**GUIDE TO MAKE STRATMAPS WITH STRATOOL**

**By DAK\_Legion**

First…Download this as it will add to this guide…

<http://www.closecombatseries.net/CCS/modules.php?name=Downloads&op=getit&lid=600>

<http://www.closecombatseries.net/CCS/modules.php?name=Downloads&op=getit&lid=2015>

After extracting the .zip

Read the readme files for each tool for instructions. (They should be easy to understand)

You need to create the following images in .tga format as it says in the readme for the Stratool:

graph.tga the main stratmap image **1708x1129** pixels, see NORMANDY in CCImages.pix

mask.tga main stratmap mask **1708x1129** pixels

dgraph.tga debrief map image **559x348** pixels, see DBCAMPAIGNMAP in ScrnGadg.gdg

dmask.tga debrief mask **559x348** pixels

usDebrief.tga the image for US controlled areas **560x348** pixels

bothDebrief.tga the image for contested areas **560x348** pixels

geDebrief.tga the image for GE controlled areas **560x348** pixels

eGraph.tga the scenarioeditor screen, **800x600** SCENARIOEDITORSCREEN in CCImages.pix

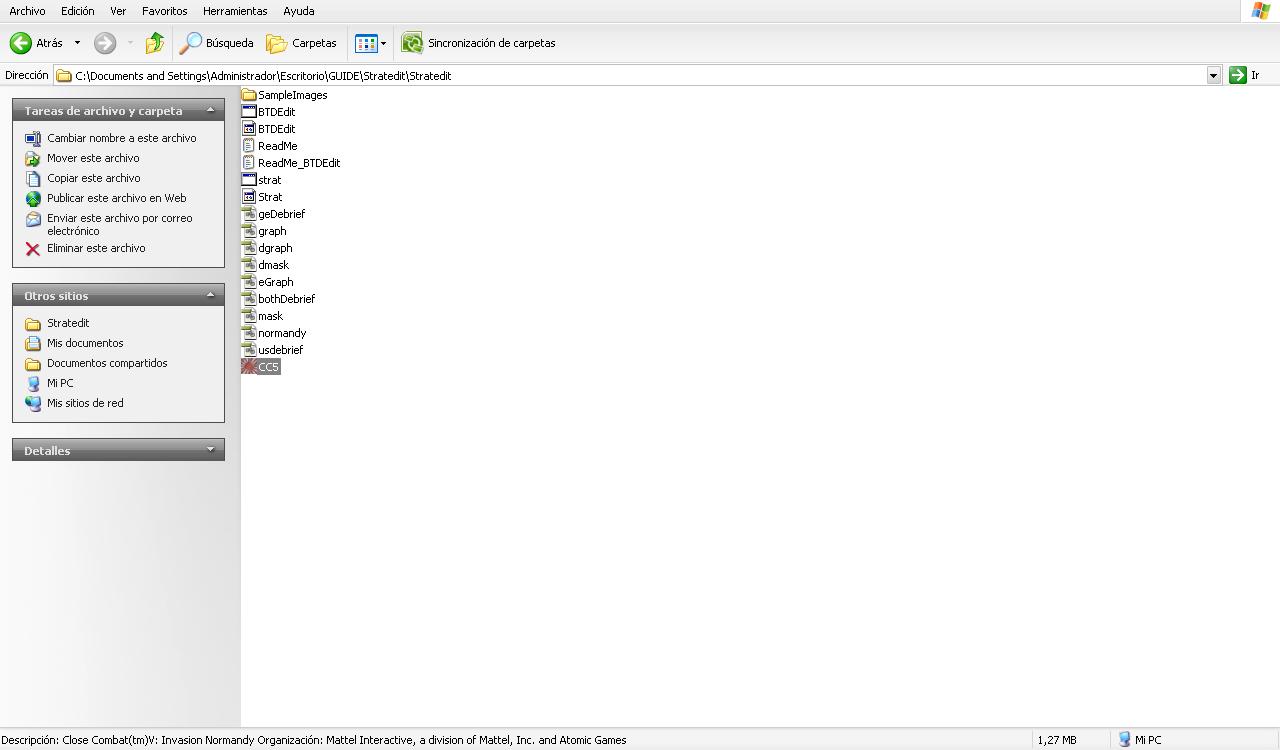
For graph.tga and mask.tga the tool works with a larger image than 1708X1129, but this image will be expanded view(diffused?) but it will still WORK;)

All Images need to be saved as 16 BITS!!!

You need a CC5.EXE to run the tool.

Extract all images of CCImages.pix to create a new SCENARIOEDITOR or in this case EGRAPH.TGA.

Put all images in the straedit file.

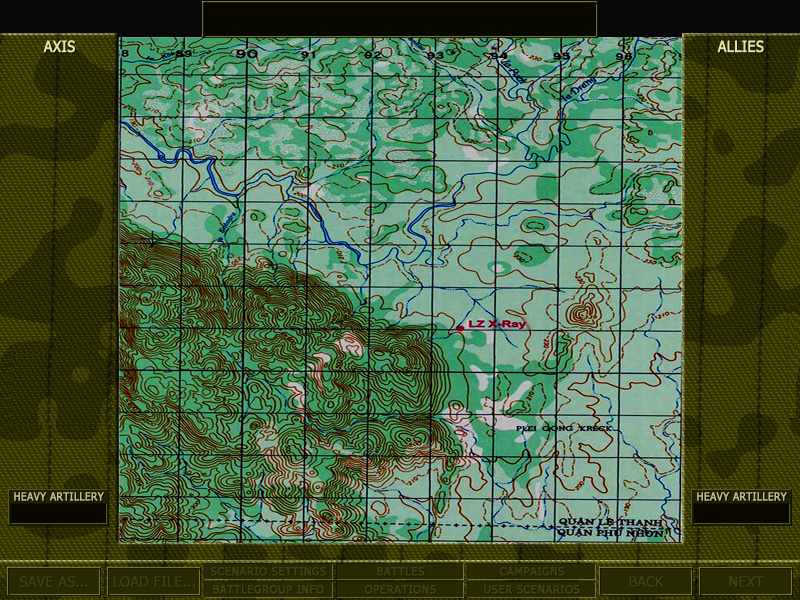


In this GUIDE i am going to make a small new stratmap with 3 areas, It will serve to learn the main aspects of how the tool works.

I am going to work with Last Stand Arhem(LSA).

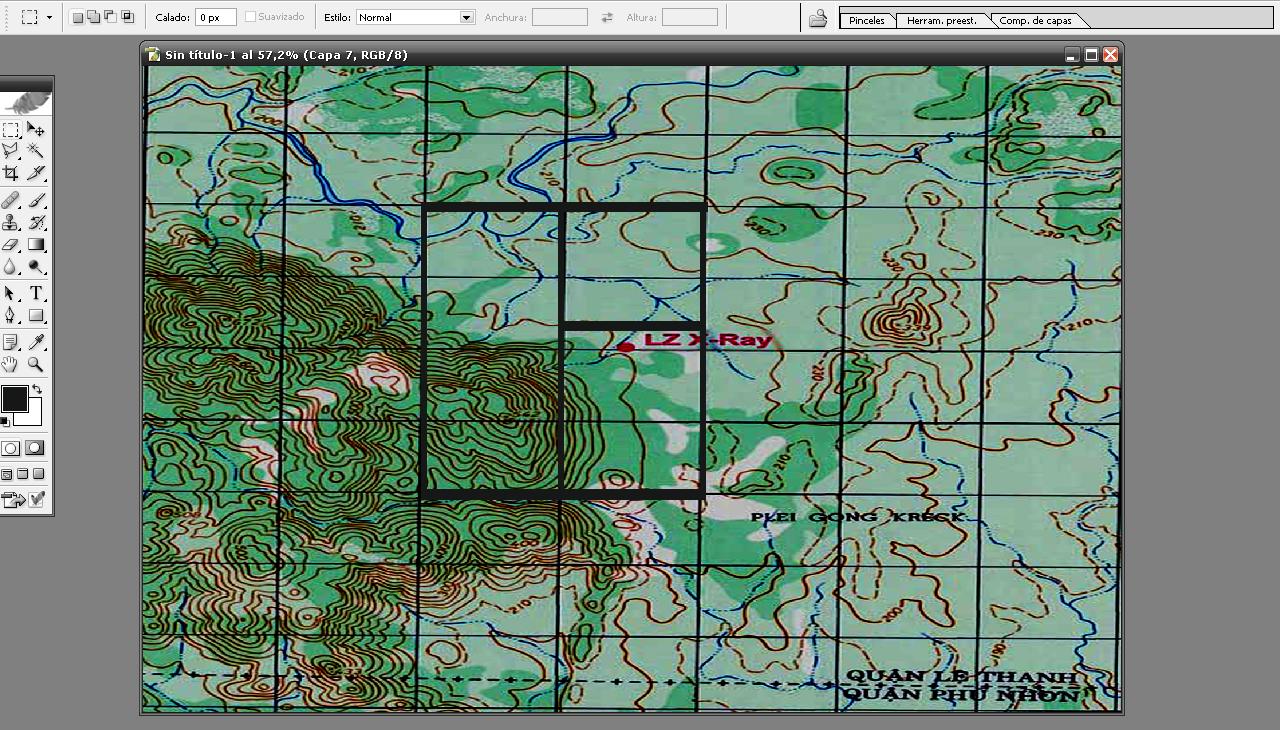
My idea is based on the LA DRANG BATTLE.

Extract the CCIMAGES.PIX and create a new image called EGRAPH.TGA in format 16 BITS. Here is the final result…



Now I am going to make my new stratmap…. first outline the areas of fighting:

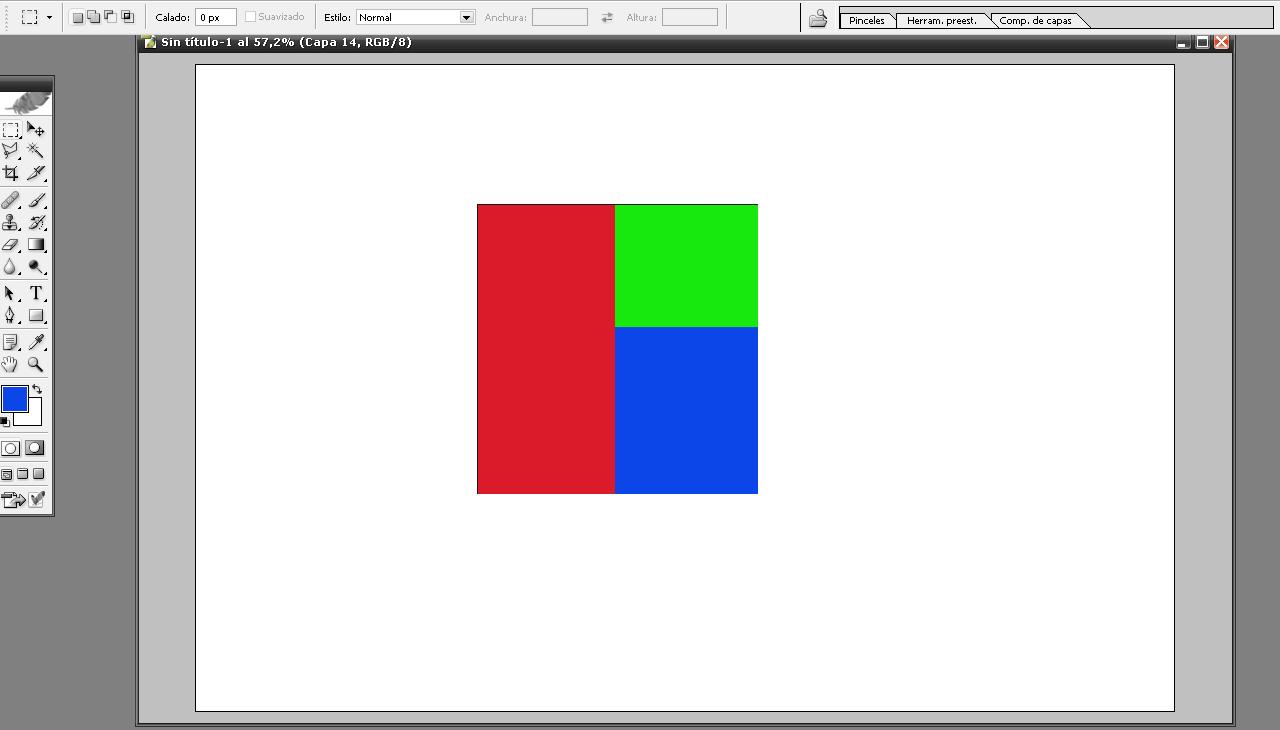
Left area: CHU PONG, Top Right: LZ ALBANY and Lower Right: LZ X-RAY.



Now save this image as GRAPH.TGA (16BIT).

Also save this image as NORMANDY.TGA 16 BITS.

Now i am going to make a mask for the statmap, you must make 3 areas with different colors. (Every area must have its own distinct color)



Paint the out of bounds areas of the strategic map all white.

The areas of combat (Mapareas) with contrasting colors.

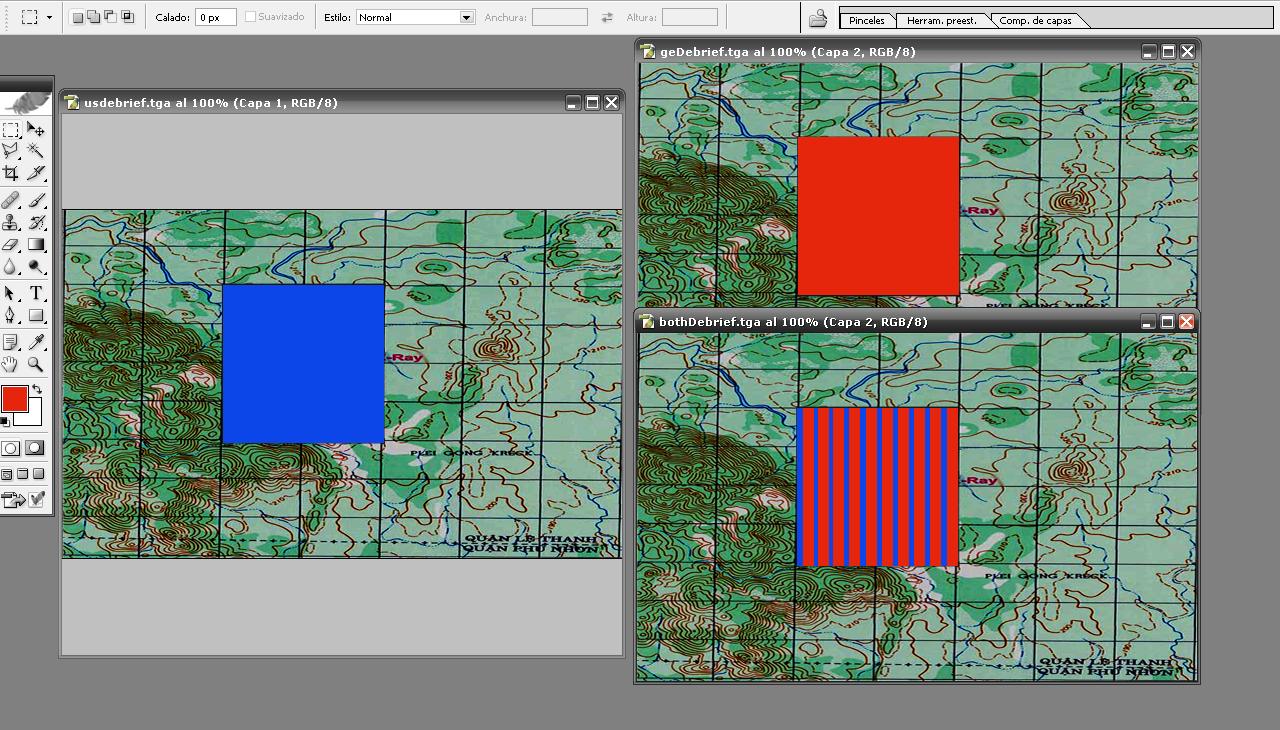
Save this image as MASK.TGA

RESIZE the mask in 559x348 and save as DMASK.TGA and save in 16 bits.

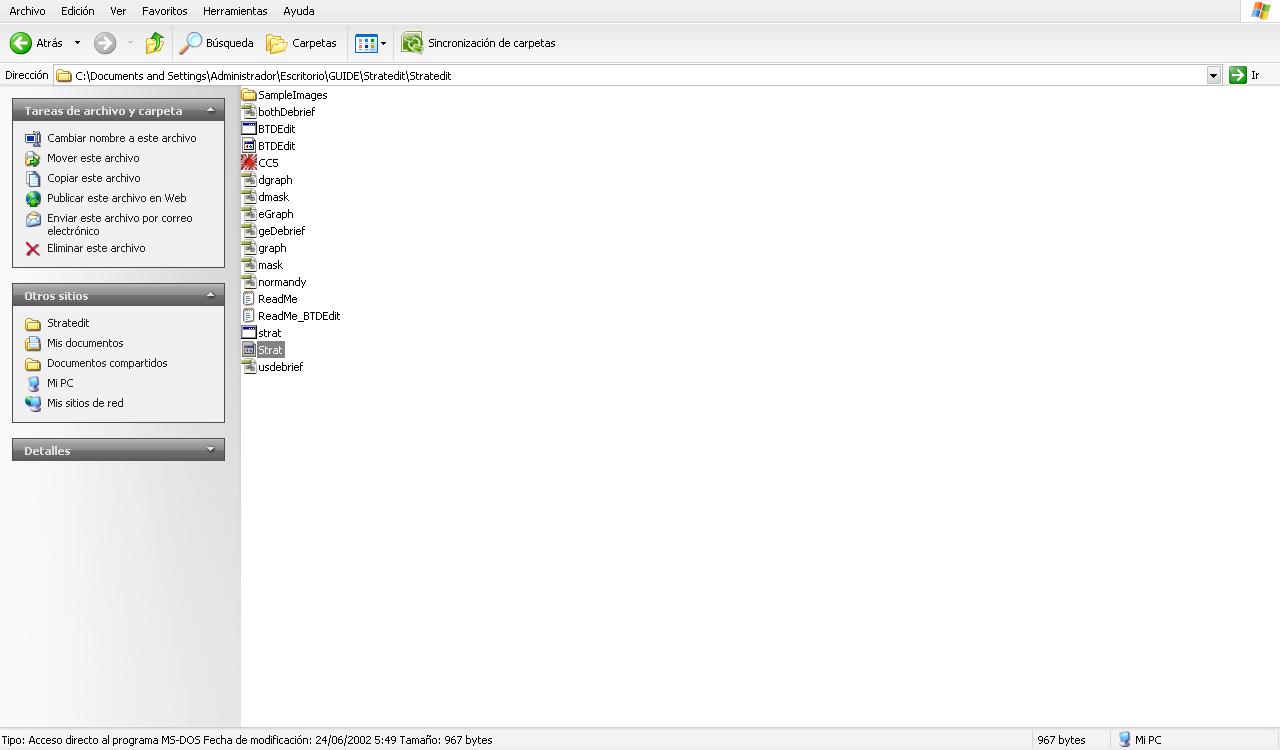
Resize the stratmap image(1708x1129) to 559x348 and save the image as DGRAPH.TGA.

Now make the US and GE DEBRIEF.tga’s (560x348).

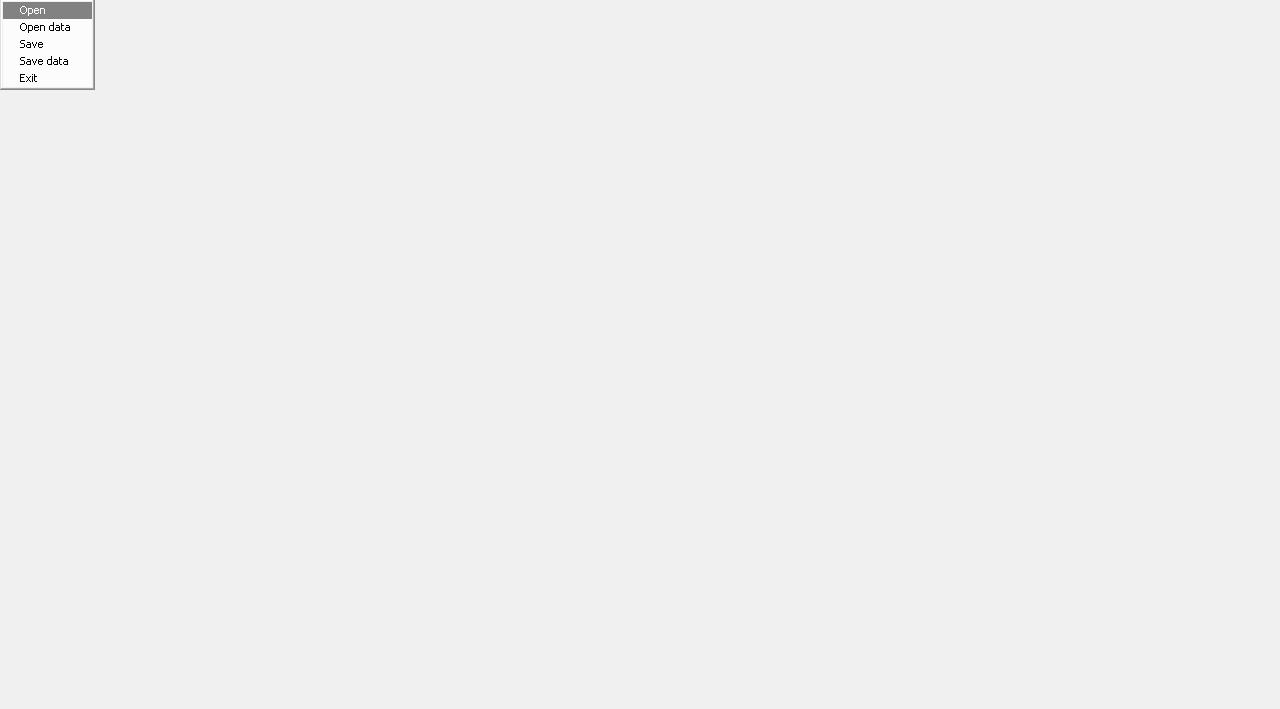
My style is to make the same image of stratmap for usdebrief,gedebrief and bothdebrief and then place the national symbols for each nation like the Berlin mod.



RUN the STRATOOL!!



You will see this:……………………



Choose OPEN and the tool run your NEW STRATMAP;)



Select your AREAS of Combat (map areas) and select your connections….



Now connections…ATTENTION

Note down what arrows belong to what map connection - from what map it starts and ends. This information will be placed in STRATMAP.TXT



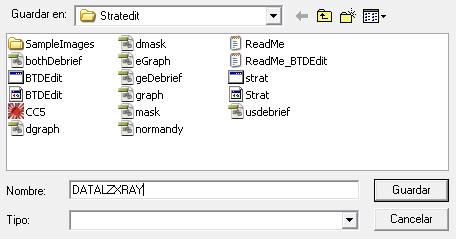
Now CLICK in **VIEW/SCENARIOEDITOR MAP** to place the **SCENARIOEDITOR** **DIAMONDS** in correct **ORDER.**

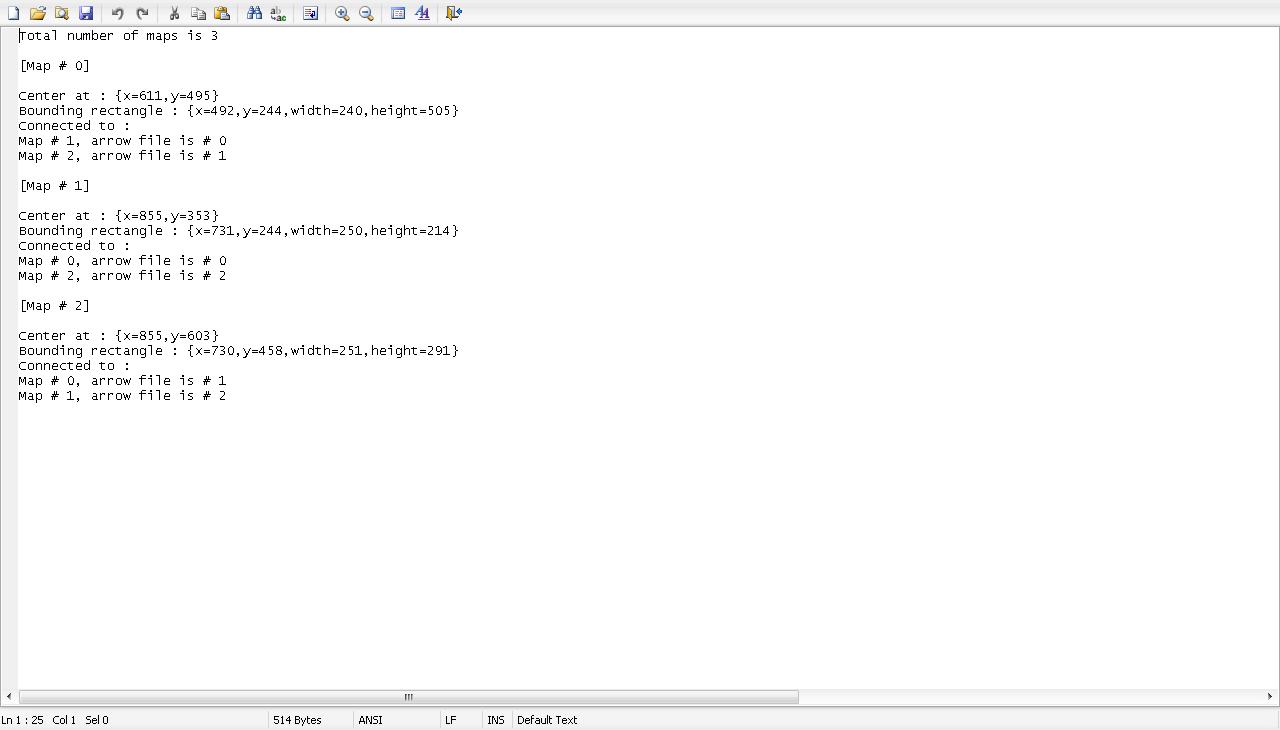


Now **CLICK** in **VIEW/DEBRIEF MAP** and **SELECT AREAS of COMBAT**.



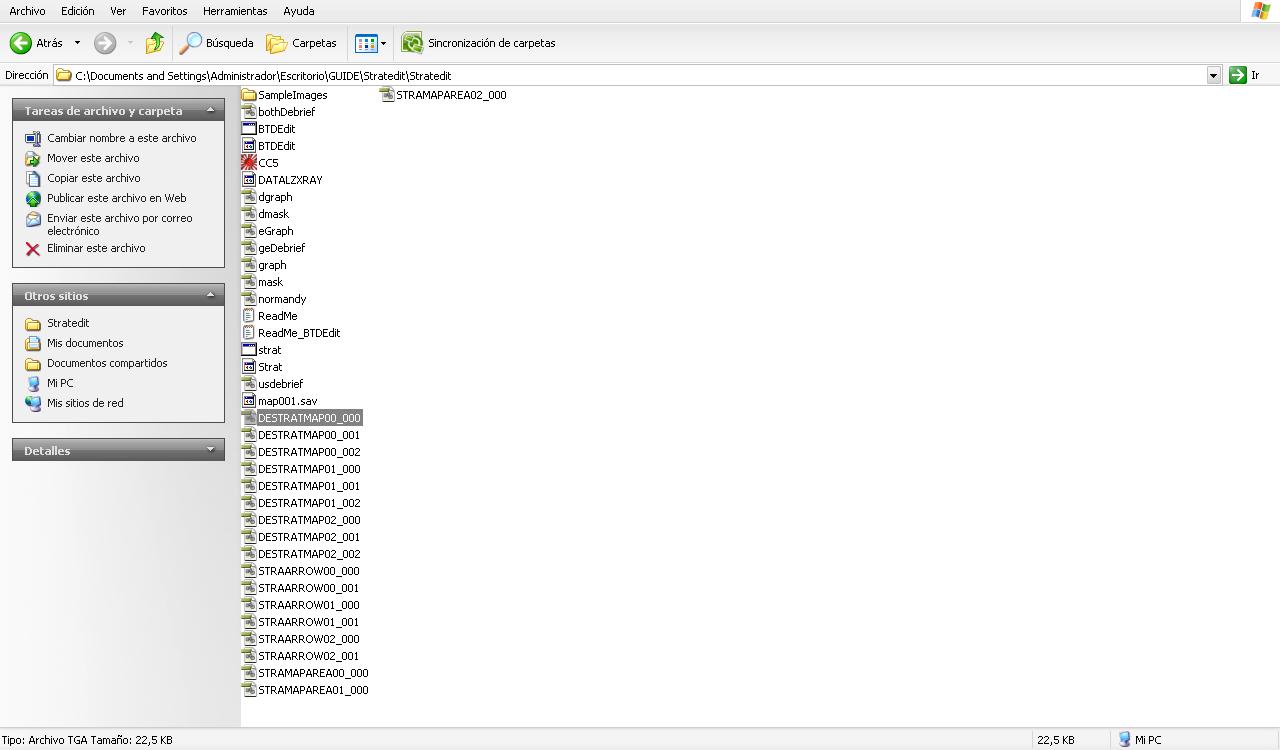
Now **CLICK** in **EDIT/EXPORT TEXT** and save the document in the folder **STRATEDIT**, this document contains all coordinates and connections for each map and you can open it with **NOTEPAD**.



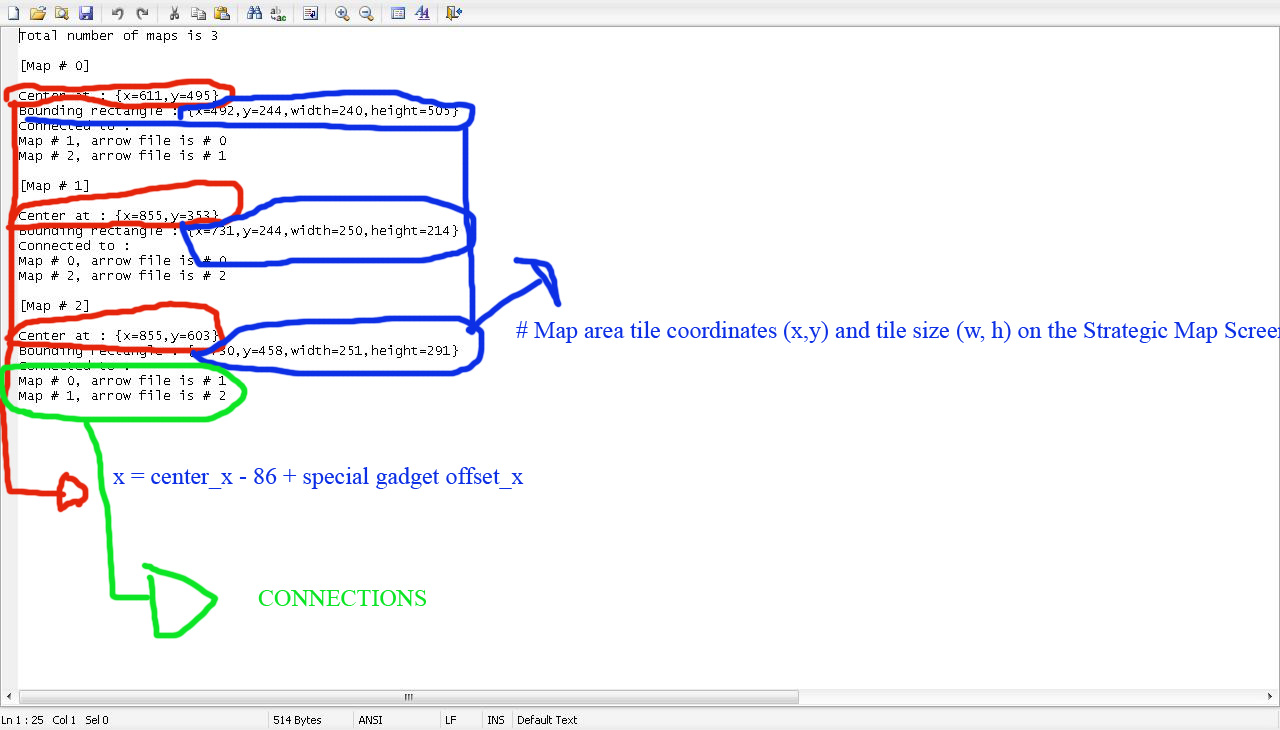


Finally **SAVE** and **SAVE DATA**.

Now **STRATOOL** has created all the graphics files that we need to be replaced in the **SCRNGADG.GDG** file.



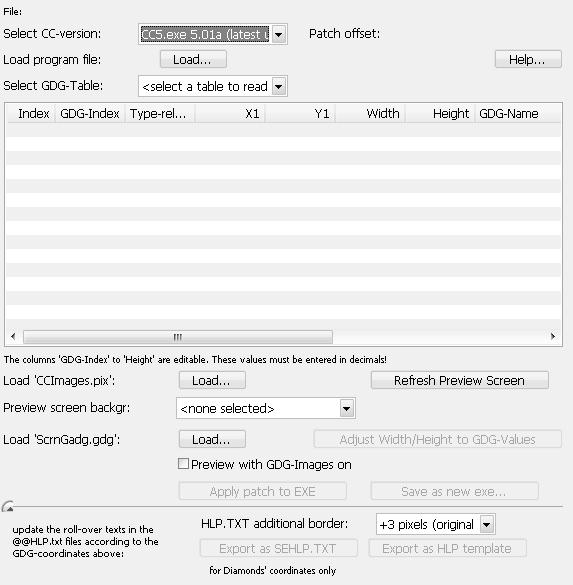
Put in the coordinates correctly in the **STRATMAP.TXT** of LSA.

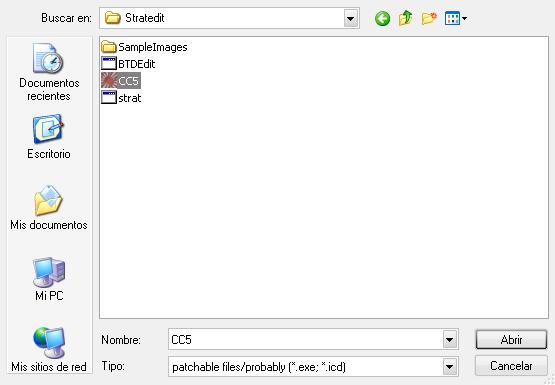


Now put in the coordinates of the **NEW ARROWS :**

Open **RTBTool** and select..**SCREEN PATCH .EXE**

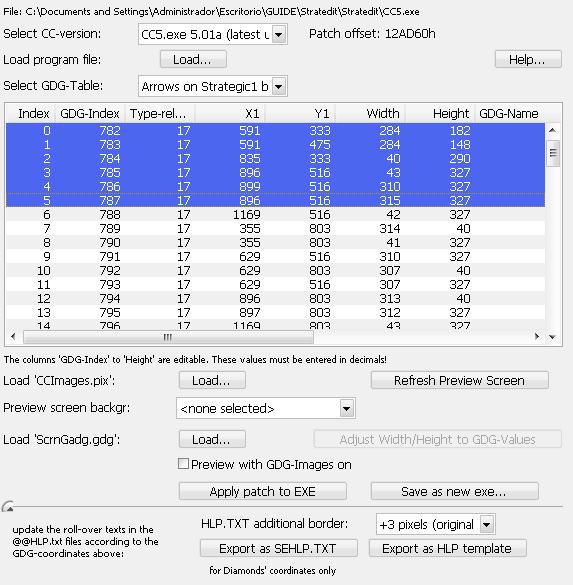
Change the CC Version to CC5.exe and choose **LOAD PROGRAM FILE** and **SELECT** the **CC5.exe** from the stratedit folder.





Now in **SELECT GDG TABLE** put **ARROWS ON STRATEGIC 1 BIG SCREEN.**

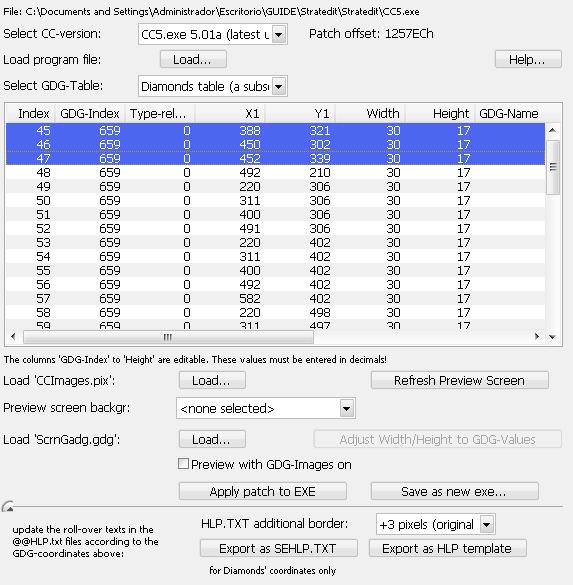
We have 6 new arrows so it will be six new coordinates.



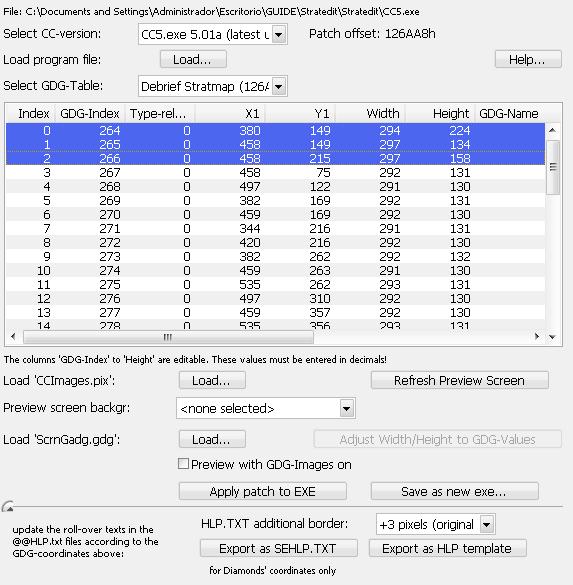
Put these coordinates in**…# Coordinates (x,y,width,height) for the strat map screen for each arrow gadget on STRATMAP.TXT**

Now change the **SELECT GDG TABLE** to **DIAMONDS TABLE** and put the coordinates

In **…# SEMAP coordinates on the Scenario Editor screen (x,y,w,h) for each map on STATMAP.TXT**



Now Change the **SELECT GDG TABLE** to **DEBRIEF STRATMAP** and put the new coordinates to **# Debrief screen map gadget locations, one per map**



**ATTENTION**…If you want to create the **RED CIRCLES** you must copy all folder **STRATEDIT** not to disrupt the original and resize the **MASK.TGS** and **GRAPH.TGA** to 275X171 and save as 16 bit .tga

Run stratool and **OPEN** and select the areas and **EDIT**/**EXPORT TEXT** and you will get the coordinates for the red circles.

**Please if you are able to create a new strategic map with this method would be happy to know, I would be very happy..ENJOY!!!!**

**Ahhhh I forgot….SORRY for my English;)**

Edited language: Schnellemeyer