

How to use - PG2Suite

For detailed information on where to download the Suite and complete installation instructions, follow this link:

b25.ezboard.com/fjpspanzersfrm4.showMessage?topicID=463.topic

Setting Features

In the Suite, load a scenario -> You should be in "scenario summary view" (the 6th button from the right)

On the right of the "scenario summary view" screen, look for a "box" named "SET FEATURES". Simply click the box and select any or all the features you wish to use, and then click "OK".

Default experience for new units and prototypes

For the first feature, "Default experience....etc", make sure it is enabled in the "SET FEATURES" box, then to the left and down from that box there is another box named "Set player prestige x turn". Click that box and type in a number (= to experience you wish to allow) in the turn 40 "slot". Note that for numbers more than 599, the unit will only get 5 bars. The prototype awarded (if any) will get the experience you set for the *next scenario*, not the current one you have open.

Another example: If you want to give players 125 experience units for purchase, type in "125" in turn 40 of the turn prestige box.

For "player 2" or AI settings. follow the same instructions as above, EXCEPT that after you click the "Set player prestige x turn", make sure you select the correct "player" via the scroll down box, then input the number in turn 40 "slot".

****DO NOT USE THIS FEATURE IF YOUR SCENARIO IS MORE THAN 40 TURNS! ****

Setting current/basic strength, current fuel and current ammo

After "enabling" the feature via the "SET FEATURES" box, go to the "unit settings view" box (to the right of the "scenario summary view", on the top toolbar). You can also do this from the "map view", but some people prefer using this view.

Select a unit you want to make changes to. Look to the left center portion of the screen, and you can find "ammo X 2", "remaining fuel", "current strength" and "basic strength" boxes.

By default the Suite will have maximum values for ammo and fuel, based on the equipment file values. If you wish to change the amounts, simply type in a new value. Keep in mind that the value in the "ammo" box is halved by the game. So if you set "14" in the ammo box, in the game the unit will only have 7 "shots".

Basic strength is the strength that a unit can be "refitted" to. Current strength can be "anything" you wish. For example, you want the AI to have a 7 strength Tiger, but you want it to start over strength to 10. You simply type a 10 in current strength and a 7 in basic strength. Now as the scenario starts, the Tiger will be at 10 strength, but as a player lowers the strength to say, 4, the AI can only refit to 7 strength. You can do lots of things with these settings...

Avoid paratroop deployment on ocean hexes using air transport

After "enabling" the feature via the "SET FEATURES" box, any unit with airborne (paratroop) capability can not be deployed over ocean hexes. If you do not select this "feature", any airborne unit can deploy on ocean hexes, as before.

****Note that when using this feature airplanes can still deploy on ocean hexes****

No prototypes

After "enabling" the feature via the "SET FEATURES" box, a prototype WILL NOT be awarded, even if the Brilliant Victory was the first in the campaign!

Using custom MUS files in a scenario

After "enabling" the feature via the "SET FEATURES" box, while in "Scenario summary view", look to the left and there are 2 boxes that will become "active", "MUS1" and "MUS2". Click the "..." to the immediate right of the "MUS1" slot and direct the Suite to your PG2 "Sound" folder. Select the MUS file of your choice to be used as background music that will be played during your scenario. The MUS file will "loop" until the end of the scenario. You may also select a second MUS file that will play after the first. Follow the instructions above to add the MUS file in the "MUS2" slot. Both files will play and then "loop" until the scenario is completed.

****Note that this has been thoroughly tested with LARGE MUS files (52 MB) and they work perfectly! ****

Setting default strengths for purchased units and prototypes

After "enabling" the feature via the "SET FEATURES" box, make sure you are in the "scenario summary view". Look to the right of the "Player 1" data (where the "Main country", support countries, etc. are located) and you will see a box named "Default units strength". Simply type in any number from 1 to 15. This will enable all units purchased during the scenario to be at xx strength. To set the "Player 2" or "AI" unit strength, follow the instruction above but use the "Default units strength" box to the right of the "Player 2" data.

****Note that all units purchased will use the new pricing formula. In other words, if you set default units strength to 5, the purchase price will be half of a 10 strength unit. All units sold/reassigned will give the player the actual prestige for the unit's strength. In other words, if you sell a 5 strength unit you will only receive prestige equal to half of a 10 strength unit. ****

Setting minor country Smacks in a campaign

Click the "Campaign view" and look in the upper right of the screen for the "Brilliant Victory" data. Simply click the "..." to the right of the "SMK after" slot and select your BV Smack from your PG2 Smack folder. Make sure to save your work!

****Note that when using Germany, USA, USSR or UK as a main country, the game will use the default BV Smack files ****

Adding recon movement to non recon class units

Start the Suite and click the fourth button from the left, "Load EQP". This will bring you to the "Equipment File Maintenance View". Simply select the unit of your choice and look in the far left center portion of the screen for a checkbox named "Recon Skill". Check the box and save your equipment file. Your unit now has recon movement!

****Note that you should not use this ability for units requiring organic transport. Do not use this ability for units with the following movement methods: Leg, Towed or All Terrain (leg).**

MAKE SURE YOU SAVE EACH SCENARIO BEFORE EXITING!