

Editor Tool Help File

MAIN SCREEN

(1) = Load Scenario Menu Item: Clicking on this brings up a file-selection dialog box. With this dialog you may select a scenario to load. Scenario files have a file-name extension of “.scn”. Note that you may only load one scenario per session – to load another scenario please close the editor tool and restart it.

(2) = Save Scenario Menu Item: Clicking on this brings up a dialog box that will allow you to choose a location to save the current scenario to. Scenario files use the scenario name plus a “.scn” file-name extension to create the filename. You may save a scenario as often as you wish. Note that if you save the same scenario more than once in the same folder the existing scenario file will be overwritten (the program will, however, ask you if you wish to overwrite the existing file).

(3) = About Menu Item: Clicking on this a dialog box will display the version of the editor tool and some copyright information.

(4) = Help Menu Item: Clicking on this brings up the help file (the one you are reading right now ;-)

(5) = Scenario Name: Type the Scenario Name into this text box. A scenario name should **only** consist of the following characters: letters (upper or lower case), numbers, the underscore, and spaces. If you use any ‘special’ characters in the scenario name the scenario may not save or load properly!

(6) = Scenario Month: Select the Month the scenario takes place.

(7) = Scenario Year: Select the Year the scenario takes place.

(8) = Visibility: Select the Visibility at the start of the scenario.

(9) = Weather: Select the type of Weather that is present at the start of the scenario.

(10) = Sea State: Select the Sea State the scenario takes place in.

(11) = Visibility Change Turn: If you wish the Visibility to change at some point in the scenario set this to the Game Turn on which the Visibility change occurs, or leave it at “None” if Visibility does not change.

(12) = Weather Change Turn: If you wish the Weather to change at some point in the scenario set this to the Game Turn on which the change of Weather occurs, or leave it at “None” if the Weather does not change.

(13)= New Visibility: If you set the Visibility to change during the game then you must set the new Visibility here (i.e. the Visibility that will apply on the Game Turn specified by the Visibility Change Turn box).

(14)= New Weather: If you set the Weather to change during the game then you must set the new Weather here (i.e. the Weather that will apply on the Game Turn specified by the Weather Change Turn box).

(15)= Add / Edit Ships Button: Clicking this button will hide the Main Screen and bring up the Add/Edit Ships Screen, where you can add ships to the scenario and edit their characteristics.

(16)= Add / Edit Land Units Button: Clicking this button will hide the Main Screen and bring up the Add/Edit Land Units Screen, where you can add land units to the scenario and edit their characteristics.

ADD/EDIT SHIPS SCREEN

(1) = Select Current Side: Use this combo-box to select the Side that you wish to add ships to. There are two sides available, Side A and Side B.

(2) = Select Ship Class: Use this combo-box to select the Class of Ship that you wish to add/edit. Note that ship classes are displayed alphabetically: first by Nationality abbreviation (RN, USN, etc), then by ship Type (BB, DD, etc), and finally by class name.

(3) = Select Ship Name: Use this combo-box to select the name of the ship from the Class that you selected in (2) above. Note that this does not display all ships in a class for some of the larger ship classes. Ship names are displayed in alphabetical order.

(4) = Edit Ship Button: Clicking this button will set all the controls on the right side of this Screen to display data for the selected ship, so that the data can be edited if desired. ***You –must- set the ship to be edited (even if you do not actually edit it) before the ship can be added to the scenario.***

(5) = Ship Name Box: You may edit the name of the ship by typing into the text box, if desired. A name should **only** consist of the following characters: letters (upper or lower case), numbers, the underscore, and spaces. If you use any 'special' characters in the name the ship may not be added, and your scenario may not function!

(6) = Crew Quality: Use this combo-box to select the Crew Quality of the ship. The default value is "Average".

(7) = Current SDC: Use this combo-box to set the current SDC value of the selected ship to less than its normal value (which is the value that is displayed by default). This allows you to simulate structural damage to a ship that occurred before the scenario.

(8) = Current FDC: Use this combo-box to set the current FDC value of the selected ship to less than its normal value (which is the value that is displayed by default). This allows you to simulate flooding that occurred before the scenario. Note that on ships with a Port/Starboard FDC rating (all ships except DD, DE, and AT types) this value will be grayed-out and cannot be edited (it will just show the ships full FDC value). To set flooding loss on these ships set the Port and Starboard FDC values instead. Also note that the editor will not allow the starting FDC value to be less than 25% of its maximum FDC value no matter what value you set in this box (this is to prevent the possibility of a ship immediately sinking at the start of the scenario).

(9) = Current Port FDC: Use this combo-box to set the current Port FDC value of the selected ship to less than its normal value (which is the value that is displayed by default). This simulates flooding to the Port side of the ship prior to the start of the scenario. Note that DD, DE, and AT ship types will not use this value, it will be grayed-out.

(10) = Current Star FDC: Use this combo-box to set the current Starboard FDC value of the selected ship to less than its normal value (which is the value that is displayed by default). This simulates flooding to the Starboard side of the ship prior to the start of the scenario. Note that DD, DE, and AT ship types will not use this value, it will be grayed-out.

(11) = Port Torp Def: Use this combo-box to set the current Port Torpedo Defense Value (TDV) of the selected ship to worse than its normal value (which is the value that is displayed by default). *Note that the larger the number the worst the TDV is (or the more damaged it is). This has a maximum value of 10, which effectively means no TDV.*

(12) = Star Torp Def: Use this combo-box to set the current Starboard Torpedo Defense Value (TDV) of the selected ship to worse than its normal value (which is the value that is displayed by default). *Note that the larger the number the worst the TDV is (or the more damaged it is). This has a maximum value of 10, which effectively means no TDV.*

(13) = Point Value: This text box displays the default Point Value (PV) for the ship. You may change this to any value that you see fit. *Note that entering non-numerical characters in this box may cause an error, so only enter numbers here!*

(14) = Chemical Smoke Turns: Use this combo-box to set the number of Game Turns of Chemical Smoke generating ability the ship has remaining.

(15) = Stack Smoke Turns: Use this combo-box to set the number of Game Turns the ship has generated Stack Smoke before the scenario begins.

(16) = Searchlights Destroyed: Check this box if the ships searchlights are destroyed or not functioning.

(17) = Damage Control Out: Check this box if the ship's Damage Control currently is not functioning.

(18) = Fire Level: Use this combo-box to select the Level of Fire the ship has at the start of the scenario. The default value is "None".

(19) = Radar Type: Use this combo-box to select which Radar Class (if any) the ship has. The default value is "None".

(20) = Radar Damaged: Check this box if the ship's Radar is damaged at the start of the scenario.

(21) = Current Max Speed: Use this combo-box to select the Current Maximum Speed of the ship (*perhaps due to engine problems or hull fouling, etc*). The value displayed by default is the ships normal maximum speed.

(22) = Propulsion Out: Check this box if the ship's propulsion system is not functioning. This means the max speed of the ship during the scenario will always be zero, and the ship may not move nor may it turn.

(23) = Rudder Status: Check the "Damaged" button if the ships rudder is damaged at the start of the scenario. If this button is checked, two more controls will appear below the button: A "Rudder Position" combo-box, which you use to set which direction the rudder is jammed to, and a "Permanent Rudder Damage" checkbox -- check this box if the rudder damage is permanent (i.e. there is no chance to repair it during the scenario).

(24) = Number of Floatplanes Carried: Select how many Float Planes the ship has on board before the scenario (*ships sometimes flew off their floatplanes before a battle to minimize the fire risk they presented*). The default value is the maximum number of planes the ship could carry.

(25) = Torpedo/Reloads per Mount Carried: Select how many torpedo reloads (per mount) are carried by the ship. Note that reloading torpedo tubes during combat in the CCS is not implemented.

(26) = % Main Battery Ammo Remaining: Select the percentage of ammunition (of all types) for the Main Battery that the ship has at the start of the scenario. The default value is 100%.

(27) = Main Battery % of Non AP Ammo: Select the percentage of ammo the ship is carrying for the Main Battery that is non-AP ammunition (i.e. HE). A typical value would be 20% to 40% (*ships on a land bombardment mission might carry 30% to 60%*). The control defaults to 25%.

(28) = Main Battery Turret Status: This shows the turrets that comprise the ship's Main Battery. Each battery that is checked is functioning. To disable/destroy a turret, uncheck the checkbox associated with it – that turret will not function during the scenario using the CCS.

(29) = Select Ship to Delete: If you wish to remove a ship that has been added, select it here and click the “Delete Ship” button. Please note that ships cannot be edited once they have been added to the scenario. *To edit a ship that has already been added to the scenario, first delete the ship then use the selection boxes and the “Edit Ship” button to edit and then re-add the ship.*

(30) = Delete Ship Button: Clicking this button removes the ship (selected by the “Select Ship to Delete” box above) from the scenario.

(31) = SAVE SHIP DATA: Clicking this button will add the selected (and/or edited) ship to the scenario, to the Side that is selected by the Select Current Side box.

(32) = Main Menu Button: Clicking this button will hide the Add/Edit Ship Screen and show the Main Screen. All settings on the Add/Edit Ship Screen will be retained, however.

(33) = Torpedo Mount Status: This shows the torpedo mounts that the ship has (if any). Each mount that is checked is functioning and has torpedoes. To disable/destroy a mount (or to show it has already fired its torpedoes), uncheck the checkbox associated with it – that mount will not function during the scenario using the CCS.

ADD / EDIT LAND UNITS SCREEN

The screenshot shows a window titled 'Battleships Zenith! Add/Edit Land Unit'. It is divided into two main sections: 'ADD LAND UNIT' on the left and 'EDIT LAND UNIT VALUES' on the right.

ADD LAND UNIT Section:

- Choose Side:** A dropdown menu with 'Side A' selected. (1)
- Select Unit to Edit:** A dropdown menu with '5in-Gun-Btty' selected. (2)
- EDIT UNIT:** A button. (3)
- DELETE UNIT:** A section with a dropdown menu showing '14in-Coastal-Btty' and a 'DELETE UNIT' button. (12), (13)
- SAVE UNIT:** A section with a 'SAVE UNIT DATA' button. (14)
- MAIN MENU:** A button at the bottom. (15)

EDIT LAND UNIT VALUES Section:

- Land Unit Name:** A text box containing '5in-Gun-Btty'. (4)
- Crew Quality:** A dropdown menu with 'Average' selected. (5)
- Current SDC:** A dropdown menu with '40' selected. (6)
- Fire Level:** A dropdown menu with 'None' selected. (7)
- Radar Type:** A dropdown menu with 'None' selected. (8)
- Damaged:** An unchecked checkbox. (9)
- POINT VALUE:** A text box containing '65'. (10)
- MAIN BTTY TURRET STATUS:** A section with four checkboxes, all of which are checked: 'Turret 1', 'Turret 2', 'Turret 3', and 'Turret 4'. (11)

(1) = Select Current Side: Use this combo-box to select the Side that you wish to add land units to. There are two sides available, Side A and Side B.

(2) = Select Unit to Edit: Use this combo-box to select the type of land unit you wish to edit and/or add to the scenario.

(3) = Edit Unit Button: Click this button to edit the land unit selected above. *Note that even if you do not intend to edit the unit you must click this button to be able to add the unit to the scenario.*

(4) = Land Unit Name: You may edit the name of the Land Unit by typing in this text box. A name should **only** consist of the following characters: letters (upper or lower case), numbers, the underscore, and spaces. If you use any 'special' characters in the name the unit may not be added, and your scenario may not function!

(5) = Crew Quality: Use this combo-box to select the Crew Quality of the land unit. The default value is "Average". *Note that if the land unit has no gun batteries Crew Quality is ignored.*

(6) = Current SDC: Use this combo-box to set the current SDC value of the selected land unit to less than its normal value (which is the value that is displayed by default). This allows you to simulate damage to the unit that occurred before the scenario.

(7) = Fire Level: Use this combo-box to select the Level of Fire the unit has at the start of the scenario. The default value is "None".

(8) = Radar Type: Use this combo-box to select which Radar Class (if any) the unit has. The default value is "None".

(9) = Radar Damaged: Check this box if the unit's Radar is damaged at the start of the scenario.

(10) = Point Value: This text box displays the default Point Value (PV) for the land unit. You may change this to any value that you see fit. *Note that entering non-numerical characters in this box may cause an error, so only enter positive numbers here!*

(11) = Main Battery Turret Status: This shows the turrets that comprise the units Main Battery. Each battery that is checked is functioning. To disable/destroy a turret, uncheck the checkbox associated with it – that turret will not function during the scenario using the CCS.

(12) = Delete Unit: If you wish to remove a unit that has been added, select it here and click the "Delete UNIT" button. Please note that units cannot be edited once they have been added to the scenario. *To edit a unit that has already been added to the scenario, first delete the unit then use the selection box and the "Edit Ship" button to edit and then re-add the unit.*

(13) = Delete Unit Button: Clicking this button removes the unit (selected by the “Delete Unit” box above) from the scenario.

(14) = SAVE UNIT DATA: Clicking this button will add the selected (and/or edited) unit to the scenario, to the Side that is selected by the Select Current Side box.

(15) = Main Menu Button: Clicking this button will hide the Add/Edit land Unit Screen and show the Main Screen. All settings on the Add/Edit Land Unit Screen will be retained, however.