

# Fleet Battle School Order of Battle Editor Help File

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## 1. Introduction

This help file covers how to run the FBS Order of Battle Editor and how to create and modify orders of battle using it. When the Order of Battle Editor is run, it will prompt you for the name of an existing order of battle file. All order of battle files have the extension ".oob". After opening a file, you can view and edit it as described below.

## 2. Making New Orders of Battle

An Order of Battle file requires a **Context File**. A Context File specifies the names of the two sides involved and the names and associated sides of the various forces. A Context File must have the file extension ".ctx" and can be created using a text editor. Below is a typical Context File:

```
Blue
Red
-1 Blue
-1 Red
0 Brown
1 Purple
0 Olive
-1 Yellow
```

The first two lines in a Context File specify the two sides which are referred to as **Side A** and **Side B**. In this example, the two sides are called "Blue" and "Red". Following the first two lines are a number of lines up to a maximum of 6. Each of these lines has two values: a numeric value indicating the side of the force followed by the name of the force. The numeric values are as follows:

- **0** – The force is part of Side A.
- **1** – The force is part of Side B.
- **-1** – The force is not part of this situation.

Note in the example above, that Brown and Olive are part of the Side A while Purple is part of the Side B. The forces Blue, Red, and Yellow are not part of this situation. Note that the color names used in this example correspond to the actual color values of the forces in a scenario.

You start a new Order of Battle by selecting the **New** option of the **File** menu. You will be prompted for the Context File to use for this Order of Battle.

## 3. Editing Orders of Battle

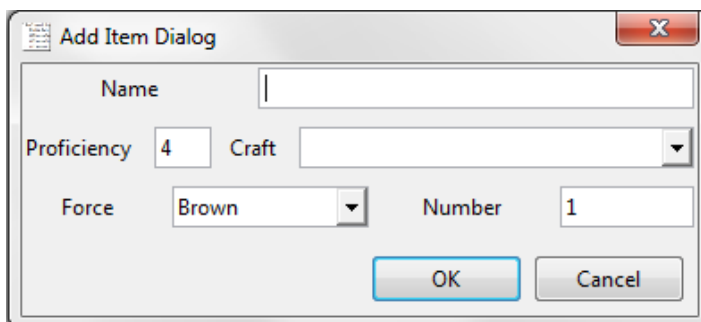
You can make editing changes to order of battle entries or add new order of battle entries by using either the **Data** menu or alternatively through a pop-up menu displayed by clicking on an entry with

the **right mouse button**. The data editing commands are:

- **Add** – Add a new order of battle entry after the currently selected entry. You will be shown a dialog that you can use to enter the values of the new entry.
- **Edit** – Make changes to the currently selected entry. You will be shown a dialog that you can make the changes using.
- **Copy** – Make a copy of the currently selected entry which can be pasted back in using the Paste command.
- **Cut** – Make a copy of the currently selected entry and delete it. The copy can be pasted back in using the Paste command.
- **Paste** – Paste the database entry copied using either the Copy or Cut command after the currently selected entry.
- **Raise** – Raise the currently selected entry one position in the order of battle.
- **Lower** – Lower the currently selected entry one position in the order of battle.

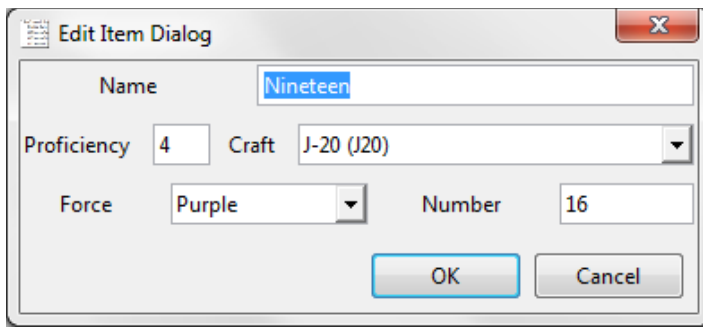
You can also **Edit** an order of battle entry by **double-clicking** on it.

When you Add an order of battle entry, you will be prompted to enter the values associated with the entry using the **Add Item Dialog**.



If the item is an organization, then you leave the **Craft** field blank. Otherwise, if the item is a unit, then select the craft associated with the unit from the drop-down menu. The **Proficiency** and the **Force** values apply to all items but the **Number** field only applies to units which have multiple craft in them such as aircraft flights.

When you Edit an order of battle entry, you will be prompted with a dialog that depends on the type of item being edited using the **Edit Item Dialog**.



The image shows a software dialog box titled "Edit Item Dialog". It contains the following fields and controls:

- Name:** A text input field containing the word "Nineteen".
- Proficiency:** A numeric input field containing the value "4".
- Craft:** A dropdown menu currently displaying "J-20 (J20)".
- Force:** A dropdown menu currently displaying "Purple".
- Number:** A numeric input field containing the value "16".
- Buttons:** "OK" and "Cancel" buttons are located at the bottom right of the dialog.

Depending on the type of item you are editing, only some of these fields may apply.

Note that once you establish the side of a top level organization by specifying a force, then all suborganizations and all subunits of that organization must be from the same side. You can change the force associated with a suborganization or a subunit, but it must be of the same side as the top level organization.

**NOTE:** If you delete an order of battle entry and that entry is already being used in a scenario, then it will cause the scenario to become unreadable. If you need to delete an order of battle entry, you should first delete the unit from all scenarios it is used in and then delete it from the order of battle.