

Vassal Combat Commander Notes (Rev.A)

Installation:

1. Download the Combat Commander zip package from GMT Games website (current version 1.80)
2. After download is complete, unzip the package to your hard drive where you would like to keep the mod.

Running the Mod:

1. Do **not** start Vassal! Instead go to the location where you unzipped the package to.
2. Locate the appropriate file for your operating system and double click the icon to run the mod. (You may create desktop short-cuts to these Icons if you wish instead and use those shortcuts)
 - a. If you are using Windows dbl click the Commbat Commander for Windows.exe file
 - b. If you are running a Mac or Linux dbl click the Combat Commander for Mac-Linux.sh file
3. After a short while the Main Game options screen will appear. Proceed as normal.

Running the Mod (addendum for Mac):

I made a small error (not being familiar with Macs) that is causing problems for some users on a Mac OS to launch the mod.

Before running the mod for the first time, but after you have un-zipped the package, please perform the following:

- rename the 'Combat Commander for Mac-Linux.sh' file to 'cc.sh' (no quotes). Apparently Macs don't like spaces in filenames I'm told. Then proceed as per above (Running the Mod step 2.b)

This should fix the launch problem, however if your text editor pops up instead of starting the mod, go to "Terminal", drag your CC folder into the terminal so that the directory path is set and hit return, then type in 'sh cc.sh' (return) to make it run

If the module still will not launch, open up and edit the 'cc.sh' file with a text editor and perform the following changes and save the file before running:

- Change the part `cd $dir` to `cd "$dir"`
- Change the part `dir=`dirname $0`` to `dir=`dirname "$0"`

(NB: All the single and dbl quotes are needed as shown)

These are the two different fixes I am told by the Mac gurus that work

Scenario Files:

The start up scenario files are not stored internally within the module itself. You can find these start up files in the scenarios folder where you unzipped the package to. In order to use one of these predefined setups, use the Load Game option once you have the module running and then proceed game as per normal.

What's New:

A List of the changes from 1.70 version

- Addition of CC:Med and BP1 maps and components (of course)
- Less cluttered menu bar. The draw buttons for Events, Hex and Dice are now on the map by their box locations and simplified to two sides

- Added command for Scrounge Event (available on wpns in Dead Pile when Scrounge appears). Scrounging enemy wpns will now correct the values when stacked with leaders
- Enhanced reports explanations in chat window
- Automated illegal play effects when an action card is placed via menu command (card returns to hand)
- Smart VP Point Marker – reads off of the OOB setup markers placed in top left corner
- Smart Initiative Card – reads off OOB setup markers to know which hand to go to
- Simplified Dead Pile to two sides (Axis / Allied). Selected units highlight with white border to let you know if you are grabbing a pile or single piece
- Activation borders include a third display (red-green checkered) for units that are still able to perform orders
- Smart firing menu – will only let you select the correct fire type based on activation and game play
- Misc fixes – I forgot 😊

Final Notes:

This is a big expansion from 1.70. The playtesters have been great, and helped find what we believe to be all the bugs such an expansion brings with it, but invariably some bugs may still have snuck through. Please report any bugs you think you might find to timothy.mccarron@sbcglobal.net and if possible accompany it with a log file to show if at all possible.

Thanks and enjoy