

Ballistic v1.01 – README File.
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Welcome to Ballistic and to the wonderful world of Myth Mapmaking. Contained in this document will be some basic instructions for the use and operation of your new Myth III world making tool. If you are seeking more detailed information on how to go about making things with this tool and how it can be used to maximize your experience then we encourage you to visit our mapmaker support forum located at:

<http://www.flyingflip.com/forum>

Be sure to read through this document so that you fully understand the nature of this tool and it's restrictions. There's some nice legalese at the end so you'll want to make sure you're aware of it before you go trashing the system folder of your computer.

While this document is designed to be an informative introduction to some basic features of Ballistic, it is not a comprehensive guide to all of it's features and functions. For that we ask you to visit our web site at FlyingFlip.com.

Installing Ballistic v1.01

Installation is pretty simple. First, take the application file and place it in the same folder as your Myth III application folder. Ballistic needs to be able to access your **local**, **plugins**, and **tags** folder in order to work – so make sure it's in a place where it can traverse these directories.

After this take the **ballistic.tag** file and place this into your Myth III **plugins** folder. This tag contains important information for Ballistic including models and other graphics needed to provide feedback for various kinds of markers. If you don't know what a marker is, then please see the forum link located near the top of this document.

Special Linux Instructions:

To install Ballistic for Linux, you will need to decompress the tar-gzip archive using a command similar to:

tar -xvzf ballistic_linux.tgz

Some systems will allow you to simply double click the gzip package and that should work equally as well. You will need to make sure the Ballistic binary has a permission set of 755. You can do this by issuing the following command.

chmod 755 Ballistic

Starting Ballistic v1.01

To launch Ballistic, double click on the icon. Pretty simple. If you've done everything right you will get a window with a listing of all the tag groups in Myth III. Click the + sign next to each folder to expand the list of tags. Double clicking on any tag will open the tag selected.

If you get an “untitled window” on launch then Ballistic was unable to find your tag folders for Myth III. Please re-install the application in the proper place, quit and try again.

Special Linux Instructions:

Once the permissions on the Ballistic Linux binary are set to 755, you should be able to double click the application icon and start the application. If you are going to use the double click method to launch, you must make sure your “tags” and “plugins” are in your home directory. This is also where all files will be saved. We are working to correct this in a future revision of Ballistic.

If you wish to store Ballistic within your base Myth III installation, you will need to place the binary within your Myth III install folder and then start the application from the command line (using terminal).

```
cd /path/to/myth/install  
./Ballistic
```

Basic Commands

Everything in Ballistic can be done with relative ease. Use the mouse and keyboard to interact with the various dialog screens. When browsing the mesh grid, you can use the following keyboard commands to navigate the terrain:

W – Forward
S – Backward
A – Left
D – Right
Q – Orbit Counterclockwise
E – Orbit Clockwise
C – Zoom In
V – Zoom Out
R – Pitch Camera Down
F – Pitch Camera Up
T – Toggle through the list of tools

There are also two specialty keys.

F1 – Set the render mesh height to that of the physical mesh.
F2 – Set the physical mesh height to that of the render mesh.
F3 – Auto set terrain type for media.

This automatically sets the terrain type under media placed on your map. This should save you time having to manually set the terrain type/height under media

Brush Control Keys

You can control brush parameters (for the pull and smooth tools) using key commands as well. These are:

- > – increase brush size
- < – decrease brush size
- [– decrease brush softness
-] – increase brush softness

You can expand and retract the size of the mesh window by clicking and resizing the overall window. While it will not greatly expand the viewable terrain, it will allow for greater detail in browsing your created worlds.

Mesh & Unit Selection Commands

There are some additional commands you can use to select mesh polys and units in the Ballistic tool. Option clicking on any unit will select all of those units for a particular team. This is useful for repositioning a group of units. You can also use the “Band Markers” tool by clicking the appropriate radio button on the left side of the mesh viewer to select markers. Hold down the shift key to select specific groups while clicking and dragging to select.

The **Pull Grid** and **Smooth/Unsmooth** can be used to alter displacement meshes. With these you can set the size of your brush and then click on the mesh. With the mouse down, move the mouse up or down to alter the size of the displacement. You can also use the **Band Grid** tool to select specific mesh polys or drag select a region. To drag the selected polys to a particular height you must click on a line intersection point on the selected grid. You can change the grid you want to select by changing the appropriate “Click” selection on the left side of the mesh window.

Some Basic Tidbits

There are just a few other things to keep in mind. Anytime you make a change to a tag or a setting you will need to click the apply button. You cannot make changes to foundation tags or patches. If you want to make changes to foundation or patch tags you must create a new tag window and drag the tag you wish to change from the original window to the new one.

Keep in mind that Mapmaking is not only an art, but a science. Myth III v1.3 will be supporting unit set plugins which is a first in terms of Myth III gameplay. You are invited and encouraged to participate in our Mapmaking support discussions on the FlyingFlip.com web site. You can get there by referencing the info on the first page of this document.

Credits

OS X Programming & Build Engineer: Michael R. Bagnall

OpenGL Programming, Mac Programming: John Davis

Linux Programming: Alan Wagner

Models & Tag Graphics: Rick Stufflebean

Initial Development: Andrew Meggs & Joe Reidel

Initial Carbon Development: Andrew Meggs & Bill Keirstead

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Changes Since Version 1.0

- Added key commands to control brush sizes and smoothness
- Automatic terrain type/depth setting for media (water)
- Can set maximum and minimum height/depth for the pull tool allowing for smooth plateaus. (See forum for information on this)
- Removal of some unused dialogs
- Stability issues under Windows 98SE have been addressed
- Scenery can now be assigned to the proper game type
- You can now specify a negative team number to units and scenery
- Removed bogus text from non-functional drop-downs

Known Issues

- (Linux): Some flashing of control elements on the mesh graphical editor.
- (Linux): Some windows have elements that go outside the available window space
- (Linux): Some windows do not properly display the bottom of dialog windows.