Editor

COLLABORATORS

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Contents

Chapter 1

Editor

1.1 TaskForce Mission Editor

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              TaskForce Mission Editor V0.31 (21.12.98)
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Contents

1.2 What is this program for?

This editor was written for use with the strategy game TaskForce. It allows you to design your own maps and define individual mission objectives.

While TaskForce itself with just a few pre-designed scenarios is rather inflexible, this tool offers you everything you need to create an almost infinite number of equally challenging and entertaining hours

of fun. Think I'm boasting? Well... erm... I guess you're right. Anyway,
if you still need to read the "What is this for?" section, you might as
well believe me ;-). Better go on to the real things...

1.3   Distribution and Disclaimer

The TaskForce Mission Editor may only be distributed together with
TaskForce.
All conditions mentioned in the TaskForce documentation also
apply here.

TaskForce and the editor may be redistributed for non-commercial
purposes provided no changes are made to the archive.

DISCLAIMER:
USE OF THIS PROGRAM IS ENTIRELY AT YOUR OWN RISK. THE AUTHOR CANNOT
BE HELD LIABLE FOR ANY DAMAGE DIRECTLY OR INDIRECTLY CAUSED BY USE
OR MISUSE OF FILES IN THIS DISTRIBUTION.

This program makes use of the ReqTools package which is
©1991-1994 Nico François, 1995-1997 Magnus Holmgren.

TaskForce and all related files are ©1997-1998 Jens Granseuer.

1.4   Requirements

To run the TaskForce Mission Editor you need any Amiga model with at
least Kickstart 2.04 and about 0.5 MB of free RAM.

reqtools.library V38 or higher must be installed on your system.
The library is included in this archive.

1.5   Installation

Normally you should have installed the editor along with TaskForce.
If, for some reason, this is not true, simply copy Editor and its
icon to the TaskForce directory.

1.6   Create your own missions

                 A word of warning before you begin: The editor is currently not ←
                    what
I would call a truly user-friendly program. It was first only intended
as a developer tool to make mission creation easier for me. However, I
have now decided also to release the editor as well to allow other
people to design their own missions. As a result of this policy, some
routines are not really secure. Read this manual thoroughly before you

start messing around! This means, for example, that you have to care
for obsolete events when you delete a character. Illegal input will
usually not bring up error messages, but may cause unpredictable
behaviour (and will probably crash your system) when you try to run
the module with TaskForce. You should always know what you are doing!

Now, for those of you who haven't hidden in some safe place, yet,
here's the basic concept. Missions in TaskForce consist of six
different parts:

     1.

          map
             2.
          characters
             3.
          items
             4.
          events
             5.
          objectives
             6.
          miscellaneous
          You can write the mission data to a file in an almost human- ↩
             readable
format using Export Data from the Project menu. This file can be
read using any ASCII text editor. This way it is much easier to keep
track of the data and to debug a mission, should the need arise.

At the beginning you have to decide whether you want to create a
mission for one or two human players. According to this decision,
you have to design the map and define the goals for the teams.
As the
          computer player
           is currently not very smart, don't expect
him to press buttons, unlock doors, open crates etc. Only use very
simple objectives (
          Coords
          ), or even better, none at all.

Human players may not control more than eight units at any time during
the game. This is especially important to remember when you are using
events of the types
          Reinforcements
           or
          Change Alignment
          .
For computer controlled players there are no such limitations.

Finally, you need to write a mission briefing so the players know
what they are expected to do. For some guidelines on how to do this
have a look at the briefing of one of the missions included in the
archive. These briefings should contain some basic information about
the mission, like difficulty, objectives, and possibly some kind of
background information or story.

1.7   How to edit the map

The map created at the start of the editor has a size of 30 * 30
squares. If you want to change this, select New Map from the
Project menu. Width and height of a map may be anything from
20 to 80. The new map will be filled with the currently selected
block.

Pressing space will place the block that is currently selected in the
selection area at the bottom of the screen at the position of the
cursor. You can move the cursor around on the map display using the
number pad. Pressing '5' will activate paste mode. If you now move
the cursor the selected block will automatically be placed at your
current position. Pressing '5' again will deactivate paste mode.

You can select a different block using the cursor keys or by clicking
the left mouse button on the desired block.

To jump to a different location on the map, press 'g' and enter the
appropriate coordinates or click the left mouse button on the small
overview map at the lower right of the screen.

To assist you in your operations there are some drawing tools. By
pressing 'r' you can draw rectangles filled with the selected block.
'l' will help you draw lines. Using 'x' you can finally replace all
occurances of one block by the selected block. This is useful if you
suddenly decide to use moats instead of walls, for example.

1.8   How to create life

An important note: Human players may control a maximum of eight
units at any time.

If you press 'c' on the map, you get to the character window.

Each character has some individual characteristics which are used to
determine how well he can do certain things.

If you create or edit a character, you are asked to enter the values
you want him to have.

* Name: Call him what you like, but keep it short (max.19 characters).
   Here you can also set the unit's user ID. With the help of this ID
   tag you can group characters. It is currently used only in
   connection with the
               Kill
                objective.

* Location: Where will he start on the map. Note: If you intend to use
   a character as a
               Reinforcement
               , you needn't bother
   about this, but you must set Team to Reinforcement.

* Team: For which team does he fight. Team 1 and Team 2 represent the
  according players. Team CPU is a third team which will always
  be controlled by the
                computer
                . This team cannot have any objectives
  but it will automatically fight both of the first two teams. The
  difficulty setting for members of the CPU team is Advanced.

  If you assign a character to the team Barrel he will behave,
  well, like a barrel – he will simply hang around, look like a
  barrel, and will explode when he is shot at! Normally barrels
  shouldn't carry any items, but if they do, these items will fall to
  the ground when the barrel is "killed". Usually, you should choose
  the scenery type "Barrel" if you need one. Only use a unit if you
  want to hide it from the player(s) as long as possible or if you
  need to push the barrel around.

  Units intended to be used with the
                Reinforcements
                 event
  (and only those) must be assigned to Reinforcements.
  Unaligned units are controlled by noone. Such a character
  can be used either as a "dumb target" or in connection with a

                Change Alignment
                 event.

* HP: Hit points. The average value for the average human is about 25.
  The rule that units with 0 HP receive additional damage each turn
  only applies to units that belong to Team 1, Team 2, or Team CPU.

* AP: Action points. Average value 8. Be careful when altering this
  value. Action points have a vast effect on the game and may
  easily unbalance it. Use wisely.

* Attributes:
  * Strength: Defines how much a character can carry and how hard he
    can hit in close combat.
  * Firearms: Defines the character's marksmanship.
  * Close Combat: The better this value the more likely he is to score
    a hit in close combat.
  * Perception: At the moment only used in skill tests and guard mode.
    If the defender has got a higher perception rating than the
    attacker, the defender has the first shot.

* Features: Here you can do some finetuning on the units you create.
  * Invisibility: The only means to possibly track down invisible
    units is a thermal scanner (or pure luck). The computer player
    has no means to defend himself against invisible units.
  * IR Signature: Determines whether the unit will be detected by
    thermal scanners.
  * Regeneration: Regenerating units will regain one HP per turn if
    they have been wounded.

* Image: Should really be self-explanatory...

After that you can put up to eight items in the character's inventory.

This process is exactly the same as in
                item creation
                , but you
only have to define type and charges. Keep in mind that the overall
weight of all items may not exceed Strength times 4. The editor takes
care of this, and notifies you when you reach this limit.

Pressing 'n' or the 'Next Unit' gadget during a game of TaskForce will
select the player's unit following the active one. Therefore you can
group certain units so that they are activated subsequently by
altering their position in the units list.

1.9 Behind the enemy lines

                If you decide to create a mission yourself it may be important to ←
                know
what the computer player will or won't do, so you can better predict
his movements and steer them if neccessary.

At the moment the computer player isn't able to handle any events,
so the single player missions should be kept simple in layout and
internal structure. The only objective that has any effect on his
actions is the
                Coords
                objective. Don't specify a single unit, though.

The computer player should, for the reasons mentioned above, be used
as an obstacle for the human player to accomplish his own goals, rather
than as an intelligent foe with goals of his own.

Computer-controlled units will make use of firearms and short-ranged
weapons, but no throwing weapons. They will reload their guns in case
they are given spare ammo. If they don't carry the required ammo,
they will search their belongings for other, more lethal weapons
and equip them if possible. Of course, guns take precedence over
hand-to-hand weapons here.

CPU units will apply medkits if they think they could need
them, and they will open locked doors if they carry the appropriate
key. They won't pick up any items lying around, though.

1.10 How to edit items

                If you press 'i' in the main window, the item window will pop up. ←
                It
contains a list of all items on the map that are not carried by a
character. Here you can add new items, edit or delete them.

When you select New or Edit the editor will prompt you for some
numbers. A list of possible values can be found at the
                appendix
                of

this document.

Once you have created the item, you can only change its position on
the map, its charges, or delete it. Depending on the type of item you
chose you may not even be able to alter the charges. Again, see the

appendix
for more information.

1.11 How to create events

Events are, as the name could have made you think, events that may ←
                or
may not occur in the course of a mission. They are technically
classified into two types which denote the circumstances under which
an event is triggered. First there are timed events, for example

explosives
, which are activated when a specified turn number
has been reached. The second group consists of events which must be
operated. These include, for example, traps in crates which are set
off when the crate is opened.

Basically, the procedure to create and edit events ressembles the item
creation. The only difference are the parameters that have to be
entered. I can give you no general description here as the required
input differs from event to event. The exact values may be looked up
in the

events list
.

If events are placed, for example, on a box and this box is destroyed
during the course of the mission, all attached events are discarded,
too. However, if there are any
                Find Item
                events among them
and the Item Destruct flag of the event was set to false,
the items normally provided by these events drop to the ground.

For most events you can define
                flags
                to restrict
their use.

Whenever you create a new event, it is automatically initialized to
some default values. Note however, that those values may still be
illegal (like placing reinforcements on top of walls) but should
prevent crashes with the main program.

1.12 How to define mission objectives

By mission objectives you define how many points a player is ↩
                awarded
for which actions. Once a player has gained 100 points, the mission is
considered complete.

Each mission objective is valid for only one of the players so it is
possible to define entirely different goals for the opposing teams.
A possible setup could command Team A to kill a bad guy, get his nasty
weapon and retreat to point X, while Team B has to free a hostage and
guide it safely back to point Y. Ideally, of course, the two plots
should intertwine somewhere, or the two parties might not even see
each other from a distance.

Similar to many
                events
                 you can set
                flags
                 for objectives, too. However,
they are used in a different way. While event flags are used to
determine whether an event can be executed, the objective flags will
be set when the objective is fulfilled.

You always have to make sure that both players can achieve 100 points.
Otherwise they won't be able to win.

In most cases you should create an objective which ends the mission
when all members of one team are dead. Note that this is not neccessary
for the computer in a single player mission, as the mission is always
considered a failure when all the human player's units are killed.

The procedure to create mission objectives is similar to the creation
of events, and all important figures appear in the
                objectives list
                .

It is important to note that the conditions for the completion of
mission objectives are always and only checked at the end of a turn.

Whenever you create a new event, it is automatically initialized to
some default values. Note however, that those values may still be
illegal (like placing reinforcements on top of walls) but should
nevertheless prevent crashes with the main program.

1.13   Turn Limit and Flags

                Turn Limit
You can set a turn limit for your mission (t). In this case the action
will end at the end of the specified turn if it has not been completed.

Flags
For each mission TaskForce maintains a set of eight user-controlled
global flags which are used to enable or disable certain events.
Every time an event is operated the flags set for the event are
checked. If all enabled event flags are also set in the global mission

flags the event is executed as usual. If one or more of the requested
flags are not set the event is considered disabled.
Some events do not allow to set flags. They are always executed.

The initial state of the global flags can be adjusted in the editor
(f). During the course of a mission they can be manipulated using the

          Set Flag
           event or by reaching
          objectives
          .

1.14   The list of items

```
                           Maximum
Name              Level    Charges Range   Accuracy  Weight
-----------------------------------------------------------
Akobe Shotgun      10        6       7        7         5
Armour Jacket       2        1       -        -         6
Armour Vest         1        1       -        -         4
Bersen Guardian     8        8       8        7         3
Blue Keycard        -        1       -        -         1
Camouflage Armour   2        1       -        -         6
Crowbar             3        1       -        4         4
Crystal Roamer SE  14        4       6        7         6
Data Disk           -        1       -        -         1
F&W Headhunter      9        8       7        7         3
Green Keycard       -        1       -        -         1
Grenade            30        5       -        2         2
Grenade Launcher   30        3      15        4         8
Knife               4        5       -        4         1
Medkit              -       30       -        -         4
Pistol Clip         -       20       -        -         1
Plastic Explosive  30        0       -        -         3
Radio Transmitter   -       10       -        -         2
Red Keycard         -        1       -        -         1
Rifle Ammo          -       10       -        -         2
Rostow A107        12       15      12        6         5
Security Armour     3        1       -        -         8
Shotgun Shells      -       15       -        -         2
SMG Rounds          -       20       -        -         2
Steroids            -       10       -        -         1
Teeth (*)           6        1       -        5         0
Thermal Scanner     6        1       6        -         3
Vaeder M42a        18        2      20       10         6
Yellow Keycard      -        1       -        -         1
```

(*) Personal item –
    personal items cannot be dropped or moved around in the inventory

1.15   The list of events

```
                       Change Alignment

                         Change Tile

                          Explosion

                         Explosives

                          Find Item

                          Lock Door

                           Message

                       Move Tile Horiz

                       Move Tile Vert

                         Play Sound

                       Reinforcements

                            Score

                          Set Flags

                       Set Time Limit

                          Teleport
```

1.16   Change Alignment

This event is triggered by operation.

This event makes it possible to assign characters to a different team
during a mission. This is not intended to switch mercenaries from
player 1 to player 2, but to give non-controlled characters a
controller. This way you can, for example, free a hostage and guide
it back safely.

Location is the position of the event, not of the character. You
already have to set the unit's position when you create it.

Access allows you to restrict this event to one team. Normally
all events can be activated by everyone. However, imagine Team 1 is to
free a hostage, while Team 2 tries to fend off the intruders (Team 1).
If a member of the second team now pulls the lever to open the
cell door, the hostage will instantly join Team 1, even though they
possibly don't even know of each other (at least not their positions).
If you restrict the event to Team 1, you can prevent this situation.

1.17   Change Tile

This event is triggered by operation.

Using Change Tile you can replace any one block of the map by
another block of your choice.

This event allows you to create effects such as the revelation of a
secret passage when a lever is pulled, the destruction of the only
bridge across a river or you can trap a mercenary.

If the square to be changed is occupied by a unit and the new tile is
impassable (like a wall or water) the occupant will be killed. This
way it's possible to create trap doors or crush units between closing
doors.

Under Operation you can select one of three possible
operating modes for this event.
1. The event does always work. Each time the event is activated the
   target square is altered again.
2. The event does always work, but each time the new block and the
   target block are swapped. That means, if you replaced water with
   a wall, the next activation will break down the wall and flood the
   square again.
3. The event works only n times.

You don't need to define an event of this type for doors and levers.
They are handled automatically.

1.18   Explosion

This event is triggered by operation.

This event lets you create instant fireworks at the touch of a button.

The standard value for explosion power as used by Plastic
Explosives, for example, is 30.

The hot spot is, of course, the square where the explosion
will be ignited.

1.19   Prime Explosives

This is a timed event.

This event is usually set if you prime explosives during the game, but
you may also use Explosives to cause explosions on pre-defined
turns.

The timer is decremented each turn (i.e. at the beginning of
the first player's turn and at the beginning of the second player's
turn). If the timer reaches zero... bang.

There are three possible types of explosives. First, you can place
Plastic Explosives somewhere on the map as it is done during the game.
Second, you can place invisible explosives on the map. These work
as usual Plastic Explosives, but no item will show up so players can't
detect these.
Third, you can put already primed explosives in somebody's inventory.

The standard value for explosion power as used by Plastic
Explosives, for example, is 30.

1.20 Find Item

This event is triggered by operation.

With the help of this event you can make items available during a
mission. These items will not be placed on the map and remain
invisible until the event is activated. You can, for example, hide
something in a crate when you combine this with an event of the type

Change Tile
. The item will drop to the
square the activating character is standing on.

Some containers such as crates can be destroyed. In such a case all
events placed on the square are discarded. With Find Item you
can decide on whether you want to destroy the item as well or create
it and drop it to the chosen location.

When the event is activated, the operating character must succeed in a
perception test. If a random number between 1 and 11 exceeds
his Perception rating, he won't notice the item.
The modifier you can enter here is added to the random value. This
means that a modifier greater than 0 makes it more difficult to notice
the item, while a value smaller than 0 makes it easier. A modifier of
+10 makes it impossible even for the eagle's eyes while a modifier of
−10 guarantees success.

1.21 Lock Door

This event is triggered by operation.

This event allows you to lock doors, so that they can't be opened
normally. First there are three possibilities: The door could be jammed
completely, or you just need some kind of key to get through, or you
just want the computer player(s) to keep their hands away from it.
This way you can make sure that the human player(s) enter the location
first. After the door has been opened or closed once, the lock is
removed entirely.

If you choose to have a key, there are three more options.
1. The door can always be operated by someone who owns the appropriate

   key.
2. The key is only required for the very first use. After the door has
   been operated once, everybody may open or close it.
3. Even with the key the door can be opened or closed only once. After
   that it won't move any more.

1.22 Message

This event is triggered by operation.

Message offers you the possibility to include your own messages
in a mission.

To do this you have to create text file containing all messages you
want to include. This can be done using any ASCII editor.
The file must have the following structure:

<--- Start of example --->
<- This marks a new message. Must be first character on line 1.
This is my first message.
New message. This line is not interpreted. May be used for comments.
This is my second message.
This also belongs to my second message.
And this is the third line.
Next separator = third message
Have a nice day!
<--- End of example --->

A single message must not be longer than 254 characters including
newlines. If the message is to be displayed in the text box, it must
not be longer than 25 characters and may not contain newlines.
Lines to be displayed in a requester should be about 50 characters
at maximum.

Separator lines (starting with #) must not be longer than 100
characters.

After you have created the text file you must import the messages to
the editor using the menu item Import texts in the Project
menu. Now the messages should be available.
Messages containing newlines will look a bit strange in the listviews
but will be displayed correctly in requesters.

1.23 Move Tile

This event is triggered by operation.

Using Move Tile you can realize things like rafts or moving
platforms. If the event is activated the specified square will move
horizontally or vertically until it has reached its destination.
Characters as well as items and events located on the same square will
be transported along. If the event is triggered a second time, the

platform will be moved back where it came from.

If you have two or more events controlling the same platform the block
to replace the platform image must be the same at the source and the
destination.

If you have set up only one such event you may use different blocks.

The destination square as well as the block that will replace the
platform image must be of a type characters can't walk onto.

1.24 Play Sound

This event is triggered by operation.

Playing a sound effect can be useful to illustrate that something has
happened. Suppose you have set up a terminal which will open or close
a door when operated. If you don't play a sound effect it is often
difficult to note whether the action had any effect. If you play the
door sound on operation the player will know he triggered something.

1.25 Reinforcements

This event is triggered by operation.

With Reinforcements you can make additional forces available for
one of the teams .

If you want to use a character as a reinforcement, you must assign him
to the team Reinforcement accordingly.

If the square you want the new unit to appear on is already occupied,
all adjacent squares will be checked in random order. If one of them
is passable the unit will be placed there. If no free square is found
the unit will be discarded!

1.26 Score

This event is triggered by operation.

Score is a mixture between an event and an objective.
Objectives are rather restricted as victory conditions are only
checked for at the end of a turn. This event gives you the
opportunity to award points for certain operations. This could
be opening a door, using a teleporter or a computer, or talking
to another character.

The points are scored when a unit of the requested team operates
the event.

1.27   Set Flag

This event is triggered by operation.

This event sets and/or unsets the specified global
flags
.

1.28   Teleport

This event is triggered by operation.

Teleport allows you to transport units to any place on the map.

There may be problems if the destination square is already occupied,
because only one unit may be on a single square at the same time, so
you can decide on whether you want to cancel the transport in that
case, or if you want both units to swap their positions.

It is possible to remove units from game using this event. Do not set
this option if you are using the
                Kill
                 objective with group or
team targets! In this case all units removed from game will be marked
killed. There are no problems with single targets, though.

1.29   Set Time Limit

This event is triggered by operation.

By using Set Time Limit you can manipulate or set up a time limit
during the course of a mission. It is recommended that you only use this
event in single player scenarios, as only the player who activates the
event is informed of the new time limit.

1.30   The list of mission objectives

Coords
Download

Escape

Get Item

Kill

Survival

Tile Type

1.31 Coords

Points for this objective are awarded when a character reaches the
required coordinates and ends his turn there.

Normally this goal applies to the entire team. If you want a specific
character to get to the denoted target square you must explicitly say
so.

1.32 Coords

Points for this objective are awarded when a character uses a Data
Disk on the specified computer terminal. If you wish you can
also print a message when the objective is completed.

1.33 Escape

Points for this objective are awarded when the specified unit ←
leaves
the map using a
teleporter
.

1.34 Get Item

Points for this objective are awarded when the specified item is
brought to the specified coordinates. The item must be dropped to the
ground there to complete this goal and will be removed from the map
entirely. If you are requested to bring two charges of the required
item, and you drop three of them, only the requested charges are
removed.

1.35 Kill

Points for this objective are awarded when the specified target is
eliminated. The target may be a single unit, an entire team,
or a specially marked group.

If you selected a group as a target, all members of this group must
have the same user ID. They will be identified by this ID tag
so this is the only information needed by the event.

Do not use teams or groups as targets if you are also using

teleporters
which allow units to leave the map!
In that case, escaped units would also be marked killed.

1.36   Survival

Points for this objective are awarded if the given character is still
alive on the specified turn.

1.37   Tile Type

Points for this objective are awarded when the specified map square
has changed to the required type. This could be a box that must be
destroyed, a door that must be opened, or a secret passage that must
be discovered.

1.38   History of the TaskForce Mission Editor

```
                V0.31 (21.12.98)
  * fixed possible crash when editing Play Sound events
  * removed a couple of Enforcer hits
  * a small frame displays current position on the overview map
  *
                Change Tile
                 event also works if square is occupied
  * events and objectives automatically initialized at creation time
  * selects screen mode using BestModeID() for OS 3.0+
  * uses NewLook menus for OS 3.0+

V0.30 (20.11.98)
  * again only minor changes

V0.29 (14.11.98)
  * minor code clean-up

V0.28 (17.09.98)
  * a unit generation bug would activate all special features
    with no opportunity to take them back
  * added regenerating units
  * added two more unit images, five more floor images, and the
    scenery type Barrel

V0.27 (09.08.98)
  * added invisible units and Camouflage Armour

V0.26 (02.08.98)
  * removed a couple of Enforcer hits
  * added sniper rifle and Thermal Scanner

V0.25 (16.07.98)
  * an error on loading a mission could cause illegal memory flushes
  * the Find Item event didn't allow 0 charges for some items
  * added jammed doors
  * new items Crowbar and Data Disk
  * new objective Download
```

```
V0.24 (12.06.98)
  * the order of units can be changed
  * improved algorithm to draw lines

V0.23 (06.06.98)
  * fixed some more problems with non-native screen modes
  * removed Poison and all related events and items
  * Reinforcements event is no longer timed
  * new event Play Sound
  * new item Teeth
  * one more unit image

V0.22 (21.05.98)
  * crashed if you tried to open non-mission files
  * hopefully fixed some of the problems with non-native screen modes
  * fixed handling of Prime Explosives events
  * fixed a minor bug in keyboard control of listviews
  * removed time limit option from Kill objective
  * added flags (also see Set Flags event)
  * new events Score and Message
  * new option for Teleport removes units from game
  * new objective Escape

V0.21 (28.04.98)
  * fixed bug with Move Tile events
  * fixed a minor bug in the inventory section
  * all events may now be placed on doors
  * new event Teleport
  * a new option for the Lock Door event allows you to
    keep the computer player(s) from opening the door
  * new item Radio Transmitter to call in air support

V0.20 (15.04.98)
  * a new computer-controlled team is available
  * one additional character image added
  * removed an Enforcer hit
  * some more error checking

V0.19 (10.04.98)
  * removed two bugs in item creation routines
  * moved the options to delete units and items to the respective
    selection window
  * slightly improved behaviour in character generation
  * two more weapons and two more blocks available

V0.18 (02.04.98)
  * user interface for character, item, event, and objective creation
    completely reworked
  * units used as reinforcements were sometimes incorrectly shown on
    the overview map
  * Draw Rectangle also works from lower to upper, right to left edge
  * new option for Find Item event
  * some error checking added

V0.17 (05.03.98)
  * first public release
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1.39 Contact

If you encounter any bugs, have some ideas for improvements, or
just want to tell me how much you (don't ?) like TaskForce, send
your comments to this address:

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If you create any missions for this game, feel encouraged to send
them, too. If I like them, I may include them in the archive.

Have fun!