

X-Com2: TFTD Base Editor HELP

Always back-up your original BASE.DAT file before making any changes!

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The author of this program will not be responsible for anything that may happen due to the use or misuse of this program. By using the program, you take all responsibility yourself.



FILE Menu Help

Open: This allows you to edit your game.

Save: This makes your changes official, so be sure!

Exit: This exits the base editor program.



FACILITIES Menu Help

Add Facility: This allows you to place any facility at any base location.

Remove Facility: This allows you to Remove any unwanted facility from any base location.

Templates: These are pre-designed base layouts.

Science Base - Useful for research.

Manufacturing Base - For building things.

Military Base - Your center for aquanaut activity.



Bases menu Help

Layout:

Copy Layout: Copies the current base's layout into memory.

Paste Layout: Sets the current base's layout to the one in memory.

Open Layout: Loads a previously saved layout into memory.

Save Layout: Saves the current base's layout to disk.

Inventory:

Copy Inventory: Copies the current base's inventory into memory.

Paste Inventory: Sets the current base's inventory to the one in memory.

Open Inventory: Loads a previously saved inventory into memory.

Save Inventory: Saves the current base's inventory to disk.



Stores menu Help

Edit Inventory: This allows you to edit the number of items at your base. I suggest that you don't set any items higher than 30,000.

Maximize Inventory: This sets the number of all items at the current base to 30,000.

Set All Items To: This allows you to set all items to your chosen level.

Scientists: Sets the number of Scientists at the current base. (KEEP BELOW 256!)

Technicians: Sets the number of Technicians at the current base. (KEEP BELOW 256!)



General Tips

Cheating Sucks, Don't do it! That having been said, it can be a lot of fun to design your base exactly how you want it. I suggest that you win the game without cheating first.

- * Use the templates to create specialized bases
- * You can use the Right Mouse Button as a shortcut for 'Add Facility'
- * Save your favorite inventory set-ups to disk to easily re-stock later.

If you need cash, give yourself a few displacers (which can be sold for a million each)

But I have found that, with great soldiers, there is little need for money!

Most of all, have fun! Remember: there is no fun without challenge!

Thank you for using X-Com2: TFTD Base Editor
by Joshua 'Xcbxcbx' Malik.

If you like this program, why not send a \$5.00 donation to:

Joshua Malik
1211 Yout St.
Racine, WI 53402

Simply the greatest!

