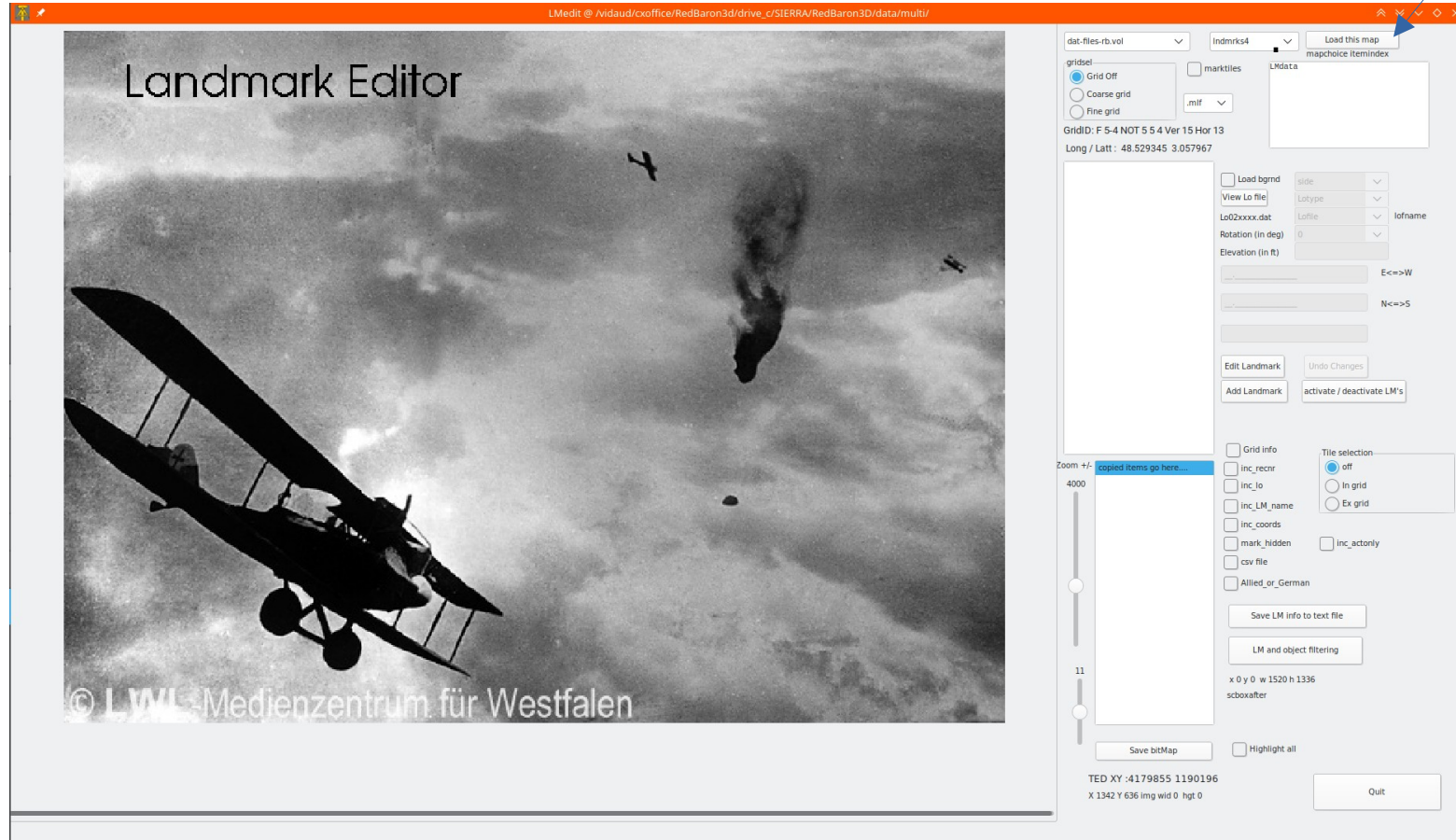


Landmark & Location editor for RedBaron3D

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.

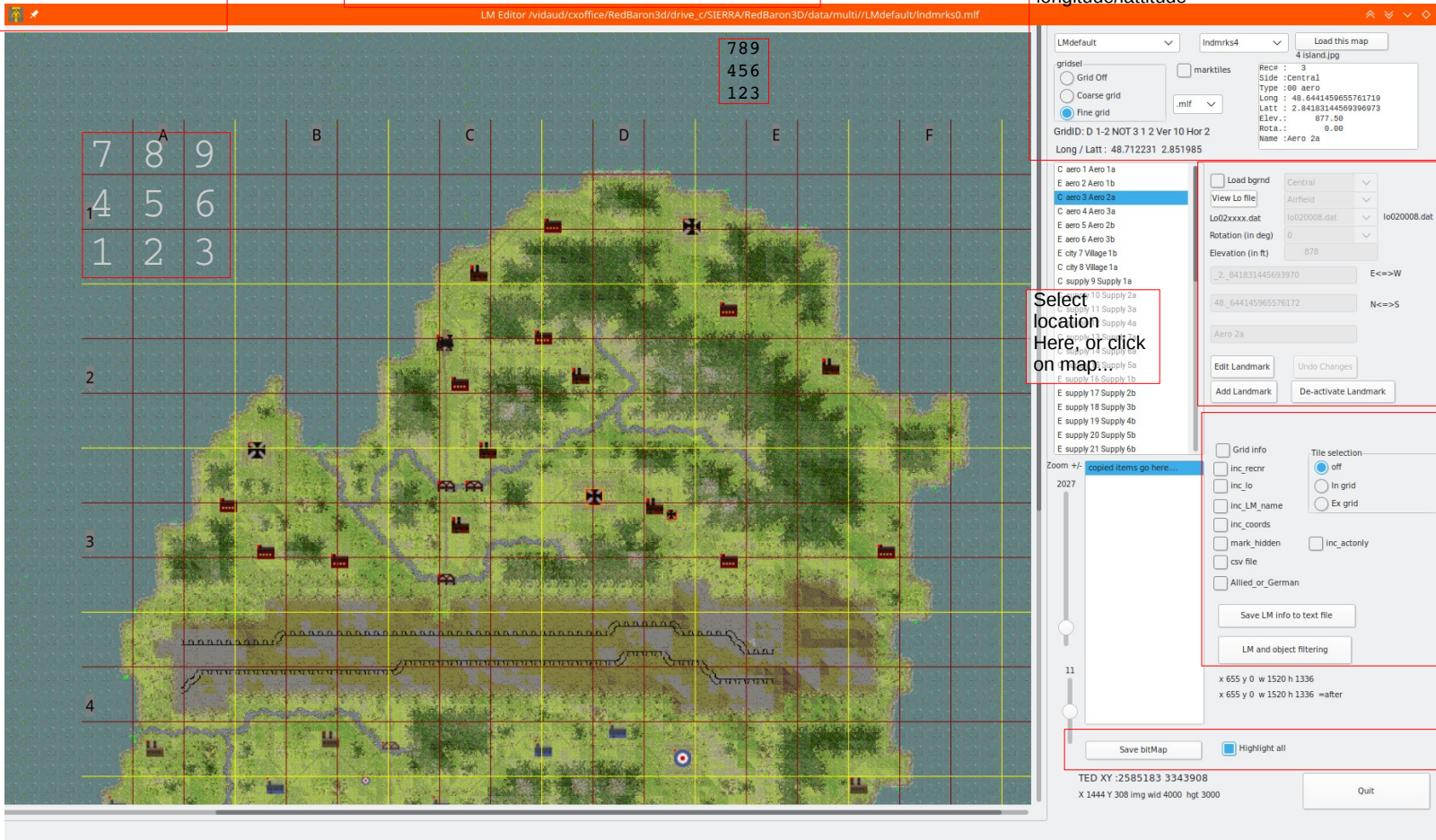
A working folder will be recognized if it is a subfolder of where this program resides, AND has the *.mlf and *.mbf files.

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 (Indmrks#) or mbf (brigade#)
 Displays :
 LM info
 Grid tile ID and selected (NOT/TRUE)
 longitude/latitude



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

Select
 location
 Here, or click
 on map.

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

Save bitMap Highlight all
 TED XY :2585183 3343908
 X 1444 Y 308 img wid 4000 hgt 3000
 Quit

Folder name where template set lives

File Name of map

Load the map

Lndmrks (mlf)
brigade map (mbf)

LM Editor /vidaud/cxoffice/RedBaron3d/drive_c/SIERRA/RedBaron3D/data/multi/LMdefault/Lndmrks0.mlf

LMdefault | Lndmrks4 | Load this map | 4 island.jpg

gridset: Grid Off marktiles Recs : 4
 Coarse grid Type : Centra1
 Fine grid .mlf Long : 48.7256317138671875
 Latt : 2.68713192939758361
 Elev. : 14.88
 Rota. : 0.00
 Name : Aero 3a

GridID: F 3-9 NOT 5 3 9 Ver 17 Hor 6
 Long / Latt : 48.659051 3.016136

C aero 1 Aero 1a
 E aero 2 Aero 1b
 C aero 3 Aero 2a
 C aero 4 A
 E aero 5 A
 E aero 6 A
 E city 7 VII
 C city 8 VI
 C supply 1
 C supply 2
 C supply 3
 C supply 4
 C supply 5
 C supply 6
 C supply 7
 C supply 8
 C supply 9
 C supply 10
 C supply 11
 C supply 12
 C supply 13
 C supply 14
 C supply 15 Supply 5a
 E supply 16 Supply 1b
 E supply 17 Supply 2b
 E supply 18 Supply 3b
 E supply 19 Supply 4b
 E supply 20 Supply 5b
 E supply 21 Supply 6b

Copy Object(s)
 Paste Object(s) as new
 Paste Object(s) as selected
 De-activate Object(s)
 Re-activate Object(s)
 Blank object(s)
 Delete Object(s) physically !!

Grid info
 inc_recir
 inc_lo
 inc_LM_name
 inc_coords
 mark_hidden
 csv file
 Allied_or_German

Tile selection
 off
 In grid
 Ex grid
 inc_actonly

Save LM info to text file
 LM and object filtering
 x 704 y 0 w 1520 h 1336
 x 704 y 0 w 1520 h 1336 =after

Save bitMap | Highlight all

TED XY :3857082 2717615
 X 1905 Y 535 img wid 4000 hgt 3000

Quit

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

File Name of map

Load the map

Lndmrks (mlf)
brigade map (mbf)

The screenshot shows the LM editor interface. The main window displays a map with various objects and a grid. A list of objects is visible on the right side of the map, with the following items:

- 71: C city 71 germ art115
- 72: C city 72 germ art116
- 73: C city 73 germ art117

The control panel on the right includes the following sections:

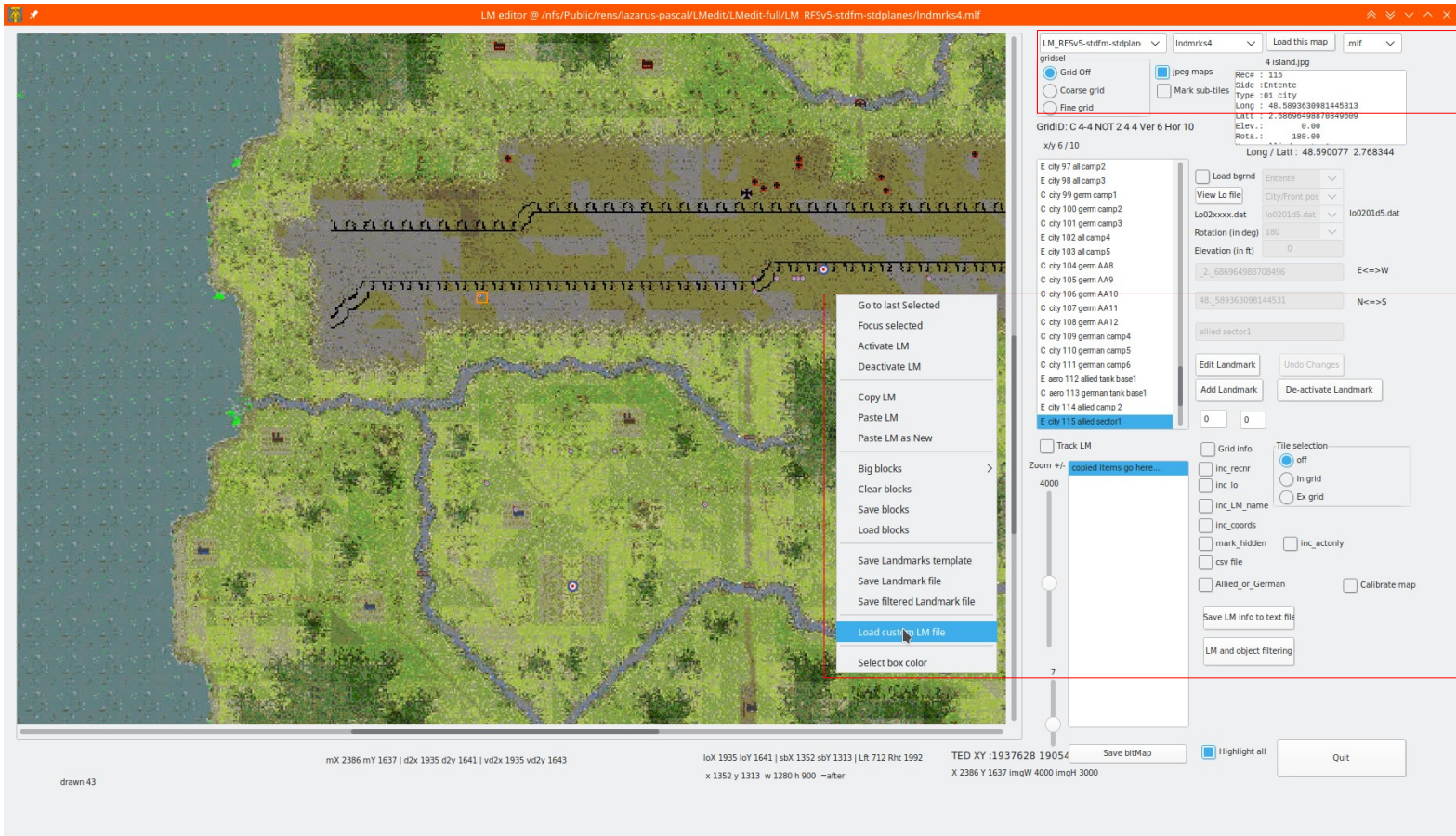
- LM_RFSV5-stdfm-stdplan**: Lndmrks4, Load this map, .n
- gridset**: Grid Off (selected), Coarse grid, Fine grid, ipeg maps, Mark sub-tiles
- GridID: D 3-4 NOT 3 3 4 Ver 9 Hor 7**
- x/y 9 / 7**
- Long / Lat: 48.635302 2.820672**
- Load bgnd**: Central
- View Lo file**: CityFront_pos.
- Lo02xxxx.dat**: lo0201b1.dat, lo0201b1.dat
- Rotation (in deg)**: 7
- Elevation (in ft)**: 878
- germ art117**
- Edit Landmark**, **Undo Changes**, **Add Landmark**, **De-activate Landmark**
- 0**, **0**
- Tile selection**: off (selected), In grid, Ex grid
- inc_recnr**, **inc_lo**, **inc_LM_name**, **inc_coords**, **mark_hidden**, **csv file**, **Allied_or_German**, **inc_actonly**
- Save LM info to text file**, **LM and object filtering**
- x 1553 y 843 w 1464 h 1312**, **x 1553 y 843 w 1464 h 1312 =afte**
- 4.10.6**
- Save bitMap**, **Highlight all**, **Out**

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 Indmrks 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 : *.mfl
 (or *.mbf for SP use)

Save filters (not yet)

Load any Indmrks file for this map....

- Go to last Selected
- Focus selected
- Activate LM
- Deactivate LM
- Copy LM
- Paste LM
- Paste LM as New
- Big blocks >
- Clear blocks
- Save blocks
- Load blocks
- Save Landmarks template
- Save Landmark file
- Save filtered Landmark file
- Load custom LM file
- Select box color

LM_RFSv5-stdfm-stdplan | Indmrks4 | Load this map | mfl | 4 island.jpg

gridset: 115
 Grid Off Coarse grid Fine grid jpeg maps Mark sub-tiles

Rece : 115
 Side : Entente
 Type : 01 city
 Long : 48.5893638981445313
 Lat : 2.088964988708496
 Elev. : 188.00
 Rota. : 0

GridID: C-4-NOT 2.4 Ver 6 Hor 10
 x/y 6 / 10
 Long / Lat : 48.590077 2.768344

E city 97 all camp2
 E city 98 all camp3
 C city 99 germ camp1
 C city 100 germ camp2
 C city 101 germ camp3
 E city 102 all camp4
 E city 103 all camp5
 C city 104 germ AA8
 C city 105 germ AA9
 E city 106 germ AA10
 C city 107 germ AA11
 C city 108 germ AA12
 C city 109 german camp4
 C city 110 german camp5
 C city 111 german camp6
 E aero 112 allied tank base1
 C aero 113 german tank base1
 E city 114 allied camp 2
 E city 115 allied sector1

Load bgmid Entente
 View Lo file City/Front pos
 Lo02xxxx.dat lo020105.dat lo020105.dat
 Rotation (in deg) 180
 Elevation (in ft) 0
 2.688964988708496 E<=>W

allied sector1
 Edit Landmark Undo Changes
 Add Landmark De-activate Landmark
 0 0

Track LM
 Zoom +/- 4000
 copied items go here.....
 7

Grid info
 inc_recrn
 inc_lo
 inc_LM_name
 inc_coords
 mark_hidden
 csv file
 Allied_or_German
 Calibrate map

Tile selection
 off
 In grid
 Ex grid

Save LM info to text file
 LM and object filtering

Save bitMap Highlight all Quit

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)

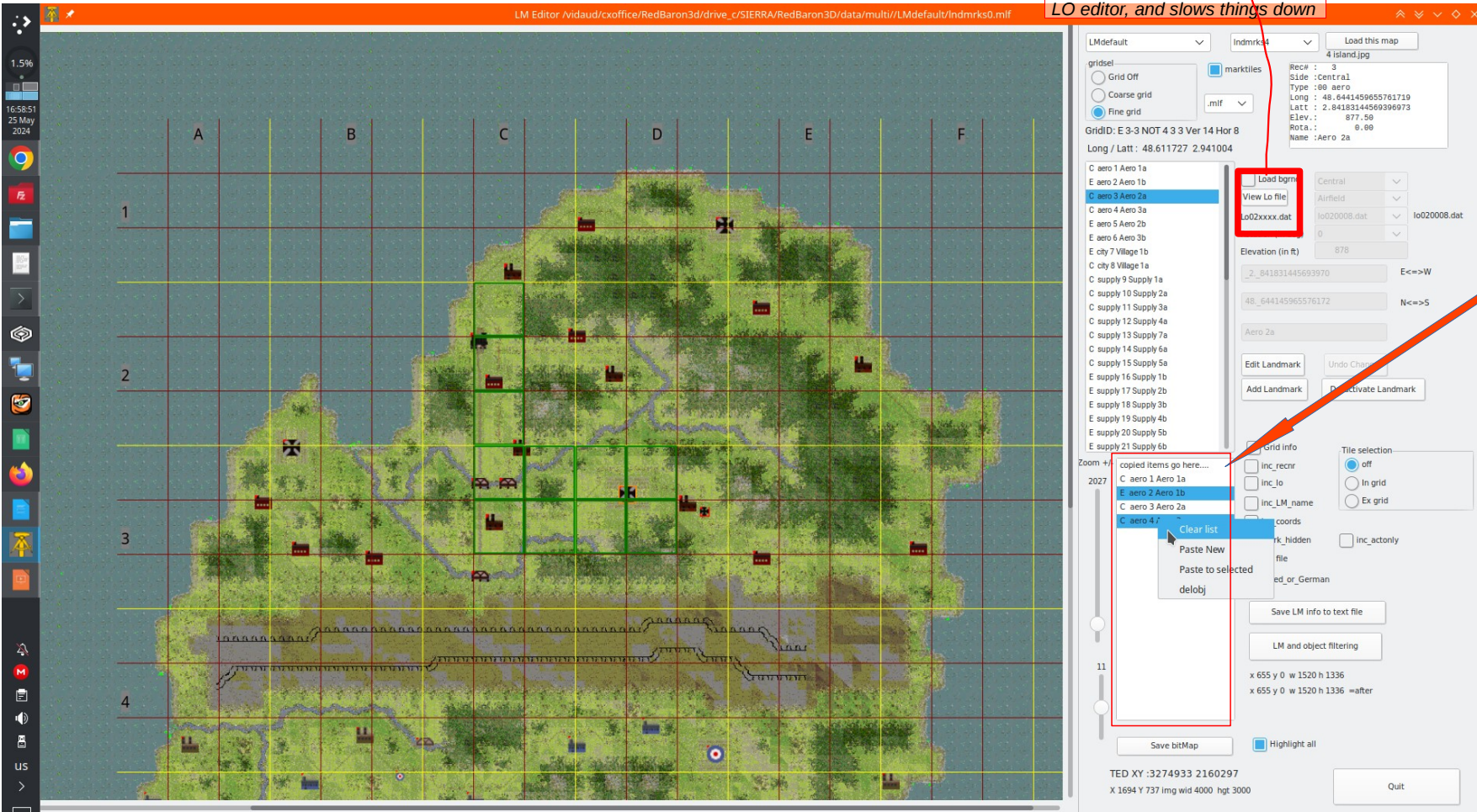
Please note: changing the default Indmrk files i.e: the order and type of the Indmrk objects in the map, makes the Indmrk custom. e.g: Island map has 51 objects. Do not change them, add your objects after that position, unless you wish to change the default.

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.



Zoom +

2027

C aero 1 Aero 1a

E aero 2 Aero 1b

C aero 3 Aero 2a

C aero 4 Aero 2a

copied items go here....

inc_recur

inc_to

inc_LM_name

coords

rk_hidden

file

ed_or_German

Save LM info to text file

LM and object filtering

x 655 y 0 w 1520 h 1336

x 655 y 0 w 1520 h 1336 =after

Save bitMap

Highlight all

TED XY :3274933 2160297

X 1694 Y 737 limg wid 4000 hgt 3000

Quit

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.

Ctrl click: select object(s) (they turn yellow) and copy to worklist
Ctrl wheel: zoom in / out
Alt + mouse : Move them, then cancel or confirm
Single object: shift+ mouse, then cancel or confirm.
Single object: alt + wheel: rotate on itself.

Rotate copied objects from worklist or selected objects from object list
With this slider, then cancel or confirm

Copy object to worklist
Start moving 1 object (shift key + mouse)
Stop moving 1 object
Cancel move selected
Worklist Copy + Move selected
Object list Move selected
Confirm move (obj or worklist)
Cancel move (obj or worklist)
Keep cur obj centered
Hide obj in game
Enable rotation
Clear selected

Rotate object

save LO to txt
Cancel edit
Save LO object

Choose lo file manually

Double click here to reload !
Double click in list to load

lo010000.dat
lo010100.dat
lo010200.dat
lo010300.dat
lo010400.dat
lo010500.dat
lo010600.dat
lo010700.dat
lo010800.dat
lo010900.dat

Change selected object(s) selected in

Object list (leftside)

or

Add object, positions to the center (0,0)

\$06:00: AA Truck ft:7x21
\$06:001: Truck 1 ft:7x19
\$06:002: Truck 2 ft:7x19
\$06:003: Staff Car ft:6x14
\$06:004: Ambulance ft:7x19
\$06:005: Train, 2 end Engines ft:18x61
\$06:006: Train, Normal Engine ft:18x78
\$06:007: Train, Gray Boxcar ft:12x44
\$06:008: Train, Brown Boxcar ft:12x44
\$06:009: Train, Coal Car ft:16x39
\$06:00A: Train, Passenger Car ft:12x44
\$06:00B: X Soldier Allied ft:2x3
\$06:00C: Train Flat Car ft:12x44
\$06:00D: Tank, Large LO13 ! Allied ft:8x
\$06:00E: Tank, Large LO13 ! German ft:
\$06:00F: Tank, Small LO13 ! Allied ft:7x
\$06:010: Tank, Small LO13 ! German ft:
\$06:011: lused noshow ft:10x10
\$07:000: X Tank, Large German MMP ft:
\$07:001: X Tank, Large Allied MMP ft:8x
\$07:002: X lused usable (0905!) ft:12x1:
\$07:003: X lused usable (0905!) ft:12x1:
\$07:004: Observation Tower ft:12x12
\$07:005: X lused usable (0905!) ft:10x11

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.

Manual file

10000 10000

0 V 0 x: -918 y: -1318 rot: 0.0 LoID 9 2 Hangar, Large ft:175x117

Save to jpg

x y 5127 5122 slack 10

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

draw 64 total 63 100.00 %

draw/nodraw

SBar pos

Object list in this LO

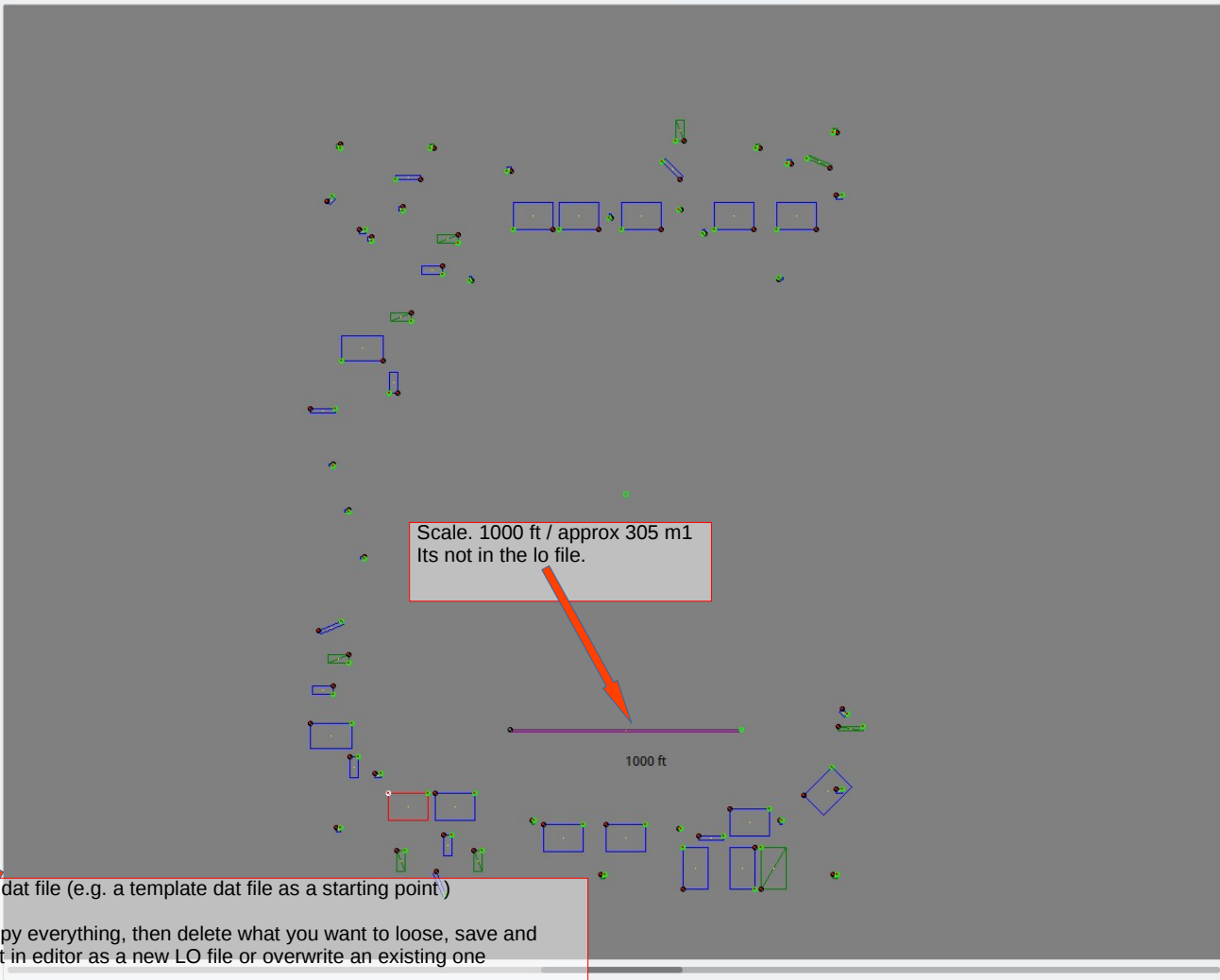
22.7 % magz 4.40

- 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

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
- Save to dat file.
- Load lo*.dat
- Del selected
- cp selected
- Add 2 landmark



Scale. 1000 ft / approx 305 m
Its not in the lo file.

save LO to txt

Cancel edit

Save LO object

Choose lo file manually

Double click here to reload !
Double click in list to load

- lo020004.dat
- lo020005.dat
- lo020006.dat
- lo020007.dat
- lo020008.dat
- lo02000a.dat
- lo02000b.dat
- lo02000c.dat
- lo02000d.dat
- lo020010.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: lUSD no show ft:10x10
- \$07:\$00: X Tank, Large German MMP ft
- \$07:\$01: X Tank, Large Allied MMP ft:8x
- \$07:\$02: X lUSD usable (0905!) ft:12x11
- \$07:\$03: X lUSD usable (0905!) ft:12x11
- \$07:\$04: Observation Tower ft:12x12
- \$07:\$05: X lUSD usable (0905!) ft:10x11

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

Choose a type of area selection or not...

Choose type of landmarks you wish to filter

Please note:
Object filtering inside Indmrks not implemented. Yet. If and how.. not decided yet.

LM filter : it filters landmark output files

Area selection choices :

- none
- only in selected area
- only ex selected area
- change selected area
- change unselected area

Location type filter:

- airfield
- city/frontposition
- supply
- railyard
- bridge
- factory
- company
- town
- village

Obj type Location filter check count 5

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 brown car
- 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 grey car
- train passcar
- SP_smitankall
- Observation tower
- MG nest allied
- Artillery German
- small Tank German
- German soldiers
- Observation point
- green Tent
- Farm house
- town bldg2
- bridgeroadramp
- bridgerailcenter
- train grey car
- train flatcar
- SP_smitankgerm

Color on

LMType	Obj type	airfields	city/frontpos	supply	railyard	railbridge	factory	company	town	village
lrghang		X	X	X	X	X	X	X	X	
smhang		X	X	X	X	X	X	X	X	
barack		X	X	X	X	X	X	X	X	
obstower		X	X	X	X	X	X	X	X	
ambulance		X	X	X	X	X	X	X	X	
aatruck		X	X	X	X	X	X	X	X	
mgnestgerm		X	X	X	X	X	X	X	X	
mgnestallied		X	X	X	X	X	X	X	X	
flakgerman		X	X	X	X	X	X	X	X	
flakallied		X	X	X	X	X	X	X	X	
artillallied		X	X	X	X	X	X	X	X	
artilgerm		X	X	X	X	X	X	X	X	
lrgtankall		X	X	X	X	X	X	X	X	
lrgtankgerm		X	X	X	X	X	X	X	X	
smitankall		X	X	X	X	X	X	X	X	
staffcar		X	X	X	X	X	X	X	X	
truckgreen		X	X	X	X	X	X	X	X	
truckgrey		X	X	X	X	X	X	X	X	
germsold		X	X	X	X	X	X	X	X	
allsold		X	X	X	X	X	X	X	X	
allball		X	X	X	X	X	X	X	X	
germball		X	X	X	X	X	X	X	X	
obspoint		X	X	X	X	X	X	X	X	
cembunker		X	X	X	X	X	X	X	X	
woodbunker		X	X	X	X	X	X	X	X	
trench		X	X	X	X	X	X	X	X	
greentent		X	X	X	X	X	X	X	X	
factbldg		X	X	X	X	X	X	X	X	
shack		X	X	X	X	X	X	X	X	
warehouse		X	X	X	X	X	X	X	X	
farmhouse		X	X	X	X	X	X	X	X	
barn		X	X	X	X	X	X	X	X	

Tile selection

- off
- In grid
- Ex grid

And save to a *.dat or *.mlf file