



**CARPATHIAN
CROSSES**

Mapping for Carpathian Crosses

Revision nr: 1.00

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Introduction

Due to the way Carpathian Crosses is set up several changes are required to make maps work with the new features, be it weapons like the mortar or simply additional animations. We hope the following instructions will help you to make your map run with our addon.

The following instructions are valid whenever any component is used which comes with Carpathian Crosses.

EditPackages

To make sure your Editor loads the CC packages when started add the following lines in your redorchestra.ini:

```
EditPackages=CCCore
```

```
EditPackages=CCMortar
```

```
EditPackages=CCAmmo
```

```
EditPackages=CCInventory
```

```
EditPackages=CCVehicles
```

```
EditPackages=CCRoles
```

Roles

When placing RoleInfos for a Carpathian Crosses map make sure you use those under CCRoles. Among other things the roles define which models are used by the classes. So, if the classes are supposed to use CC weaponry or drive CC tanks, you have to use the CCRoles.

DefaultGameType

Maps with Carpathian Crosses always have to run under the CCTeamGame game type. This makes sure additional functionality like the spotter to mortar interactions work as intended but also ensure that the mortar classes get their shells. It is also responsible for the new options when setting up the spawns.

The CCTeamGame uses a value in the level properties (F6 in RoEd) to determine which team select screen is used. The options are:

- CCEngine.CCTeamGame: Uses the default CC screen for Romanians vs. Soviets.
- CCEngine.CCTeamGame: Uses the default RO screen for Germans vs. Soviets.
- CCEngine.CCMultiTeamGame: Uses a select screen for 3 parties (not available)

CCSpawnArea

Carpathian Crosses adds some functionality on how spawn zones can be set up. This requires the use of CCSpawnAreas instead of the ROSpawnAreas. They can be used like the normal actors. For romanians set up spawns like you would for germans. In the CCSpawnArea tab of the actor set the field bRomanianSpawn to true. Watch out: Germans will not spawn at such a spawn!

To make a spawn specifically for artillery classes or spotters a field is available in the CCSpawnArea tab, bMortarCrewSpawnArea. The artillery classes will spawn at the standard spawn areas when the value is set to false.

CCObjTerritory

To receive cap messages with romanian icons place those actors in your map.

New Weapons

When you added the lines in the ini as suggested in the beginning of the files, you can just add the weapons like you know it.

New Vehicles

Same as above applies to this too. Place the factories as usual, they can be found under CCVehicleFactory.

Wirecutters

They work just like other items. Hand them to the roles like satchels.

Cutable wires

Check how Dofinovkas are working. Under the DestroyableStaticMesh actor you will find an actor CCCutableWire. Place those and use the appropriate mesh for them. In the CCWire SM package there are wires to use. Make sure the collision of the wires are as small as possible as they will block bullets.

Mortars

They are standard equipment for the artillery classes. So far only the M39 mortar for the soviets is added. Feel free to use it for the romanians too, as quite a number was built and lots were captured by axis forces.

CCAmmoResupplyVolume

Add those if you want them to resupply spotters and artillery classes with new shells.

If there are additional questions which were not covered with this document, feel free to post in the mapping section on our forums.