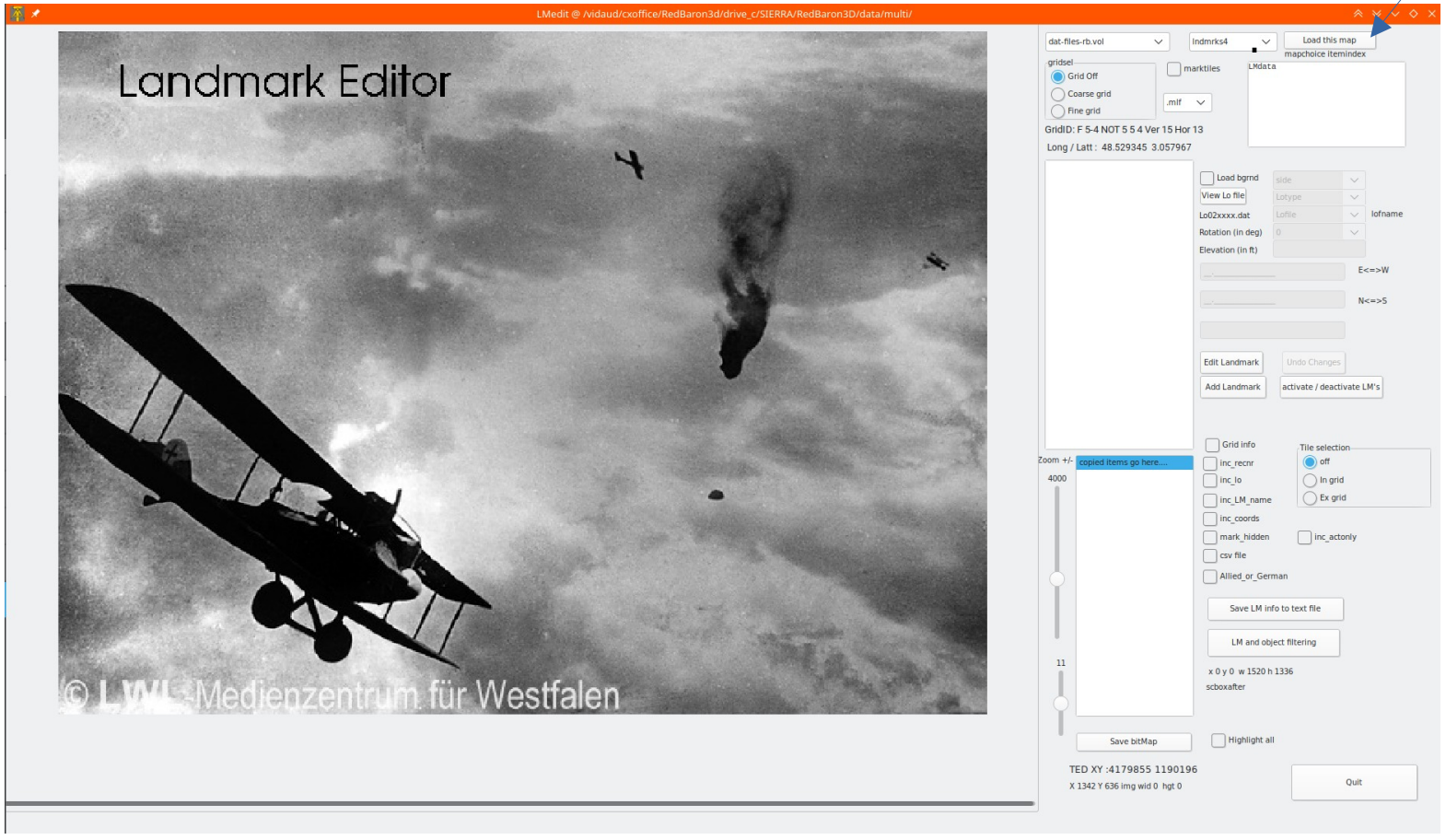
Landmark & Location editor for RedBaron3D

Please note :

All editing happens in memory.
Only when you save your changes to the template files (lndmrks#.*mlf* and brigade#.*mbf*) they will show up next time you reload this map.

Start here...



Please note :

Lndmrks#.dat and brigade#.dat files that you save, can be used in the game / game server, but will not influence what you see here

Make a template file by copying a lndmrks#.dat or brigade#.dat file to
A lndmrks*.mlf or brigade#.mbf
In a working folder.

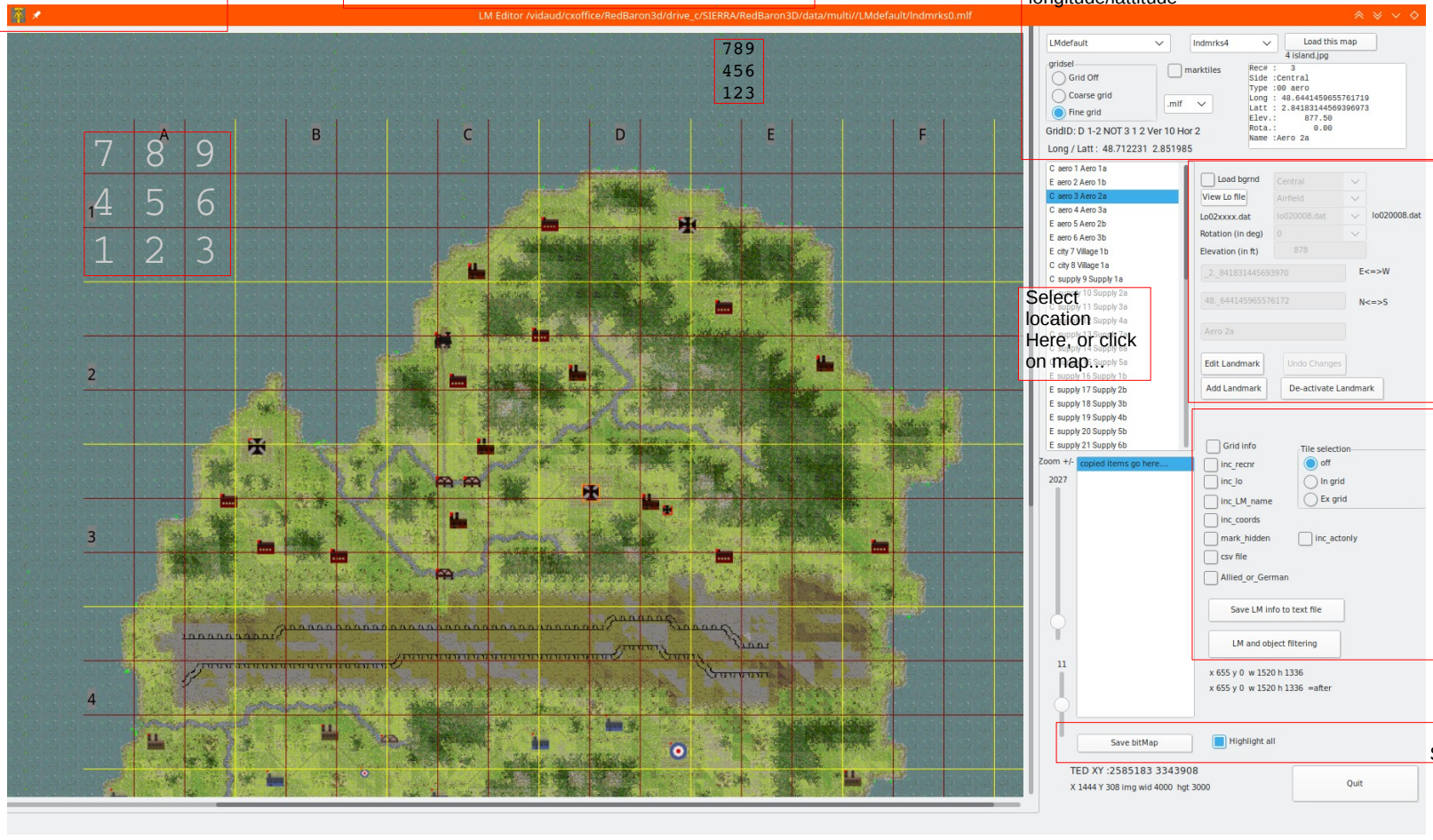
A working folder will be recognized if it is a subfolder of where this program resides, AND has the *.mlf and *.mbf files.

It should also have all lo files you might want to view and/or edit.

Grid is used to select landmarks,
Optionally filter on type of lm allowed,
And save it as a custom landmark file.
See slides on that

Note: Grid is same as in game. (yellow) ;
inside (red) it uses numpad numbering:
Click on map to:
Select landmark (orange box)
Move it if editing landmark
If marktiles , Shift+click selects/deselects grid blocks
Right-click for menu (next slide)

Choose & load map here
Turn grid off/coarse/fine
Turn mark tiles on/off
Choose mlf (lndmrks#) or mbf (brigade#)
Displays :
LM info
Grid tile ID and selected (NOT/TRUE)
longitude/lattitude



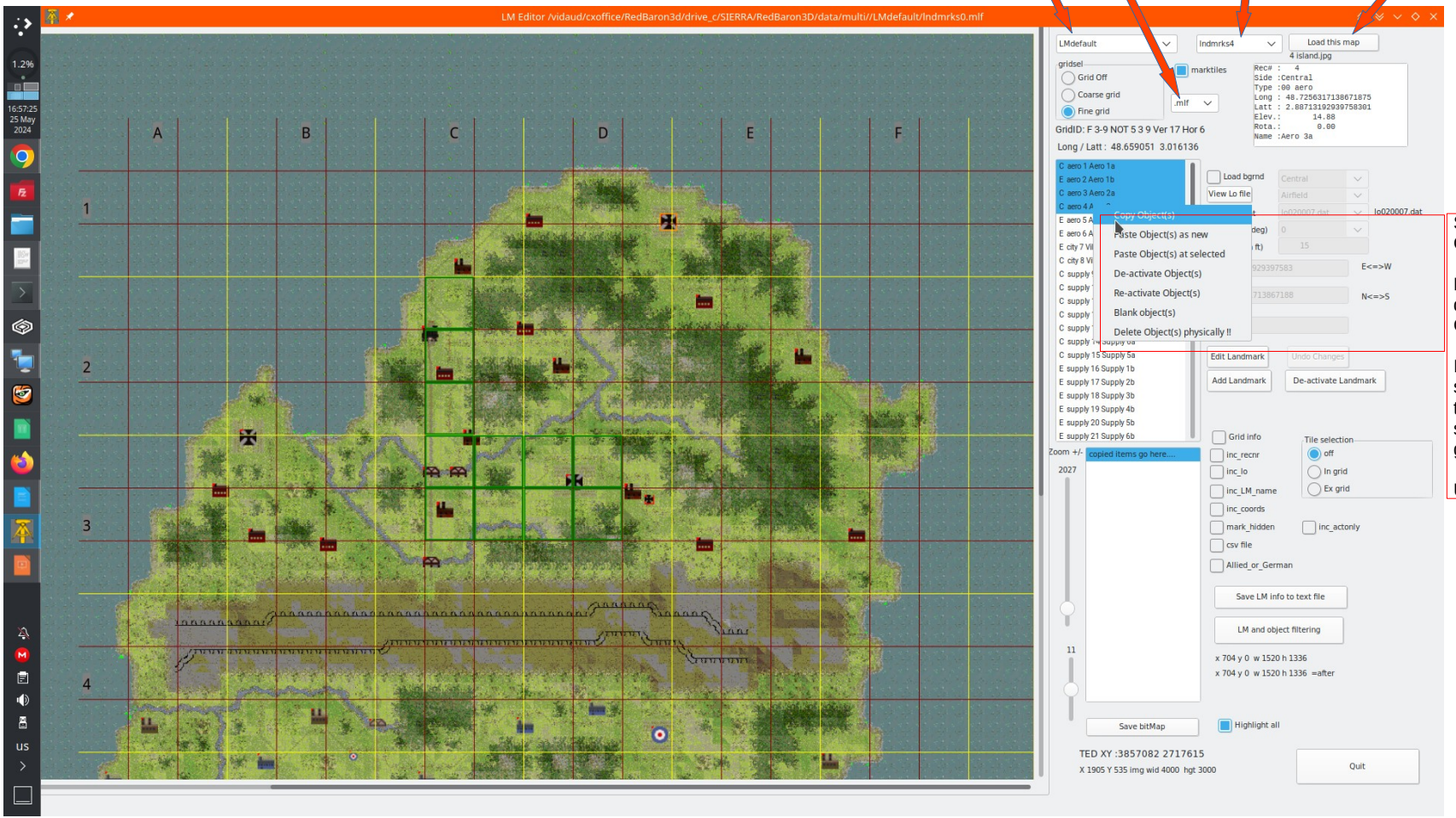
Select location Here, or click on map...

Change here:
Edit landmark (also for moving it on map..)
and:
Lo file : type new name, hit tab
Germ / allied
Rotation of lm
Elevation
Latt. and Long
Add lm
De-activate lm

Output text files with landmark info
Of map, plain or csv for spreadsheet use.

Filter the info it.
Use for :
Target list for rb2server.ini
Save as csv, load in spreadsheet
..
..
Etc
Etc

Highlight all icons
Save picture of map



Select 1 or more (shift or ctrl + click)
Copy , de- or re- activate

Note: blank,delete options change the default lm files from redbaron.
Great for making custom maps..

In mmp this probably results in only seeing what you have in common with the server, unless the server has the same custom landmark file as your game

Use with caution

When objects are very close to each other, this list will popup. Clicking on one of them will change focused object. Clicking somewhere else will make the list disappear.

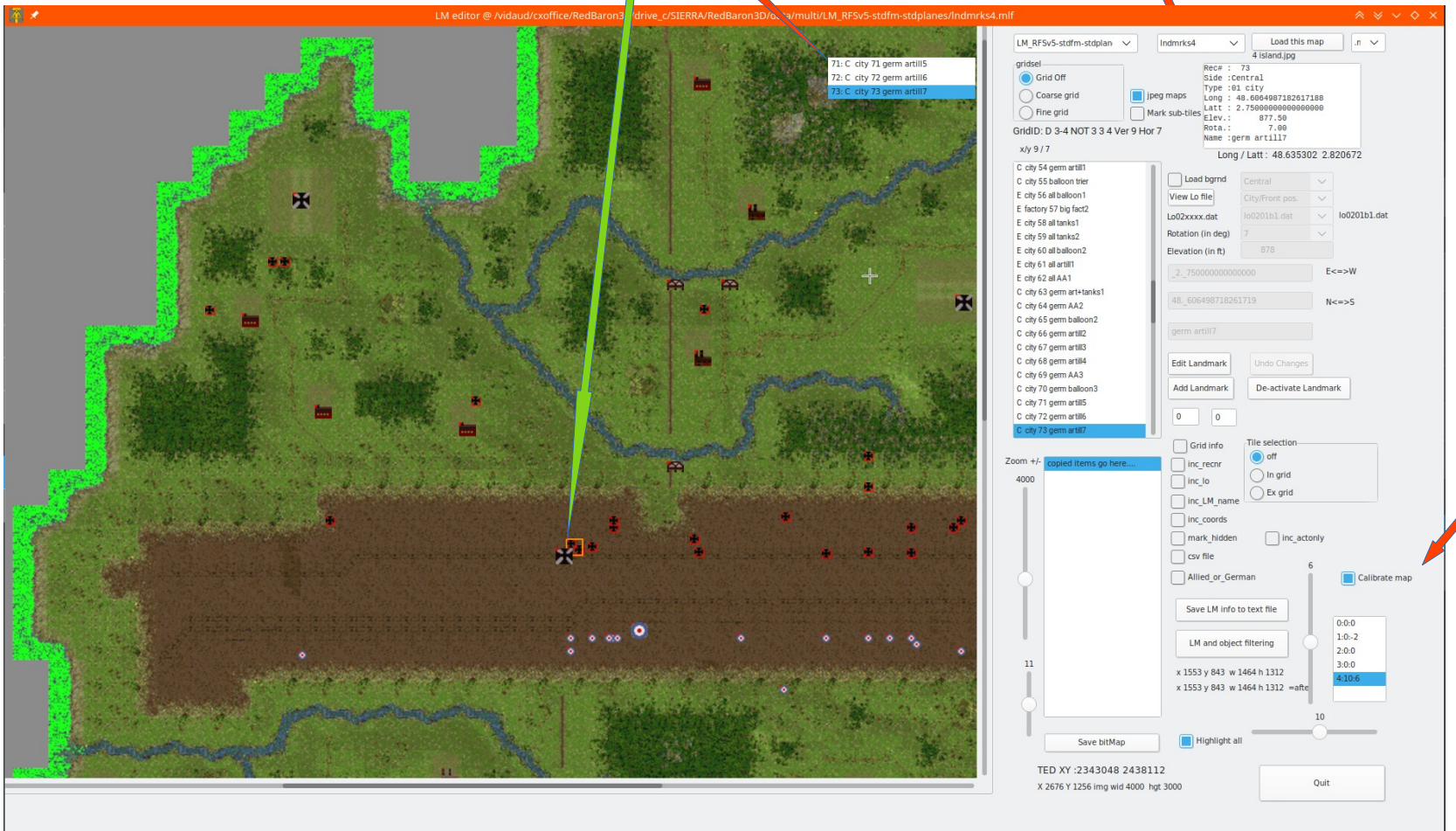
This makes it easy to select the object you want

Folder name where template set lives

Lndmrks (mlf)
brigade map (mbf)

File Name of map

Load the map

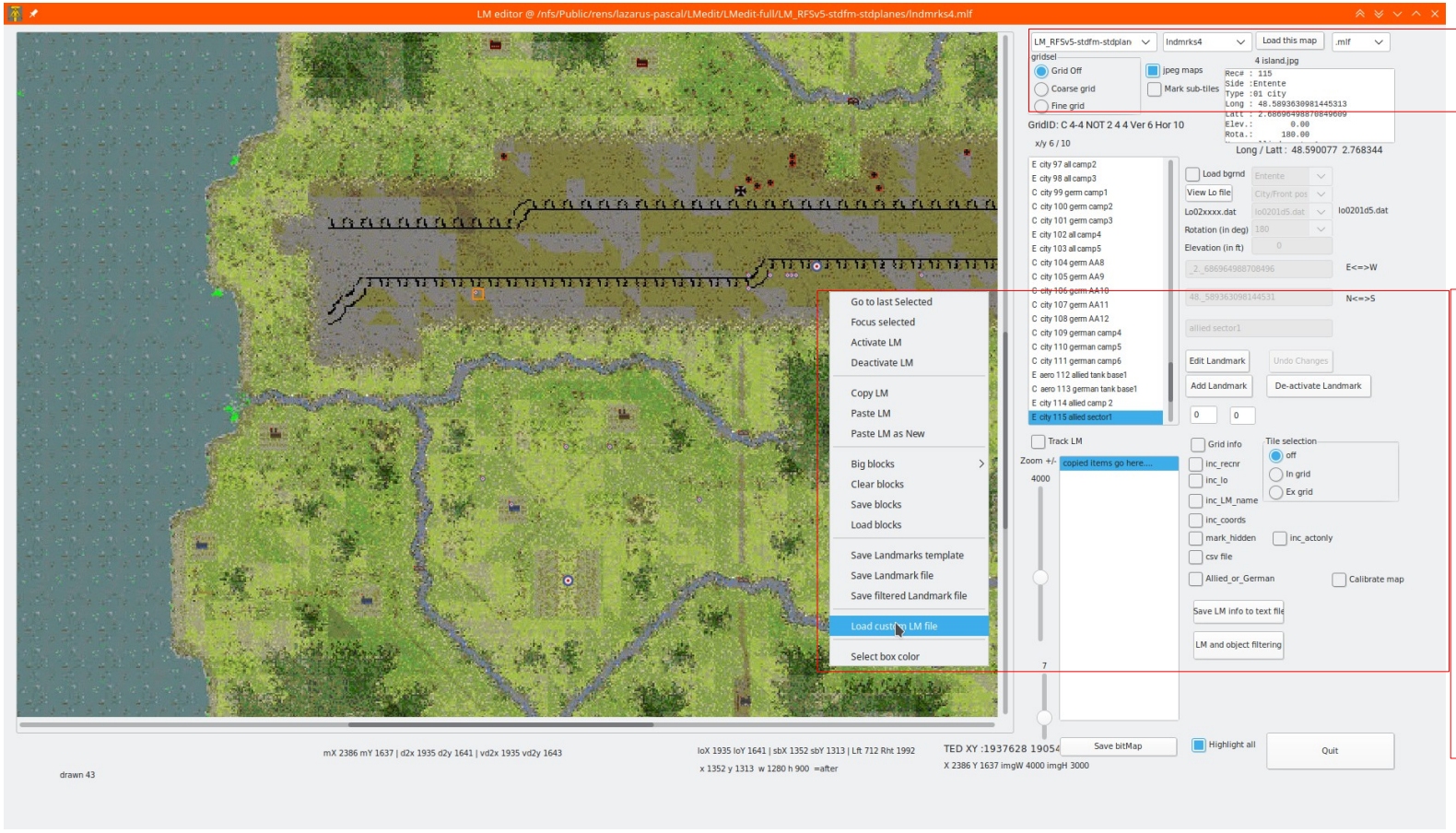


Calibrate the map :

This shifts the entire map pixels up / down and / or left right. This is per map, individual calibration.
Only shows controls when Calibrate map is checked.

Do check with default sierra, bridges and aero dromes are easiest to check the result. Calibrate on objects in center of map, there is some drift towards the edges. Check visual in game

Double click on list to SAVE the calibration, it is auto-loaded whenever you load the map.



Show grid
If Markfiles is on :
Fine: Shift + click turns sub-blocks on and off
Coarse: shift + click turns big grid (RB) blocks on and off
(can also be done with rightclick popup menu, see below)

You can also manipulate lndmrks from the map via the popup menu

Select box color = color of the box around selected item. Orange by default.

Big block selection :
Turn on / turn off under cursor
Save/load/clear blocks

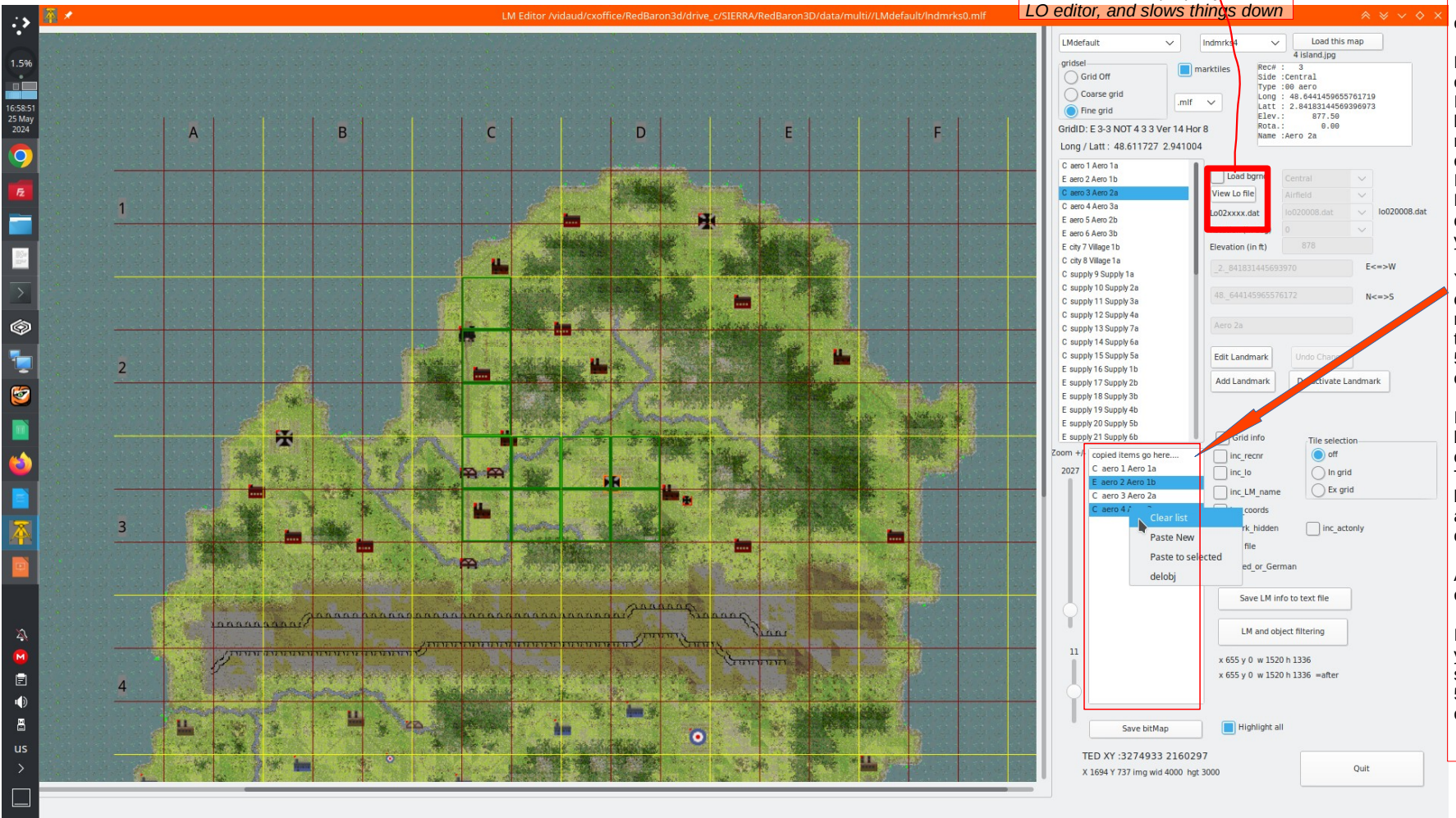
Save landmark file : *.dat
Save landmark template : *.mlf (or *.mbf for SP use)

Save filters (not yet)

Load any lndmrks file for this map….

Click here to view/edit the location file (loxxttss.dat) of the selected location. (orange box)

Load background is of limited use, only on island it works a bit.. It does not zoom properly in the LO editor, and slows things down



With the copy list,

You can do whatever you like with the copied landmarks.

Rightclick for the popup menu. You can select, or multi select objects. (shift or ctrl + left click)

Please note:
changing the default lndmrk files I.e: the order and type of the lndmrk objects in the map, makes the lndmrk custom.
e.g:
Island map has 51 objects.
Do not change them, add your objects after that position, unless you wish to change the default.

You could e.g, keep the 51 first objects for compatibility with a normal MMP server, and copy the same 51 objects (to position 52 and higher) and delete, move, change them as you wish.

If your server has that changed landmark file, with the 51 first objects hidden,
Then only pilots with your landmark4.dat would see your alternate version additions/ changes etc.

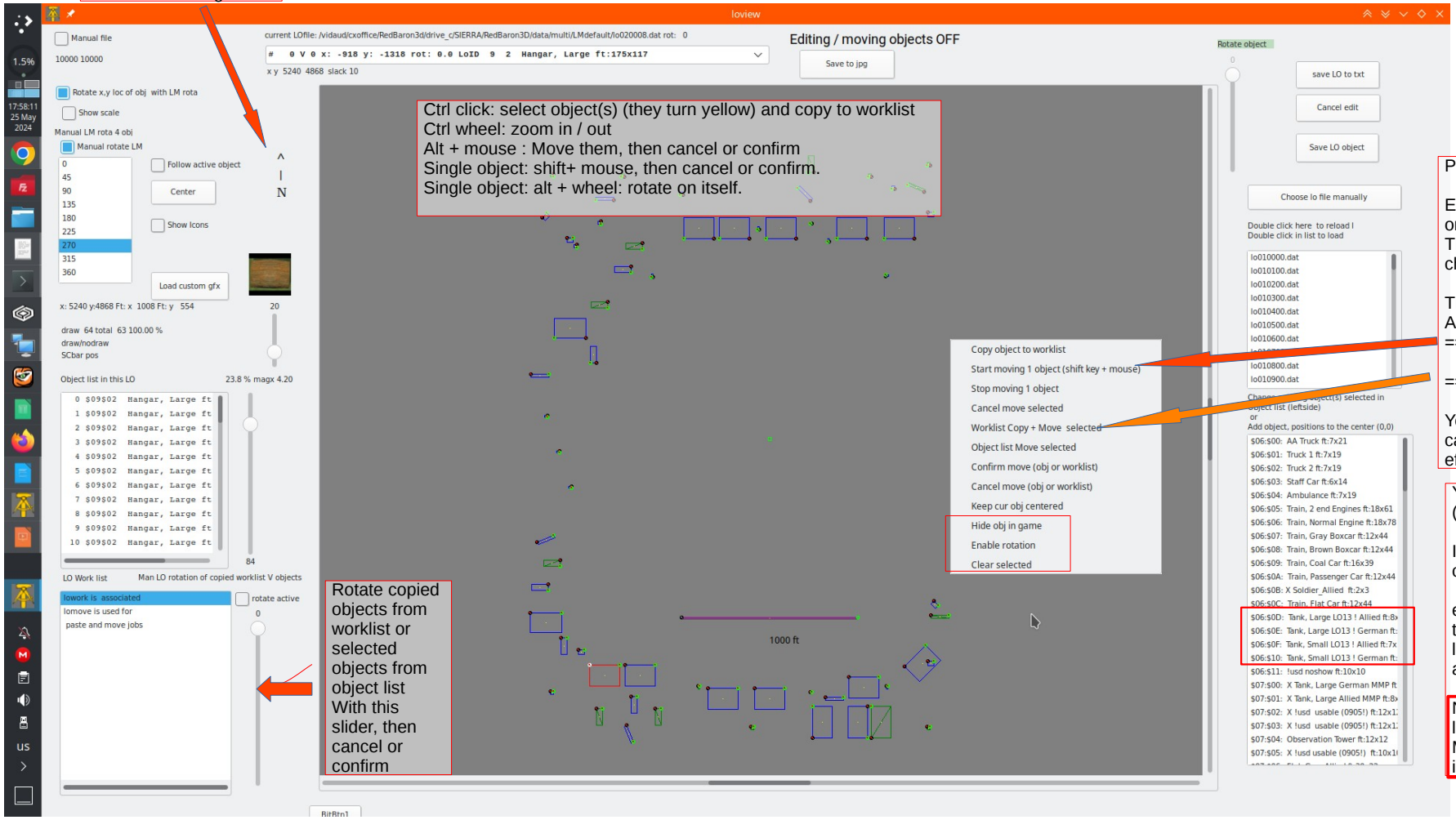
A “normal” pilot would see an empty map.

In a “normal” server, a pilot with your custom map , would just see the “normal” map, since the 51 default objects are in the custom map.

LO editor if loaded from map, always shows objects as in game: North is top of page.

Always edit with manual rotate on 270 degrees.

Here you can:
Change selected object(s) (e.g. truck => tank)
Change / Copy / create as new, move around, rotate them (themselves or whole group)
And place them where you want.



Please note:

Editing always must be enabled, or nothing happens.
This is to prevent unwanted changes.

There is two modes (change AND confirm):
== 1 object

== Multiple objects

You must always confirm (or cancel), or changes will not be effected.

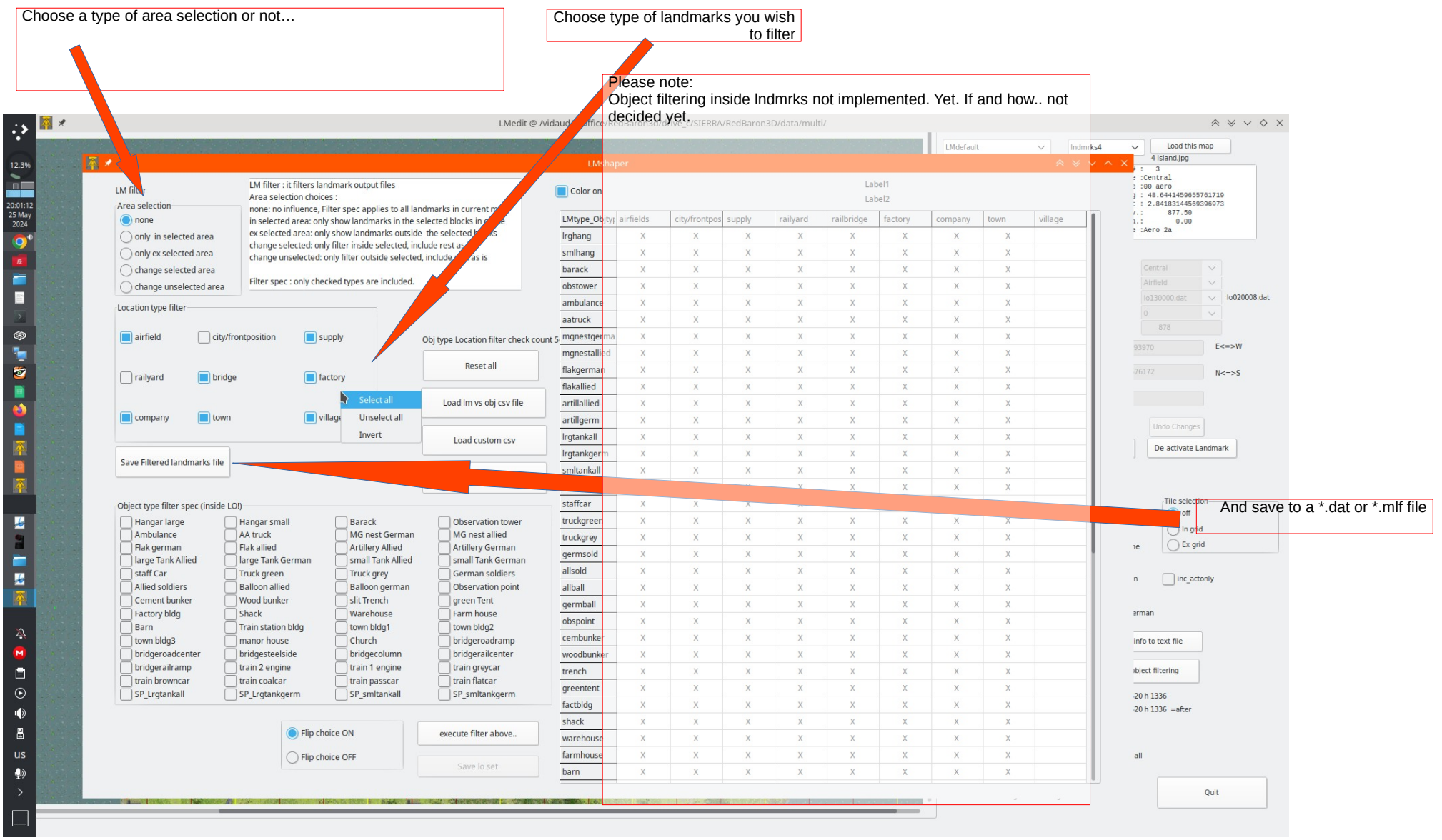
You can add objects here (always into the center)

If multiple are selected you can change them all at once here.

e.g, change all MG nest german to allied when reusing a german lo file for the allied side… saves a lot of time …

NEVER add the SP tanks to a lo02xxxx file. It crashes your MMP game. They can ONLY go into a lo13xxxx file, for SP use.

loview
Manual file
10000 10000
current LOfile: /vidaud/cxoffice/RedBaron3d/drive_c/SIERRA/RedBaron3D/data/multi/LMdefault/lo020008.dat rot: 0
0 V 0 x: -918 y: -1318 rot: 0.0 LoID 9 2 Hangar, Large ft:175x117
x y 5127 5122 slack 10
Editing / moving objects OFF
Save to jpg
Rotate object
Rotate x,y loc of obj with LM rota
Show scale
Manual LM rota 4 obj
Manual rotate LM
0
45
90
135
180
225
270
315
360
Follow active object
Center
Show Icons
Load custom gfx
x: 4404 y:5252 Ft: x -2622 Ft: y -1109
20
draw 64 total 63 100.00 %
draw/nodraw
SCbar pos
Object list in this LO
22.7 % magx 4.40
6 $09$02 Hangar, Large ft
7 $09$02 Hangar, Large ft
8 $09$02 Hangar, Large ft
9 $09$02 Hangar, Large ft
10 $09$02 Hangar, Large ft
11 $09$04 Barracks ft:181x
12 $09$04 Barracks ft:181x
13 $09$04 Barracks ft:181x
14 $09$04 Barracks ft:181x
15 $09$04 Barracks ft:181x
16 $09$1d Manor House ft:3
88
LO Work list
Man LO rotation of copied worklist V objects
0 LoID 9 2 Hangar, Large ft:175x117
1 LoID 9 2 Hangar, L
2 LoID 9 2 Hangar, L
3 LoID 9 2 Hangar, L
rotate active
0
Save to dat file.
Load lo*.dat
Del selected
cp selected
Add 2 landmark
Scale. 1000 ft / approx 305 m1
Its not in the lo file.
1000 ft
Load dat file (e.g. a template dat file as a starting point)
Or copy everything, then delete what you want to loose, save and
load it in editor as a new LO file or overwrite an existing one
save LO to txt
Cancel edit
Save LO object
Choose lo file manually
Double click here to reload l
Double click in list to load
lo020004.dat
lo020005.dat
lo020006.dat
lo020007.dat
lo020008.dat
lo02000a.dat
lo02000b.dat
lo02000c.dat
lo02000d.dat
Change existing object(s) selected in
Object list (leftside)
or
Add object, positions to the center (0,0)
$06:$00: AA Truck ft:7x21
$06:$01: Truck 1 ft:7x19
$06:$02: Truck 2 ft:7x19
$06:$03: Staff Car ft:6x14
$06:$04: Ambulance ft:7x19
$06:$05: Train, 2 end Engines ft:18x61
$06:$06: Train, Normal Engine ft:18x78
$06:$07: Train, Gray Boxcar ft:12x44
$06:$08: Train, Brown Boxcar ft:12x44
$06:$09: Train, Coal Car ft:16x39
$06:$0A: Train, Passenger Car ft:12x44
$06:$0B: X Soldier_Allied ft:2x3
$06:$0C: Train, Flat Car ft:12x44
$06:$0D: Tank, Large LO13 ! Allied ft:8x
$06:$0E: Tank, Large LO13 ! German ft:
$06:$0F: Tank, Small LO13 ! Allied ft:7x
$06:$10: Tank, Small LO13 ! German ft:
$06:$11: !usd noshow ft:10x10
$07:$00: X Tank, Large German MMP ft
$07:$01: X Tank, Large Allied MMP ft:8x
$07:$02: X !usd usable (0905!) ft:12x1
$07:$03: X !usd usable (0905!) ft:12x1
$07:$04: Observation Tower ft:12x12
$07:$05: X !usd usable (0905!) ft:10x1
BitBtn1


Choose a type of area selection or not…
Choose type of landmarks you wish to filter
Please note:
Object filtering inside lndmrks not implemented. Yet. If and how.. not decided yet.
LMshaper
LM filter
Area selection
none
only in selected area
only ex selected area
change selected area
change unselected area
LM filter : it filters landmark output files
Area selection choices :
Filter spec : only checked types are included.
Location type filter
airfield
city/frontposition
supply
railyard
bridge
factory
company
town
Select all
Unselect all
Invert
Obj type Location filter check count 5
Reset all
Load lm vs obj csv file
Load custom csv
Save Filtered landmarks file
Object type filter spec (inside LOI)
Hangar large
Ambulance
Flak german
large Tank Allied
staff Car
Allied soldiers
Cement bunker
Factory bldg
Barn
town bldg3
bridgeroadcenter
bridgerailramp
train browncar
SP_Lrgtankall
Hangar small
AA truck
Flak allied
large Tank German
Truck green
Balloon allied
Wood bunker
Shack
Train station bldg
manor house
bridgesteelside
train 2 engine
train coalcar
SP_Lrgtankgerm
Barack
MG nest German
Artillery Allied
small Tank Allied
Truck grey
Balloon german
slit Trench
Warehouse
town bldg1
Church
bridgecolumn
train 1 engine
train passcar
SP_smltankall
Observation tower
MG nest allied
Artillery German
small Tank German
German soldiers
Observation point
green Tent
Farm house
town bldg2
bridgeroadramp
bridgerailcenter
train greycar
train flatcar
SP_smltankgerm
Flip choice ON
Flip choice OFF
execute filter above..
Save lo set
Color on
Label1
Label2
LMtype_Objtyp
airfields
city/frontpos
supply
railyard
railbridge
factory
company
town
village
lrghang
smlhang
barack
obstower
ambulance
aatruck
mgnestgerma
mgnestallied
flakgerman
flakallied
artillallied
artillgerm
lrgtankall
lrgtankgerm
smltankall
staffcar
truckgreen
truckgrey
germsold
allsold
allball
germball
obspoint
cembunker
woodbunker
trench
greentent
factbldg
shack
warehouse
farmhouse
barn
Load this map
4 island.jpg
Undo Changes
De-activate Landmark
Tile selection
off
In grid
Ex grid
inc_actonly
Quit
And save to a *.dat or *.mlf file