

## **Conversion of PG2 campaigns to PeG-WW2**

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## **Introduction**

The goal of the instructions included in this guide is to allow potential campaign designers:

- a) to create PeG-WW2 campaigns from scratch;
- b) to port campaigns from PG2 format into PeG-WW2 format.

Basic instructions are already on my website (from more than six months) on a dedicated webpage named: "How to convert PG2 campaigns ?"

This time some persons e-mailed me to have the info here too.

Let's convert a scenario together for my Stalingrad campaign.

### **1. Pre-requisites**

- a) Store the PG2 campaign in a separate directory (d\PG2 campaigns\Stalingrad)
- b) Install also the PG2 campaign in PG2
- c) Have Luis' PG2 Suite
- d) Have Luis' PeG Suite
- e) identify needed PG2 user made maps the PG2 campaign designer has used.  
- Install those maps in PG2 (all \*.SHP files in MAP directory) and all (\*.map files) in scenario directory.

See Steve Brown's website to get SHP files and MAP files:

[www.wargamer.com/pg2campa...ve/pg2.htm](http://www.wargamer.com/pg2campa...ve/pg2.htm)

Map files in \*.s16 format are directly available at Gilestiel's website:

<http://pg2mapfinder.gilestiel.eu/>

- if the PG2 campaign designer has personal \*.map files included in his zip package (usually he uses a prefix before the standard map name, for instance NS\_Greece is the modified Greece map by Narayan Sengupta). In this case copy of course those map files into the scenario directory of PeG.

- f) Use Luis' PeG tool to convert all PG2 SHP files into S16 format which were not already previously converted.  
Select View\Browser then click on the button on the bottom right of the screen entitled "convert from PG2".

- g) identify in the PG2 campaign the CAM file and the campaign introduction text file.  
- Decide about the naming structure and use the same for your campaign and scenario file. Stalingrad files in PG2 all begin with ST\*.\*, so you can keep ST by default for each scenario. It would be easier to remove the campaign for the user afterwards.

When converting a campaign Luis proposes a prefix leading to this presentation "WW2\_name".scen.

Either you keep a prefix or you don't use it but make sure your name begin with the same group of letters.

Let's use ST for Stalingrad German campaign (knowing that STS is already used for the Soviet Stalingrad campaign).

So make sure you won't use twice the same group of letters!!!

- In your separate directory (NOT in PG2) rename the PG2 cam and txt file with the name you want. Let's say **ST.cam** and **ST.txt**. Copy them in your PeG\scenario directory.
- Set the country flag for your campaign (in the campaign view select the adequate flag: Germany

in this case)

- Modify the ST.txt file adding information you want to add: PeG version number, nr of scenarios in the campaign, nr of scenarios for the longest campaign path, date of creation campaign, date of creation of PG2 campaign, original text of PG2 campaign designer, address of the website where your other campaigns can be downloaded.

h) Take a few minutes to read the readme file of the PG2 campaign designer so that you can feel the spirit of the campaign (a pure defensive one ? must the purchase of new units be limited to the strict minimum ?, Is it a campaign with 3 great paths totally different or a campaign with a unique path where all scenarios will be played sequentially whatever the game results are ?, ...)

i) All PG2 SMK files found at von Adler website have already been converted into AVI format and are stored in the CINE directory of PeG. See another FAQ and instructions on my website to convert Smack files (thanks to Dragdasan).

[www.adlerkorps.com/](http://www.adlerkorps.com/)

At this stage all maps have been converted and you have a campaign with zero scenario converted (but you have the structure with the campaign path).

You can now begin real work!

## **2. Conversion : a step by step guide**

a) In PG2 Suite you can identify which txt files are needed for the 1st scenario in case of scenario BV, V, TV and loss.

Copy those files for the 1st scenario from D\PG2 campaigns\Stalingrad to PeG\Scenario.

b) Open Luis' PeG Suite and select any workable PeG scenario from any campaign (if you select the current ST campaign with no scenario in it you will have a problem...)

c) Open PG2 suite with the scenario you intend to convert so you can see the final result you tend to achieve.

d) Click on import PG2 scenario button

e) select the scenario file you want St01.scn from D\PG2 campaigns\Stalingrad

Make sure the intro file is the right one.

In the "Peoples scenario to create" box remove the "WW2\_" prefix or use another one you like.

I remove the prefix because I'm sure that no PeG campaign already uses the letters ST.

So in this case my PeG-WW2 files will have the same names than the PG2 original files.

In other situations chose your prefix and keep it for all scenarios of your campaign.

NB: when prefix is removed on the line Scn file it's automatically done for the other lines (Intro File, Unit Names, Map Names)

Here you will immediately see if the future converted scenario will get unit names and map names.

f) Files are created and you get an error message like: "loading scen

d\PeGWW2\scenario\st01.scn error on loading units, Unit 68 Eqp.code=2700 bigger than max EQUIP97.EQP loaded"

This is NORMAL because your mini PeG e-file (1000 units) is smaller than any big PG2 e-file (4000 units).

So you have units that don't match.

No panic.

Close the window with the error message.

g) In the scenario view total turns is 17, last trigger turn is 11. Set 17 for last trigger turn for Western and Eastern side.  
Yes I will give prestige points or leaders by capturing cities, it's better if the player can enjoy this possibility up to the very last turn of the scenario.  
Main country is Germany. Don't hesitate to add Waffen SS country (which is not necessarily a country apart in the PG2 e-file) if you know that in PG2 the author uses SS units.

At this stage save your scenario file.

Make sure that in the scenario view the "shows up in Game" box has been checked.

h) Select the unit settings view in PeG Suite and in PG2 suite for the same scenario.

- Minimize the views to watch them both simultaneously on your screen. A 17 inch screen is better.

- Make sure that no filter is used for country, class, deploy and type in PG2 and PeG.

- Check carefully which unit is used in PG2 and select the same in PeG or the most approaching one if you don't have the same unit in your e-file (look at the unit stats and class to select the most adequate "looking like" unit).

Do this operation unit per unit but use "Global editing button\Replace code with" to replace all unit of a certain type by another unit (for instance Grenadiere unit nr 606 is replaced by Panzergrenadiere unit nr 809). This takes time, count 10 minutes for all units (count 30 minutes for a PeG-WW1 campaign where not any single unit in PeG e-file has the same reference number as the PG2 e-file) because Mark Kirby's e-file (mine is based on him) follows strictly the basic SSI PG2 e-file where all units have the same unit number (for instance unit 115 in PG2 e-file is also unit 115 in PeG e-file: German standard infantry unit).

- If you find an error message in the unit view like "P2 053-Allied Err 2924 - Err Soviet Union", it's normal, your unit with a number above 1000 does not exist in your Peg e-file. Just select the adequate unit by looking at the unit used in the PG2 e-file. Select the e-file view to choose the adequate unit in PeG, and then come back in the unit view to set the chosen unit replacing the "erroneous" units.

i) Working on units

- make sure each unit belongs to a country. Units from "all countries" have no country flag. You must be certain that "unit country" is set to Germany, Waffen SS or Soviet Union.

- add attachments to units.

First select an infantry unit,

Use also the global editing button

Then select "class" Infantry, then tanks, ...

Click on set attachments

\* for infantry: air defense + AT (or any other combination you would prefer)

\* for tanks : air defense + AT

\* for AT : air defense + AT

\* for recon : air defense + recon

\* for fortifications : air defense + combat engineer

Note: redo the operation for units like minefields or barricades and remove all attachments for such units

\* for arty : combat support + special ammo

\* for air defense : air defense + combat support

\* for Helos : helo + AT

\* for ships : air defense as 1st attachment, no 2nd attachment

\* for submarines : special ammo as 1st attachment, no 2nd attachment

j) in the scenario view, set 65.000 as prestige on your side (the scenario will never be played on standalone so this figure has no impact during campaign play but can be used if I wanted to add a unit while I'm in the SSI scenario editor). Look at the army cost on the AI's side (24.090 in this

case), add 1000 points to this figure for prestige calculation, so set 25.100 as prestige for the AI (so the computer will be able to purchase units for a value up to 1000 prestige points IF the AI has a supply hex on his side).

We have now a scenario playable in PeG as standalone scenario.

Beware that if you used this scenario in PeG during a campaign the game would NEVER work because you would get an immediate scenario loss message after the first attack between units from the player and those from the AI.

### **3. Working on the map view**

a) Make sure you have no filter (so you can see units from any country, from any class, deployed reinforced and on HQ undeployed, ground and air units).

b) Remove the deployment pink hex on any unit you see. If you don't do that those units will never be used during campaign play (and you would have converted some units for nothing).  
**One exception** : if you convert the very first scenario of a campaign don't touch on pink hexes even if there are units on them, they are used to identify your CORE units.

c) Those original pink hexes had the advantage to show you the zone where you should have deployed your units, so add a few pink hexes ("deploy for player" click on "P1" box) in this zone where no unit is already on it, so you keep the possibility to deploy your core forces (but at a - close but- different location than originally foreseen).  
- Max 10 pink hexes per scenario (this is the way I do it and not a technical limitation) if you want that the player does not have too many core units between scenarios during the campaign.  
Reduce the number of deployment hexes if your side has a supply hex in the scenario.  
- When adding deployment hexes select contiguous hexes (min 2 adjacent hexes), one hex alone might not be allowed to deploy a unit (I have seen this game limitation).

d) Add trigger hexes on western side (click on "W-Trigger") and eastern side (click on E-Trigger") for all victory hexes -or most of them- owned by the AI (uncheck the "show units" box to watch more easily the VH's).  
Do the same for one enemy airfield (check terrain filter to watch more easily the airfields).

### **4. Creation of a workable scenario in the campaign**

a) Remember the name of your scenario: **ST01** named in game Case Blue (#1)

b) Launch the game and open the SSI built-in game editor. Select "Case Blue (#1)". Check that there is no deployment hex on any existing unit. If this is the case close the editor and come back to the PeG suite in order to remove the useless deployment hexes. Come back here later when your work on the PeG suite will be done properly.

c) Save the scenario as ST01 and CLOSE PeG Suite.  
Then you have a scenario names ST01.ply in the userscen directory of PeGWW2.

d) Rename ST01.ply into ST01\_i.txt. Copy the content of the introduction text file of PG2 (ST01int.txt) into the file ST01\_i.txt.

e) Move ST01\_i.txt, ST01.scn, ST01\_m.txt and ST01\_u.txt from userscen directory into scenario directory of PeGWW2

f) Open PeG Suite, you will by default open the last file (if this option is checked in the "Settings, Folders and Files" view) so you open the file you have just worked on it and you MUST get an error message like this: "Loading scen: D\PeGWW2\scenario\st01.scn - Intro: [D\PeGWW2\userscen\st01.ply] not found".

This is again NORMAL.

The suite expects a PLY user scenario file but we have now a scenario file.  
Close the windows message.

g) Remove the "User SCN" and "Shows up in Game" boxes.

h) Open Txt intro and select st01\_i.txt

i) SAVE your scenario.

## **5. Integrate the scenario in the campaign**

It's time to manage the CAM file.

a) Open the campaign view

b) You will have a long error message showing you all missing scenarios. This is normal because only one scenario is converted and this unique scenario is for the moment still not recognized by the CAM file. Close the windows message box.

c) The name of the scenario will appear on the converted scenario (so you can easily identify it). But you have to load the adequate file.

Take a look at SCN file named ST01.scn. I'm lucky because the name of the scenario in PeG is the same than in PG2 but this will not always be the case for your other campaigns, so in this case it's already loaded.

If this is not the case select the proper scenario (for instance NS\_alsaska01.scn instead of the original PG2 scenario named for instance alaska01.scn)

d) Select the adequate introduction scenario text file. Select ST01\_i.txt.

- Click on "Campaign Flow" button to make sure that the scenario is recognized (see start date column);

- Click on "Summary and details" button to see the proper txt introduction text file for your scenario

e) The txt files in case of BV, V, TV or loss should be the adequate ones (so immediately readable). If this is not the case copy the needed files (ST01e.txt, STT.txt) from D\PG2 campaigns\Stalingrad to d\PeGWW2\scenario.

f) Click on "enable editing all fields" button, so that you can include the AVI movies after a BV, V, TV and loss.

For instance "Movie file" after "if not played" should be (select from CINE directory of PeGWW2):

- NewGMWin.avi for a BV

- Medalgem for a V

- Medalgem for a TV

- Gerloss for a loss

g) SAVE the CAM file

## **6. Play test the scenario in game**

Make the necessary adaptations.

If for instance the scenario introduction text file does not appear completely while playing in game, what can you do ?

a) open a new txt file

- b) select the text in your previous file carefully (not a global selection) except the last line
- c) Copy-Paste this text
- d) the new file must have the adequate name ST01\_i.txt
- e) play test again the scenario and make sure that the whole text appears in game.

## 7. Defining prestige in the CAM file

### 7.1 Prestige at the start of a campaign (campaign view)

- Set it in the "start prestige box" of the campaign view
- Don't change anything, respect the value used by the PG2 campaign designer except if it is less than 1000 because the PeG-WW2 player needs at least 1000 points to purchase during the first turn an arty unit (CORE unit) with combat support and special ammo attachments.

### 7.2 Prestige between scenarios (campaign view)

**Scenario award obtained at the beginning of a scenario = (Scenario Result Prestige Award of the previous scenario set in the CAM file \* Prestige Multiplier) - (Total Value of Army - Accumulated Trigger Hex Prestige)**

- **SCENARIO AWARD = Prestige Floor - Adjusted Value of Army**
  - **PRESTIGE FLOOR = Scenario Result Prestige Award \* Prestige Multiplier**
    - **Scenario Result Prestige Award** is the amount given to the human player at the end of each campaign scenario. It is determined by the player's scenario result, i.e. BV, V, TV or L. The award amounts for BV, V, TV and L are settable using PeG Suite.
    - **PRESTIGE MULTIPLIER = whatever you set at the beginning of the game.**
  - **ADJUSTED VALUE OF ARMY = Total Value of Army - Accumulated Trigger Hex Prestige**
    - **TOTAL VALUE OF ARMY = the sum of all Included Unit Values** (value of aux units not included / Value of prototypes is not included / If a unit has an assigned strength greater than its number of experience bars it will be returned to its normal strength at the end of the scenario. That normal strength will be the value used in these calculations)
    - **ACCUMULATED TRIGGER HEX PRESTIGE = the sum of all prestige provided when you capture a trigger hex.**

Detailed info:

- Scenario result prestige award is prestige allocated in case of BV, V, TV and loss, this is NOT "Max prestige cap" or "Start prestige cap" seen on campaign view in PeG suite whereas Luis mentions the word "Cap" in his PeG Suite scenario report..
- Prestige modifier setting is 1 for 100%, 0,9 for 90% and so on
- Total value of Army = units at 15 strength value are reset to 10 value in case of absence of 5 strength bars

- Accumulated trigger hex prestige is stored in the campaign CSV file all along the campaign. As soon as we will have identified the exact value of it, we will have the exact prestige calculation result for prestige obtained at the start of a scenario.

Items NOT taken into account in the formula:

- Value of Auxiliary units
- Value of prototype unit awarded
- Value of prestige at hand

More information is provided here: [FAQ 094 - PRESTIGE CALCULATIONS: ARMY VALUE, PRESTIGE CAP & SCENARIO AWARD](#) at Redball's express forum.

### 7.3 Play testing methodology

- Always save the scenario at the very last turn before capturing the last VH.
- If you gained prestige in game via trigger hexes take the opportunity to buy a new unit
- If you don't get any prestige, change the values in the cam file, use 7000 instead of 5000 and so on
- reload the scenario
- be satisfied only if you have at least 1200 prestige points in case of loss, so 2000 points in case of BV.  
You will need them to add experience to your core units and purchase one small unit.

### 8. Repeat those operations 2 to 6 for each scenario file

- When the campaign is completely converted, make sure that the campaign path is logical and allows that each scenario can be played. Read the PG2 campaign designer instructions to understand the campaign path. PG2 campaigns can also have mistakes so take the opportunity to correct errors and to inform the PG2 designer so that he can adapt his PG2 campaign.
- If necessary create choice scenarios allowing the player to easily choose which great part/chapter of the campaign he would like to play. The player can easily save such starting point to begin the other paths at will.  
A choice scenario as first scenario in a campaign brings sometimes added value too.  
As PeG campaign converter you can also redesign the original campaign with modifications that do not jeopardize the "spirit" of the original campaign.

This closes the **basic instructions** to convert a campaign.

### 9. Victory conditions settings for defensive scenarios

#### 9.1 Principle

In some defensive scenarios I designed from scratch I used Mark Kirby's new trick : Victory conditions are depending on number of hexes taken, you can win a scenario even if you don't capture all computer VH's.

#### 9.2 Methodology

- Change victory settings via Luis' PeG Suite

Changes can occur in the [Scenario summary view](#), in the column "Victory hexes" on the right of the column "nr of turns".

In the Pop-up screen of a scenario (equals "status report") while you are starting the scenario in game there's always a self explanatory message like this one :

"12 victory hexes for Brilliant Victory  
11 victory hexes for Victory  
10 victory hexes for Tactical Victory"

Unlike the standard message we are all aware of :

"Brilliant victory : 12 turns  
Victory : 10 turns  
Tactical Victory : 8 turns"

## 2. Set properly your objectives, i.e. the nr of VH's to capture

For those scenarios you cannot lose the VH's you own at the beginning of it, otherwise you immediately lose the scenario.

Those victory conditions are perfect for defensive scenarios where you put 1 of your VH's far away in your defensive zone unreachable by the computer opponent (but never on the ocean, it doesn't work, I tested it).

When you enter those values,

12 victory hexes for Brilliant Victory  
11 victory hexes for Victory  
10 victory hexes for Tactical Victory

DO NOT count the VH's you already have at your disposal at the beginning of the scenario (preferably only one), so 12 means conquering 12 VH's not taking into account those (the one) you already own at the beginning of the scenario.

By this method you can also prevent the existence of a BV, let's assume that there are only 11 VH's to conquer, if you set 12 VH's as BV, you are sure that the max possible result is V and that you cannot get an immediate victory except if you conquer all AI units on the map...

Mark Kirby used this trick in his WW2 1/2 campaign and in all his modified SSI campaigns named REDUX (they are delivered by default with the PeG-WW2 installer programme).

## 3. Protect your own VH from capture

Put your -preferably sole- VH('s) far away behind your own lines to prevent any capture by AI.

BTW this advice is valid whatever method you use to set victory conditions.

Beware that you can lose a scenario if AI conquers only 1 VH you owned at the beginning of a scenario unlike in PG2, PeG and PG2 have different rules about victory conditions, therefore if you stand to lose easily such a hex you might consider to remove its victory hex attribute unless you accept the risk to lose the scenario.

As a result changing the VH's location is sometimes necessary.

## 4. In conclusion

Victory does not depend anymore on the number of turns to get all VH's but on the number of VH's you own at the last turn of the game.

So you can draw up a scenario with 30 VH's if you wish and you don't have to capture all of them

to win, but never lose the VH's you own at the beginning of the scenario otherwise it's automatically the end immediately.

I used this method in all pure defensive scenarios in my campaigns (remember that what works in PG2 does not necessarily works in PeG, this is why we have to find such methods which looks like "workarounds").

This was a summary of ideas originally developed by Mark Kirby.

#### **10. Choice scenarios (used only for campaign path)**

a) Create it as any other standard scenario (see procedure above)

b) The choice presents a difficulty because the SSI built in editor refuses to save a scenario if each side does not have any VH and unit. So you MUST create a VH and have a unit on each side once you use the SSI built-in editor

c) You create your scenario with SSI editor and copy it in the SCENARIO directory erasing the original scenario resulting from the conversion. At this moment, come back in the map view and REMOVE VH's. You can also remove the sole AI's unit you created via the SSI built-in editor. Then the scenario is ready.

d) Fine-tuning :

Option 1 : You keep the AI's unit. For the shortest path (historical for instance) don't touch to anything, for the longest path (alternative for instance) put a non mobile AI's unit (e.g. bunker, entrenched infantry) in reinforcement on the former VH on a later turn, so that if your unit comes into contact with the AI's unit you are sure to lose the scenario and play the alternate scenario. Of course the CAM file must show that in case of loss the alternative line must be played.

Option 2 : This is always used by Santiago Fuertes. If you removed the AI's unit, change you CAM file accordingly. Set in case of scenario loss the obligation to replay this scenario (suppose that this is scenario on line 7 of your CAM file, in case of scenario loss, set "Next scen" in Campaign view as 7).

In his recent Spanish campaign Santiago developed special map files which bring a nice graphical improvement, the player immediately recognizes that this is a choice scenario. In PeG and in most of PG2 campaigns the Europe map nr 346 is often used.

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Simplified method:

#### **SSI Built-in editor**

1. Use a recon or infantry units
2. Put the 1st VH (short campaign path) to the limit of the range of the recon or infantry unit. You get a BV at turn 1.
3. Put the 2nd VH far away but in the limit of turn nr 2. You get a V at turn nr 2.
4. If necessary Put the 3rd VH far away but in the limit of turn nr 3. You get a TV at turn nr 3.
5. Put a bunker as reinforcement unit anywhere on the map except at VH (sp that AI has a unit).
6. If no VH is taken then it's scenario loss, then the end message (L.txt) should be: "you

did not make any choice, please restart" and the cam file sends you back to the choice scenario.

7. Write a description of your scenario intro.txt file, idem for BV, V or TV.

#### PeG Suite:

1. Remove VHs on both sides, but you keep standard hexes with flags and ownership.
2. Save the scenario.

### **11. Use of airborne or seaborne units in scenarios**

#### **11.1 Units & rules for deployment**

This section covers another "workaround" because unlike in PG2, units in PeG cannot be air or sea lifted (there is still an exception we will discuss later), each Peg unit is not associated with a corresponding air or sea transport unit.

##### a) Units to use

Units must be deployed from ships or airplanes.

You **MUST** select transport units from class nr 13 "Air transport" or 18 "Naval transport", NEVER select units from "tactical bomber" class nr 11.

During the first scenario[/u] we start a campaign with **undeployed** units whereas they are on air or on sea in PG2.

This presents a difficulty because the SSI built in editor will refuse to save a scenario if all units are not deployed.

So in PeG Suite after the initial conversion you keep all units (paratroops or any other units to be deployed by sea) where they are.

Once in PeG Built-in editor you also keep all units there.

After erasing the original files in the SCENARIO directory with the new saved files created by the SSI editor, you come back to Peg Suite.

There you mark units to be deployed at the first turn as UNDEPLOYED.

At other turns than turn nr 1 this is not a problem because your CORE units are by default undeployed.

However if AUX units have to be deployed, proceed as mentioned above and mark them as UNDEPLOYED too.

##### b) Rules for deployment

Ships (Naval transport units) must be adjacent to a land hex.

Planes (Air transport units) can deploy the units anywhere.

#### **11.2 Airborne scenarios**

Air Deploy units are used to deploy paratroops when they don't start from any airfield but "on air".

You have to move your air transport units where you want (and hope that AI has no AD units close), then where and when you want (you don't have to use your paratroops at the very 1st turn, you can wait) you deploy the paratroops (play by the rule, don't deploy other unit types otherwise the game would become too easy and unrealistic).

A unique air transport unit can be used to deploy an entire airborne army but don't lose it! I suggest to use two air transports just in case one is shot down by AI's AD units or air units.

### 11.3 Seaborne scenarios

FDU's (Floating Deployment units) as Redball named them (sea transport units) are to be used.

Naval transport units can be placed on any ocean hex but must be adjacent to a land hex in order to deploy ground units. The entire core units can be deployed from 1 FDU (ship) by deploying one or more units, exiting the deployment screen, moving these units, and repeating as necessary.

FDU's are "Sea transports", "Mine layers" and "Carriers" in my e-file. So please use the provided sea transport units in order to deploy your core forces in some scenarios!

A unique sea transport unit can be used to deploy an entire airborne army but don't lose it! I suggest to use two sea transports just in case one is shot down by AI's navy or by any other units AI might have at its disposal.

The Mine layer boat (as well as carriers and sea transports -all are FDU's-) can be used to deploy sea mines:

- after deployment of ground units exit the deployment screen,
- select a ship then click on the "deploy forces" button,
- only then you can deploy sea mines wherever you move the ship at any game turn.

### 11.4 Automatic airlift and sealift functions

There are two cases for which units can be air or sea lifted without using the tricks mentioned above.

#### Airlift of paratroops from airfields

One paratroop infantry or any ground unit with the "air liftable" option as air transport mode (see the e-file view in PeG Suite) can be deployed anywhere on the map provided that it starts from an airfield.

#### Sealift of ground units from port to port hexes

Any unit with the "air mobile" option as air transport mode (see the e-file view in PeG Suite) can move from a PORT hex to another PORT hex but :

- This costs air mission points
- This operation is immediately stopped if there is any unit between the two ports, so get rid of AI's navy or air force first.
- Select a unit, click on strategic transport button (on the lower left), this works only with "sealiftable" units (the mention "sealiftable" appears on the top left of the unit screen).
- Move the unit from any PORT hex to any unoccupied or friendly PORT hex. So campaign designers SHOULD NOT name hexes which are port hexes or name them while keeping the mention "(PORT)".
- From the destination PORT hex you can still move normally infantry units, whereas other unit types cannot move anymore during the same turn.

This possibility is a way to occupy the other side of a river occupied by the AI. So destroy AI's units occupying ports and any unit located between PORT hexes. Chose infantry units for the landing because they are still able to move after the arrival at the destination PORT hex. Use this possibility in game.

This option has been implemented by Mark Kirby when he drew up Peg-WW2. He turned helicopter transport into naval transport. But I stop here the explanations in order to avoid any confusion.

Let's keep going on with the needed information to convert scenarios from PG2 to Peg-WW2 (or Peg-WW1 or PeG-Napoleonic).

## 12. Use of map names

a) load of pre-defined map names (including Narayan Sengupta special enhanced map names for SSI maps) if the campaign designer was "lazy".

Go on Narayan's 5 star series website, there you will find his enhanced map names. Keep the map names updated and take a look at Steve Brown's website.

b) using MS Encarta or real cardboard maps to add yourself real map names.

I personally added names to map for which there were no map names before:

- Map nr 67 Moscow (it took me an entire night with real cardboards)
- Map nr 96 Washington
- Map nr 559 EuroRMY

I added names to existing maps:

- Map nr 507 SFLenins
- Map nr 41 Stalingrad (Sb2stal.map used in General Bistrov Soviet campaign)

c) Avoid renaming impassable rivers hexes or name them while keeping the mention "impassable river".

The player must know he won't be able to cross a river even with bridging units or units equipped with special equipments.

This is crucial for the player since he needs this information for his own game play strategy.

PS: don't confuse "bridging" special equipment and "river assault" special equipment (both are purchasable as "attachment" to a unit).

The "bridging" Special Equipment (see in PeG Suite: "unit is a bridge on rivers") allows you to cross over a river as "rough terrain" and it also allows you to place the unit on a river hex and the rest of your forces may cross over while this unit is in place. For instance a campaign could use the German Pz IVD and Pz IIIG "tauchfähig" tanks, those tanks have the ability to cross rivers thanks to the 'bridging' special equipment.

Units with River assault special equipment can attack while on a river. By default no unit can attack from a river hex unless they have this feature or the bridging attachment

d) Avoid renaming PORT hexes or name them while keeping the mention "PORT".

This was already discussed above. You must know that there is a possibility to proceed to sealifts from PORT to PORT hexes.

e) Place the downloadable map names in the MAP folder of PeG-WW2

On Steve Brown's website you will find a zip file with all map names, this is regularly updated due to the constant creation of new maps.

Place such txt files in the MAP directory of PeG because this is where by default PeG looks after map names when there is no name attached to the map (when \*\_m.txt is empty).

f) If you alter an existing map, don't save it with its original name.

Use your initials as prefix (RMY\_Stalingd.map or NS\_Greece.map), this helps to prevent confusion and you are sure the player uses the adequate map.

Always include in your campaign zip package the \*.map files you use when creating a campaign. It's far easier for the player.

If possible draw up an excel sheet showing to the player which scenario uses which map (scenario number, scenario name, name of the map and map number).

For instance:

01 "Early assault" RMY\_Stalingd 41

### **13. Use of Hidden victory hexes**

#### **13.1 Human player attacks AI ignoring location of AI's VH's**

There are VH's belonging to AI but no flag is set (via Luis ' Suite) so they cannot appear on the map (they are "hidden", you have no idea where your objectives are located), as a result you have to follow instructions in the readme scenario file -if any- in order to find where are located enemy VH's.

Doug Hone used this feature in his Band of Brothers campaign. US paratroops were dropped in France, then with a paper map delivered by the campaign designer where some objectives are approximately located you have to find them.

This trick forces the player to move around the map in order to find the objectives.

#### **13.2 AI attacks VH's belonging to human players but this one cannot see them**

There are also human player's VH's which don't have any US flag.

Suppose the human player plays on the US side, (so in Luis Suite you have Flag is "None" but Owner is "Allied"), so you ignore their existence (until it's too late) but the AI recognizes them very well and captures them, then they appear with the AI flag and the game goes on normally.

This gives a surprise effect because the player is never sure he owns all required VH's to win...

### **14. Use of specific leaders' types**

This is only my personal choice of leaders in game.

Chose "Multiple fire support" (more than one counterbattery fire from my own units) or "shoot and scoot" (no counterbattery fire from AI against my units) for Arty.

Chose "skilled recon" (+1 spotting range) or "stealth pilot" (always max movement points) for helos.

Chose "bridging" (equals bridging special equipment, treats rivers as clear terrain), "ambusher" (AI has no fire support) or "terrain expert" (+4 in attack or defense values in close combat) for infantry

Chose "devastating fire" (may shoot twice per turn) for tanks or AT.

An unsuccessful attempt to improve defense of helos:

Helicopters might have had the "Defender" leader (protection of adjacent units) in order to provide reactive fire (defensive counter-fire, the "like arty" counter-battery support feature) to other helos but this does not work.

### **15. Use of Deploy and Supply units**

#### **15.1 Use of ground deploy and supply units**

Deploy & Supply units behave like mobile supply hexes (they include the "combat support" special equipment (HQ icon)).

They can provide deployment of any ground and air unit. D&S units allow to re-supply and give replacements to a unit even after it has moved as long as the unit ends up within 2 hexes of the D&S unit.

They allow the unit to retreat and re-supply on the same turn.

This unit on the German side is named "Mobil HQ Armee" ("Mobile HQ Army" for allied side).

You can also use them to deploy units when the number of supply hexes at the begin of a scenario is too short to deploy your whole core forces. You can also use them to deploy any of your unit at anytime during game play (and not only at the beginning of the scenario ).

In my e-file I also gave to ground D&S units two special equipments: bridging and river assault.

## **15.2 Use of naval D&S units and use of naval based aircrafts on carriers**

Carriers can be used as D&S hex provided they have the combat support special equipment.

Aircrafts belonging to the fighter class nr 10 (e.g. the Italian naval carrier based aircraft Re 2001) can be repaired and resupplied on its carrier and on any Axis ground airfield.

Tolly used another trick in his "German Ostfront and Freikorps" campaign (see my PeG-WW1 conversion):

In the middle of the ocean he placed an AIRFIELD hex, he put on it a carrier (which is unable to move because an airfield hex is a land hex but the campaign designer has the advantage to use any air unit of helo class nr 12, use of fighter class nr 10 and "combat support" special equipment on the carrier are not required in this case).

I used another trick when converting the Soviet Black Sea campaign of Dennis Felling. My PeG-WW2 Eastern-Front e-file includes an airfield icon used for "temporary airfields". You just need to alter the map settings by replacing the current hex property with an AIRFIELD hex (so a hill becomes an airfield for instance) where you locate the temporary airfield icons. Save the map under a different name than the original one. By this method you can have additional airfields on a map.

## **16. Use of names**

### **16.1 Use of names in E-files**

You must avoid at all cost the German "umlaut".

For instance if you use the word "Königstiger" instead of "Koenisgstiger" then the e-file is completely modified, unit stats do not match anymore with their corresponding icons.

However it seems strange but the word "Jäger" does not alter the e-file settings.

### **16.2 Use of scenario names**

You must avoid at all cost the " " sign.

I converted a scenario named GA2\_1.scen via Luis Peg Suite, the "shows up in game" box was checked but I was not able to see the scenario via the SSI built-in editor (I need to change the scenario via this editor in order to make it playable for PeG, see chapter 4 above).

I thought I had too many \*.map files in my scenario directory but this was not the cause of the problem but the scenario name.

In this case you MUST rename the scenario (I changed "GA2\_1.scn" into "GA21.scn" and I saw the scenario in SSI built-in editor, so my problem was solved and the conversion process could keep going on).

Some other signs must be avoided like "#", "-", "@ " and so on.

### 16.3 Use of names in “after scenario” texts

There is no problem with the German umlaut or any other specific sign/letter in the texts describing scenario BV; V, TV or Loss.

The words “Führer” or “step # 1” can be used without difficulty.

Pay just attention to the text length because there is a limitation in game (the square/rectangle surrounding the text is limited in size).

### 16.4 Use of names of generals in the campaign “hall of fame”

You can alter the file entitled “names.txt” in order to add the names of Generals you will have when ending victoriously a campaign depending on the nation you play during a campaign. Beware that the following structure must be kept (this information was provided by Redball), each line having one General’s name:

- China: line 1 to 67
- North and South Korea : line 68 to 103
- UK : line 104 to 133
- France : line 134 to 163
- Germany : line 164 to 193
- Malaysia : line 194 to 213
- Japan : line 214 to 243
- Mongolia : line 244 to 273
- USSR : line 274 to 313
- Thailand : line 314 to 343
- Vietnam : 344 to 372
- USA : line 374 to 456
- Australia : line 457 to 486
- Sian : line 487
- Singapore : line 488
- ...

Download Redball’s files specs (an XLS file) for details on my website.

Beware that location of nations in PeG modern time is different that the one used in PeG-WW2. In PeG-WW2 (European e-file) the nations are following this sequence:

- Yugoslavia
- Belgium
- Germany
- USSR
- Italy
- Finland
- France
- Republican Spain
- Greece
- USA
- Hungary
- Nationalist Spain
- UK
- Norway
- Waffen SS
- Poland
- Bulgaria
- Romania
- Canada
- Czechoslovakia

## **17. Creation of movies from PG2 SMK files (conversion into AVI format)**

You can bring more immersion in game while adding movies.

Like PG2 campaigns, PG2 SMK files can be converted.

PG2 SMK files are located at Von Adler's website here: <http://www.adlerkorps.com/>

Dragdasan found the method I describe below.

### **17.1 Philosophy**

SMK files are the result of a merger between AVI and WAV files. Here you must from the SMK file extract the original AVI file without sound (a huge size file) and WAV file. Then you merge both of them into a new AVI file using the Intel video 5.0 (or 5.1) codec compatible with Redball's PeG-WW2 2.7e.exe..

### **17.2 Software needed**

a) Smacker tools can be found here: [Smacker tools](#)

from the download page choose "Smacker Tools" v 4.2d and install it

### **17.3 Methodology**

Start Smacker for Windows, choose your smack file

- choose output format as "AVI" and then click on the tab "convert a file".
- choose "Intel Indeo® Video R3.2"

Then you have an AVI file with music integrated.

## **18. Conversion of WAV files**

You can find on many websites sounds of speeches (Churchill, Roosevelt, ...) or national anthems (see list hyperlinks to such websites on my own website in the campaign page).

You can use them when beginning or ending a scenario.

You just have to convert them into the appropriate format and to alter the CAM file via Luis' PeG Suite (while enabling scenarios to refer to WAV files).

### **18.1 Philosophy**

Convert a wav file into another wav file with different sound format/ properties in order to allow good functioning within PeG-WW2.

### **18.2 Software needed**

OSS Audio Converter found at Builder's paradise website here. It's use is self-explanatory.

### **18.3 Appropriate sound format**

OSS audio converter allows to transform any wav file into another wav file with the desired options you would have selected.

The working options in PeG are the following:

- Debit : 88Kbps
- Audio sample size : 8 bits

- Channel : 1 (mono)
- Audio sampling rate: 11 KHz
- Audio format : PCM

Use also those properties if a WAV file used in game for units does not work.

### **Which kind of WAV files does PeG make use of ?**

WAV files used for units need only low quality sound while WAV files used for music demand higher quality sound.

#### Working formats in game:

##### a) Units: **Conversion from MEL to WAV**

\* Original format: **WAV PCM 352 kbps 16 bits 22 KHz mono**

\* To save space: Microsoft IMA ADPCM 88 kbps 4 bits 22 KHz mono (used by Dragdasan in the installer of another PeG variant).

Personally I use the standard WAV files.

##### b) Music: **Conversion from MUS to WAV**

\* Original format: **WAV PCM 705 kbps 16 bits 22 KHz stereo**

\* Other workable format: WAV PCM 352 kbps 8 bits 22 KHz mono

\* MP3 is not working in game but playing MP3 files in shuffle mode as background musing is also an option.

You can play music in game if you have only WGP.wav, having also CGP.wav or CREDITS.wav is **not** mandatory. PeG will then play the same file instead of switching from CGP.wav to WGP.wav.

Sound tool used is Goldwave: [www.download.com/GoldWave...01099.html](http://www.download.com/GoldWave...01099.html)

Converted WAV files are available here: <http://www.pegww2.net/Pages/install.htm>

I have converted all music files of Pacific General into MP3 format, some users might want to convert other MUS files from other sources to enhance PeG.

Procedure:

1. Use Goldwave
2. Read MUS files under the following format: PCM signed 16 bits, little endian, stereo
3. Conversion into WAV format: **WAV PCM signed 16 bits, stereo** (same size as the original MUS format). Converted files are working in game.
4. Conversion into MP3 format: MP3 Audio Layer-3, 22050 Htz, 160 kbps, stereo (nearly 20% of the original MUS file or converted WAV file). Converted files are not working ingame, they must be played by windows media player in the background, then launch PeG-WW2.

NB: If you use the "mono" setting the files are distorted and will play at half speed!

## **19. SSI Limitations**

This is good to know some figures.

1. The number of \*.map files in SCENARIO directory is unlimited. However if its number is above 200 then it is impossible to create a new scenario directly from the SSI built-in

editor. As a result I advise you to create a specific game set via Luis' PeG-Suite where you store only the SSI \*.map files in a different location (for instance SCENWW2 directory instead of SCENARIO). In this game set you could create scenarios from scratch via the SSI built-in editor.

2. The number of \*.S16 files in MAP directory is unlimited.
3. The number of \*.SCN files in SCENARIO directory is unlimited
4. The number of saved games in SAVE directory is limited to 256. So when you finished a campaign, store your saved games elsewhere. Always save the very last turn of a scenario and not the beginning of a scenario so that you can play test the impact of variation of prestige settings or decide to play another campaign path (imagine you are at the end of a scenario and you can win with a BV but you decide to wait for a V knowing that a V leads to a next scenario different than the next scenario to be played in case of BV).
5. The number of units per scenario is limited to 200 (100 per side).
6. The number of scenarios per campaign is limited to 50.
7. The year variable can be anything between 0 and 255 so you can define the year for any item between 1900 and 2155 or 2000 and 2255 depending on the base year you use (BY is 1900 for PeG-WW2 2.7e.exe basic game set). Use an exe file where BY is 1900 (see Luis' PeG Suite to modify it if needed with "edit peoples.exe data and tables" option) and an e-file where units use the adequate dates.
8. In the first scenario of a campaign, the units placed on deployment hexes will be classified as core units. There is no limitation, all units can be core units if the campaign designer wants so.
9. There are max 400 icons and 1000 units in the e-file. Either one or the other condition is missing then **the game crashes**, as simple as that.  
Luis' PeG Suite allows to check this quite easily.
  - a) Click on "Equipment file maintenance" button, click on tools menu, submenu icon report, then you have the max number of icons used.
  - b) Click on "Equipment file maintenance" button, then use the mouse to watch your units in the e-file, the last unit must be 999 (unit nr zero is a unit so 0 up to 999 equals 1000). PeG Suite also includes an automated control of icons and units limitations.

## **20. Creation of Gamesets**

### **20.1 Philosophy**

Once your campaign is finished and if you used specific files (medal set, leader set, flag set) or information (Base Year, Alliances, ...) it's easier for the player to use a working game exe file which includes all modifications you brought to the game.

This reduces the number of manipulations the player has to do, if not helped the potential player might feel reluctant to play your campaigns if you do not offer a "ready to use" game.

Even if you don't create a user-game set, always mention in your campaign readme file which basic game set or user-game set you use.

### **20.2 Utility of gamesets**

a) Instead of having several game installs or changing modgen/equip/gui you can have several exe files to play with different e-files allowing to share the MAP folder (the bigger one) and even allowing to use a unique ww2gen file with all icons (ww1, ww2, cold war and modern) all star\*.s16, flags\*.s16, ... and also allowing to point to a different eqp/gui and use different folders to isolate scenarios camps and savegames. Multiple game installs can be avoided and various combination of graphic files can be used (flags, medals, game color scheme).

b) Using a User Gameset is mandatory to benefit from new improvements of future releases of PeG (peoples.exe files) in PeG-WW2 since WW2\_027e.exe will not be updated (Redball works on a single modified version of PeG for maintenance, scenario design management and gaming

experience reasons). Next release planned (basic Gameset) is PeG 3.0.

### 20.3 Gameset: definition

**Basic Gamesets** : those "compiled" with some distinctive features "hard coded" as for example: Countries 3, 5 & 15 do not get over-strength infantry. (PeG-WW2 only), those type of features are not editable by the Suite. Only hackers (in the positive sense of the word) can create gamesets.

**User Gamesets** : those edited within Luis' PeG Suite to change some of the features stored into the exe file as data (not code) as for example: base year or which flags or dossier (medal set) S16 file is to be used. Anyone can create user-gamesets.

### 20.4 Creation a User Gameset

The following instructions are provided for your information only, a specific **User Gameset for PeG-WW1** will be hosted on this website when the first PeG-WW1 campaign is released. However you might willing to use such instructions in order to use different flag sets, medal sets and/or the green color scheme developed by Dragdasan.

\* You have inserted into ww2gen.dat (or whatever) flagsb.s16 containing WW1 flags. The next version of WW2gen.dat on this website will include all flag sets and medal sets as well as icons used for PeG-WW1.

\* You have defined into your game set (let's say ww1-027.exe):

- DAT file is ww2gen.dat (Folders tab)
- EQP file is your ww1-eqp (Folders tab)
- Flags1.s16 files is flagsb (S16 files tab)

\* Before saving as ww1-027.exe all this fields must be shown as OK

\* You have save your game set as ww1-027.exe

\* You have defined into the Suite Settings dialog, the radio button "Read Exe Game Set" and the textbox shows ww1-027, then you pressed OK button to close that Settings dialog.

\* In order to force the Suite to reload DAT & GUI files as defined on your Game Set, be sure you have CHECKED "Always reload ...."

\* You load your ww1-eqp.

\* Press "Load E-file" button or menu option: you should be prompted for the .eqp file defined into your game set.

\* At this point you should see your country names using your new flags (for instance German Freikorps flag). If you don't, you should review your steps.

\* Start the game using the new game set (ww1-027.exe), your new exe file should work fine.

\* If you use built in SSI editor, be aware that sometimes picture map doesn't show up until you move the cursor to any of the corners. So don't panic, just move the mouse to any of the corners to force redrawing and it should show up.

On my website you can find the following user gamesets for PeG-WW2 (differences are based on medal sets, leader sets, flag sets and e-files):

- German Eastern Front
- German Western Front
- British
- Soviet
- US
- French

### 20.5 Creation of a User Gameset in order to use PeG 3.0 improvements for PeG-WW2

The following instructions are provided for your information only, a specific **User Gameset for PeG-WW2** will be hosted on this website when PeG\_028.exe is officially released.

- \* Just load a Basic Gameset (WW2\_027e) and change whatever you want, then save as a different name (for instance WW2\_027x). A new game exe file (User Gameset) is created without changing anything on your basic game set.
- \* Load WW2\_027x.exe and export to WW2\_027x.SET
- \* Load the new Redball's PeG\_030.exe
- \* **Import** WW2\_027x.SET
- \* Save As WW2\_030.exe.

## 21. Mandatory interface files in the DAT file

### 21.1 Utility of DAT file

This is a copy of Redball's FAQ, I wanted to repeat this information here because

- a) This is a topic a campaign designer **MUST** know when creating a specific DAT file for a campaign if he doesn't want to use a huge DAT file (the bigger the dat file is, the longer the time is to load the game).
- b) Any error when creating a DAT files leads immediately to a **game malfunction**.

The DAT file stores icon files as well as interface files.

Currently four DAT files are in use:

- **WW2gen.dat** valid for PeG-WW2 only, delivered with PeG-WW2 installer package
- the full version of **WW2gen.dat** with all icons existing so far valid for PeG (modern time, but must be renamed into MODgen.dat) and all PeG variants. The source to get latest PG2 icons is the Panzer2.dat file found at Von Adler's website (then all \*.SHP files can be converted into \*.S16 format).
- The **NAPgen.dat** including only S16 files used for PeG-Napoleonic
- **REDgen.dat** used for PeG Red Danger.

Do not delete the following files otherwise the game will not work properly anymore.

### 21.2 S16 files stored in DAT file which are mandatory

The DAT file contains both interface icon files and unit icon files. The game will NOT start or run if any of the interface icon files are missing from the DAT. The game WILL start and run even if some of the unit icon files are missing.

**These files may NOT be omitted.**

AIRSET.S16 - Air mission screen, basic elements (first box is also used to display an individual dossier);  
 AIRSLCT.S16 - Air Mission screen, selection elements;  
 AUDIO.S16 - Audio volume bar;  
 BACKGRD.S16 - Dossier & other backgrounds (new in PeG 3.0);  
 BRIEF.S16 - Briefing display box;  
 BUTTONS.S16 - Interface buttons, general interface elements;  
 BUTTON2.S16 - Interface buttons, general interface elements (new in PeG 2.6 and above, replaces BUTTONS.S16);  
 CAREER.S16 - Careers display box;  
 DEPLOY.S16 - Deployment display box;  
 DIALOG.S16 - Dialog display box also numbers & clocks;  
 DOSSIER.S16 (MEDALS.S16) - Medals(gold, silver & bronze);  
 EDPLSHDN.S16 - Player configuration icons for scenario builder;  
 EXPLODE.S16 - Explosion (1 set);  
 FIRE.S16 - Fire (multiple sets);  
 FLAGS1.S16 - Flags for units & maps;  
 GAMEFUNC.S16 - Display box plus circles;  
 HEX.S16 - Hex (single);  
 INFOICON.S16 - Unit information;  
 INFOICN2.S16 - Unit information (new in PeG 2.6 and above, replaces INFOICON.S16);

INSPUNIT.S16 - Units killed (inspect unit screen);  
LEADERS.S16 - Leader markers;  
LOADSAVE.S16 - Load & Save display box;  
MAINBAR.S16 - Small vertical bars;  
MEDALS.S16 - Medals(gold, silver & bronze) (new name in PeG 3.0);  
MG\_SCEN.S16 - Scenario builder buttons & display boxes;  
MOUSE.S16 - Pointers, clocks, cross hairs & other indicators; numbers for attacker/defender loss estimates;  
PURCHASE.S16 - Purchase screen display boxes plus class selector buttons;  
SCENDESC.S16 - Display boxes;  
START.S16 - Two splash screen images. In the original game the first is used for the background map and the second image is used only when the game is being installed from the distribution CD. I use both these images in my modified versions of PeG;  
STRNGM.S16 - Unit strength markers, 4 sets x 3 modes x 22 levels (0-21 strength points);  
VICFLAGS.S16 - Victory flag hex markers;

### 21.3 S16 files loaded but not used

These files are included in the original DAT. Although they are not used they ARE loaded.

**These files may NOT be omitted.**

Note however that some of these files will be renamed and used in PeG 3.0 and later modified versions so they may be "missing". For example, OLDNEQP.S16 is being renamed and re-used as BACKGRD.S16.

TURN.S16 - Turn info display box  
TURNPLT.S16 - Turn info display box  
OLDESCEN.S16 - a PG2 screen  
OLDNEQP.S16 (BACKGRD.S16) - originally a PG2 screen; now used for Dossier & other backgrounds.  
OLDUINFO.S16 - a PG2 screen

### 21.4 S16 FILES stored in DAT file but not loaded

These interface icon files were included in the original DAT but are not loaded.

**These files may be omitted.**

CLOCKBTN.S16 - Three clocks;  
DIALOGUE.S16 - Unknown contents, this file seems damaged;  
DUTCH.S16 - Same as the original Flags1 but contains the correct flag for Vietnam;  
SCENEDIT.S16 - Icons & boxes that look like they were intended for the Scenario Builder but which are not referenced in the EXE file and not loaded.

### 21.5 Softwares needed to create (unpack and repack) DAT files

- a) PeG DAT Tool by Luis Guzman and/or
- b) PG2 DAT Tool and PeG Modgen DAT tool by Carl Johan Ankerstjerne

## 22. Installation of user-made maps

Let's not reinvent the wheel but this is THE MOST frequent question from players. And PeG-WW2 campaign designers/converters need to play test their campaigns too, so installation of maps (selected by the PG2 campaign designer) is the very first thing to do before the conversion work itself.

### 22.1 Availability of converted SSI maps

SSI maps have already been converted into \*.S16 format and are available from the install page of my website. With only those maps the player can play the five SSI stock campaigns (and REDUX versions) and the Waffen SS campaign of John Mc Nulty, all converted for PeG-WW2 by Mark Kirby, the creator of the game.

## 22.2 Conversion of user-made maps

- a) Source are \*.SHP files mainly found on Steve Brown's website.
- b) The PeG-WW2 installer programme of Dragdasan includes a tool from Luis Guzman (the **map converter version 1.03**) allowing the conversion of maps from \*.SHP format into \*.S16 format.
- c) **PeG Suite** also offers a built-in conversion tool where all \*.SHP files stored in PG2 MAP directory can be directly converted in \*.S16 format in PeG-WW2 MAP directory.
  - a. In the "Tools settings and files" menu of Luis' PeG Suite, define the game folder of the PG2-SHP files (usually PG2 MAP).
  - b. In the "View Browser" menu of Luis' PeG Suite, click on "Convert from PG2 button", then define the "PeG Map folder" as PeG-WW2 Map. At this stage click on "OK" button and this is over: SHP files are automatically converted into S16 format and transferred into the adequate PeG-WW2 directory (nb: converting all existing user-made maps so far would require approximately 1,4 GB hard disk space, however you just need to convert maps used in converted campaigns).

See also detailed info here: <http://www.pegww2.net/Pages/install.htm>

## 23. Campaigns of more than 50 scenarios

There's a trick to get around the 50 scenario limit is actually pretty simple.

The readme on the Bill Dickens "[SuperBlitz](#)" campaign says the following

### **Quote:**

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Because the campaign is over 50 scenarios long, it consists of two parts, which are actually two sepeart campaign files. When you reach the scenario KHARKOV FACE OFF, you must save the game somewhere in the scenario, shut down the game, find the file "switch.bat" in the scenario directory and run the program. This will switch the campaign from the first to the second half.

---

The **batch file** in question has the following commands.

### **Quote:**

---

```
ren BCcamp.cam BC1.cax
```

```
ren BC2.cax BCcamp.cam
```

```
ren BC1.cax BC2.cax
```

---

So the trick to getting around the 50 limit is as follows:

Make a campaign with a total number of scenarios under the 50 limit.  
Create a second campaign file with the next group of 50 scenarios.

- **The trick is to have the last scenario from group 1 be the first scenario from group 2.**
- When you package the campaign files for release, **rename the second campaign files with a different file extension (bill used cax).**
- Make a **batch file** that renames (that's what the ren command does) the initial campaign file to a cax file name, then renames the second group **to the original campaign name**. The trick works since all the scenario information is saved as part of the save game file.
- So when you **save the last scenario**, exit the game, **run the batch file**, and **restart the game using your saved game file**, you are in the first scenario of a new campaign, as far as the peoples.exe is concerned.
- The **scenario intro text** should include a big warning for the appropriate scenario(s) with the following: players have to save the game, exit, run the batch file, and reload before they do anything in that particular scenario.

To make it 200 scenarios, you simply repeat the process three times.

The only thing you need to be careful of, is to have a valid path shift within each group of 50 scenarios.

In other words, if you have a path shift in the first group of 50, then you need at least one scenario in the second group of 50 that this path follows.

#### **24. Building up campaign reports**

**PeG Suite** is the tool to use and is available here:

[http://personales.ya.com/lquzman49/PEG\\_Suite.html](http://personales.ya.com/lquzman49/PEG_Suite.html)

- Load savegame (just before capturing the last VH of the campaign ending scenario);
- Go to "Scenario tools";
- Select "Campaign dossier";
- Select what you want in the report (check desired boxes), then hit "Do report", there add features you want to have by clicking on them on screen;
- Save it, then copy and paste the text of the report to a forum or to an e-mail.

#### **25. Search for a unit never used in a campaign**

This would make life easier for e-file designers, they could see which unit they can change/sacrify to update an existing e-file while ensuring full compatibility with its previous version.

Instructions about reporting on equipment usage

- 1) Goto Equipment View (after any efile is loaded of course)
- 2) select Menu: Equipment Tools| Usage Units tool | Units used on ALL camps in a folder (you can check only 1 cam if you need)
- 3) Select the folder to scan
- 4) After finishing items on equipment list are sorted by usage and filtered to see only units used
- 5) Can change to see units not used or all units sorted by usage using the options on Sort

combo-box

This should allow to check any individual unit usage.

6) No matter which sort/filter you have, can report all units by usage, just select Menu: Equipment Tools| Usage Units tool | Report Units by usage

## **26. Inno Setup Generator**

This programme can be used to build up a game installer programme:

<http://files.jrsoftware.org/ispack/isdl.htm>

These are the programme codes to use for the selection of original files (supposing here that PeG-WW2 stands on Drive E:\Games\PeG-WW2):

[Files]

Source: "E:\Games\PeG-WW2\\*.\*\*\*"; DestDir: "{app}"; Flags: ignoreversion recursesubdirs createallsubdirs

Source: "E:\Games\PeG-WW2\DOCS\PeGWW2\_Installer\_Readme\_v05.pdf"; DestDir: "{app}\Docs"; Flags: isreadme.

## **27. Replacement of icons via global e-file edit**

The idea is to easily use the same unit icon for transport view without selecting it a second time in PeG Suite/.

After pressing the "global equipment edit" button, we have now the possibility to change the icons. A button "=" we already had in the standard e-file view has been added.

## **28. Names used within dossier**

The following information results from discussions with Redball and Luis Guzman, I quoted Redball's answer below mixed with Luis' message.

How to fill in the Names.txt to get adequate names of Generals at the end of a campaign ?

### **How Commander Names are Selected**

1. The player's country is determined by his main country for a stand-alone scenario or main country of scenario 1 in a campaign.
2. Each country uses a group of commander names within the NAMES.TXT file.
3. Based on the player's country PeG randomly selects a commander name from the country group of names.
4. Since Commander name is assigned by PeG engine when the player starts the campaign, not when he finishes it, the campaign must be **started** with the appropriate commander names

### **Table of Commander Names Groups in PeG 1.0**

This table shows the starting and ending line numbers for commander name groups as they existed in PeG 1.0. This is the same information contained in PeG File Specs (PFS) however I've presented it according to the name group sequence rather than the country number sequence.

Note 1: Three pairs of countries (China & Taiwan, North Korea & South Korea, and Singapore & Malaysia) have the same name groups.

Note 2: The United Nations name group is actually the combined name groups of 5 countries (United Kingdom, France, Germany, Indonesia, & Japan)

Country #	Country	START LINE	END LINE	LINE COUNT	
3	China	0	66	67	
16	Taiwan	0	66	67	
5	North Korea	67	102	36	
6	South Korea	67	102	36	
9	United Kingdom	103	132	30	
20	United Nations	103	212	110	
10	France	133	162	30	United Nations (country #20) includes the names from all of these countries
8	Germany	163	192	30	
13	Indonesia	193	212	20	
11	Japan	213	242	30	
15	Mongolia	243	272	30	
2	Russia	273	312	40	
17	Ukraine	273	312	40	
7	Thailand	313	342	30	
4	Vietnam	343	372	30	
1	United States	373	455	83	
14	Australia	456	485	30	
12	Singapore	486	508	23	
19	Malaysia	486	508	23	
18	Kazakhstan	509	528	20	

Information to be kept in mind:

1. **The names are assigned by line # not alphabetically.** This is the most likely source of your problems. See my next answer.
2. **The United Nations (country #20).** This country slot actually uses five name groups. Any country you assign to slot #20 will use these same five name groups.

3. **The two country name groups.** China & Taiwan (countries 3 & 16), North Korea & South Korea (5 & 6), and Singapore & Malaysia (12 & 19) use the same name group for two countries. Any countries assigned to these slots automatically use the PAIRED name group.
4. **The random selection routine.** As I said earlier, PeG randomly selects a commander name from the name group of a specific country. For some reason PeG's random number generator (RNG) can sometimes create a number that is 1 or 2 more than the maximum it should create. I've noticed that sometimes gives an odd commander name selected from the next group.

## **29. Unit names Codes key**

Information from Santiago Fuertes. This is useful for e-file designers.

Some unit names have codes at the end, for example "Fallschirmjaeger (Abn)" - below is the key to these codes and why they are there.

(Abn) [Airborne](#).

They can become airborne at friendly airports and can unload from air transports almost anywhere (not just on airfields.)

(AM) [Air-Mobile](#)

They can become airborne at friendly airports and can unload from air transports only on airfields.

(En) [Engineer](#).

They can't get a "rugged defense" against them and when engaged in combat are not affected by the defending unit's entrenchment level - aka ignore entrenchments.

(Mt) [Mountain](#).

They move on mountain hexes as if they were clear hexes.

(Br) [Bridging](#).

They allow other units to cross passable rivers once they are on a river hex.

(Cdo) [Commando](#).

These units have all three special abilities; Airborne, Mountain move, and Engineer ignore entrenchments capability.

## **30. Creating an animated gif (small presentation for campaigns or scenarios)**

This can be used to replace movies.

### **30.1 Softwares needed:**

- Download Jasc Animation shop software
- Use MS Paint (integrated in Windows XP)
- Get any picture editor to resize photos (I use Photoshop Elements 2.0)

### **30.2 Methodology**

- Download images you like on the web
- The main page in the menu must be resized in 800\*600 format (Photoshop)

- Other images must be resized in 200\*??? (keep the original proportions when resizing) (Photoshop)
- Open your main image with MS paint
- Open MS Paint for another image (a small one) and copy-paste it on the bigger image in the other opened session of MS Paint. Place the small image at the location you want on the bigger one
- Use MS paint (your bigger image session) to add text. Save the image under **JPEG** format.
- Use Photoshop, load the JPG file and save it into **GIF** format with max colors (256), then you will get a larger file but result will be far better for the next step.
- Open Jasc animation shop and create an animation (put 5.000 as parameter foreseen for unit of 1/100<sup>th</sup> sec, this will let enough time on screen in game and player could just click on the mouse to start playing whenever he wants, he has enough time to see your presentation). Save the file into "animated gif" format which is another **GIF** format.

### **31. Creating a splashpage**

This is used to modify the page you see when the game exe file is opened.

These are the basic steps:

1. Enter PeG Dat tool ;
2. if you want to extract from a dat file, select dat file and extract start.s6 to a folder;
3. Once you have one or more star.s16 on a folder, go to "S16 tool" window, pick the proper folder and select start.s16 on left panel;
4. The best now is to extract both images as bmp (click on "All icons" button in "Save as BMP" frame);
5. Edit the bmp files with photoshop, PSP or even MS-Paint;
6. Once you have both bmp according your preferences, enter S16 tool again. Here you can replace new bmp into existing **start.s16** or create a new star.s16 from scratch;

#### Modifying an existing splashpage (Start.s16 file)

1. To replace on existing one means merging two BMP files;
2. Select on S16 window start.s16 you want to change, and click Append icon from bmp, pick the first new image and that new image will show as icon#3;
3. Repeat for 2nd new image and after appending you should have 4 images now;
4. Remove first image (the old one) by double-clicking on icon#1 entry;
5. Remove again icon#1 entry (it is 2nd old image) and that's all;

#### Creating a new splashpage from scratch

1. If you want to create a new one from scratch, enter PeG S16 Creator window after choosing proper folder, double click first on 1st new image from the main bmp list, and it will be added to middle bottom list as #001.
2. Double click again on the 2nd bmp image and it will be added as #002

3. Then click on "Make S16" buttons and that's all

Both methods create an external start.s16 you must add to datfile, selecting it and adding / replacing the new one.

NB: designing tips: If you load 2 images on different layers and remove whatever you want on each one and then merge both layers when saving as a single bmp then it should work.

The method I tested (suppose I want to create my own file named ST056.s16):

1. Via PeG Dat Tool (dat mode) locate ST030.s16.
2. Use PeG Dat tool (s16 mode). Select ST030.s16, click on "Save as BMP\all icons" You get two files: ST030\_001.bmp and ST030\_002.bmp. Copy those files for backup reasons. Rename ST03\_001.BMP into ST056\_001.BMP.
3. Then you have to create your own ST030\_002.bmp.
4. Select a 800x600 image, make modifications with MS Paint (see animated gif section for details to draw-up an image) but here save image as BMP, do NOT save it as GIF or JPEG.
5. When done save again your final BMP file with Photoshop as BMP with the following parameters file format: Windows Depth: 32bits. Make sure your image has a 800\*600 size.
6. Rename your result as ST056\_002.BMP.
7. Use PeG Dat tool (S16 maker mode to merge ST056\_001.BMP and ST056\_002.BMP):
  1. Select the bitmap folder where you have stored the two BMP files.
  2. Then click on the third option: "Create a S16 file with all the icons you add to list – double click on an icon to add it on the list..."
  3. Then click on "Make S16" button and ST056.s16 is created
8. Copy ST016.s16 to the directory where you have extracted the DAT file.
9. Rebuild a new DAT file using PeG Dat tool (Dat mode: "Dat tools\New Dat file Repack")
10. Adapt the gameset accordingly in PeG Suite (the correct splashpage must be selected): "Tools>Edit Peoples.exe data and tables\S16 files" - select ST056.s16. Then save the new gameset

## **32. Creating leadersets and flagsets**

### **32.1 Softwares needed**

- PeG Dat & S16 tool from Luis tools site.
- Gimp for editing the graphics.

### **32.2. Needed files in game**

The needed files from the .dat file are the FLAGxx.S16 and LEADERx.S16. These files can be extracted with the PeG Dat & S16 tool .

Using the PeG S16 tool open the .S16 file extracted from the DAT file. The graphical images (icons) contained in the S16 file can be extracted as BMP files, individually or the whole pack.

### **32.3 Methodology for leadersets**

Case 1: leaderset. UK vs URSS

- The LeaderX.s16 file has the first 2 images as the icons to be edited/replaced.
- To replace an icon you have to delete the undesired icon and insert the new one .
- In our case take the LeaderB.s16 from the dat. Then save the icon number 2 (the UK emblem). Then open LeadGer.s16 and replace the icon no.1 with the previously saved icon. The result will be UK vs URSS.

Case 2: leaderset Israeli vs Arabs

This is more complicated because it requires the creation of two new icons. If you are not familiar with Gimp or Photoshop then you should learn the basics first before continuing.

- The format for an icon image is 9x8 pixels. In Gimp or Photoshop you have to create an image 9x8 pixels . Set the background color to the pink RGB 248,0,248. PeG recognize this pink and transforms it in transparent.
- On that 9x8 pink canvas you have to do some pixelart and create the emblem for the israeli or the arabs.
- After the 2 icons are done save them as BMPs and then replace the first 2 icons from any LeaderX.S16.

### **32.3 Methodology for flagsets**

Each FlagXX.S16 files contains 120 icons/images of flags.

- Save all of them in one directory
- Then edit the flags/replace the flags needed with Gimp .Be careful that the edge between color and the pink is very clear or you will have pink pixels appearing in game. Take a close look of how the original images are and then do the edits.
- Use the S16 Maker from the PeG Dat & S16 tool . With the S16 Maker create a new S16 file with all the 120 icons from that directory.

### **33. Adding an icon to a gameset**

#### 33.1 Creation of an \*.ico file

\* You just have to work on a BMP file.

NB: extra fonts can be found here: <http://www.dafont.com/theme.php?cat=114&page=1>

\* Open the .bmp file with Windows Paint, and then save as (you write xxxx.ico).

#### 33.2 Applying the icon to the gameset

\* PeG Suite allows to add an \*.ico file to an exe file (gameset):

Tools\Edits peoples.exe data and tables

Load-Save as>Select new icon

If this does not work then use the programme named "Icon Forge":

[http://www.cursorarts.com/ca\\_if\\_d.html](http://www.cursorarts.com/ca_if_d.html)

### **34. Combat Support units**

This section is kindly provided by Mark Kirby:

#### **CSU:**

If you put the combat support unit (with "HQ" feature assigned to a unit in PeG Suite, this is NOT the CS attachment) on an airfield hex, then the air units can rearm (resupply) at the end of their movement to the airport hex, assuming they have not fired in that turn. When you finish the move, simply go to the unit screen and click on the resupply button. In short the player saves one turn thx to the presence of a CSU on an airfield hex.

They can then move away from the airfield on the next turn and attack as normal.

If you don't have the CS unit at the airport, then the air unit moves to the airport hex, spends a turn resupplying, and then moves back into combat.

If you plan things so that the air unit is always on a hex where it can attack with it's last round of ammo and get to an airport in one move, then the CS unit won't help rearm air units. Under any other circumstances, it saves you a turn.

### **35. Final note**

This guide will be updated as far as new valuable information becomes available.

#### **35.1 What campaigns are not**

PeG-WW2 campaigns are not an endorsement of any political idea or of war. War is one of the most regrettable human activities. As tactical war games, People's General and PG2 might be considered as "colorful" chess games.

#### **35.2 Acknowledgements**

My appreciation goes to PG2 campaign designers (they are a constant source of inspiration), L. Guzman the creator of the PeG Suite and PG2 Suite without which the portage work from PG2 platform to PeG would have been impossible, Redball for modifications brought to the game exe file, Mark Kirby who created PeG-WW2 and moderator on the JP's Panzers forum, Dragdasan who created the PeG-WW2 installer programme, Audie Murphy who created flag sets, medal sets and leader sets, Panzernewbie who created unit icons and a new Peg-WW2 colorset. I appreciated the numerous and qualitative comments of those persons on the forum we are all gathering.

I appreciate the work of so many others who have transformed war-gaming into an art form.

### **35.3 Copyright**

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### **35.4 Comments**

Feel free to join us on the JP's Panzer forum here: <http://pub131.ezboard.com/fjpspanzersfrm10>

Feel free to contact me in order to improve the content of this PG2 to PeG-WW2 campaign conversion guide: [pegww2@gmail.com](mailto:pegww2@gmail.com)

My converted campaigns stand on my website as well as ALL hyperlinks to websites I mentioned in this guide: <http://www.pegww2.net/>