

Von Kroko eine Waffenfabrik (WarFactory]  
Autor: Kroko

[artmd.ini Eintrag \(als Waffenfabrik\)](#)

[artmd.ini Eintrag \(als Tech-Waffenfabrik\)](#)  
[in rulesmd.ini](#)

## artmd.ini Eintrag (als Waffenfabrik)

```
[CAWFABUUU]
Remapable=yes
Cameo=CAWFABICON2
Foundation=5x3
Height=8
AnimActive=0,1,0
ZShapePointMove=30,15
Buildup=CAWFABUUUMK
DemandLoadBuildup=true
FreeBuildup=true
ActiveAnim=CAWFABUUU_F
ActiveAnimX=56
ActiveAnimY=-44
ActiveAnimZAdjust=-80
ActiveAnimPowered=no
DeployingAnim=CAWFABUUU_2
DeployingAnimDamaged=CAWFABUUU_2D
UnderDoorAnim=CAWFABUUU_1
UnderDoorAnimDamaged=CAWFABUUU_1D
UnderDoorAnimZAdjust=-45
NewTheater=yes
RoofDeployingAnim=CAWFABUUU_4
RoofDeployingAnimDamaged=CAWFABUUU_4D
UnderRoofDoorAnim=CAWFABUUU_3
UnderRoofDoorAnimDamaged=CAWFABUUU_3D
OccupyHeight=3
AddOccupy1=-2,-1
RemoveOccupy1=2,-2
RemoveOccupy2=2,0
RemoveOccupy3=2,1
RemoveOccupy4=3,1
RemoveOccupy5=4,1
CanBeHidden=False
DamageFireOffset0=-32,35
DamageFireOffset1=31,74
;           für Infanterie besetzung
MuzzleFlash0=-86,36 ;-nach links  -nach oben
MuzzleFlash1=50,68
MuzzleFlash2=18,-17
MuzzleFlash3=-16,76
MuzzleFlash4=-16,25
MuzzleFlash5=33,11
MuzzleFlash6=45,-42
MuzzleFlash7=-62,56
MuzzleFlash8=22,84
MuzzleFlash9=4,38
AddOccupy2=-1,3

[CAWFABUUU_1]
Normalized=yes
NewTheater=yes
LoopStart=0
LoopEnd=0
LoopCount=-1
Rate=400
Layer=ground
Shadow=yes
```



[CAWFABUUU\_1D]  
Image=CAWFABUUU\_1  
Normalized=yes  
NewTheater=yes  
Start=1  
LoopStart=1  
LoopEnd=1  
LoopCount=-1  
Rate=400  
Layer=ground  
Shadow=yes

[CAWFABUUU\_2]  
Normalized=yes  
NewTheater=yes  
LoopStart=0  
LoopEnd=0  
LoopCount=-1  
Rate=400  
Layer=ground  
Shadow=no

[CAWFABUUU\_2D]  
Image=CAWFABUUU\_2  
Normalized=yes  
NewTheater=yes  
Start=1  
LoopStart=1  
LoopEnd=1  
LoopCount=-1  
Rate=400  
Layer=ground  
Shadow=no

[CAWFABUUU\_3]  
Normalized=yes  
NewTheater=yes  
LoopStart=0  
LoopEnd=0  
LoopCount=-1  
Rate=200;400  
Layer=ground  
Shadow=yes;no

[CAWFABUUU\_3D]  
Image=CAWFABUUU\_3  
Normalized=yes  
NewTheater=yes  
Start=1  
LoopStart=1  
LoopEnd=1  
LoopCount=-1  
Rate=200;400  
Layer=ground  
Shadow=yes;no

[CAWFABUUU\_4]  
Normalized=yes  
NewTheater=yes  
LoopStart=0  
LoopEnd=0  
LoopCount=-1  
Rate=400  
Layer=ground  
Shadow=no

```
[CAWFABUUU_4D]  
Image=CAWFABUUU_4  
Normalized=yes  
NewTheater=yes  
Start=1  
LoopStart=1  
LoopEnd=1  
LoopCount=-1  
Rate=400  
Layer=ground  
Shadow=no
```

```
[CAWFABUUU_F]  
Normalized=yes  
Start=0  
LoopStart=0  
LoopEnd=9  
LoopCount=-1  
Rate=200  
Layer=ground  
NewTheater=yes  
Shadow=no
```

```
[CAWFABUUU_FD]  
Image=CAWFABUUU_F  
Normalized=yes  
Start=10  
LoopStart=10  
LoopEnd=11  
LoopCount=-1  
Rate=200  
Layer=ground  
NewTheater=yes  
Shadow=no
```

## artmd.ini Eintrag (als Tech-Waffenfabrik)

```
[CAWFABUUUT]  
Image=CAWFABUUU  
Remapable=yes  
Cameo=CAWFABICON2  
Foundation=5x3  
Height=7  
AnimActive=0,1,0  
ZShapePointMove=30,15  
Buildup=CAWFABUUUMK  
DemandLoadBuildup=true  
FreeBuildup=true  
ActiveAnim=CAWFABUUU_F  
ActiveAnimX=55  
ActiveAnimY=-44  
ActiveAnimZAdjust=-80  
ActiveAnimPowered=no  
DeployingAnim=CAWFABUUU_2  
DeployingAnimDamaged=CAWFABUUU_2D  
UnderDoorAnim=CAWFABUUU_1  
UnderDoorAnimDamaged=CAWFABUUU_1D  
UnderDoorAnimZAdjust=-45  
NewTheater=yes  
RoofDeployingAnim=CAWFABUUU_4  
RoofDeployingAnimDamaged=CAWFABUUU_4D  
UnderRoofDoorAnim=CAWFABUUU_3  
UnderRoofDoorAnimDamaged=CAWFABUUU_3D  
OccupyHeight=3  
AddOccupy1=-2,-1  
RemoveOccupy1=2,-2
```



RemoveOccupy2=2,0  
RemoveOccupy3=2,1  
RemoveOccupy4=3,1  
RemoveOccupy5=4,1  
CanBeHidden=False  
DamageFireOffset0=-32,35  
DamageFireOffset1=31,74  
ActiveAnimTwo=CAPOWR\_A  
ActiveAnimTwoDamaged=CAPOWR\_A  
ActiveAnimTwoZAdjust=-300  
ActiveAnimTwoYSort=543  
ActiveAnimTwoX=88  
ActiveAnimTwoY=20  
ActiveAnimTwoPowered=no

[CAWFABUUU\_1]  
Normalized=yes  
NewTheater=yes  
LoopStart=0  
LoopEnd=0  
LoopCount=-1  
Rate=400  
Layer=ground  
Shadow=yes;no

[CAWFABUUU\_1D]  
Image=CAWFABUUU\_1  
Normalized=yes  
NewTheater=yes  
Start=1  
LoopStart=1  
LoopEnd=1  
LoopCount=-1  
Rate=400  
Layer=ground  
Shadow=yes;no

[CAWFABUUU\_2]  
Normalized=yes  
NewTheater=yes  
LoopStart=0  
LoopEnd=0  
LoopCount=-1  
Rate=400  
Layer=ground  
Shadow=no

[CAWFABUUU\_2D]  
Image=CAWFABUUU\_2  
Normalized=yes  
NewTheater=yes  
Start=1  
LoopStart=1  
LoopEnd=1  
LoopCount=-1  
Rate=400  
Layer=ground  
Shadow=no

[CAWFABUUU\_3]  
Normalized=yes  
NewTheater=yes  
LoopStart=0  
LoopEnd=0  
LoopCount=-1  
Rate=200;400  
Layer=ground

Shadow=yes;no

```
[CAWFABUUU_3D]
Image=CAWFABUUU_3
Normalized=yes
NewTheater=yes
Start=1
LoopStart=1
LoopEnd=1
LoopCount=-1
Rate=200;400
Layer=ground
Shadow=yes;no
```

```
[CAWFABUUU_4]
Normalized=yes
NewTheater=yes
LoopStart=0
LoopEnd=0
LoopCount=-1
Rate=400
Layer=ground
Shadow=no
```

```
[CAWFABUUU_4D]
Image=CAWFABUUU_4
Normalized=yes
NewTheater=yes
Start=1
LoopStart=1
LoopEnd=1
LoopCount=-1
Rate=400
Layer=ground
Shadow=no
```

```
[CAWFABUUU_F]
Normalized=yes
Start=0
LoopStart=0
LoopEnd=9
LoopCount=-1
Rate=200
Layer=ground
NewTheater=yes
Shadow=no
```

```
[CAWFABUUU_FD]
Image=CAWFABUUU_F
Normalized=yes
Start=10
LoopStart=10
LoopEnd=11
LoopCount=-1
Rate=200
Layer=ground
NewTheater=yes
Shadow=no
```

## rulesmd.ini Einträge

```
[Animations]
...
=CAWFABUUU_1
=CAWFABUUU_1D
=CAWFABUUU_2
```

=CAWFABUUU\_2D  
=CAWFABUUU\_4D  
=CAWFABUUU\_4  
=CAWFABUUU\_3D  
=CAWFABUUU\_3  
=CAWFABUUU\_FD  
=CAWFABUUU\_F

Wichtige rules- Einträge  
important

;als Waffenfabrik (Warfactory)  
[NEWWEAP]  
Image=CAWFABUUU  
NumberImpassableRows=1  
BuildCat=Tech  
ExitCoord=512,256,0  
LeaveRubble=no  
WeaponsFactory=yes  
Factory=UnitType  
DeployTime=.044  
ExitCoord=512,256,0  
LeaveRubble=no  
Bib=yes

;als TECH -Gebäude (TECH-Warfactory)  
NeutralTechBuildings=.....,NEWTECHWEAP

[NEWTECHWEAP]  
Image=CAWFABUUUT  
NumberImpassableRows=1  
Capturable=yes  
CaptureEvaEvent=EVA\_TechBuildingCaptured  
NeedsEngineer=yes  
TechLevel=-1  
LeaveRubble=no  
WeaponsFactory=yes  
Prerequisite=  
Factory=UnitType  
DeployTime=.044  
ExitCoord=512,256,0  
Spyable=no  
BuildCat=Tech  
Bib=yes  
Insignificant=yes  
;possibly /eventuell  
UnitsCostBonus=0.9  
...  
...