

**Ballistic v1.0 – 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 v1.0**

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.

### **Starting Ballistic v1.0**

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.

## 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

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.

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

**Models & Tag Graphics:** Rick Stufflebean

**Initial Development:** Andrew Meggs & Joe Reidel

**Initial Carbon Development:** Andrew Meggs & Bill Keirstead

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