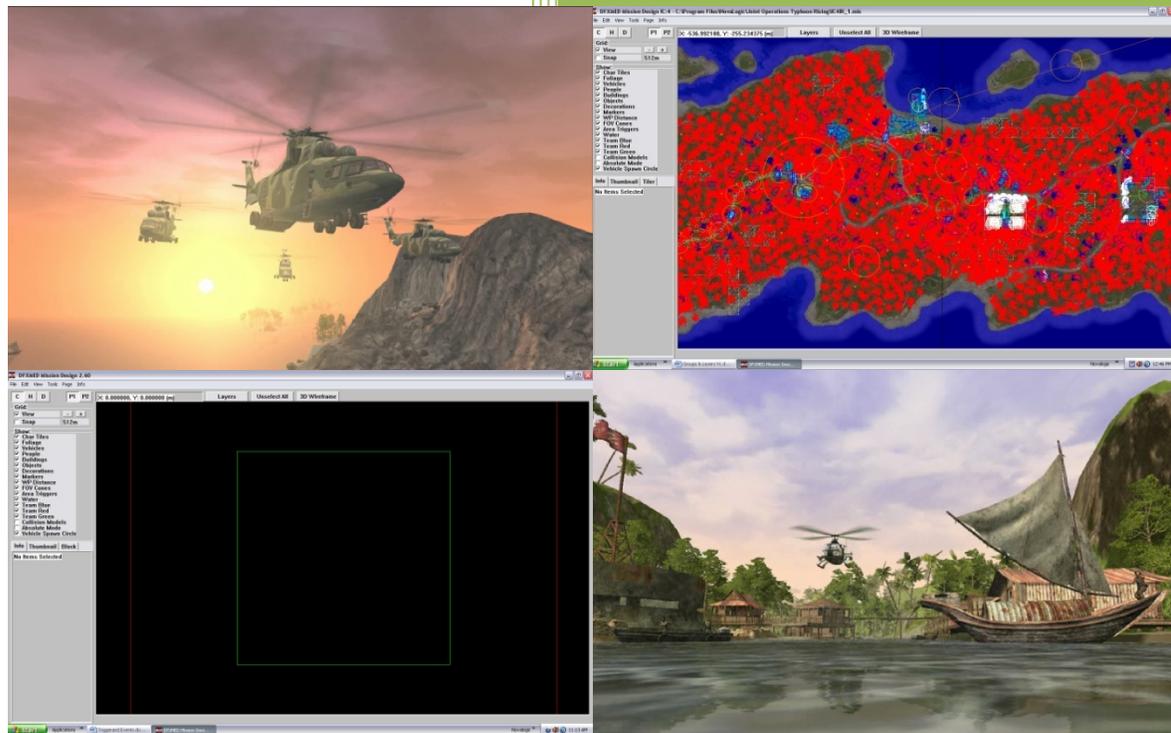


2009

Groups & Layers



Iceman

Delta Force Reload Resource Site

11/29/2009



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Introduction

About the author:

Hi my game name is Iceman and I am the co-owner of Delta Force Reload web site and a keen mapmaker. I have collected and played all the Novalogic Delta Force titles from Delta Force 1 to the latest Delta Force Xtreme 2. I have also downloaded and used all the game variations available and I have come to the conclusion in my opinion the Joint Operations game engine is the most stable and reliable so far.

I have seen many changes over the years in the popularity of the Novalogic Delta Force game series. It still is my favorite as it is in a league of its own as far as I am concerned, it is still the only game series that supports cooperation play and approved variations.

Now in my twilight years I have decided to compile a series of document that will aid current gamers, new gamers and mapmakers alike. I will not be reinventing the wheel but I will be using the works from other gamers and mapmakers as well as some of my own findings. I will give due credit to others whose work I have used in compiling these series of documents.

Dedication:

There have been many pioneers over the years that have given a lot to the Delta Force Community to name a few in no particular order.

A.Bullet	Anoshi	Crack Head	Bongo
Varg	Chaos	7>Snake	Godfather
Luke_Nadewalker	Dr Evil (deceased)	Mr. Tarzan	Oldman
Barra	Jet	Chrislew	Dave Snow
Joselz	Eagle Eye		

There are many others past and present and I could fill a few pages of this document listing them all, you know who you are.



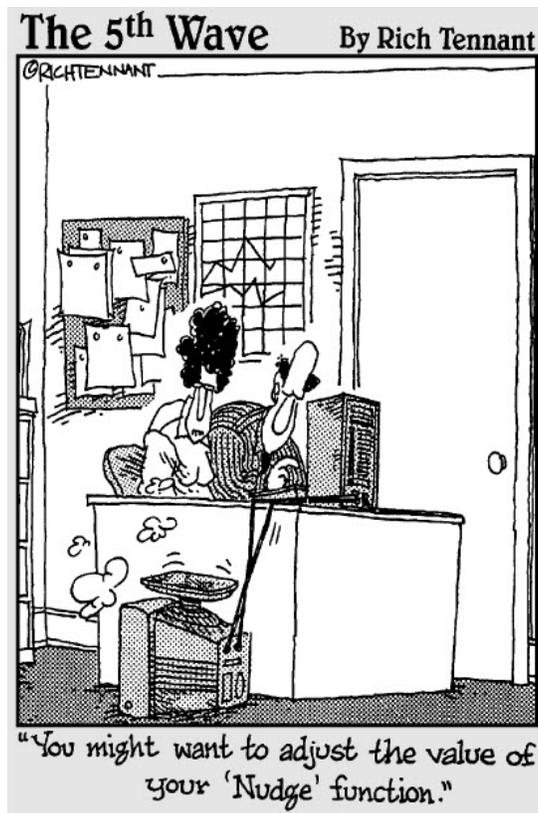
Authors' Acknowledgments:

I would like to recognise the follow individual for their valuable help, care and dedication who shepherded this document through editing and production.

- ✚ Eagle Eye
- ✚ Kiwikev
- ✚ Tedsmelly

Thank you

Iceman





Groups and Layers

Introduction:

Well the most important part of building a good mission is organization. Planning your “**Groups**” and “**Layers**” is a major part of that organisation. You can quickly get lost in a maze of meaningless objects and items unless you take time to properly label items & objects.

I wrote about “**Good Mapping Design Practices**”, the importance of planning your missions, you can download a copy of this tutorial from ([Here](#)).

The more groups you have, the more detailed the event triggering can be. It is often better to place multiple units into individual groups, and therefore give them their own orders. This will stop units interfering with other units.

However, placing multiple units in a group will save you time when setting up the mission. Refer to **Step.1** for further explanation.

I would like to introduce a friend of mine who will help me with this tutorial. His name is Fred Nerd.





Groups

Groups:

Groups are used to classify related items. Such as;

- A squad of enemy A.I.

What are Groups?



Grouping related items, is beneficial and sets an identity for “Events” and “Waypoints”. By assigning multiple units to a single group it minimizes the number of events you use when designing your mission.

Setting Group Names:

To set up “**Group Names**” we will need to follow the steps below.

Step. 1

Click on “**Edit**” located in the menu bar.

How do I set group names?



Find “**Groups**” in the dropdown list, that appears and click on it, or you can use the keyboard command “**Ctrl +G**”.

Edit	View	Tools	Page	Info
Redo				Ctrl+Y
Undo				Ctrl+Z
Cut				Ctrl+X
Copy				Ctrl+C
Paste				Ctrl+V
Paste (Random Facing)				Ctrl+Shift+V
Delete				Del
Insert Mode				Insert
Area Triggers				Ctrl+T
Briefing				
Events				Ctrl+E
General Information				Ctrl+I
Global Replace				
Groups				Ctrl+G
Layer Names				Ctrl+L
Player Waypoint Names				
Teleport Targets				Ctrl+P
Waypoints				Ctrl+W
Weapon Loadouts				

Figure 1 - Edit Dropdown List



The group window will now appear.

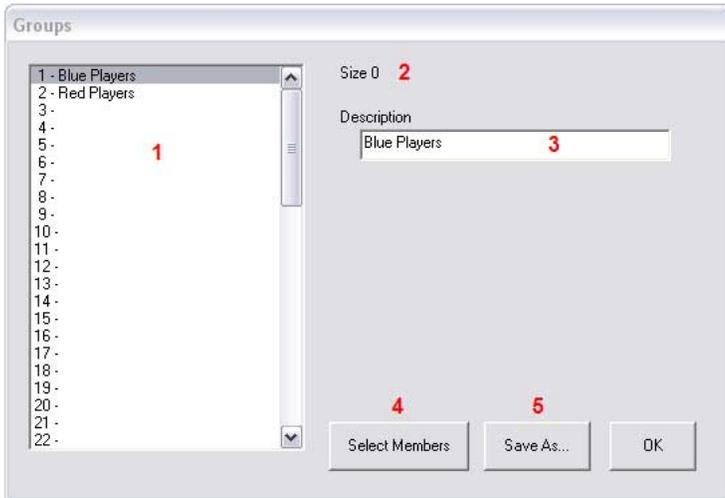
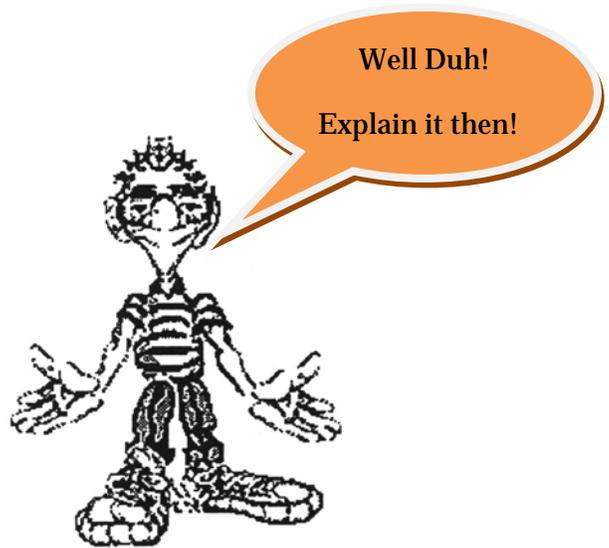


Figure 2 - Groups Window



This dialogue window actually contains two functions. The first allows the map designer to set up the group list for the mission. The second is you can select the group members for each of the individual groups you have in the list. Following is an explanation of the “Groups” list dialogue window.

1. This is the area that will contain a list of each group. You can name these groups with whatever names you choose, but I would suggest you make the name self-explanatory. By default the first two groups have been set up.
2. Size shows how many individual members is part of that group.
3. This is the area where you type in the name of the group which is then added to the list (1)
4. “Select Members” is a good tool when you want to select all the members for a chosen group. When you close the dialogue window the chosen group members will be highlighted in yellow on your editing screen.
5. To print out a list of your group names, click “Save As” to save the list to a text file then you can print that text file.





Step.2

Let's make a group labelled "**Civilians**"

1. Place the mouse button next to the number 3 in the group list box and click once to highlight.
2. Click in the "**Description**" box and type "**Civilians**".

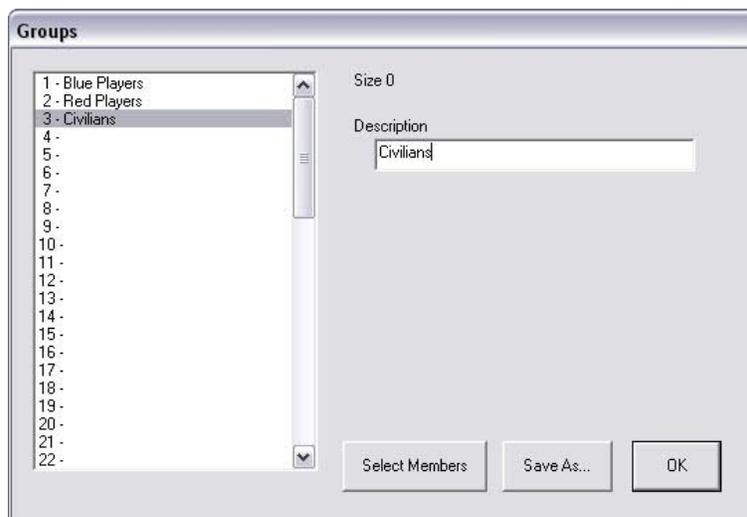
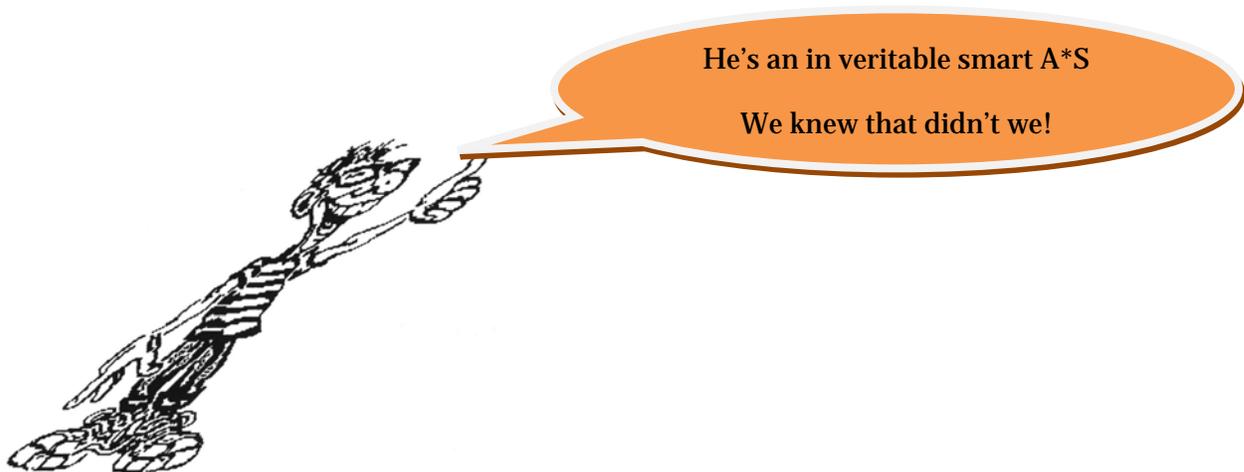


Figure 3 - Entering a Group labelled Civilians

3. Press the "**OK**" button. You have now created your first group.

NOTE: The player always defaults to the first group. When you place a "**start player**" marker, it **MUST** be designated to group "**1**" (or none) and have its team set to "**Blue Good**" to properly set off area triggers. This is also true for COOP missions. All members of Blue team are always put into group "**1**".





Setting up a Group:

Step.1

First of all we need to choose a terrain and then add some objects/items.

1. Start your Mission Editor.
2. Click on “**Edit**” located in the menu bar.
3. Find “**General Information**” in the dropdown list that appears and click on it, or you can use the keyboard command “**Ctrl +I**”.

Edit	View	Tools	Page	Info
Redo				Ctrl+Y
Undo				Ctrl+Z
<hr/>				
Cut				Ctrl+X
Copy				Ctrl+C
Paste				Ctrl+V
Paste (Random Facing)				Ctrl+Shift+V
Delete				Del
<hr/>				
Insert Mode				Insert
<hr/>				
Area Triggers				Ctrl+T
Briefing				
Events				Ctrl+E
General Information				Ctrl+I
Global Replace				
Groups				Ctrl+G
Layer Names				Ctrl+L
Player Waypoint Names				
Teleport Targets				Ctrl+P
Waypoints				Ctrl+W
Weapon Loadouts				

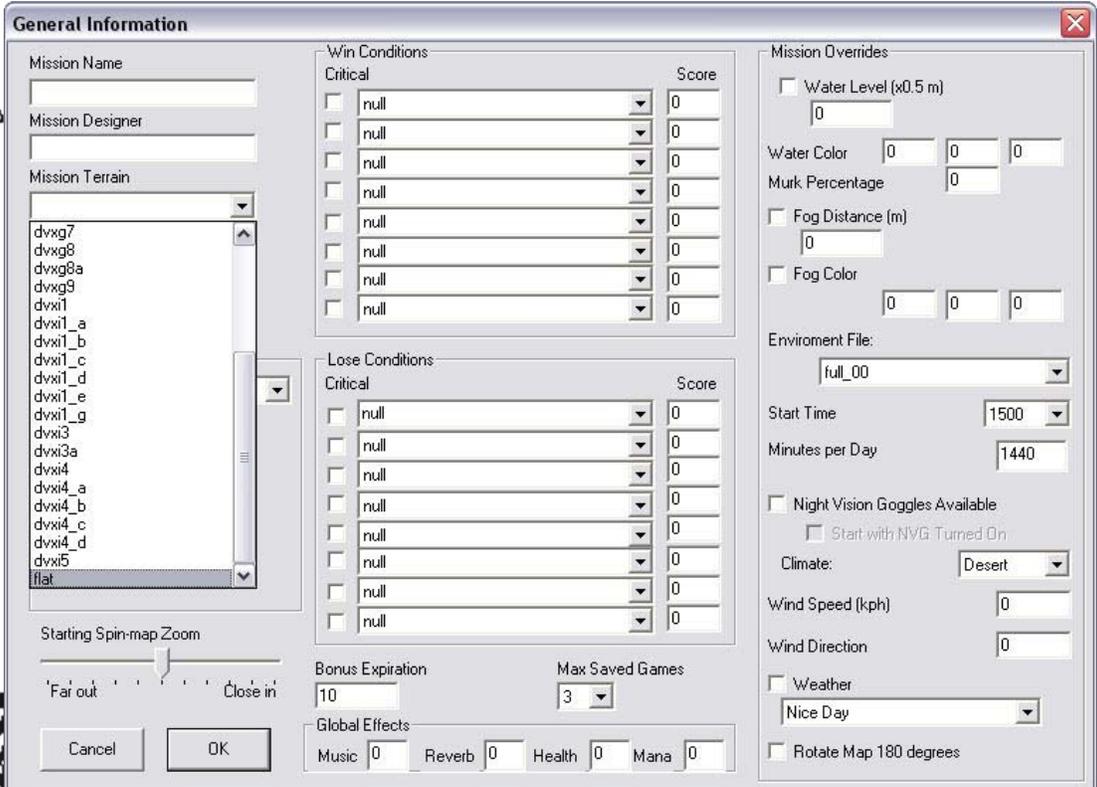
Figure 4 - General Information Ctrl+I

The “**General Information**” window will appear.

4. Locate the box labelled “**Mission Terrain**” click on the small arrow to the right of the box and a list will appear, move to the bottom and choose the “**Flat**” terrain.



Information Overload
My head hurts!!!



Here we go
Again!!!

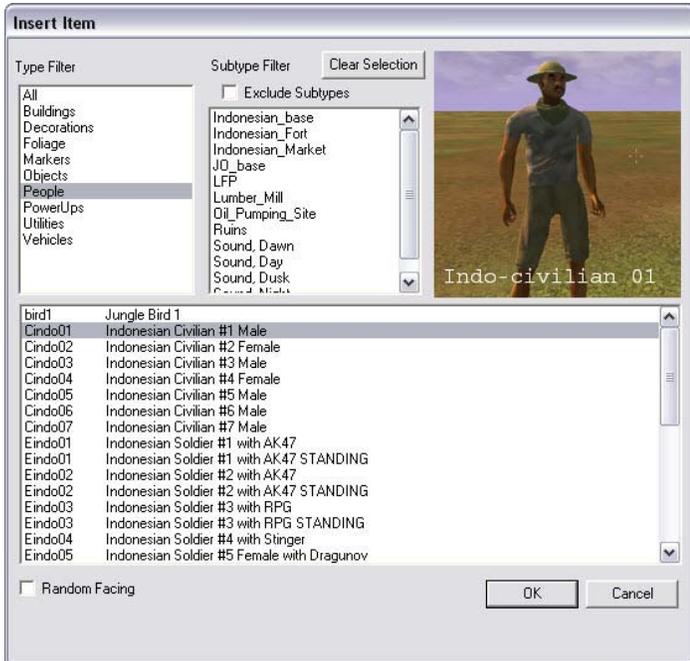


Figure 5 - General Information Window

5. Press the **“OK”** button.

Step.2

1. Now we will place 4 **“Civilian”** A.I into the mission.
2. Go to the **“Insert Mode”** by pressing the Insert key on your keyboard or right click the mouse button in the editor area. A drop down menu will appear. Choose **“Insert Mode”** from the dropdown menu.
3. In the editing area left click the mouse button and the **“Item List”** window will appear.



You just
Got to love the fancy
Bowl for a hat!!



Figure 6 - Insert Items Window

4. In the “**Type Filter**” box Highlight “**People**”.
5. Choose “**Cindo01**” Indonesian Civilian #1 Male. Repeat until you have placed 4 in the editing area.

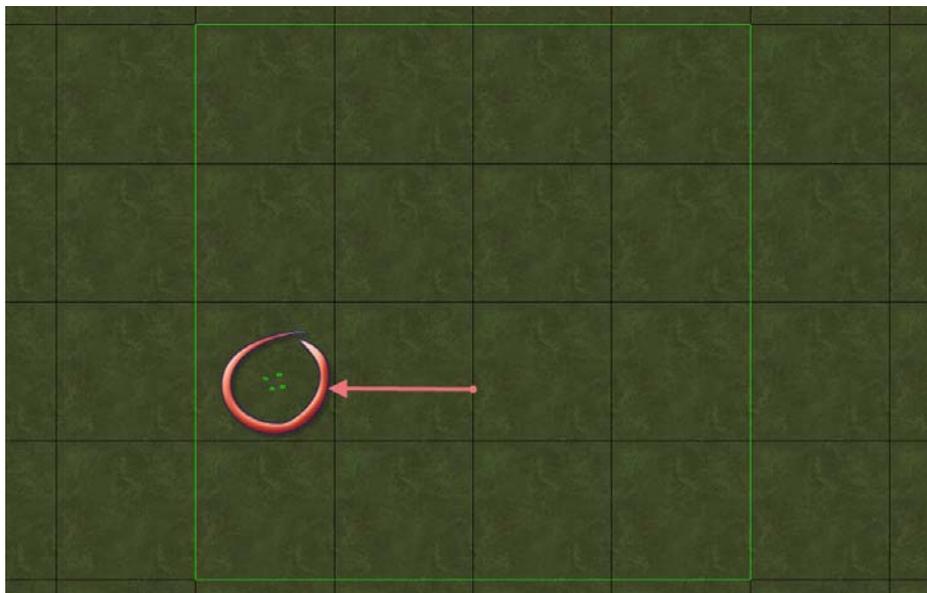


Figure 7 - Inserted civilian A.I. as viewed in the mission editor



6. Remember we are still in **“Insert Mode”** so before we proceed we need to switch this off. Place your mouse anywhere in the editing area and click the right mouse button. The drop down menu appear, just click on the **“Inset Mode”** with the left mouse button to exit. The other option to exit **“Insert Mode”** is to press your **“Insert Key”** on your keyboard.

Step.3

1. Highlight the 4 items that you just placed in the editing area by clicking on each one.

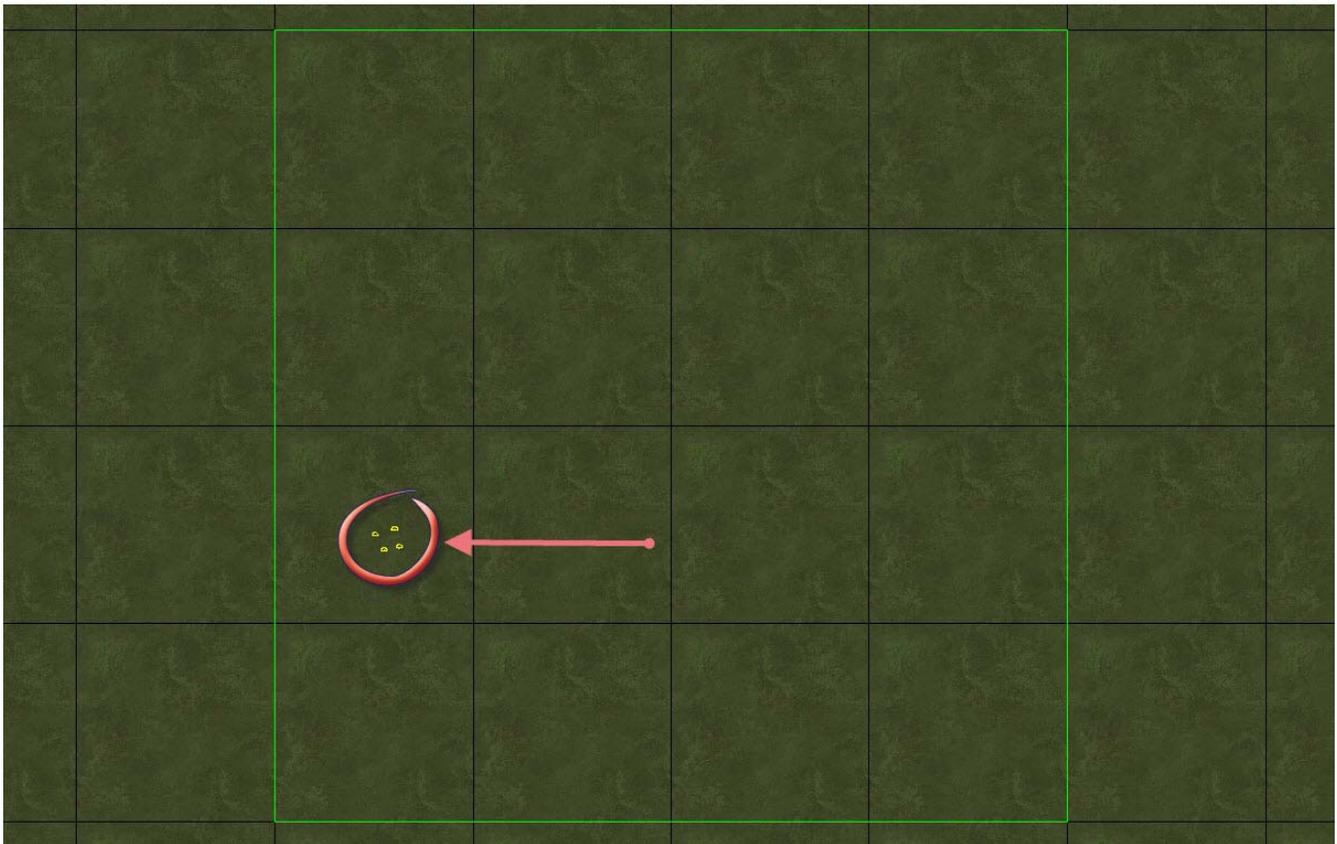


Figure 8 - Highlighted civilian A.I. as viewed in the mission editor



2. The bottom panel on the left side of your screen is known as the “**Selection Information Box**”.

Info	Thumbnail	Tiler
Selected: 4		
Item #1		
Name: Cindo01 - Indonesian		
SSN: 2		
Type: 3		
Facing: 0, 0, 0		
Waypoint: 0, 0		
X: -704.57348		
Y: -317.38914		
Z: 0.0		
AZ: 25.32768		
Group: 0 -		
Layer: 1 -		
Map:		
Elev: 25.32768		

Inside this panel, when an item is selected, it will show a brief summary of the item, this is known as the “**Item Attributes**” each item will have its own attribute window.

Note: when you have one or more items selected, any changes you make in the “**Item Attributes**” will be applied to all the selected items.



Yawn!!!

Are you still paying attention?

Figure 9 - Item Attributes Information



- Place the mouse pointer over the **“Item Attributes”** summary and click once on the left mouse button. This will open the **“Item Attributes”** window.

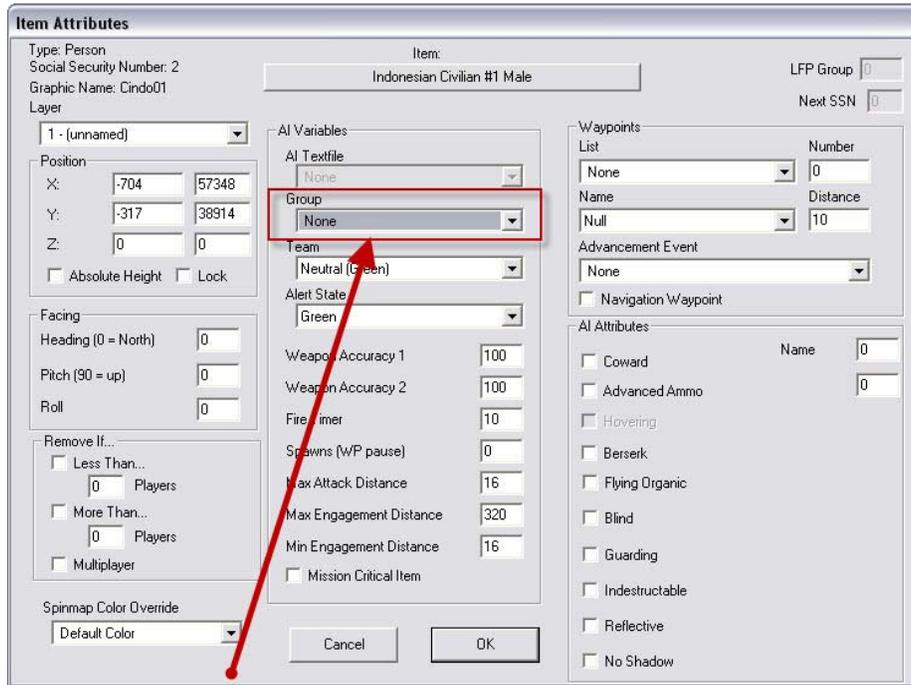


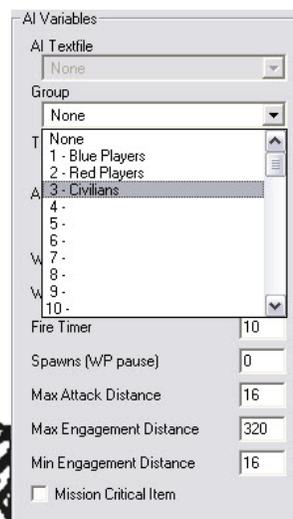
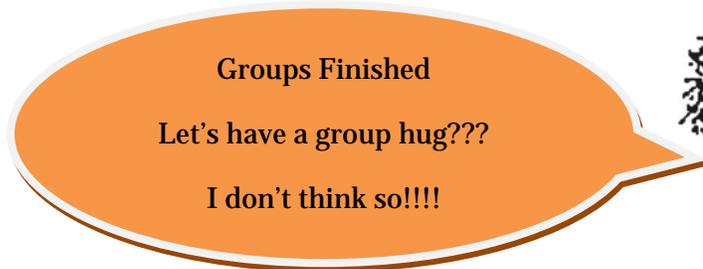
Figure 10 - Item Attributes of an inserted civilian A.I

- In the Box labelled Group click on the dropdown list arrow.
- Choose **“Civilians”** from the list.
- Press **“OK”** button.

You have now completed adding a group to your mission

That’s how easy it is and you can use the same principles

As discussed above for any objects/items you



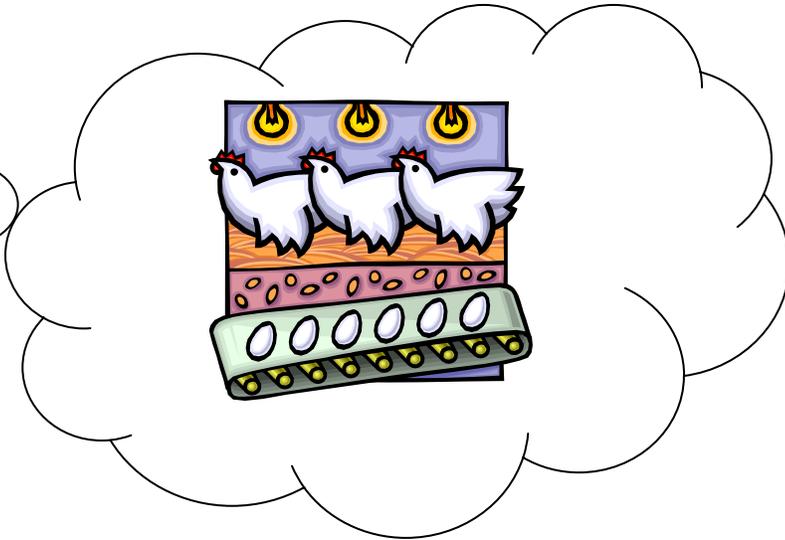
wish to use.

Figure 11 - Groups list box

Layers

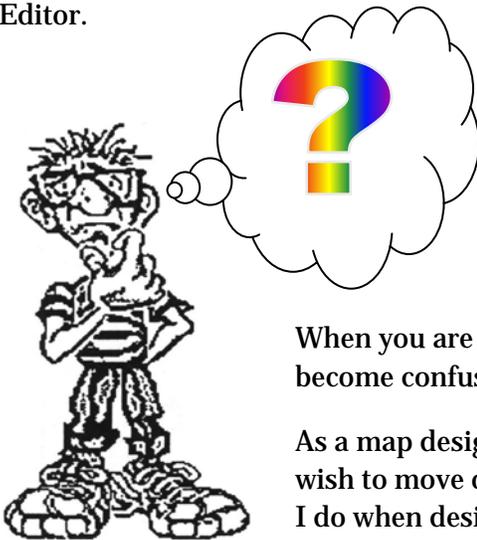
Layers:

What are "Layers"?



No Fred, that's the wrong type of "**Layers**" I want to discuss in this document/tutorial. Even though you are correct that Chickens are "**Layers**" of eggs!

I want to discuss the "**Layers**" function that can be used in map design within the Joint Operations Mission Editor.



Ok...

I will explain the "**Layers**" function to you Fred.

When you are adding items/objects to your mission in the editing area, it can start to become confusing and messy especially when adding a lot of items/objects.

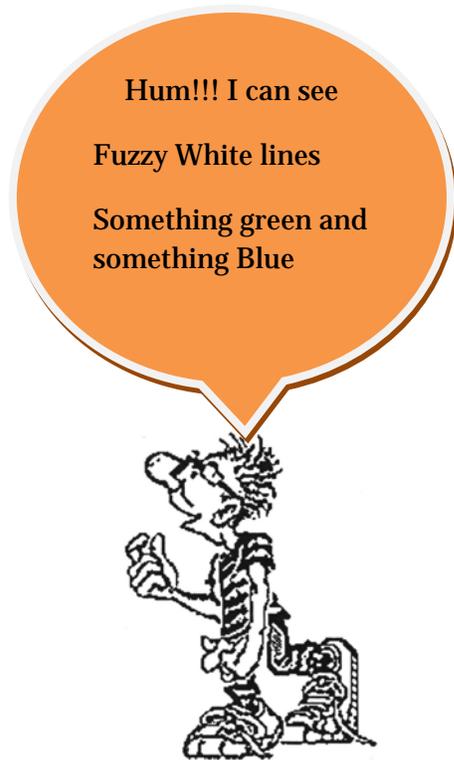
As a map designer myself I find that I get frustrated when trying to choose an item that I wish to move or adjust and I just cannot highlight it, so that is why one of the first things I do when designing a mission is to set up my "**Layers**".



Below is an example of items I have placed in a mission. Hey Fred can you tell me what items I have used?



Figure 12 - A group of items as shown in the mission editor



Well Fred the items I have used are as follows;

- Jungle Banyan tree x 5
- A Beach hut
- A civilian A.I
- Player start marker

As you can see it is really confusing especially when you want to highlight a specific item.



Figure 13 - How the group of items appear in the game



Let's Summarise:

A layer is simply a user assigned collection of items placed into a group, which can be easily hidden from view. By assigning similar elements to a layer, such as **“Foliage”** or **“Vehicles”**, you can quickly find exactly what you are looking for, (or hide the things you are not seeking).

Designating Layers;

There are a couple of things you need to be aware of before continuing.

- You are limited to 32 individual layers, so you need to think about **“What”** items you will need to group together.
- However you can assign unlimited number of items to a layer.



Setting up Layer Names:

In his section we will go through the process of setting up the layer names, remember, the naming convention you choose will need to reflect the items groups you are designating to a layer.

Step.1

First of all we need to choose a terrain. You may still have the terrain you set up in the **“Group”** Section. Just refer back to Step.1 in **“Setting up a Group”**. Once you have your terrain set up just follow the steps below.

1. Click on **“Edit”** located in the menu bar.
2. Find **“Layer Names”** in the dropdown list that appears and click on it, or you can use the keyboard command **“Ctrl +L”**.

Edit	View	Tools	Page	Info
Redo				Ctrl+Y
Undo				Ctrl+Z
Cut				Ctrl+X
Copy				Ctrl+C
Paste				Ctrl+V
Paste (Random Facing)				Ctrl+Shift+V
Delete				Del
Insert Mode				Insert
Area Triggers				Ctrl+T
Briefing				
Events				Ctrl+E
General Information				Ctrl+I
Global Replace				
Groups				Ctrl+G
Layer Names				Ctrl+L
Player Waypoint Names				
Teleport Targets				Ctrl+P
Waypoints				Ctrl+W
Weapon Loadouts				

Figure 14 - Dropdown list for Layer Names



The “**Layer Names**” window will appear.

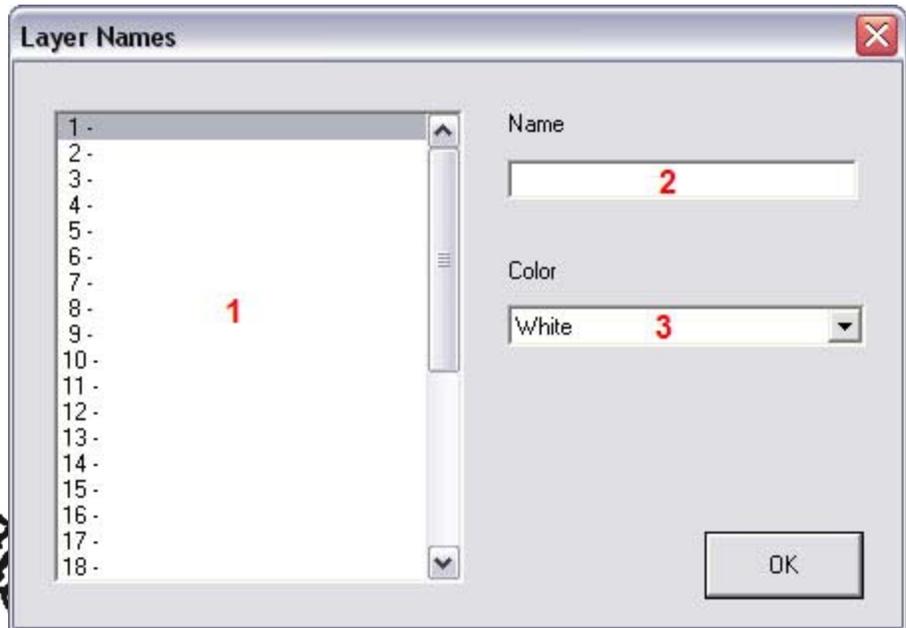
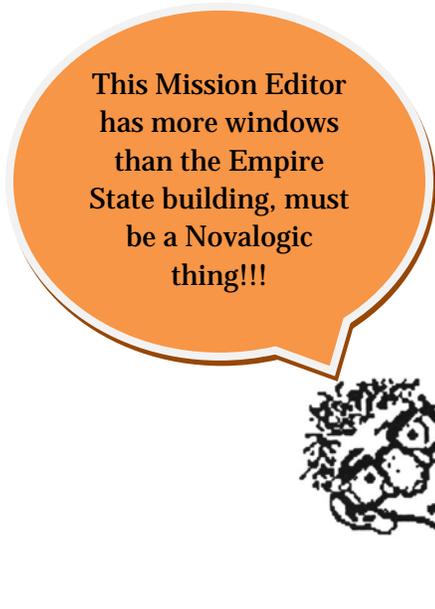


Figure 15 - The Layer Names Window

1. This is the area that will contain a list of each “**Layer Group**”. You can name these Layer with whatever names you choose, but I would suggest you make the name self-explanatory.
2. This is the area where you type in the name/label for your layer, which is then added to the list (1)
3. The “**Color**” box allows the mission designer to designate colours to each layer, which is how they will be seen in the mission editor.

Ok let's add some layer names.

1. Place the mouse button next to the number 1 in the group list box and click once to highlight.
2. Click in the “**Name**” box and type “**Null**”. The first position in the layers name list is set as the default layer and all inserted items will show in this layer, I prefer to leave this blank and start my layer names from position 2.
3. Next you can choose a colour for that layer I always use the colour White for the 1st position as all newly inserted items will stand out.

Continue and name 4 layers, remember to choose the represented colour. I will use the following.

Buildings – Blue; Foliage – Green; Civilian A.I – Orange;

You should have something similar to the following picture.

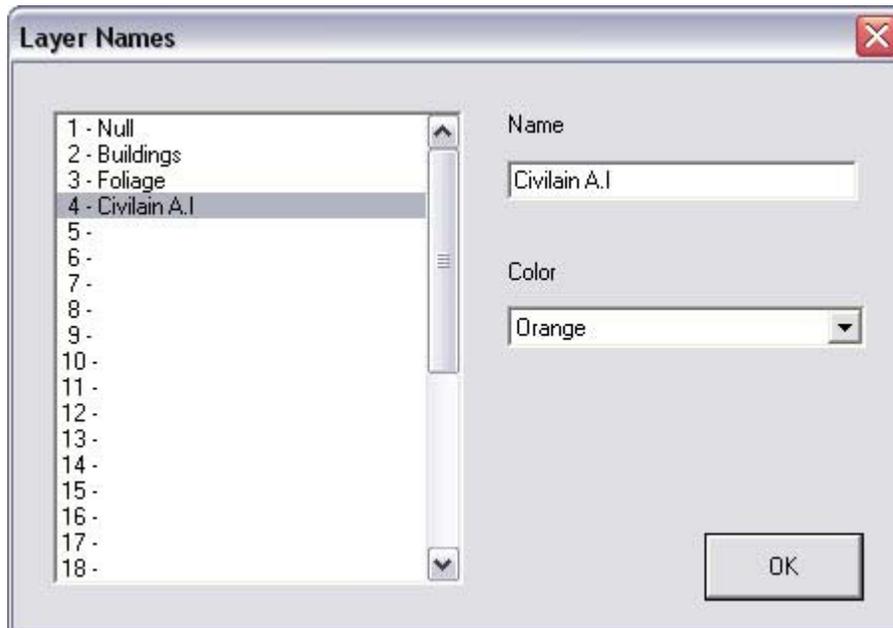


Figure 16 - A list of layer names added to the Layer Names Window

Step.2

Ok now that we have set up the **Layer Names** we can move on and add items to each **“Layer Group”**.

First you will need to insert some items on to the editing area. I have already done this so just insert the same items I did. Refer to page 13 for items used.

Note: I will add a link to the .MIS and .BMS files at the end of this document/tutorial making it available for download.

Important Point: Prior to selecting items from the editing area always choose the **“Unselect”** button. This will ensure you that when you select an item it will be the only item selected, otherwise you will leave yourself open to changing or moving an item you did not want to be changed or moved.

1. Click on the Jungle Banyan tree to highlight. You should have added 5 of these trees to the editing area.

A quick way of selecting items that are the same is to right click the mouse button and choose **“Select This Type”** from the dropdown list that appears. You should now have all 5 trees highlighted.

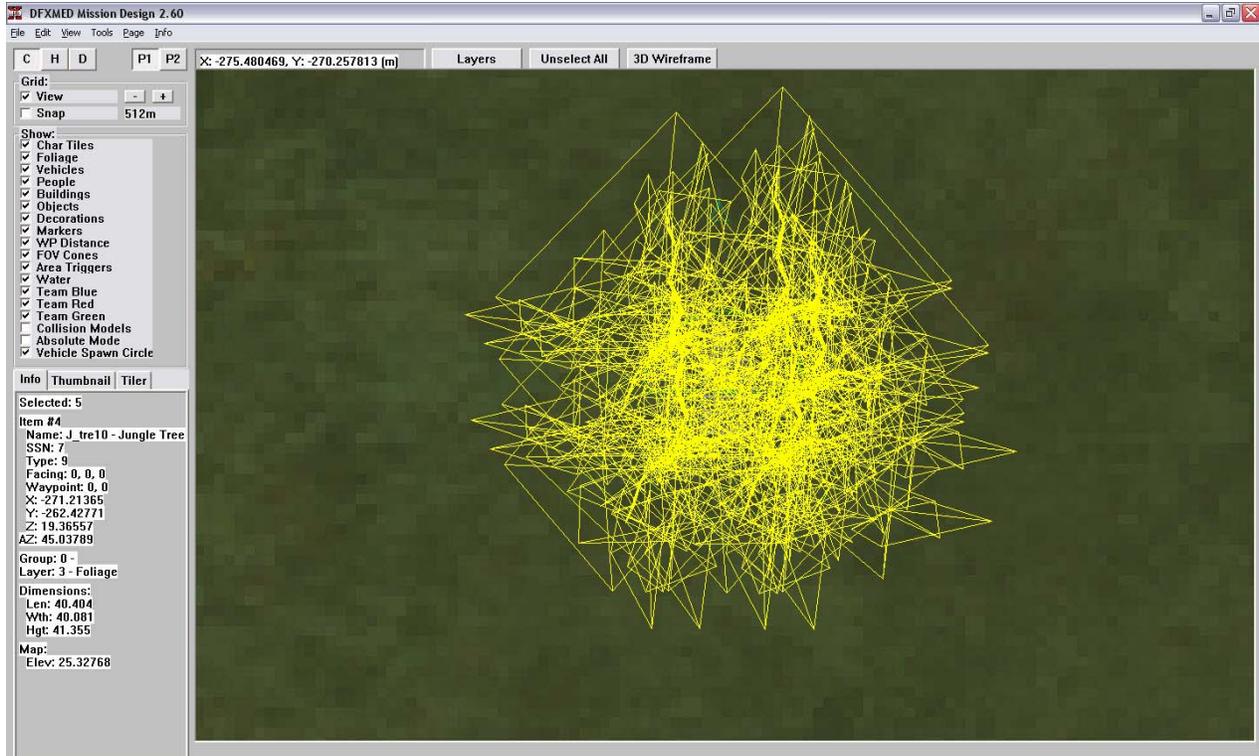
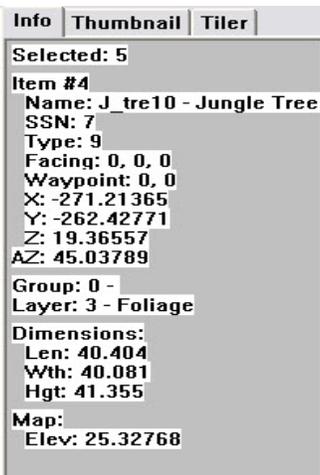


Figure 17 - Highlighted trees to be placed into a layer group

2. The bottom panel on the left side of your screen is known as the “**Selection Information Box**”.



Inside this panel, when an item is selected, it will show a brief summary of the item, this known as the “**Item Attributes**” each item will have its own attribute window.

Note: when you have one or more items selected, any changes you make in the “**Item Attributes**” will be applied to all the selected items.

Figure 18 - Item attributes for trees

3. Place the mouse pointer over the “**Item Attributes**” summary and click once on the left mouse button. This will open the “**Item Attributes**” window.

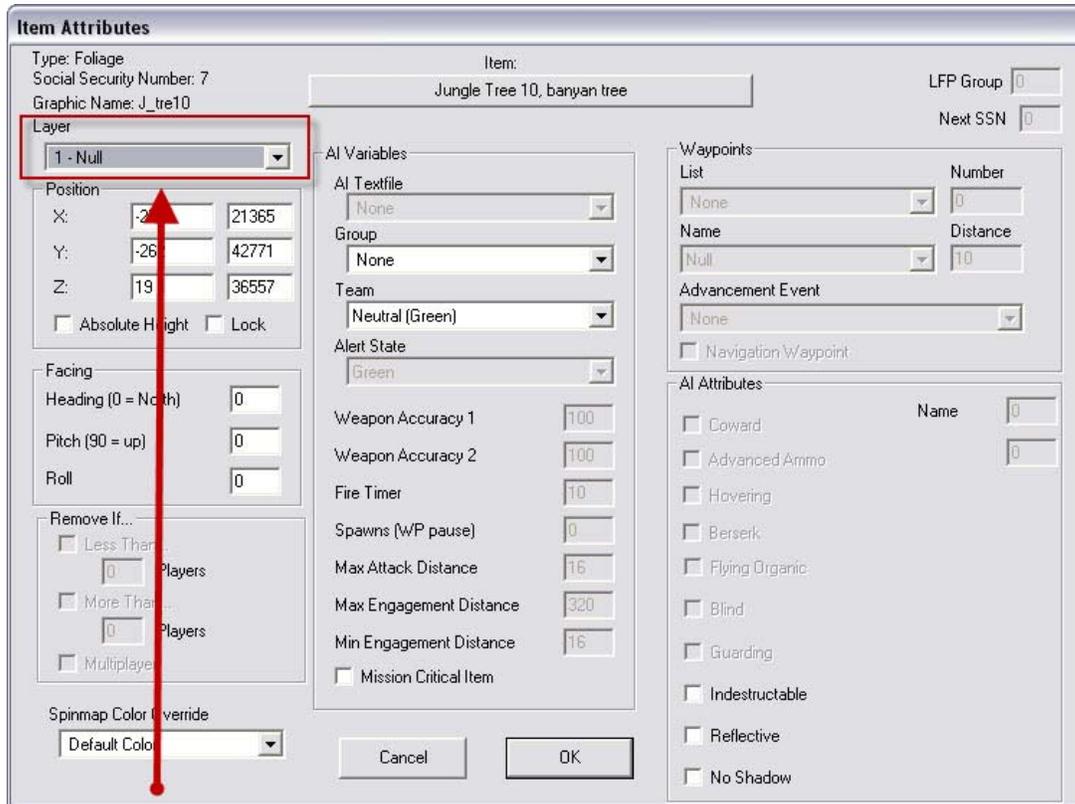


Figure 19 - This shows the layer drop down list

1. In the Box labelled Layer click on the dropdown list arrow.
2. Choose **"Foliage"** from the list.
3. Press **"OK"** button.

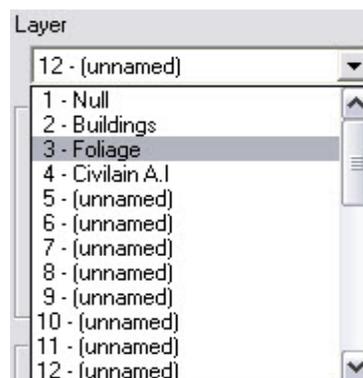


Figure 20 - Dropdown list showing the layer names

4. Press the **"Unselect"** button.

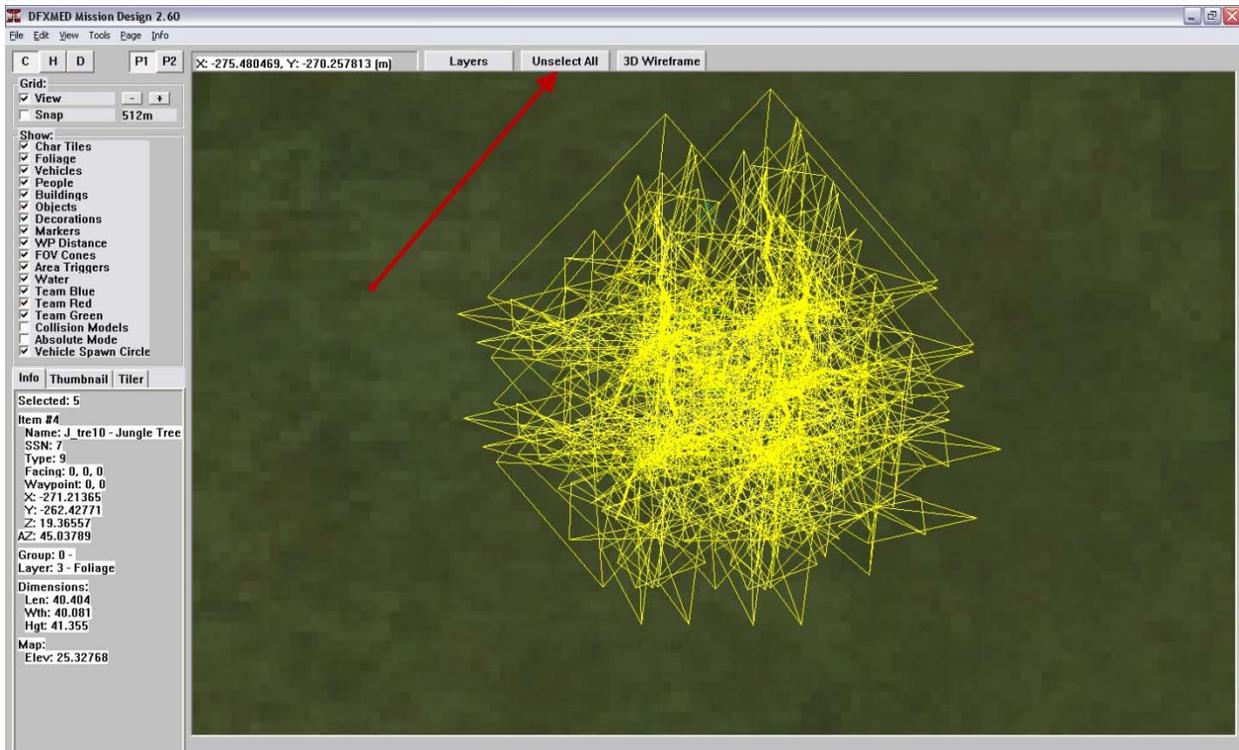


Figure 21 - Unselect all button location

Step.3

Ok we have just added the first items to a **“Layer Group”** the next thing you will need to know is how to **“View”** the layers and **“Hide”** or **“Unhide”** layers. This is the first thing I select after opening the mission editor and loading in the mission.

1. Click on **“View”** located in the menu bar.
2. Find **“View by Layer”** in the dropdown list that appears and click on it, or you can use the keyboard command **“Ctrl +L”**.



Figure 22 - The View - dropdown list

You now should see in the editing area the trees (Green) you have added to the layers.

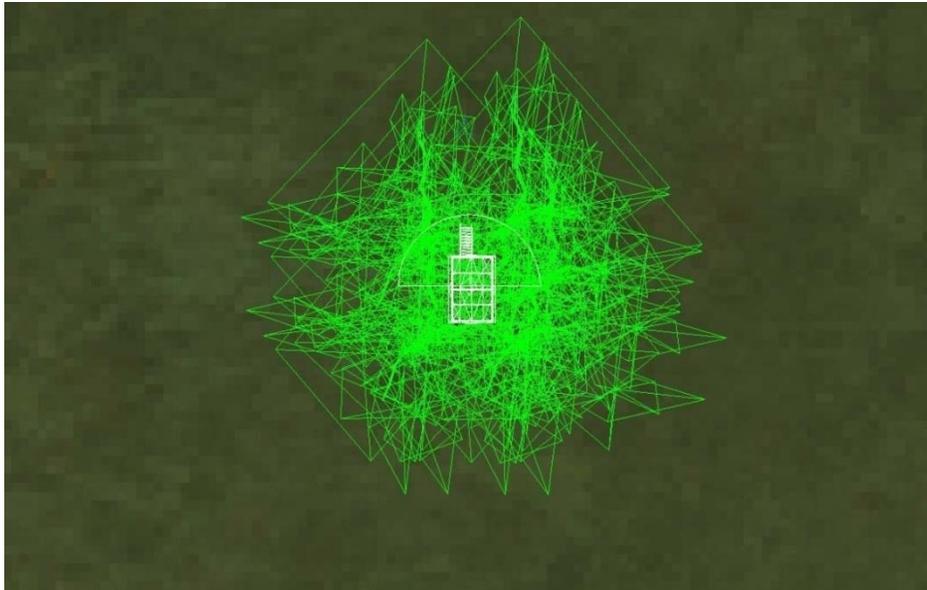


Figure 23 - The trees are now shown in Green colour

Ok let's add the other items place in the editing area, following the instructions in **Step.2**. Add the building and civilian A.I.

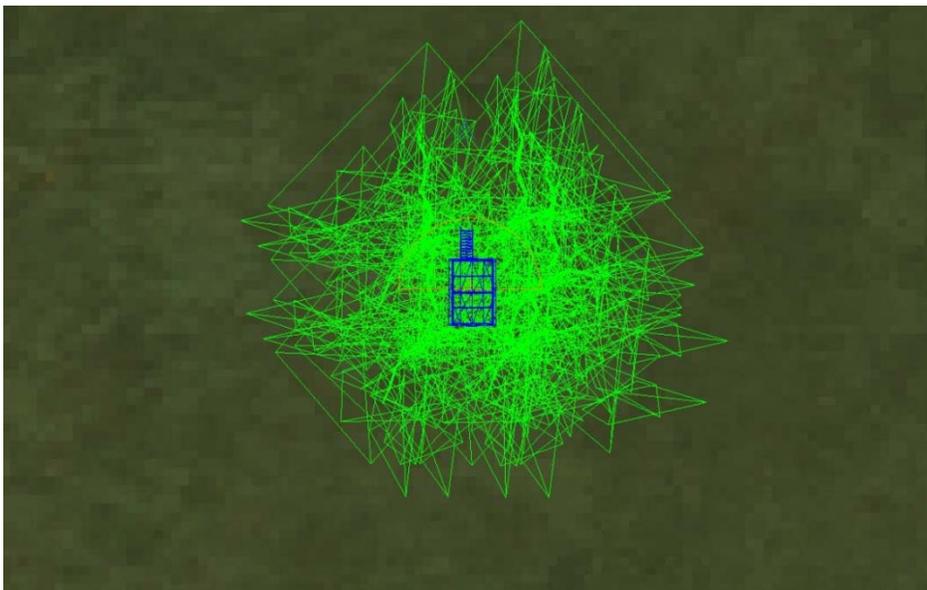


Figure 24 - Different items showing up as layers

Now that the other items have been added you should now be able to see to see them see the picture above.



To use "View by Layer" more efficiently you can turn layers "ON" or "OFF" which is known as "Hide" or **Unhide**. Let's look at how this is done.

To Hide or Turn Off Layers;

Locate the "**Layer**" button above the editing area.

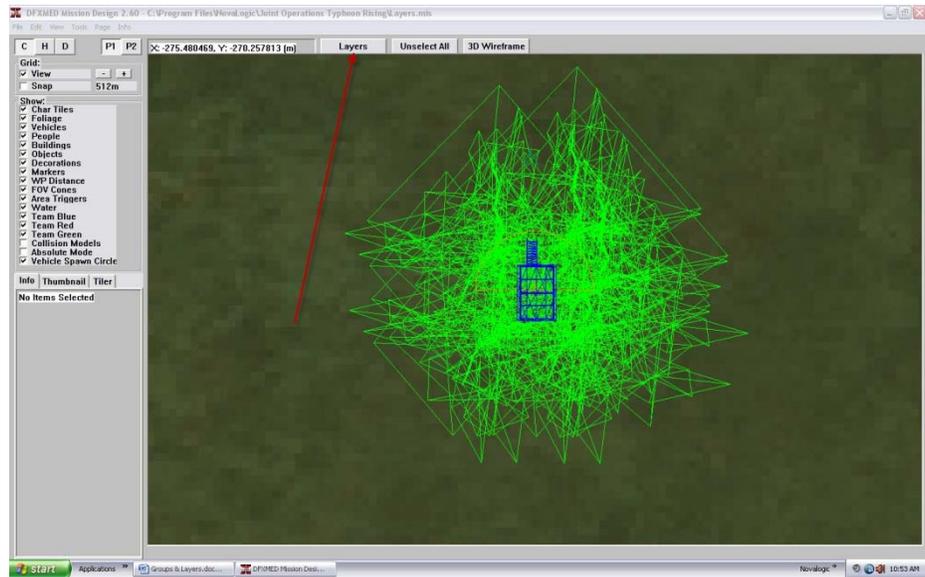
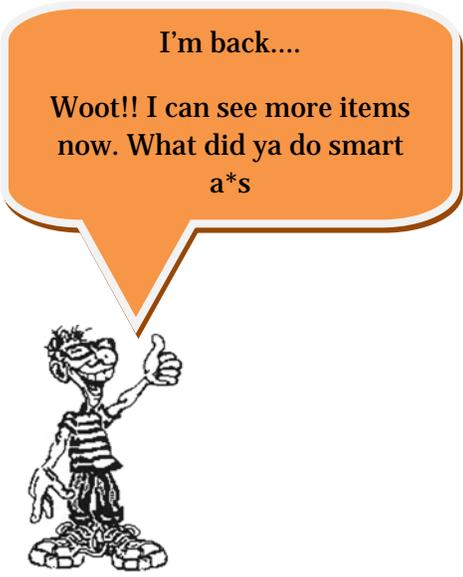
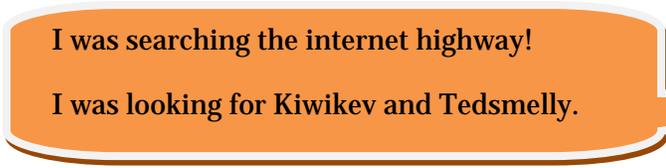
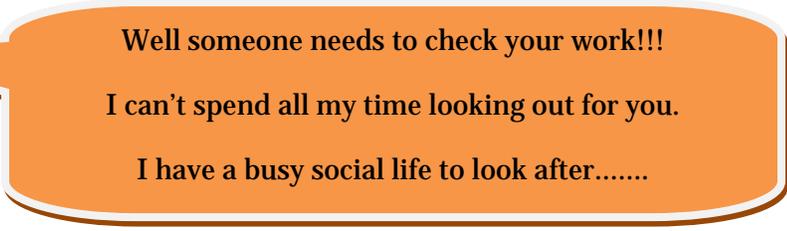
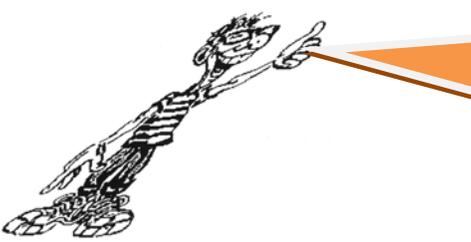


Figure 25 - The location of the Layers button in the mission editor

Hi Fred, where did you get to?



Why were you looking for Kiwikey and Tedsmelly?



Hmm! Thanks Fred. I think!

- 1. Ok click on the "**Layer**" button, this will open the "**Visible Layer**" window.



The “Visible Layer” window is made up of 32 check boxes with “Ticks” showing.

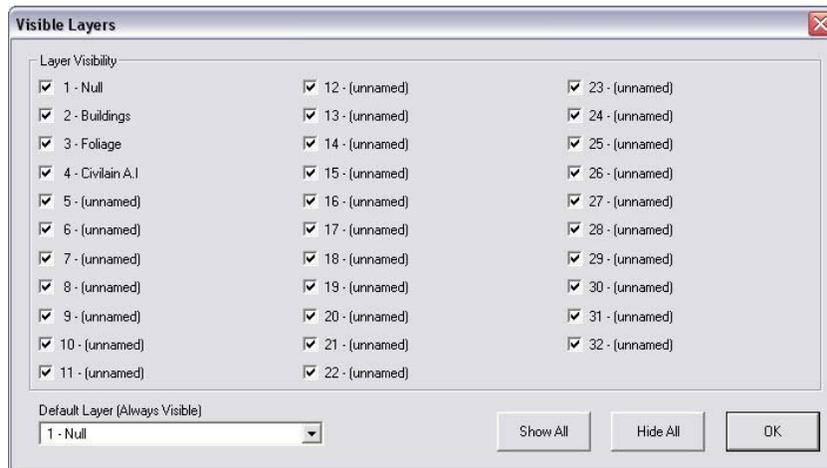


Figure 26 - Available list of layer visibility

You can see that numbers 1 to 4 are labelled. These were the names that were set up previously in Step.1 – “Setting up layer Names”

Now let’s remove the tick from the box labelled “Foliage”. Just place the mouse pointer over the box and click once. Now click the “OK” button. As you can see the foliage has been hidden allowing an unobstructed view of the other items.



Figure 27 - Showing the ability to show and hide layers

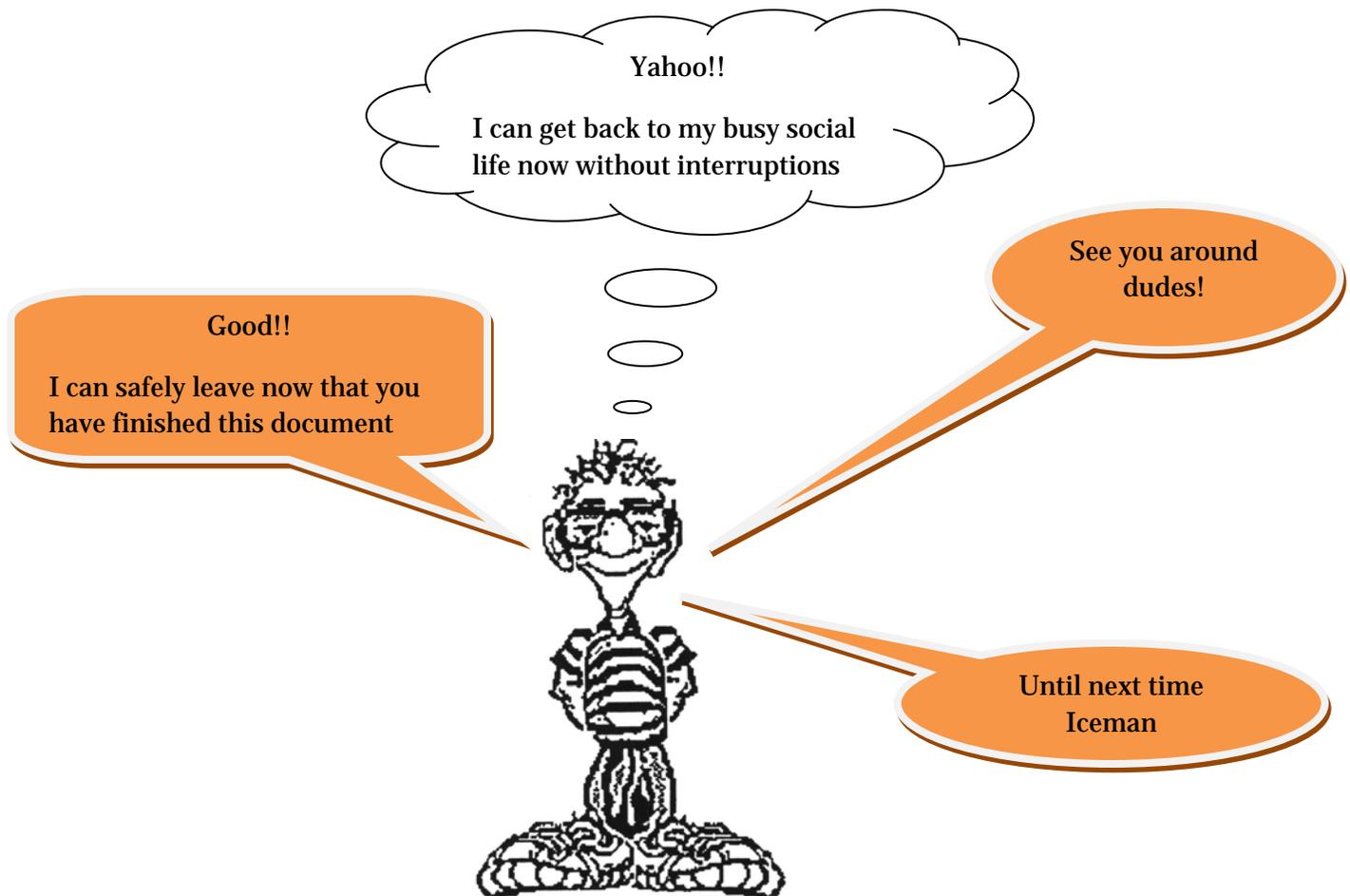


To Unhide or Turn on Layers:

This can be achieved by either by replacing the tick in the check box. (Move the mouse pointer over the box and click once on the mouse button) or click the button labelled “**Show All**” then click the “**OK**” button.

Well Fred this is another finished document all I need to do is add the link to the .MIS & .BMS files.

For the Download Link [Here](#)



Goodbye Fred thanks for the help... I think!

This document/tutorial was compiled by Iceman.

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