

Battlefield Academy Template 1 Guide

This guide explains how to use the Slith_Template campaign to easily create your own campaigns with some preset AI logic.

Template Features

Preset AI team behavior

The AI team behaviours are set up in the script, so you just need to decide which unit is in which team. The team behaviours are:

Team 0	Seek and destroy
Team 1	Stay dug in
Team 2	Head out toward AI point 0 (which you'll need to set up in the editor)

Survival Turns

By setting a single value in the script, you can turn on logic which allows the player to win if they survive for a given number of turns, also shows a countdown on screen.

Victory Point

By setting up victory point coordinates in the script, you can allow the player to win by capturing a given victory point shown on the map.

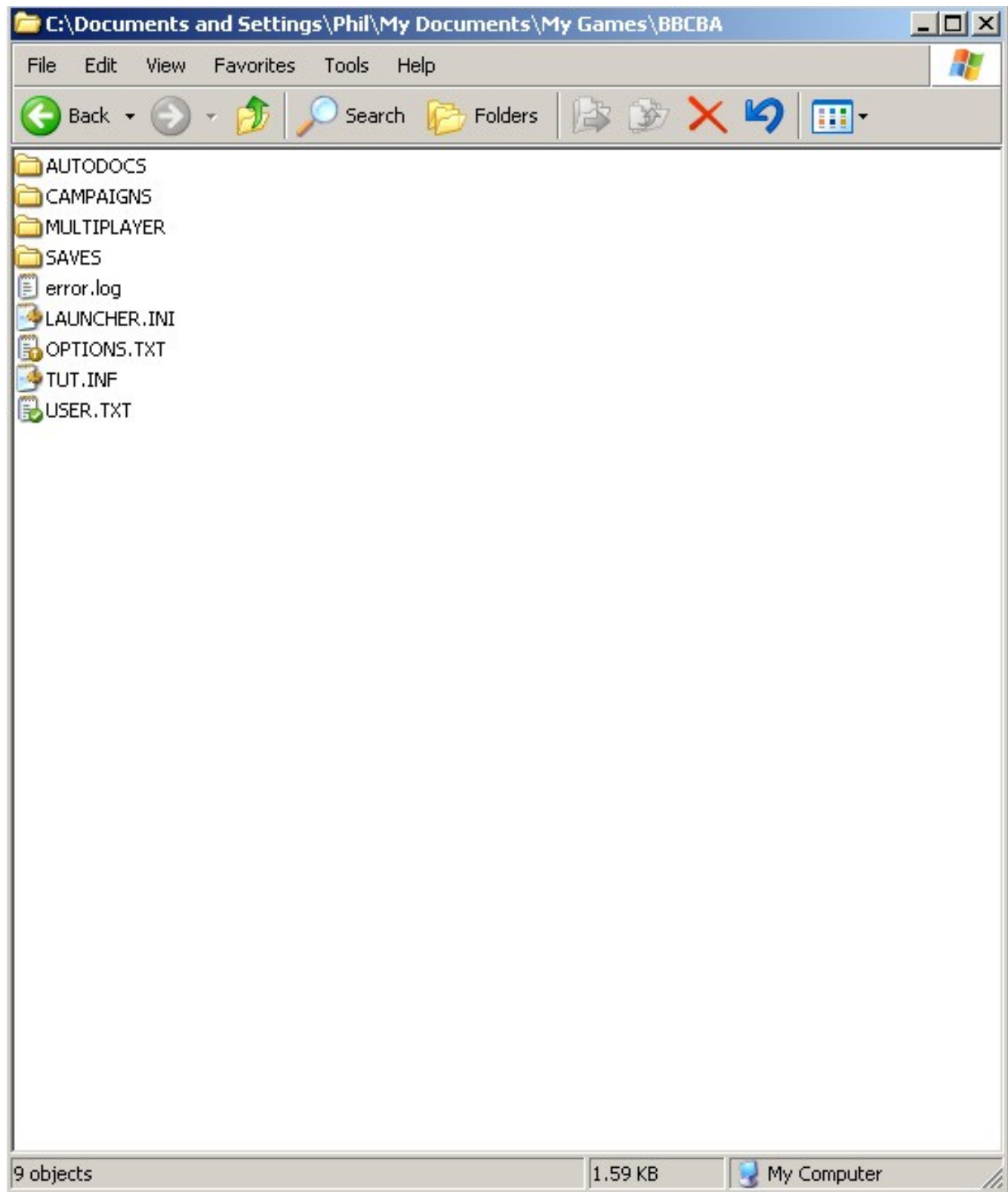
Tutorial

Let's walk through a quick example. In this example we will be altering the template file itself. If you wanted to have more than one mission in your campaign, you would just copy the `TEMPLATE.BAM` and `TEMPLATE.BSF` files, rename them, and work on those.

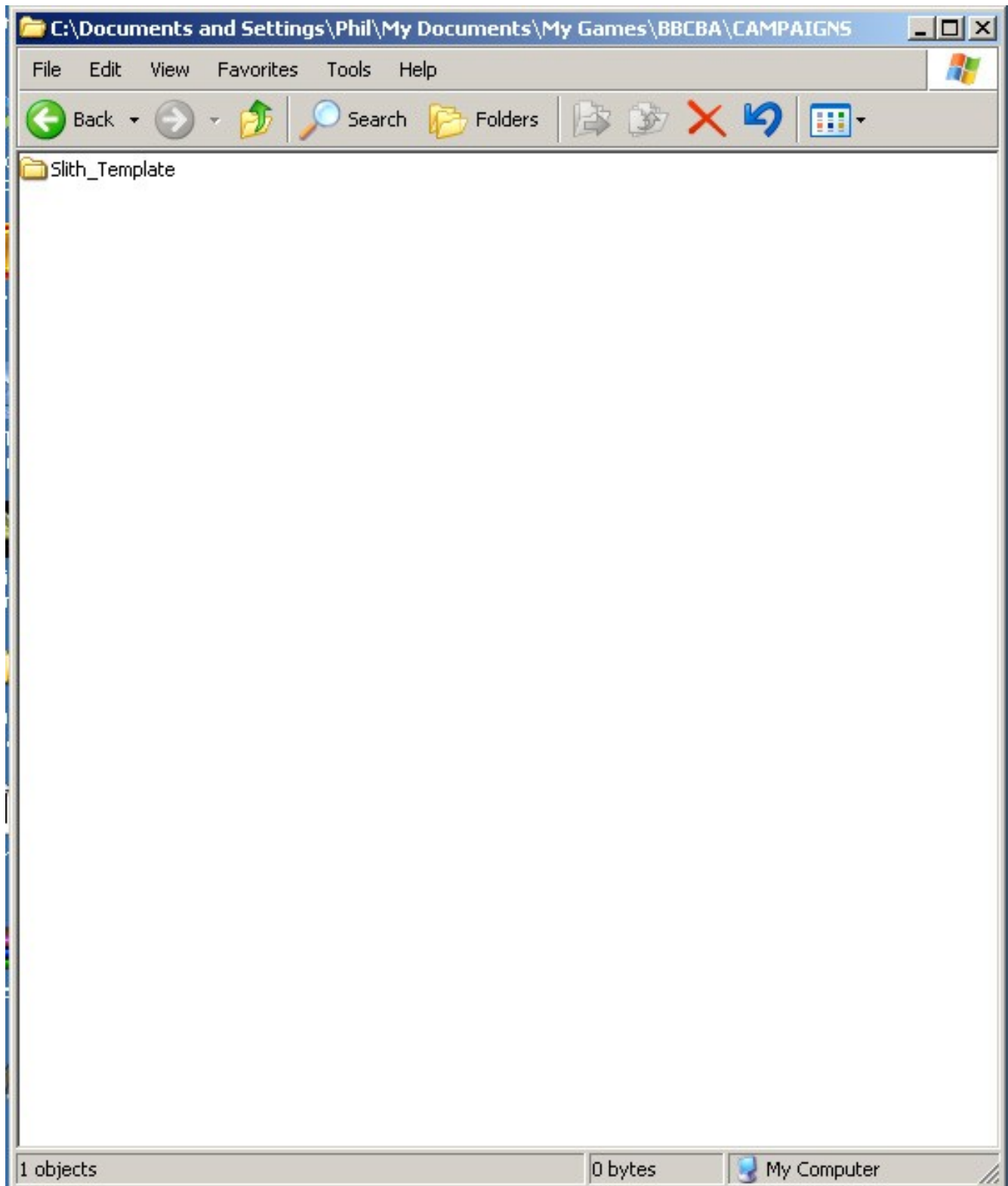
Note: we recommend installing Notepad++ to make editing script files simpler. Check out the Tools section at the end of the Engine Documentation which can be found at the Modding Portal.

Step 1 – Set up the Folder

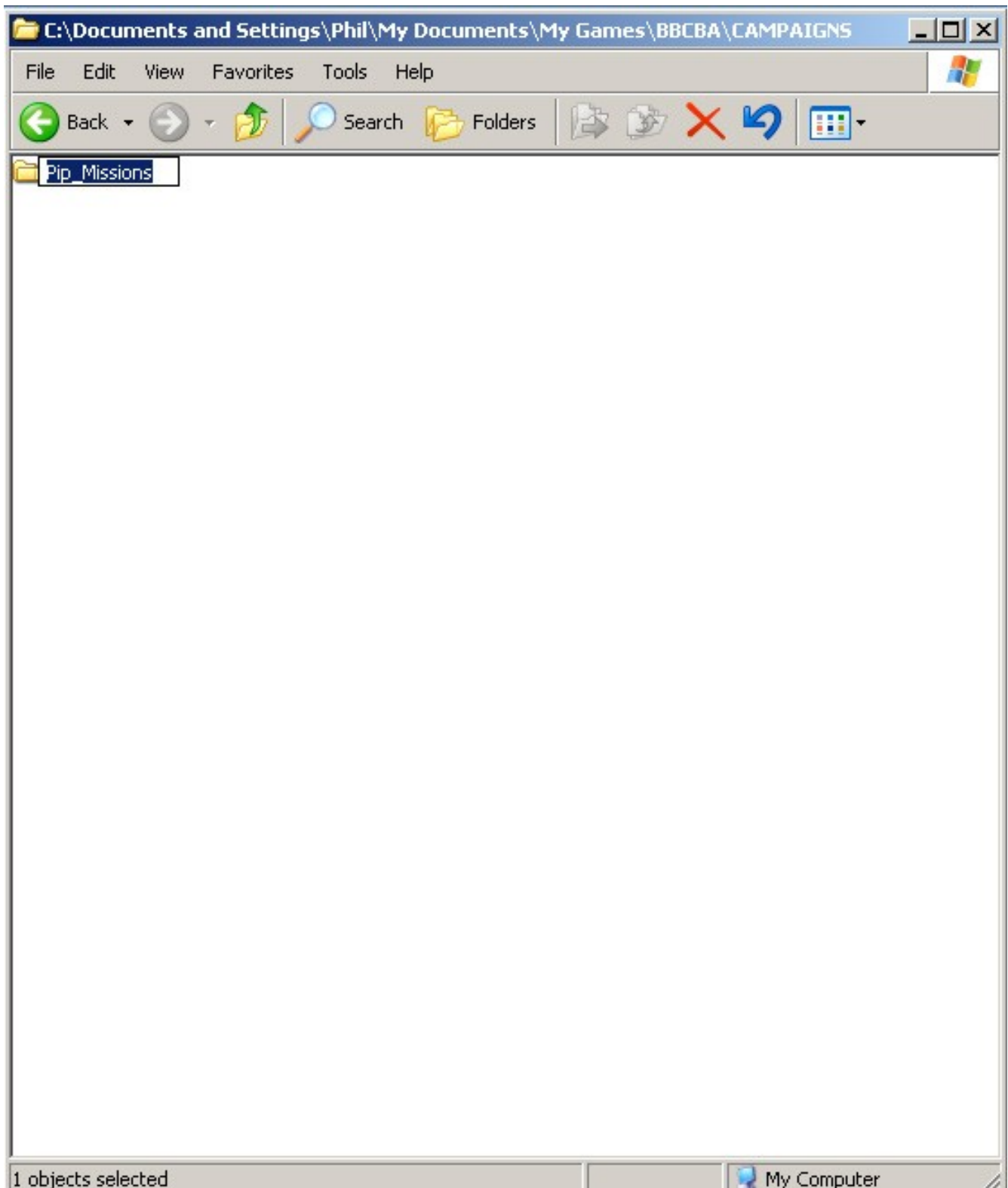
- Navigate to My Documents\My Games\BBCBA\Campaigns.



- Unzip the Slith_Template folder into the Campaigns folder.

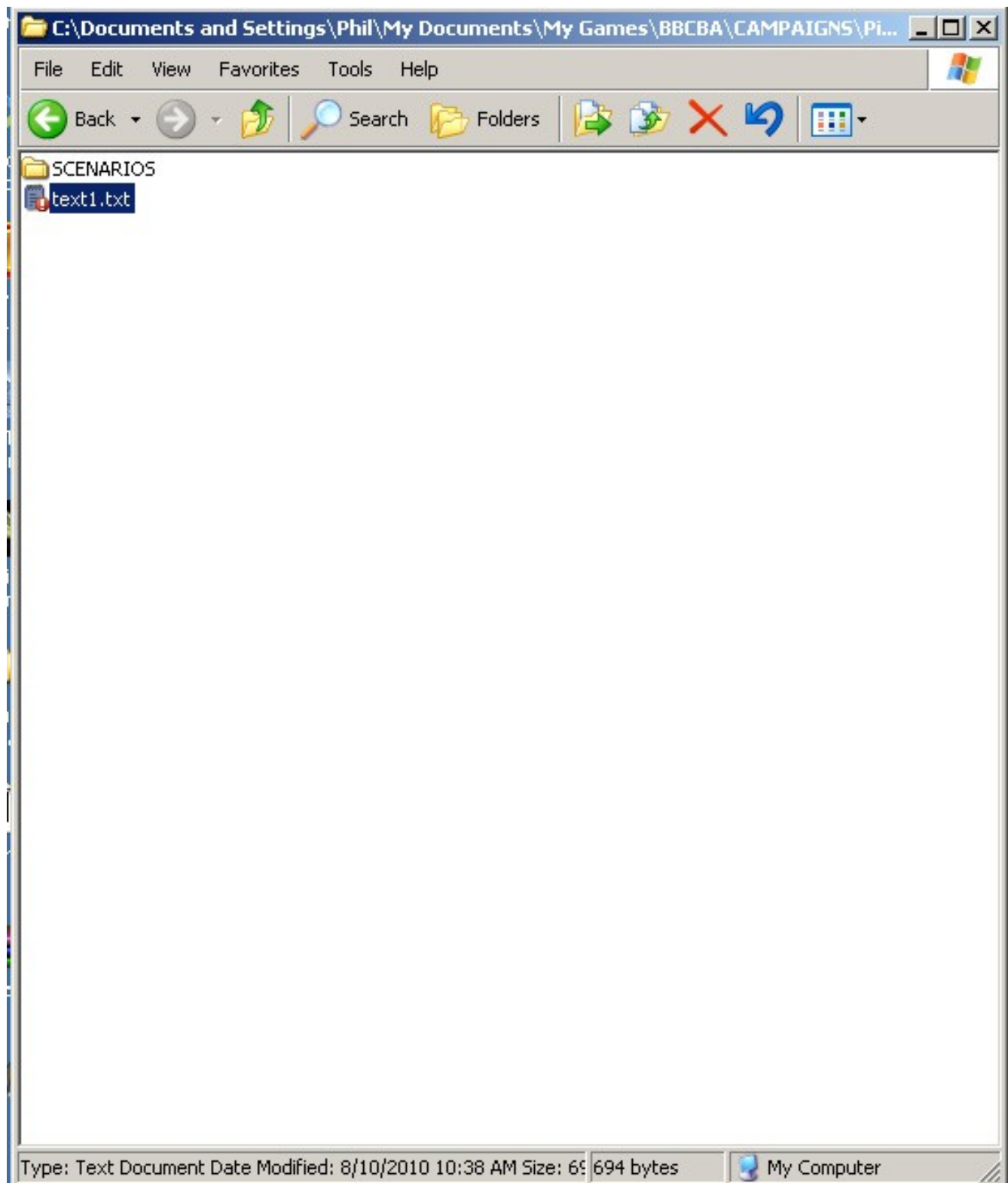


- Now rename the Slith_Template folder. This is to prevent confusion when you put your finished missions out there for others to play. We recommend using a name which begins with your forum name, so I will choose Pip_Missions.

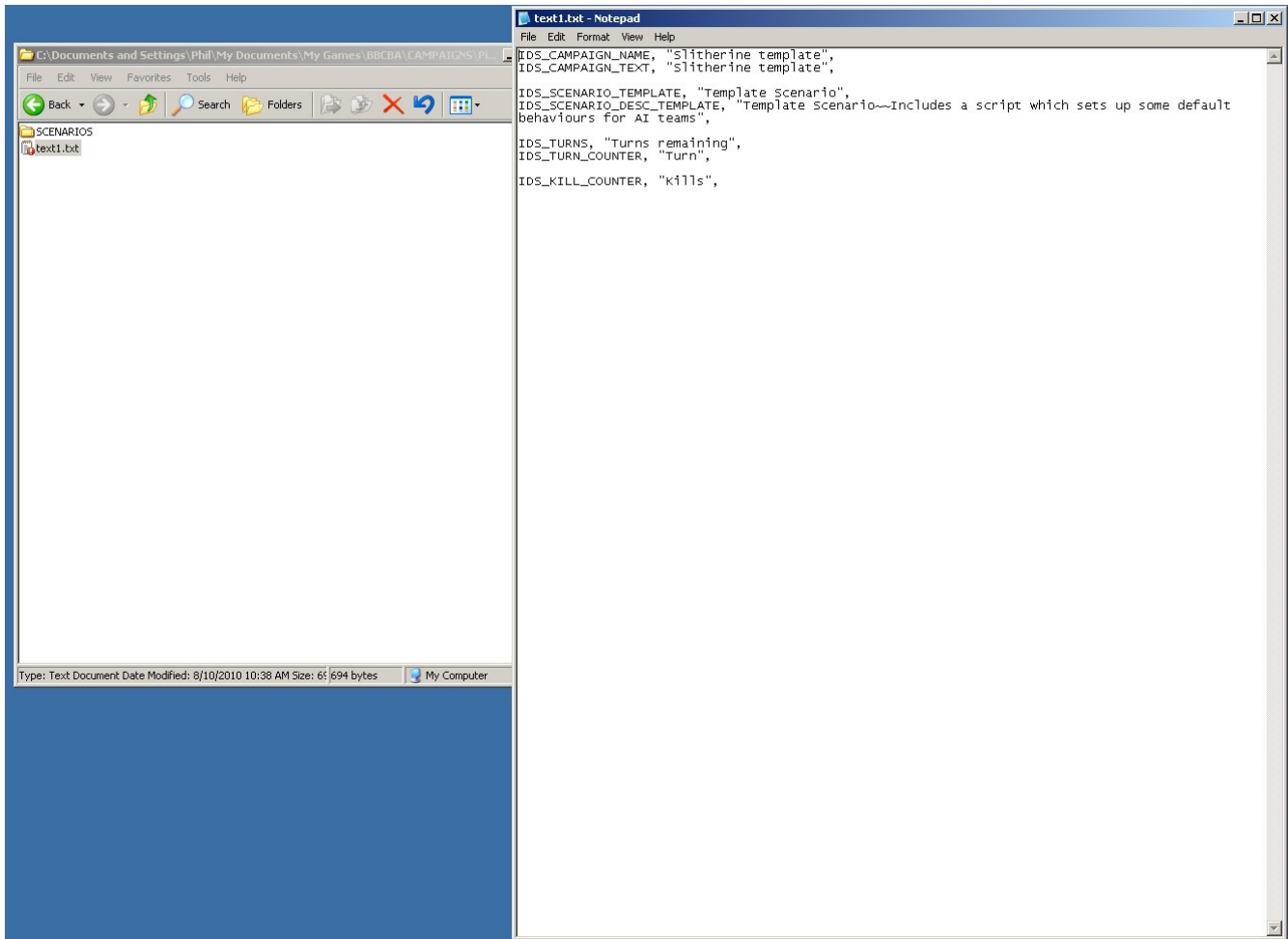


Step 2 – Changing the Text

- Open the newly renamed folder.
- Double-click on the text1.txt file. This should open in Notepad.

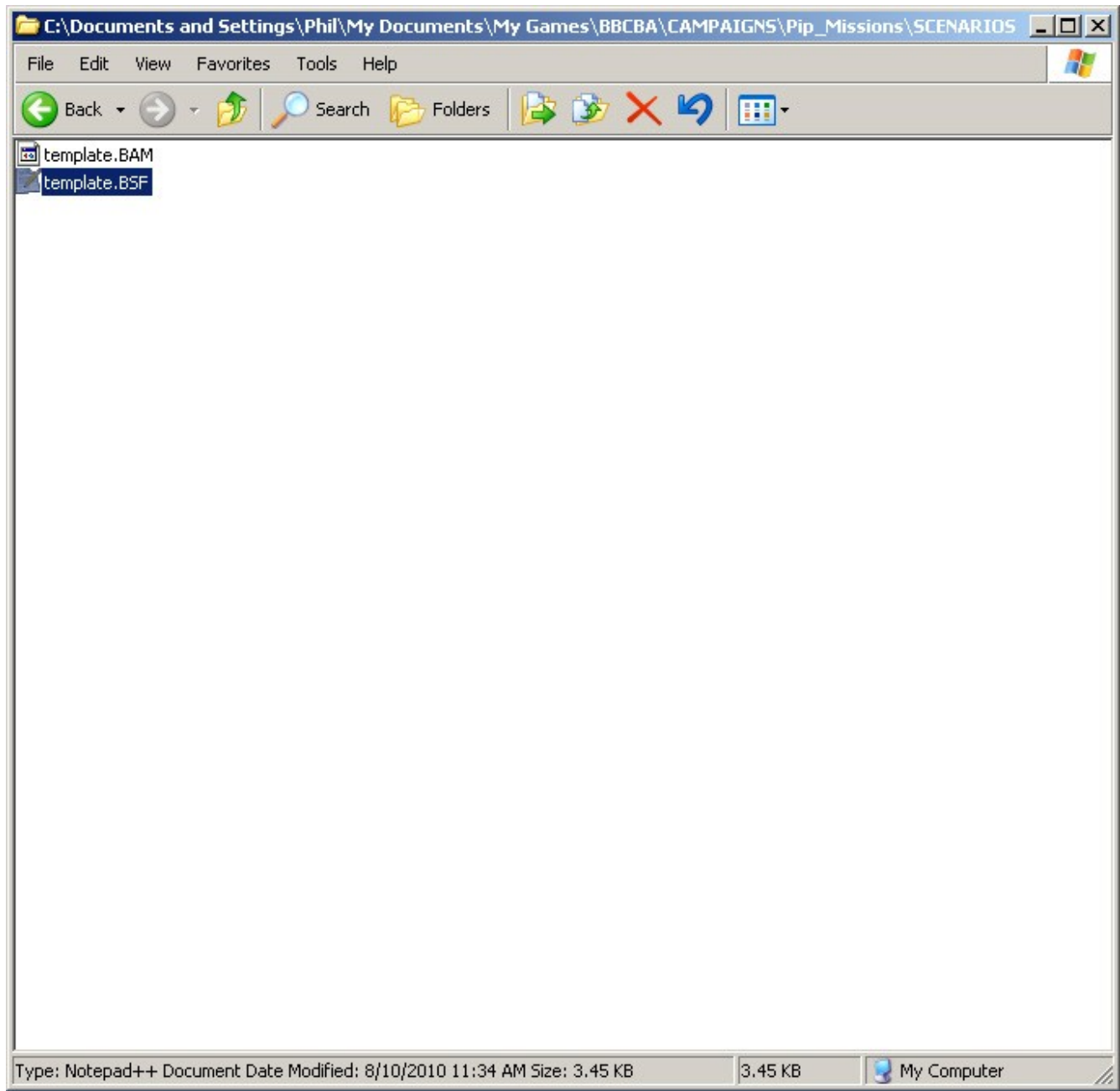


- Change the text to something descriptive of the mission you want to build. Note how the scenario name and description are named using a fixed part (IDS_SCENARIO_ and IDS_SCENARIO_DESC_ respectively) and then the name of the scenario file (TEMPLATE in this case). If you create more scenarios then you can use this pattern to create names for them.
- Also note that the ~ character is used for newlines. More details on text files can be found in the Engine Documentation at the Modding Portal.



Step 3 – Choosing the Script behavior

- Open the Scenarios folder.



- Open the TEMPLATE.BSF file using Notepad++ or any other text editor.

```

1 // called at the start of every turn.
2 // You would tend to use this for events
3 FUNCTION StartTurn(side)
4 {
5     if( GetTurn() == -1 )
6     {
7         // default team 0 to seek and destroy, use threat
8         SetTeamAggression(1, 0, 48) ;
9
10        // default team 1 to staying in cover and defending
11        SetTeamAggression(1, 1, 64) ;
12
13        // default team 2 to heading out for AI point 0
14        // killing as we go
15        SetTeamAggression(1, 2, 32) ;
16        // set our destination as being AI point 0
17        SetTeamData(1, 2, 0, 0) ;
18
19        // set the turn limit - zero means there is none
20        // remember there is 1 turn per side, so survive 10 of our turns requires
21        // we set the value to 20 (for example)
22        SetGlobal("gSkirmishTurns", 0) ;
23
24        // do we want a victory point?
25        // set the the target coordinates if we do, leave as -1 if not
26        SetGlobal("gVPX", -1) ;
27        SetGlobal("gVPY", -1) ;
28
29        // show a flag?
30        if( GetGlobal("gVPX") != -1 )
31        {
32            ShowEffectMarker( -1, GetGlobal("gVPX"), GetGlobal("gVPY"), "us_victory_marker", 0) ;
33        }
34    }
35
36    // if turn limit is set we do some extra logic
37    if( GetGlobal("gSkirmishTurns")>0)
38    {
39        if( GetTurn() >= GetGlobal("gSkirmishTurns") )
40        {
41            // we win!
42            EndBattle(0) ;
43        }
44    }
45 }
46
47
48
49
50 // called every game tick.
51 // You would tend to use this for reactive logic and
52 // win situations etc
53 FUNCTION Tick(side)
54 {
55     int i ;
56     int id ;

```

C source file

You now need to decide which behavior you want the script to use. I'll explain how to set up both the supported behaviours below. If you don't choose either, then the mission will still work, ending when one side or the other is dead, as usual. You can change your mind at any

point by simply tweaking the values in the script file.

Survive for N Turns

To cause the player to win after a set number of turns, go to line 22 of the script, and enter a turn count. Remember that there is a turn per side, so if you want the player to survive for 5 turns, then the total turn count will be 10. So you would alter the line from

```
SetGlobal("gSkirmishTurns", 0) ;
```

to be

```
SetGlobal("gSkirmishTurns", 10) ;
```

This will automatically turn on display of a countdown. Setting this value back to 0 will turn off this behavior.

Capture a Victory Point

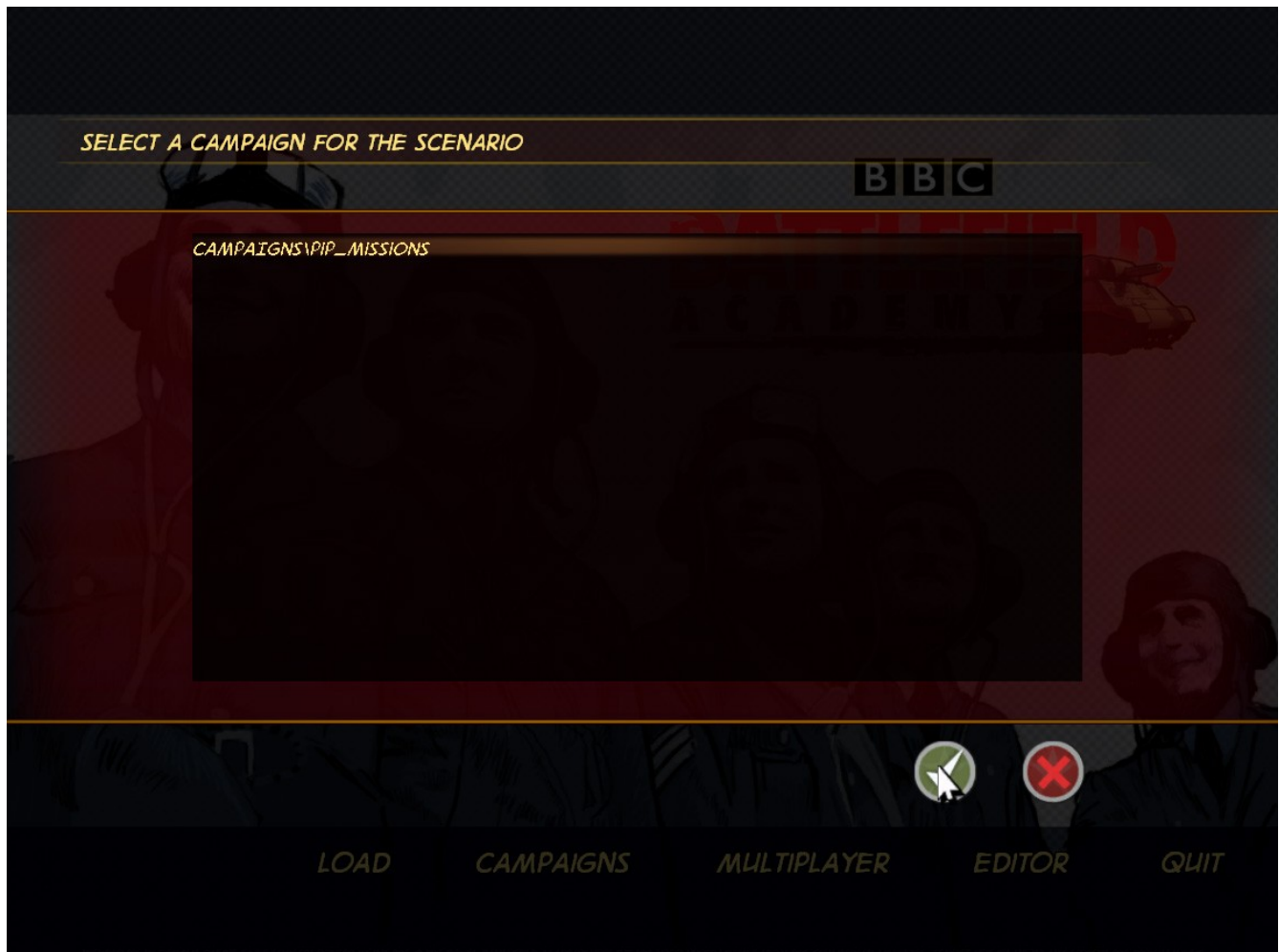
If you want to display a victory point for the player to capture, then go to line 26 of the script. You will see we have 2 global variables set to -1 each. If you set these values to be positions on the map (the x and y ordinates respectively) then the script will display a victory marker on the map, and the player will win the battle once they get a unit to that point.

You'll probably want or need to change this value once you begin to build the map and position units, of course. Setting these values back to -1 will turn off this behavior.

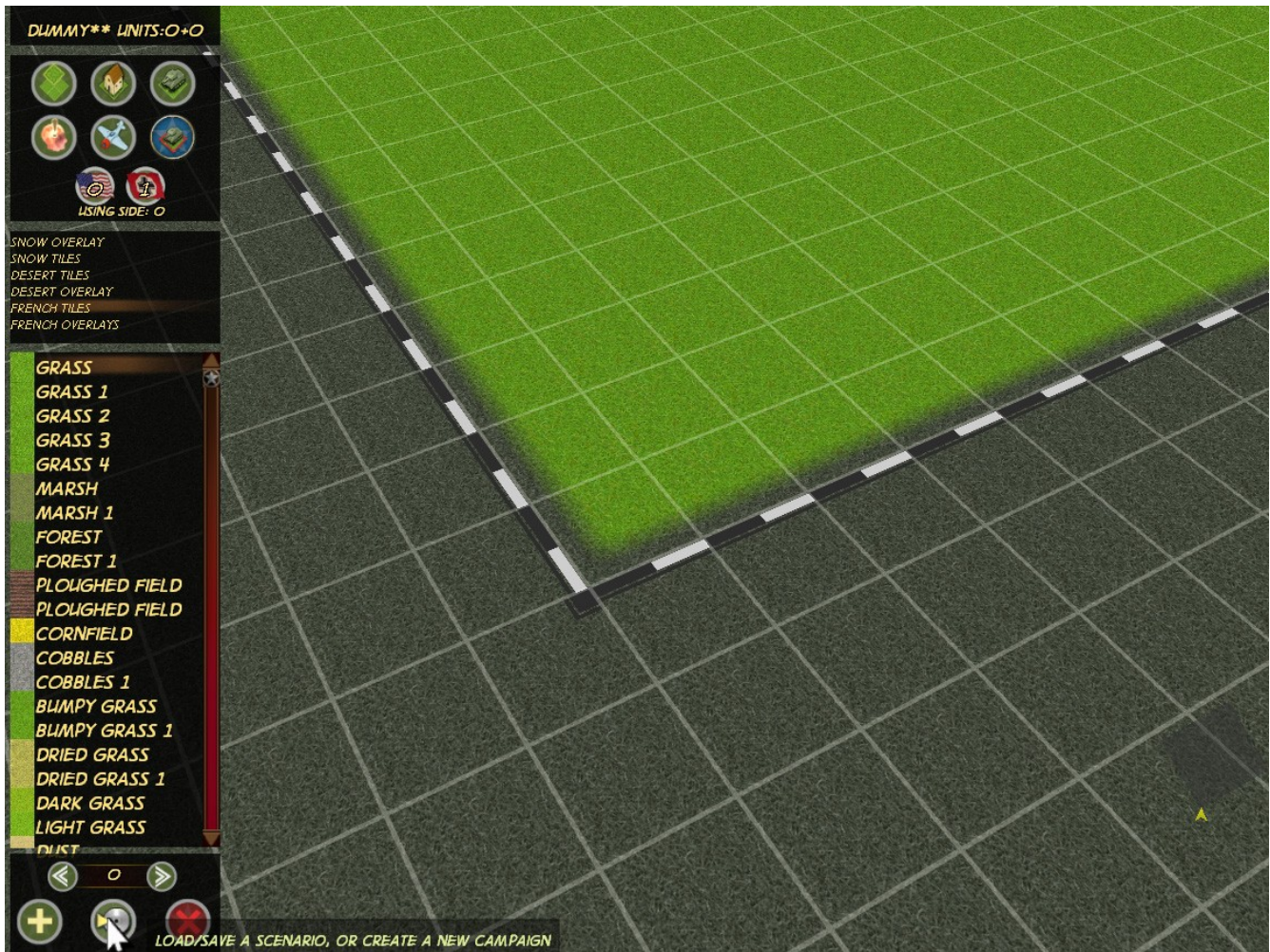
Step 4 – Making the Mission!

Now start up the game. We recommend doing any editing in windowed mode, as it allows for any error popups to show more easily.

- Choose Editor from the main menu.
- Select the new campaign we created and click on the tick.



- Open the load/save dialog using the file button.



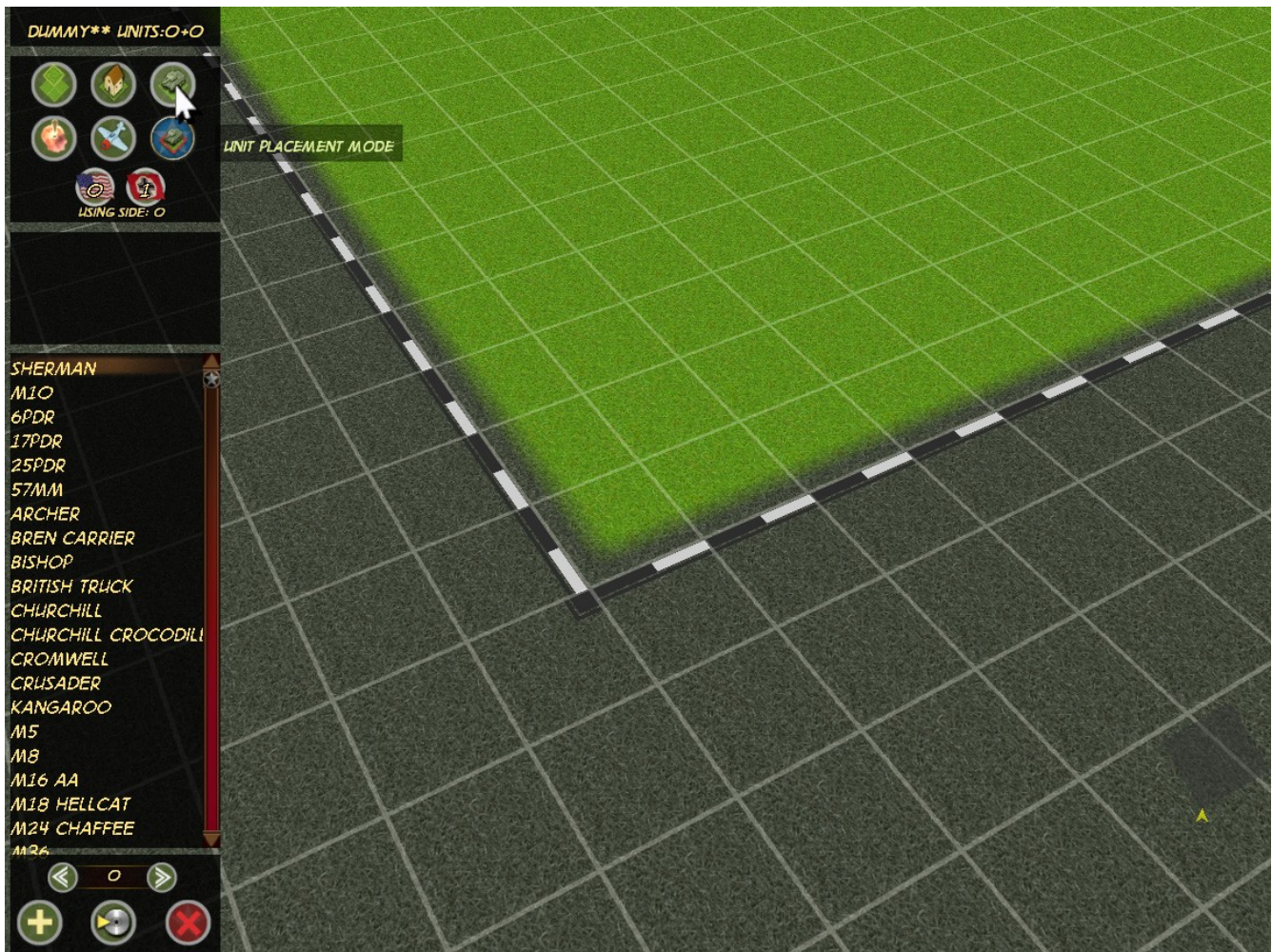
- Load up the TEMPLATE.BAM file.

This is the point where you get to unleash your inner designer! You can now use the editor to place tiles, object, and units. If this is your first time, you'll get tips shown when you click on buttons for the first time.

We're going to leave the prettiness until later, and place some units down to show how the AI behaviours work.

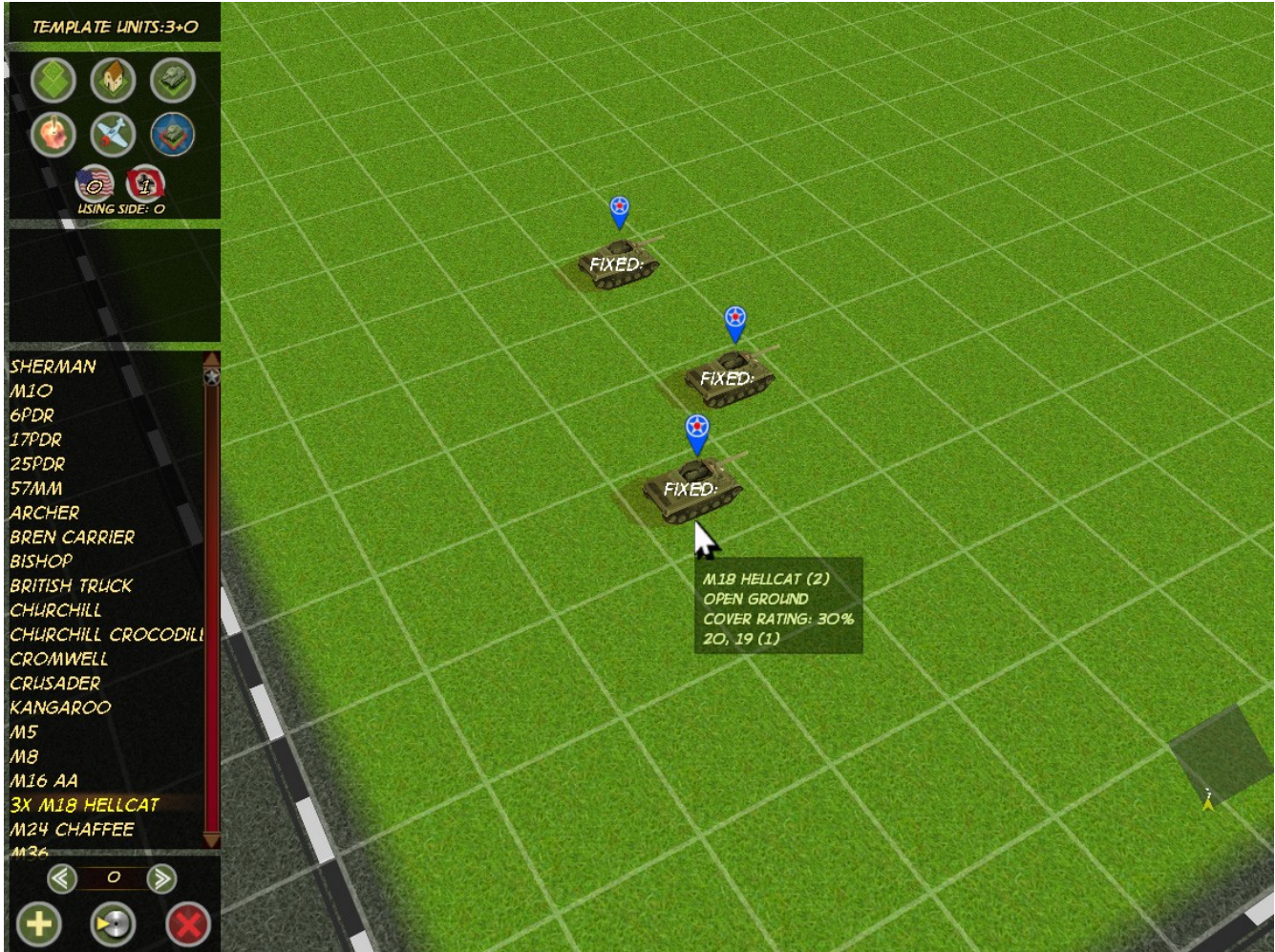
Step 5 – Deploying Units

- Click on the Unit Placement Mode button. The display should show you as using side 0, if not, click it again to cycle between them.



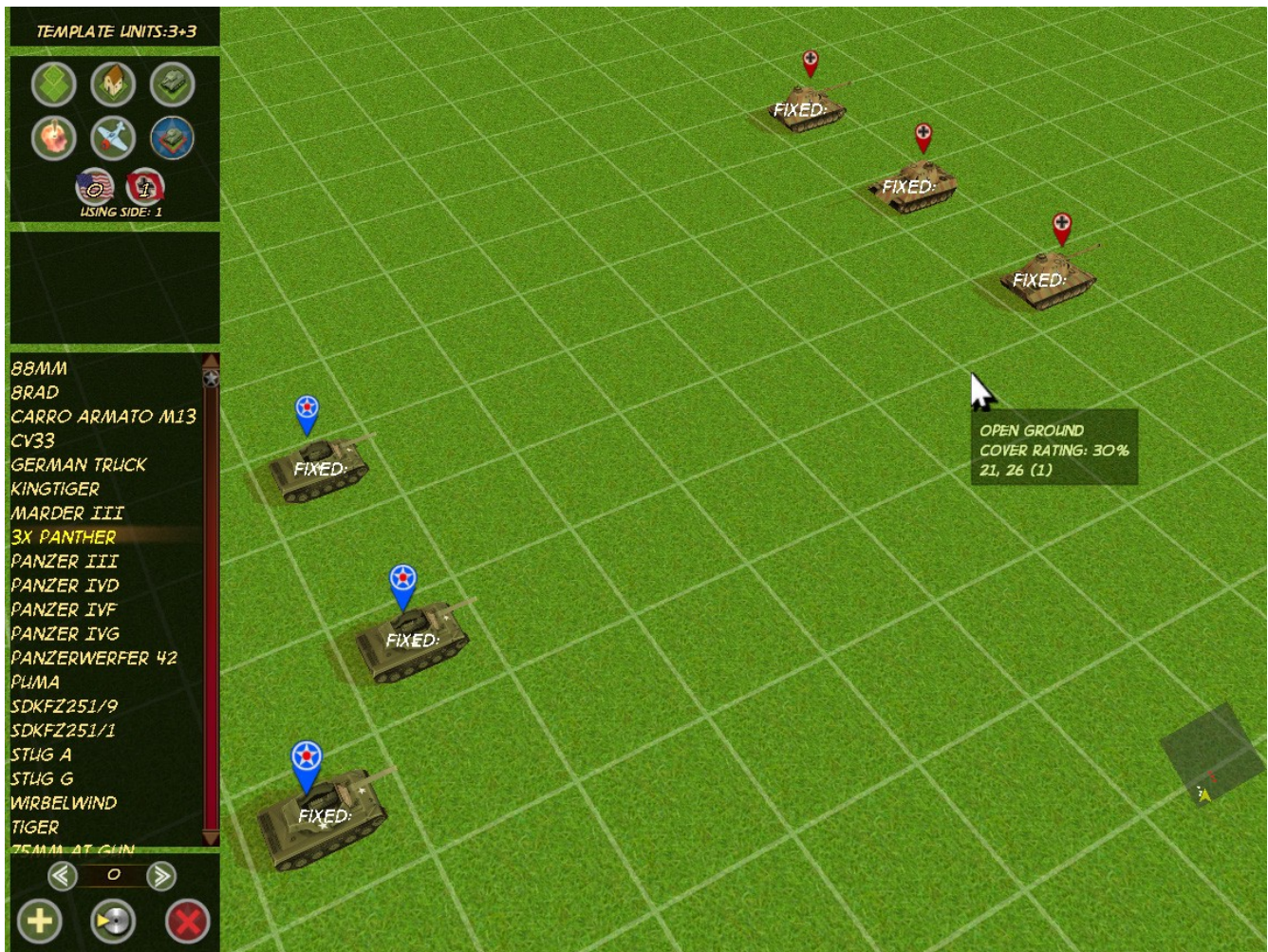
- Select the M18 Hellcat (or any unit you like) from the list.

- Place a few of the units on the map by simply left clicking on the map. Note that if you click on a unit already placed, you will tell it it is carrying another unit. You can delete carried units or units on the map by holding down the DELETE key and left clicking on the unit.



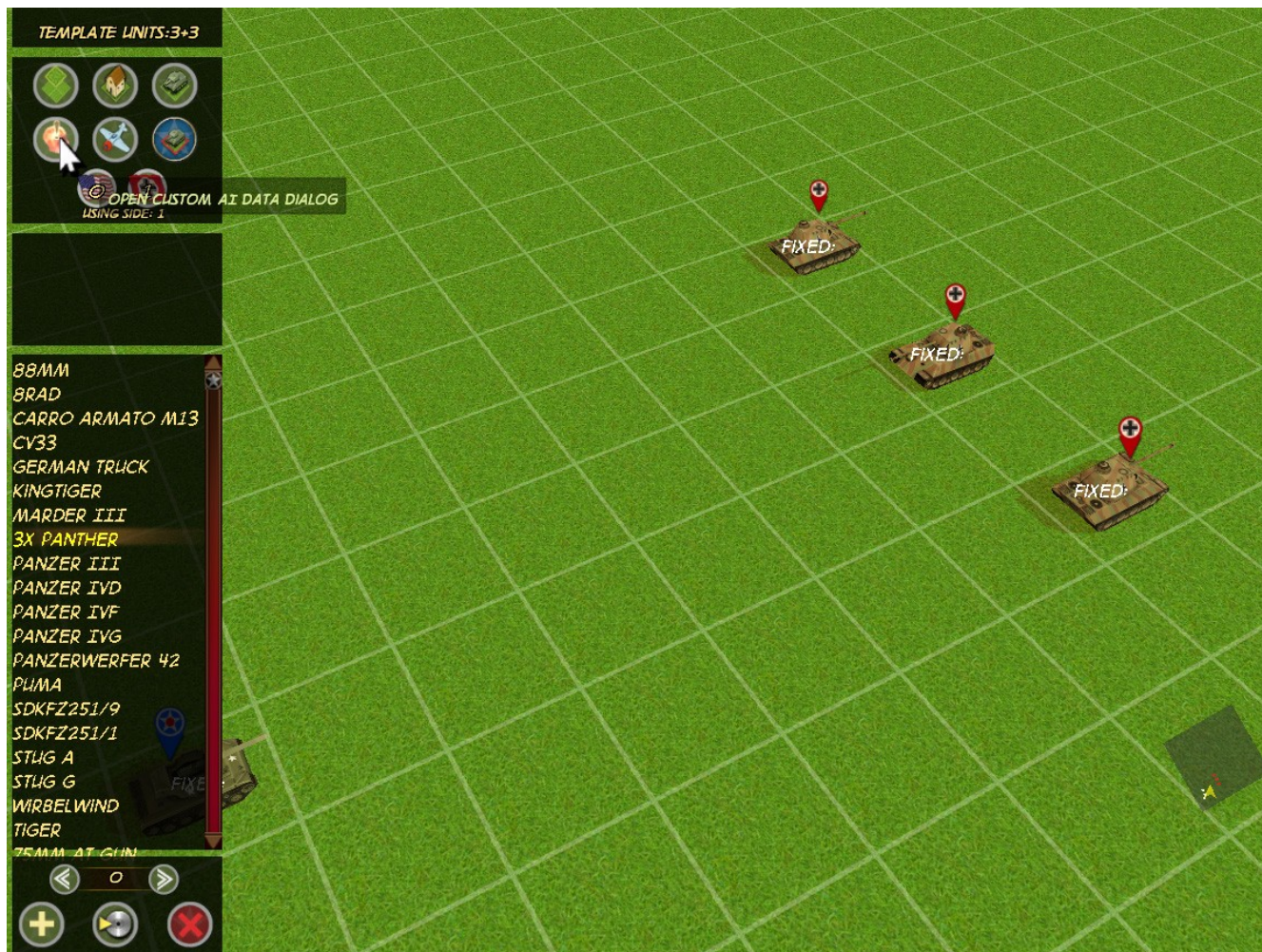
- You can drag around placed units by holding down the SHIFT key and dragging the desired units.
- You can rotate a unit's starting facing by hitting the R key while the cursor is over them.

- When the allies are deployed, click the Unit Placement Mode button again to move to the Axis side. Scroll to another area of the map, and place down axis units as desired. We will place down 3 Panthers to show off the different AI behaviours.



Step 6 – Setting Unit Teams

- Click on the Open Custom AI Data Dialog button.



- Use the arrows to change the top bar to Side 1 Team 1.



- Left click on one of the Panthers. You will see the team value change.
- Use the arrows to switch to Side 1 Team 2
- Left click on another one of the Panthers to place it on team 2



The remaining panther will be in the default team 0.

Step 7 – Setting up an AI Destination

- Click on the right hand AI point button.



- Now scroll to the point on the map you want team 2 to head for (I'd suggest somewhere near your units, so you can watch the fireworks!).
- Left click to place the point on the map.



Step 8 – Testing the Mission

- Use the file button to save the mission back to the TEMPLATE.BAM file. Note the popup to confirm over-writing our file.
- Exit the editor and choose Campaigns from the main menu
- You should see your new campaign in the list, below the main game campaigns. Note that the list can scroll using the mousewheel or the up and down buttons which will appear if there are enough entries.
- Select your new campaign. And when it loads up, select the mission.

You are now heading into the mission. You should see that the Panthers behave as per the teams we have assigned them. Team 0 will seek and destroy, Team 1 will stay put, and Team 2 will head for the AI point we defined.

Summary

You should now have a basic map with enemy behavior and some end conditions if you so desire. I'd recommend reading through the comments in the BSF file to begin to understand how the scripting controls things. But if not, then you can still use the script as the basis for missions.