELO_ENGAGE:
S_AND_D:
SEAD:
BYPASS:

ORDER_PRIORITY_AIRDEF:
ARMOR:
HELOS:
HQ:
ARTY:

ORDER_FORM_NOE:
CONTOUR:
CRUISE:

ORDER_WPT_SETDELAYTIME: t wait at waypoint for t seconds

ADDWAYPT: x y add waypoint with coords. x y

Support (Arty and Air)

SUPPORT: id xstart ystart facing formation x1 y1 skill callsign

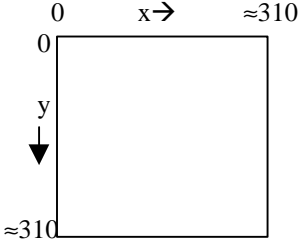
ADDWAYPT: x2 y2 (possible for air support)

Mission Objective Labels for Platoons

to be included anywhere below a PLATOON or SUPPORT line and marks the unit to be destroyed or to be protected by the respective side (I don't know the exact meaning of PROTECT2)

RED_PROTECT: id -id: labels the message for this objective in the debrief -> list obj. messages
PROTECT2: id
TARGET: id
BLUE_PROTECT: id
PROTECT2: id
TARGET: id

The coordinate system used in the briefing is different from the global system used up to now. The coordinates range for visible points on the map is 0,...,310. Sometimes, it is necessary, to use coordinates other than this (even negative), because the Sprites are placed with their upperleft corner (the sprites are sometimes quite large, e.g. the SAM-Sites with radar-range circles)



Callsigns:

These are the id's used as the last parameter in a PLATOON: or SUPPORT: line and specify the in-game callsign of that unit. Choose one of the appropriate type.

Helo

- 1 Javelin
- 2 Mace
- 3 Flail
- 4 Specter
- 5 Saber
- 6 Sword
- 7 Reaper
- 8 Dragon
- 9 Storm
- 10 Ghost rider
- 11 Lightning

Helo transport (not working), choose standard helo

- 12 Raider
- 13 Sandy

Ground

- 14 Lion
- 15 Falcon
- 16 Stone
- 17 Eagle
- 18 Raven
- 19 Bear
- 20 Hawk
- 21 Forward
- 22 Goalie
- 23 Iron

Btn HQ:

- 24 Liberty
- 25 Bulldog
- 26 Hunter
- 27 Dagger

Arty support:

- 28 Thumper
- 29 Maul
- 30 Sledge

Air support:

- 31 Marlin
- 32 Arrow (not working)

Weather/Time of day:

Used in the BATTLEFIELD: line as sky parameter

	Dawn	Day	Sunset	Twilight	Night
Clear	0	5	10	15	20
Partly Cloudy	1	6	11	16	21
Overcast	2	7	12	17	22
Rain	3	8	13	18	23
Storm	4	9	14	19	24

Unit ID's

Used in a PLATOON or SUPPORT line to specify the type of that unit.

This is a rearranged and slightly corrected version of Pretzels list.

f: Flyable helo, t: Transport helo, can land troops

Blue

id	Type	Vehicles(number)	-----Ground
0	MBT PLT	M1A2(4)	
1	MBT PLT	M1A2(4)	
104	M1A2	M1A2(1)	
79	MBT HQ	M1A2(2), M3A3(1), M2A3 Linebacker(1)	
136	MBT HQ	M1A2(1), M2A3(1), M3A3(1), M2A3 Linebacker(1)	
135	MBT HQ	M1A2(1), LAV25(1), LAV Blazer(1)	
139	MBT HQ	M1A2(1), LAV25(2), LAV Blazer(1)	
31	MBT PLT	Challenger II(4)	
80	MBT HQ	Challenger II(2), Scimitar(1), Marksman(1)	
137	MBT HQ	Chall. II(1), Warrior II(1), Scimitar(1), Marksman(1)	
33	MBT PLT	Leopard 2A5(4)	
81	MBT HQ	Leopard 2A5(2), PUMA(1), Gepard(1)	
138	MBT HQ	Leopard(1), Marder(1), Puma(1), Gepard(1)	
2	IFV PLT	M3A3(4)	
3	IFV PLT	M-113A3(4)	
14	IFV PLT	AAV-7A1 APC(4)	
32	IFV PLT	Warrior II(4)	
34	IFV PLT	Marder II(4)	
140	IFV PLT	Puma(3)	
4	AT SECT	HMMWV TOW(2)	
5	AT SECT	M901 ITOW(2)	
12	AT SECT	LAV-AT(2)	
6	AD SECT	Avenger ADV(2)	
7	AD SECT	M2A3 Linebacker(2)	
15	AD SECT	LAV-ADV(2)	
113	AD SECT	Swingfire(2)	
114	AD SECT	Marksman(2)	
115	AD SECT	Gepard(2)	
8	SPM SECT	M106 SPM(2)	
106	SPM SECT	M106 SPM(2)	
16	SPM SECT	LAV-M(2)	
9	CFV BTY	M3A3(3)	
11	CFV BTY	LAV-25(4)	
13	WEP SECT	HMMWV TOW(3)	
10	RCN SECT	HMMWV M-2(1), HMMWV M-19(2), HMMWV Avenger(1)	
116	RCN SECT	Scimitar(4)	
25	BTN HQ	M577 TOC(1), HMMWV Avenger(1), Avenger ADV(1), M4C2V(2)	
26	BTN HQ	M4C2 TOC(3), HMMWV Avenger(1), M2A3 Linebacker(1)	
27	BTN HQ	LAVTOC(2), HMMWV M-2(1), LAV Blazer(1)	
28	LOG SECT	HMMWV M-2(1), M939 Truck(4)	
29	LOG SECT	HMMWV M-2(1), M978 HEMTT(4) fuel	
30	LOG SECT	HMMWV M-2(1), M985 HEMTT(4)	
123		Tents(3) static	

99	INF SECT	Infantry(2)
100	INF SECT	FIM 92/M-16(2)
101	INF SECT	M-16/AT4(2), M-16/M203(1), SAW(1)
102	INF SECT	M-16/AT4(1), M-16/Javelin(1)
133	INF	Infantry Emplacement(4) static
121	INF	Infantry Emplacement(3) static
-----Helos		
17	AH	AH-64D(2) f
18	AH	AH-64D(1), AH-64A(2) f
21	AH	AH-64D(1), AH-64A(1) f
109	AH	AH64A(3) f
142	AH	AH-64D(1)
22	AIR CAV	RAH-66(3)
23	AH	AH-1W(2)
126	AH	AH-1W(3)
108	UH	UH60 Blackhawks(3) t
134	CH	Sea Stallion(3) t
129	AH	WAH-64D(2) f
130	AH	WAH-64D(3) f
131	AH	WAH-64D(2) f
127	AH	Tiger(3) f
112	AH	Tiger(2) f
-----Support		
89	CAS	A-10(2)
19	CAS	A-10(2)
90	CAS	AV-8B(2)
24	CAS	AV-8B(2)
91	UAV	UAV(1)
20	UAV	UAV(1)
82	SPG BTY	M4C2V(1), M109A6(4)
85	SPG BTY	M4C2V(1), M109A6 (HE)(3)
86	SPG BTY	M4C2V(1), M109A6 (DPICM)(3)
84	SPM BTY	M4C2V(1), M-106 SPM(4)
83	MLRS BTY	M4C2V(1), MLRS(3)
87	MLRS BTY	MLRS(1)
88	HVY ART	MLRS(1)

RED

id	Type	Vehicles(number)	Ground
35	MBT PLT	T-90E(3)	
36	MBT HQ	T-90E(1), BRDM-2(1), 2K22M Tunguska(2)	
103	MBT PLT	T-80(3)	
37	MBT PLT	T-80U(3)	
38	MBT HQ	T-80U(1), BRDM-2(1), 2K22M Tunguska(2)	
110	MBT PLT	T-80UM2(3)	
111	MBT HQ	T-80UM2(1), BRDM-2(1), 2K22M Tunguska(2)	
39	MBT PLT	T-72B1(4)	
40	MBT HQ	T-72B1(1), BRDM-2(1), ZSU-23-4 Shilka(2)	
41	MBT PLT	T-72M1(4)	
42	MBT HQ	T-72M1(1), BRDM-2(1), ZSU-23-4 Shilka(2)	
43	IFV PLT	BMP-3(3)	
44	MRR HQ	BMP-3(1), BRDM-2(1), 2K22M Tunguska(2)	
45	IFV PLT	BMP-2(3)	
141	IFV PLT	BMP-2(3)	
46	MRR HQ	BMP-2(1), BRDM-2(1), ZSU-23-4 Shilka(2)	
47	IFV PLT	BMP-1(3)	
48	MRR HQ	BMP-1(1), BRDM-2(1), ZSU-23-4 Shilka(2)	
49	IFV PLT	MT-LB(3)	
50	MRR HQ	MT-LB(1), BRDM-3(2), ZSU-23-4 Shilka(1)	
51	IFV PLT	BTR-80(3)	
52	MRR HQ	BTR-80(1), BRDM-3(2), ZSU-23-4 Shilka(1)	
53	IFV PLT	BTR-80(3)	
54	MRR HQ	BTR-80(1), BRDM-3(2), ZSU-23-4 Shilka(1)	
117	IFV PLT	BTR-T(3)	
118	MRR HQ	BTR-T(1), BRDM-3(2), 2K22M Tunguska(1)	
55	AD SECT	2K22M Tunguska(2)	
56	AD SECT	ZSU-23-4 Shilka(2), 9K35M3 Strela(2)	
72	AD SECT	TOR-M1 9K331(2)	
105	AD BTY	ZPU-23/4(2) static	
70	SAM BTY	P15FLATFACE(1), SA-3(4) static	
119	SAM BTY	RSN-75V Radar(1), S-300PMU2 Favorit(2) static	
71	SAM HQ	MT-LB(1), P15FLATFACE(2) static	
57	AT SECT	BRDM-3(3)	
58	RCN PLT	BMP-1(3)	
59	RCN PLT	BMP-2(3)	
60	RCN PLT	BRDM-2(3), BRDM-3 (1)	
67	SRBM BTY	SRBM TEL(3) no support	
66	BTN HQ	MT-LB(3), ZSU-23-4(1), 9K35M3 Strela(1)	
78	ART HQ	MT-LB(1), Zil Truck(2), ZSU-23-4 (2)	
68	LOG SECT	Zil Truck(5)	
69	LOG SECT	Zil Fueller(5)	
73	EPLT	BRDM-2(1), Zil Truck(2), ZSU-23-4 (1)	
122		Tents(3) static	
97	INF SECT	SA-16/AK-74(2)	
98	INF SECT	AK74/AT4(3), PKM (1)	
132	INF	Infantry Emplacement(4) static	
120	INF	Infantry Emplacement(3) static	
124	Mi28N	parked Mi-28 Havoc(3) static	
125	MI-8	parked MI-8 Hip(4) static	

-----Helos		
61	AH/CH	Mi-24F(3) t
62	AH	Mi-28(2) f
128	AH	Mi-28(3) f
63	AH	Ka-50(2)
64	CH	Mi-8(4)
-----Support		
65	CAS	Su-25(2)
96	CAS	Su-25(2)
74	MLRS	9K58 Smerch MLRS(5)
75	MLRS	BM-24 MLRS(5)
94	MLRS	BM-24 MLRS(2)
95	MLRS	BM9A52 MLRS(1)
76	SPG BTY	SM-240 SPG(5)
93	SPG BTY	SM-240 SPG(4)
107	SPG BTY	SM-240 SPG(4)
77	SPG BTY	2S19 SPG(5)
92	SPG BTY	2S19 SPG(4)

Always friendly

Objective messages

These labels are used in a OBJECTIVE: line or in unit-objectives like BLUE_TARGET: to specify the message (and only the message) in the debrief for this objective. Choose one of the appropriate type.

Ground units crossed Phase Line

-> FORWARD_LINE

- 1 Charlie
- 2 Delta
- 3 Echo
- 4 Foxtrot
- 5 Golf
- 6 Hotel

Prevent enemy penetration of Phase Line

-> REAR_LINE

- 7 Charlie
- 8 Delta
- 9 Echo
- 10 Foxtrot
- 11 Golf
- 12 Hotel

13 Defend Sector

-> SECTOR

Secure objective

-> XXXKRADIUS

- 14 Anvil
- 15 Shield
- 16 Hammer
- 17 Crossbow

Hold objective

-> XXXKRADIUS

- 18 Anvil
- 19 Shield
- 20 Hammer
- 21 Crossbow

Destroy

-> XXX_TARGET for the appropriate type
choose one of the numbers

- 22,30 Regimental HQ
- 23,31 Divisional HQ
- 24,32 Corps mobile HQ
- 25,33 Armored unit
- 26,34 SAM batteries
- 27,35 Logistics units
- 28,36 Helo and support units
- 29,37 Artillery batteries

Minimize casualties to

-> XXX_PROTECT(2) with the appropriate callsign

- 38 Flail
- 39 Falcon
- 40 Stone
- 41 Eagle
- 42 Raven
- 43 Bear
- 44 Hawk
- 45 Forward
- 46 Goalie
- 47 Iron
- 48 Raider
- 49 Sandy
- 50 Thumper
- 51 Maul
- 52 Sledge

Briefing Sprites (not complete)

These are the file names for the Sprites used in the briefing. They give you waypoint markers, arrows and the whole plethora of unit symbols. The general file name format is images\xxxx.pcx .

Waypoint markers

<u>Blue</u>	<u>Red</u>	
uwplz	rwplz	Landing zone
uwpbp	rwplbp	Battle position
uwpaa	rwpa	Assembly Area
uwpcp	rwpcp	Checkpoint
uwppa	rwppa	Patrol Area

Arrows

<u>Blue</u>	<u>Red</u>	
uarrown	rarrown	Arrow north
uarrowne	rarrowne	northeast
uarrowe	rarrowe	
uarrowse	rarrowse	
uarrows	rarrows	
uarrowsw	rarrowsw	
uarroww	rarrowsw	
uarrownw	rarrownw	
uarrow		Big blue arrow east
	rarrow	Big red arrow west
	rarrowlng	Big+long red arrow west

Objective Markers

<u>Blue</u>	<u>Red</u>	
uobja	robja	Anvil
uobjh	robjh	Hammer
uobjs	robjs	Shield
uobj	robj	no name

Unit Symbols

<u>Blue</u>	<u>Red</u>	
uahb	rahb	Helo unit
uchb	rchb	Helo transport
utnkb	rtnkb	Tank Btn
utnkp	rtnkp	Tank Platoon
utankhq		Tank HQ
uifvb	rifvb	IFV Btn
uifvp	rifvp1	IFV Platoon
	rcavc	CAV Company
ucavp		CAV Platoon
ucavhq		CAV HQ
	racavp	Arm. CAV Platoon
uinfp	rinfp	INF Platoon
uinfhq	rinfhq	INF HQ
uadv2b	radv2b	Air Defence+Range 2km
usam4b	rsam4b	SAM+Range 4km
	rsam6b	6km
	rsam8b	8km
	rzsub	ZSU Range 2km+8km
	rtangb	SAM Range 3km+9km
uspgp		Arm. Arty Platoon
	rspgc	Arm. Arty Company
umlrsp	rmlrsp	MLRS Platoon
	rmlrsc	MLRS Company
	rsrbmb	
usfp		Special Forces Platoon
usupb	rsupb	Supply Point
udumpb	rdumpb	Supply Unit

r20hqb	20. Guards HQ
rairb	106. Airborne
rtnk16	16. Armoured

Unknown:

These are strings, of which I don't know the exact effect. I found them in gunship.exe (US version, not GER version).

```
ORDER_HELO_HOLDPOSITION:
ORDER_WPT_INCTIME:
ORDER_RETREAT:
ORDER_HELO_GOCODE:
ORDER_PLAYER_FACEHEADING
ORDER_AREA_NEXTWPT
ORDER_AREA_SAR
ORDER_AREA_LZ
ORDER_AREA_LOITER
ORDER_AREA_ENG
ORDER_AREA_PATROL
ORDER_TRVL_CAUTIOUS
    DONTKNOW
    STRAIGHT
    LEAVE
ORDER_ACTION_LOAD
    UNLOAD
    POPUP
    COVER

DELAY:
VALID:
```