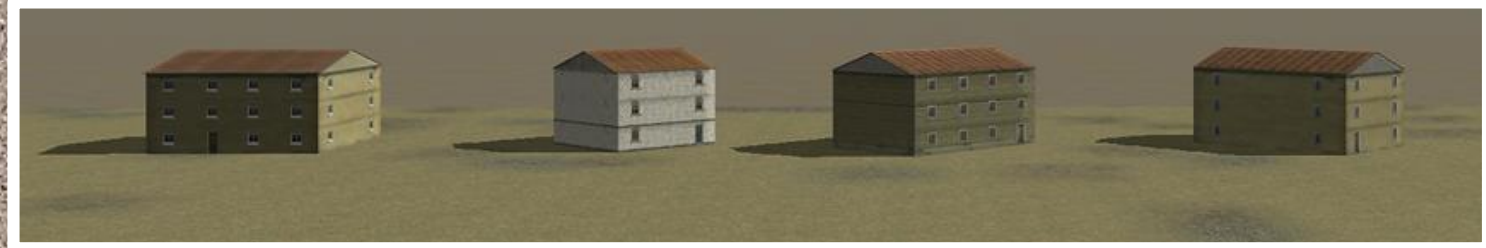
Combat Mission Fortress Italy editor guide – rocketman 2015

This guide is intended as a helper when creating maps and scenarios in the editor. It includes most things that can't be previewed in map-mode, apart from posters. The layout for the objects is the same as in the editor, that is rows from left to right in the same order. Buildings can be edited further but this guide shows the look of the general structure.

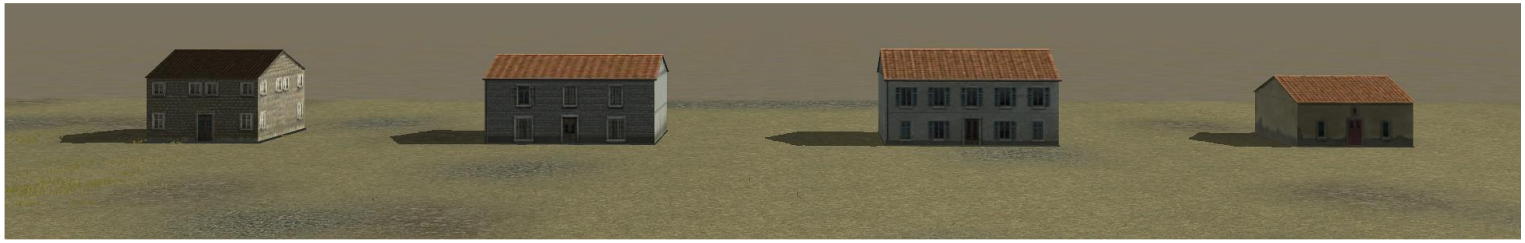
Trees A-F

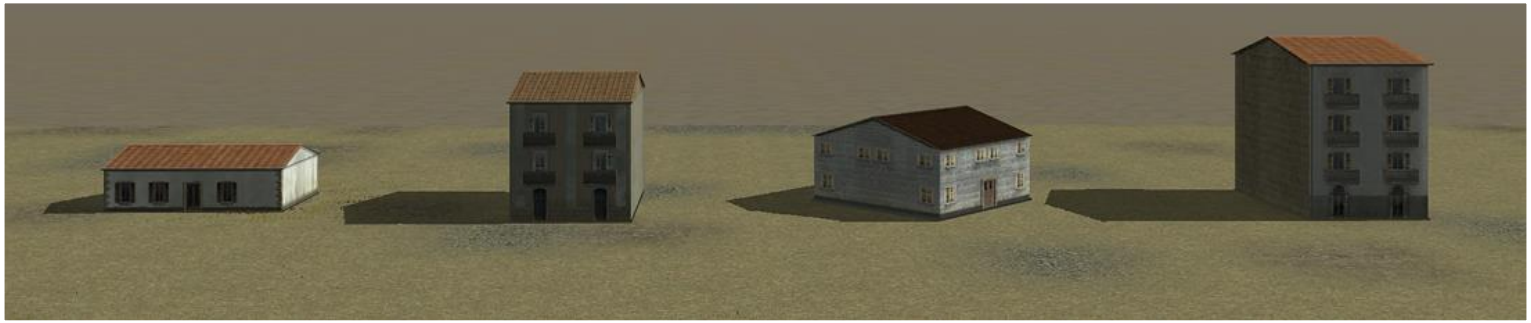
Bushes A-C

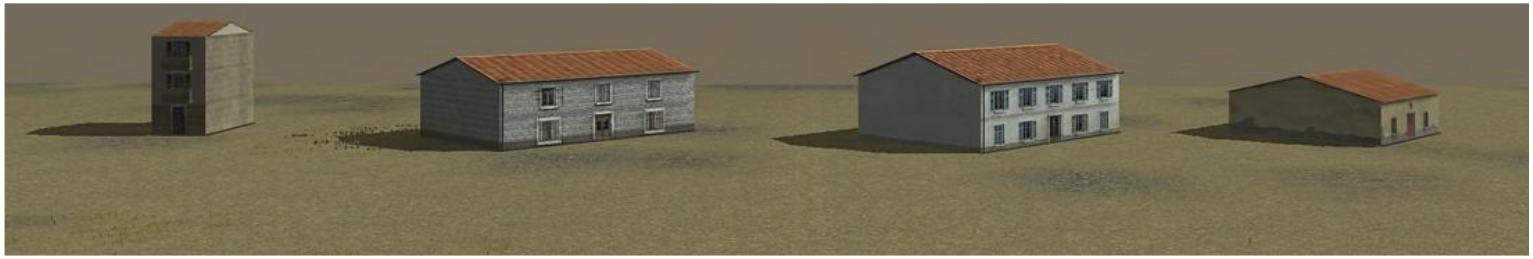
Modular houses (level 3 example)

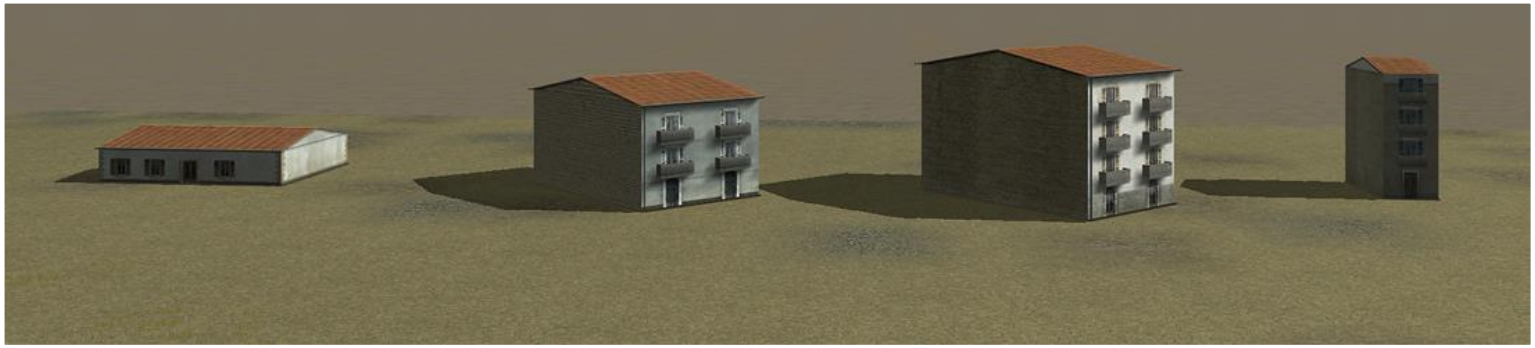


Independent houses



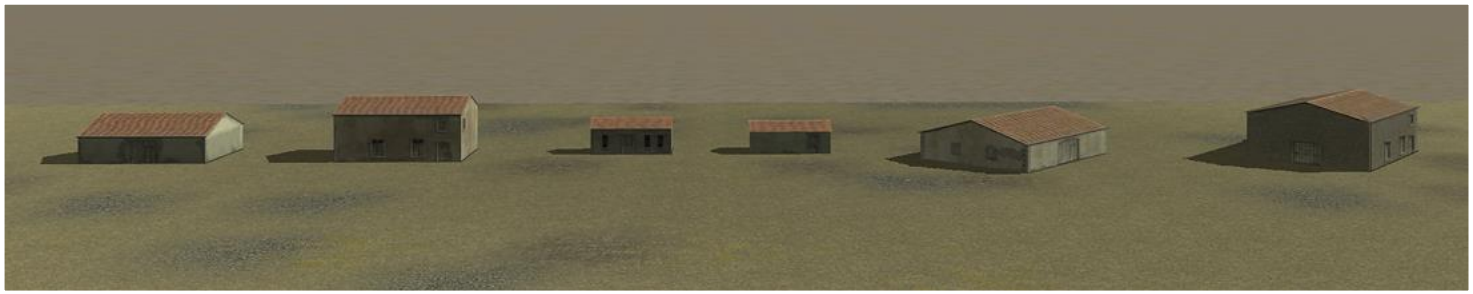






Commercial

Barns



Churces

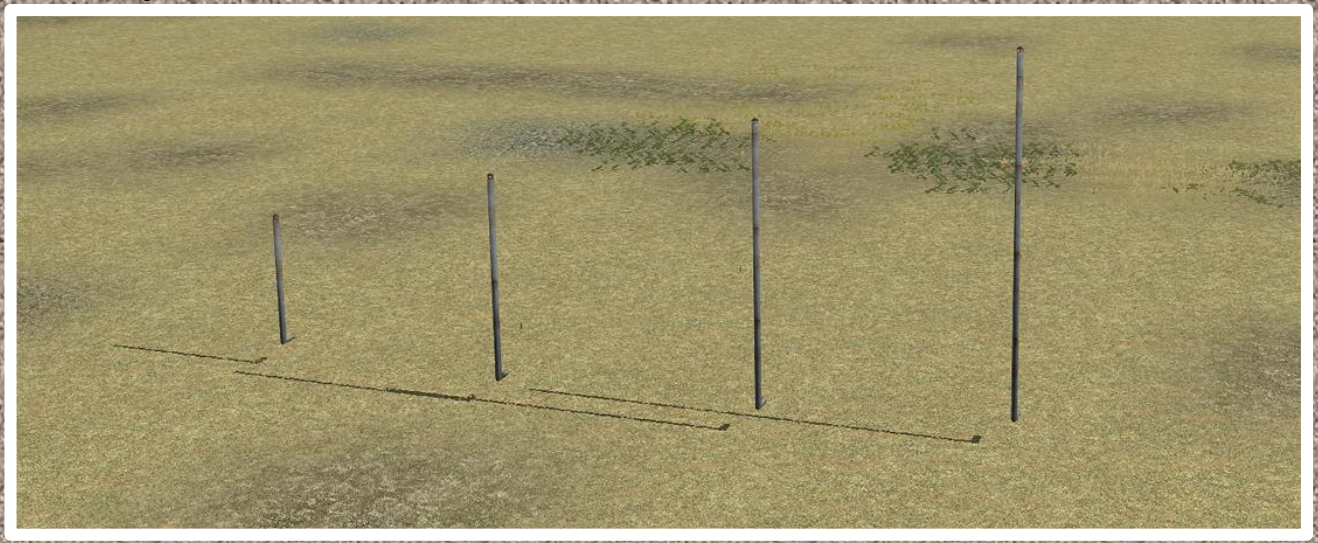
Flavor objects

Barrels 1-6

Benches 1-5

Bins 1-6

Chimneys 1-4



Crates 1-6

Drums 1-2

Farm 1-3

Fountains 1-6

Fountain large

Garden 1-5

Gravestones 1-4

Handcart 1-2

Haystacks 1-2

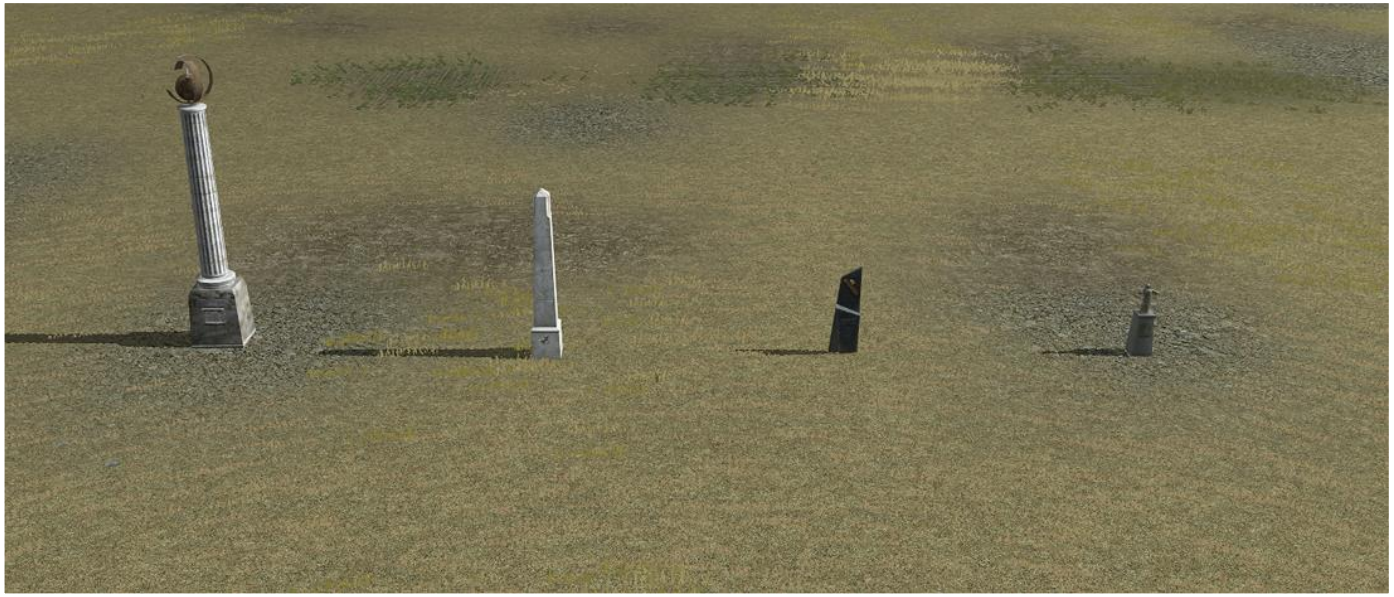
Junk 1-6

Logs 1-2

Manhole

Milestones 1-6

Monuments 1-4



Poles 1-5

Ponds 1-3

Roadside 1-4

Rocks 1-6

Sacks 1-5

Shed

Shelters 1-3

Street lights 1-4

Street signs 1-4

Stumps 1-2

Telephone poles 1-2

Tires 1-2

Wood piles 1-3