



# **OPEN SUITE**

## **MANUAL**

### **1 BASIC SUITE**

**BY GUILLERMO BORES "GUILLE"**



# OPEN SUITE – MANUAL

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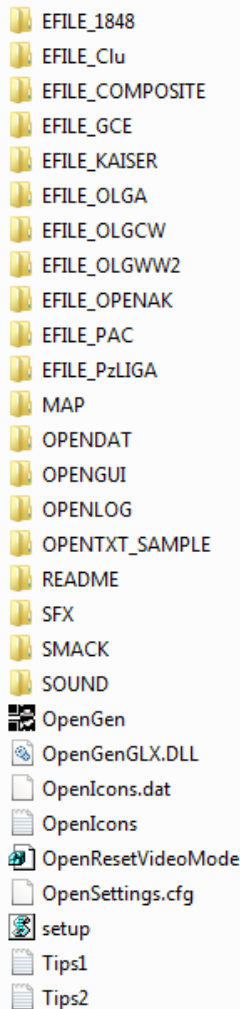


## 1. Introduction

The OpenSuite is the latest version of the PG2 Suite, suited to edit the new file formats of Open General. With it you can also create or modify scenarios, campaigns, efiles and maps.

The OpenSuite can read files created for PG2, but its main purpose is to work with Open General's files, so it can only save files using the new formats. If you want to work with PG2 files or old formats you should use the "normal" Suite from Luis' site.

## 2. Open General folder structure



To make it easier to use several Efiles without needing multiple installations of the program, Open General uses a system of folders containing the Efiles. The main program folder includes subfolders with all needed files; this structure can be duplicated in the Efiles folders, with specific files used by them. You can see an example in the image; of course you could have more folders (for more Efiles).

The subfolders of the main game folder are:

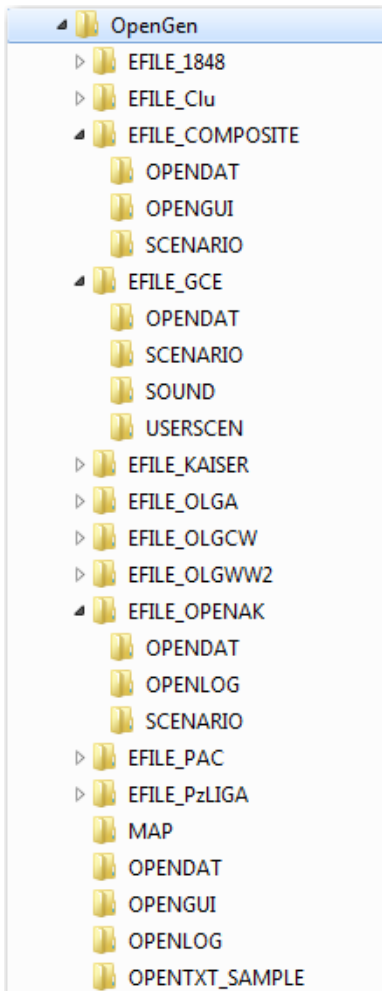
- MAP: map images and .XMAP files (terrain definitions).
- OPENGUI: default user interface images.
- OPENDAT: default flags, start screen, medals, leader's images...
- SOUNDS: music and game sounds.
- SFX: unit's sounds.
- SMACK: game videos.

The OpenIcons.dat file contains the unit icons, and OpenIcons.txt the description for them.

In addition to the above subfolders, there are several folders that begin with "EFILE\_" followed by a name: these are the folders of the different Efiles.



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Inside each one, there must be at least one SCENARIO folder for scenarios and campaigns, and one SAVE folder for the savegames of the Efile; EQUIP.xeqp, EQUIP.txt and NATIONS.txt are required too. In addition they can also duplicate the structure of the main folder, and then the files that are in them are used first.

- EQUIP.xeqp and EQUIP.txt: the units' stats and their names, respectively.
- NATIONS.txt: the efile countries.
- NAMES.txt: leader's names.
- TERRAIN.txt: terrain name and data, including the movement costs.
- STRINGS\_EFILE.txt: all the text used by the efile.
- COLORS.txt: interface colors.
- EYEAR.txt: base year; default is 1900, although preferred method is to set in the equipment file.

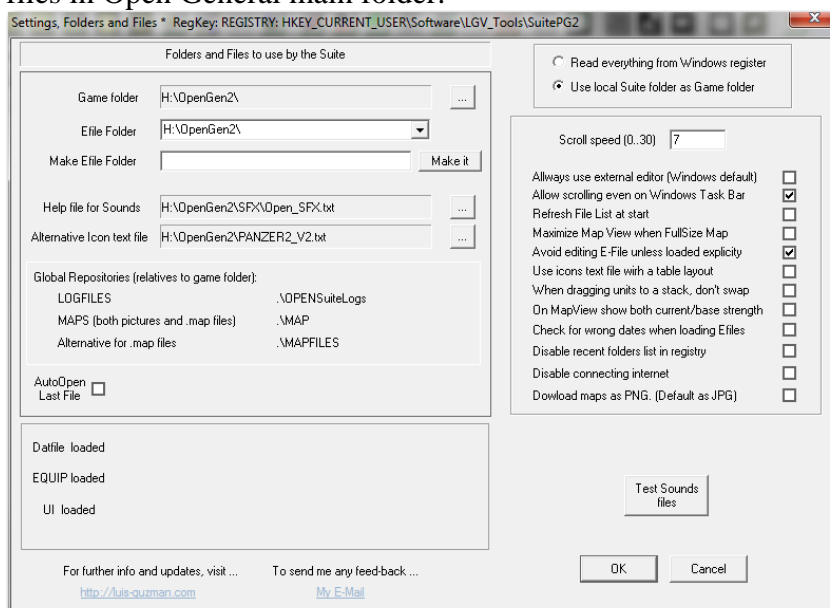
The scenarios and campaigns for each efile must be in the SCENARIO folder of the efile. Each scenario consists of the following file types:

- .XSCN, the scenario properly.
- .PLY or .TXT for the scenario intro.
- .TMSG turn messages.

The campaigns consist of a number of scenarios, and one .XCAM file for the campaign info; there can be also .PROTO files for customized lists of prototypes and .XSCH files for choice scenarios. Open General can also use all material made for Panzer General 2: campaigns, efiles, scenarios...

## 3. Suite installation

To install the Suite, go to Luis' page (<http://luis-guzman.com/>) and download it; then extract the files in Open General main folder.



The first time you run the Suite, it will show a dialog asking to configure it. The main info is the **Game folder**, which you can change by pressing the button with three points in it. It is also recommended to check **Avoid editing E-File...** to avoid mistakes. If all is right you can press **OK**. You can return always to this window with **Tools → Settings...**























## 4. Overview

### 4.1. Toolbar buttons

You have a toolbar under the menu bar, with the main functions of the Suite. If you can't see it, go to **View → Toolbar**.

In the toolbar you have many buttons, which allows you to do many things. They are:

	<b>Change Efile folder</b>
	<b>Load Scenario file</b>
	<b>Load Campaign file</b>
	<b>Load Save game file</b>
	<b>Load equipment file</b>
	<b>Load map</b>
	<b>Load Nations (or GUI97)</b>
	<b>Load icons file, either Openicons.dat or Panzer2.dat</b>
	<b>Save</b>
	<b>Save as</b>
	<b>Settings, Folders and Files</b>
	<b>View Error Log</b>
	<b>Edit text file</b>
	<b>Icons Report</b>
	<b>Report</b>
	<b>Global editing</b>
	<b>Stop Sounding!</b>
	<b>Check Files View</b>
	<b>Campaign View</b>
	<b>Scenario Summary View</b>



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Unit Settings View



Map Settings View



Equipment File Maintenance View



Map Editor View



About

## 4.2. Suite Views

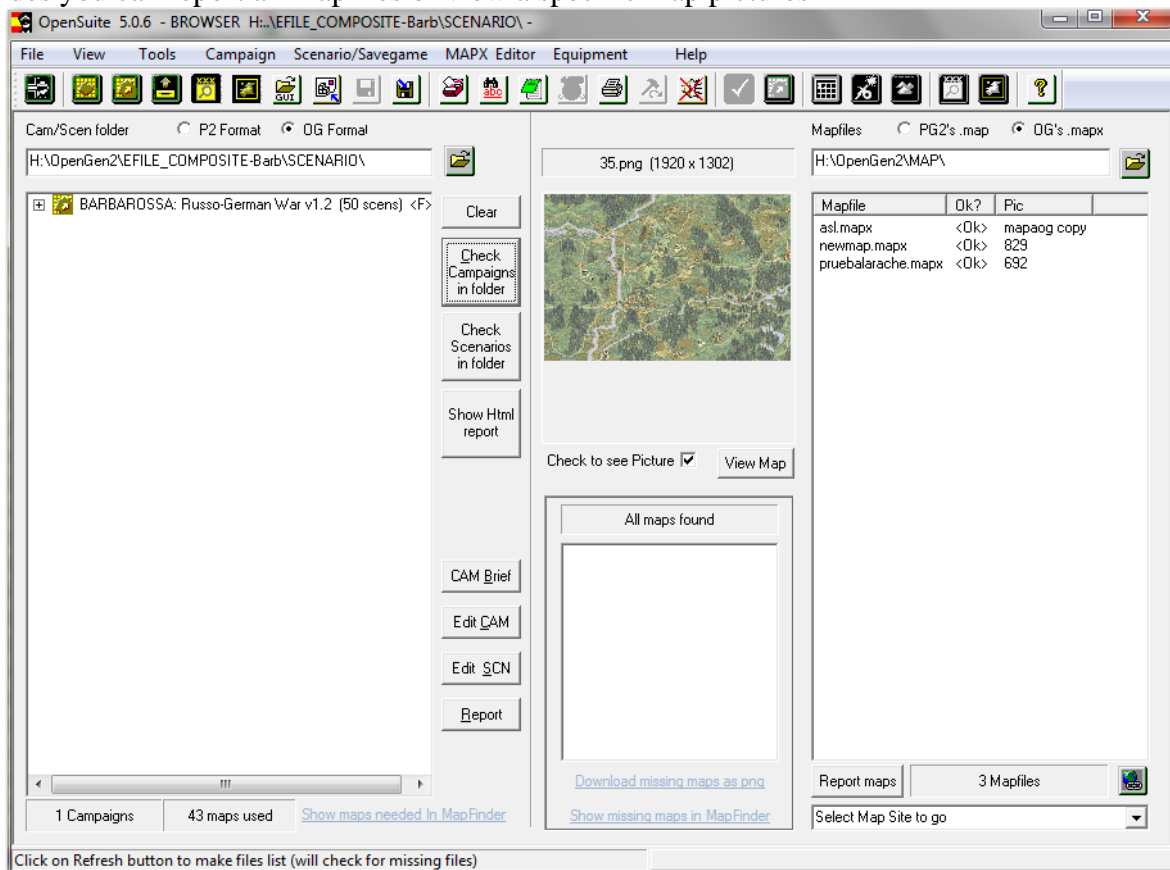
The Suite has seven main windows; each one allows you to work with some component of the game. You can change between them with the **View** menu or with the toolbar buttons.

### 4.2.1. Check files view

Here you can check the campaigns and scenarios from an efile for missing files. You can select if the files are in PG2 format or OG format; then it shows a list of campaigns and scenarios in the left, where you can look at them, and a list of maps found in the right. In the center you can see a preview of the map used by the scenario or the maps selected.

If you double-click on any item from left (campaign/scenario) or right panels, you can load the file(campaign, scenario or map file). Can also see all maps needed filtered at MapFinder or download manually by accessing Steve map site or MapFinder.

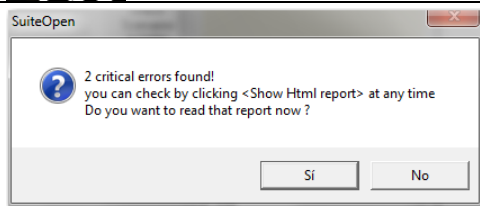
Besides you can report all mapfiles or view a specific map pictures



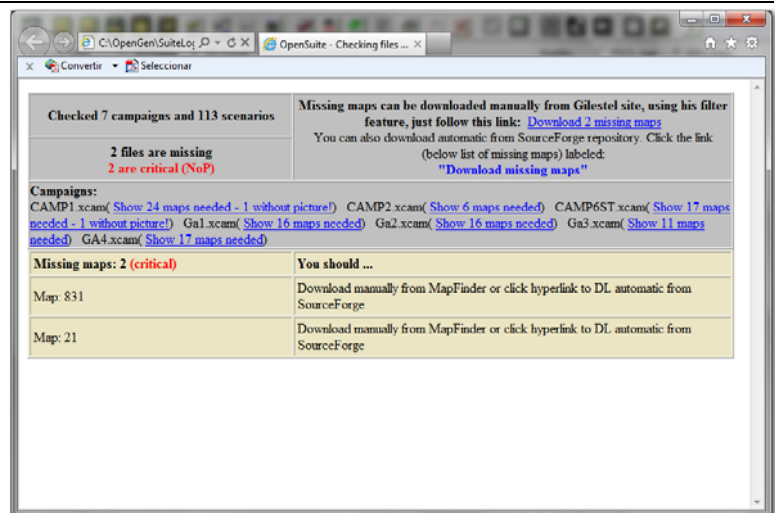
When you press the Check Campaigns in folder or the Check Scenarios in folder buttons, the Suite looks for missing files for the campaigns or scenarios of the Efile selected, and if any it shows a window that allows you to read a complete report.



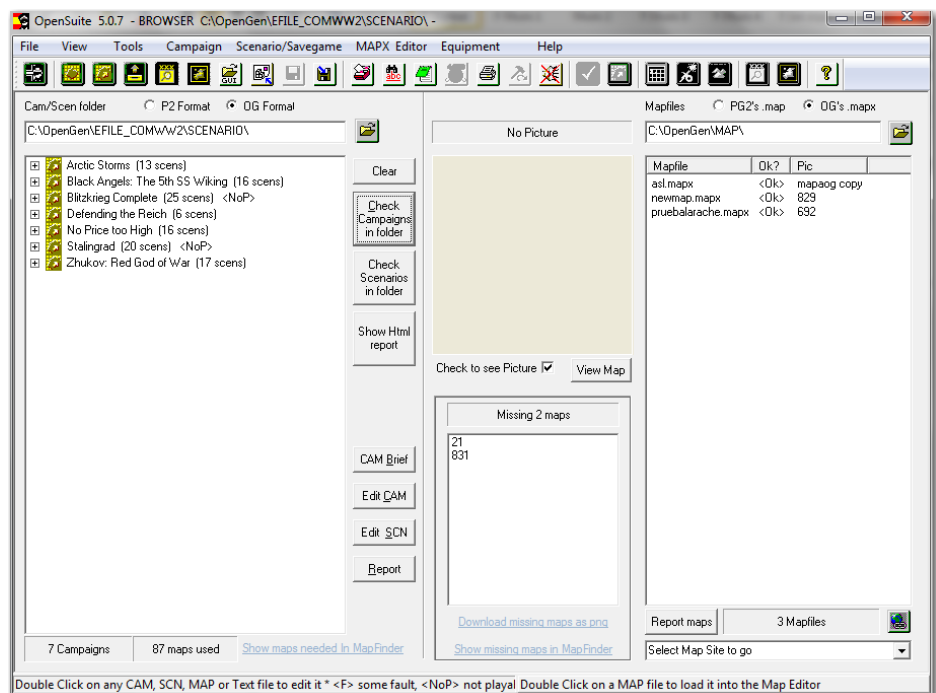
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In the report, you can access the links to the missing maps to download them manually and copy them to the MAP folder.



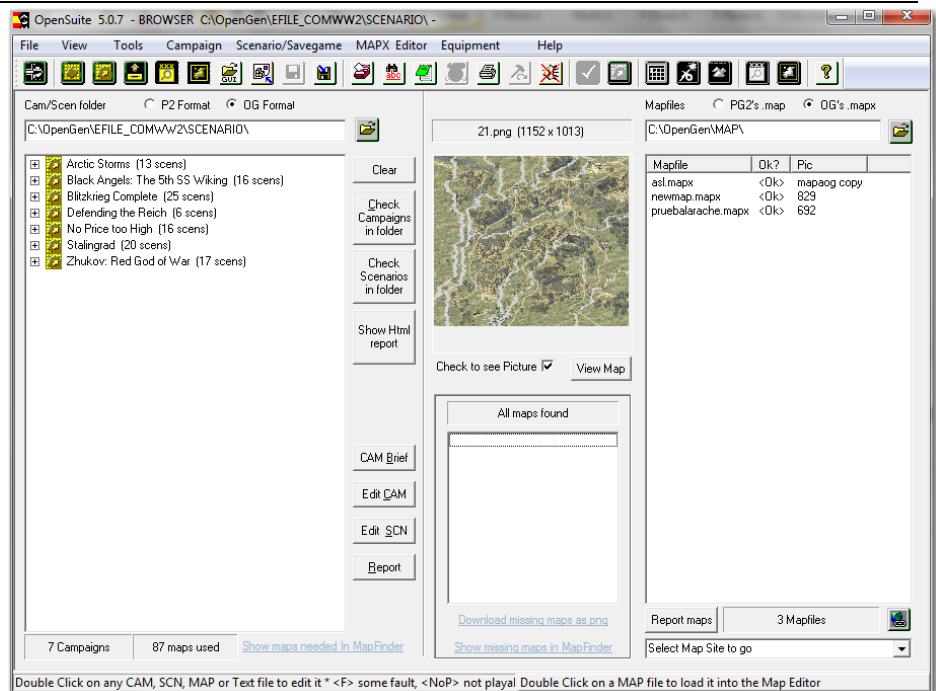
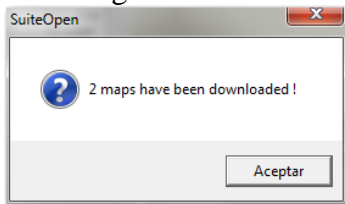
Next you can see a **Check Files View** with some errors in the campaigns: the two campaigns with **<NoP>** following their name and scenarios number are “No Playable” as they have some critical files missing. In the lower center the Suite shows that two maps are missing; if you clic in **Download missing maps as png**, the Suite will try to download them.





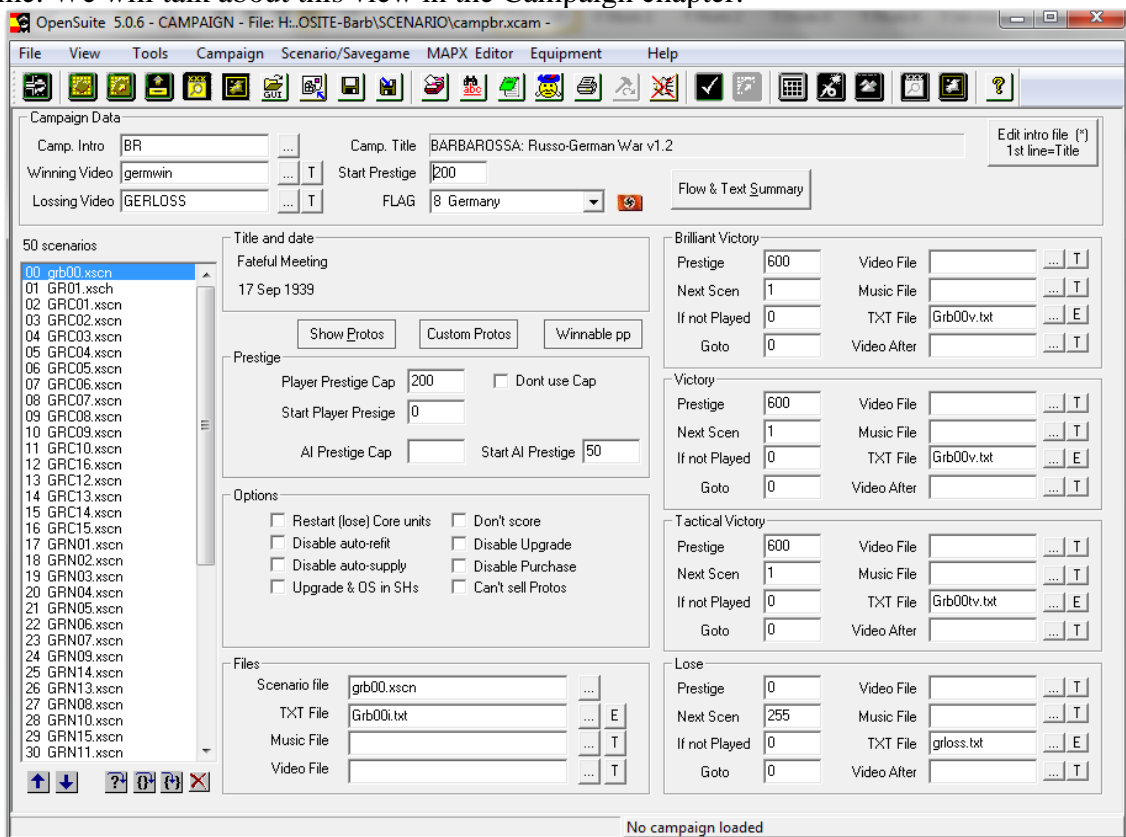
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If successful, it will inform you, and the **Check Files View** will update to show the changes.



## 4.2.2. Campaign view

In this window you can create, edit, view, check... the scenarios that form a campaign, as well as the campaign path, prestige settings... To load any scenario from a campaign, just double click on its name. We will talk about this view in the Campaign chapter.

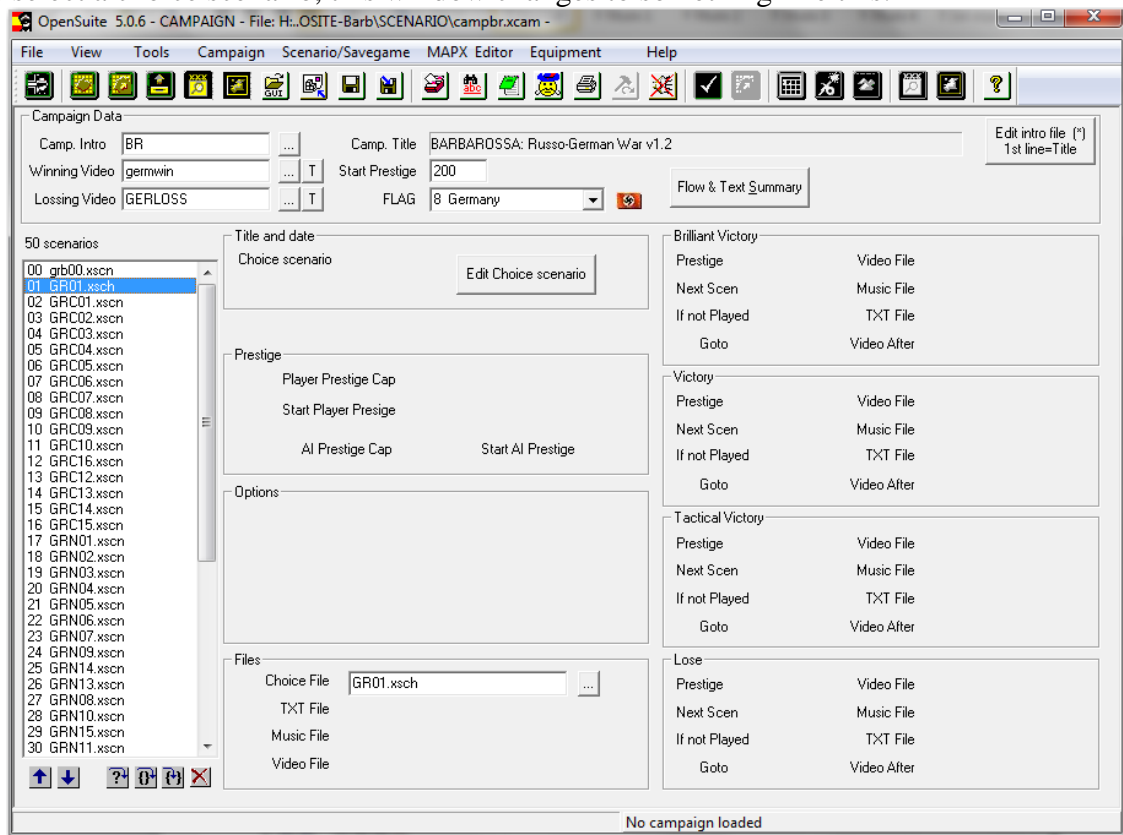






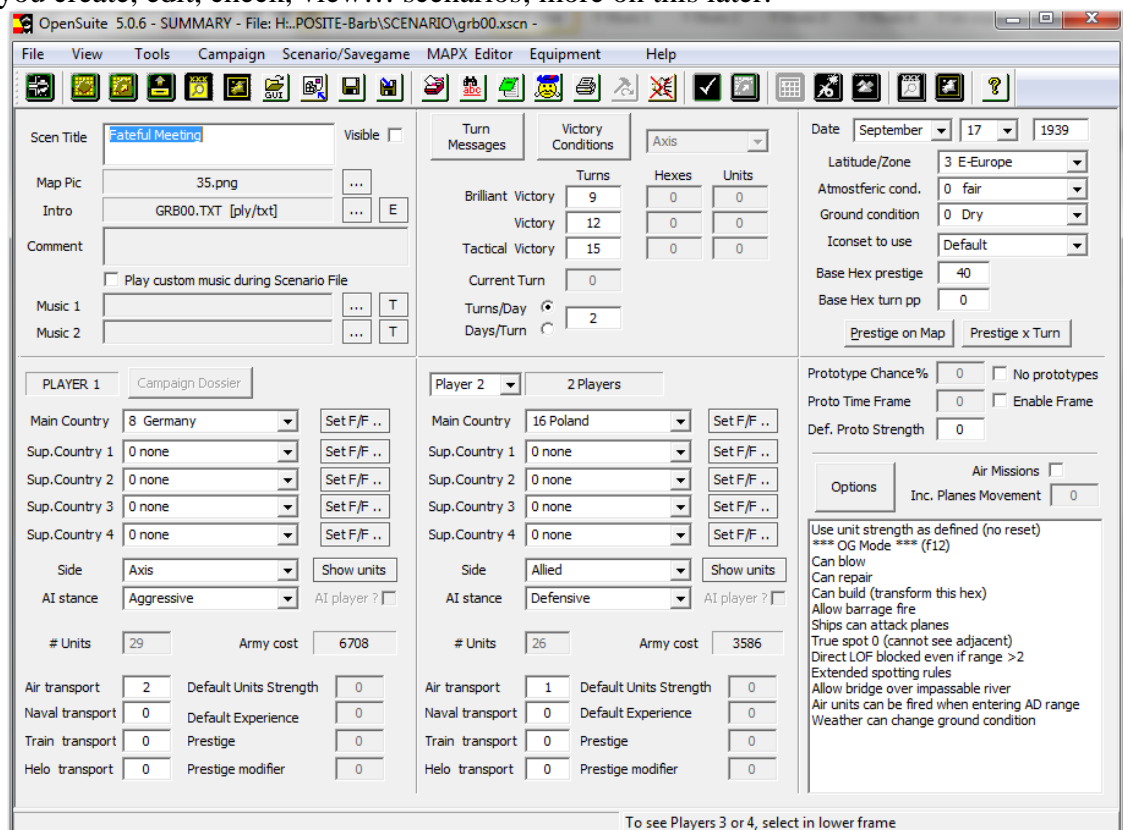
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If you select a choice scenario, this window changes to something like this:



## 4.2.3. Scenario Summary view

Here you create, edit, check, view... scenarios; more on this later.

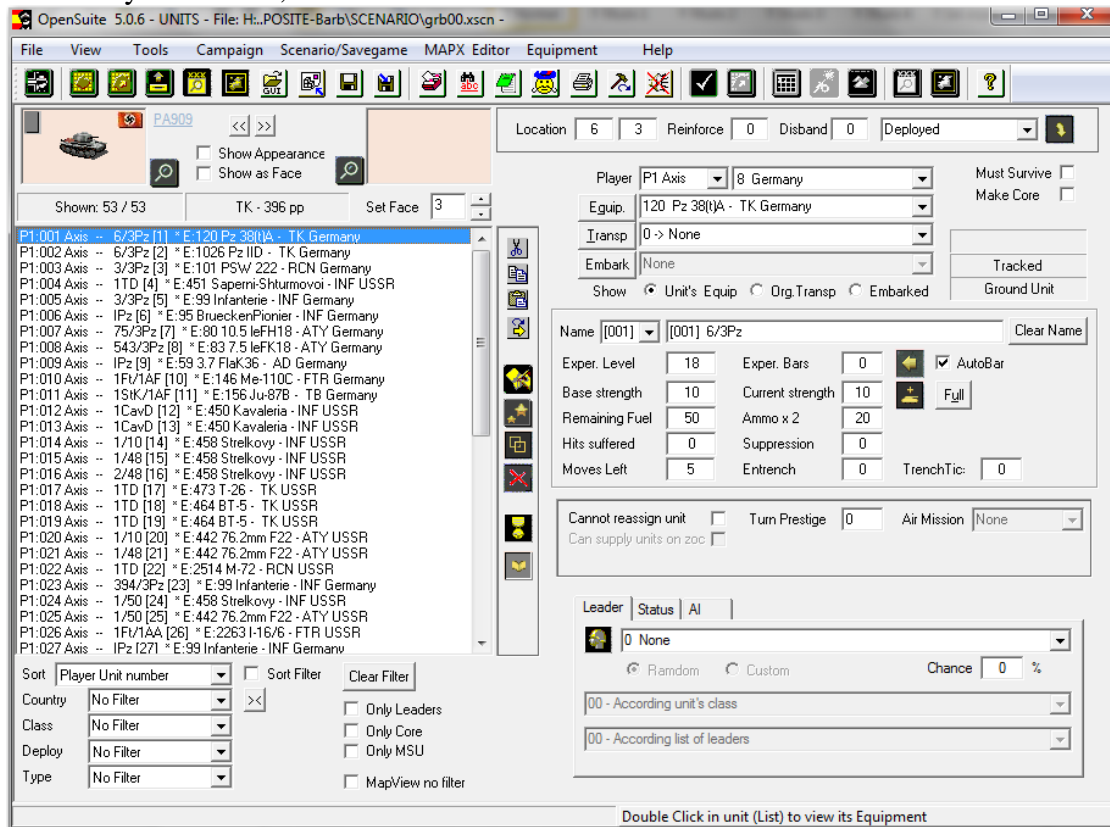




# OPEN SUITE – MANUAL

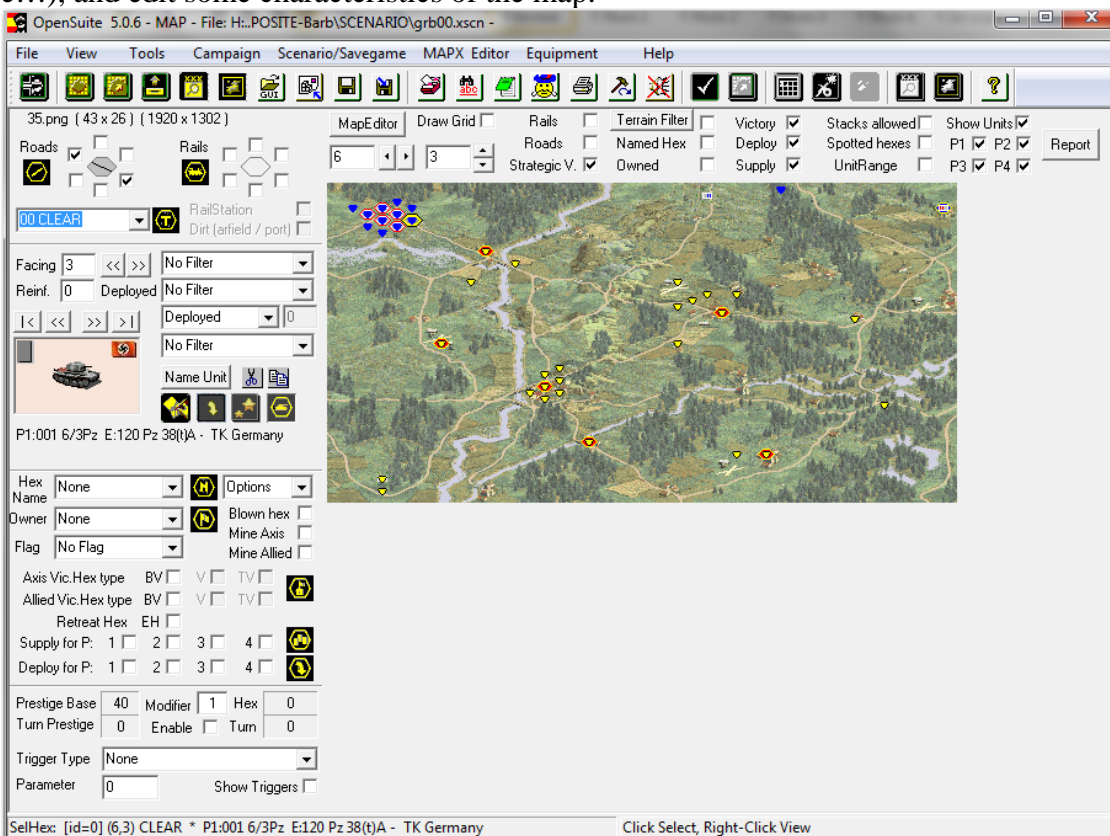
## 4.2.4. Unit Settings view

In this window you can add, edit or check the units in a scenario.



## 4.2.5. Map Settings view

In this window you place the units in the map, work with special hexes (Victory, Supply, Escape...), and edit some characteristics of the map.

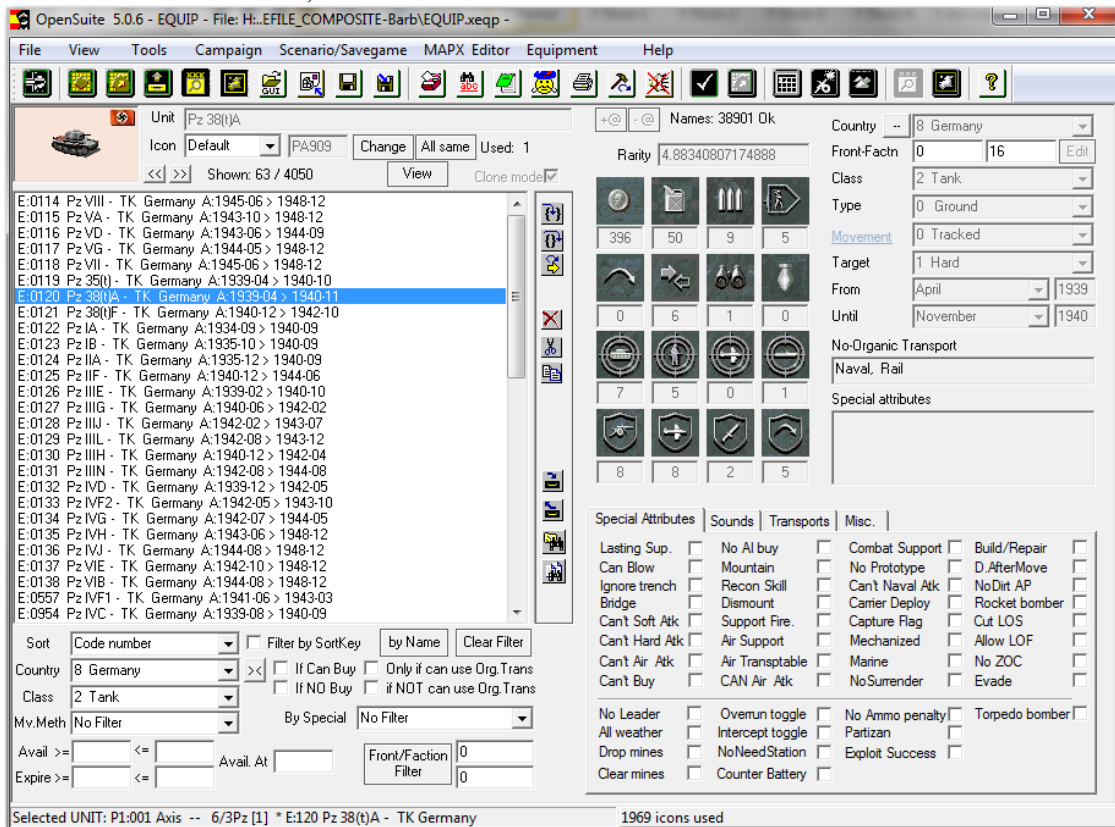




# OPEN SUITE – MANUAL

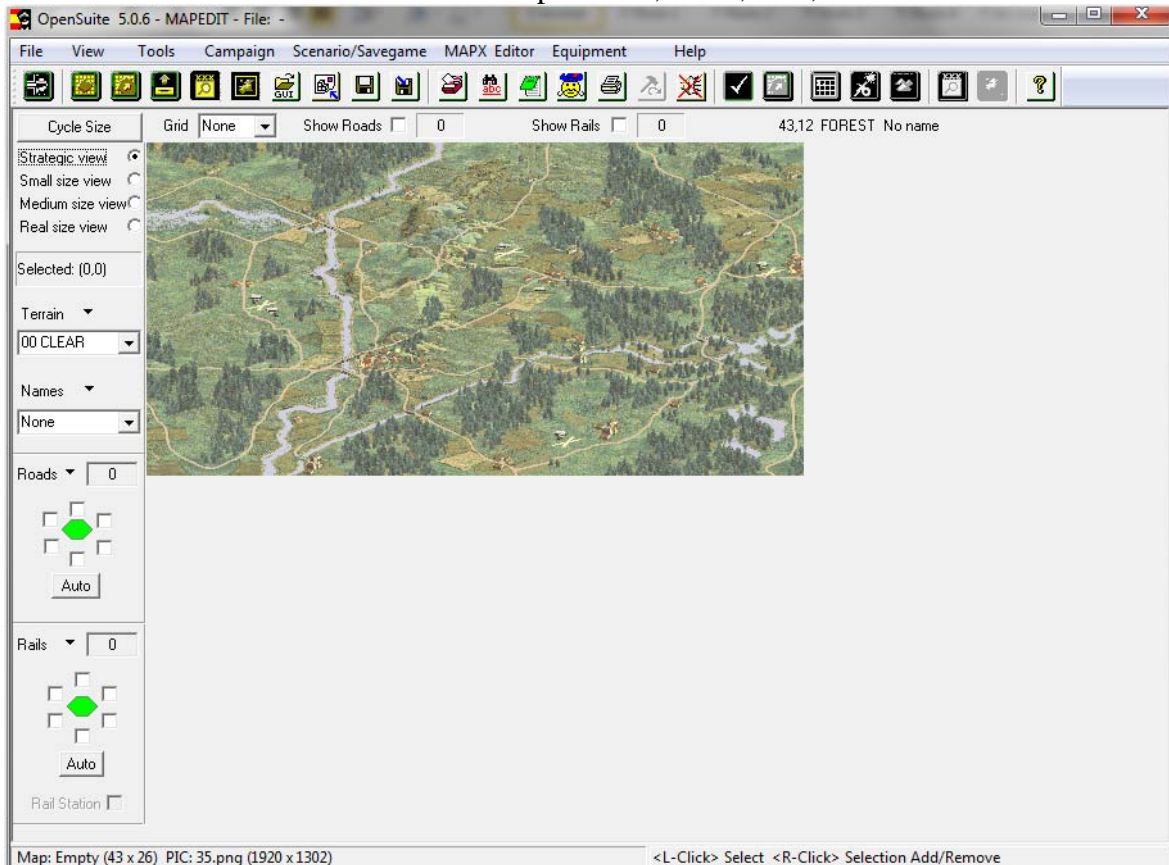
## 4.2.6. Equipment File Maintenance view

This window is used to create, check and edit Efiles.



## 4.2.7. Map Editor view

This window is used to create and edit the map: terrain, roads, rails, names...



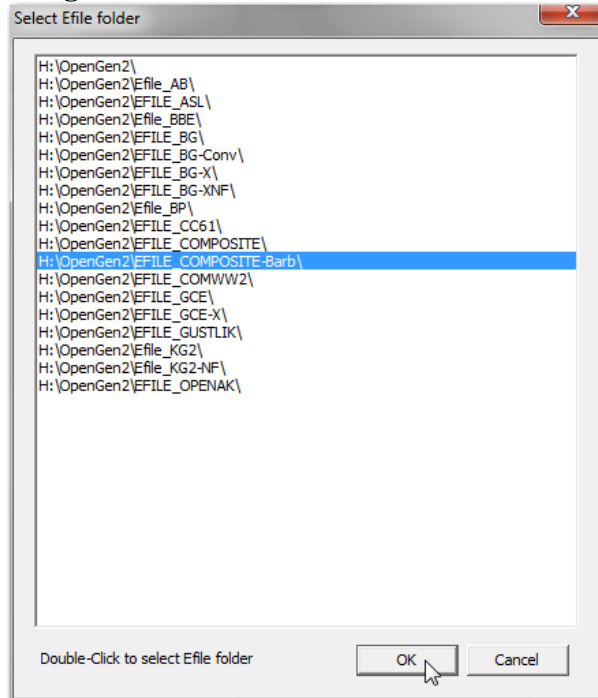


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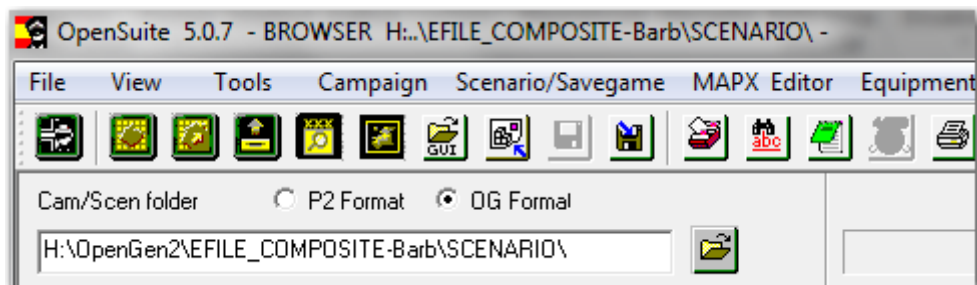
## 5. Efile selection

To start working with the Suite, first you must change to any Efile folder. This will allow the Suite to select the right flags, countries, scenarios and campaigns automatically.

Let's suppose that you want to work with the Composite Efile: you press the **Change Efile folder** button or go to **Tools → Change Efile folder**, and select the “Efile\_COMWW2” folder.



After you select the Efile folder, you should see it in the **Check Files View** and in the window title bar.



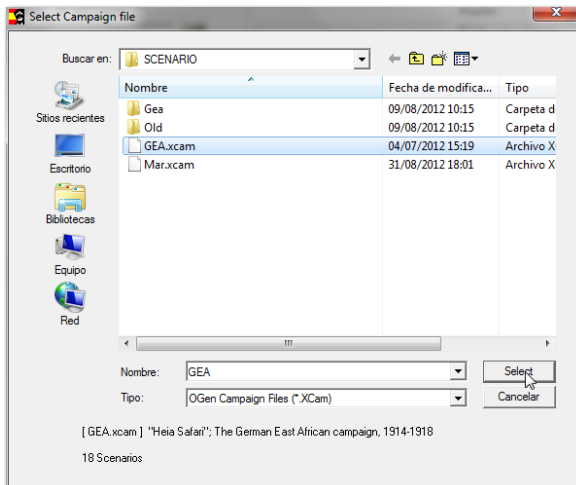
If the Efile folder that you want to select it's not in the list, remember that any valid Efile folder must have at least a SCENARIO subfolder.

## 6. Loading a campaign

You can load any campaign with the **Load CAM** button or with **File → Load campaign**, and then double click in the scenario in the Campaigning View.

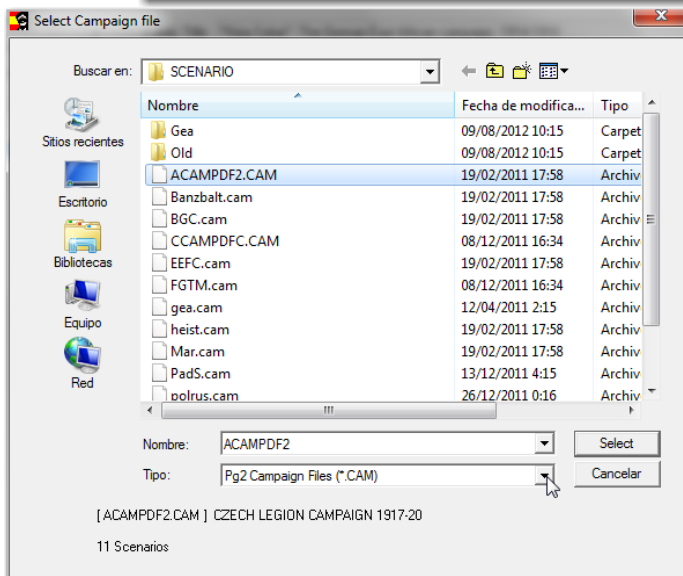
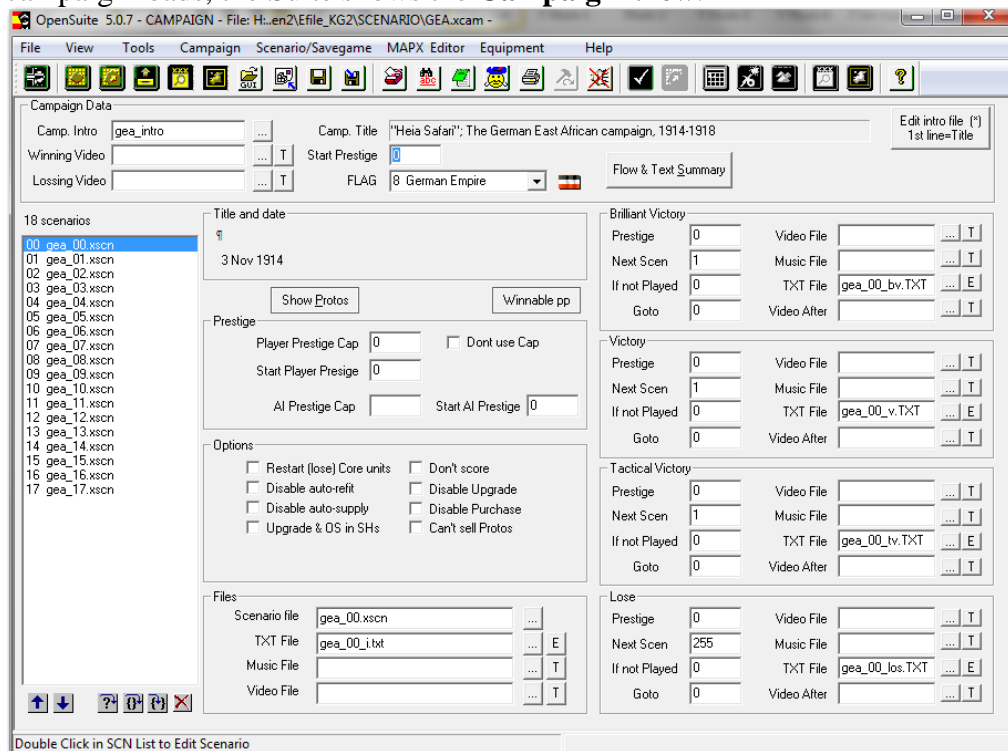


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When you select any campaign in this window, the campaign title and the number of scenarios are shown in the bottom, so you can choose the right campaign.

When the campaign loads, the Suite shows the Campaign View.



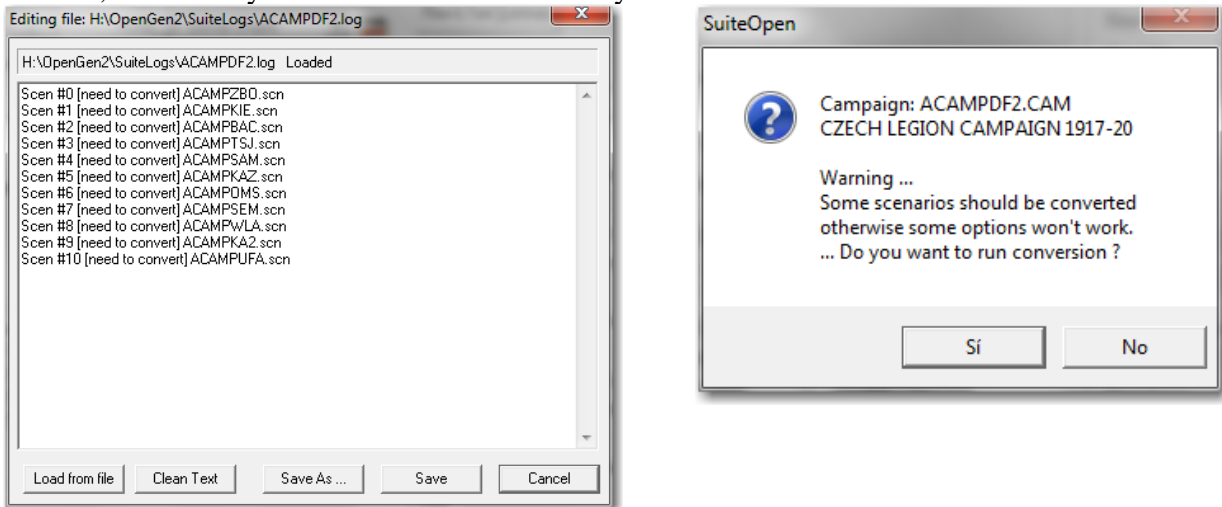
If you want to select a PG2 campaign, or one in the old formats, then you must select this in the **Type** combo-box at the bottom of the window.



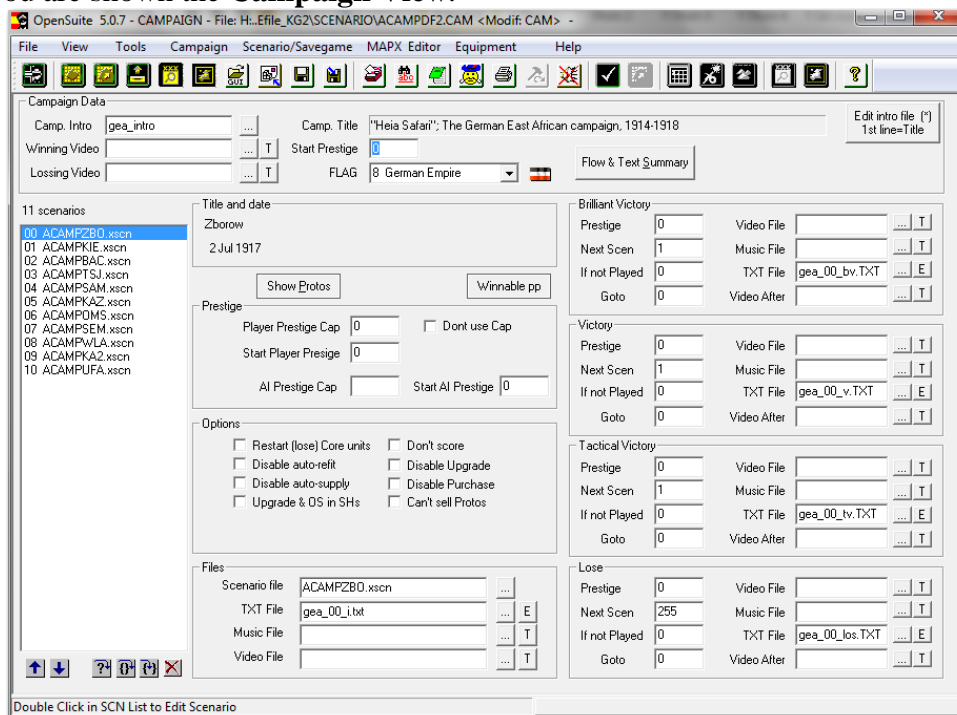


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After the campaign loads, a window appears with the scenarios that you must convert to the new formats, and when you close it the Suite asks if you want to convert them.



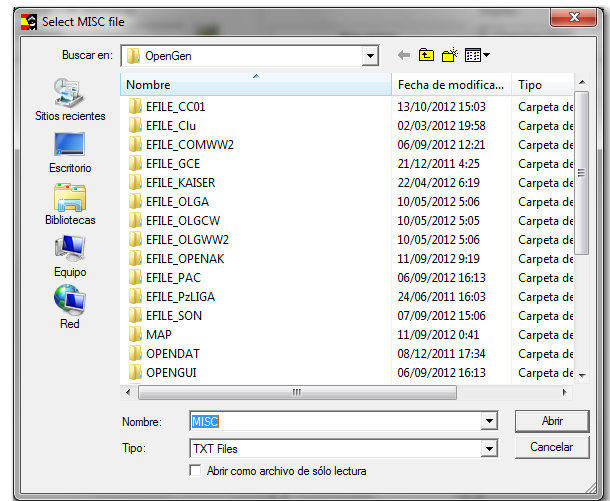
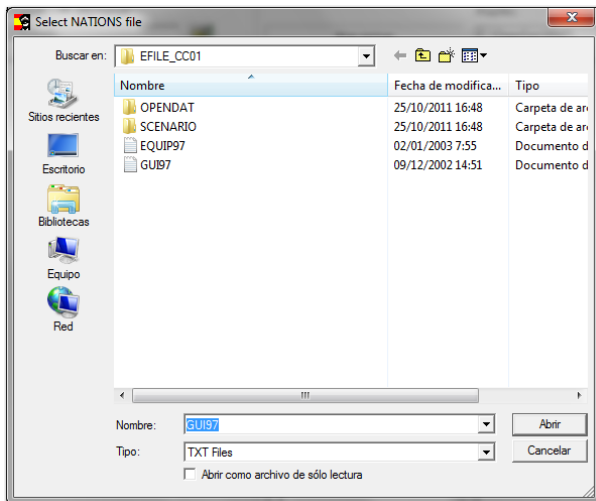
After that, you are shown the **Campaign View**.



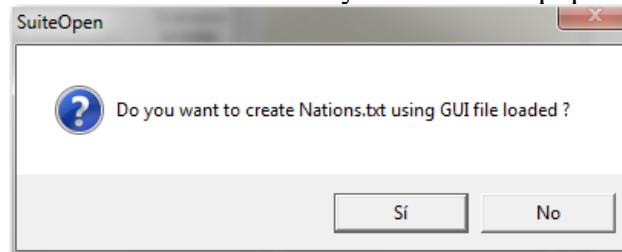
If the Efile for the campaign is old, then you could get a window prompting you to select the NATIONS.TXT file; you could select the GUI97.TXT file of the Efile instead. It could ask you to select a MISC.TXT file; in this window you can select **Cancel**.



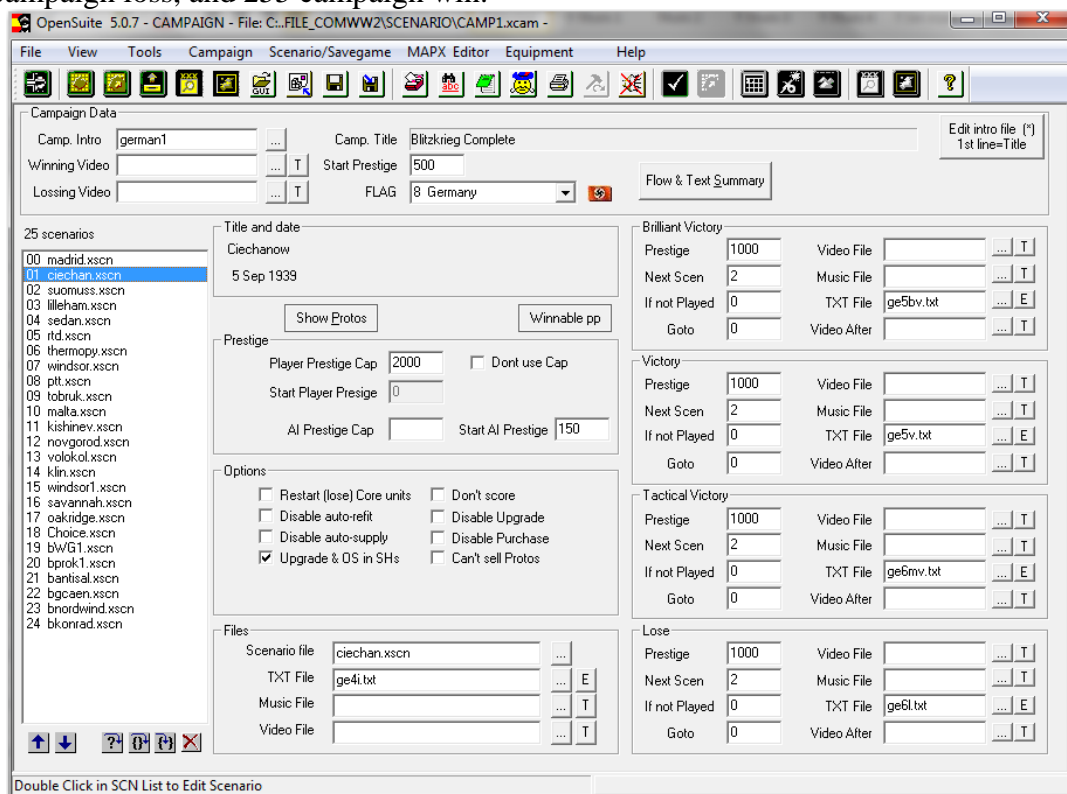
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The Suite will ask you if you want to create a NATIONS.TXT from the GUI97.TXT. Hint: accept to run the conversion if you don't want to get this warning again; besides you will avoid Open General asking you to convert each time it loads any file for this equipment:



When you select any of the scenarios in the list to the left, you can see in the window its title, date, prestige cap, options, files and to the right the following scenario, depending on victory type; 254 means campaign loss, and 255 campaign win.



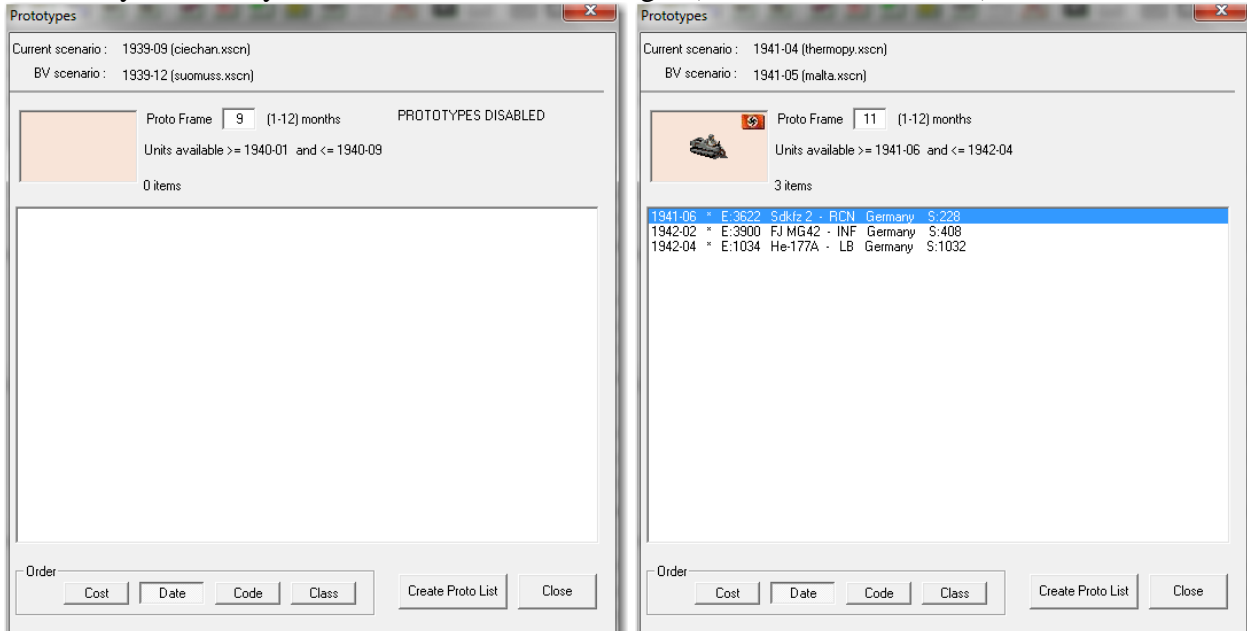
In this example, the selected scenario is number 01 (the scenario numbers start at 00), the title is Chiechanow, the date 5 Sep 1939, the cap is 2000 and the AI starts with 150 prestige points; it's



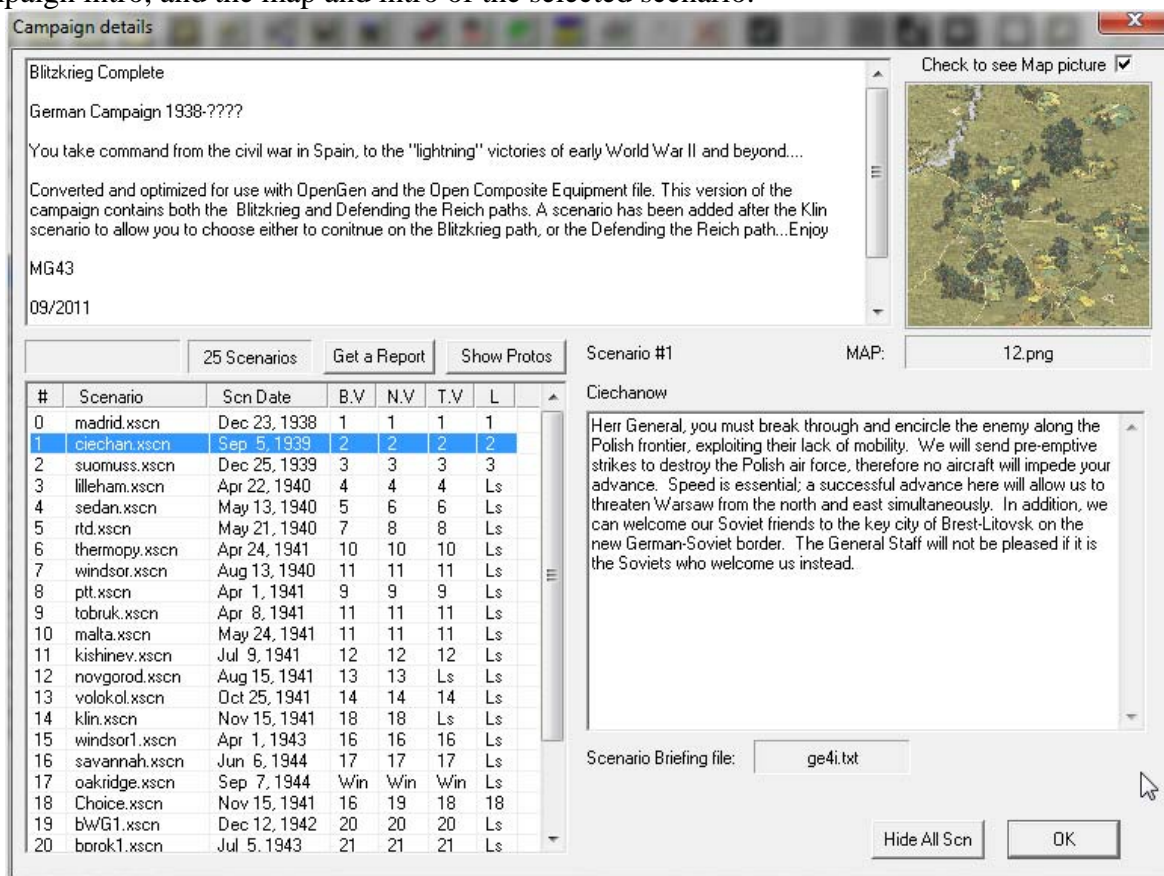
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allowed to upgrade and overstrengthen in supply hexes, the scenario file is ciechan.xscn and the intro file is ge4i.txt; any result takes you to scenario number 2 and gives you 1000 prestige points.

If you click the **Show Protos** button, you can see the prototypes that are available if you take a Brilliant Victory. In this scenario you cannot get one, as prototypes are disabled in the next scenario, but if they were not you could see the list to the right (from another scenario).



The Flow & Text summary button opens a window where you can see the full campaign path, the campaign intro, and the map and intro of the selected scenario.



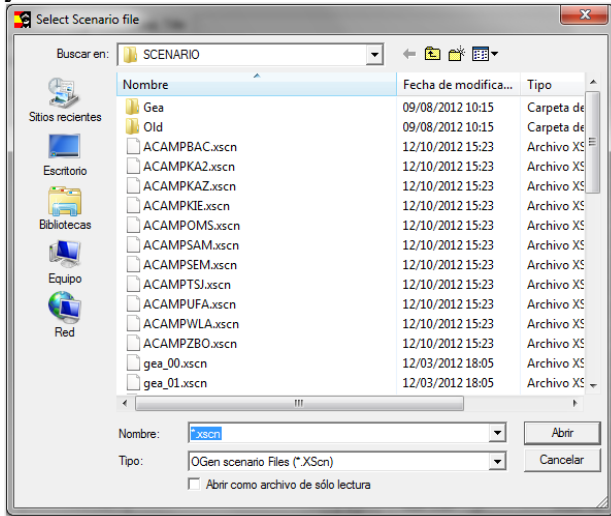




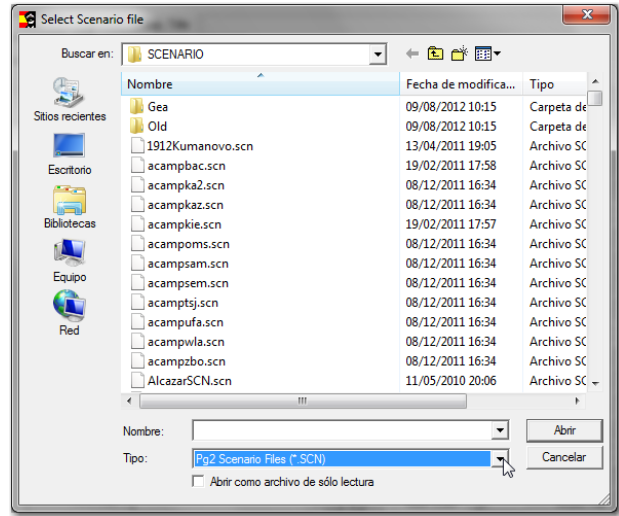
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## 7. Loading a scenario/savegame

To load a single scenario, you must press the **Load SCN** button or go to **File → Load Scenario**, and select the scenario file. If you want to load a scenario from the old formats or from PG2, then you have to select it in the list.



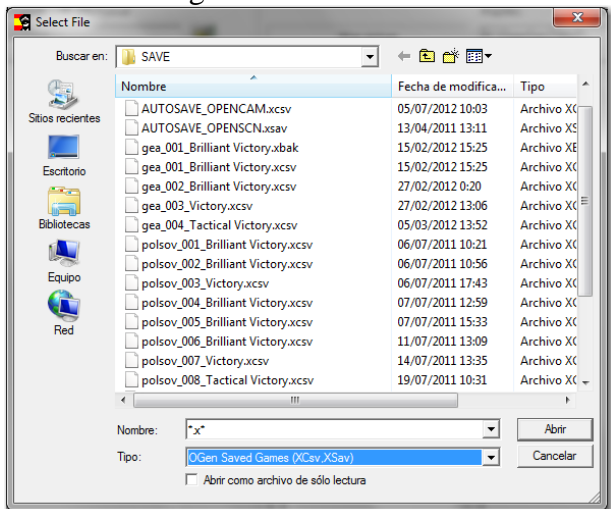
Loading a .xscn file.



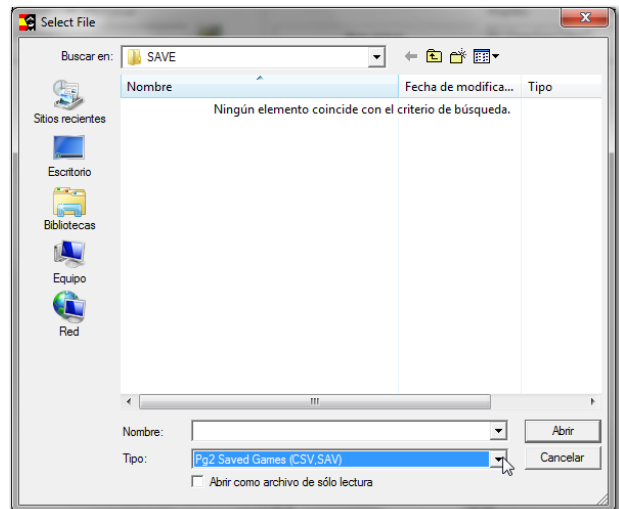
Loading a .scn file.

When the scenario loads, the Suite changes to the **Scenario Summary View**.

To load a savegame, you must press the **Load Save** button or go to **File → Load Saved Game**, and select the savegame file.



Loading a .xcsv file.



Loading a .csv file

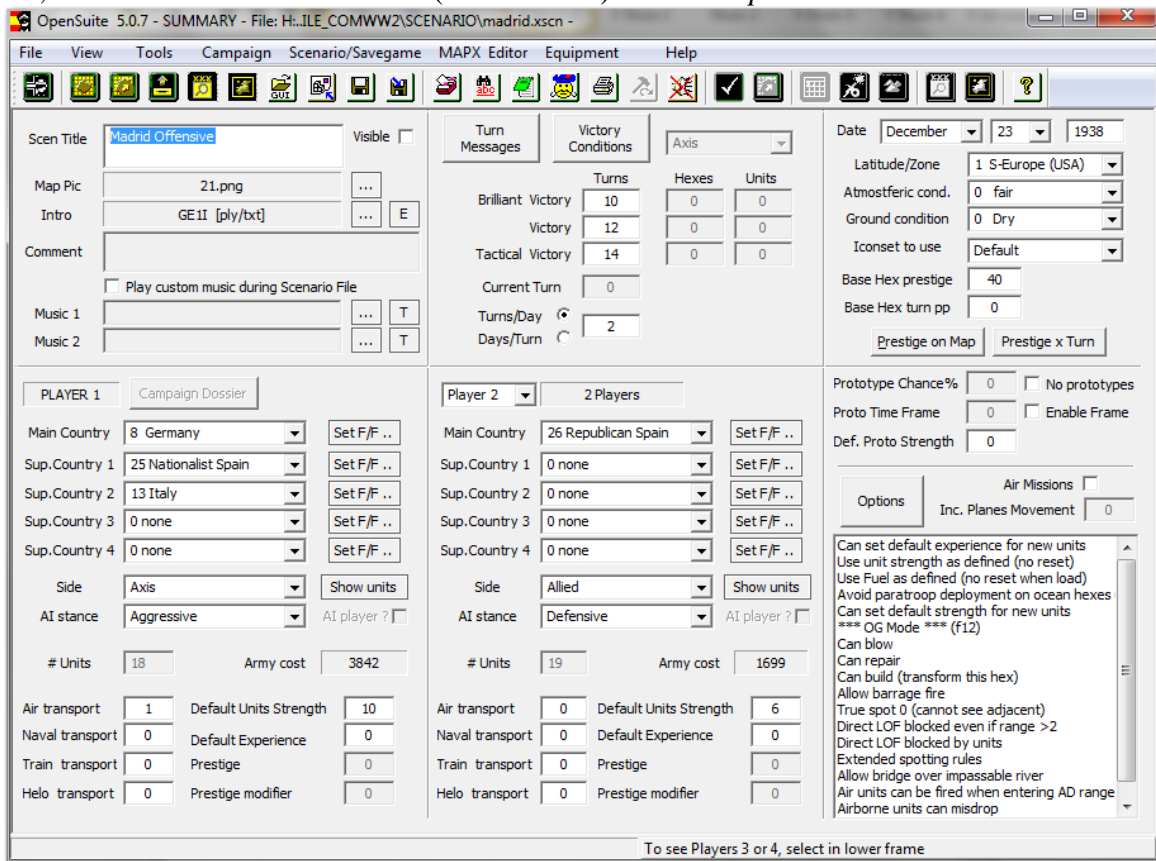
After loading a saved game, the Suite shows the **Unit Settings View**.



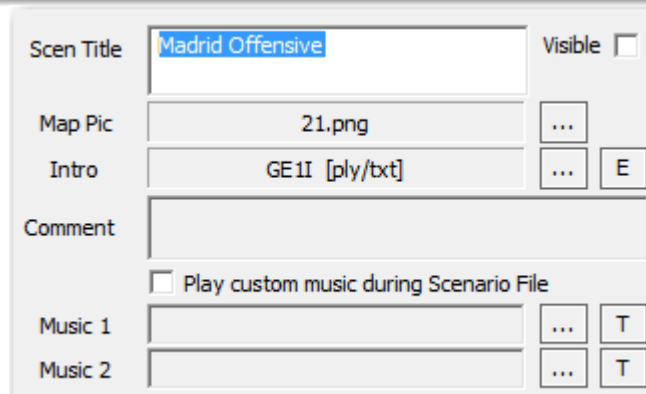
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## 8. Basic scenario settings

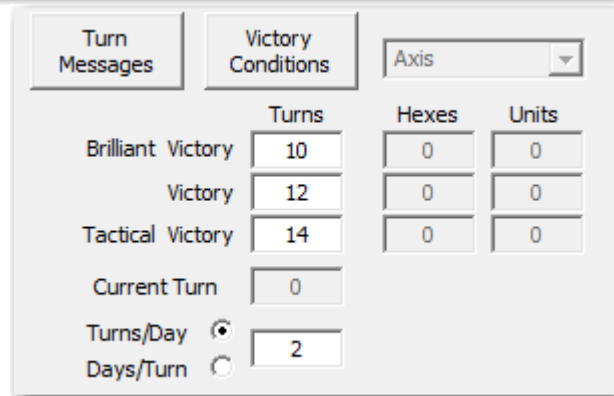
In the Scenario Summary View, you have access to all options of the scenario. In the example screens, I loaded the scenario *Madrid* (madrid.xscn) from *Composite WW2*.



Here is the scenario name, the map picture used and the intro text file. If the **Visible** checkbox is ticked, the scenario can be selected to play in the game.



Here you see the turns per day or days per turn and the turns to a BV, V or TV. If the turns for a TV pass, you lose the scenario. You can also see, if they are used in the scenario, the hexes to hold and the units to exit.





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Here you see the date, the latitude and the atmospheric and ground conditions. The latitude is used to determine the weather changes in the scenario.

The iconset is used to set the type of icons used in the scenario (normal, snow, desert or jungle)

You can also see the prestige earned when a normal flagged hex is taken (Base), and you can use the buttons at the bottom to see the prestige on map and the prestige per turn.

Date: December 23 1938

Latitude/Zone: 1 S-Europe (USA)

Atmospheric cond.: 0 fair

Ground condition: 0 Dry

Iconset to use: Default

Base Hex prestige: 40

Base Hex turn pp: 0

Prestige on Map Prestige x Turn

By pressing the **Prestige on Map** button, a new window opens showing the total prestige available on the map for each player.

Prestige Calculator

Prestige Modifier: 100

Base Hex prestige to test: 40

Show Prestige for: Player 1 [Axis]

(\*) Can type freely: values will be used only for simulation, no changes in scenario settings.

Prestige in hexes to take:

Victory hexes	3	Prestige	80
Supply hexes + Ports	1	Prestige	0
Airfields on VH/SH	1	Prestige	40
Rest of Owned hexes	11	Prestige	440
Total winable prestige on Map			560

NO Prestige hexes: 2 Avoided Prest.: 240

Prestige in turns:

Until Brilliant Victory	100
Until Victory	100
Until Tactical Victory	100

Close

	Victory Hex (VH)	Supply Hex (SH)	VH + SH	Rest of Owned hexes
Port	160	80	160	80
Airfield	120	120	200	40
Rest of terrain	80	80	160	40

This table shows prestige for standard hex types (with no modifier)

If you press the **Prestige x Turn** button, a new window shows the prestige allotted to each player in any turn.

Prestige

Player 1 [Axis]

PRESTIGE per TURN

T1: 0	T9: 0	T17: 0	T25: 0	T33: 0
T2: 0	T10: 0	T18: 0	T26: 0	T34: 0
T3: 10	T11: 0	T19: 0	T27: 0	T35: 0
T4: 10	T12: 0	T20: 0	T28: 0	T36: 0
T5: 30	T13: 0	T21: 0	T29: 0	T37: 0
T6: 50	T14: 0	T22: 0	T30: 0	T38: 0
T7: 0	T15: 0	T23: 0	T31: 0	T39: 0
T8: 0	T16: 0	T24: 0	T32: 0	T40 ... (to last turn): 0

Set Global Prestige to -> 0

Default experience for new units and prototypes is no more defined in T40

Base turn prestige for hexes enabled in map: 0

Prestige available on Map OK



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**PLAYER 1** Campaign Dossier

Main Country	8 Germany	Set F/F ..
Sup. Country 1	25 Nationalist Spain	Set F/F ..
Sup. Country 2	13 Italy	Set F/F ..
Sup. Country 3	0 none	Set F/F ..
Sup. Country 4	0 none	Set F/F ..
Side	Axis	Show units
AI stance	Aggressive	AI player ? <input type="checkbox"/>
# Units	18	Army cost 3842
Air transport	1	Default Units Strength 10
Naval transport	0	Default Experience 0
Train transport	0	Prestige 0
Helo transport	0	Prestige modifier 0

Here you see the *Player 1* settings: the main and support countries, the side and the air and naval transport available. The AI stance is used if the player is played by the AI and determines its strategy: aggressive makes it attack the player's VH, and defensive makes it set a defense for its own.

You can also see how many units the player has, and its prestige cost.

Below is the non-organic transport available by type and the default strength and experience of new units bought in the scenario.

**Player 2** 2 Players

Main Country	26 Republican Spain	Set F/F ..
Sup. Country 1	0 none	Set F/F ..
Sup. Country 2	0 none	Set F/F ..
Sup. Country 3	0 none	Set F/F ..
Sup. Country 4	0 none	Set F/F ..
Side	Allied	Show units
AI stance	Defensive	AI player ? <input type="checkbox"/>
# Units	19	Army cost 1699
Air transport	0	Default Units Strength 6
Naval transport	0	Default Experience 0
Train transport	0	Prestige 0
Helo transport	0	Prestige modifier 0

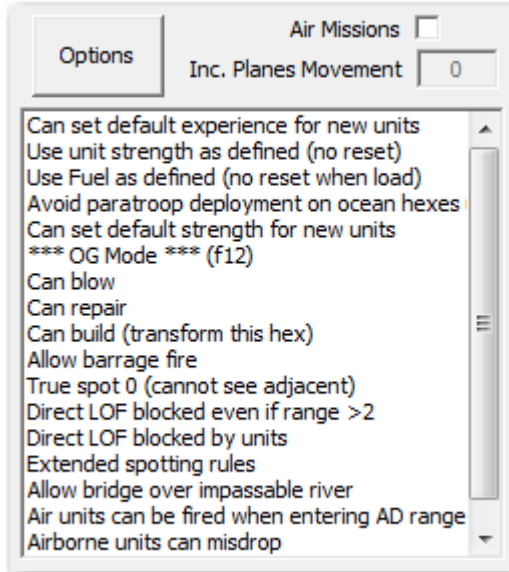
The section for *Player 2* is nearly the same than that for *Player 1*. The only difference is that you can change the player to *Player 3* and *Player 4* by means of the list at the top, to set other players.

Here you can see if prototypes are allowed in the scenario, the chance of obtaining a prototype, the time frame used to determine the prototype gained, and its default strength.

Prototype Chance%	0	<input type="checkbox"/> No prototypes
Proto Time Frame	0	<input type="checkbox"/> Enable Frame
Def. Proto Strength	0	



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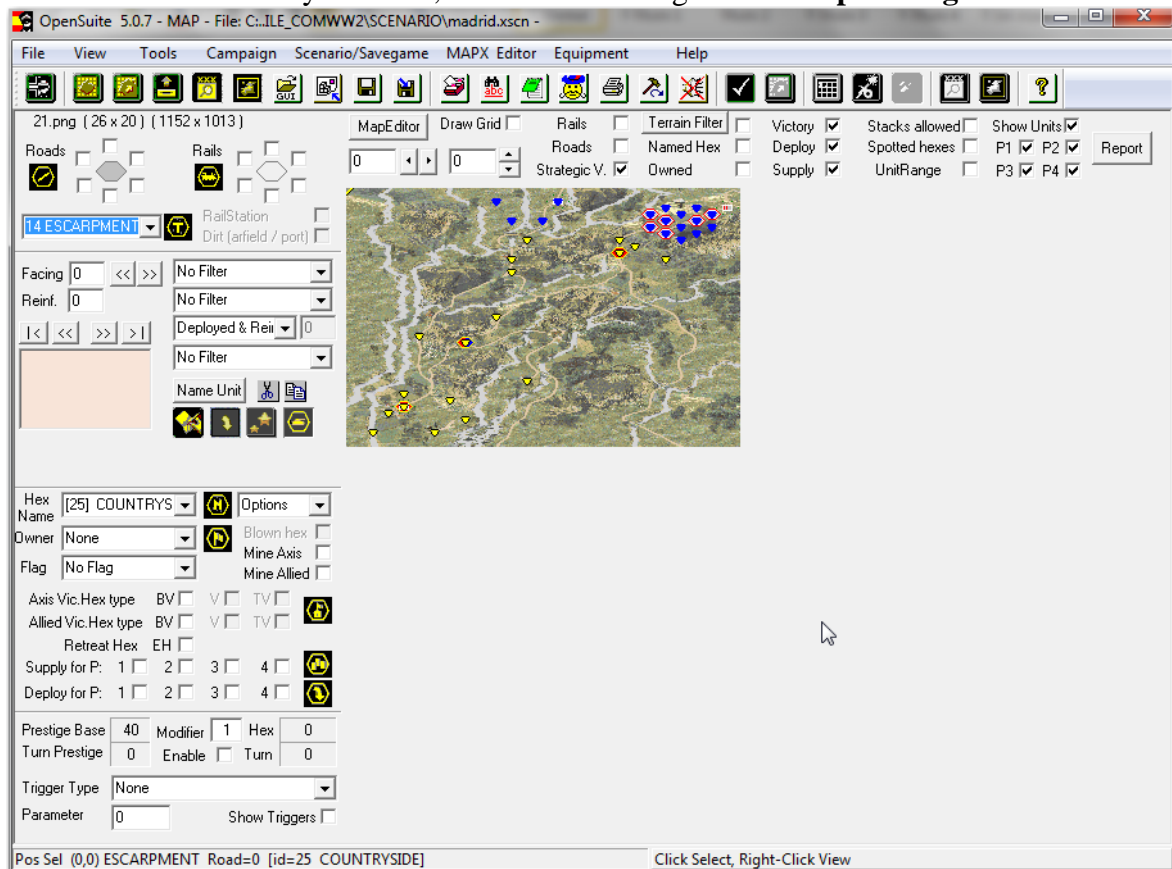
Here you can see the optional rules used in the scenario, and if Air Missions are enabled or no. To change the options you can use the **Options** button.

If you make any modification to the scenario, the Suite shows it at the end of the title bar until you save it.

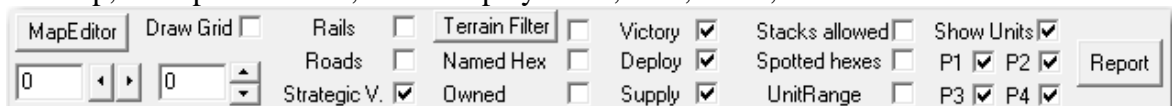
OpenSuite 5.0.7 - SUMMARY - File: H:\ILE\_COMWW2\SCENARIO\madrid.xscn <Modif: SCN> -

## 9. Units

To view the units of any scenario, it's better to change to the **Map Settings View**.



The upper right part of the window lets you select some of the characteristics that you want to see in the map, like special hexes, units for player 1-4, rails, roads,...





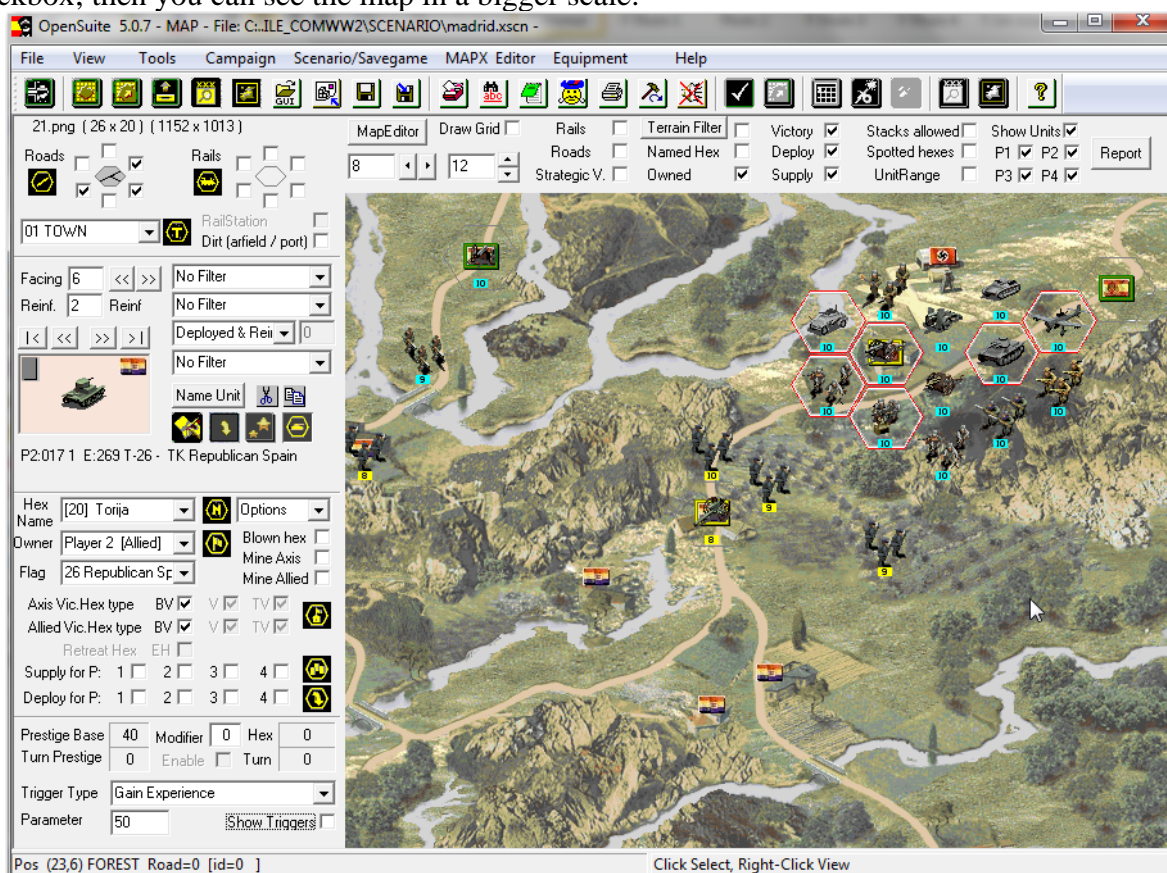
In this section you can change the base hex prestige (40 by default), the modifier, set turn prestige and trigger hexes.





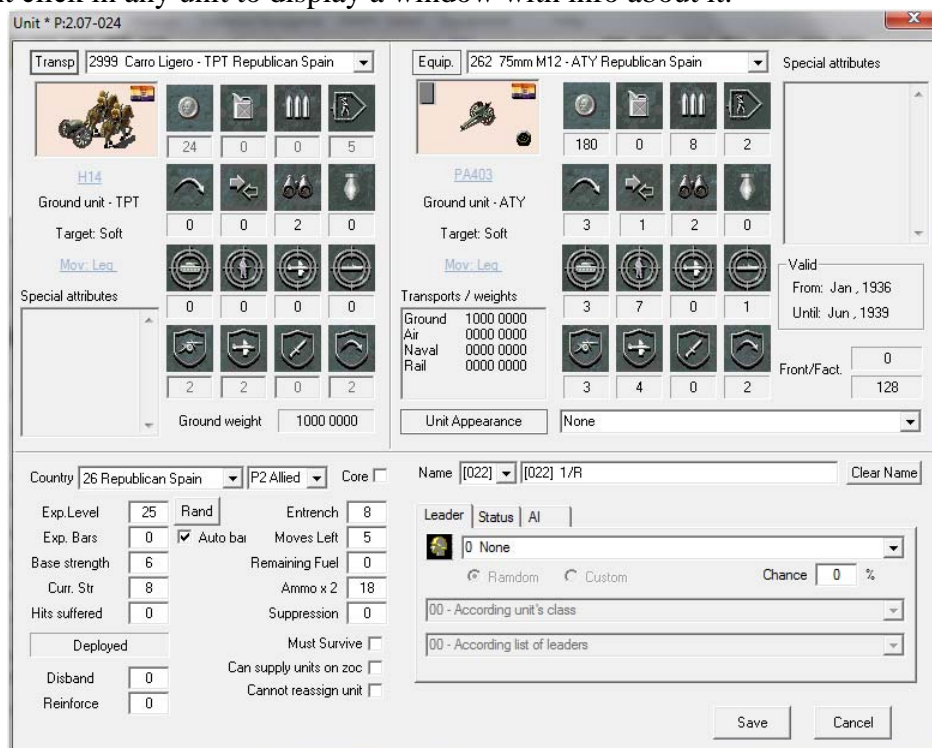
# OPEN SUITE – MANUAL

To see the units, it's better to double click in any empty hex or uncheck the Strategic View checkbox; then you can see the map in a bigger scale:



The red-bordered hexes are the initial deployment hexes: they are the hexes available to deploy your core units at the start of the first turn of the scenario in a campaign; if the scenario is the first in the campaign, the units that are there are the initial core units.

You can right click in any unit to display a window with info about it.



In the upper half, you can change its transport (**Transp** button), equipment (**Equip.** button) and look at its stats.



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Country	26 Republican Spain	P2 Allied	Core	<input type="checkbox"/>
Exp. Level	25	Rand	Entrench	8
Exp. Bars	0	<input checked="" type="checkbox"/> Auto bar	Moves Left	5
Base strength	6	Remaining Fuel		0
Curr. Str	8	Ammo x 2		18
Hits suffered	0	Suppression		0
Deployed				
Disband	0	Must Survive		<input type="checkbox"/>
Reinforce	0	Can supply units on zoc		<input type="checkbox"/>
		Cannot reassign unit		<input type="checkbox"/>

In this part of the window, you can see the unit's country and side, its experience and bars (with **Auto bar** checked, the bars are set automatically according to its experience), base strength, current strength, entrenchment level, and some fields useful to edit a savegame, like hits suffered, suppression... If the unit is a reinforcement, the turn in which it arrives is in the **Reinforce** box, and if the unit is going to left the battlefield, the turn is in the **Disband** box.

Leader	Status	AI
0 None		
<input checked="" type="radio"/> Random		<input type="radio"/> Custom
Chance		0 %
00 - According unit's class		
00 - According list of leaders		

This tab allocates a leader to the unit; if there is one, you can select if it's random or custom.

Leader	Status	AI			
Valid	<input checked="" type="checkbox"/>	Can Move	<input checked="" type="checkbox"/>	Has Moved	<input type="checkbox"/>
Retreated	<input type="checkbox"/>	Can ReSupply	<input type="checkbox"/>	Has Resupplied	<input type="checkbox"/>
Aux Unit	<input checked="" type="checkbox"/>	Can Fire	<input type="checkbox"/>	Has Fired	<input type="checkbox"/>
Free Core	<input type="checkbox"/>	Building	<input type="checkbox"/>	Has Fired Support	<input type="checkbox"/>
				Has Intercepted	<input type="checkbox"/>

This tab is useful for saved games, and is used to change the status of the unit by checking and unchecking any of the checkboxes.

Leader	Status	AI	
Unit's AI role		Hex objective	<input type="checkbox"/>
Anchored	<input checked="" type="checkbox"/>	Hold position until turn	0
Kamikaze	<input type="checkbox"/>		

In this tab you could set the role of the unit (not available yet), and if the unit is anchored (doesn't leaves its position) or must hold its position until a given turn.

You can work also in the **Unit settings view**, changing with the **View** menu or with the button in the toolbar.

If you have any unit selected in the **Map Settings View**, when you change to the **Unit Settings View** it remains selected.

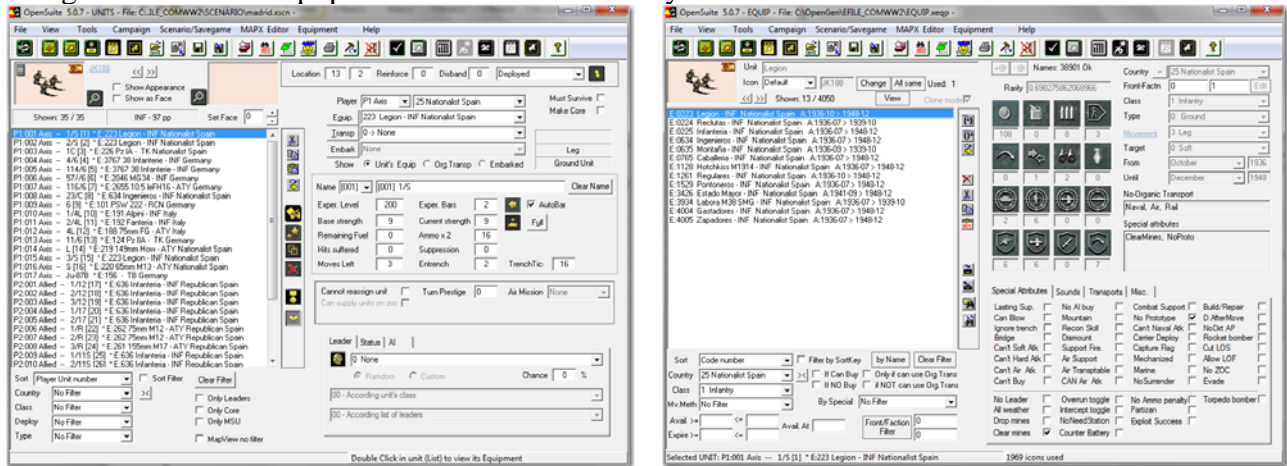




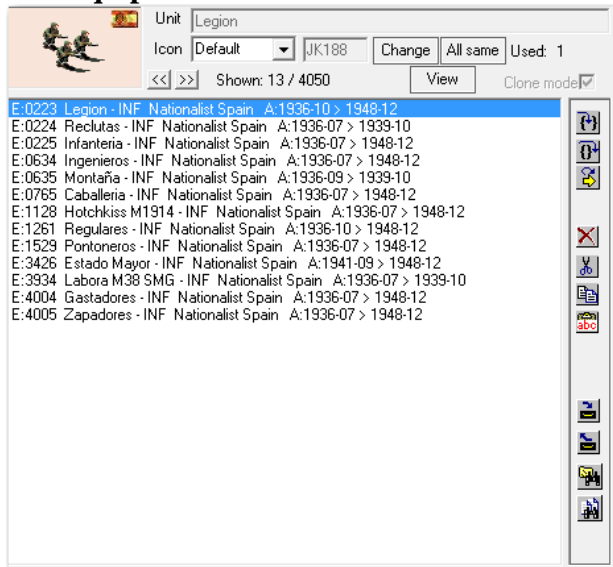
# OPEN SUITE – MANUAL

## 10. Efile

When you are looking at the units in a scenario, you can change to the **Equipment File Maintenance View**, and automatically the same equipment used by the selected unit is shown, along with available equipment for the same country and class.



The **Equipment File View** has several sections:



Here is shown the different equipment available for the country and class of the selected unit, in this example *Nationalist Spain* and *Infantry*.

In the upper side, you can see the icon used and its name.



Here are the unit's stats. They cannot be changed if you have the **Avoid editing Efile unless loaded explicitly** checkbox checked in the **Settings** window of the Suite. If you want to edit the Efile and have this checked, you must load the Efile with the **Load EQP** button or from the **File** menu.

For an explanation of those stats, you can read the Open General Manual.



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Country: 25 Nationalist Spain  
Front-Factn: 0 1 Edit  
Class: 1 Infantry  
Type: 0 Ground  
Movement: 3 Leg  
Target: 0 Soft  
From: October 1936  
Until: December 1948  
No-Organic Transport: Naval, Air, Rail  
Special attributes: ClearMines, NoProto

Here are more characteristics of the selected equipment: its **Country, Front-Faction, Class, Type, Movement, Target** type, availability dates (**From, Until**), **No-Organic Transport** and **Special attributes**.

To know the meaning of those characteristics, you can also read the Open General Manual.

Sort: Code number Filter by SortKey by Name Clear Filter  
Country: 25 Nationalist Spain >< If Can Buy Only if can use Org.Trans  
Class: 1 Infantry If NO Buy if NOT can use Org.Trans  
Mv.Meth: No Filter By Special: No Filter  
Avail >= <= Avail. At Front/Faction Filter 0  
Expire >= <= 0

Those are filters, to show only the equipment that matches ALL filters. In this example only units from *Nationalist Spain* AND *Infantry* are shown.

The units can be sorted in many ways; in this example by code number.

Special Attributes Sounds Transports Misc.  
Lasting Sup. ☐ No AI buy ☐ Combat Support ☐ Build/Repair ☐  
Can Blow ☐ Mountain ☐ No Prototype ☒ D.AfterMove ☐  
Ignore trench ☐ Recon Skill ☐ Can't Naval Atk ☐ No Dirt AP ☐  
Bridge ☐ Dismount ☐ Carrier Deploy ☐ Rocket bomber ☐  
Can't Soft Atk ☐ Support Fire ☐ Capture Flag ☐ Cut LOS ☐  
Can't Hard Atk ☐ Air Support ☐ Mechanized ☐ Allow LOF ☐  
Can't Air Atk ☐ Air Transportable ☐ Marine ☐ No ZOC ☐  
Can't Buy ☐ CAN Air Atk ☐ No Surrender ☐ Evade ☐  
No Leader ☐ Overrun toggle ☐ No Ammo penalty ☐ Torpedo bomber ☐  
All weather ☐ Intercept toggle ☐ Partizan ☐  
Drop mines ☐ NoNeedStation ☐ Exploit Success ☐  
Clear mines ☒ Counter Battery ☐

This are the special attributes of the unit: it can clear mines and cannot be given as a prototype.

If you want to know the meaning of those attributes, you can look in the Open General Manual.

Special Attributes Sounds Transports Misc.  
Sounds  
Move: 1072 1072 Infantry  
Attack: 2002 2002 Infantry  
Die: 3001 3001 Infantry  
Click buttons to test sounds Edit Sound's text file

This tab shows the sounds used by the unit when it moves, attacks and dies; you can also listen to the sounds by clicking the **Move, Attack** or **Die** buttons.



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Special Attributes | Sounds | Transports | Misc.

Weights

Ground	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	128
Air	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
Sea	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
Rail	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
Helo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0

No-Organic transports

Naval Transport	<input checked="" type="checkbox"/>
Air Transport	<input checked="" type="checkbox"/>
Rail Transport	<input checked="" type="checkbox"/>
Helo Transport	<input type="checkbox"/>
Airborne	<input type="checkbox"/>

In this tab you can see the transport types that can be used by the unit.

Special Attributes | Sounds | Transports | Misc.

Air Missions

Air Recon	<input type="checkbox"/>
Wild Weasel	<input type="checkbox"/>
Supply Ground units	<input type="checkbox"/>

Here are some unit's abilities useful to aircraft when Air Missions are enabled.

The status bar shows some information about the efile and unit selected.

Selected UNIT: P1:001 Axis -- 1/S [1] \* E:223 Legion - INF Nationalist Spain 1969 icons used



## 11. Links

Here you have some links to the main webpages with material for Open General and Panzer General 2:

Luis Guzmán's web page:

<http://luis-guzman.com/>

JP's Wargame & History Forums:

<http://www.panzercentral.com/forum/viewforum.php?f=178>

Kaiser General:

<https://sites.google.com/site/jkpanzer/>

Steve PG2 Campaign:

<http://hosted.wargamer.com/pg2campaigns/steve/pg2.htm>

Gilestiel PG2 Mapfinder:

<http://pg2mapfinder.gilestiel.eu/>

Adlerkorps:

<http://www.adlerkorps.com/>

Latin Generals:

<http://gilestiel.nerim.net/lg/>

The MG Bunker:

<http://sites.google.com/site/themgbunker/>

OpenGeneral & PanzerGeneral (polish):

<http://www.pg2.net.pl/>

Polecam (polish):

<http://opengeneral.pl/polecam.html>

Polish forum:

<http://www.forum.gildiageneralow.pl/opengen/0/>

Rayydar's (German):

[http://www.rayy.de/raiders/pages\\_e/RayyFrames2N.html](http://www.rayy.de/raiders/pages_e/RayyFrames2N.html)

Panzerliga:

<http://www.panzerliga.de/en/index.php>

## 12. Acknowledgements

First and foremost to Luis Guzmán, creator of the Suite and of Open General; without his efforts nothing of this would be possible. He made some suggestions and always answered my questions (even the stupid ones ☺)

To my wife and daughter, who allowed me the time to do this.

Also my thanks go to all modders, mapmakers, iconmakers, and campaign and scenario designers and converters; the time that you “waste” creating your works is time that many people will enjoy.

If you have some question or suggestion about this manual, email me at [gbs6711@gmail.com](mailto:gbs6711@gmail.com)



## 13. Version history

0.1 First released version.