



# Allied General Saved Game Editor

## Version 1.02

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## OVERVIEW

Allied General Editor is an unofficial saved-game editor for Allied General™ by Strategic Simulations, Inc.

The program allows editing of:

- Axis and / or Allied Prestige
- most of the unit statistics like strength, experience, fuel, ammo and entrenchment
- unit type itself (so you can turn your old, rusty Matilda into a new, shiny Tiger)
- units transportation (let' get your infantry airborne - just trade this BrenCa for a Spitfire)

### 1. RUNNING AGEDITOR

Copy the included exe file to your harddisk. Agedit will remember the location of your saved games after the first time you load one, so you don't have to put it into the same directory as the saved-game files.

The first time you run the editor it will ask you for the location of the file "Panzeqep.eqp". This file is normally located under the main Allied General directory in subdirectory "\data". If you don't enter a valid path to the file some features of the editor, like changing unit type or type of transportation are disabled.

If you enter a valid path Ageditor will create a INI file in our Windows directory.

### 2. BACKUPS

I have included a file backup feature into the editor. Every time you save a modified game the editor will create a copy of the original file. This backup copy has the file extension .AEB.

If you save a modified game twice or more times then the previous made backup will be overridden - so still be careful.

### **3. BASIC OPERATIONS**

After you opened a saved game the listbox on the left side will contain the allied units, the right one the axis units for this scenario. The currently active listbox is that one with the focus. Between these two listboxes the statistics for the currently selected unit and its name is shown.

In the lower left corner are two grayed edit-boxes. These contain the unit-type and the type of transportation used by the current unit. You can not edit these fields directly, for changing them you have to use the buttons beside them (see Change Class / Change Transp. for more).

At the lower right corner you can edit the prestige points for both sides. The maximum value you can enter here is 65535. However if you enter this value and earn additional prestige the value will start over at 0. The best values entered here are between 25000 and 30000 - that's quite enough to buy and upgrade every unit you desire.

### **4. MENU COMMANDS / BUTTONS**

#### **Load / Save**

This should be obvious, Ageditor works on a copy of the saved game. So without saving the file nothing really changes.

#### **Max Unit**

This changes the statistics of the selected unit to the values set in the preferences.

#### **Max All**

This one works like "Max Unit" but for all units in the active listbox.

#### **Kill Unit**

This will set the strength to zero so this unit won't appear anymore on the battlefield.

#### **Undo**

Just in case you change your mind. This command will not work if you have changed the current unit-selection and after the Max All command.

#### **Preferences**

Here you can change the values used by the "Max Unit" and "Max All" command (for restrictions see below). If the item "Strength relative to Experience" is checked the values set in the Experience and Strength fields in the Preferences are ignored, instead the unit strength is set depending on the units experience.

#### **Change Class / Change Transp.**

As mentioned above with this buttons you can change the type of unit / transportation. If you push the button a second dialog appears. There you can choose from all the unit types available in the game. You get also information about the selected type (i.e. values for Hard attack, Soft attack ..., for more see your game manual). To take over your choice click the "OK-Button" or double-click on the desired type in the listbox.

Using this feature you can create multipurpose units. For instance it's possible to create Bridge Eng. / Panther unit. So if you have to deal with Infantry use your Engineers and if enemy tanks become a threat simply mount the unit and I think there will be a problem for the enemy tank-unit. The only limitation seems to be a land/sea - unit combination.

### **5. EDITING**

## **Strength**

You aren't limited to a strength of 15!

The possible values can go up to 255, but a value too large will cause the whole game to crash. From my experimentation, I've found this critical value to be around 30. So I restricted the maximum value to 30. When you enter a strength larger than 15 the game uses this value for computing combat results, but the digits shown on the game map are not the true values, only the information window gives the correct strength.

By changing this value you can kill a unit or bring a killed one back into live, for more see 6. KILLED UNITS.

## **Experience**

No side effects known. Valid value is between 0 and 599.

## **Entrenchment**

I didn't use this setting much. Valid value is between 0 and 8.

## **Fuel**

No noticeable effects, valid up to 255 fuel.

## **Ammo**

No noticeable effects, up to 255 ammo.

## **X Coord & Y Coord**

The x and y positions are the same as those displayed in the top information bar when you move the cursor in the game map window. By changing these values, you can move any unit to any location! Here you have to pay attention, if you put a unit outside the map the game will crash!

However, there are no further restrictions. It is possible to put a battleship in the center of a landmass, or a tank in the middle of the ocean! This causes no problems, but the "misplaced" unit can no longer move.

So have a clear destination in mind when moving units by changing these values.

It is no problem to put a unit into a hex that is already occupied.

## **Unit moved**

This shows you if the unit has moved or not in the turn you saved your game. Uncheck this if you want to move this unit again in this turn.

## **6. KILLED UNITS**

Dead units will have a strength of zero so by changing the strength you will effectively bring the unit back to live. The same way you can delete units by setting their strength to 0. Additionally the unit moved flag is set to moved. So if you bring a dead unit back you have to uncheck the "Unit moved" checkbox to move this unit in the next turn.

In campaign games there are some other things to remember:

- units with strength hasn't necessarily been killed in the current game, it might just as well be auxiliary units from a previous game.
- when you buy a new unit AG write its data over a unit with strength 0. So if you want to be sure to be able to bring back one of your units, you have to do it before you buy any new ones.

## **7 BUGS**

I haven't noticed any strange things, but nobody is perfect! So if you find any strange behavior please send me a note.

**If you see any strange chars in the unit listings don't press Save !!**

Try to reload the file and if that doesn't work email me a copy of the saved game and tell me what you did before you saved it.

## **8 WHAT'S NEW**

### Version 1.01

- red cross in front of unit name marks killed unit.
- added Kill Unit function. Set unit strength to 0 for the selected unit.
- added Undo function. Resets the values for the current selected unit to the original values.
- added new option in preferences. Unit strength can now be set relative to the units experience.

### Version 1.02

- Bug fix, sometimes a "Listindex out of bounds" error occurs while loading certain campaign saved game files this should no longer happen. This error only occurred when a dossier was assigned to the scenario/campaign.
- Bug fix, if a previously saved game was reloaded the bitmaps in front of the units name was not shown correctly.
- Added hint-tags for most of the edit boxes

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If you find a bug, please contact me.

Comments, complaints, suggestions, observations, etc. are always welcome.

**New versions will be available at**

**<http://www.lrz-muenchen.de/~t7121ag/WWW/age.html>.**

Enjoy.

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