HOW TO use CMx2 ScAnCaDe v2.1:

- First of all, an introduction: CMx2 ScAnCaDe – the Scenario Analyser and Campaign Decompiler for CMx2 games.
  At v2.1, that includes:
    - CMBN+CW+MG+VP+BP#1 up to v4.00
    - CMFI+GL up to v2.00
    - CMRT up to v2.00
    - CMFB up to v2.00
    - CMBS up to v2.00
    - CMSF2+MC+UK+NATO up to v2.01

- To create a listing of all scenarios in a directory, copy **CMx2_ScAn_CaDe_v2.1.jar** and **Listing_Layout.xsl** to any directory containing CMx2 scenario files (files that have a .btt extension). Alternatively, you could also create a separate directory with both the above mentioned files and copy all scenario files into this directory before running the program.

- To create a listing of all campaigns in a directory and to extract all scenarios from these campaigns, copy **CMx2_ScAn_CaDe_v2.1.jar** and **Listing_Layout.xsl** to any directory containing CMx2 campaign files (files that have a .cam extension). Alternatively, you could also create a separate directory with both the above mentioned files and copy all campaign files into this directory before running the program.

For Scenario Listings:

- Double click on "CMx2_ScAn_CaDe_v2.1.jar" to execute the program (a Java Virtual Machine has to be installed for this to work). See screenshot below (Note: v1.0 in the following screenshots is equivalent in its function to the current v2.1):
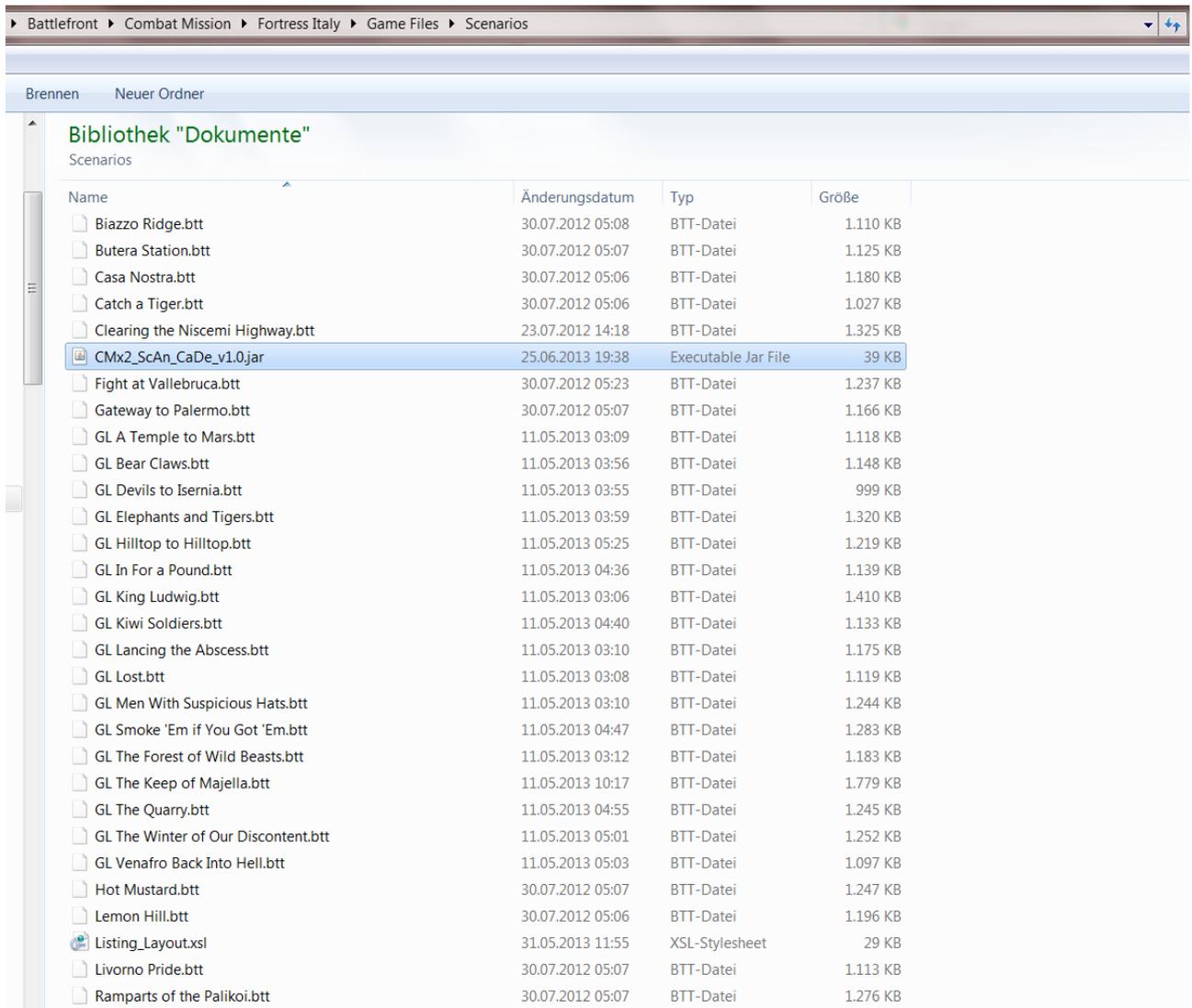
Figure 1 - Scenario Listing - Directory contents before execution

- The following will be created in the directory where you executed the program:

  - A XML file ("Scenario_Listing.xml") containing the sortable listing for all scenarios which were in the directory when you executed the program. Sorting will only work correctly if "Listing_Layout.xsl" is also located in the same directory as "Scenario_Listing.xml". As the program has no User Interface, appearance of "Scenario_Listing.xml" will signal that the program has finished executing.

  - A directory ("scenpics") containing the scenario pictures in bitmap format which have been extracted from all scenarios which were in the directory when you executed the program. Pictures will only show correctly in "Scenario_Listing.xml" if this directory (and its contents) is kept in the same directory as "Scenario_Listing.xml".

- The following screenshot shows the contents of an scenario directory after execution of the program (with the generated directory and "Scenario_Listing.xml"):

Figure 2 - Scenario Listing - Directory contents after execution

- Double click on "Scenario_Listing.xml" and your browser will show something like in the screenshot below. This output can be sorted by clicking on the green-coloured column heads:

CMx2 WW2 - Scenario Listing

Title	Picture	Battle Type	Description	Date (dd/mm /yyyy)	Time of Day	Part of the Day	Duration	Battle Size	Map Size (Area - Width/Depth)	Environment	Weather	Temperature	Ground Condition	Early Intel	Game Version	The Blitz Size Modifier
Catch a Tiger		Allied Attack	In the hasty retreat from Troina, an immobilized German tank is left behind. Kill it so the main force can advance. Best as US vs AI.	06/08/1944	07:15	Dawn	00:45	Tiny	0,37 Sq. km (608 m / 608 m)	Rough	Clear	Warm	Dry	Allied Force	CMFI v1.00	3
Smoke 'Em if You Got 'Em		Allied Attack	Elements of the US 157th Regiment/45 Infantry Division assault the Tobacco Factory, north of the Salerno bridgehead. Playable in any mode.	12/09/1944	06:50	Dawn	02:00	Medium	1,631 Sq. km (1568 m / 1040 m)	Rough	Light Fog	Cool	Damp	Neither	CMFI v1.10	7
Lemon Hill		Axis Assault	Bersaglieri conduct a hasty assault on an Airborne held position. Fictional, best played first as the Axis.	12/07/1944	16:00	Day	01:00	Small	1,27 Sq. km (1280 m / 992 m)	Hills	Hazy	Hot	Very Dry	Neither	CMFI v1.00	4
King Ludwig		Allied Assault	1st Hampshires attack Regalbuto Ridge. Playable in all modes.	29/07/1944	18:00	Dusk	01:50	Medium	1,28 Sq. km (1600 m / 800 m)	Hills	Clear	Hot	Very Dry	Neither	CMFI v1.10	7
The Forest of Wild Beasts		Axis Assault	Herman Goring Panzer Division attacks down the Cisterna to Isola Bella road. Playable in any mode.	29/02/1944	07:45	Dawn	01:40	Large	5,76 Sq. km (2400 m / 2400 m)	Open	Mist	Cold	Muddy	Neither	CMFI v1.10	9

Figure 3 - Scenario Listing - Generated XML output

For Campaign Listings:

- Double click on "CMx2_ScAn_CaDe_v2.1.jar" to execute the program (a Java Virtual Machine has to be installed for this to work). See screenshot below:
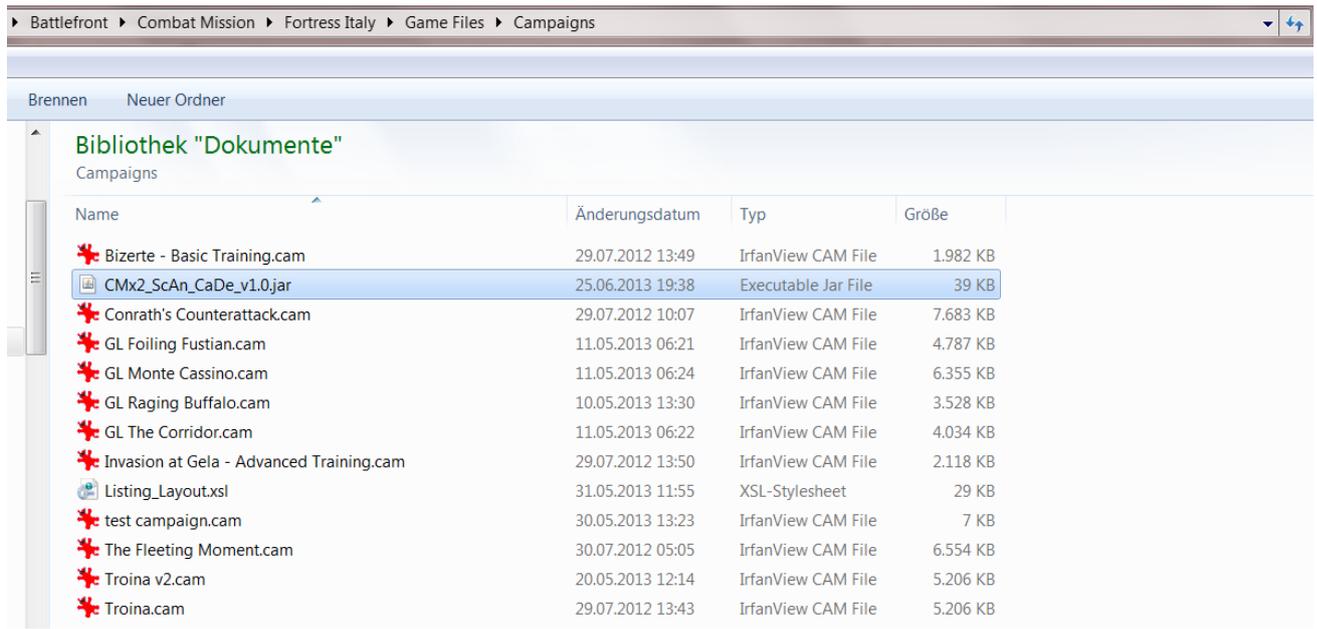
Figure 4 - Campaign Listing - Directory contents before execution

- The following will be created in the directory where you executed the program:

    o A XML file ("Campaign_Listing.xml") containing the sortable listing for all campaigns which were in the directory when you executed the program. Sorting will only work correctly if "Listing_Layout.xsl" is also located in the same directory as "Campaign_Listing.xml". As the program has no User Interface, appearance of "Campaign_Listing.xml" will signal that the program has finished executing.

    o A directory ("campaignpics") containing the campaign pictures in bitmap format which have been extracted from all campaigns which were in the directory when you executed the program. The directory also contains the campaign decision tree pictures in png format which were generated for the campaigns. Pictures will only show correctly in "Campaign_Listing.xml" if this directory (and its contents) is kept in the same directory as "Campaign_Listing.xml".

    o A directory ("<campaign name> scenarios") containing all the individual scenarios which make up a campaign. These can be played individually in CMx2 or they could even be changed in the Scenario Editor.
    In every "<campaign name> scenarios" directory,
    a "<campaign name> - Scenario_Listing.xml" and a directory "scenpics" will be present, containing a listing for all the scenarios in the respective campaign, in the same style as described above for Scenario Listings.

- The following screenshot shows the contents of an campaign directory after execution of the program (with the generated directories and "Campaign_Listing.xml"):
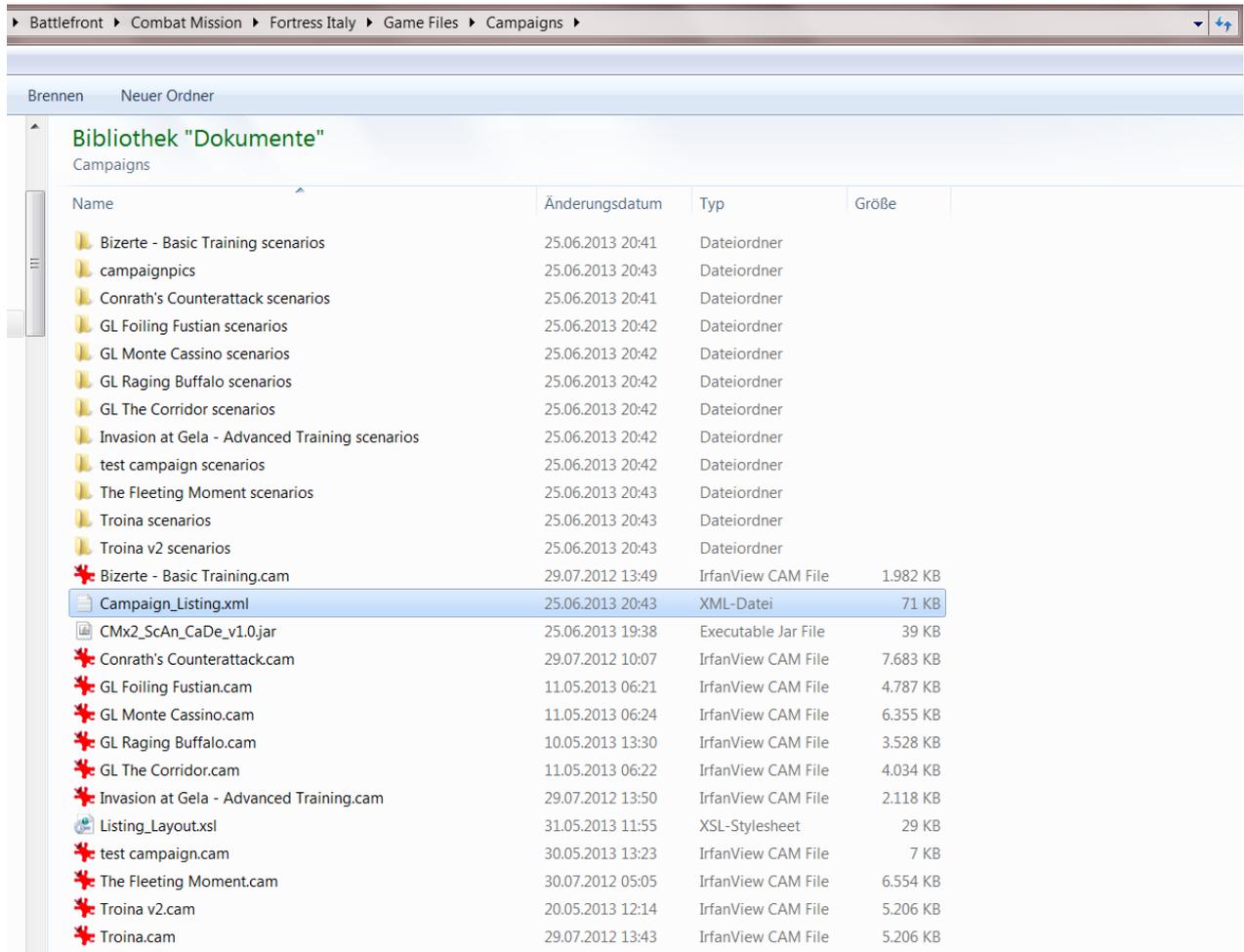

Figure 5 - Campaign Listing - Directory contents after execution

- The following screenshot shows the contents of one "<campaign name> scenarios" directory, including the individual scenarios, "Scenario_Listing.xml" and directory "scenpics":
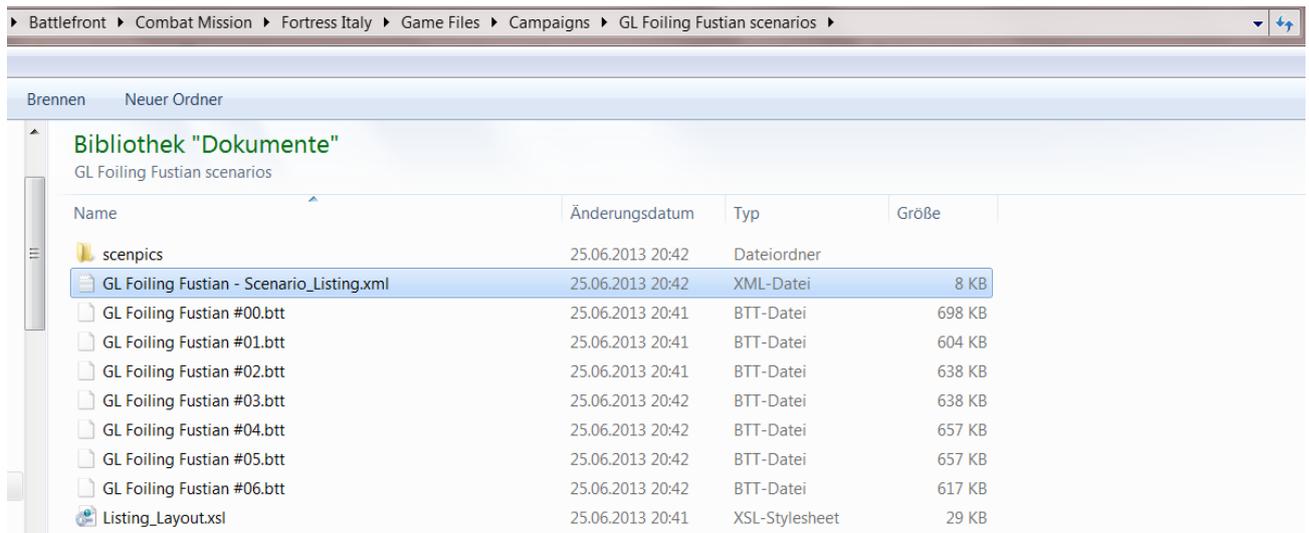

Figure 6 - Campaign Listing - Individual campaign directory contents

- Double click on "Campaign_Listing.xml" and your browser will show something like in the screenshot below. This output can be sorted by clicking on the green-coloured column heads:

CMx2 WW2 - Campaign Script Listing for Campaign "The Fleeting Moment"

Campaign created with CMx2 WW2 game version CMFI v1.00

Battle Number & Battle Name	Win Threshold	Next Battle after Win	Next Battle after Defeat	Minimum Required Victory	Maximum Allowed Victory	Blue Refit	Blue Repair Vehicle	Blue Resupply	Blue Rest	Red Refit	Red Repair Vehicle	Red Resupply	Red Rest
[Campaign Battle #00] Forming Up	Draw	#01	#01	Don't care / determined from overall score	Don't care / determined from overall score	0	0	0	0	0	0	0	0
[Campaign Battle #01] Dawn	Draw	#02	#05	Don't care / determined from overall score	Don't care / determined from overall score	5	0	0	0	0	0	0	0
[Campaign Battle #02] The Plains of Gela	Minor Victory	#03	#05	Don't care / determined from overall score	Don't care / determined from overall score	0	0	0	0	0	0	0	0
[Campaign Battle #03] A Day at the Beach	Total Victory	#04	#05	Don't care / determined from overall score	Don't care / determined from overall score	0	0	0	0	0	0	100	0
[Campaign Battle #04] Chiesa Madre	Draw	Campaign End	Campaign End	Don't care / determined from overall score	Don't care / determined from overall score	0	0	0	0	0	0	0	0
[Campaign Battle #05] Lake Disueri	Draw	Campaign End	Campaign End	Don't care / determined from overall score	Don't care / determined from overall score	0	0	0	0	0	0	0	0

CMx2 WW2 - Campaign Script Listing for Campaign "Raging Buffalo"

Campaign created with CMx2 WW2 game version CMFI v1.10

Battle Number & Battle Name	Win Threshold	Next Battle after Win	Next Battle after Defeat	Minimum Required Victory	Maximum Allowed Victory	Blue Refit	Blue Repair Vehicle	Blue Resupply	Blue Rest	Red Refit	Red Repair Vehicle	Red Resupply	Red Rest
[Campaign Battle #00] Artena	Draw	#01	Campaign End	Don't care / determined from overall score	Don't care / determined from overall score	50	50	100	100	0	0	0	100
[Campaign Battle #01] When Germans Attack	Draw	#02	Campaign End	Don't care / determined from overall score	Don't care / determined from overall score	50	50	100	100	0	0	0	100
[Campaign Battle #02] Valmontone	Draw	#03	Campaign End	Don't care / determined from overall score	Don't care / determined from overall score	50	50	100	100	0	0	0	100
[Campaign Battle #03] Stemming the Flow	Draw	Campaign End	Campaign End	Don't care / determined from overall score	Don't care / determined from overall score	50	50	100	100	0	0	0	100

Figure 7 - Campaign Listing - Generated XML output for individual campaign scenarios

- Double click on "Scenario_Listing.xml" in one of the "<campaign name> scenarios" directories and your browser will show something like in the screenshot below. Again, this output can be sorted by clicking on the green-coloured column heads:

CMx2 WW2 - Scenario Listing for Campaign "Foiling Fustian"

Title	Picture	Battle Type	Description	Date (dd/mm /yyyy)	Time of Day	Part of the Day	Duration	Battle Size	Map Size (Area - Width/Depth)	Environment	Weather	Temperature	Ground Condition	Early Intel	Game Version	The Blitz Size Modifier
[Campaign Battle #05] Death In The Fog	DEATH IN THE FOG	Meeting Engagement	The British mount a suprise nighttime crossing of the Simeto River, gaining a bridgehead on the north bank. In the morning fog the Germans counterattack.	16/07/1944	05:30	Day	01:00	Medium	0,853 Sq. km (784 m / 1088 m)	Open	Heavy Fog	Cold	Damp	Neither	CMFI v1.10	6
[Campaign Battle #02] Onslaught	ONSLAUGHT	Allied Attack	The Durham Light Infantry, complete with tank support, arrives to wrest control of Primosole Birdge.	15/07/1944	08:00	Day	00:35	Medium	1,248 Sq. km (1200 m / 1040 m)	Open	Mist	Cool	Very Dry	Neither	CMFI v1.10	5
[Campaign Battle #00] Rude Awakening	RUDE AWAKENING	Allied Probe	Fallschirm-MG Bn 1 find themselves right in the middle of the Red Devil drop zones.	13/07/1944	22:30	Night	00:30	Small	0,204 Sq. km (608 m / 336 m)	Open	Clear	Warm	Very Dry	Neither	CMFI v1.10	3
[Campaign Battle #04] Death In The Fog	DEATH IN THE FOG	Meeting Engagement	The British mount a suprise nighttime crossing of the Simeto River, gaining a bridgehead on the north bank. In the morning fog the Germans counterattack.	16/07/1944	05:30	Day	01:00	Medium	0,853 Sq. km (784 m / 1088 m)	Open	Heavy Fog	Cold	Damp	Neither	CMFI v1.10	6
[Campaign Battle #03] Onslaught	ONSLAUGHT	Allied Attack	The Durham Light Infantry, complete with tank support, arrives to wrest control of Primosole Birdge.	15/07/1944	08:00	Day	00:35	Medium	1,248 Sq. km (1200 m / 1040 m)	Open	Mist	Cool	Very Dry	Neither	CMFI v1.10	5

Figure 8 - Campaign Listing - Generated XML output for individual campaign scenarios

- With v1.5, the generation of campaign decision tree pictures in png format has been added. A campaign decision tree picture will be displayed with all the other campaign information when opening the "Campaign_Listing.xml" and looks like this:
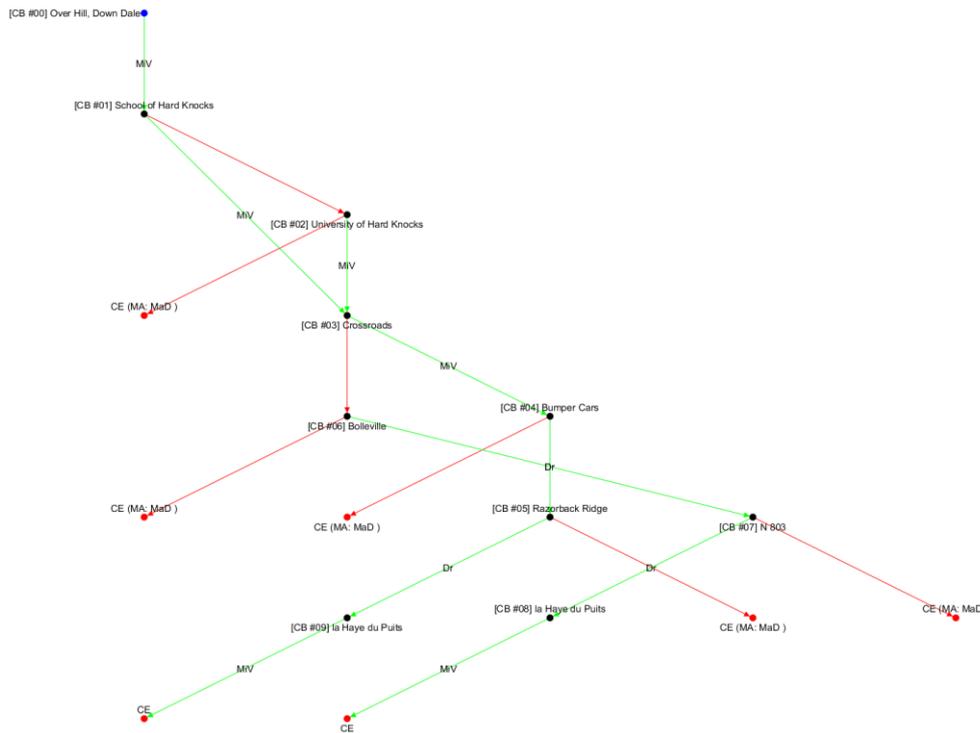

Figure 9 - Campaign Decision Tree, example from the CMBN "Courage and Fortitude" campaign

- The information displayed in the campaign decision tree picture is relatively straightforward and should be interpreted as follows:

  - Black nodes are the individual scenarios in the campaign. They are displayed with their internal order number in the campaign (format: [CB #xx]) and the scenario name. This information is the same as displayed in the table for the campaign (see Figure 7).

  - Red nodes are "Campaign Ends", where, if reached either through a win or defeat, the campaign will end. Additional information about the "Maximum Allowed (MA)" or "Minimum Required (MR)" victory level might be displayed if defined by the campaign author. In practice, only the "Maximum Allowed" victory level is defined for some campaign ends and should be interpreted as the maximum achievable victory in the campaign if it ends at this specific campaign end (In the example picture above, if losing [CB #02] University of Hard Knocks – by not achieving at least a Minor Victory in the battle – the campaign will end with a Major Defeat as the Maximum Allowed victory level. This would be the best case; it could also be a Total Defeat depending on overall performance.).
    A definition of the abbreviations for victory levels will be provided below.

  - Green edges show the transition from a battle if it has been won, i.e. at least the defined Win Threshold victory level has been achieved, to the next battle or campaign end. If the next battle is the same regardless of winning or losing the battle, only a green edge will be shown between two battles.
    To maintain readability of the tree, abbreviations for the necessary victory level displayed on the edges (the "Win Threshold" shown in the campaign table) have been introduced as follows:
    - ToD   Total Defeat
    - MaD   Major Defeat
    - TaD   Tactical Defeat
    - MiD   Minor Defeat
    - Dr   Draw
    - MiV   Minor Victory
    - TaV   Tactical Victory

- MaV Major Victory
- ToV Total Victory

o Red edges show the transition from a battle if it has been lost to the next battle or campaign end. Victory level information is not shown on these edges since it would be redundant and clutter the overall tree.

For the v1.1 release, information about the region of the specific battle has been added, since this feature has been introduced with the CMBN – Market Garden Module (by allowing selection between the regions "France" and "Holland" in CMBN). For CMFI, this will have no effect and the region will always be set to "Italy".

For the v1.2 release, only recognition and processing of the newly available versions CMBN v2.11 and CMFI v1.11 has been added.

For the v1.3 release, newly available versions CMBN v2.12 and CMFI v1.12 replace the "old" versions v2.11 / v1.11. Also, correct reading out of scenario year information (1943 / 1944) has been added.

For the v1.4 release, reading out of the required Modules for scenarios and campaigns has been added. This information will be displayed in the scenario and campaign listing XML files.

For the v1.5 release, processing of CMRT has been added, especially reading out of mod tag information for scenarios and of the new regions "Soviet Union" and "Eastern Europe". A new feature is the displaying of campaign decision trees in the main campaigns listing. This feature is still under development, especially for the larger campaigns. But it will already work reasonably well for smaller campaigns.

For the v1.6 release, recognition and processing of the newly available versions CMBN v2.20 and CMFI v1.20 has been added. Both versions are sold as the "v3.0 Upgrade".

For the v1.7 release, support of the new CMBN v3.10 version (including the Vehicle Pack) has been added.

For the v1.8 release, support of the new versions for CMBN v3.11 as well as CMRT v1.01 to v1.03 has been added. Also, handling of cases where a scenario or campaign for CMBN requires either the Commonwealth module or the Market Garden module has now been added. This kind of indeterminate module requirement has been introduced due to the duplication of content (TOE, equipment) in the CW and MG modules. It can be seen when hitting the "Space Bar" in any unit purchase screen in CMBN (which shows the module requirement for each formation) and is shown as "Commonwealth or Market Garden".

For the v1.9 release, support of the new version for CMBN v3.12 and the Battle Pack #1 has been added. Also, support for CMFB v1.00 has been added. The XML-file layout has been altered slightly (no more DOCTYPE declaration) to improve importing into other tools which struggled with this declaration for some reason.

For the v2.0 release, support of CMBS has been added (thanks to IanL for the additional programming). Also, support of CMx2 Engine Version 4 for all five games has been added.

For this v2.1 release, support of CMSF2 with all its modules (Marines, UK and NATO) has been added.

Thanks to ian.leslie for the support and conceptual input.

For questions, comments or recommendations, please contact me on BFCs CMx2 Forum at www.battlefront.com or on The FGM Forum at www.thefewgoodmen.com .

Mad Mike, 03/01/2019