CaraCreator Tutorial How to add the Sapper to the first mission of Commandos BEL

Download and run the CaraCreator.



Right click the Sapper to activate/deactivate him. Only active soldiers will be added to a mission.



The following file will be generated (without the colors):

```
.FASE0000 [
  .ELEMENTOS [
    Ε
      .CLASS BICHOALIADO
      .BANDO ALIADO
      .TOKEN ARTIFIC
      .XYZ [ 0 0 0 ]
      .ANGULO 135
      .GRAPH [ .ANIM ARTIFIC .RENDERVOL [ CILINDRO [ .R 10 .H 40 ] ] ]
      .VOLCOLISION [ CILINDRO [ .R 10 .H 40 ] ]
      .ORGANOS [ .MOTOR [ MotorAliado [ ] ] ]
      .LISTAS [ EJEC CHOC VISI SELE ]
      .MASA 100
      .SEHUNDE 1
      OCLU 0
      .DETECTAEXPLOSION 0
      .CONTENEDOR 1
      .NOAGACHA 0
      .ACCIONES [
        [ acMuerte [ .CARISMA 999 ] ]
        [ auCoger [ .CARISMA 200 ] ]
       [ auBeHome [ .CARISMA 200 ] ]
        [ auGoTo [ .CARISMA 200 ] ]
        [ acDetenido [ .CARISMA 100 ] ]
        [ acDejarRastro [ .CARISMA 1 ] ]
        [ acPisar [ .CARISMA 1 ] ]
        [ auUsar [ .CARISMA 200 ] ]
        [ acUsaHab [ .CARISMA 300 .HABILIDAD [ TIERRA ] ] ]
        [ auEscalar [ .CARISMA 200 ] ]
        [ auUsarVehiculo [ .CARISMA 200 .VEHICULOS [ TIERRA ] ] ]
        [ auDisparar
          E
            .CARISMA 200
            .ARMAS [ PISTOLA GRANADA ]
            .GRANADAS 3
          1
        1
        [ auManejacepo [ .CARISMA 200 .TOKENCEPO CEPO_ARTIFIC ] ]
        [ auManejaBomba
          Γ.
            .CARISMA 200
            .OBJETOS [
             [ .TOKEN BOMBAACT_ARTIFIC1 .ACTIVABLE SI ]
            1
          1
       1
      1
      .ELEMENTOS [
          [ .CLASS MACRO .MACRO CEPO .TOKEN CEPO_ARTIFIC ]
          [ .CLASS MACRO .MACRO BOMBAACT .TOKEN BOMBAACT_ARTIFIC1 .XYZ [ 0 0 0 ] ]
      1
    1
  ]
  .INTERFACE [
    .SUBINTERFACES [
      [ SUBINTERFACEMULTIPLE [
          .TOKEN MULTIPLE
          .ELEMUSABLES [
          1
        ]
      1
      [ SUBINTERFACEALIADO [
          .TOKEN ARTIFIC
          .ITEMS [
            [ .TOKEN IT_GRANADA ]
            [ .TOKEN IT_MANO ]
            [ .TOKEN IT_PISTOLA ]
            [ .TOKEN IT_CARTUCHO ]
            [ .TOKEN IT_ACTIVADOR ]
            [ .TOKEN IT_CEPO ]
          1
        1
     1
    1
    .INFOCARAS [
     [ CARA [ .TOKEN ARTIFIC ] ]
    1
 ]
1
```

Now open the file MISIONES\MAPA0000.MIS (don't forget to make a backup) and scroll down to the line .ELEMENTOS [In case you can't find the file: Extract the file WARGAME.DIR (a tutorial is available).

Place the cursor at the end of this line and hit enter.

```
.ANIMSOLDADO ALEGABAR
 93
 94
           .DISPARARCABO METRALLETA
 95
           .DISPARARSOLDADO METRALLETA
 96
          .XYZ [ 862 2938 0 ]
 97
        ]
 98
       ]
 99
      .ELEMENTOS [
        [
           . TOKEN BANQUETA
102
          .CLASS BICHO
103
          .BANDO NEUTRAL
104
          .ANGULO 0
105
          .VOLCOLISION [ CILINDRO [ .R 10 .H 10 ] ]
106
          .GRAPH [
107
            .ANIM BANQUETA
108
            .RENDERVOL [ CILINDRO [ .R 10 .H 10 ] ]
109
         ]
110
          .LISTAS CHOC
111
          .MASA 50
112
           .OCLU 0
           .DETECTAEXPLOSION 0
113
Copy the blue script into the gap.
Change the values of the line .xyz [ 0 0 0 ] to .xyz [ 1425 2915 0 ]
```

(It's the line between .TOKEN ARTIFIC and .ANGULO 135)

Move down to the end of MAPA0000.MIS. Place the cursor at the end of the last **SUBINTERFACEALIADO** block and press enter again.

```
.ITEMS [
594
595
                [ .TOKEN IT_CUCHILLO ]
596
                [ .TOKEN IT PISTOLA ]
                [ .TOKEN IT BALSA .DISPONIBLE NO ]
597
5.98
                [ .TOKEN IT MANO ]
599
                [ .TOKEN IT_TRAJEBUZO ]
600
                [ .TOKEN IT_ARPON ]
60.1
              ]
602
            ]
603
         1
604
          T
605
            SUBINTERFACEALIADO
606
            [
607
              .TOKEN CONDUC
              .CARETO CARAOOO3.RLE
608
609
              .ITEMS [
610
               [ .TOKEN IT_PISTOLA ]
611
                [ .TOKEN IT_MANO ]
                [ .TOKEN IT_BOTIQUIN ]
612
613
                [ .TOKEN IT_METRALLETA ]
614
              1
615
             1
    1
616
617
        ]
        .INFOCARAS [
618
          [ CARA [ .TOKEN COMANDO ] ]
619
620
          [ CARA [ .TOKEN LANCHERO ] ]
621
           [ CARA [ .TOKEN CONDUC ] ]
622
        ]
623
      ]
624 ]
```

Now insert the purple script.

Finally place the cursor after the last CARA block and hit enter.

```
      630
      ]

      631
      .INFOCARAS [

      632
      [ CARA [ .TOKEN COMANDO ] ]

      633
      [ CARA [ .TOKEN LANCHERO ] ]

      634
      [ CARA [ .TOKEN CONDUC ] ]

      635
      ]

      636
      ]

      637
      ]
```

Insert the green script.

Save the file MAPA0000.MIS and start a new game.



The Sapper should appear on the map next to the Driver.

That's the content of his knapsack:

