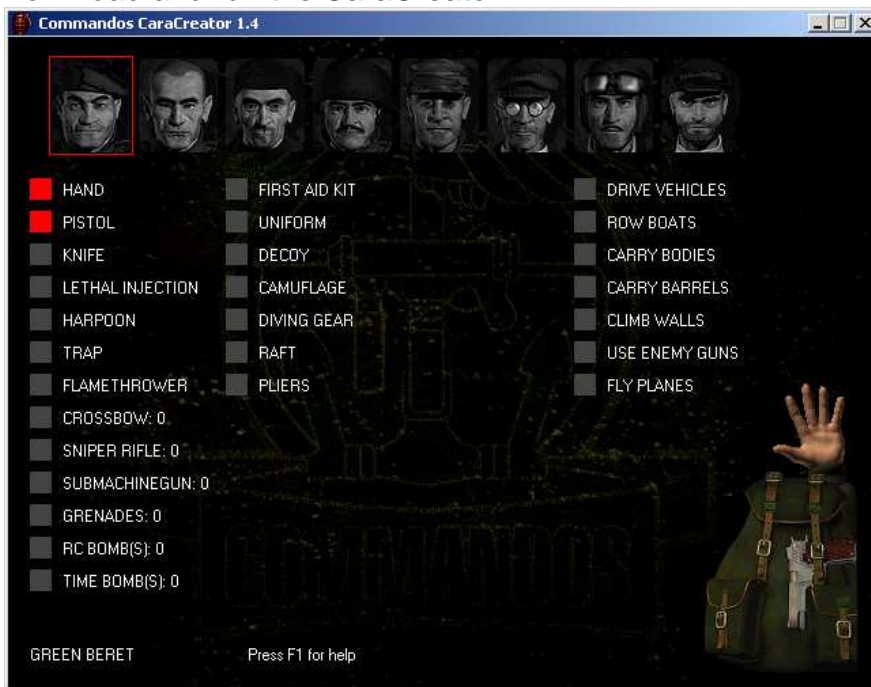


CaraCreator Tutorial

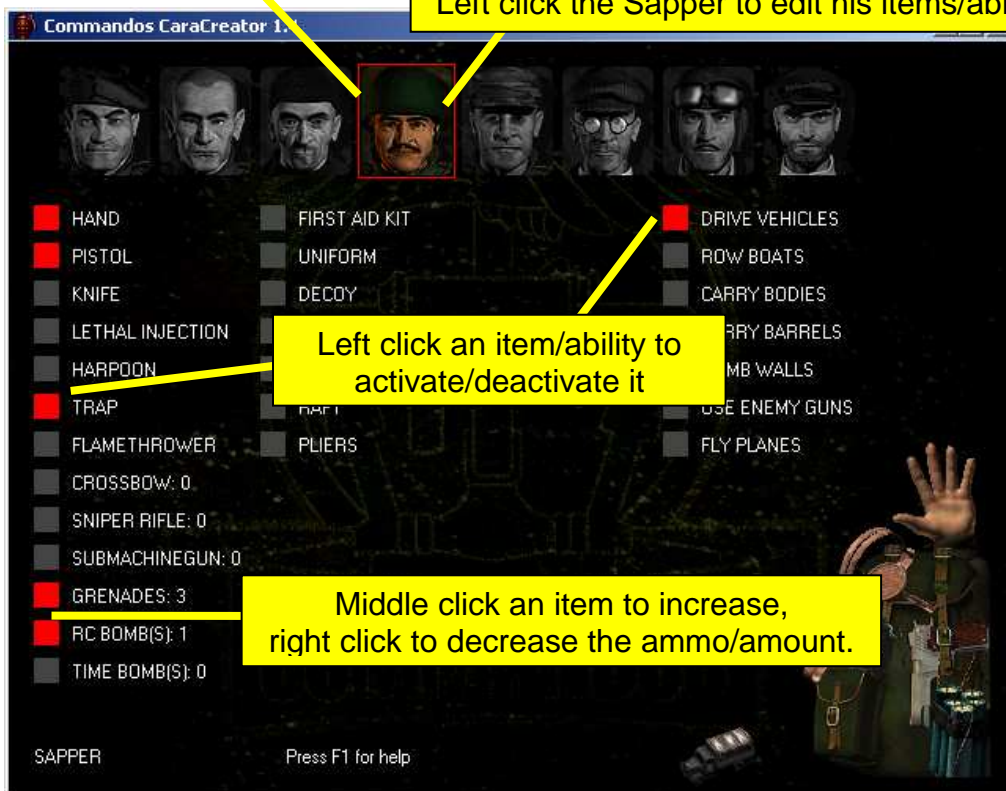
How to add the Sapper to the first mission of Commandos BEL

Download and run the CaraCreator.



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

Left click the Sapper to edit his items/abilities



Left click an item/ability to
activate/deactivate it

Middle click an item to increase,
right click to decrease the ammo/amount.

Press ENTER to write the mission script to a file.

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

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.

```
93      .ANIMSOLDADO ALEGABAR
94      .DISPARARCABO METRALLETA
95      .DISPARARSOLDADO METRALLETA
96      .XYZ [ 862 2938 0 ]
97      ]
98      ]
99      .ELEMENTOS [
100     [
101         .TOKEN BANQUETA
102         .CLASS EICHO
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
113         .DETECTAEXPLOSION 0
```

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.

```
594      .ITEMS [
595          [ .TOKEN IT_CUCHILLO ]
596          [ .TOKEN IT_PISTOLA ]
597          [ .TOKEN IT_BALSA .DISPONIBLE NO ]
598          [ .TOKEN IT_MANO ]
599          [ .TOKEN IT_TRAJEBUZO ]
600          [ .TOKEN IT_ARPON ]
601      ]
602      ]
603      ]
604      [
605      SUBINTERFACEALIADO
606      [
607          .TOKEN CONDOC
608          .CARETO CARA0003.RLE
609          .ITEMS [
610              [ .TOKEN IT_PISTOLA ]
611              [ .TOKEN IT_MANO ]
612              [ .TOKEN IT_BOTIQUIN ]
613              [ .TOKEN IT_METRALLETA ]
614          ]
615      ]
616      ]
617      ]
618      .INFOCARAS [
619          [ CARA [ .TOKEN COMANDO ] ]
620          [ CARA [ .TOKEN LANCHERO ] ]
621          [ CARA [ .TOKEN CONDOC ] ]
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 CONDOC ] ]
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:

