

Creating your own dwm file.

Be warned. Creating your own nation lists, magic items or siege engines and providing your own dwm files is done on your own risk, best reread the Legal Stuff chapter in the manual again, which basically says you're on your own and I don't take responsibility for whatever you or the program does to you or your computer or anybody and anything else. Don't tell me that you haven't been warned.

Introduction and warning

Version 1.27 of Wm is the first version that supports user generated races.

The nation list will be stored in a dwm file that must be in the same folder (directory) as the wm-program file. You can have as many nation lists in a dwm file as you like and you can also have multiple dwm files in the folder. Wm will load all nation lists in all dwm files in the folder.

The zip file contains the sample.dwm file, which includes all examples of this text.

Nation ID

Each Nation has an numerical ID 1, 2, 4, 8, 16, 32, 64, 128 are already used and I will use the next power of 2 values as new armies are released. So please use numbers beginning with 32769 for your own armies, this leaves some room for „official“ army lists. Should the need arise people can sent me the IDs they use and I put them on the web, so everybody can check what numbers are available. Should you be interested in that, send me a mail at brumbaer@brumbaer.de.

Conflicting Nation IDs

While the id sheme allows some 4 billion nation lists to be created, there is still the possibility that two nation lists will have the same ID. When this happens only one of the nations will be loaded. When you load an army list that was created with an nation list of an given id and now a different nation list with the same id is active an error message is displayed.

Missing wdm file

Whenever an army is loaded that has been created with an now not available dwm file, this might lead to an error message or to missing unit-, item-, or engine-entries or in the worst case (so I haven't it encountered yet) a program crash.

Missing nations

If you have created your own nation list and designed an army using it, you can save and load the army list like any other army list. But when you try

to load the army list and the nation list is not available, you will get an error message.

So make sure that the dwm file which was used to create the army is always available. Also when you give or take your armylist to a friend (or foe) also take the dwm file.

File structure - basics

The dwm file is a text file and has a structrue that might remind you to HTML or better XML. That's ok, don't feel bad about it.

A dwm file can be created using any text editor, but make sure the files using the text-only option.

The structure is predefined and if you violate it's rules, something bad will happen, it could not load the nation list, but it could also crash the program. You've been warned, so be careful.

Tokens

The file is structured by the use of tokens. Each token is bracketed by < and >.

Some tokens also have parameters. The parameters are divided by a space. If a token has parameters than they must not be omitted ".

All tokens must be written in capital letters.

The **<INFO>** token.

The **<NATION id "name" "army">** token is a token that must have parameters.

End Tokens

Some tokens have an end token which is the same token but with an / in front of the name.

End-tokens never have parameters.

Usually there is additional infomation between token and end-token.

<INFO>	Token
I'm the info	Additional info
</INFO>	End token

The <NATION> token

You can have as many nation lists in a single dwm file as you like, but each nation list has to start with the <NATION> token and must end with the </NATION> token.

The <NATION> token has the form

```
<NATION id "name" "armyname">
```

The id is the Nation ID, a number between 32769 an 4000000000.

The name is the nation's name put in quotes.

The armyname is the name an army of that nation is called like "Empire army" also put in quotes.

Name and armyname must not contain any ".

```
<NATION 32770 "No land" "No army">
</NATION>
```

Between the <NATION> and </NATION> tokens, there can be one <INFO> token that specifies the text shown when the info button is pressed and any number of <TROOPS> tokens that specify the units available.

The <INFO> token

The <INFO> token is usually embedded in other tokens like the <NATION> token and gives some additional text info.

The <INFO> token must always be paired with an </INFO> token.

A line break in the source file will show also in the display.

```
<INFO>In the very north.</INFO>
Will be displayed as a single line of text.

<INFO>In
the
very
north.</INFO>
Will be displayed as a four lines of text.
```

The nation without troops shows the <NATION> and <INFO> token.

```
<NATION 32770 "No land" "No
army">
<INFO>And first there is nothing
..</INFO>
</NATION>
```

The <TROOPS> token

The majority of entries are <TROOPS> tokens. Each token describes an entry in an army list, be it a unit of infantry, cavalry, artillery, monsters, mounts or characters. Not described by <TROOPS> tokens are magic items and siege engines.

A <TROOPS> token must always be paired with a </TROOPS> token.

The <TROOPS> token has the form:

<TROOPS cid "name" ctype ccategory>

cid is an exactly 4 character long id that identifies the entry. There are two reserved cids and these are nomo and emsk. No two entries within the same nation must have the same cid.

"name" is the entry's name put in quotes. The name itself must not contain quotes.

ctype is an exactly 4 character long id which specifies the type of the entry it must be one of the following:

ctype must be	
unit	Ordinary infantry, cavalry, artillery, monster, chariot an warmachines.
char	Characters
moun	Mounts
spec	Entries that are part of an unit like Skirmishers.
unSk	Units that can be joined by skirmishers like Empire

ccategory is a number that specifies the category the entry belongs to.

ccategory must be	
1	Chariot mounts
2	Monstrous mounts
16	Machines
32	Artillery
64	Monsters
128	Chariots
256	Cavalry
512	Infantry
2048	Runesmith
4096	Wizard
8192	Hero
16384	General
20480	General and Wizard

Profile

In the line directly after the <TROOPS> token there must be the profile of the entry. The profile is identical for all types and categories. Even if some values are not used by that type or category they still have to be provided.

A "S" H Sv Cd Sz Cost Min Max Mag

Ais the number of close combat attacks.

Sis the number of shooting attacks. This value must be enclosed by " .

Hits, **save**, **command** and unit **size** and **cost** are the respective values from the army book.

Min is the minimum number of units per 1000 points.

Max is the maximum number of units per 1000 points. If this value is negative this is the maximum units for the whole army and not for each 1000 points. The General i.e. has a -1 as Max.

The Mag value specifies which magic items the entry can use:

0	- none,
3	- infantry cavalry,
5	- characters

Info

The profile can be followed by an <INFO> token. This is where all the entry's special rules and spells go. The Info text will be displayed in the big area under the profile.

<NOBREAK> and units

All entries of ctype "unit" or "unSk" are counted for calculating the breakpoint of the army. To get an unit ignored for calculating the breakpoint add the <NOBREAK> token.

<LIMIT> token and mounts

Mounts must have a <LIMIT> token or they will not show up.

The <LIMIT> token must be paired with a </LIMIT> token.

The <LIMIT> token does not have any parameters.

Between <LIMIT> and </LIMIT> there must be the cids of all <TROOPS> that can use that mount. The cids must be written tight one behind the other without any spaces. With the help of the limit mechanism you can influence which characters can use this mount.

<LIMIT>cid4cid4cid4</LIMIT>

If there is any mount used at all, than there must be an entry with a cid of nomo that represents the choice of no mount. If this is not available, the program might crash.

See the example for a nomo entry. Don't forget to add all characters to the limit section of the nomo entry.

```
<NATION 32770 "No land" "No
army">
<INFO>And first there is nothing
..</INFO>
<TROOPS hehe "Hero" char
8192>
  1 "" 0 0 8 1 80 0 1 5
</TROOPS>
<TROOPS hege "General" char
16384>
  2 "" 0 0 9 1 125 1 -1 5
</TROOPS>
<TROOPS nomo "No Mount"
moun 1>
  0 "" 0 0 0 0 0 99 0
<LIMIT>hegehehe</LIMIT>
</TROOPS>
<TROOPS hews "Winged some-
thing" moun 2>
  2 "" 0 0 0 0 20 0 1 0
<INFO>Flyer.</INFO>
<LIMIT>hege</LIMIT>
</TROOPS>
</NATION>
```

Skirmishers

There are entries that are used within other entries. The Empire Skirmishers are such an entry.

The entry that will can be included must be of the ctype spec. The cid should be emsk (make that a must).

The skirmisher get also a <LIMIT> token that limits the units that can use it.

The unit that can use them must be of ctype unSk.

```
<TROOPS emsk "Skirmisher"
spec 512>
  4 "" 3 0 0 1 25 0 0 0
<INFO>Stand added to a unit. Can
be removed as any other stand
of the unit, but is ignored for
stand lost command modified. It's
position is ignored regarding
irregular formations.</INFO>
<LIMIT>emha</LIMIT>
</TROOPS>
<TROOPS emha "Halberdiers"
unSk 512>
  3 "" 3 6 0 3 45 2 0 3
</TROOPS>
```

!!!! NEW !!!!!

For the file to work also with MacWM and future versions of WM you also have to include a TROOPS entry with the cid of noas (no additional stand). The syntax is like the syntax for the skirmisher, but all profile values are 0 and the cid is noas. And of course the name should be something like "No skirmishers".

Magic Items - <MITEM> token

You can also create new Magic Items. In contrast to the <TROOPS> token, the <MITEM> token is on the same level as the <NATION> token. This is not surprisingly as the magic items are available to all nations.

Each <MITEM> must be paired with an </MITEM>.

The <MITEM> token has the form

```
<MITEM mid "name" mcategory>
```

mid is an exactly 4 character long id that identifies the magic item. Already in use are : coco, hedo, orma, rima, rore, scso, scdi, stsp, wapo, bofr, bofu, bosh, bost, baba, swcl, swde, swfa, swmi, nomi.

"name" is the item's name put in quotes. The name itself must not contain quotes.

mcategory is an number specifying the category that the item belongs to.

mcategory must be

- | | |
|---|-----------------|
| 1 | Weapon |
| 2 | Banner |
| 4 | Device of Power |

Profile

In the line directly after the <MITEM> token there must be the profile of the entry.

```
cost ccategory
```

Cost is a number giving the item's cost in points.

ccategory is a number that is logically anded with the ccategory value of an entry. If the result is not equal 0 the entry can use that item.

Examples: If **mcategory** is

- | | |
|-------|---------------------------------------|
| -1 | the item can be used by all |
| 4096 | the item can only be used by wizards |
| 16384 | the item can only be used by generals |

Info

The profile can be followed by an <INFO> token. This is the items description.

```
<MITEM boll "Army Banner" 2>
100 -1
<INFO>All units within 30 cm may
add +1 to all command rolls.</
INFO>
</MITEM>
```

Siege engines - <ENGINE> token

Siege engines are added at the same level as magic items.

Each <ENGINE> must be paired with an </ENGINE>.

The <ENGINE> token has the form

```
<ENGINE eid "name" cost>
```

eid is an exactly 4 character long id that identifies the magic item. Already in use are : noen, bara, mant, towr, tora, sows.

Info

The <ENGINE> token can be followed by an <INFO> token. This is the engines description.

```
<ENGINE cart "Carterpillar" 200>
<INFO>The carterpillar destroys
every wall it moves through. Move
10cm.</INFO>
```

The complete sample file

```
<NATION 32770 "No land" "No army">
<INFO>And first there is nothing
.</INFO>
<TROOPS hehe "Hero" char 8192>
1 "" 0 0 8 1 80 0 1 5
</TROOPS>
<TROOPS hege "General" char
16384>
2 "" 0 0 9 1 125 1 -1 5
</TROOPS>
<TROOPS nomo "No Mount" moun 1>
0 "" 0 0 0 0 0 99 0
<LIMIT>hegehe</LIMIT>
</TROOPS>
<TROOPS hews "Winged something"
moun 2>
2 "" 0 0 0 0 20 0 1 0
<INFO>Flyer.</INFO>
<LIMIT>hege</LIMIT>
</TROOPS>
<TROOPS emsk "Skirmisher" spec
512>
4 "" 3 0 0 1 25 0 0 0
<INFO>Stand added to a unit. Can be
removed as any other stand of the unit,
but is ignored for stand lost command
modified. It's position is ignored regard-
ing irregular formations.</INFO>
<LIMIT>emha</LIMIT>
</TROOPS>
<TROOPS emha "Halberdiers" unSk
512>
3 "" 3 6 0 3 45 2 0 3
</TROOPS>
</NATION>
<MITEM boll "Army Banner" 2>
100 -1
<INFO>All units within 30 cm may add
+1 to all command rolls.</INFO>
</MITEM>
<ENGINE cart "Carterpillar" 200>
<INFO>The carterpillar destroys every
wall it moves through. Move 10cm.</
INFO>
</ENGINE >
```