



"Next time we'll read
PG2 Mods for Dummies
first"

Written by Joel "Whoopy-Cat" Illian
PDF conversion by S.Brown



DETAILED INSTRUCTIONS FOR USING PG2 MODS

a.k.a. "PG2 Mods for Dummies"

(revised September 23, 2002)

CONTENTS

- ~ [PG2 Equipment Files](#)
- ~ [PG2 Campaigns](#)
- ~ [Custom PG2 Maps \(also, Playing PG2 Without the Disk\)](#)
- ~ [Getting the Music and Videos Without the PG2 Disk](#)
- ~ [Using the User-Made "Unofficial" Patch](#)
- ~ [Getting Additional Help](#)

CAUTION: THIS IS AN EXTREMELY DETAILED SET OF INSTRUCTIONS FOR THOSE PEOPLE WHO ARE AS INTIMIDATED BY THE PROCESS OF INSTALLING NEW PG2 EQUIPMENT FILES AS I ONCE WAS.

IF YOU ARE A PERSON BLESSED WITH GREAT KNOWLEDGE OF COMPUTERS YOU WILL NO DOUBT FIND THIS EXPLANATION TEDIOUS, VERBOSE, AND TIRESOME. THERE ARE PLENTY OF SIMPLIFIED SETS OF INSTRUCTIONS THAT WILL PROBABLY SUIT YOU BETTER THAN THIS ONE.

IF, ON THE OTHER HAND, YOU ARE AS COMPUTER ILLITERATE AS I AM, OR SIMPLY DON'T HAVE MUCH EXPERIENCE USING GAME MODIFICATIONS, THIS SET OF INSTRUCTIONS WILL TAKE YOU BY THE HAND AND LEAD YOU THROUGH THE ENTIRE PROCESS STEP-BY-STEP, EXPLAINING IN SOME DETAIL EXACTLY WHAT WE ARE DOING, WHY WE ARE DOING IT, AND HOW WE SHOULD DO IT.

IN OTHER WORDS, IF YOU'RE A "NEWBIE" OR JUST A "DUMMY" LIKE ME, KEEP READING AND WE'LL HAVE YOU USING CUSTOM PANZER GENERAL II MODIFICATIONS IN NO TIME!

~~ Whoopy-Cat ~~

[Joel T. Illian \(whoopy-cat@jpspanzers.com\)](mailto:whoopy-cat@jpspanzers.com)

The Whoopy-Cat

PG2 E-FILES for "DUMMIES"

USING PG2 E-FILES

There is likely nothing you can do to inject a breath of fresh air to your PG2 playing experience that is more profound than using a custom user-made equipment file. The problem is it can be a bit tricky, a little complicated, and terribly intimidating at first. I hope to rectify that here and now.

There are two kinds of people who need to read this post.

- 1.) People who are familiar with computers, but unfamiliar with installing a new equipment file.
- 2.) People who consider themselves "computer dummies" who have a hard time understanding computer jargon mixed in with the new and strange procedures required to download and install a new e-file.

I hope to be able to help both kinds of people with this essay.

First I will speak generally about equipment files and related topics. Then I will provide two versions of instructions -- a general outline of how to install a new equipment file and a detailed set of instructions. Although the first set of instructions will use computer terminology, and therefore will be somewhat cryptic to those who are "computer dummies" (like ME! Heehee!), even someone who is computer illiterate should briefly read the general outline as a way of familiarizing themselves with the general process.

Those who understand the first set of instructions can then proceed without reading the detailed set. Those who need further explanation or clarifications can then read the second section. Both sections will use the same outline so that you can jump to exactly what you want to learn more about if, for instance, you understand most of the general outline, but have questions about a specific portion of it.

Of course, if you have additional comments or questions, I would welcome them. If you have corrections or alternative methods or explanations, please e-mail me with them so I can add them to my instructions. If you have further questions, please don't hesitate to e-mail me and I will try my best to help you.

I hope this essay helps people have a better understanding of the procedures involved with installing a new equipment file for PG2 because it is guaranteed to make your PG2 gaming experience more fun and interesting than ever before! Enjoy!

INTRO TO EQUIPMENT FILES

TERMINOLOGY and ABBREVIATIONS

PG2 = SSI's Panzer General II

Stock = standard, things that normally come with the game when you buy it.

user-made = something not created by SSI, the company that made and distributed the game.

Something user-made is a modification to the stock game created by someone other than SSI. Therefore user-made things are also sometimes called "**mods**" (short for modifications).

E-file = equipment file. All the units that are in the game, along with their statistics, abilities, and the icons used to visually identify them in the game.

HE-file = High-cost equipment file, where a high cost is assigned to rare or technologically advanced equipment types. HE-files are often considered to be designed for better or more veteran players, but the truth is, if you play a campaign specifically designed with HE-files in mind it won't be any harder than any other campaign because the campaign designer knows you won't have an army full of the best equipment.

LE-file = Low-cost equipment file, where rarity and technology don't dramatically effect unit costs. SSI's

stock equipment file is generally considered a low-cost e-file because the most rare and powerful late-war units are not dramatically more expensive to purchase than plentiful and common equipment types.

directory = a folder on your computer's hard drive.

zip or zipped = a file which has been compressed to allow quicker download. Zipped files must be decompressed before use.

WinZip = the most common program used to decompress zipped files for use. It is available from www.winzip.com <<http://www.winzip.com/>>.

Explorer = Microsoft's Windows Explorer program which can be used to find files and folders on your computer.

E-FILES

If you play Panzer General II, you already use an equipment file whether you know it or not. The equipment file is the portion of the PG2 program which determines what icon will be displayed for each unit; what sound it will make when it moves, fires, and dies; what unit types will be available when you play; and what statistics and abilities each type of unit will possess.

The stock SSI e-file is everything you became familiar with when you first started playing PG2. You know that a Panzer IVD looks a certain way, sounds a certain way, and has a certain cost and certain attributes. The same Pz IVD may be included in a user-made e-file, but it may look different, sound different, cost a different amount, and have completely different attributes.

People make custom e-files for one of two reasons: either they disagree with SSI's assessment of how the actual units looked, sounded and were used, or they have different ideas about what could be done to make the game more fun by changing the appearance, costs, and abilities of certain units. Of course all of this is subjective in nature, and you will probably find that you agree with one e-file in some areas, another e-file in other areas, and perhaps even with the stock SSI e-file in still other areas. That's okay. That's why we have a whole host of different e-files from which you can choose.

You can test each one, searching for your favorite, and play with that one forever after. Or you can play different ones at different times, enjoying the sheer diversity of the experience. Either way, you will NEVER regret trying out new e-files. I can tell you with certainty that using new e-files will revolutionize the way you look at PG2, and will provide you with almost eternal replayability, meaning PG2 will never become boring for you ever again!

GENERAL INSTRUCTIONS

OUTLINE OF STEPS REQUIRED TO INSTALL A NEW E-FILE

[I. Make sure you have a clean version 1.02 DAT file](#)

[II. Download the DATUP \(graphics update\)](#)

[III. Unzip the DATUP](#)

[IV. Run the DATUP](#)

[V. Download the SOUNDUP \(sound effects update\)](#)

[VI. Run the SOUNDUP](#)

[VII. Download the E-file](#)

[VIII. Backup the stock SSI E-file](#)

[IX. Install the E-file](#)

[X. Enjoy!](#)

I. Make sure you have a clean version 1.02 DAT file

The DAT file is where the information about the graphics and sounds is stored. It can be located in the main PG2 directory (folder) on your hard drive. It's MS-DOS name is "PANZER2.DAT". If you want to find it

(just for curiosity's sake), simply use Explorer to locate the panzer2 folder on your hard drive and start right-clicking on files in the panzer2 folder and click on "properties" in the menu that opens when you right-click on a file. You'll know when you have found the DAT file because it will say MS-DOS name: PANZER2.DAT.

Before you use a new equipment file you will want to update your DAT file. Fortunately, this has been made easy by Lasse Jensen's "DATUP" (so called because it updates your DAT file). If you install a new equipment file without updating the DAT file you will not see any new graphics or hear any new sounds built into the new e-file. You can't update the DAT file unless it is a **clean v.1.02** DAT file.

First, to apply the DATUP you must be using version 1.02 of Panzer General II. Some people have a version of the game that came with v.1.02 already installed. Others have to first run the v.1.02 patch. To find out what version you are using, I suggest you visit [Builders Paradise](http://www.strategyplanet.com/panzergeneral/PG2Main_news.html) <http://www.strategyplanet.com/panzergeneral/PG2Main_news.html>. Click on "[versions and patches](http://www.strategyplanet.com/panzergeneral/PG2main_version.html)" <http://www.strategyplanet.com/panzergeneral/PG2main_version.html>.

For most people, the version number can be found in extremely hard-to-read white letters in the extreme upper left-hand corner of the main menu screen when you start up PG2. It will say 1.00, 1.01, or 1.02. Whether you need to patch your game and, if so, which patch you need depends on which of those things appears in the upper left corner of your PG2 main menu screen. It DOES also matter whether you have the US, UK, German or French version of the game. If you have trouble, use the links I provided in the preceding paragraph. Lasse has done a great job of explaining it at Builders Paradise.

If you have US version 1.00, the 1.02 patch is available several places on the Web including [the Versions and Patches section](http://www.strategyplanet.com/panzergeneral/PG2main_version.html) <http://www.strategyplanet.com/panzergeneral/PG2main_version.html> at Builders Paradise.

The other crucial element is to make sure you have a **clean** version 1.02 DAT file. If you've never updated the DAT file, and if you are already using version 1.02 (either because you've applied the v.1.02 patch or because your game came with version 1.02 already installed), you don't need to worry -- you already have a "clean 1.02" DAT file. If you have used other e-files in the past and have previously run a graphics and sound upgrade, you will need to undo that by installing a second version of PG2 or by reinstalling PG2.

If you get any errors during or after running the DATUP, you did not start out with a clean 1.02 DAT file. You will have to start all over. The DATUP will **not** partially work. It either worked (no errors) or it didn't. Just like you can't be "kinda pregnant", the Datup cannot "kinda" work.

II. Download the DATUP (graphics update)

The Datup comes in two parts nowadays. Download both parts of the DATUP. Part One is stable and will never need to be downloaded again. Part Two is updated periodically as new graphics are created and used in e-files. You will want to re-download Part Two from time to time so you can enjoy any new graphics that are added.

Download both Part One and Part Two using the links in the [Equipment](http://www.strategyplanet.com/panzergeneral/PG2main_equipment.html) <http://www.strategyplanet.com/panzergeneral/PG2main_equipment.html> section of [Builders Paradise](http://www.strategyplanet.com/panzergeneral/PG2Main_news.html) <http://www.strategyplanet.com/panzergeneral/PG2Main_news.html>.

When you click on either of those links, you will be taken to File Planet to download part of the Datup. Wait for the page to open. Once that page opens, scroll down a bit to the area where you'll find the free downloads, and click "Download". (If you click the "Download" link near the top of the page you will be asked to pay a subscription fee. If you don't want to pay, just scroll down a bit to the Free Downloads area.)

When asked, choose "Save to Disk" (as opposed to "open" or "run from the current location"). You will then be prompted to choose a location on your computer's hard drive in which to save the download. You may like the default location, or you may want to choose your own location. If it will help you find it later, you can create a new folder using the "New Folder" button. Whatever you do, make sure you will be able

to find this file later, after it's downloaded. If you are familiar with exploring your hard drive and creating new folders this shouldn't be difficult.

The download does take a bit of time (especially part one!). But it usually doesn't take me more than a few minutes even with a slow connection. But it isn't instantaneous either. If you have a 56k modem, you should plan on it taking at least several minutes, and conceivably up to an hour or more, depending on the time of day, etc.

Download both parts of the DATUP.

Note: *YOU **MUST** INSTALL PART ONE FIRST, AND THEN PART TWO!!! But you may of course download them both at the same time and install them after you have downloaded them both.*

III. Unzip the DATUP

The next step is to extract (unzip) the DATUP using WinZip. If you created a folder for the DATUP when you downloaded it, you can extract the DATUP to that folder for your convenience.

When the download is complete, find where you saved the file and unzip the Datup by double-clicking the WinZip icon.

(Unless you are familiar with WinZip, I suggest using WinZip in its "WinZip Wizard" mode.)

Click "Next".

In the next WinZip screen, you need to tell WinZip where to unzip the file by using the "Select different folder..." button and browsing to a location on your hard drive. When you click the "Select different folder..." button you will see a Windows Explorer-type dialog box which you can use to browse to any location on your computer's hard drive. If you want, you can browse to the place where you keep new campaigns or you can create a new folder. Create a new folder by clicking the "New..." button on the right side of the WinZip Wizard. When you click "New..." a dialogue box opens asking you to name your new folder. Let's call the new folder "Datup". After giving your new folder a name, click "OK".

When you have selected where you want to save the Datup, look at the WinZip dialog and make sure the box next to "Display file icons after unzipping" is checked. (That way you won't have to use Windows Explorer to find the folder after the file has been unzipped.) Then continue with the WinZip Wizard by clicking "Unzip Now".

If you checked the box next to "Display file icons after unzipping", your new "Datup" folder should appear in a separate window, displaying the contents of the zip file, now unzipped.

IV. Run the DATUP

When you have unzipped it, find where you saved the DATUP on your hard drive.

We are now going to follow some sage advice from Steve Brown: we will run the DATUP in a separate folder. To do so, go to your panzer2 folder and find the PANZER2.DAT file. (See the first paragraph of Section I above.) When you have found it, right-click on it, and choose "Cut". If you created a folder for the DATUP, find that folder. If you did not create a new folder for the DATUP, do so now. It doesn't matter where it is, as long as you can find it. Right-click on the new folder and "Paste" the PANZER2.DAT file into it (you can also use the Paste command in the Edit menu in the top section of the folder's window). When we run the DATUP we will point it to this folder, so remember where this folder is!

Now we will execute the DATUP. To run the executable file simply double-click on it (it has an icon which looks like the PG2.EXE -- a red, black, and white German cross).

When you run the DATUP, it will mostly work by itself. There is only one time when you really have to do anything: at one stage the Datup program will ask you which file you want to update. An Explorer-type window will open in which you can navigate your computer to find the Panzer General II DAT file on your hard drive. Since we moved the .DAT file to a special folder, we want to point the DATUP to that folder. Navigate the Explorer-type window until you find the folder into which you pasted the .DAT file, click once on that folder, then click "Open".

The Datup will ask you if this is the file you want to update. Make sure the path is correctly pointing to the folder into which you placed the .DAT file, then click "OK". The rest should take care of itself.

The program will run for a minute or so.

If you receive any error message, you have done something wrong. Start over from the beginning and try again. It is rather common to receive an error message saying you are missing a file. But it ALWAYS means you did something wrong somewhere along the line. The most likely problem is you do not have a "clean" 1.02 version of Panzer General II, or you directed the Datup to the wrong folder on your hard drive. Go back, read everything carefully, and try again. If you cannot get it to work, post a message at the [JP's Panzers forums <http://pub88.ezboard.com/bjpspanzers>](http://pub88.ezboard.com/bjpspanzers) or the [Builders Paradise forums <http://pub28.ezboard.com/bbuildersparadise>](http://pub28.ezboard.com/bbuildersparadise) and we'll help you until you get it figured out. Believe me -- you wouldn't be the first one to have troubles! Just be patient. We'll help you get it figured out.

If the Datup worked, you'll receive a "Congratulations..." message saying your PG2 has been successfully updated.

Get this straight -- the Datup either worked or it didn't! Just like being pregnant, there is no in-between; you either are or you aren't. Same with the Datup, either worked or it didn't. If you get anything other than the "Congratulations..." message it did NOT successfully update your game, and the update has not been made. There is no "partially successful" in this.

Let me say it again. If you receive any error messages, such as "can't find file...", etc., you need to start all over from the beginning (except you obviously don't need to re-download the DATUP) making sure you have a "clean 1.02" DAT file. Any error message means the DATUP did not take! Try again.

If the DATUP executed successfully, without any errors, you need to move the PANZER2.DAT file back to your panzer2 folder. Right-click on the .DAT file again and select "Cut". Then find your panzer2 directory. Unless you changed it during or after installation of PG2, it should be called "panzer2" and it should be located directly on your hard drive. When you find that folder, just right-click on it and select "Paste".

You now have an updated .DAT file! We're rollin' now!

V. Download the SOUNDUP (sound effects update)

The SOUNDUP updates the sound effects used by any e-files you download and install. Like the DATUP, it doesn't actually change anything in PG2 unless you also install a new equipment file. The SOUNDUP simply prepares PG2 to use any new sounds that might be in the equipment file you are using.

Download the SOUNDUP using the link in the [Equipment <http://www.strategyplanet.com/panzergeneral/PG2main_equipment.html>](http://www.strategyplanet.com/panzergeneral/PG2main_equipment.html) section of [Builders Paradise <http://www.strategyplanet.com/panzergeneral/PG2Main_news.html>](http://www.strategyplanet.com/panzergeneral/PG2Main_news.html).

Once it has been downloaded and saved on your computer, unzip it just like we unzipped the DATUP.

VI. Run the SOUNDUP

After you have extracted the Soundup from its zipped form, run the SOUNDUP just like you ran the DATUP. (The executable file even has a similar icon.) Run the Soundup by double-clicking the Soundup's executable file.

Just as with the Datup, direct the Soundup to the copy of PG2 on your computer's hard drive. But this time, **direct the Soundup to the SFX sub-folder** inside your PG2 directory. Click once on the SFX sub-folder to highlight it. Then click OK and watch it work.

Eventually it will be done. It will only take a minute or two. You'll see a message indicating that the program is finished. Exit the Soundup.

Now you will hear new sound effects, **but only if and after** you've installed a new equipment file.

VII. Download the E-file

Go to [Builders Paradise <http://www.strategyplanet.com/panzergeneral/PG2Main_news.html>](http://www.strategyplanet.com/panzergeneral/PG2Main_news.html) and click on "[Equipment](http://www.strategyplanet.com/panzergeneral/PG2main_equipment.html)" [<http://www.strategyplanet.com/panzergeneral/PG2main_equipment.html>](http://www.strategyplanet.com/panzergeneral/PG2main_equipment.html). In this section you will find the links to the DATUP, the SOUNDUP, and, toward the bottom of the page, a list of some of the many PG2 e-files available.

All e-files consist of two or three files: equip97.txt, equip97.eqp, and sometimes a file named Gui97.txt. That's it! That's the equipment file.

Unlike the DATUP, the e-file should only take a moment to download.

(If you are using the German or French versions of the game it should be noted that these files will have a .DEU extension for the German version and a .FRA extension for the French version rather than the normal .TXT file extensions.)

VIII. Backup the stock SSI E-file

You may want to backup the original SSI e-file for future use. (You'll probably never go back to it after you see the excellent user-made e-files, and the stock SSI e-file is available a number of places including your PG2 disk, but what the hey - it's an extra ten seconds to simply save a copy of the original.)

To make a backup copy, simply create a new folder (you can even make this new folder within your panzer2 folder if you want). Go to the panzer2 directory on your hard drive and find the three files named equip97.txt, equip97.eqp, and Gui97.txt. Then just copy/paste these three files into that folder.

IX. Install the E-file

Unzip the equipment file you downloaded, extracting them to the main panzer2 directory on your hard drive, overwriting the old files.

OR

Create a new folder and extract the files there. Then cut or copy the three files (equip97.txt, equip97.eqp, and Gui97.txt -- sometimes just two of these three come with a new e-file) from the new e-file, and paste them into the main panzer2 directory on your hard drive. Overwrite the old files.

X. Enjoy!

You will!

[Back to Table of Contents](#)

PG2 CAMPAIGNS for "DUMMIES"

INSTALLING PG2 CAMPAIGNS

Installing a new campaign is quite often very simple. In fact, just about the only thing even remotely complicated is installing the new maps if the campaign uses any custom maps. Therefore, quite often the first thing you check should be whether or not the new campaign uses custom maps (that is, maps other than the stock SSI maps that came with the game).

Other than the maps, installing a new campaign is really about as simple as something can get. All you have to do is place the campaign's files into the SCENARIO folder in the panzer2 directory on your computer's hard drive.

There are several related issues (including the custom maps issue) which may at times need to be addressed. I will now attempt to address those issues one at a time.

Downloading the New Campaign

Downloading the campaign is very simply and usually takes very little time.

Most of the time it is probably best and easiest to download the campaign from [Steve Brown's PG2 Campaign site](http://www.wargamer.com/pg2campaigns/steve/pg2.htm) <<http://www.wargamer.com/pg2campaigns/steve/pg2.htm>> or <<http://go.to/panzergeneral2>>. Steve's site is now hosted by The Wargamer, so if you haven't updated your link to his excellent site, now would be a good time to do so. The link in this paragraph that says "Steve Brown's PG2 Campaign site" is a URL you should definitely add to your bookmarks or favorites.

Find the campaign you are seeking by navigating Steve's site. The campaigns are sorted according to the country the player represents in the campaign. In the top frame, click on one of the countries and a table will appear in the lower frame showing all the campaigns for that country. Find the campaign you want to download, and click on its name.

When prompted, choose "Save to disk" and save the zipped file to a location on your hard drive that will be easily found later.

The Zip Package

This is where quite a lot of confusion arises, especially for those who are unfamiliar with using WinZip to decompress files. The worst part is each campaign maker packages his campaigns differently than the next. And many times even the same campaign designer will package each of his campaigns in a slightly different way.

Fortunately, our Panzer Community has one place where all PG2 campaigns are collected, and one person who takes the time to provide these campaigns for downloading. That person is Steve Brown. And his web site is [Steve's PG2 Campaigns Page](http://www.wargamer.com/pg2campaigns/steve/pg2.htm) <<http://www.wargamer.com/pg2campaigns/steve/pg2.htm>> or <<http://go.to/panzergeneral2>>.

Steve takes great care in collecting, storing and preserving user-made PG2 campaigns. Although there are many web sites where PG2 campaigns can be obtained, I don't think there is any doubt Steve's site has the largest and most complete collection of user-made PG2 campaigns. Furthermore, Steve tries to make the downloads relatively uniform in nature. So, in general, each download will be roughly similar in nature.

Since each campaign is packaged differently, I can only speak in general terms here. The things I list here are typical -- they should be close to universal. But please bear in mind that each download is at least slightly different from the next.

In general, when downloading a campaign, you will download a single zipped file. This file will contain one or more files, some of which may also be zipped. I will describe how to unzip the first file, but keep in mind that you may find other files which are zipped within the first file. If after unzipping the first file you find other zipped files, just remember that the process is the same for those zipped files as well.

Some zipped files will not need to be unzipped. In fact, some can even be deleted.

For instance, many campaign designers include three different versions of the same campaign -- an English version, a German version, and a French version. The only difference is that the text files in the German files have *.DEU file extensions in their names and the French files have *.FRA file extensions, while the English version has *.TXT file extensions. Which one you use depends on what version of the game you have. If you have a US or UK version of the game you can completely delete the French and German versions if you want. The same applies if you have the French or German version of PG2. In most cases you will only need the version that applies to your copy of PG2, since your copy of PG2 can only play one of these versions.

Some campaigns include the equipment file in the campaign. They add very little to the size of the zip file, and most campaigns are specifically designed with a particular e-file in mind. If you download the campaign and discover that you already have the e-file required, you can obviously delete the e-file that came in the campaign download. But before you do, check the campaign's ReadMe file to make sure you really do have exactly the same version that is recommended for that campaign.

Unzipping the Download

Once you have finished downloading it, find where you saved the zipped file.

Double-click on it to unzip the campaign download package.

If you are using the WinZip in its "WinZip Wizard" mode, click "Next".

In the next WinZip screen, tell WinZip where to unzip the file by using the "Select different folder..." button and browsing to a location on your hard drive. When you click the "Select different folder..." button you will see a Windows Explorer-type box in which you can browse to any location on your computer's hard drive. If you want, you can browse to the place where you keep new campaigns or you can create a new folder especially for this campaign. Create a new folder by clicking the "New..." button on the right side of the WinZip Wizard. When you click "New..." a dialogue box opens asking you to name your new folder. After giving your new folder a name, click "OK".

When you have selected where you want to save the file, make sure the box next to "Display file icons after unzipping" is checked. (That way you won't have to use Windows Explorer to find the folder after it's been unzipped.) Then, when you have selected where you want to save the campaign, click OK. Continue with the WinZip Wizard by clicking the button that says "Unzip Now".

If you checked the box next to "Display file icons after unzipping", your new folder should appear in a separate window, displaying the contents of the zip file, now unzipped.

Ta-Daaa!!! Congratulations. We're on a roll now! Now we just need to install the components, which is perhaps the easiest part of the whole process.
Smoke 'em if ya got 'em. :-)

Read the ReadMe File

Hopefully when you unzip the first package, you will immediately see a Word or text document with the name "ReadMe" in the title. You should ALWAYS read this! If you find my instructions to be lacking in any way, it is entirely possible the campaign's author did a better job of explaining the process in the ReadMe file. In any event, unlike these instructions, the instructions in the ReadMe file will be to tell you specific things regarding the organization of the files included in the zipped package.

It is also likely that you will find background information, scenario paths, and other interesting and/or important information in the ReadMe.

One very important thing to look for in the ReadMe is any mention of maps. If the campaign requires extra maps, it SHOULD say so in the campaign's ReadMe document.

Installing the Campaign

Regardless of how the campaign's files are organized, at some point you will find a large collection of files. This will be the campaign itself. You will find one file with a *.CAM file extension as well as any number of files with a .SCN file extension. These are the campaign and the scenarios. There will also be a large number of text files -- as few as one per scenario, and as many as six per scenario. If your original unzipping revealed a large number of files the campaign files obviously weren't zipped separately. It is also possible that all these files will be zipped separately.

In any event, when you have found the campaign files, you need to transfer them to the SCENARIO folder in the panzer2 directory on your hard drive. This can be done several different ways. Which you choose is entirely up to you.

First, you can unzip the whole mess into the folder in which you saved the zipped download. To do so, just use the "Select different folder..." button in the WinZip wizard, point it to the folder in which the zipped download was saved, click OK, and then continue with the WinZip Wizard by clicking the "Unzip Now" button.

Alternatively, you could create a separate folder as a subfolder to the one into which you saved the download. To do this, simply navigate to that folder, choose "New" from the File Menu and select "Folder". Name the folder. Then direct WinZip to extract the files to that folder.

If you use either of these methods, you can keep a copy of the campaign files in the folder into which you extracted them by copying them into the SCENARIO folder in the panzer2 directory. Or you can simply move them without creating a second copy of the files by using the "cut" command instead of "copy". In any event, select all the campaign and scenario files. You can use the "Edit" drop-down menu and click "Select All", or you can use the keyboard shortcut Ctrl+A (hold the control key and press the "A" key). If you don't want to move or copy the zip file, the ReadMe, or any other files you have now selected, just hold the control key again and select the file(s) you don't want to move. With all the scenario and campaign files selected, choose "cut" or "copy". This can be done by either right-clicking on one of the selected files, or by using the "Edit" drop-down menu. Then navigate to the main panzer2 directory, right-click on the "SCENARIO" sub-folder and select "Paste". Now the campaign should be installed.

A third way of doing this is to extract the whole mess directly into the SCENARIO subfolder within your panzer2 folder. Again, when you are in the WinZip Wizard, click the "Select different folder..." button. Navigate to the panzer2 folder on your hard drive. Double-click the panzer2 folder to open it. Select the SCENARIO sub-folder (click once on it). Click OK and continue with the unzipping by clicking on the button that says "Unzip Now".

Any of these methods will work. The important thing is to get ALL the .SCN, .TXT, and .CAM files placed in the panzer2/SCENARIO folder.

The PG2 Campaign Menu

Now, if you have installed other user-made campaigns before, you may need to do one other thing. The original PG2 only has room to display eight campaigns on the game's "select campaign" menu. The first five slots are taken by the five stock SSI campaigns. The final three slots can be used to display up to three user-made campaigns. If you have installed three other user-made campaigns, you won't be able to play this campaign until you remove one of those other three. But that's simple.

Just go into your panzer2/Scenario folder, find the *.CAM file for any one of those other user-made campaigns you have installed and delete it. If you didn't save a copy of it when you installed it, all you have to do is move the *.CAM file somewhere other than your panzer2/Scenario folder. You could cut and paste it to a separate folder, or just move it outside the "Scenario" folder into your main PG2 directory. Either way will work to save the *.CAM file if you want to play that other campaign in the future.

By the way, it's best if you don't delete any of the five SSI campaigns to make room for a fourth user-made campaign. The flags to the left of the five SSI campaigns are stationary. They won't change. So if you start deleting the SSI campaigns, you will have wrong flags in front of the first five campaigns that are listed.

Lastly, this entire section can be ignored if you are using the "007" user-made patch (e.g., 1.02G patch). The flags and campaign list bug is one of the problems the G-patch fixes. With the G-patch you can have as many campaigns as you want; and they can all be installed at the same time without any problems.

[Back to Table of Contents](#)

USING CUSTOM MAPS for "DUMMIES"

INSTALLING CUSTOM MAPS

Some campaigns use custom maps -- maps created by users which are not part of the original collection of maps that came with the game. Here is what you need to do in order to use custom maps. It is a process which is made up of two separate parts.

1.) First you have to create a "Map" directory in your PG2 directory. This is a one-time procedure that will not need to be repeated in the future (and will also allow you to play PG2 without the CD in the your CD-ROM drive!).

2.) Then you'll have to get the maps (both the .SHP files and the .MAP files for each new map) needed for this campaign.

1.) CREATING A MAP DIRECTORY

Before you can play a campaign with custom maps you must do this. You won't have to do it again. Once you have done this part, you can get the maps you need for this campaign. And in the future if you play another campaign which uses custom maps, you will only need to do part **2.)** below, and won't have to repeat this first section.

IN A NUTSHELL: Copy the Map folder from your PG2 CD-ROM into your Main Panzer2 directory on your hard drive. Then de-select "read only" on all the .SHP files in that folder.

- DETAILED INSTRUCTIONS -

-- **Make sure your PG2 disk is in the CD-ROM drive.** If the windows Autorun feature is turned on, the game will start up when you insert the disk. Just hit the "X" in the lower-right corner to exit the game. We aren't wanting to play the game right now, we're wanting to use the data on the PG2 CD-ROM.

-- **Explore the PG2 Disk.** Use Windows Explorer and locate your CD-ROM drive with the Panzer General II disk in it. Right-click on that CD-ROM drive and choose "Explore". This will now display the contents of your PG2 disk.

-- **Copy the Map folder from your CD-ROM.** Locate the folder named "Map". Right-click that folder and select "Copy".

-- **Locate the Panzer2 directory on your hard drive.** Explore your hard drive on which you have PG2 installed. Find the Panzer2 directory on your hard drive. Double-click the Panzer2 folder. It will have a number of files in it as well as some folders labeled "Save", "Scenario", "Userscen", and "Sfx".

-- **Paste the Map folder you copied from your CD-ROM.** Right-click in an empty area. Don't click on any of the files or folders; just right-click in a space between them or below them somewhere. When your right-click in a blank area of the panzer2 folder a menu will pop up. When it does, select "Paste". It will take a few moments for the Map folder to be copied from the CD-ROM to your hard drive. When it is finished you are done. Now the Map folder from your PG2 CD-ROM has been copied to the panzer2 folder on your hard drive.

-- **De-select "Read-only" on all the .SHP files in the Map folder.** Open the new Map folder in the Panzer2 directory on your hard drive -- the one you just finished pasting. Click the "Edit" drop-down menu at the top of the window (between the "File" and "View" menus). Choose "Select All". All the files in the folder should now be highlighted. Now **right**-click on any one of those files that are highlighted. Choose "Properties" at the bottom of the pop-up menu. Locate the box next to the words "Read-only". Click in that box to clear the check-mark from that box.

Now none of the .SHP files in that Map folder should have a checkmark in the box next to "Read-only". Feel free to double-check this to make sure you did it correctly if you want. Just click between the selected files (or press the Esc key on your keyboard) so that they are no longer all selected. Then select any **one** of the files in that Map folder, right-click it, and check the properties, making sure there is no check-mark in the "Read-only" box.

Congratulations! After you've completed these steps you can now begin playing with custom maps.

Better still, you can now play PG2 without having the disk in the drive. This saves wear and tear on the disk. The down-side: you won't have any music or the voice of the briefing officer or the videos between scenarios. The up-side: you'll save your precious PG2 disk from wearing out. This is a GOOD IDEA anyway, even if you never intended to use custom maps! If you do want to hear the music and see the between-scenario videos again, just insert the CD-ROM when you play and that stuff will play as it did before.

IMPORTANT NOTE! If you find that PG2 plays very slowly without the disk it may be because the program keeps looking for the music files but can't find them. If you are playing without the disk and without the music, you should turn the music off in the sound controls. To do this, start any scenario and look at the tool bar along the right edge of the screen. Click on the "Additional Options" button (with the + plus-sign icon), then click on the Audio Settings button (button with a horn icon) and a new window will appear. That window has a slider for Music volume and, below that, a slider for Sound Effects volume. There is also a button above each slider. The one with the musical note icon will turn the music on or off. If you are playing without the disk and without the music, turn that button off and you will see greatly improved performance of the game speed.

Part 2.) GETTING CUSTOM MAPS NEEDED FOR THIS CAMPAIGN

Now it's time to obtain the maps you will need for this campaign.

Each new map requires two kinds of files per map: The .MAP files and the .SHP files The .SHP file is the actual map. The .MAP file is the data (such as hex information, terrain, names, etc.) that is used in the campaign.

The .SHP files go in your "Map" folder, along with all the default .SHP files you copied from your PG2 CD-ROM. **The .MAP files belong in your "Scenario" folder** -- the same place the new campaign goes.

You *must* get *both* the .MAP and the .SHP files for each map. They can both be obtained from Builders Paradise, but they are stored in different sections.

The place to find the maps is [Builders Paradise -- PG2 -- Maps](http://www.strategyplanet.com/panzergeneral/pg2main_maps.html)
<http://www.strategyplanet.com/panzergeneral/pg2main_maps.html>.

{NOTE: from time to time Lasse Jensen, who runs Builders Paradise, is away on military service. During these times he leaves Steve Brown in charge of his web site and forums. Maps that are submitted while Lasse is away are then placed in the PG2 Map Clearing House which resides in Steve's PG2 site. If you cannot find the map you seek check [Steves PG2 Campaign Page](http://www.wargamer.com/pg2campaigns/steve/pg2.htm)
<<http://www.wargamer.com/pg2campaigns/steve/pg2.htm>> or <<http://go.to/panzergeneral2>> and see if you can find it in Steve's Map Clearing House.}

Each map's .SHP file can be found in a separate section a ways down the page. Look for the heading **Maps (SHP files)**. The maps are arranged by geographical region. Each region has its own web page which displays a table of maps. The name of the map is in the far left-hand column. Search the regions until you find the map(s) you need. Once you have found the map you want download it by clicking on its name.

When prompted, choose "Save this file to disk" and navigate to find a place to save it. It really doesn't matter where you save it, as long as you can find it later. If you aren't sure where to save it, click the "Create a New Folder" button and name the folder "Custom PG2 Maps" or something. Then select that folder and click the "Save" button. The file will then begin downloading to your computer. Do this for each map you need. Save them all to the same folder. Once you have downloaded them all, these will need to be unzipped. Simply double-click them, one at a time, to unzip them. When WinZip asks you where to extract the files, click the "Select a Different Location" button and navigate until you've found your Panzer2 directory on your hard drive. Double-click the "Map" folder you copied from the CD-ROM and then click "UnZip Now".

Don't forget to download the MAP files!

You have now downloaded the actual maps (.SHP files), but you also need the Map files (.MAP files). This is where it gets a little confusing. The actual map (the image of the map) is called a .SHP file and it goes in your panzer2/Map folder. The map files contain the map information such as the terrain features, etc. These map files have a .MAP file extension and they belong in the panzer2/SCENARIO folder. Do not be confused. Although the word map is used several different ways in this process, it is as simple this: the .SHP files (the actual maps) go in the Map folder. The map-files (with .MAP extensions) go in the Scenario folder.

Unlike the .SHP files which must be downloaded separately, the map files come in one large bundle. Find the Map file bundle is the first link listed on the [Maps Page](http://www.strategyplanet.com/panzergeneral/pg2main_maps.html)
<http://www.strategyplanet.com/panzergeneral/pg2main_maps.html> of [Builders Paradise](http://www.strategyplanet.com/panzergeneral/PG2Main_news.html)
<http://www.strategyplanet.com/panzergeneral/PG2Main_news.html> under Maps, Essential . Click the little green button to the left of the Map files to begin downloading them. When the download dialog box opens, choose Save to disk and find a place on your hard drive to save them.

Make sure to save them in a place you can find them. When you have downloaded the map files, find the file on your hard drive. Double-click the file to unzip it. Use the "Select different folder" button and navigate to your Panzer2 directory on your hard drive. Open that and double-click on the "Scenario" folder. Then click "unzip now".

All the MAP files come in one big package. They even include the original MAP files that came with the game. When you unzip these into your "Scenarios" folder in the Panzer2 directory on your hard drive, it will ask you if you want to replace such-and-such a file with (the same) file, just click "Yes to all". (...this is where you are just copying in some of the MAP files that originally came with the game, but it's easier than going through each MAP file one-by-one, so just click "Yes to all" and be done with it.)

That's it! If you've followed the initial directions to transfer the Map folder from your CD-ROM to your hard drive, and deselected "Read Only" in all of them, and then if you've downloaded each of the SHP files needed for this campaign and put them in your Map folder, and then if you've downloaded the bundle of MAP files and placed them in your Scenario folder, you're all set!

[Back to Table of Contents](#)

GETTING THE MUSIC AND VIDEOS WITHOUT THE DISK

GETTING THE MUSIC AND VIDEOS WITHOUT THE DISK

If you have followed the instructions so that PG2 can be played without the disk being in your CD-ROM drive, you can still have the music and video clips if you want to take a few extra steps. To do this, you will need to fix your copy of PG2 to allow the music to be played without the disk. This is similar to the process involved with transferring the Map folder from your CD-ROM to your hard drive.

If you want to be able to hear the music and see the videos between scenarios, **without your CD in the drive**, you will have to copy all the files from the SMACK folder (160MB, the videos) and the SOUND folder (260MB) from your Panzer General II CD and paste them into new folders with the same names that you create in the panzer2 folder on your hard drive. Then, just as with the map files, you must remove the read only protection from each file, and then download a patch to allow the program to see the music from your hard drive. The patch can be found at in the [Tools section](http://www.strategyplanet.com/panzergeneral/PG2main_tools.html) [<http://www.strategyplanet.com/panzergeneral/PG2main_tools.html>](http://www.strategyplanet.com/panzergeneral/PG2main_tools.html) of [Builders Paradise](http://www.strategyplanet.com/panzergeneral/PG2Main_news.html) [<http://www.strategyplanet.com/panzergeneral/PG2Main_news.html>](http://www.strategyplanet.com/panzergeneral/PG2Main_news.html). The patch you are looking for is called "Panzer General II Gamefile Directory Patcher v1.01 by Lasse Jensen".

If you only want the music you could just copy the files:

BPLAY1 & 2.MUS

RPLAY1 & 2

GPLAY1 & 2

USPLAY1 & 2

Copy these files from the SOUND folder (which is only about 100MB) on the PG2 disk to a new SOUND folder on your hard drive, and do all the above. That way you will get the music, but not the videos or voice briefings between scenarios.

[Back to Table of Contents](#)

USING the USER-MADE "007" 1.02G-PATCH

INSTALLING THE USER-MADE "007" UNOFFICIAL PATCH

Many players are now using the new user-made patch available from Builders Paradise. This patch is required if you wish to play using the new equipment files that have more than 1000 units and 400 icons. This patch is often called the "007" patch, but is more correctly known as the PG2UK102G.EXE patch. With this patch you can use equipment files that contain as many as 2000 units and 2000 different icons! A number of equipment file designers now offer e-files that take advantage of this new higher ceiling. These new e-files are called 2000/2000 e-files referring to the new higher unit and icon limits.

Installing this patch couldn't be easier. Just download it and unzip it, extracting it into your main panzer2 folder. That's it!

The .zip file contains a new PG2 exe file, named PG2UK102G.EXE. Just like your old Panzer2.exe (the file with the red, black, and white German cross icon), this new .exe file can be used to start PG2. The only difference between these two files is that PG2UK102G.EXE starts the "new" bug-corrected PG2 while the old Panzer2.exe starts the stock PG2.

There is no problem in having them both in the same folder; you do not need to alter any files or anything else. Just use the PG2UK102G.EXE when you want to play with a 2000/2000 e-file and the Panzer2.exe if you feel like playing the non-bug-corrected PG2. Simple as that.

Remember that you have to use the PG2UK102G.EXE to start Panzer General II if you have a 2000-unit equipment file installed, since PG2 will crash if you don't. (The 1000 unit bug).

You must have a 1.02 UK or US version PG2 for the patch to work. Users of the German version can download the patch, plus all the extra files and instructions (in German) from Gordon Neigisch's (GordonN) site: members.tripod.de/Gordon1/Equipment/patch.zip [<http://members.tripod.de/Gordon1/Equipment/patch.zip>](http://members.tripod.de/Gordon1/Equipment/patch.zip) I imagine it would work for the French version --- but the instructions are in German.

The 1.02G Patch can be downloaded from the [Builders Paradise PG2 section](http://www.strategyplanet.com/panzergeneral/PG2Main_news.html) [<http://www.strategyplanet.com/panzergeneral/PG2Main_news.html>](http://www.strategyplanet.com/panzergeneral/PG2Main_news.html) under [Versions and Patches](http://www.strategyplanet.com/panzergeneral/PG2main_version.html) [<http://www.strategyplanet.com/panzergeneral/PG2main_version.html>](http://www.strategyplanet.com/panzergeneral/PG2main_version.html) -- the Un-Official Patch section.

Here is a list of the changes with the PG2UK102G.EXE, from the ReadMe:

UK v1.02g Patch Fixes

Bug Corrections in the "G-Patch"

1. Air Defense units can no longer fire at naval targets.
2. Aircraft units can no longer fire at naval targets from adjacent hexes -- only from the hex directly above the ship.

3. The Right-click while a Recon (or a recon leader unit) unit is moving, to get unlimited movement, has been fixed by disabling the mouse button whilst any unit is moving.
4. The Air transporter counter is now working properly. You can no longer gain more transporters by using the "undo cheat."
5. The sea transporter counter is now working properly. You can no longer gain extra transporters by using the "undo cheat."
6. The Flag for the first scenario in the scenario select list now displays properly.
7. The 4th transporter field in "Requisition Unit" is now fully operational. It will now display both the name and the icon for the fourth ground transport.
8. Ground conditions should now work correctly.
9. If a tank attacks immediately (without moving) after an overrun, it no longer regains all its movement points. (Do not confuse this with the Beach-overrun bug, as this one is still there.)
10. If a recon unit moves without spotting hidden units and then attacks, the undo is no longer available.

Game improvements with the "G-Patch"

1. Map numbers up to 32767 now work correctly. The reason some user maps crash the game should also be fixed. The reason has to do with the internal Bridge table, and is also why bridges cannot be blown on user maps.
2. The Equipment file limits of 1000 units and 400 Icons (they then turn invisible), has been raised to 2000/2000.
3. The equipment expiration date is now working.
4. An Expiration Month has been added to the game, by use of an unused byte in the Equipment spec. That is the offset 19th byte, right before the Month Available.
5. Aircraft can no longer be boxed in. So you cannot trap enemy aircraft with your own. Aircraft are no longer effected by zones of control.
- 5a. Aircraft can no longer get the 'Superior Maneuver' leader. This goes hand-in-hand with the previous ZOC alteration above.
6. The game now recognize as many campaigns you want to install. The scroll bar still does NOT work, however the [up] and [down] arrows do.
7. The flag in front of a campaign is selected via the second-to-last byte in the *.cam file. Just enter the normal country code, like 08h=Germany, 0Fh=Norway etc...

[Back to Table of Contents](#)

Getting Additional Help

The Panzer Community

There are several ways to get help with any of these topics. First, you are always welcome to e-mail me personally at whoopy-cat@jpspanzers.com. I am always pleased to try and help people with this stuff, especially since I received so much help from others when I was first learning to use PG2 mods. Although I still think of myself as a dummy, at least now I'm a dummy who knows a bit about something. :} So if you want or need personalized help on any of the topics described above, please don't hesitate to write to me any time.

Some general Panzer General II help can also be found at my own personal site, [Whoopy-Cats Panzers <http://jpspanzers.com/jp/wc_panzers.htm>](http://jpspanzers.com/jp/wc_panzers.htm), a sub-section of [JP's Panzers <http://jpspanzers.com>](http://jpspanzers.com).

The other great way to get help on these subjects is to visit the forums that comprise the on-line panzer community. As co-owner of JP's Panzers <<http://jpspanzers.com>> I must obviously first recommend my own community - [the JP's Panzers forums<http://pub131.ezboard.com/bjpspanzers>](http://pub131.ezboard.com/bjpspanzers). We have several forums dedicated to Panzer General II, including one forum specifically designed to help people with PG2 modifications: [JP's PG2 Mods & Design Forum <http://pub131.ezboard.com/fjpspanzersfrm4>](http://pub131.ezboard.com/fjpspanzersfrm4).

The other great set of forums for general PG2 help is Lasse Jensen's [Praetorians Oasis -- the Builders Paradise Forums <http://pub28.ezboard.com/bbuildersparadise>](http://pub28.ezboard.com/bbuildersparadise) at <http://pub28.ezboard.com/bbuildersparadise>. There are several individual forums at the Praetorians Oasis that are dedicated to Panzer General II and oodles of very knowledgeable and friendly people populate these forums. So this is another excellent place to get additional help.

Most of the world's most knowledgeable people concerning Panzer General II reside at these forums and visit regularly. And all of them are friendly and helpful folks who are quite willing to help anyone who asks for help. You do not need to join ezboards to participate in either of these forums, but joining is free and simple to do and is highly recommended.

If you are a wargaming enthusiast or simply someone interested in Panzer General II, the panzer community including JP's Panzers and Builders Paradise is waiting for members like you. So feel free to join us in the panzer community, the largest on-line club dedicated to wargames and wargamers.

Other places to find help include several affiliated PG2 PBEM (play by e-mail) clubs and forums such as the [Freedom Fighters Wargame Club <http://ffwcp2.com/>](http://ffwcp2.com/) at <http://ffwcp2.com/> and the [FFWCs Forums <http://pub26.ezboard.com/bfreedomfighterswargameclub75675>](http://pub26.ezboard.com/bfreedomfighterswargameclub75675); as well as Alfred Wenzl's [Battle Group <http://ggholiday.com/BG/>](http://ggholiday.com/BG/) and the [Battle Group Forum <http://pub30.ezboard.com/bthebattlegroup>](http://pub30.ezboard.com/bthebattlegroup).

Links to many other PG2 sites, clubs, and forums can be found at these sites listed above. In short, if you can't find the help you need at any of the links listed here or the links listed at these sites, you are probably beyond help! :}

[Back to Table of Contents](#)

I hope I have written these instructions so you can understand them. I feel I'm fully qualified to explain these things to "dummies", being an Official World-Class Dummy myself! If you feel you are actually dumber than me, please write to me and we can debate the point. :-)

If you have further questions or problems following these instructions, please post a message on [the forums](http://pub131.ezboard.com/bjpspanzers) <<http://pub131.ezboard.com/bjpspanzers>> or write me an e-mail at jtillian@kdsi.net <jtillian@kdsi.net> or whoopy-cat@jpspanzers.com <<mailto:whoopy-cat@jpspanzers.com>>.

~~Whoopy-Cat~~

[Joel T. Illian <whoopy-cat@jpspanzers.com>](mailto:whoopy-cat@jpspanzers.com)

The Whoopy-Cat