Zero Munge revision 113 Copyright © 2018 Aaron Gilbert. All rights reserved.

View project on GitHub

What it is

The goal of this tool is to act as a robust replacement for VisualMunge (the automation tool provided with the SWBF2 mod tools).

It is written in Visual C# for .NET Framework 4.

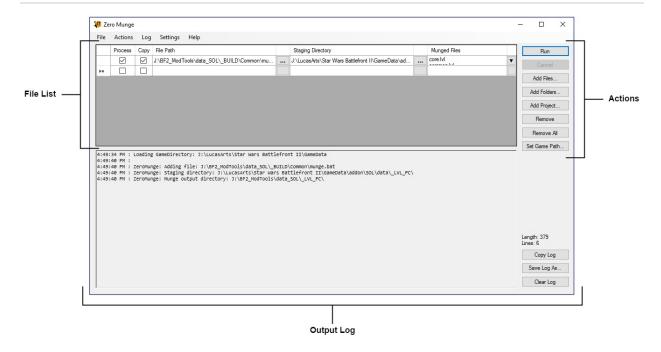
What it does

At its core, this tool goes through a user-specified list of munge.bat files and executes each one, one at a time.

This tool can be used to do the following things. Completed features are **bolded**.

- Execute a list of batch files in order
- Toggle whether or not certain files will be executed
- Log each file's output in real-time (with timestamps) to a log window and log file
- Clear the contents of the output log / copy its contents to the clipboard / save its contents to a file
- Auto-detect the munge.bat file inside a selected folder and add it to the file list
- Add the common munge.bat files for an entire project to the file list
- For each file, copy the associated LVL file(s) to another directory
- Save and load different "presets" of the file list's contents and toggle values
- Ability to check for updates and point user to latest release's download page

User Interface: Overview



- File List The File List drives the core functionality of Zero Munge. It contains a list of files to execute, the order in which to execute them, where to copy munged files, which munged files to copy, and so on.
- Actions The buttons in the Actions list perform various operations that relate to the File List.
- Output Log The controls in this section pertain to the Output Log,
 which displays the processed files' text output in real-time.

Related Pages

• User Interface: File List

User Interface: Actions

• User Interface: Output Log

User Interface: Actions

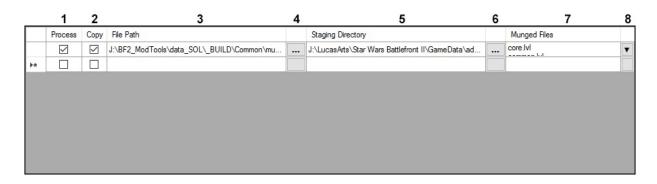


- Run Executes each file in the list in order.
- Cancel Stops processing files. WARNING: Canceling a munge is strongly NOT recommended.
- 3. Add Files... Opens a prompt to add files to the list of files.
- Add Folders... Opens a prompt to add folders containing munge.bat files to the file list.
- 5. **Add Project...** Opens a prompt to select a project folder whose common munge.bat files will be added to the file list.
- Remove Removes the selected file.
- 7. **Remove All** Removes all files from the file list.
- 8. **Set Game Path...** Opens a prompt to point Zero Munge to Star Wars Battlefront II's GameData directory.

Related Pages

• [TODO]

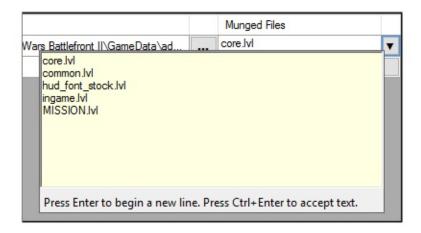
User Interface: File List



- 1. **Process** If checked, executes the batch script located at the specified File Path.
- 2. **Copy** If checked, copies the specified Munged Files to the Staging Directory after the batch script has finished executing.
- 3. **File Path** File path of the batch script to execute.
- 4. **File Path Browse** Open a prompt to browse for a new batch script.
- 5. **Staging Directory** Directory to which the Munged Files are copied after the batch script has finished executing.
- Staging Directory Browse Open a prompt to browse for a new Staging Directory.
- 7. **Munged Files** Names of files that will be copied to the Staging Directory after the batch script has finished executing. Each file name must be separated into its own line.
- 8. **Munged Files Edit** Open a pop-up window to add/remove/edit names of Munged Files.

Munged Files Edit

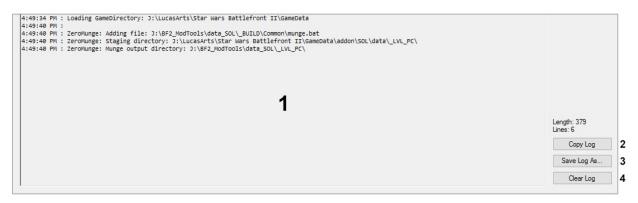
This is what the Munged Files Edit window looks like.



Related Pages

• [TODO]

User Interface: Output Log



- 1. **Log Window** Displays the last 100 lines of the log file. Output is updated in real-time.
- 2. **Copy Log** Copies the contents of the Log Window to the clipboard.
- 3. **Save Log As...** Opens a prompt to save the contents of the log file to a new file.
- 4. **Clear Log** Clears the contents of the Log Window.

Related Pages

• [TODO]