

.CASASFUERTES [[.MAP CASA01]]

means that the object CASA01 is a strong, vigorous building which can't be destroyed with a grenade or an explosive barrel, only with a bomb.
(see MAPA0004.MIS)

.EXTRASPRITES 1

means that additional sprites are defined in the VOL which are not part of the map (you can find them at the end of the VOL file)

See MAPA0005.MIS/VOL for example. I guess these additional sprites were not used for the static map, but for the destruction of the Bismarck.

.CHISPAS [.VOLMAPA CABLES]

means that there are **sparks** on the VOL object "CABLES"
(see MAPA0016.MIS/VOL)

.WATER [

.BMP MAR01.BMP

.BMPSRC MAR0SRC.BMP

.BMPDST MAR0DST.BMP

} default values, don't care about them

.VELINC 5

stream velocity

.ANGINC 220

stream direction, 0: ←, 90: ↑, 180: →, 270: ↓

.SININC 3

amount of random streaming (turbulences)

]

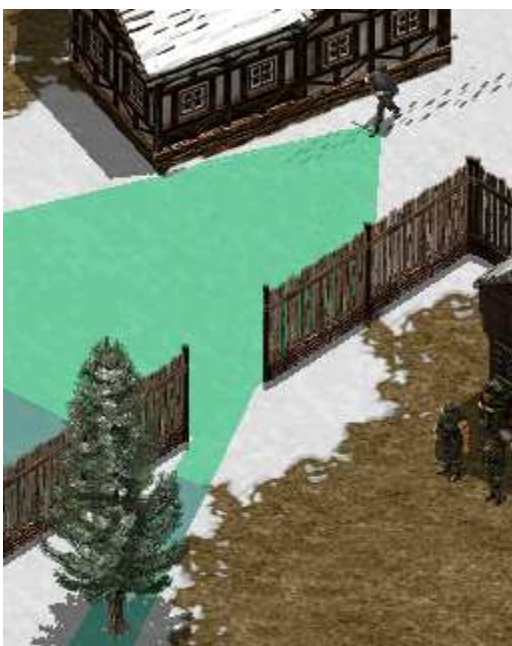
.TIPOTERRENO 0

view cone is green

.TIPOTERRENO 1

view cone is orange

(used for desert missions)



```
.MAP [ .SCALE 0.084848 .XY [ 19 28 ] .BITMAP LIBR0001.RLE ]
```

.SCALE dimensions of the original map: 1828,1490 (see MAPA0001.VOL)
 dimensions of the mini map: 155,195 (the green rectangle)
 scale factor: 1828/155 = 0.084848

.XY offset of the map on the bitmap

.BITMAP link to a RLE in DATOS\RECURSOS\BMPS\SYSTEM\LIBRETAS



```
.AUTOEXPCASAS [ [ .MAP LONA01 .TILES [ CAJA0000.RLE NADA ] ] ]
```

means that the VOL object "LONA01" automatically detects when there's an explosion near by, so it's not necessary to define this object in the MIS code.

additionally the TILE "CAJA0000.RLE" is removed if the object explodes (the Spanish word NADA means NOTHING)



```
POLY "LONA01",2819,1380,0,39,5,2
POINT -19,-59 ;Coord. X, Coord. Y
POINT 59,21 ;Coord. X, Coord. Y
POINT 20,59 ;Coord. X, Coord. Y
POINT -10,56 ;Coord. X, Coord. Y
POINT -59,-16 ;Coord. X, Coord. Y
EXTRAINFO 27,20,0,0,0,0,0,0 ;Extra Info Bytes
TILE 2760, 841, 121, 87, 0, 0, 0,"CAJA0000.RLE"," "
TILE 2760, 839, 120, 85, 0, 0, 0,"-RUINA03.RLE"," "
```

It's also possible that more tiles get removed, like this:

```
.AUTOEXPCASAS [ .MAP TUBO01 .TILES [ DEPO0001.RLE NADA DEPO0002.RLE NADA ] ]
```

.TRIPLINES

The TRIPLINES can be used to trigger an event if for example one of the Commandos walks at a certain position. Just check out MAPA0017.MIS:

```
.TRIPLINES [  
  [  
    .XY [ 503 1862 ]  
    .BICHOS BALSA  
    .ID PASO_BALSA  
    .MENS BALS  
    .ONESHOT 1  
    .ONEWAY 0  
    .MSGABICHO 0  
  ]  
]
```

The patrol PAT_MINA_RIO will change its route, if the raft BALSA is at position [503 1862].

I also checked it with my own code:

```
.TRIPLINES [  
  [  
    .XY [ 811 120 ]  
    .BICHOS COMANDO  
    .ID PASO_COMANDO  
    .MENS BALS  
    .ONESHOT 1  
    .ONEWAY 0  
    .MSGABICHO 0  
  ]  
]
```

Now the patrol's route changes if the **Green Beret** walks at [811 120].

The name after .ID can be anything, it doesn't matter.

BALS is the name of the event, it's also used in the patrol's code (REACT_EVENTS, NOMBRE)

If you want to use the code for many Commandos, use it like this:

```
.BICHOS [ COMANDO LANCHERO ARTIFIC ESPIA ]
```

and I guess .BICHOS * means every object (like in MAPA0012.MIS)

I haven't figured out what ONESHOT, ONEWAY and MSGABICHO means.

.GESTORMAPDRAW

I have no idea what this tag is good for, it seems pretty useless.

.SENSORES_SND_ZONA

defines which event is triggered, if an enemy soldiers hears a suspicious sound in a particular zone of the map

.SENSORES_EXP_ZONA

defines which event is triggered, if an enemy soldiers spots on of your men in a particular zone of the map

Have a look at the image zones.png.

the zones are defined at the end of the SEC files
for example the zone definition of MAPA0001.SEC looks like this:

```
1
61 CAMPAMENTO
0 0
0 1
0 2
...
```

In the MIS file the zones can be linked to a certain event.
The following line for example triggers the event **RINT** if an enemy soldiers who is in the zone **CAMPAMENTO** spots one of your men:

```
.SENSORES_EXP_ZONA [ [ .ZONA CAMPAMENTO. MENSAJE RINT ] ]
```

The patrol **PATR_BUNKER** will then leave their quarters with this line:
.EXITHOME_EVENTS RINT