Ye Olde Galactic Empire Mission Editor

So you've decided to create missions for the X-wing series. Well, you've picked the only editor that can read and write missions for TIE Fighter, X-wing v TIE Fighter and the Balance of Power expansion, and X-wing Alliance.

This help file contains everything you'll need to make missions that you can be proud of, while also including some features that have been discovered since the original editors were made.

Happy flying





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Menu

Really there aren't any tricks to the menu, just the usual stuff. ("Test" and "Open Recent" are always there now, I just didn't update every single picture in this help file after adding them).

File



From any platform you can open any platform and save as any platform. Using 'Ctrl+N' will start a new mission in the current platform you're using. 'Open' works across all platforms. For 'Save as...', Platform downgrades (ie, saving a XWA mission as TIE) are handled internally and there's a lot of error checking. Platform upgrades (ie, TIE to XWA) currently are done through Converter.exe although someday that'll be internal as well.



Added in version 1.2 is the "Open Recent..." menu. It will list the last five missions opened, with full path and platform. If the mission no longer exists at that location, a message box will notify you it's gone and you'll be facing a blank mission.

Edit

File	Edit Too	ls Help
	Undo	Ctrl+Z
Fligh	Cut	Ctrl+X
	Сору	Ctrl+C
Tm -	Paste	Ctrl+V
1-	Delete	Del

The Edit menu is simple, the Copy/Paste are context-sensitive. 'Undo' is disabled because I haven't implemented it yet, and I'll get around to it eventually. Maybe.

Tools

File Edit	Tools Help
D D	Verify Mission
	Мар
Flight Grou	Briefing
Tm - GG - w	LST
1-0-*1	Options

'Verify Mission' runs 'MissionVerify.exe', which looks for common mistakes, errors and design oversights. Really I made that for GE Combat Chamber submissions. The remaining five tools open their respective dialogs. For TIE95, 'LST' changes to 'LFD'.

'FG Goal Summary' is new to v1.3, which produces a summary dialog of Flightgroup-specific goals.

'Hyperbuoy Wizard' is new to v1.4 for XWA, which helps with buoy creation automation.

Test

Added in version 1.2, the 'Test' menu item saves the mission and associated Verify if necessary, then configures the platform to launch the mission. YOGEME will backup the current state of the platform and make the required edits. A new pilot file will be created named "Test" (plus an incremented number if they are not deleted afterwards) and will be ready to fly.

For TIE, YOGEME will setup to use Battle 1, Mission 1 and join the battle, such that you only have to enter the hanger to go straight to the mission. If you are using Windows 7, YOGEME will automatically kill "explorer.exe" before TIE is

run and will restart the process afterwards. This solves the color issues due to TIE not knowing how to hide the W7 start menu.

For XvT and BoP, YOGEME will set the mission as the first Imperial training mission. The mission title will be the file name and the mission description will be the file name prefixed with "YOGEME:"

For XWA, YOGEME will set the mission as number 7, which is the first mission held in the Rebel Cruiser. From here it depends on the mission setup as to where you launch from.



The first time the 'Test' item is used, a confirmation dialog will appear. If you choose to hide this dialog, it can be re-enabled on the Options dialog.

Help



'Help' opens this, but you probably figured that out already. 'About' shows a small dialog with some contact info and the version number. The last two entries open their respective websites.

Backdrop Dialog



The Backdrop Dialog is the visual interface used for choosing the backdrop including variants when available

The image above shows the interface for XWA, where the *Shadow/Variant* field is available. In most cases, this moves the cresent shadow across the planet. For certain backdrops however, this simply shows a different image. Use the scroll bar to scan through the primary images and click on it to select. If custom backdrops have been installed properly, YOGEME will detect and display them instead of the defaults for XWA. If DTM's Super Backdrop are installed and detected, the form will resize to display the entire graphic.



This is the appearance of the Dialog when using XvT. BoP has a few more choices added on and TIE will display the images in the display window at twice their size. The blue (0x0000FF) is the transparency color used in the LfdReader.dll, rest assured that won't appear in-game. The shadow field isn't available, but you can still click the image you like to use it.

Hit the 'OK' button to use the image or 'Cancel' to make no changes.

Formations Dialog



Each formation is shown from two different views with TIE Interceptors so you can understand its orientation. The bottom view in the image above is the TOP view, as are all views with those icons. That makes the other view the REAR. Different formations have different views depending on how the craft are laid out.

TIE has less formations than XvT and XWA, so while the dialog is the same for both, you will have less options for TIE. Some formations are also a little different between platforms, so both will be shown for comparison. As the note at the bottom states, this is with FG.LeaderSpacing = 0 and FG.FormationSpacing=2 (defaults). The craft are all numbered up to six (the YOGEME limit) so you can see how they're added in as you increase the number of craft.

Selecting *OK* will choose that formation and update the FlightGroup-Craft tab

LST Editor

YOGEME LST Editor	
Train\IMPERIAL.LST	Save
// [Imperial Training - Single Player] // 0 1TA01BF.tie Gunnery Training 1 1TA05BO.tie Proton Torpedoes 2 1TA03BG.tie Shields and Minefield 3 1TI01BI.tie Inspection 4 1TA07BV.tie Concussion Missiles 5 1TA08BV.tie Heavy Rockets 6 1TD01BF.tie	 Example: // [Section Title] // 0 m1.tie Mission description 1 m2.tie Keep to 1 line // [Next Section] // 2 m3.tie etc

The LST Editor is used for XvT and XWA to make inserting your custom missions into the games easier. The right side gives you simple example text as an example for the layout of the file, simply insert your filename with a brief description and you'll have easy access to the mission.

You can replace the existing entries and wipe everything else out so only the custom missions are available, or you can add your missions to the end, so long as you're not overwriting mission numbers. It's up to you.

Map Dialog



The Map Dialog is the visual interface of placing FlightGroup Waypoints. From here start locations, flight paths and the briefing locations can be viewed and moved. This is one of the few resizable windows in YOGEME, it can also be maximized for better viewing.

By default, only the first Start Point will be visible when you open the map. Additional waypoints can be set in the <u>Options Dialog</u>. Icons are color-coded according to their IFF and are <u>not</u> size-relative. On this map an ISD looks the same size as a TIE, so check placements in-game. The initial view will be *X*-*Y* top view, the upper right will allow to to view from the "side" and "front" of the mission space. Use the checkboxes on the right-hand side to show/hide additional waypoints. Selecting the *BRF* waypoint (not available in XWA) will hide all others. The disabled checkboxes will activate according to platform.

To move around the map, right-click at any point to re-center the map. Double-

clicking will zoom in around your pointer. The mouse wheel will also zoom the map in and out. Middle-click will reset the map to default location (0, 0) and zoom (40). Click and drag an icon/WP to move it. The coordinates of your mouse pointer updates as you move over the map.



The image above shows the Traces ability. You'll note that WP1-WP4 are selected, although only two appear on the map. Selecting the checkbox only helps if the WP is enabled. Solid lines connect *SP1* to the waypoints, and a dashed line connects the last WP used to the *HYP* point. Unselecting the *Tags* checkbox hides the words near icons and waypoints.

Options Dialog

- <u>Overall</u>
- <u>Map</u>
- <u>TIE</u>
- <u>XvT/BoP</u>
- <u>XWA</u>

When you start the Options dialog you will be greeted by the Overall tab.

YOGEME - Options		×
Overall Map TIE Xv	T, BoP XWA	
Startup C Normal C Load last platform C Load last mission	 Only allow editing for installed Confirm exit Confirm save on closing Verify mission on save Confirm before Testing Verify mission before test Verify mission before test Delete Test pilot files Remember folder when open 	
	Confirm deleting FG depend	encies
Verify executable:		
C:\Yogeme\MissionVerify.e	exe	
<u>o</u> ĸ	<u>C</u> ancel	1

This is where you control some of the defaults and global settings used in YOGEME. The defaults in mission files are defined within the Platform library file, but these override that when you start a new mission here.

Overall

This tab is for YOGEME global behaviours. The *Startup* panel on the left defines if you see the initial windows to select a platform (default) or launch directly into whichever platform/mission you had open last. If launching the mission doesn't work, it will try launch the last platform.

The checkboxes all default to checked. The first one will disable editing on a

platform if it's not installed, since you can't test what you don't have, so I intentionally discourage you from touching it. In the event that you have none of the platforms installed, this will automatically uncheck the first time you run YOGEME and you can edit everything. YOGEME will detect normal installations as well as those on 64-bit systems up to Windows 10 using the MSI installers from Markus Egger, as well as Steam installations.

The next two boxes are your typical annoying "Are you sure you want to?" boxes that I'm betting you'll disable anyway. The *Verify* box and field at the bottom will decide if the mission will be run through my MissionVerify program every time you save. If you don't want this, that's fine, you can run it from the toolbar and menu whenever you want. If you have something else that you want to screen your missions, you can stick anything here you want, really. What my MissionVerify does is checks the file for common errors and other issues that can render it unplayable or unwinnable. Examples are Global Goals with "* AND FALSE" set, no player craft, mission limits exceeded (which shouldn't be an issue here), no briefing (not required, but you should), etc. It'll give you a list of warnings and errors and you can fix/ignore what you will. Made it for easy checking of missions submitted to the GE but also a good check for anyone making missions.

The three "Test" boxes pertain the 'Test' menu item. The "Confirm" box causes the confirmation dialog to appear every time to hit the menu item. The "Verify" option does pretty much the same as the "Verify mission on save" checkbox. The reason it's separate is so if you don't want to verify every single time you hit the "Save" button, but think it's a good idea to check if it's flyable before you try to fly it. If both "Verify" boxes are checked, it will only run once. The "Delete" option clears out the generated test pilot files after you quit the platform. If you decide to leave them there, future pilot files will increment (so the first is Test, next is Test1, etc).

The last two check boxes were added in v1.3. One simply uses the Recent Directory so you don't have to re-navigate to the same place repeatedly if it's not in the standard mission folder, and the other is an advanced function that checks for references to a Flightgroup during deletion. So if you delete say "X-W Red", but "Y-W Green" has arrival conditions of "100% X-W Red must be destroyed", you'll be notified of the issue.

Map

YOGEME - Options			×
Overall Map TIE Xv	T, BoP XWA		
	Active Waypoint	S	
FG Tags	SP1	WP1	
WP Traces	SP2	WP2	
	SP3	WP3	
	SP4	WP4	
		WP5	
	HYP	WP6	
	🗖 BRF (1)	WP7	
		WP8	
ОК		Cancel	

A couple options that can be set at the Map Dialog, but set for defaults here.

TIE

Overall Map TIE XvT, BoP XWA
Installed D:\LucasArts\TIE95
Default Craft
Craft type
TIE Fighter
IFF

The platform tabs primarily exist to control the default new FlightGroup and the platform installation directory. You can fake platform installations if you have the appropriate support files in the correct directory structure at this location (like BATTLE#.LFD files and the required files to support the galaxy image). If you do this, YOGEME will not be able to auto-detect the fake install should

your settings be reset.

If you are using a custom shiplist, they will also be reflected here.

XvT/BoP

Overall Map TIE XvT, BoP	XWA
XvT Installed D:\LucasArts\X	
BoP Installed D:\LucasArts\X	wingTie\BalanceOfPower
Default Craft Craft type TIE Fighter IFF Imperial	Additional Waypoints BRF2 BRF3 BRF4 BRF5 BRF5 BRF6 BRF7 BRF8

Same as TIE, but adds in the additional briefing waypoints you can activate by default.

XWA

Overall Map TIE XvT, Bol	PXWA
Installed E:\Program Files (x86)\Steam\SteamApps\common\Sta
Default Craft Craft type TIE Fighter	Apply DTM Super Backdrops to new missions
IFF Imperial	

Nothing special, move along.

Flightgroups

- <u>Craft</u>
- <u>Backdrops</u>
- <u>Arr/Dep</u>
- <u>Goals</u>
- <u>Waypoints</u>
- <u>Orders</u>
- <u>Unknowns</u>

When you start YOGEME and launch the TIE95 platform you will be greeted by the FlightGroups-Craft tab.

Ye Olde Galactic Empire Mission Editor	- TIE - B1M1FM.TIE			
<u>E</u> ile <u>E</u> dit <u>T</u> ools <u>H</u> elp				
	1 🔨 🚺 TEO 🕉			
Flight Groups Messages Globals Officers I	Mission			
IFF - GG - waves x craft	Craft Arr/Dep Goals Waypoints Orders Unkn	iowns		
1 - 0 - *1x1 TIE Alpha 1 1 - 0 - 10x1 TIE Beta 1				
1 - 0 - 10x1 TIE Gamma 1 1 - 0 - 1x3 TIE Delta 1 - 0 - 1x3 TIE Theta 1 - 0 - 1x3 TIE Delta 1 - 0 - 1x1 TRN Sigma 1 1 - 0 - 1x1 TRN Sigma 2	Name Alpha 1 Pilot (unused) Madmax Cargo	# of waves # of craft Global Group		
1 - 0 - 1x1 PLT/1 D-34 3 - 1 - 1x5 FRT Onece 4 - 2 - 1x3 CORT Yander 4 - 2 - 1x2 CTRNS Taloos	Special Ship # 0 💼 Random 🗖	Status Nomal Varheads None		
4 - 2 - 1x2 CTRNS Taloos 0 - 1 - 1x3 SHU Roe 0 - 9 - 1x3 SHU Ravtin 0 - 1 - 1x3 SHU Escro 0 - 9 - 1x3 E/S Tough 0 - 1 - 1x1 TRN Glich 3 - 1 - 1x2 TRN Dayta 1 - 0 - 1x2 NAV 1 B-17 1 - 0 - 1x2 NAV 1 B-18 1 - 0 - 1x2 NAV 1 B-19 1 - 0 - 1x2 NAV 1 B-16	Craft Type TIE Fighter IFF Imperial Al skill Ace Markings Red (TIE - none) Player 1 Formation Vic Leader spacing 0 FG spacing 2 FG obeys player orders	Beam None T		

This page includes most of the basic information for the given FlightGroup. On

the left you have the list of FGs with a briefing summary of their details. On the right you have several tabs to help find the settings you wish to edit. But for right now we're going to focus on here.

The ListBox on the left shows every single FG in the mission and is accessible from every FG tab. There is a maximum of <u>48 FlightGroups</u> allowed in a mission file. Past that results in various corruptions. YOGEME will enforce this limit.

The ListBox gives you the IFF Index (as well as the appropriate color), Global Group, Number of Waves x Number of Craft, FG Name. The FG with an asterisk is the player's FG. Simply click on a FG to load that craft's settings.

Craft

The first group includes the craft *Name*, *Pilot* and *Cargos*. These strings all have a maximum length of 12 that is enforced. Pilot isn't really used by TIE, and you'll never see it in-game. It's more for note-keeping, and the LucasArts mission makes used it to mark who designed the mission.

For Special Cargo to be activated, either the *Random* checkbox must be checked or *Special Ship#* must be non-zero. Special Cargo replaces the normal Cargo for the indicated (or random) craft in the FG. This will also mark the craft as "Special" for use in triggers and goals.

The next group has several settings, from ship type, weapons, formation, etc. For the *Craft Type*, if you wish to use a custom shipilst, say for a conversion mod or you've replaced ship models, you can take the supplied

"tie_shiplist_template.txt" file and remove the "_template" from the name and change the contents as you see fit. YOGEME will automatically detect and attempt to load the non-template file. It is important to note that the number of entries must match the original count and that each line is the form "Full Craft Name,Abbrv". This will not affect in-game content, this is merely display within YOGEME.

IFF will determine who that craft belongs to and which color it appears as in the CMD. Note that aside from the color and the player's IFF, this has little meaning to the AI. If you give an order to attack a ship on the same IFF, an AI craft will attack and doesn't care.

For the *Player* value, use zero for AI controlled. The *AI* value controls how smart the FG is. Veteran is usually a good value for an average ship. *Markings* will change the highlight markings for craft that support it, which usually means

Fighters.

Formations are the layout of the FG. If you know what you want you can select it from the dropdown, or click the button to take you to the <u>formations dialog</u>. *Leader spacing* controls how far out the first craft is from th erest of the group. This is handy for strike groups; since the AI is more likely to attack the closet ship you can have the leader way out in front, leaving the rest of the wave to launch their attack. Likewise, *FG Spacing* controls how spread out the gorup is. Default value is 2, and I haven't found a consistent unit of measure for this value although it's probably related to ship class.

The final value in this group, *FG Obeys Orders* simply defines if the player can tell the group to go home, attack target, etc.

The third group is the numbers box. *# of Waves* is how many times the group will spawn, minimum of 1. If you never want it to show up, use Arr/Dep controls. *# of Craft* controls how many ships spawn at a single time, maximum of 6 as the formations can begin to corrupt above that.

Global Group is a nice feature that's an Unknown in TFW, this allows grouping of multiple FGs for use in goals or triggers. Standard uses are for grouping strike craft, capital ships, mission-critical craft, convoys, etc. You can deal without most of the time, but you may burn all triggers or not have enough if you've got too many FGs separated out.

The final group has the *Status* parameter which lets you disable the hyperdrive, cut shields, or a few other adjustments. *Warheads* and the *Beam* weapon are also defined here.

The last item of note for this tab is the "Flight Group # of #" string which is good for letting you know how close you are to the limit, as well is the "# Craft at 30 Seconds" string. This value will turn red if more than <u>28 craft</u> will be present at the start of the mission or have simple Arrival delays that have the FG showing up within 30 seconds. This is your quick sanity check for the craft limit, it's up to you to ensure that this isn't exceeded for the rest of the mission. Any craft over 28 will not appear, <u>this can break missions when those missing craft are mission-critical for destruction goals and others.</u>

Backdrops

Name Pilot (unused)	New Ship	# of waves	# of craft	Global Group
Cargo				
Special Cargo	(not used)			
Special Ship #	0 📻 Random 🗖	Backdrop Warheads	2 🛨 None	Backdrop
		Beam	None	7
Craft Type	Planet			
IFF	Imperial			
Al skill	Officer	Flight Group #	1 of 1	
Markings	Red (TIE - none)	1 Craft at 30 se	aconde	
Player	Al	i ciait at 50 se	soonas	
Formation	Vic			
Leader spacin				
FG spacing	2 🛱 Forms			
FG obeys	player orders			

When the CraftType is changed to "Planet" the Craft tab changes to reflect the fields that apply. The remaining fields don't have any tricks to them; the *Backdrop* field is the numerical index of the image. Click the "Backdrop" button to open the <u>Backdrop Dialog</u>.

Arr/Dep

Craft Arr/Dep Goals Waypoints Orders Unknowns				
Arrival Via: • Hyperspace • Mothership TIE New Ship	Departure Via: Hyperspace Mothership TIE New Ship			
Alternative: Hyperspace Mothership TIE New Ship	Alternative: Hyperspace Mothership TIE New Ship			
always (TRUE) O AND O OR always (TRUE) Delay: 0 🗰 Min 0 🐺 Sec	always (TRUE) Individual craft abort mission when: never Flight will depart 0 Min 0 Sec after mission start			
Image: Instant start Image:				

The Arrival and Departures tab controls when, how and if the FG shows up during the mission. The Arrival and Departure panels hold the settings for those events as one would expect. When you click on a trigger (red background) it gets loaded into the drop boxes below for editing. The two buttons next to the drop boxes should be pretty obvious that they're *Copy* and *Paste* buttons. These apply to the trigger itself. The trigger can be pasted into any trigger in the mission, likewise any trigger copied elsewhere can be pasted here. The final drop box at the bottom controls which mission difficulty setting is required at launch for the FG to show up. Handy for throwing in extra ships for Hard or removing ships in Easy.

The Mothership settings should be straight forward, craft will default to Hyperspace. You can select any FG in the mission to be a Mothership, even if they aren't equipped with a hangar. Forgetting to reassign the Mothership's FG can lead to amusing instances of large craft leaving the "hangar" of the first FG, which is usually the player, sending them tumbling, sometimes into tiny pieces. FlightGroups will attempt the first option (*Via* panel) when the appropriate trigger fires and will go to the *Alternate* when the primary Mothership is not in theater. If both conditions cannot be met, the FG will hang around either holding still or sometimes flying in a straight line forever, depending on their last order.

The Arrival *Delay* doesn't have any tricks to it; if there's a trigger set it will delay after that firing, if there's no triggers (both TRUE) it will delay from the mission start. The Departure *Delay* however seems to be fixed on the mission timer. The entire FG will leave when the departure trigger is met, or when the delay time is met, whichever comes first. Also, individual craft will leave when the *Abort* condition is met, such as "Warheads Depleted" or "50% Hull".

Craft Arr/Dep Goals	Waypoints Orders Unknowns		
Primary Goal			
100%	✓ of the flight group must	none (FALSE)	•
		be created be destroyed	
		be attacked be captured	
Secondary Goal		be inspected be boarded	
100%	✓ of the flight group must	be docked be disabled	–
- Secret Goal			
100%	✓ of the flight group must	none (FALSE)	<u> </u>
Bonus Goal			
100%	✓ of the flight group must	none (FALSE)	•
	Points awarded: 0	3	_

Goals

This is a rather simple tab, it lists the Flightgroup-specific goals. *Primary* and *Secondary* goals are of course the ones you can check in-flight, and the *Bonus*

goals appear when you complete them. *Secret* goals however, are just that: secret. These goals will never appear in the mission and appear to have some advanced trigger uses that doesn't serve a purpose that can't be better implemented using normal methods. The *Points* field is the number of points awarded or subtracted when the Bonus goal is completed. This can be negative, which is handy for a "you suck" type of condition where you don't want to neccessarily cause a mission failure.

Waypoints

0 0	0 0
0 0	
0 0	
0 0 0 1 Waypoint 1 0 0 0 0 0 1 Waypoint 1 0 0 0 0 0 1 Waypoint 2 0 0 0 0 0 1 Waypoint 3 0 0 0 0 0 1 Waypoint 4 0 0 0 0 0 1 Waypoint 5 0 0	0
0 0 0 1 Waypoint 1 0 0 0 1 Waypoint 2 0 0 0 0 0 1 Waypoint 3 0 0 0 0 0 0 1 Waypoint 4 0 0 0 0 0 0 1 Waypoint 5 0 0 0	0
0 0 0 Image: Waypoint 2 0	0
0 0 0 Image: Waypoint 6 0	0
0 0 0 1 Waypoint 5 0 0	0
	0
	0
o vaypoint o	0
0 0 0 🔽 Waypoint 7 0 0	0
0 0 0 🔽 Waypoint 8 0 0	0
0 0 0 F Rendezvous 0 0	0
0 0 0 Hyperspace 0 0	0
0 0 0 Eriefing 0 0	0

Waypoints are the 3D grid coordinates which control initial placement, briefing layout among others. The left field will likely be the primary field of interest, as that one is in kilometers (klicks) which is what is used in-game. The right field is the raw data that is stored in the file, for when you're picky and you need to try and squeeze out a couple extra meters you lose from rounding. Each raw unit is 6.25 meters.

The checkboxes control whether or not the WPs are important. If you have multiple *Start Points*, theroretically it picks one at random (I say this as normally I only notice it using SP1). The *Waypoints* are used for craft with various "Patrol" or "Circle" orders, best used with capital ships or convoys that can't fly in a straight line. The *Rendezvous* WP as far as I can tell is only used for the Rendezvous order. *Hyperspace* defines where the ship hypes in to and where it heads when it's hyping out. When a craft arrives via hyperspace, <u>it will be</u> oriented such that it will pass through HYP and be pointing towards SP1, even if SP1 isn't checked. This is important, so remember to set SP1 for craft with HYP otherwise you can collisions when multiple craft hyper in at the same time. Craft leaving have no orientation, then hype out when they hit that point. The *Briefing* point uses only the X and Y coordinates and is used for the premission briefing animation.

The rotation fields with the T/I icons are disabled for all normal craft. They are only functional for space objects such as buoys and mines. If you're used to using different editors and adjusting the pitch angle, you know normally this value is 64 to counter the automatic nose-down that the flight engine automatically adds to all craft. That is the raw value. <u>YOGEME displays this number corrected to degrees</u>, so what you see as 64 in other editors will appears as 0 in YOGEME. Sometimes the conversion from 256 to 360 isn't perfect and it may slip a degree (44° will be 43°, but 45° will always be 45°). YOGEME is aware of that extra 90° and it will be added back into whatever value you choose. (Yes, this means if you put 64 here, the ship will pitch up about 64° instead of being "level")

Orders

Craft	Arr/Dep Goals	Waypoints	Orders	Unknowns			
	Cb	Atta	ack targe	ts	•		
Atta	cks targets (not for s	starships)					
Ord	ler 1: Attack targets,	X-Wings, De	elta Tran	sports if Rebels			
Ord	ler 2: None						
Ord	ler 3: None						
Per	cent of Full Speed:	100 💌		Component?	0 🛨	Meaningless	0 🛨
_ Pr	imary Target						
	Selecting "AND"	Ship type			X-Wing		•
1	will require that			AND O	• OR		
	the target meet both settings	none	_	•	None		-
							_
Se	econdary Target —						
		Ship type		•	Delta Transport		•
	Selecting "OR" allows for multiple			AND .	O OR		
	targets	IFF	-	•	Rebel	_	-
		1			1.000		

Orders make the world go 'round. TIE gives you three orders to control FG behaviour, with up to four targets for each. The top drop-down gives you the *Order* itself. The *Copy* and *Paste* buttons are for the individual order with all targets and settings. Changing the order will update the short description (shown as "Attack targets (not for starships)") and variable definitions (shown as "Component?" and "Meaningless"). Pay attention to the description, as it can give you hints about what that order is suited for. In the picture above, the normal <u>"Attack targets" order is meant for fighters, not capital ships</u>. Caps should use a "Patrol" variant and fly through their waypoints. Using fighter orders makes them spin on a dime and looks stupid. I will mock you if you do this.

Percent of Full Speed is just that, a very basic throttle control. The two variables next to it change meaning as you select orders, so pay attention and play with them to get a full understanding.

Targets behave similarly to triggers, using the Type and Variable fields as well as the And/Or controls. FlightGroups will go after Primary targets first, with Secondaries being saved for afterwards or as targets of opportunity. The order text will update to reflect any changes and ensure the result is what you're looking for.

Unknown

Craft Arr/Dep Goals	Waypoints Orders Unkr	nowns	
	of TIE Fighter Workshop. I		ret, if there is functionality at all. we been uncovered and are
Unknown 1	0 🗧	Unknown 10	0 🗮
Unknown 2	Formation Distance	Unknown 11	0 🜻
Unknown 3	Global Group	Unknown 12	0 🛨
Unknown 4	Form Leader Dist	Unknown 13	Dep Timer: Min
Unknown 5	0 🗧	Unknown 14	Dep Timer: Sec
Unknown 6	Object Z Rotation	Unknown 15	0 🛨
Unknown 7	Object Y Rotation	Unknown 16	0 -
Unknown 8	Object Z Rotation II	Unknown 17	0 -
Unknown 9	0		

Not much to this tab, just the remaining values that can be changed, but may not do anything. As the note says, values that have since been defined are located in their respective section and have the old number for reference.

In-Flight Messages

Flight Groups Messages Globals Officers Mission	
Good work, you've destroyed the fighters You'll never take us alive!	Message #1 of 2
	Message Good work, you've destroyed the fighters
	Notes (not used in game) Message Color Blue
	100% of Ship type X-Wing must be destroyed
	AND O OR
	none (FALSE)
	100% of Ship type
	X-Wing must be destroyed
	Delay: 0 seconds

Like the FlightGroup tab, Messages features a large list box that displays all of the in-flight messages in their respective colors. Don't let the sive of the list fool you though, as there's a maximum of <u>16 messages</u> enforced to prevent file corruption.

There's not a whole lot to this, you have a message string limited to <u>63</u> <u>characters</u>, a short note string similar to FlightGroup.Pilot (LA missions sometimes use this note for who is speaking) and the color that the message will appear as.

You have two triggers at your disposal, and although the copy and paste buttons aren't there, you can still use the buttons on the toolbar or the mouse. The *Delay* works as expected and is the number of seconds after the trigger is fired that the message is sent.

Global Goals

Flight Groups Messages Globals Officers Mission	
Primary Goals	
100% of IFF Rebel must be destroyed	
C AND O OR	Right-click goal to copy, double-click to paste
none (FALSE)	
Secondary Goals	
none (FALSE)	
C AND © OR	100% IFF Rebel must
none (FALSE)	
Bonus Goals	
none (FALSE)	
O AND O OR	
none (FALSE)	

This tab is even simpler, in that it only contains the six triggers for the goals. Two for each, standard trigger rules apply, including the toolbar and mouse controls for Copy and Paste functionality.

The only item of note is more of a misison design standpoint, and that is to either ensure that when using single goals it's set to "OR FALSE" or "AND TRUE", as many times I've seen this been set to "AND FALSE" which basically means the goal will never complete, and you'll never finish the mission. YOGEME defaults to "OR FALSE" so you shouldn't have to worry about it.

Briefing Officers

Flight Groups Messages Globa	als Officers M	lission
Officers Present Flight Officer Secret Order Both	Question	Briefing Officer Question 1 What are the mission objectives? Shows when None are None
	Answer	You are to inspect all cargo carrying vessels that pass through this area. To accomplish this, target each freighter and transport, then fly close enough for your ship's sensors to determine what cargo the vessel has on board. Check your progress on the [Mission Goals] screen, toggled by hitting 'G'.

This tab controls who is present both before and after the mission. You have the simple *Officers Present* selection to start. Each question set is five per officer, both before and after. Use the drop-downs to select the question you wish to edit. The strings have no practical length limit, as I doubt anyone could take up over 65,000 characters.

The *Shows when* drop-downs are for post-mission questions, this lets you have separate messages for successful or failed goals, however note you still only have five to work with. The Note next to the text box points out a limitation with the questions, in that you have to manually hit 'Enter'. I've sized the box and font that you're *probably* okay if you can see everything, but double check anyway. Using the "[]" brackets as shown in the image applies the green highlights ingame. The brackets will not appear, and are simply used as markers to be consistent with existing editors.

The 'Preview' button launches the Preview interface.



The interface behaves as it would in game: click the question to display the question how it should appear in-game, click "Page # of #" to flip forward or use the 'Previous/Next Page' buttons at the bottom. No edits can be performed in this interface, it is simply to double-check that you're not running off the screen. Sometimes an extra empty page will be shown, although it's not there in-game.

Mission Parameters

Flight Groups Messages Globals Officers Mission	
Flight Groups Messages Globals Officers Mission After ejection pilot is Image: Captured Image: Captured Image: Captured IFFs IFF3 -Blue Image: Smugglers Image: Captured Image: Captured IFF4 - Purple Image: Captured Image: Captured Image: Captured Image: Captured	End of Mission Messages Primary Mission Complete The first wave of freighters and transports has been inspected Good work, help with the capture operation or return to base Secondary Mission Complete Good work, the second wave of freighters was inspected
IFF5 - Red Enemy/Hostile	More importantly, we have captured the Rebel freighter
IFF6 - Purple	
	Primary Mission Failed
	Some craft have slipped by you without being inspected Return to base

The Mission tab is rather simple and straight-forward. The first setting controls which animation you see after you fail a mission by turning your fighter in several smaller pieces.

The IFFs section changes the names and behaviour towards the player. The names have a limit of 12 characters and are used for Goal strings in-game. Check the box if the ships are to be regarded as enemies, leave it unchecked for friendlies.

The End Of Mission Messages should be self-explanatory. They show up when a goal group is declared passed or failed.

Battle Dialog

- <u>Battle</u>
- <u>Mission</u>
- <u>Galaxy</u>
- <u>System</u>

Opening the Battle Dialog will bring you to the main Battle tab.

> YOGEME TIE Battle	Editor
Previous battle Battle Missions Gala	switching files to retain changes
Battle Title	Battle One
Cutscene Title	Battle One Cutscene
Battle Text	AFTERMATH OF HOTH
	Pursue Rebels fleeing from Hoth.
Cutscene Text	Admiral Harkov negotiates
	his defection to the Rebels.
System	Hoth System

This dialog edits the "Battle#.LFD" files in your TIE installation's RESOURCE directory. If you're editing missions without TIE installed by disabling the enforcement option, then sorry, you won't be able to use this. YOGEME needs those LFD files so it can edit them, as well as the galaxy image on the Galaxy tab. If YOGEME can't find your TIE install, the Battle dialog will close with a message box telling you it's not going to cooperate.

Use the *Previous* and *Next* buttons to flip between battles, although for custom missions I owuld imagine you'd be primarily using the first, which is loaded by default. As written on the form, you have to use the *Save* button to keep your changes before closing the dialog or switching battle files. This is because YOGEME loads directly from the files and does not store a local copy.

Battle

The first tab as you can see is mainly for the strings. The *Battle* * strings are shown in the Concourse when selecting a battle, the *Cutscene* * strings are shown in the Combat Chamber when selecting Historical missions, and the *System* string is the one shown when the Concourse map zooms in.

Mission

Battle Missions Galaxy System	em		
Missions b1m1fm b1m2fm b1m3bm b1m4im b1m5gm b1m5gm b1m6gm	Add Remove	Description Inspect cargo vessels as they pass through an Imperial checkpoint. You will fly a TIE Fighter. Be on the alert for Rebels trying to sneak past the checkpoint!	Line breaks are required, do not rely on word wrap for this text box

This tab simply puts together the list of missions that involved in the battle and includes a description of each mission that will be shown i nthe Combat Chamber. The arrow buttons can be used to reorder the list, the *Add*... and *Remove* buttons as one might expect allow you to *gasp* add and remove missions from the list. As was the case for the mission's briefing questions, the decription does not have word wrap, so you must manually enter line breaks. Double check in-game to make sure you don't have any mission characters.

Galaxy



This tab controls where the box on the galaxy map in the batle selection Concourse is placed and its size (it's brighter than in the pic). Use the num-boxes to change the size and click-drag the box to move it around. You cannot drag the box past the edge of the galaxy image, YOGEME will stop you.

System



Really nothing to this tab by itself, it lets you change the system image.

Now, the way images work in TIE is the color palette is defined elsewhere and is applied to everything (that's the simple version). When you export this system image, it will be a 256-color bitmap with the correct color palette. If the image you're loading does not have that same color palette, with the same indexes, the image will not have the colors you are expecting.

The original palette will be applied as soon as the image is loaded, and it will be converted to the correct 256-color format when the file is saved. After that point you may switch away from and then back to the battle as a sanity check for when it re-reads the file, and finally it's best to make sure it's okay in-game as a lot of the time transparent (index 00) will share a color definition with black, and image editors may group them together. I like using blue (#0000FF) as my transparent color instead of magenta in my editors to separate it from black, just try and set it to an unused color so you don't get it grouped in by accident.

Briefing Dialog

- Briefing Animation
- Tags and Strings
- Event List

Opening the Briefing Dialog will bring you to the main Briefing Animation tab.

The	Aftermath of I	Hoth #1: Pat	rol Jump P	 Title Caption
	Nav Buoy B-17			Clear FG Tags C Text Tags FG Tag Text Tag
		Javin Sector		MoveMap ZoomMap NewPage
	Fighter] from			

This is the pre-mission briefing animation that plays on the wall before you fly. It animates at 12 fps, allows you to write on it, highlight FlightGroups, as well as moving and zooming the map. FlightGroups cannot actually be animated and change position on the map, as their locations and presence are defined in the FG itself

Briefing Animation

This is the view or what you will see in-game. The window and ship icons are scaled and sized to the pixel such that if you can see it here, you can see it there (try it, fire up TIE's first mission and spot the green corner of shuttles in the upper right). The *Title* and *Caption* fields above and below the map are sized as

best I could, this is another item you'll have to check in-game as make sure you got it just right.

The white number in the corner is applied in YOGEME only and refers to the "page" that's currently active, controlled by the *New Page* button which adds the "Page Break" event. In TIE, when you hit the "Next" arrow in the briefing (also the double-arrow button here with the playback controls) that goes to the next page. This number does not exist in-game.

The buttons on the right allow you to place events during the briefing. Use the slider at the bottom to move back and forth in the briefing, as well as the playback buttons in the lower corner. Those should be simple enough to figure out. The runtime box on the lower right is also exactly what it suggests, the number of seconds before the briefing reset and starts over.

With all events, the *OK* and *Cancel* buttons will active to confirm or trash the event creation.

The *Title* button changes the text at the top, you can use any <u>string</u> you like. The *Caption* buttom likewise changes the text at the top, and you can use any <u>string</u> you want. Selecting one of these buttons will active the drop-down below. Selecting the *Clear*... button will activate the radio buttons next to it, and is used to wipe all text tags or FG highlights.

Selecting the *FG Tag* will show two fields, one to select the Tag number, and one to select the FlightGroup. You can highlight <u>eight FlightGroups</u> at one time.

Using the *Text Tag* will modify the view slightly; a panel for the string settings will appear and various controls will hide momentarily. Click on the map where you want the string to appear. I've tried to size this as close as I can, so you've got a good estimate of what it will appear like in-game. You have <u>eight tags</u> to use at a single time, you can use any <u>tag</u> you like.



Both the *Move Map* and *Zoom Map* buttons will hide the text elements and show scroll bars on the side of the map. Drag these to move/stretch/shrink the map however you please. Note however that YOGEME does not animate this process, while in game it is not a snap function, there's a little bit of travel time between views.



Tags and Strings
Briefing Tags and Strings Event L	ist	
Text Tags: Drawn on map	Briefing Strings: Used for Title and Caption	
Outpost D-34	>The Aftermath of Hoth #1: Patrol Jump Point D-34	
Javin Sector	One [TIE Fighter] from Alpha, Beta and Gamma Squadrons will be out on patrol around [Outpost D-34].	
T/F Alpha 1 (You)	Your mission is to [inspect] all cargo carrying vessels as they pass by our station.	
T/F Beta 1	We are on the lookout for Rebel forces that are fleeing from their base on [Hoth].	
T/F Gamma 1		
Nav Buoy B-17		
	This mission was created by David Maxwell\$for Peregrine Software	
▼		-

A simple tab, you have 32 tags and 32 strings at your disposal. As is the case in officer questions, use the "[]" brackets for green highlighting. For the title (typically the first string, as shown) use ">" for yellow highlighting and centered. If you want to force a line break, use the "\$". There's no hard limit to length, just what you can see in-game

A word of caution for custom missions; if you plan on replacing existing mission numbers (ie, starting from mission 1) then the original briefing voices will play if you use that particular string index. So if you use the second string, regardless of what it says, you will still hear "One TIE Fighter from Alpha..." (I can hear his voice in my head).

Event List

Briefing Tags and Strings Event List
0.00 Title Text: ">The Aftermath of Hoth #1: Pat" 0.00 Caption Text: "One [TIE Fighter] from Alpha" 0.00 Move Map: X:41 Y:31 0.00 Zoom Map: X:47 Y:47 0.00 FG Tag 7: B+17 0.00 FG Tag 8: 0-34 0.00 Text Tag 1: "Outpost D-34" 0.00 Text Tag 2: "Javin Sector" 0.00 Text Tag 3: "T/F Alpha 1 1.00 FG Tag 1: Rapha 1 1.00 FG Tag 2: Gamma 1 1.00 FG Tag 3: Beta 1 1.33 Text Tag 3: "T/F Alpha 1 (You)" 1.67 FG Tag 2: Gamma 1 1.00 FG Tag 3: Beta 1 1.33 Text Tag 4: "T/F Beta 1" 2.00 Text Tag 5: "T/F Gamma 1" 3.33 Tage Break 3.33 Caption Text: "Your mission is to [inspect] a" 16.58 Page Break 16.58 Caption Text: "We are on the lookout for Rebe" Y: 244 Tag: Nav Buoy B-17 16.58 Caption Text: "We are on the lookout for Rebe" Y: 244 Tag: Nav Buoy B-17 16.58 Caption Text: "We are on the looko

This is the humanized version of the raw briefing data. The list of everything is on the left, you have arrow buttons to move them around, you can delete/add/modify events from here, you can build the entire thing from here if you felt like it. You'll notice a few fields that you will never have access to, regardless of what you do. This is because the briefing dialog is actually shared between TIE, XvT and XWA. The animation tab gets redone to match the appearance of the platform, while the nitty-gritty on the backend stays the same.

Unknown 1 is the only unk value you can mess with, Unk3 doesn't belong to TIE and Unk2 has been defined and is auto-generated. The *Event Time* field is the raw number with the rounded value in seconds listed next to it. Changing that value will automatically move the event up and down the list as neccessary. Changing the *Event* drop-box will enable and disable *Parameter* fields as neccessary and behave the same as on the main Briefing tab

Now, this is a quirk of TIE, but as you can see in the image above the Title is redefined after every Page Break. That's because <u>Page Break clears both the caption and title</u>. You can redefine the Title at the same time, but make sure the Page Break is higher on the list.

The *X* and *Y* values are the raw numbers on the same scale as the raw FG Waypoint values. For Zoom, 48 is generally a good number and is the YOGEME default.

There is an "End Briefing" event, although it does not need to be manually placed. YOGEME will automatically add that event at time=9999.

Flightgroups

- <u>Craft</u>
- <u>Backdrops</u>
- <u>Arr/Dep</u>
- <u>Goals</u>
- <u>Waypoints</u>
- <u>Orders</u>
- <u>Options</u>
- <u>Unknowns</u>

When you start YOGEME and launch the XvT/BoP platform you will be greeted by the FlightGroups-Craft tab.

Ye Olde Galactic Empire Mission Editor - Xv	vT - 1TA01BF.TIE					
File Edit Tools Help						
Flight Groups Messages Globals Teams Miss						
Tm - GG - waves x craft (GU) Cr	aft Arr/Dep Goals Waypoints Orders Options	Unknowns				
0 - 0 - *1x1 TIE Alpha 1						
1 - 1 - 1x1 CN/D Target 1						
1 - 1 - 1x1 CN/D Target 2	Name Alpha 1	# of # of Global Global				
1 - 1 - 1x1 CN/D Target 3		waves craft Group Unit				
1 - 1 - 1x1 CN/D Target 4 1 - 1 - 1x1 CN/D Target 5	Cargo					
1 - 1 - 1x1 CN/D Target 6	Special Cargo (not used)					
1 - 1 - 1x1 CN/D Target 7	Special Ship # 0 🗧 Random					
1 - 1 - 1x1 CN/D Target 8	Special Ship # 0 🚔 Random 🗖	Status Normal 💌				
1 - 2 - 1x1 Z-95 Mover 1		Normal				
1 - 2 - 1x1 Z-95 Mover 2		Status 2 Normal				
1 - 2 - 1x1 Z-95 Mover 3	Craft Type TIE Fighter	Warheads None				
1 - 2 - 1x1 Z-95 Mover 4						
1 - 2 - 1x1 Z-95 Mover 5 1 - 3 - 1x1 Z-95 Fighter 1	IFF Imperial	Beam None 💌				
1 - 3 - 1x1 Z-95 Fighter 2	Team Trainee 💌	Countermeasures None				
1 - 3 - 1x1 Z-95 Fighter 3						
1 - 3 - 1x1 Z-95 Fighter 4	Top Ace	Explosion time 0 default				
1 - 3 - 1x1 Z-95 Fighter 5	Markings Red (TIE - none)	Backdrop 0 Backdrops				
1 - 4 - 1x2 Z-95 Diad	Player 1					
1 - 4 - 1x3 Z-95 Triad 1 - 4 - 1x4 Z-95 Quad						
1 - 4 - 1x4 2-95 Quad 1 - 4 - 1x5 Z-95 Quin	Player Position (Default)	Flight Group #1 of 31				
1 - 4 - 1x6 Z-95 Hex	Radio None 💌	10 craft at 30 seconds				
1 - 4 - 1x6 Z-95 Dodec1	Formation Vic					
1 - 4 - 1x6 Z-95 Dodec2	Vic					
1 - 5 - 2x6 X-W Dodec3	Leader spacing 0					
1 - 5 - 2x6 X-W Dodec4	Forms					
0 - 0 - 1x1 PLT/1 Training	FG spacing 2					
0 - 0 - 10x6 T/A Revenge 0 - 0 - 10x6 T/A Reaper						

This page includes most of the basic information for the given FlightGroup. On the left you have the list of FGs with a briefing summary of their details. On the right you have several tabs to help find the settings you wish to edit. But for right now we're going to focus on here.

The ListBox on the left shows every single FG in the mission and is accessible from every FG tab. There is a maximum of <u>46 FlightGroups</u> allowed in a mission file. Past that results in various corruptions. YOGEME will enforce this limit.

The ListBox gives you the Team Index (as well as the appropriate IFF color), Global Group, Number of Waves x Number of Craft, FG Name and Global Unit. The FG with an asterisk is the player's FG. Simply click on a FG to load that craft's settings.

Craft

The first group includes the craft *Name* and *Cargos*. These strings all have a maximum length of 20 that is enforced. For Special Cargo to be activated, either the *Random* checkbox must be checked or *Special Ship#* must be non-zero. Special Cargo replaces the normal Cargo for the indicated (or random) craft in the FG. This will also mark the craft as "Special" for use in triggers and goals.

The next group has several settings, from ship type, weapons, formation, etc. For the *Craft Type*, if you wish to use a custom shipilst, say for a conversion mod or you've replaced ship models, you can take the supplied

"xvt_shiplist_template.txt" file and remove the "_template" from the name and change the contents as you see fit. YOGEME will automatically detect and attempt to load the non-template file. It is important to note that the number of entries must match the original count and that each line is the form "Full Craft Name,Abbrv". This will not affect in-game content, this is merely display within YOGEME.

IFF will determine which color it appears as in the CMD, while Team determines allegiance and who the ship blongs to. Note that this has little meaning to the AI. If you give an order to attack a ship on the same Team, an AI craft will attack and doesn't care.

For the *Player* value, use zero for AI controlled. The *AI skill* value controls how smart the FG is. Veteran is usually a good value for an average ship. *Markings* will change the highlight markings for craft that support it, which usually means Fighters.

Formations are the layout of the FG. If you know what you want you can select it from the dropdown, or click the button to take you to the <u>Formations Dialog</u>. *Leader spacing* controls how far out the first craft is from th erest of the group. This is handy for strike groups; since the AI is more likely to attack the closet ship you can have the leader way out in front, leaving the rest of the wave to launch their attack. Likewise, *FG Spacing* controls how spread out the gorup is. Default value is 2, and I haven't found a consistent unit of measure for this value although it's probably related to ship class.

The *Radio* is used to detemrine if FlightGroups will listen to orders given by the player and will also give various status messages udring the mission.

The third group is the numbers box. *# of Waves* is how many times the group will spawn, minimum of 1. If you never want it to show up, use Arr/Dep controls. *# of Craft* controls how many ships spawn at a single time, maximum of 6 as the formations can begin to corrupt above that.

Global Group allows grouping of multiple FGs for use in goals or triggers. Standard uses are for grouping strike craft, capital ships, mission-critical craft, convoys, etc. You can deal without most of the time, but you may burn all triggers or not have enough if you've got too many FGs separated out. *Global Unit* is another grouping mechanic, this allow the sharing of FG Numbers. In the image above, the containers and fighters are all named with numbers individually, although assigning them the same name and using a GU would provide the same result.

The final group has the *Status* parameters which lets you disable the hyperdrive, cut shields, or a few other adjustments. *Warheads*, *Beam* weapon and *Countermeasures* are also defined here.

The *Explosion time* field acts strange, I don't mess with it normally. For *Backdrops*, the last fields activate and let you choose the image via the index or <u>Backdrops Dialog</u>.

The last item of note for this tab is the "Flight Group # of #" string which is good for letting you know how close you are to the limit, as well is the "# Craft at 30 Seconds" string. This value will turn red if more than <u>32 craft</u> will be present at the start of the mission or have simple Arrival delays that have the FG showing up within 30 seconds. This is your quick sanity check for the craft limit, it's up to you to ensure that this isn't exceeded for the rest of the mission. Any craft over 32 will not appear, this can break missions when those missing craft are mission-critical for destruction goals and others.

Backdrops

t Arr/Dep G	ioals Waypoints Orders Opt	ions Unknowns
Name	New Ship	# of # of Global Global waves craft Group Unit
Cargo		
Special Cargo	(not used)	
Special Ship #	Random	Backdrop Normal
		Status 2 Normal
Craft Type	Planet	Warheads None
IFF	Imperial 💌	Beam None
Team	Imperial 💌	Countermeasures None
Al skill	Ace	Explosion time 0 😅 default
Markings	Red (TIE - none)	Backdrop 0 Backdrops
Player	Al	
Player Position	(Default)	Flight Group #1 of 1
Radio	None	1 Craft at 30 seconds
Formation	Vic	
Leader spacing	Forms	
FG spacing	2 Forms	

When the CraftType is changed to "Planet" the Craft tab changes to reflect the fields that apply. The remaining fields don't have any tricks to them; the *Backdrop* field is the numerical index of the image. Click the "Backdrop" button to open the <u>Backdrop Dialog</u>.

Arr/Dep

Craft Arr/Dep Goals Waypoints Orders Options Unknowns				
Arrival Via: Hyperspace Mothership TIE Alpha 1 Alternative: Hyperspace Mothership PLT/1 Training	Y	Departure Via: Hyperspace Mothership TIE Alpha 1 Alternative: Hyperspace Mothership TIE Alpha 1		
always (TRUE) always (TRUE)	AND OR AND OR OR	none (FALSE) O AND O OR always (TRUE) Individual craft abort mission when: never		
Delay: 0 📻 Min 0 📻 100% TIE Alpha 1 Craft appears in Al	Sec f f mus	Flight will depart 0 * Min 0 * Sec after mission start Flight Group * always (TRUE) difficulty Only if Human player		

The Arrival and Departures tab controls when, how and if the FG shows up during the mission. The Arrival and Departure panels hold the settings for those events as one would expect. When you click on a trigger (red background) it gets loaded into the drop boxes below for editing. The two buttons next to the drop boxes should be pretty obvious that they're *Copy* and *Paste* buttons. These apply to the trigger itself. The trigger can be pasted into any trigger in the mission, likewise any trigger copied elsewhere can be pasted here. The final drop box at the bottom controls which mission difficulty setting is required at launch for the FG to show up as well as a checkbox to force craft ot he player-controlled (for when multiple player FGs are defined or MP missions). Handy for throwing in extra ships for Hard or removing ships in Easy.

The Mothership settings should be straight forward, craft will default to Hyperspace. You can select any FG in the mission to be a Mothership, even if they aren't equipped with a hangar. Forgetting to reassign the Mothership's FG

can lead to amusing instances of large craft leaving the "hangar" of the first FG, which is usually the player, sending them tumbling, sometimes into tiny pieces. FlightGroups will attempt the the first option (*Via* panel) when the appropriate trigger fires and will go to the *Alternate* when the primary Mothership is not in theater. If both conditions cannot be met, the FG will hang around either holding still or sometimes flying in a straight line forever, depending on their last order.

The Arrival *Delay* doesn't have any tricks to it; if there's a trigger set it will delay after that firing, if there's no triggers (both TRUE) it will delay from the mission start. The Departure *Delay* however seems to be fixed on the mission timer. The entire FG will leave when the departure trigger is met, or when the delay time is met, whichever comes first. Also, individual craft will leave when the *Abort* condition is met, such as "Warheads Depleted" or "50% Hull".

Goals



This is a rather simple tab, it lists the Flightgroup-specific goals. Changing the argument ("must" in the image) will control if the goal is a Primary, Prevent ("must NOT") or Secondary ("BONUS *") goal. For the goal to be applied, the *Enabled* checkbox must be checked. Traditionally the goal will always be applied to Team 1, unless you're making a multiplayer mission. The *Points* field is the number of points awarded or subtracted when the Bonus goal is completed. This can be negative, which is handy for a "you suck" type of condition where you don't want to neccessarily cause a mission failure. You also have three strings at your disposal for the in-flight goal list.

Waypoints

Craft Arr/Dep Goals Waypoints Orders Options Unknowns								
х	Y	Z		Raw Data:	X	Y	Z	
0	1.64	0.1		Start Point 1	0	262	16	File I
0	0	0		Start Point2	0	0	0	0 🚔
0	0	0		Start Point3	0	0	0	
0	0	0		Start Point4	0	0	0	
0	1.6	0		Waypoint 1	0	256	0	4
-0.7	1.7	0		Waypoint 2	-112	272	0	0 ÷
-0.7	0.8	0		Waypoint 3	-112	128	0	
0.7	0.8	0		Waypoint 4	112	128	0	
0.7	1.7	0		Waypoint 5	112	272	0	e e e e e e e e e e e e e e e e e e e
0	0	0		Waypoint 6	0	0	0	
0	0	0		Waypoint 7	0	0	0	
0	0	0		Waypoint 8	0	0	0	
0	0	0		Rendezvous	0	0	0	
0	0	0		Hyperspace	0	0	0	
-1.69	0.25	0.1		Briefing 1	-270	40	16	
0	0	0		Briefing 2	0	0	0	
0	0	0		Briefing 3	0	0	0	
0	0	0		Briefing 4	0	0	0	
0	0	0		Briefing 5	0	0	0	
0	0	0		Briefing 6	0	0	0	
0	0	0		Briefing 7	0	0	0	
0	0	0		Briefing 8	0	0	0	

Waypoints are the 3D grid coordinates which control initial placement, briefing layout among others. The left field will likely be the primary field of interest, as that one is in kilometers (klicks) which is what is used in-game. The right field is

the raw data that is stored in the file, for when you're picky and you need to try and squeeze out a couple extra meters you lose from rounding. Each raw unit is 6.25 meters.

The checkboxes control whether or not the WPs are important. If you have multiple *Start Points*, theroretically it picks one at random (I say this as normally I only notice it using SP1). The *Waypoints* are used for craft with various "Patrol" or "Circle" orders, best used with capital ships or convoys that can't fly in a straight line. The *Rendezvous* WP as far as I can tell is only used for the Rendezvous order. *Hyperspace* defines where the ship hypes in to and where it heads when it's hyping out. When a craft arrives via hyperspace, <u>it will be</u> oriented such that it will pass through HYP and be pointing towards SP1, even if SP1 isn't checked. This is important, so remember to set SP1 for craft with HYP otherwise you can have collisions when multiple craft hyper in at the same time. Craft leaving have no orientation, then hype out when they hit that point. The *Briefing* points uses only the X and Y coordinates and is used for the premission briefing animation, one for each posible Team's briefing.

The rotation fields with the T/I icons are mostly disabled with the exception of Pitch. If you're used to using different editors and adjusting the pitch angle, you know normally this value is 64 to counter the automatic nose-down that the flight engine automatically adds to all craft. That is the raw value. <u>YOGEME</u> <u>displays this number corrected degrees</u>, so what you see as 64 in other editors will appears as 0 in YOGEME. Sometimes the conversion from 256 to 360 isn't perfect and it may slip a degree (44° will be 43°, but 45° will always be 45°). YOGEME is aware of that extra 90° and it will be added back into whatever value you choose. (Yes, this means if you put 64 here, the ship will pitch up about 64° instead of being "level")

Orders

Craft Arr/Dep Goals	Waypoints Orders	Options Unkr	nowns	
Attack targ	jets	CM	ND Display String	
Attacks targets (not for	starships)			
Order 1: Attack targets,	TIE Alpha 1			
Order 2: Circle and Eva	de			
Order 3: Circle and Eva	de			
Order 4: None				
Throttle % 100 V S	peed: 0 🛨	Compon	ent? 3 📫	Meaningless 1 🔅
Primary Target				
Selecting "AND"	Flight Group	-	TIE Alpha 1	
will require that the target meet		AND O	• OR	
both settings	none	•	None	•
Secondary Target				
	none	•	None	_
Selecting "OR" allows for multiple	-		• OR	
targets	none	-	None	_
	,			

Orders make the world go 'round. XvT gives you four orders to control FG behaviour, with up to four targets for each. The top drop-down gives you the *Order* itself. The *Copy* and *Paste* buttons are for the individual order with all targets and settings. Changing the order will update the short description (shown as "Attack targets (not for starships)") and variable definitions (shown as "Component?" and "Meaningless"). Pay attention to the description, as it can give you hints about what that order is suited for. In the picture above, the normal <u>"Attack targets" order is meant for fighters, not capital ships</u>. Caps should use a "Patrol" variant and fly through their waypoints. Using fighter orders makes them spin on a dime and looks stupid. I will mock you if you do this.

Throttle % is just that, a very basic throttle control, while *Speed* gives you a more precise number suited well for convoy craft of differeing ship types. The two variables next to it change meaning as you select orders, so pay attention

and play with them to get a full understanding.

Targets behave similarly to triggers, using the Type and Variable fields as well as the And/Or controls. FlightGroups will go after Primary targets first, with Secondaries being saved for afterwards or as targets of opportunity. The order text will update to reflect any changes and ensure the result is what you're looking for.

Options

Craft Arr/Dep Goals Waypoints Orders	Options Unknowns	
Craft Category Custom Waves 1 * # of Craft 3 * TIE Interceptor Craft 1: 1 x (3) TIE Interceptor Craft 2: 1 x (1) TIE Advanced Craft 3: Craft 4: Craft 5: Craft 5: Craft 6: Craft 7: Craft 8: Craft 9: Craft 10:	Warheads None Heavy Rocket Space Bomb Conc. Missile Torpedo Adv. Missile Adv. Torpedo Mag Pulse Beams None Tractor Jamming Decoy	Countermeasures None Chaff Flare Roles (first 4 used) Imperial Strike Craft Rebel None Team 3 None Team 4 None
	DR	All None

This tab lets you set a bunch of miscellaneous settings for the FG, most of them pertaining to loadouts available to select at the start of the mission while you're sitting in the hangar. Use the *Craft Category* to set a bunch of flyable craft, or make a custom set. There's a bunch of weapon options to play with, too.

Roles primarily are for message updates, such as "Your Command Ship is under attack!" etc. The *Pilot* note is primarily for note-keeping, no real affect.

XvT also provides a Skip trigger to jump to the last order. This adds a small dose of dynamics to the mission.

Unknown

Craft Arr/Dep Goals Waypoints Orders Options Unknowns
Craft
0x62 0 🛨 0x63 🗖
Arr/Dep
0x85 0 😴 0x96 0 😴 0x98 2 😴
Orders
Orders Order 1
(0x4) 0 + (0x5) 0 + (0xB) 0 + (0x11) 0 +
Goals
Goal 1 🚊
(0x6) □ (0x7) □ (0x8) □ (0xB) 0 ÷ (0xC) □ (0xD) □ (0xE) 0 ÷
Options/Other
0x516 □ 0x518 □ 0x520 □ 0x521 0 ÷ 0x522 0 ÷
0x527 🔽 0x528 🗖 0x529 🗖 0x52A 🗖 0x52B 🗖 0x52C 🗖 0x52D 🗖 0x52E 🗖

Not much to this tab, just the remaining values that can be changed, but may not do anything. Offsets are local to the FG. Change the *Order* and *Goal* fields to change which set of Unknowns you're editing for those sections, offsets are local to that Order or Goal.

In-Flight Messages

Flight Groups Messages Globals Teams Mission		
Don't touch anything until told to! Hit the [T'] key to target the container in front of you Target 1 will turn yellow to indicate it is the current target Your targeting box will turn green to indicate a good shot Fire at will to destroy Target 1 Press [T'] to target the next container Hit the [9' Keypad] key to see your right forward view	Message #12 of 16 Message Continue until you have destroyed all of t Notes (not used in game) CONTINUE	Red the containers Delay: 5 seconds
Return to forward view (['8']) and check your forward view Return to forward view (['8']) and check your forward sensor Steer your craft to the right toward the bracketed target Align the target in your sights (targeting box turns green) Now destroy Target 2 Continue until you have destroyed all of the containers Reset your laser recharge rate to maintain a full charge ([F9]) Target Mover 1 and engage it (['R'] key = nearest enemy) To match speed with the target, press the ['RETURN'] key. Successive craft will increase your challenge!	100% of Flight Group CN/D Target 2 must always (TRUE) AND O OR always (TRUE) always (TRUE)	e destroyed © AND © OR © AND © OR
	100% of Flight CN/D Target 2 must be dest Send To Team 1 (player) Team 6 Team 2 Team 4 Team 3 Team 5	

Like the FlightGroup tab, Messages features a large list box that displays all of the in-flight messages in their respective colors. There's a maximum of <u>64</u> <u>messages</u> enforced to prevent file corruption.

There's not a whole lot to this, you have a message string limited to <u>64</u> <u>characters</u>, a short note string similar to the TIE95 FlightGroup.Pilot (LA missions sometimes use this note for who is speaking) and the color that the message will appear as.

You have four triggers at your disposal, and although the copy and paste buttons aren't there, you can still use the buttons on the toolbar or the mouse. The *Delay* works as expected and is the number of seconds after the trigger is fired that the message is sent.

Because XvT can be multiplayer, you can also define which teams will see the message. Just use Team 1 for normal missions.

Global Goals

Flight Groups Messages Globals Teams Mission		
Primary Goals		
100% of Ship type Container D must be destroyed	O AND	Team: Trainee
none (FALSE)	• OR	
O AND O OR		
always (TRUE)	AND	Right-click goal to copy, double-click to paste
always (TRUE)	O OR	100% of Global Group
Prevent Goals		100% of Global Group
		2 must be destroyed
none (FALSE)	O AND	Points 5000
none (FALSE)	OR	
⊙ AND ○ OR		
always (TRUE)	AND	Incomplete
always (TRUE)	O OR	
Secondary Goals		Complete Flight Group MOVER destroyed
Secondary Goals		Failed
100% of Global Group 2 must be destroyed	O AND	
none (FALSE)	OR	
• AND O OR		
always (TRUE)	AND	
always (TRUE)	O OR	

This tab is fairly straight forward and defines the global goals for each team. Four goals for each category, standard trigger rules apply, including the toolbar and mouse controls for Copy and Paste functionality.

Unlike TIE, points can be added/subtracted from each set of goals. Custom goal strings for each applicable goal state can be set as well.

As was the case in TIE, either ensure that when using single goals it's set to "OR FALSE" or "AND TRUE", as many times I've seen this been set to "AND FALSE" which basically means the goal will never complete, and you'll never finish the mission. YOGEME defaults to "OR FALSE" so you shouldn't have to worry about it.

Team

The Team tab allows you to set the names, allegiance and end of mission messages for each team.

Team Name is limited to 15 char, EoM Messages to 64 char.

There's really not a whole lot to explain here. Click the red field to pick a team, change the settings, rejoice.

Mission Parameters

Flight Groups Messages Globals Teams Mission		
Mission Description Learn how to target other craft and objects, using your guns to destroy them. After completing your main objective, you may engage moving target drones. Player Craft: TIE Fighter	Mission Successful Debrief (BoP)	Mission Failed Debrief (BoP)
Mission Type		
Training Time Limit Min 0 Sec 0 * Platform © XvT © BoP	Unknown 0x6 0 🔹 0x8 2 🔹 0x8 🗖 0x65 🗖	0x28 0x50 0x50

The Mission tab sets a couple of other overall settings. The large text boxes at the top (when available) are the mission texts for before and after the missions.

Below that is the Mission Type, which normally will be "Training". Set a time limit for the mission if you wish, and below that is the option to toggle the mission between XvT and BoP.

There's some Unknown values that you can play with as well here.

Briefing Dialog

YOGEME Briefing Editor - XvT/BoP _ 🗆 🗙 Briefing | Tags and Strings | Event List | Caption *Defined in .LST file* TIE Fighter Combat # 🔻 Clear FG Tag Text Tag MoveMap ZoomMap NewPage In this mission you will learn the basic gunnery skills of targetingand destroyi fixed targets Time: 0.00 H F B F FI Run time (sec): 29.8

Opening the Briefing Dialog will bring you to the main Briefing Animation tab.

This is the pre-mission briefing animation that plays before you fly. It animates at 20 fps, allows you to write on it, highlight FlightGroups, as well as moving and zooming the map. FlightGroups cannot actually be animated and change position on the map, as their locations and presence are defined in the FG itself

The XvT Briefing dialog behaves the same as TIE, although there is the cosmetic difference on the main display. All of the events behave exactly the same, and in fact the briefing can be converted from TIE to XvT and reversed simply from copy and pasting. The only real differences are that Unknown3 has been activated for XvT and there is a possibility of two extra events.

Also not shown above added in v1.3 is the "Visible to Teams" tab, which is primarily for multiplayer purposes and allows for the editing of all 8 briefings.

Remaining information can be viewed on the <u>TIE Briefing Dialog</u> page.

Flightgroups

- <u>Craft</u>
- <u>Backdrops</u>
- <u>Arr/Dep</u>
- <u>Goals</u>
- <u>Waypoints</u>
- <u>Orders</u>
- <u>Options</u>
- <u>Unknowns</u>

When you start YOGEME and launch the XWA platform you will be greeted by the FlightGroups-Craft tab.

🚸 Ye Olde Galactic Empire Mission Editor - XV	VA - 1BOM1FW.TIE			
<u>File E</u> dit <u>T</u> ools <u>H</u> elp				
	🚺 ISI 🏅			
Flight Groups Messages Globals Teams Missi	on Mission2			
Tm - GG - waves x craft (GU)	aft Arr/Dep Goals	Waypoints Orders Opti	ons Unknowns	
1 - 0 - *1x1 CORT Sabra (1)				
1 - 1 - 1x1 C/C Xi 1				
1 - 1 - 1x1 C/C Xi 2 1 - 0 - 1x1 CORT Selu (1)	Name Sabra		# of waves 1	🗧 Global Group 🛛 🕂
1 - 3 - 1x1 AZZ Azzameen	Cargo		# of craft 1	÷ Global Unit 1÷
1 - 3 - 1x1 C/HGR Azzameen	- 1		# or crait [1]	
1 - 5 - 1x1 CF Norge	Specal Cargo (not us	sed)		Enable GU Numbering 🔽
1 - 5 - 1x3 CN/I Norge	Special Ship # 0 芸	Random		
1 - 5 - 1x2 CN/J Norge			Status	200% Shields
1 - 5 - 1x4 CN/D Norge 1 - 5 - 1x1 ActVI Big Score			Status 2	Nomal
1 - 5 - 1x1 ZG/U Ralph	1		Status Z	
1 - 5 - 1x1 ZG/U Norton	Craft Type Corellia	an Transport 💌	Warheads	None
2 - 3 - 1x1 PLT/1 Harlequin Station	IFF Purple	-	Beam	None
2 - 7 - 1x2 CN/K Pi (4)				
2 - 7 - 1x1 CN/K Pi (4)	Team Azzam	een 💌	Countermeasures	None
2 - 7 - 1x3 CN/K Pi (4) 2 - 7 - 1x3 CN/K Chi (6)	Al skill Super	Ace (invul)	Explosion time	0 🚽 default
2 - 7 - 1x2 CN/K Chi (6)	Markings Red (1	ΓIE - none)	Backdrop	0 - Backdrops
2 - 7 - 1x6 CN/J Psi (8)				
1 - 30 - 1x1 HYP Harlequin Station	Player 1	-	Global Cargo	None
1 - 30 - 1x1 HYP Home	Player Position (Defau	lt) 🔽	Global Spec Care	no None
2 - 11 - 1x1 SPC Kouerd (12)	Formation Vic			
1 - 31 - 1x1 HYP Harlequin Station 1 - 31 - 1x1 HYP Return Home	Formation Vic			
10 - 31 - 1x1 B/Drop 0.95 0.42 0.23	Radio Player	1 💌	Flight Group #1 of 3	32
10 - 31 - 1x1 B/Drop 0.63 0.86 1.0				
10 - 31 - 1x1 B/Drop 1.0 1.0 0.9	Leader spacing 0	Forms	10 craft at 30 secon	nds
10 - 31 - 1x1 B/Drop 1.0 1.0 1.0	FG spacing 6			
10 - 31 - 1x1 B/Drop 1.0 0.9 1.0				
3 - 2 - 1x1 PES Enkidu				
3 - 2 - 1x1 PES Gilgam				

This page includes most of the basic information for the given FlightGroup. On

the left you have the list of FGs with a brief summary of their details. On the right you have several tabs to help find the settings you wish to edit. But for right now we're going to focus on here.

The ListBox on the left shows every single FG in the mission and is accessible from every FG tab. There is a maximum of <u>100 FlightGroups</u> allowed in a mission file. Past that results in various corruptions. YOGEME will enforce this limit.

The ListBox gives you the Team Index (as well as the appropriate IFF color), Global Group, Number of Waves x Number of Craft, FG Name and Global Unit. The FG with an asterisk is the player's FG. Simply click on a FG to load that craft's settings.

Craft

The first group includes the craft *Name* and *Cargos*. These strings all have a maximum length of 20 that is enforced. For Special Cargo to be activated, either the *Random* checkbox must be checked or *Special Ship#* must be non-zero. Special Cargo replaces the normal Cargo for the indicated (or random) craft in the FG. This will also mark the craft as "Special" for use in triggers and goals.

The next group has several settings, from ship type, weapons, formation, etc. For the *Craft Type*, if you wish to use a custom shipilst, say for a conversion mod or you've replaced ship models, you can take the supplied

"xwa_shiplist_template.txt" file and remove the "_template" from the name and change the contents as you see fit. YOGEME will automatically detect and attempt to load the non-template file. It is important to note that the number of entries must match the original count and that each line is the form "Full Craft Name,Abbrv". This will not affect in-game content, this is merely display within YOGEME.

IFF will determine which color it appears as in the CMD, while *Team* determines allegiance and who the ship blongs to. Note that this has little meaning to the AI. If you give an order to attack a ship on the same Team, an AI craft will attack and doesn't care.

For the *Player* value, use zero for AI controlled. The *AI skill* value controls how smart the FG is. Veteran is usually a good value for an average ship. *Markings* will change the highlight markings for craft that support it, which usually means Fighters.

Formations are the layout of the FG. If you know what you want you can select

it from the dropdown, or click the button to take you to the Formations Dialog. *Leader spacing* controls how far out the first craft is from th erest of the group. This is handy for strike groups; since the AI is more likely to attack the closet ship you can have the leader way out in front, leaving the rest of the wave to launch their attack. Likewise, *FG Spacing* controls how spread out the gorup is. Default value is 2, and I haven't found a consistent unit of measure for this value although it's probably related to ship class.

The *Radio* is used to detemrine if FlightGroups will listen to orders given by the player and will also give various status messages udring the mission.

The third group is the numbers box. *# of Waves* is how many times the group will spawn, minimum of 1. If you never want it to show up, use Arr/Dep controls. *# of Craft* controls how many ships spawn at a single time, maximum of 6 as the formations can begin to corrupt above that.

Global Group allows grouping of multiple FGs for use in goals or triggers. Standard uses are for grouping strike craft, capital ships, mission-critical craft, convoys, etc. You can deal without most of the time, but you may burn all triggers or not have enough if you've got too many FGs separated out. *Global Unit* is another grouping mechanic, this allow the sharing of FG Numbers. In the image above, C/C Xi are named with numbers individually, although CN/K share the same GU numbering across multiple Flightgroups.

The final group has the *Status* parameters which lets you disable the hyperdrive, cut shields, or a few other adjustments. *Warheads*, *Beam* weapon and *Countermeasures* are also defined here.

The *Explosion time* field acts strange, I don't mess with it normally. For *Backdrops*, the last fields activate and let you choose the image via the index or <u>Backdrops Dialog</u>. The *Global Cargo* fields are new to XWA, and allow you to define a single cargo string in the <u>Mission</u> tab that can be used across multiple FGs as well.

The last item of note for this tab is the "Flight Group # of #" string which is good for letting you know how close you are to the limit, as well is the "# Craft at 30 Seconds" string. This value will turn red if more than <u>96 craft</u> will be present at the start of the mission in a single Region or have simple Arrival delays that have the FG showing up within 30 seconds. This is your quick sanity check for the craft limit, it's up to you to ensure that this isn't exceeded for the rest of the mission. Any craft over 96 will not appear, <u>this can break missions when those missing craft are mission-critical for destruction goals and others.</u>

Backdrops

Craft Arr/Dep Goals Waypoints Orders	Options Unknowns
R G B 0.95 0.42 0.23 Brightness 0.3 Size 0.3	# of waves 1 Global Group 31 # of craft 1 Global Unit 0 Enable GU Numbering
Special Ship # 0 🚍 Random 🗖	Status Normal
Craft Type Backdrop 💌	Warheads None
IFF Red	Beam None
Team	Countermeasures
Al skill Novice	Explosion time 0 default
Markings Red (TIE - none)	Backdrop 11 - Backdrops
Player Al 💌	Shadow Gobal Cargo 4
Player Position (Default)	Global Spec Cargo None
Formation Vic 💌	
Radio None 💌	Flight Group #26 of 32
Leader spacing D	10 craft at 30 seconds

When the CraftType is changed to "Planet" the Craft tab changes to reflect the fields that apply. The text fields remain available and are re-labeled accordingly. The remaining fields don't have any tricks to them; the *Backdrop* field is the numerical index of the image, and the *Shadow* field just changes to the appropriate index according to what you picked in the Backdrop Dialog, don't worry about what it says (every image has a different shadow/image setup, and I didn't feel like making a huge table). Click the "Backdrop" button to open the Backdrop Dialog.

As of v1.4.1, YOGEME supports the application of DTM's Super Backdrops, available at the X-wing Alliance Upgrade Project. In the Tools menu the "Apply Super Backdrops" option will be available if the SBD installation is detected. A region selection dialog will appear, prompting you to select the region that the backdrops will be applied to. The region names will reflect those used in the

mission.



After the region is selected, six Backdrops will be added to the mission in that region with the appropriate settings to correctly apply the new star field. Any previously existing backdrops in that region will be duplicated and also added to the end of the FG list to ensure they are still properly displayed. NOTE: If there is not enough available craft slots in the mission to add all necessary backdrops, a message will alert you and no other action will be taken, however the FlightGroupLimit has been raised (at least temporarily) since certain stock missions would exceed the limit if SBD is applied. You cannot apply SBD twice in the same region, if the starfield Backdrop is detected you will receive a message and no other action will be taken.

Arr/Dep

Craft Arr/Dep Goals Waypoints Orders	s Options Unknowns
Arrival Via: O Hyperspace O Mothership AZZ Azzameen	Departure Via:
Alternative: O Hyperspace O Mothership AZZ Azzameen	Alternative: • Hyperspace • Mothership CORT Sabra
always (TRUE)	AND none (FALSE) OR OR OR None (FALSE) AND Individual craft abort mission when: OR
Delay: 0 All Min 16 S	Sec Flight will depart 0 * Min 0 * Sec after trigger fires of Flight Group Azzameen Ho must have departed Region 0 * difficulty Only if Human player

The Arrival and Departures tab controls when, how and if the FG shows up during the mission. The Arrival and Departure panels hold the settings for those events as one would expect. When you click on a trigger (red background) it gets loaded into the drop boxes below for editing. The two buttons next to the drop boxes should be pretty obvious that they're *Copy* and *Paste* buttons. These apply to the trigger itself. The trigger can be pasted into any trigger in the mission, likewise any trigger copied elsewhere can be pasted here. The final drop box at the bottom controls which mission difficulty setting is required at launch for the FG to show up as well as a checkbox to force craft to be player-controlled (for when multiple player FGs are defined or MP missions). Handy for throwing in extra ships for Hard or removing ships in Easy.

The Mothership settings should be straight forward, craft will default to Hyperspace. You can select any FG in the mission to be a Mothership, even if they aren't equipped with a hangar. Forgetting to reassign the Mothership's FG can lead to amusing instances of large craft leaving the "hangar" of the first FG, which is usually the player, sending them tumbling, sometimes into tiny pieces. <u>Player craft must have a Mothership assigned, even if assigned to itself</u>. FlightGroups will attempt the the first option (*Via* panel) when the appropriate trigger fires and will go to the *Alternate* when the primary Mothership is not in theater. If both conditions cannot be met, the FG will hang around either holding still or sometimes flying in a straight line forever, depending on their last order.

The Arrival *Delay* doesn't have any tricks to it; if there's a trigger set it will delay after that firing, if there's no triggers (both TRUE) it will delay from the mission start. The Departure *Delay* now works as you would hope, the delay starts after the trigger fires. Also, individual craft will leave when the *Abort* condition is met, such as "Warheads Depleted" or "50% Hull".

Goals

Crat	t Arr/Dep	Goals	Waypoint	ts Orders	Options	Unkno	wns		
			Right	-click goal	to copy, do	ouble-cl	lick to paste	е	
	100% of Flig	ht Group	must be b	ooarded (0	points)				
	100% of Flig	ht Group	must be d	lelivered?	(0 points)				
	Goal 3:								
	Goal 4:								
	Goal 5:								
	Goal 6:								
	Goal 7:								
	Goal 8:								
	100%		•	of the Fli	ght Group		Points:	0 🔅	Enabled
	must	-	be board	led		2	C 14	г т	1 🚔
	Active Seque	ence	0÷			-	Соаї Арр	lies to Team:	1 🕂
	Goal Incompl	ete 📘	ick up Carg	go Canister	Xì 1				
	Goal Compl	ete	ick up Car <u>o</u>	go Canister	Xi 1				
	Goal Fai	led 📕	ick up Carg	go Canister	Xi 1				

This is a rather simple tab, it lists the Flightgroup-specific goals. Changing the

argument ("must" in the image) will control if the goal is a Primary, Prevent ("must NOT") or Secondary ("BONUS *") goal. For the goal to be applied, the *Enabled* checkbox must be checked. Traditionally the goal will always be applied to Team 1, unless you're making a multiplayer mission. The *Points* field is the number of points awarded or subtracted when the Bonus goal is completed. This can be negative, which is handy for a "you suck" type of condition where you don't want to neccessarily cause a mission failure. Active Sequence applies to these goals for a dynamic feel.

You also have three strings at your disposal for the in-flight goal list.

Waypoints

Х	Y	Z	Regi	on X	Y	Z	H I
0.04	0.19	-0.54	Start Point 1	÷ 6	31	-86	-68
0	0	0.1	Start Point2	÷ 0	0	16	
0	0	0.1	Start Point3 1	÷ 0	0	16	
0	0	0.1	Hyperspace 1	÷ 0	0	16	
			Order 1 Parise 1		Raw Da	ita	0
					Raw Da	ita	0
			Order: 1, Region 1	•	Raw Da		0 🗄
x	Y	Z		X	Y	Z	
-4.9	0.19	-0.48	Waypoint 1	X -784	Y 31	Z -76	
-4.9 -3.2	0.19 -3.2	-0.48 1.1	Waypoint 1	X -784 -512	Y 31 -512	Z -76 176	
-4.9	0.19	-0.48	Waypoint 1 Waypoint 2 Waypoint 3	X -784	Y 31	Z -76	
-4.9 -3.2	0.19 -3.2	-0.48 1.1	Waypoint 1	X -784 -512	Y 31 -512	Z -76 176	
-4.9 -3.2 -3.9	0.19 -3.2 -3.2	-0.48 1.1 1.1	Waypoint 1 Waypoint 2 Waypoint 3	X -784 -512 -624	Y 31 -512 -512	Z -76 176 176	
-4.9 -3.2 -3.9 -3.9	0.19 -3.2 -3.2 -3.2	-0.48 1.1 1.1 -0.2	Waypoint 1 Waypoint 2 Waypoint 3 Waypoint 4	X -784 -512 -624 -624	Y 31 -512 -512 -512	Z -76 176 176 -32	
-4.9 -3.2 -3.9 -3.9 -2.63	0.19 -3.2 -3.2 -3.2 -3.13	-0.48 1.1 1.1 -0.2 0.1	Waypoint 1 Waypoint 2 Waypoint 3 Waypoint 4 Waypoint 5	X -784 -512 -624 -624 -421	Y 31 -512 -512 -512 -512 -501	Z -76 176 176 -32 16	

Waypoints are the 3D grid coordinates which control initial placement, patrol routes among others. The left field will likely be the primary field of interest, as that one is in kilometers (klicks) which is what is used in-game. The right field is the raw data that is stored in the file, for when you're picky and you need to try

and squeeze out a couple extra meters you lose from rounding. Each raw unit is 6.25 meters.

The checkboxes control whether or not the WPs are important. If you have multiple *Start Points*, theroretically it picks one at random (I say this as normally I only notice it using SP1). The *Waypoints* are used for craft with various "Patrol" or "Circle" orders, best used with capital ships or convoys that can't fly in a straight line. XWA now stores the wapyoints for each order separately, this allows ships to patrol an area for a time, move one and patrol elsewhere. *Hyperspace* defines where the ship hypes in to and where it heads when it's hyping out. When a craft arrives via hyperspace, <u>it will be oriented such that it will pass through HYP and be pointing towards SP1</u>, even if SP1 isn't checked. This is important, so remember to set SP1 for craft with HYP otherwise you can have collisions when multiple craft hyper in at the same time. Craft leaving have no orientation, then hype out when they hit that point.

The rotation fields with the T/I icons are enabled for all craft in XWA. If you're used to using different editors and adjusting the pitch angle, you know normally the Pitch value is 64 to counter the automatic nose-down that the flight engine automatically adds to all craft. That is the raw value. <u>YOGEME displays this number as corrected degrees</u>, so what you see as 64 in other editors will appears as 0 in YOGEME. Sometimes the conversion from 256 to 360 isn't perfect and it may slip a degree (44° will be 43°, but 45° will always be 45°). YOGEME is aware of that extra 90° and it will be added back into whatever value you choose. (Yes, this means if you put 64 here, the ship will pitch up about 64° instead of being "level").

Orders

raft Arr/Dep Goals	Waypoints Orders Options Unk	nowns
Pick up / E	Bag 💌	Region 1 🗧
CMD Display String		
Dock or pickup target, o	arry for remainder of mission or un	til dropped
Order 1: Pick up / Bag, (
Order 2: Hyper to Regio	n	
Order 3: Park at		
Order 4: Deliver/Drop O	ff	
Throttle % 60 💌	Docking time 5	Meaningless 1 🖶
Speed: 0+	Meaningless 0 ≑	
Primary Target		
Selecting "AND"	Flight Group	C/C Xi 2
will require that the target meet	AND O	• 0B
both settings	none	None
		Induce
Secondary Target		
Selecting "OR"	Flight Group	C/C Xi 1
allows for multiple targets	AND O	• OR
	none	None

Orders make the world go 'round. XWA gives you four orders in each Region to control FG behaviour, with up to four targets for each. The top drop-down gives you the *Order* itself. The *Copy* and *Paste* buttons are for the individual order with all targets and settings. Changing the order will update the short description (shown as "Attack targets (not for starships)") and variable definitions (shown as "Component?" and "Meaningless"). Pay attention to the description, as it can give you hints about what that order is suited for. As in previous platforms, Caps should use a "Patrol" variant and fly through their waypoints. Using fighter orders makes them spin on a dime and looks stupid. I will mock you if you do this.

Throttle % is just that, a very basic throttle control, while *Speed* gives you a more precise number suited well for convoy craft of differing ship types. As of 1.4.3, this will be shown in MGLT. The three variables next to it change meaning as you select orders, so pay attention and play with them to get a full understanding.

Targets behave similarly to triggers, using the Type and Variable fields as well as the And/Or controls. FlightGroups will go after Primary targets first, with Secondaries being saved for afterwards or as targets of opportunity. The order text will update to reflect any changes and ensure the result is what you're looking for.

Options

Craft Arr/Dep Goals Waypoints Orders	Options Unknowns
Craft Category None Waves 1 # of Craft 1 None Craft 1: Craft 2: Craft 3: Craft 4: Craft 5: Craft 5: Craft 6: Craft 7: Craft 8: Craft 9: Craft 10:	Warheads Varheads None Heavy Rocket Space Bomb Conc. Missile Conc. Missile Torpedo Adv. Missile Adv. Torpedo Mag Pulse Beams V None Tractor Jamming Decoy Pilot Emkay Countermeasures Countermeasures None Command Ship Role Description
always (TRUE	Order.
⊙ AND ⊙ (OR 1, Region 1
always (TRUE	
	one 💌 🔍

This tab lets you set a bunch of miscellaneous settings for the FG, most of them pertaining to loadouts available to select at the start of the mission while you're sitting in the hangar. Use the *Craft Category* to set a bunch of flyable craft, or make a custom set. There's a bunch of weapon options to play with, too.

Roles primarily are for message updates, such as "Your Command Ship is under attack!" etc. The *Pilot* note is primarily for note-keeping, no real affect.

XWA also provides Skip triggers for every order, instead of just Order #4 like in XvT. This also helps with the dynamic capability of the missions.

Unknown

Craft Arr/Dep Goals Waypoints Orders Options Unknowns
Craft
0x18 2 0x7B 0 0x84 0
Arr/Dep 0x87 0 + 0x97 0xBF 0 + 0xC0 2 +
Orders
Order 1, Region 1
(0x5) 0 + (0x72) 0 + (0x73) (0x74) (0x7B) (0x81)
Goals
Goal 1 🕂 (0x4F)
Options/Other
0xDAE 158 0xDAF 0 0 0xDB0 240 0 0xDB1 255 0xDB2 160 0
0xDB3 0 → 0xDB4 🔽 0xDB6 158 → 0xDB7 0 → 0xDB8 240 →
0xDB9 255 ↔ 0xDBA 160 ↔ 0xDBB 0 ↔ 0xDBC 🔽 0xDC0 🔽
0xDC1 🔽 0xDC5 0 😴 0xDC6 0 😴 0xE29 □ 0xE2B □
0xE2D 🔽 0xE2F 🗖 0xE31 🗖 0xE33 🗖 0xE35 🗖 0xE37 🗖

Not much to this tab, just the remaining values that can be changed, but may not do anything. Offsets are local to the FG. Change the *Order* and *Goal* fields to change which set of Unknowns you're editing for those sections, offsets are local to that Order or Goal.

Hyperbuoy Wizard

🔆 HyperbuoyDialog		×
Existing Hyperbuoys Imperial Convoy (R1 To R2) CRS Defiance (R2 From R1)	Create return pair From Region: CRS Defiance To Region: Imperial Convoy Arrival conditions set to TRUE. Departure conditions set to 5 seconds after player arrives/leaves region, as appropriate. If checked, return pair arrival set to player leaves/arrives in region. All waypoints set to (0, 0, 0). Generate Close	

The Hyperbuoy dialog is used for XWA to make matching buoy pairs easier. The left side initially shows all hyperbuoys that exist upon launch. As buoys are generated, they will also be added to this list. What is shown is the bouy's FlightGroup Name, followed by the region numbers (one-indexed) it's connecting and how (to/from). Hitting 'Generate' will also add the buoys to the craft list in the main window. If the buoy generation would exceed mission craft limits, it will generate an error and no action will be taken.

By default, only the initial pair indicated by the dropdowns will be created per the text below them. If the checkbox is checked, then a return pair will be created with the regions switched and slightly different arrival conditions.

The buoy's waypoints will need to be set from the Flightgroup tab or Map. If there are additional Arrival conditions they will also need to be set back in the FlightGroup tab.

In-Flight Messages



Like the FlightGroup tab, Messages features a large list box that displays all of the in-flight messages in their respective colors. There's a maximum of <u>64</u> <u>messages</u> enforced to prevent file corruption.

XWA adds a few fields to play with over the previous platforms. You have a message string limited to <u>63 characters</u>, a long note typically used for voice actor instructions, a short note normally used for the speaker's name and the FG it's coming from (haven't seen any real effects from this).

You have four triggers at your disposal plus two triggers that can be used to prevent the message from firing. Useful if the message is supposed to originate from a FG, and it's been destroyed before the message can fire. Can't transmit from the dead, can we? Although the copy and paste buttons aren't there, you can still use the buttons on the toolbar or the mouse. The *Delay* works as expected and is the number of seconds after the trigger is fired that the message is sent.

As in XvT, you can set the teams the message will be sent to, and again use Team 1 for single-player. There's also a couple Unknowns to boot.

Global Goals

Flight Groups Messages Globals Teams Mission Mission2		
Primary Goals		
100% of Team Viraxo must have departed Region 3	O AND	Team: Azzameen
none (FALSE)	• OR	
O AND O OR		
none (FALSE)	O AND	Right-click goal to copy, double-click to paste
none (FALSE)	• OR	at least 1 of Team
Prevent Goals		at least 1 of 💽 of Team 💌
		Azzameen wust be destroyed
at least 1 of of Team Azzameen must be destroyed	O AND	Active Sequence 7 + Azzameen Home 0 +
none (FALSE)	• OR	Points 0
C AND C OR		
none (FALSE)	O AND	Incomplete Azzameen Craft: Any destroyed
none (FALSE)	OR	Complete Azzameen Graft: Any destroyed
Secondary Goals		
always (TRUE)	AND	Failed
always (TRUE)	O OR	Unknowns
⊙ AND ○ OR		(0xF) □ (0x27) □ (0x32) 0 ÷ (0x34) 0 ÷
always (TRUE)	AND	(0x35) 0 * (0x36) 0 *
always (TRUE)	O OR	

This tab is fairly straight forward and defines the global goals for each team. Four goals for each category, standard trigger rules apply, including the toolbar and mouse controls for Copy and Paste functionality.

Unlike TIE, points can be added/subtracted from each set of goals. Custom goal strings for each applicable goal state can be set as well. Also avaiable are the additional Active Sequence and parameter fields. There are also a collection of Unknowns if you want to poke around.

As was the case in previous platforms, ensure that when using single goals it's set to "OR FALSE" or "AND TRUE", as many times I've seen this been set to "AND FALSE" which basically means the goal will never complete, and you'll never finish the mission. YOGEME defaults to "OR FALSE" so you shouldn't have to worry about it.

Team

Name: Azzameen		End of Mission Messages
Team 1: Azzameen	Enemy O Friendly O Neutral	Voice ID
Team 2: Harlequin	O Enemy O Friendly O Neutral	Good work, you're clearly ready to conduct transport operations
Team 3: Viraxo	Enemy C Friendly C Neutral	
Team 4: Empire	Enemy C Friendly C Neutral	Dad and Uncle Antan will be pleased!
Team 5:	Enemy O Friendly O Neutral	Outstanding Mission Complete
Team 6:	Enemy O Friendly O Neutral	Voice ID
Team 7: Team 8:	Enemy O Friendly O Neutral	
Team 9:	Enemy O Friendly O Neutral Enemy O Friendly O Neutral	That was awesome the way we took care of those jerks!
Team 10:	Enemy O Friendly O Neutral Enemy O Friendly O Neutral	But you just know they are going to try something else!
		Primary Mission Failed
Unknowns		Voice ID
0x1A4 0+	0x1A5 0 - 0x1A6 0 -	I'm really disappointed. You seemed so sure of yourself!
0x1A7 3÷	0x1A8 3 0x1A9 0 0	
		I guess you'll have to spend some more time in the trainer.

The Team tab sets the team names, allegiance and end of mission messages. The selected team for the Team and Globals tabs are linked.

Not much to explain here. XWA adds a "Neutral" allegiance, which previously was a combination of the other two. The extra text box is a note field, used as the name of the person speaking.

The Name is limited to 17 char, EoM Messages to 64 char and the VoiceID to 20 char.

There's some Unknown values that you can play with as well here.

Mission Parameters

Flight Groups Messages Globals Teams Mission	Mission2	
Flight Groups Messages Globals Teams Mission Mission Description "Ace" Azzameen's first transport job. "Ace" and his sister Aeron each fly a Corellian Transport to deliver cargo canisters to Hanlequin Station. There they pick up supplies and then return with them to the Azzameen Home Base. Before they leave Harlequin Station it is attacked by Viraxo thugs. #You've spent enough time playing simulator games that dad is convinced it's time to put you to work. He's asked me to take you on a delivery un to Harlequin Station. We've got a couple of cargo canisters to transport there, and they have some supplies well be picking up to bring back. We'll be using the YT-1300s. I'm taking the Selu, you can fly the Sabra. Emkay will accompany you as your co-pilot. All you have to do is follow me and do what I do. We're picking up fuel cells and coolant. Dad was pretty emphatic about not forgetting the coolant. It's for the Otana. If everything goes smoothly you'll be working solo in no time! Note Friendly, matter of fact Mission Type Briefing Officer	Mission Successful Debrief Well done! I think Dad will have to agree you're ready to go to work. That mix up with the Viraxo was an unpleasant surprise and a reminder that you have to be prepared to fight now and then. Harlequin Station's Director owes us bigtime.	Mission Failed Debrief #ft is best to follow Aeron and Emkay's instructions precisely. Pickup your cargo canister (91, not X 2) and follow Aeron to Hahequin Station. Once you arrive, allow her to deliver hers, then deliver yours. Note that for the Shift-P to work, the object to be picked up must be targeted. For Shift-D to work, the platform you are delivering to must be targeted. Once both canisters are delivered a pair of form you are to intercept them. As you come thin range they will turn their attack against you when to deliver yours, both they both canisters are delivered to the shift-D to work, the object to be picked up must be targeted. Once both canisters are delivered a pair of form you are to do to get them to leave is a tack keach of them. Don't bother trying to destroy them because they will hyper out the goodant, they are attacked. Note the Viraxo have departed it is time to go back and get the supplies you cane for. Aeron back and get the supplies you cane for. Aeron back and get the supplies you cane for. Aeron back and you have to pick up (CN/K Pi 3), the ontainer with the fuel cells. Then hyperspace hor and ediver your cango to your home base. Nter Stem disapproval
Mission Type Briefing Officer FamilyTransport Emkay Time Limit: Min Briefing Emblem End Mission when Goals Complete Family	▼ ▼	Unknown 0x8 ▼ 0xB ▼ 0x23B3 98 ★ 0x23B4 7 ★ 0x23B5 7 ★

The first Mission tab sets a couple of other overall settings. The large text boxes at the top are the mission texts for before and after the missions, along with the voice actor notes below them.

The Hanger value is essentially Mission Type, which normally will be "Family Transport" or "Calamari Cruiser". Set a time limit for the mission if you wish, and below that is the option to force the mission to end once the primary goals are completed.

Briefing Officer and Briefing Emblem control a couple briefing images and mission update messages during flight.

There's some Unknown values that you can play with as well here.

Flight Grou	ups Messages Globals Team	s Mission Mission2				
-IFFs-		Global Groups		Notes (editor only)		
Blue	Harlequin	Global Group 1	Global Group 9	Craft parking at Azzameen Home Base not working property.		
Yellow	Viraxo	Global Group 2	Global Group 10	"Busy background" elements not fully implemented.		
Red	Backdrop	Global Group 3	Global Group 11	More backdrops (comet)		
Purple	Azzameen	Global Group 4	Global Group 12			
		Global Group 5	Global Group 13			
Region Reg. 1	Azzameen Home Base	Global Group 6	Global Group 14			
Reg. 2		Global Group 7	Global Group 15			
Reg. 3		Global Group 8	Global Group 16			
			<u>.</u>			
riog. 4		,				
GI	lobal Cargo					
Ca	irgo # 1 🗧					
Du	uroplast					
(0x44) ✓ (0x48) 0 ↔ (0x49) 0 ↔ (0x4A) 0 ↔ (0x4B) 0 ↔						

On the second tab the IFFs names can be defined, although hostility is defined on the <u>Team</u> tab. Names can also be set for the region names, which in-game can be viewed when using certain goals or during the briefing if the region change event is used. Also editable here is the names of the Global Groups which ingame can be seen in some goals.

The Global Cargo fields are new, and really the only thing you need to worry about is the text box for the cargo string itself. This lets you use a single cargo definition for several flightgroups, and there's triggers designed around this cargo string as well. The offsets are local to the beginning of the GC definition.

There's also a huge chunk of space which is used for editor notes, it doesn't affect the mission in any way.

Briefing Dialog

YOGEME Briefing Editor - XWA _ 🗆 🗙 Briefing | Tags and Strings | Event List | *Defined in .LST file* Caption AERON'S LESSON: Clear. Ŧ FG Tag Text Tag MoveMap ZoomMap NewPage Region # NewShip MoveShip Rotate ShipInfo You will flythe Sabra, one ofour family's modified Corellian YT-1300Transports. Aeron will flyan identical ship, the Selu. Each of youis to pick up a cargo canister of supplies. Time: 0.00 K F = H H Run time (sec): 29.84

Opening the Briefing Dialog will bring you to the main Briefing Animation tab.

This is the pre-mission briefing animation that plays before you fly. It animates at 25 fps, allows you to write on it, highlight FlightGroups, as well as moving and zooming the map. XWA adds the capability of moving craft icons, as the briefing is isolated from the FlightGroup data. You also have the ability to display craft data and change regions (which really throws up the region name while you wipe the slate).

The XWA Briefing dialog behaves the same as TIE and XvT, although there is the cosmetic difference on the main display and a few extra events. All of the previous events behave exactly the same, although due to the isolation of data, only the strings and text tags can be converted back and forth to TIE/XvT. XWA also gives a *lot* more room for briefing information in the mission file, so the number of possible events is much, much higher. XWA also allows craft icons to move and rotate about the map, hence the increased event capacity.

NOGEME Briefing Editor - XWA		×
Briefing Tags and Strings Event L	ist	
	Briefing Strings: Used for Title and Caption Notes Steady, direct	-
Text Tags: Drawn on map	Prening Surings, Osed for Thite and Capiton	
CORT Sabra	>AERON'S LESSON: TRANSPORT OPERATIONS\$>Mission design by David Wessman, 1998	
CORT Selu	You will fly the Sabra, one of our family's modified Corellian YT-1300 Transports. Aeron will fly an identical ship,	
Cargo Canisters	The cargo canisters are to be delivered to Harlequin Station. There you will pick up some fuel cells, while	
Harlequin Station	These supplies are to be brought back to Azzameen Home Base. I will be your co-pilot and Aeron will be i	
Fuel Cells		
Coolant		
Azzameen Home Base		
_		-

In addition to the new events, XWA also allows you to edit the notes assigned to the Briefing Strings. These were typically used as instructions for the voice actors.

Also not shown above added in v1.3 is the "Visible to Teams" tab, which is primarily for multiplayer purposes and allows for the editing of both briefings.

Remaining information can be viewed on the <u>TIE Briefing Dialog</u> page.