

Fallout Tactics campaign creation tutorial

How to make your own campaign.

Written by Reinar

version: 1

Note

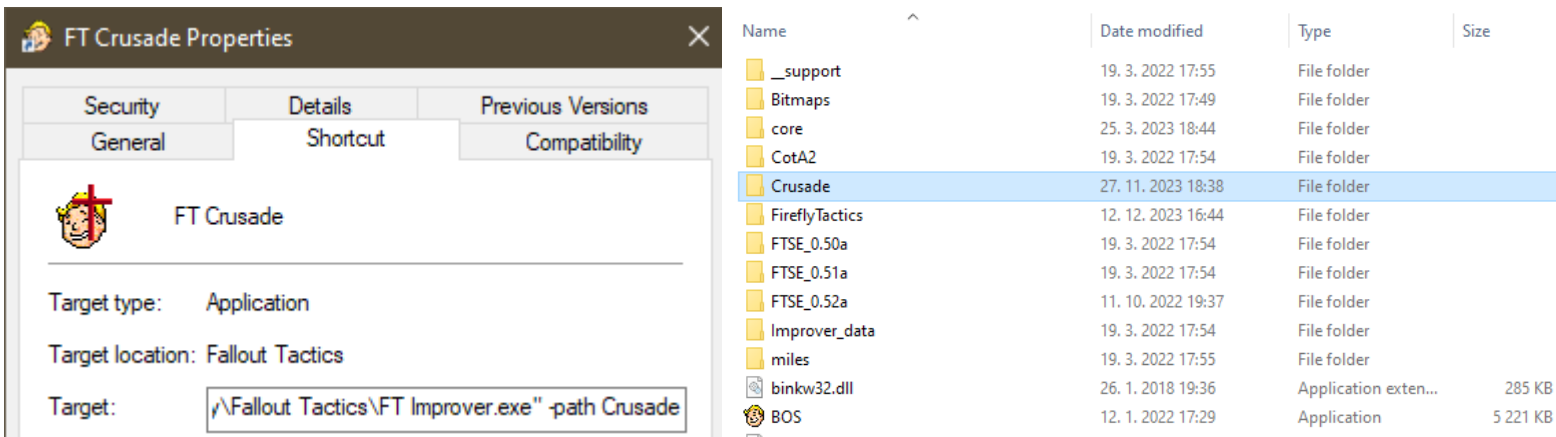
There may be some mistakes. Don't take anything written here as dogma. Try it yourself, adapt.

Prerequisites

You know how to use FT Tools to make single maps with all it encompasses.

Make it neat

Create a new folder in your FT directory where you will store your campaign files. It will be a mirror of core folder. Inside it, you will have your own folders like entities, gui, tables, locale etc. Create a shortcut of the executables (FT Tools and BOS, or FT Improver) and change target of the shortcut by adding "-path <your folder name>".



When you run FT with that shortcut, it will primarily look for the files in your folder and look into the core folder only as a backup. This way, you can change the original files (like weapons) without affecting the original campaign - just copy them before you make changes.

Table file

Bread and butter. The original campaign table file, campaign.txt, is located in core/tables/. Start there. If it's not there for some reason, download a campaign mod and use its file. Don't use FT: Crusade as an example as that one is very limited – without random encounters or quartermaster. Copy the file and change what you need in the new file. This is where you will specify what random/special encounters are in the campaign, what are the missions, who are the recruits and what will the quarter master sell.

Random encounters

```
forces = {  
//=====  
//-----  
// CRITTERS  
//-----  
  
// RadScorpions  
  
    { "Radscorp01_Easy;critter;2;4;true;Z",  
      "entities/Actors/Critters/radscorp_01.ent;3;10",  
    },  
}
```

To be frank, random encounters are shit. You can't do much about them and they act in a strange way. Also the chance of encountering one is dependent on frame rate, so it's quite frequent on new computers. If you decide to implement them, use them scarcely or give the player some outdoorsman books to start with (or a companion).

First, you fill specify the name of the encounter. You will see this name in the campaign editor and this is the string you will need to localize in locale/game/encounters.txt. Each encounter is either friendly (align = "good") or hostile (align = "bad" or "critter"), there can't be both (like raiders attacking a caravan). Then you set the total count of NPCs (min/max).

Next you will specify the path to entities and their level. Not sure how exactly the appearance chance works. I never fiddled with random encounters much.

Core missions

```
//=====  
// CORE MISSION DEFINITIONS  
  
// Format is path;name;radius;state;isBunker  
  
//      state can be covered visited uncovered  
  
cores = {  
    "campaigns/missions/core/mission01.mis;mission_name_01;37;visited;false",  
    "campaigns/missions/core/mission02.mis;mission_name_02;37;covered;false",  
}
```

This is the most important part. Add the missions you want in the campaign there. The first mission will be the one first in the list.

The name of mission is a localisation tag. You need to specify it in locale/misc/generic_mission.txt. You can change the size (radius) of the green circle it has on world map. You can enter any number you want, but there are actually only three sizes: 10, 15 and 20 or 25. Setting the bunker to true changes the color of the circle.

The visibilities:

covered: well, it's covered. You can't see it, but if you were in the mission before, you will have it in the list of missions on worldmap and you can travel to the position of it, but won't be able to enter it.

uncovered: the circle on the worldmap is visible so you can enter it, but you have to find it first. The name of the mission will be unknown.

visited: the circle is visible and 3x3 squares around it are stripped of fog of war. Mission name is known.



All on this pic: Two already visited locations (first mission doesn't even exist + Elbesville, recently finished mission 2), one uncovered (Neznámá = Unknown in Czech) and one visited (Weltenkraft).

Special encounters

```
//=====
// UNIQUE ENCOUNTER MISSION DEFINITIONS

// Format is path;name;radius;morphToCore;onceOnly

specials = {
    "campaigns/missions/special/missionZ01.mis;mission_name_Z01;20>true>true",
    "campaigns/missions/special/missionZ02.mis;mission_name_Z02;20>true>true",
```

Those are broken as well. With high frame rate, you will encounter them the moment you enter their square. And once you visit all special encounters, your game might start crashing when traveling over squares with a possible special encounter. My advice is don't use them at all.

Landscape

```
//=====
// RANDOM LOCATION MISSION DEFINITIONS

// Format is

landscapes = {
    "campaigns/missions/random/missionY01.mis",
    "campaigns/missions/random/missionY02.mis",
```

This is the map that will be opened when you encounter someone or when you simply enter your actual position outside of locations. If you don't place them later on in campaign editor, each encounter will use the first map in this list.

Quarter master

```
//=====
// QUARTER MASTER EQUIPMENT DEFINITIONS

quarterMaster = {
// tagName;count;path
{mission01;5;entities/weapons/Pistols/berettaPistol.ent}
{mission01;1;entities/weapons/SMG/mp5Sub.ent}
```

You will specify lists of equipment to add to the QM. You can add new stuff and also remove already present items (like removing old guns in later missions). Each QM in game will sell the same stuff, they have the same "shopping container". QMs will always use bosScrip.ent as money. If you want to change the name and/or sprite of currency, just copy the original entity files into your folder and change their sprite there, then their localisation. To add the items to the quartermaster, use a Add items to QuarterMaster list trigger in one of the maps and use the tag specified here (for example mission01).



```
Play Bink Movie
Modify RecruitPool list
Add items to QuarterMaster list
Set Mission State
Open Mission
```

If you have a bunker you visit between missions, use campaign variables to track mission progress and then use them to add new items and unlock missions, or just unlock it in the missions.

Recruits

```
//=====
// RECRUITS POOL DEFINITIONS

recruitsPool = {
// tagName;operation;path
//This is the starting squad
{mission00;add;entities/recruits/hm01.ent},           //Male Stealth
{mission00;add;entities/recruits/hm05.ent},           //Male SMG
```

Works in the same way as quartermaster. If you add someone twice, you will have them twice. To unlock them, use a trigger Modify RecruitPool list.



```
Zone of death
Play Bink Movie
Modify RecruitPool list
Add items to QuarterMaster list
Set Mission State
```

Prefabs

```
////////////////////////////////////////  
// PREFAB CHARACTERS - characters to choose from  
  
// Format is  
  
prefabs = {  
    "entities/special/prefab/prefab1.ent",  
    "entities/special/prefab/prefab2.ent",  
}
```

This is the list of premade characters you can take when starting the campaign. You can specify any entity you want. By adding prefab ghoul/mutant/etc, you can give the player the chance to make their own by modifying the prefab. If you give them special portraits, you might want to make that portrait available when modifying/creating custom character. This is done in tables/male.txt for human males, female.txt for human females etc. Just write the portrait name in that file. Basic portraits are in gui/char, the big pictures in character selection are in gui/char/big.

Stitching it together

Once you have the table file ready, it's time to make it work. Don't worry, you can do this as many times as you want (and you will).

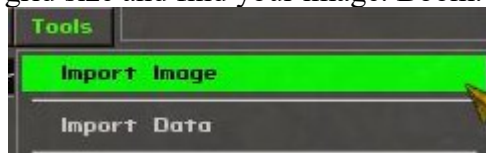
Prepare your .png image for the worldmap background. You will have to pick the size of the grid later on, which is a number between 50 and 100 px. It's good to have the image in the right size, but the game will crop the remaining pixels that didn't fit in the grid.

A grid of 75 px is big enough to comfortably have a large circle location in it, example below.



Once you have your image, run FT Tools. Don't run FT improver when making changes to the campaign file, because it will break the quartermaster (and who knows what else).

There, hit the campaign editor. You can start creating your own campaign right away. Click on tools and import image. Specify the grid size and find your image. Boom.



Next, import your table file. Click tools -> import data. Find your txt file.



The core mission placement is ordered by their order in the table file. If you import your missions and later decide to add a new one somewhere in the middle of the campaign, just place it at the end of the list. Otherwise you would have to move the locations again as the newly added location would assume position of the mission previously there. Only the first mission of campaign has to be in the right order – first. You will unlock the rest by triggers in whatever order you want.

When you select a mission, you can then click the map to adjust its position. Activating the Pos tab will let you move the starting position - where you will find yourself after finishing the first mission.

Place your landscape maps, then random encounters etc. If you change either of them in the table file and import them again, you will lose all previous settings, so make sure you specify WHAT you can find first, and WHERE only after that.

If you name your campaign bos.cam, you can start it by clicking NEW button in single player. Otherwise, you run it by selecting it in CUSTOM CAMPAIGN.

Miscellaneous

Movement blockators on worldmap like lakes – tough luck. As far as I know, these are rigged into the BOS.exe file itself and can't be changed in a sane way.

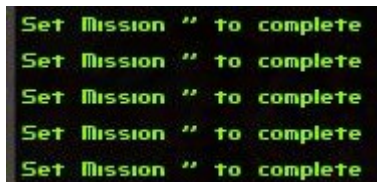
Rankups.

To advance in ranks, you have to complete missions. Use the **Mission complete** trigger.



```
Set Mission State
Open Mission
Mission Complete
Set Random Encounter Enable
Brain Extraction
```

You can leave blank space or specify the mission tag name. If you use the tag name, use the one that is in your table file. This will make the mission in mission list on worldmap gray. Each two missions will give one rank level with the exception of the first advancement from rank 1 to rank 2. You have to complete like 5 missions.



```
Set Mission '' to complete
Set Mission '' to complete
Set Mission '' to complete
Set Mission '' to complete
Set Mission '' to complete
```

Ghoul and mutant main characters (possibly other races as well) will need more completed missions to achieve rank 2. It may be affected by the number of crew members as well. I am not entirely sure how this works, you will have to experiment a bit. I don't know how to advance rank of characters other than main char, but I suspect it's entirely random (main char advance gives a chance to advance rank of sidekicks).

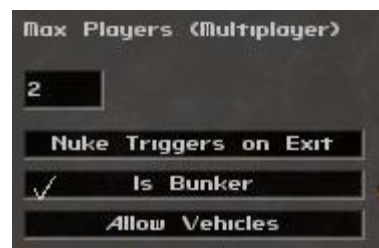
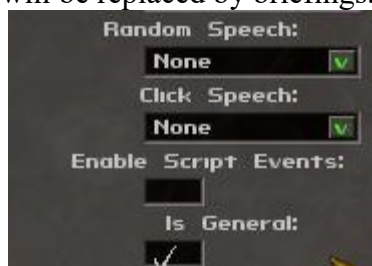


Recruits not in your team gain some levels as you progress. When you enter a bunker and talk to recruit master, they will gain levels and skills. If you don't take anyone and talk to the RM again, the recruits will lose their progress.

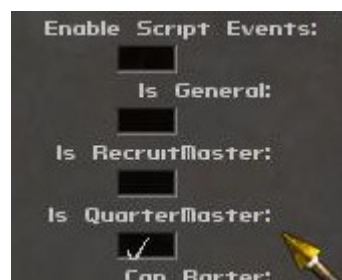
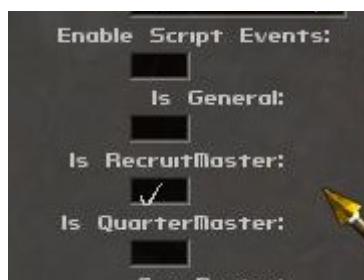
When debugging your campaign, save your game before entering each new map to a new slot. Once a map is loaded, it's a part of your save file and will not reflect any changes you make to it in the editor. This way, you can debug any mission without starting the campaign and going through all that precedes it.

Maps and briefings

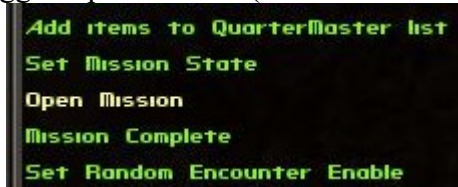
To have a guy who will give you briefings of unlocked missions, you have to tick a Is General checkbox on that entity and mark the map as Bunker. This will disable mission objectives as this window in pipboy will be replaced by briefings.



To make NPC a recruit master or quartermaster, tick these checkboxes:



You can unlock a mission by trigger Open mission (write the name specified in table file).



```
Add items to QuarterMaster list
Set Mission State
Open Mission
Mission Complete
Set Random Encounter Enable
```

The next time you will talk to that general entity, briefing window will be opened. The entity needs to have its click speech unset for this to work. You can have the NPC with some click speech and once you talk to them, change it to " to enable briefings.

Using this method, you just unlock the map and the rest is game engine. You can also unlock the maps manually by changing their visibility state using a trigger Set Mission State and setting it to uncovered or visited.



```
Modify RecruitPool list
Add items to QuarterMaster list
Set Mission State
Open Mission
Mission Complete
```

Exiting the map is straightforward, but I will write about it to be sure. Create a trigger with condition All alive on exit grid (or some other, depends on the type of map) and action End mission -> World map. If you plan to visit the map several times (bunker), make sure this trigger is set to preserved.

If you want to open some other mission instead (like moving between city districts in Fallout 2), use trigger action Goto Mission. Map name is the one set in table file.



```
Set Death Text
End Mission
Goto Mission
Toggle Exit Grids
Set Click Speech
```

Mission variable is accessible only in the current mission and will remain after leaving and entering the map. Campaign variables are accessible anywhere. You can't add or subtract variables, but you can use timers for that. Or FTSE.

Speaking of timers, they don't stop counting when you leave the mission. When traveling, the time will increase very fast.

Other modding tips

Using color and images.

This is easy. <rgb:0,255,0>This part<C-> is green. <Cr>This part<C-> is red. Either use rgb, or one of the basic colors (Cr - red, Cy - yellow, Co - orange etc). End the coloring by <C->. You can

color any text you want, not only speech but entity names as well. If you change the color of an actor, the color of their status (and HP/weapon with Awareness) will become white despite returning to default color by <C->. You still have to do it, because you will otherwise change the color of the whole combat log (once that character gets hit).

You can also use images in names and texts: <img:gui/char/dude.png>. Supported formats are png, jpg, zar, tga, bmp.

Example:

name_Ratman2 =

```
{<img:DA_pics/ratman_s.png>\n<img:DA_pics/rank7.png><rgb:70,70,255>Commodore  
Ratman\nCommander of the army<C->}
```



Other formatting: <Jl> justify left, <Jr> justify right, <Jc> centered, <Jj> justified (block; didn't test that one). <b+><b-> is supposed to be bold, but it's just yellow color. \n is new line.

If you talk to person with these tags in name, the tags will be as plain text in pipboy's dialogues. The same is true for squad window / character window.



You can use colors and images in character description or perk description, too.



Other cool stuff

If you want a fetch quest, make sure the tagged item is placed in the map itself, not in the entity editor. You can't give item to NPC if said NPC already has item with the same tag name. If you want to give more items with the same tag name from NPC to player, you have to run that action multiple times as it will always move 1 item.

Setting the **Start hour** to -1 will remove ALL natural lighting and you won't see anything without a light entity. Once set to -1, it can't be changed. Use it only if you absolutely know you want this. Make a backup before setting this on a developed/finished map. If you want darker map, place some invisible tiles as a roof over the whole map.

You can move your vertical bar in map editor by holding spacebar and then dragging the background on the level bar. This way you can go up and up, or way down. I recommend not to, though, as too much verticality doesn't work well with this game. Been there, done that.

When selecting tile for placement, you can hold shift to select more tiles. Extremely useful for floor and walls placement.

If you drag tiles to create big chunk of floor, use right mouse button. Using left button creates one extra tile on starting position.

When you select tiles, you can move them by holding ctrl and pushing buttons. Arrows for horizontal movement, page up / page down for vertical movement.

Command **Update Tiles Used** in Tools is very cool. It will make all ladders climbable and windows lookable through. The stuff you would otherwise have to make yourself per tile. But it can do much more, stuff you can't do otherwise. For example it will make barbed wire firable through. The window flag allows this when you crouch or stand, not when you lay on ground. It will also set small flowers as ethereal, so they don't block you and your vehicles. It will remove manually set flags though, so if you set some tree or barrels as climbable, this will revert your work.



Important tip: Don't be afraid to experiment. Don't know what something does? Try it.

If you want to know more, read the EDITOR_README.txt found in the game folder. If you seriously want to do a good job, just do it. It's a long file with a lot of basic stuff that will take you longer to read than to figure it out yourself, but most of the helpful tips mentioned here are also there (how else would I know about them?). While writing this tutorial and peeking into the readme, I just learned one new thing the editor can do, despite using it for 20 years and being something of a master with it.