ASL
DYO
Assistant
User's Guide

Version 3.0

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Introduction

Well, here I am again with the fifth (really?) release of the ASL DYO Assistant. Version 1.0 - 2.2 were written for DOS and this is the first official release for Windows 3.1, although pieces of this version have been kicking around for over a year. There will be no more versions of ASL DYO Assistant for DOS, I'm sorry to say. The memory requirements were starting to become very taxing on poor DOS, and short of supporting extended memory, the best option seemed to be to go for a Windows version, which would solve the memory problems plus provide a much better user interface and add graphics support and better printer support. The reason this version has not been released sooner, however, is because I did not want to just do a straight port of the ASL DYO Assistant to Windows and charge people good money to upgrade. So I waited for Avalon Hill to release at least the Axis and Allied Minor ordnance and armor modules to no avail. Finally, Solitaire ASL gave me something new and very valuable to add to the system, so it was time to start serious work.

The system has been entirely rewritten with many new features added including the ability to save ENTIRE scenarios, including purchases for later loading. Printer support is also much better along with the capability to do more "fine tuning" on the type of scenario you want to design. Also, all of the Solitaire Missions are now supported, and as much information as possible is determined up front for you. Purchases are also allowed in Solitaire Missions (for the FRIENDLY side) using the base BPV value of 130 points plus any fort points allowed by special rules.

I sincerly hope you enjoy the new version, as it was truly a labor of love. As always, all comments and suggestions are welcomed!

                                    Tim

I. Installation and Requirements

Requirements

ASL DYO Assistant requires Microsoft Windows Version 3.1 or higher. It has also been tested (and was actually written) using Microsoft Windows 95. There are no specific memory requirements other than the requirements necessary for running Windows. About 1.5 Megabytes of hard disk space are necessary to install the program.

Installation

ASL DYO Assistant installs as other Windows 3.1 applications, and you must run the setup program. After placing the distribution disk in your floppy disk drive, from either Program Manager or File Manager select File|Run, and then type:

a:\setup

If you are using a floppy drive lettered other than a:, then substitute your drive letter for a: (e.g. b:\setup).

The setup program will then ask you for some basic information such as the directory in which to place the program and data files (default: WASLDYO), the source drive (default: a:), the destination drive (default: c:), and the Group in Program Manager to place the program icon (default: Game Utils). In most cases the default settings will be just fine.

When you are satisfied with your selections, click the Install button. The setup program will then copy the files from the source drive to the destination drive and set up the program icon in Program Manager. The setup program will also create a file called **wasldyo.ini** in your Windows home directory, and create the associations for the default saved file extension of ***.dyo**. This allows you to double click on a saved scenario to open it from File Manager. The **wasldyo.ini** file must be available for ASL DYO Assistant to run.

To start ASL DYO Assistant, double click on its icon in the Program Manager Group that you selected during setup.

Current Limitations

ASL DYO Assistant behaves just as other Windows 3.1 programs. There are, however, some limitations.

- There is no support in this version for copying data to the Windows Clipboard. This support will be scheduled for a future release.
- No "On-Line Help" is provided in this version. Future versions may incorporate this feature.

## I. Creating New Scenarios and Missions

There are basically four types of scenarios that can be constructed in ASL DYO Assistant. These are outlined as per their menu selections below:

<u>Random Scenarios</u>

<u>F</u>ile|<u>N</u>ew|<u>R</u>andom Scenario

Selecting this option opens a new window allowing you to quickly cycle through totally random scenarios based on the current configuration settings. Clicking the <u>A</u>gain button will generate another scenario. Clicking the <u>B</u>oards button will show you a description of the boards used in the scenario, while the <u>S</u>SR button will show you the Special Scenario Rules. When satisfied with the scenario, click the <u>D</u>one button. Which will return you to the main screen, with your scenario visible.
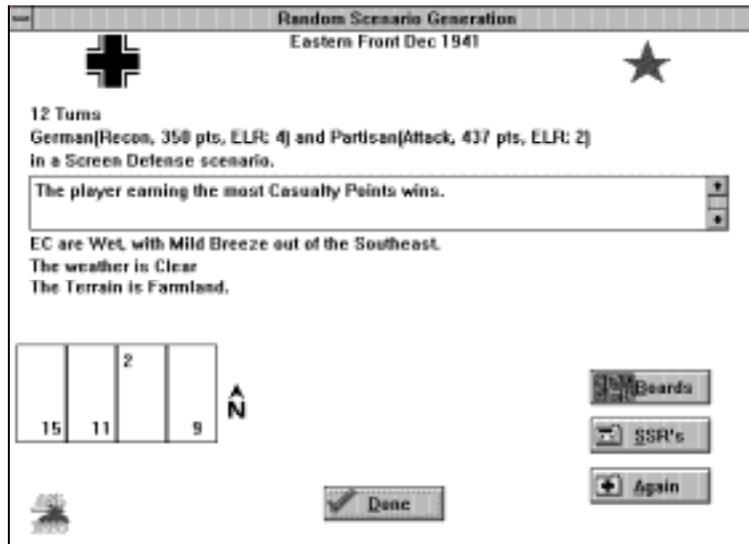
The Random Scenario Generation Screen

Players should keep in mind that the scenario generated is only a guideline. If they agree that certain elements should be changed, then they should do so.

Set Up Information:

Set up information is contained in the Special Rules. All reinforcements must enter on the long board edge of the player's setup/entry board.

Consider using the following guidelines if scenarios seem unbalanced. These are included as a guideline and are not "enforced" by the software.

1. A player with attack or recon initiative may not spend to increase his SAN.

2. A player with defend initiative is the only one allowed to purchase any fortifications (except "?" counters).

3. Paratroops or gliders may only be purchase by the player with ATTACK during an Airborne Assault scenario.

4. All purchases should be done in secret if possible. This creates great "fog of war".

A players "home board" is always the board on which he sets up or enters.

Note: The scenario generation utility "knows" when certain nationalities are active on certain fronts. This information is contained in the file **theatre.dat**. If this file is not present, the program will not run. Altering this file (or any of the data files) without using the configuration utility inherent in the program can have catastrophic results. The generation utility assigns initiatives (Attack, Defend, etc.) based on historical conditions on the given front at the time.

Solitaire Missions

File|New|Solitaire Mission

Selecting this option opens a new window allowing you to specify the parameters used to generate a Solitaire ASL Mission. All rules contained in SASL are used to determine the Mission. Options in this screen are as follows:

Specify Solitaire Mission Parameters

Friendly - Select either the Axis or Allied nationality to be the FRIENDLY nationality.

Random Date - Check this box in order to allow the program to pick a date. Uncheck this box to specify your own date (such as for Campaign Games.)

Month - Choose a month for your Mission (this is valid only if Random Date is not selected.)

Year - Choose a year for your Mission this is valid only if Random Date is not selected.)

Weather - Choose either Random or the type of weather to use for your Mission.

Click OK when satisfied with your selections, or Cancel to exit without generating a Mission.

Selecting OK will bring up a new window similar to the Random Scenario screen to cycle through solitaire missions based on the input you provided. The buttons work as they did in the Random Scenario screen.
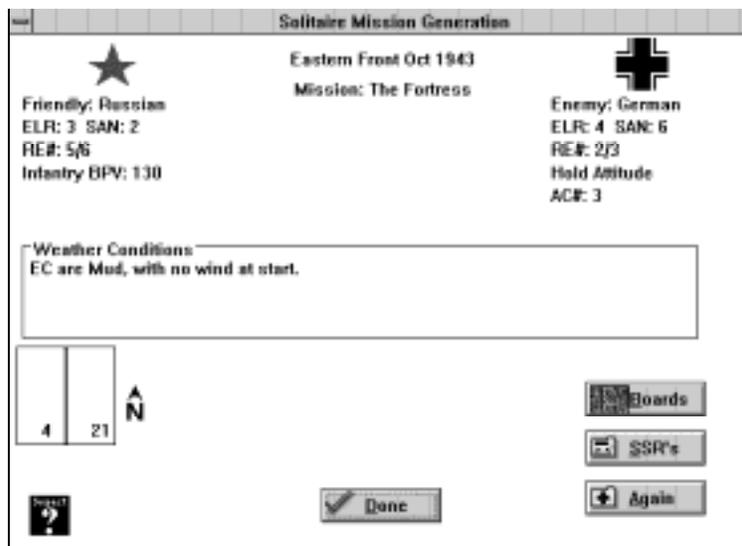
The Solitaire Mission Generation Screen

Notes:

As much data as practical was provided in the program, however, some of the SASL Missions are very detailed. Therefore, it is always necessary to consult the pertinent Mission Card in order to finalize details of the Mission. In particular, additional forces for a Mission MUST be generated using the Mission Card and not this program.

Since the SASL rules do not specify an exact purchase method for Solitaire missions, a modified DYO method was used allowing a First Infantry Purchase (130 BPV), followed by fortifications purchases for those Missions that allow them (random BPV based on Mission type), then concluded with a Second Infantry Purchase using whatever BPV was not used from the First Infantry Purchase. Other infantry types of purchases such as MOL, Ski Capability, and Winter Camouflage are allowed following the Second Infantry Purchase.

Solitaire Missions may be generated for every nationality in the system, although rules for only the American, German, Russian, and Partisan (as enemy only) nationalities exist in the system. To use only the supported nationalities when generating Missions, use the configuration screen to disable all other nationalites. The board tables used when generating Missions are the same as those used when generating random scenarios.

To more closely match the true SASL system, make sure that the boards listed in the normal terrain board table matches the SASL Table A9.

Specific Scenario

<u>F</u>ile | <u>N</u>ew | <u>S</u>pecific Scenario

This selection allows you to select the basic outline of your scenario in order to purchase forces. It is intended for those DYO games that you already have boards, victory conditions, and SSR's for, but simply want to purchase forces and generate other random items such as weather.

Specifying Scenario Parameters

The Specify Scenario window allows you to provide the following input:

Month - Select the Month

Year - Select the Year

Front - Select the Theatre of Operations

Weather - Select specific weather or Random to let the program decide.

For each side the following information must be provided:

Nationality - Select from the list

Points - Input the number of points to use for purchases

ELR - Enter the ELR value of the respective forces or select Random to allow the program to use the DYO rules.

Ord RF - The ordnance rarity factor. Either select from the list a particular RF or allow the program to randomly generate.

Veh RF - The vehicle rarity factor. Either select from the list a particular RF or allow the program to randomly generate.

Select OK or Cancel when done.

Selecting OK will bring up another "generate" window to allow you to cycle through scenarios. Select Done when satisfied with your scenario.

Forced Random Scenarios

File|New|Forced Random Scenario

A Forced Random Scenario is simply one of the "special" scenarios such as Night Assault, River Assault, or Airborne Assault. These scenarios can pop up (rarely) when generating random scenarios. This feature just lets you force the random scenario generator into creating one of these for you.

From the Force Random Scenario window, select the type of scenario you want to be generated. Click OK to generate the scenario or Cancel to quit. Clicking OK will bring up the same window used to generate random scenarios.

Force a Specific Random Scenario

Scenario Type
- ⦿ River Scenario
- ○ Night Scenario
- ○ Paradrop Scenario

✓ OK   🚫 Cancel
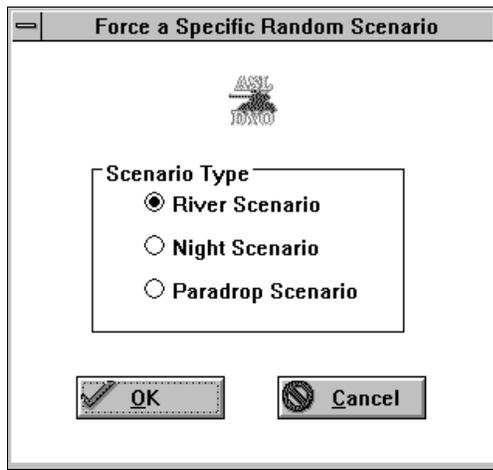
Force a Specific Scenario

Note: Both Night Scenario and River Scenario use the standard configuration parameters to generate the nationalities, time frame, theatre, etc. Paradrop Scenarios, however, being limited to certain nationalities and time periods, do not use the configuration parameters. This means that even if you have not enabled the Americans, they may still pop up in an Airborne Assault scenario. The program considers only the Germans, Russians, British, and Americans as capable of air drops.

II. Purchasing Forces

Purchasing forces for a particular scenario uses the standard Chapter H ASL Rules (EXC. Solitaire Missions). Only a brief explanation of these steps are given, as this is very straightforward. As with the ASL Chapter H rules, you may never "unpurchase" an item. All sales are final, so to speak. You may, however, cancel ALL of your purchases and start over.

Step 1 - Mobile Unit Expenditure allows the user to spend 10% of his point allotment to become a "mobile unit". See Chapter H for the details.

Step 2 - First Infantry Purchase

The user is allowed to purchase any infantry types desired within the given Chapter H rules. Any special capabilities may be purchased by checking the appropriate box for Sapper,

Commando, or Assault Engineer. These capabilities are only allowed for certain types of infantry.

Infantry Purchase Window

The total number of infantry units of each type purchased is listed beside of the type in the list. The specific details of those units purchased is displayed in the Purchase Details section, where the number of units purchased with each capability is displayed as follows:

        N = Normal Infantry (no special capabilites)
        A = Assault Engineer
        S = Sapper
        AS = Assault Engineer/Sapper
        C = Commando
        AC = Assault Engineer/Commando
        SC = Sapper/Commando
        ASC = Assault Engineer/Sapper/Commando

To purchase a specific infantry unit, fill in the number of units to be purchased in the "How Many?" box, then Double Click on the specific unit type you wish to purchase. At this point either a confirmation box or an error message is displayed depending on whether that unit may be purchased with the given

capabilites, points available, etc. Simply confirm the purchase, or respond to the error message listing why the purchase cannot be made.

Notes: The Panzerfaust range factor is added in when purchasing German infantry units. This modified value does not display as the MPV in the listbox.

Special USMC purchase for Paramarine, Raider, and Defense Battalion squads are handled as other infantry units. These units are distinguished by the classes EP (Elite Paramarine), ER (Elite Raider), and ED (Elite Defense). Purchase them as any other infantry. Special support weapons tables are used to generate support weapons for these squads.

Crews cannot be purchased separately (except for Japanese) nor can half squads. Crews automatically come with the purchase of any Gun or Japanese MMG, HMG, etc. Crews added for the purchase of guns are not added into the infantry purchases. Simply add a crew for each gun when setting up the game. Japanese crews for each valid support weapon ARE automaiticall added in to the infantry list.

The reinforcement rules are not supported in this version.

For ALL purchases, there are no counter limits enforced in the program. You can buy as many of the items as you wish with no restrictions.

Step 3 - SAN Purchase

Your SAN may be increased from the given level of 2.

Step 4 - Ordnance Purchase

You may now purchase ordnance. A rarity factor will be generated and displayed. Using this rarity factor, the date of the scenario, and the theatre, a list will be provided of all ordnance you may purchase. When scrolling through the list, notice that the screen is updated with the various details

concerning the highlighted unit.   These details are displayed immediately below and to the left of the list. For the most part the standard Chapter H abbreviations were used. Some compromises were made, however. Most of these make sense, but some quick explanations are in order. Instead of an overscore or underscore, the letters (HE) or (AP) are used. Also, any item with a circled B# is printed in blue. The '!' key is used in place of the ✟ symbol to indicate an additional note. In the program the '!' symbol indicates that there is additional information in the ASL Rulebook that is particularly relevant.

Purchasing Ordnance

Purchasing ordnance is done in the same way as purchasing infantry. Fill in the "How Many?" box with the number you wish to purchase, then double click on the type of unit you wish to purchase.   Either a confirmation or error window is then displayed.

Limitations:
The program "knows" when certain items were available on which fronts. However, there were some specialized cases that were difficult to deal with such as Norway, Madagascar, Crete,

etc. For these cases, the rarity factors may be different than those published in the Rulebook. Also, the U.S.M.C. are assumed to be active only in the Pacific.

Step 5 - Vehicle Purchase

Purchasing vehicles uses the same steps as purchasing ordnance.
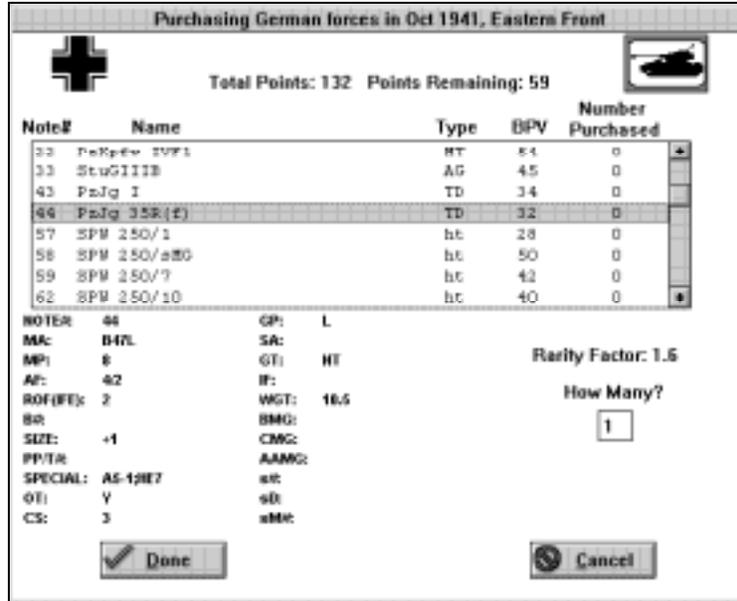
Purchasing Vehicles

Additions from Version 2.2 - YES!! I finally added motorcycles and bicycles.

Step 5 - Optional AFV Armament

If there is any current optional equipment for any of your vehicles, you will be allowed to purchase it. For this section, each different vehicle is assigned an ID letter (A-Z), like on the counter, to identify which vehicles have which options. You may either purchase the specified option or not.

Step 6 - OBA Purchase

If you have enough points left, you will now be shown OBA that you may purchase. OBA batteries are presented one at a time. The type of battery available is shown beside the title Available Battery. You may purchase this battery in many different configurations, such as Normal, Plentiful, Creeping Barrage, etc. Some notes are displayed in the lower left hand corner to explain the capabilities of each battery. The number of remainng batteries is also displayed. To purchase the battery click the Purchase Button. To skip to the next battery without purchasing, click the Next button.
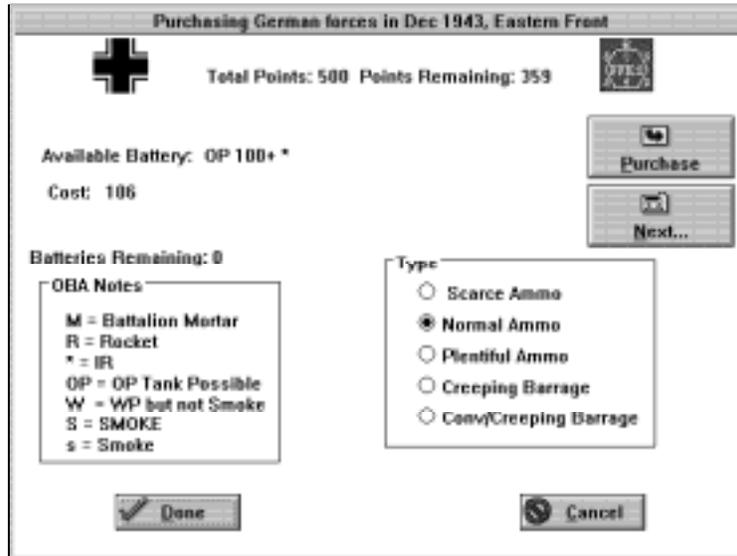
Purchasing OBA

You have "one shot" to purchase each battery. Once skipped, an OBA Battery may never be reviewed again for purchase.

If you have enough points left, you may purchase bombardments.

If you purchase any OBA batteries, you will asked if you wish to purchase preregistered hexes (as many as you want and can afford).

Step 7 - Air Support

If there is any air support available you will be allowed to purchase it.

Step 8 - OP Tank

If there are any OP Tanks available for your Artillery, you will be allowed to purchase them. Use the same procedures as purchasing vehicles.

Step 9 - Observation Plane

If there is an observation plane available, you will be allowed to purchase it.

Step 10 - Fortifications Purchase

Purchase of forts is exactly the same as purchasing ordnance and vehicles.
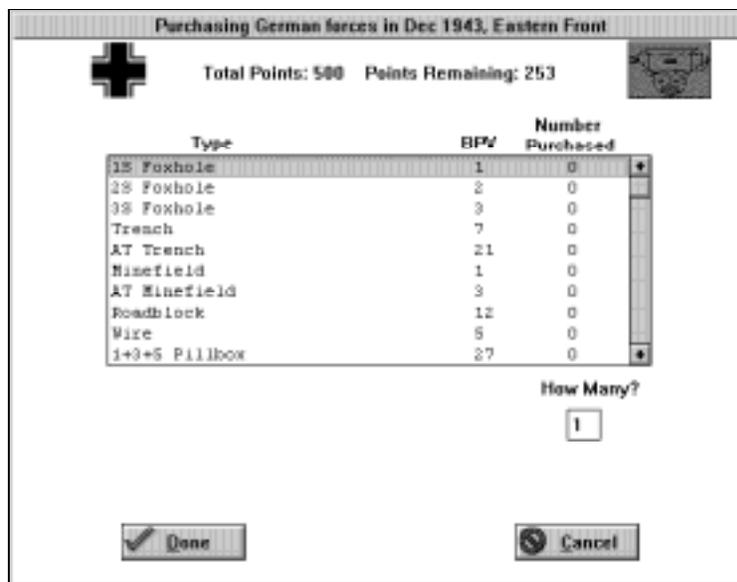
Purchase Fortifications

Limitations:

Sangars are purchased in pairs of two instead of one at a time. Sorry, but they're the only item in the game with a non-integer cost (0.5). I really didn't want to change my other routines to handle floating point, and besides, what are you going to do with that left over half a point anyway?

Step 11 - 2nd Infantry Purchase

Exactly the same as the 1st Infantry Purchase.

Step 12 - Special Purchases

If applicable, you will be asked if you wish to purchase the following capabilities:

> MOL Capability
> SKI Capability
> Winter Camouflage
> Parachute Capability

The weather must be appropriate to see questions for Ski, Winter Camouflage, and Parachutes.

Step 13 - Display

Upon conclusion of your purchases, the main window will be updated to reflect the changes. Several items are calculated automatically such as bonus infantry, support weapons, leaders, and armor leaders.

IV. File Saving and Loading

Standard Windows screens are supported for both saving and loading existing files. Standard warnings are displayed when overwriting files. All information currently active, including purchases, are saved and loaded in the file. ASL DYO Assistant uses a default extension of **.dyo** to distinguish its files.

V. Printing

This option allows you to print the scenario or Mission that is currently displayed in the main window. Standard Windows printer screens are supported. All current data, including purchases, are printed to the specified device.

Note: My ability to test various printers is severly limited because of available hardware. In general, the program should support any printer with graphics capability, however, if you find something that doesn't work, please let me know. The following models have been tested:

HP LaserJet IIP Plus (HP PCL Level 4)
HP IIIsi (HP PCL Level 5)
Kodak ImageSource 70CP (PostScript II)
EFI Fiery XJK 200/Kodak ColorEdge 1560 (PostScript)
Kodak 1392 Model 44 (PostScript II)

It is assumed that all printers will support paper that is at least 8.5 " wide.

VI. Configuration

It occurred to me that there may be some unfortunate souls out there that do not own all of the ASL boards or modules. Therefore, the configuration options allow the user to tailor the system for his or her own use. The configuration data is contained in the file **asldyo.cfg**. If you don't have this file, the program will not start. You will be able to perform two main functions in the configuration menu.

Scenario Parameters
The Scenario Parameters menu selection allows you to customize things based on the various ASL modules that you own or want to use. To enable a nationality/theatre/special rule, simply check its check box. Disable by making sure the check box is not checked. Unless otherwise noted in this documentation (see Paradrop Scenario), these configuration items are used when generating Random Scenarios and Solitaire Missions. Specific Scenarios are unaffected by these settings.

The Scenario Size setting tells the scenario generation utility how large you want generated scenarios to be. Set this to either

Small, Medium, or Large. This setting affects only Random Scenarios

Edit the Configuration
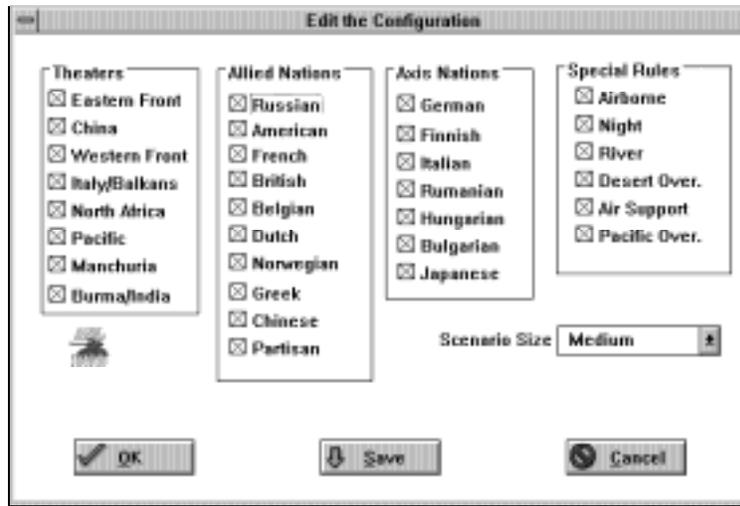
Notes: When you save the configuration file, all data in the current configuration are written to disk, including your board configurations.

Editing the Board Tables

There are three different board tables: Normal, Desert, and Pacific. The normal board table is used for most scenarios, the desert board table is used for all North African scenarios, and the Pacific table is used for Pacific and Burma/India. Any of these tables may be edited freely to include only the boards you own. Under each terrain type you will see a list of boards. These are the boards used for that type of terrain when generating any Random Scenario or Solitaire Mission. There are a few restrictions. First, there must be at least two different boards per column. Second, desert boards (25-31) may not be used in the Normal or Pacific tables. Third, no boards above 41 are as yet supported (sorry, I didn't receive boards 42 and 43 before this release). Other than these things, you may freely add any board to any terrain column. City boards are perfectly fine to add to the Woods terrain column, etc. There are no

Board Configuration

	Board Configuration Editor			
	Editing the Normal Board Table			
City	Village	Farmland	Hills	Rural
24	6	4	24	2
17	18	16	4	18
3	4	13	12	15
1	12	11	10	32
22	17	33	17	19
21	16	2	5	5
20	3	18	13	16
23	18	9	32	11
10	24	15	6	17
12	15	17	19	9
14	22	19	3	6

✓ OK   ⬇ Save   🌐 Cancel
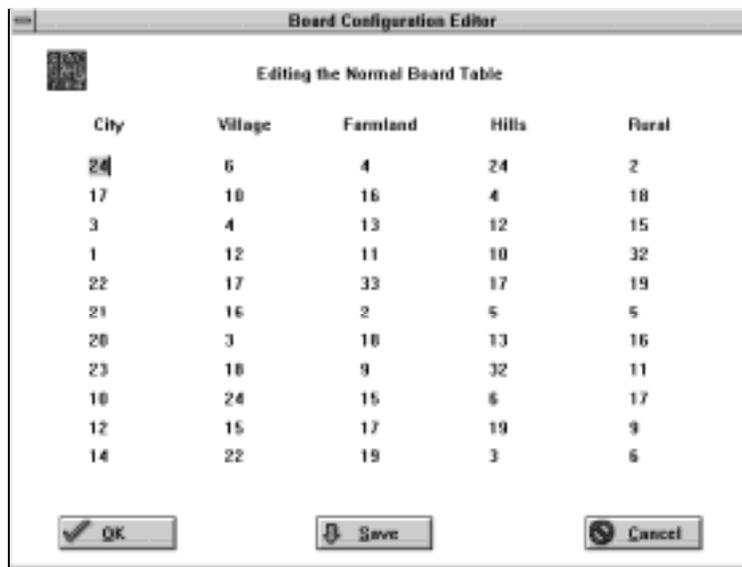
restrictions here, so that someone with only Beyond Valor will be able to use the scenario generation utility with no problem. Solitaire Missions, however, will be adversely affected without the proper board settings. Also, the river boards are not recommended here, as they are supported separately in the respective Random Scenarios and Solitaire Missions.

To edit the tables, simply click or tab to the board you wish to change, then type in the new number. Click the Save Button if you wish to make your changes permanent.

VII. Random Notes

I've played many of these scenarios and balance will largely depend on your purchases of forces. Remember your task (victory conditions) when purchasing forces. If you're going to have to control buildings, then by all means get some infantry. If you've got to cover four boards in six turns, then you'll probably want enough transport for your forces. Still, some scenarios will be unbalanced. Better to switch sides in tournament situations and play each scenario twice. When you play a few of these you'll be better able to pick out the unbalanced ones and not even bother. Always remember that

some boards are much more difficult to traverse than others. Board 32 comes to mind, as well as all of the city boards.

Players should also keep in mind that most everything in the Chapter H Rules is now included in the program. Just because you don't see an option, doesn't mean that the program doesn't support it. For example, if there is no optional AFV equipment available, the program just skips by it without letting you know. This greatly speeds up the process. Just remember that if you don't see the Air Support, OP Tank, or Observation Plane screens very often, it is because they simply are not available very often!

KNOWN BUGS: Besides the limitations listed in the Installation section, I don't know of any. But, if you find any, please let me know.

Techy Stuff: Version 3.0 was written using Borland C++ Version 4.51 using ObjectWindows libraries, and the Resource Workshop. All previous C code was rewritten using C++ objects.

Acknowledgments:
I just wrote the program. The real work was done by the folks at Avalon Hill. Thanks to them for creating a wonderful game. Special thanks to Greg Schmittgens and Charles Kibler who wrote an article in THE GENERAL that inspired half of this program. As always, sincere thanks to my wife Cheryl who tries desperately to understand why I do this!

Copyright and Disclaimer

The executable program wasldyo.exe, its source code, and this documentation are copyrighted by the author. ASL DYO ASSISTANT IS INTENDED FOR YOUR PRIVATE, NONCOMMERCIAL USE ONLY.

This program has been tested on as many different configurations as possible, however, it is impossible to test all. I do not warrant that the documentation is accurate, or that the program operates as designed. I will not be liable for any damages of any kind sustained through the use of the program. By using the program, you agree to this.

Your comments, suggestions, and friendly criticisms are always welcome. The best way to contact me is via EMAIL or U.S. Mail, although you may call if you like.

My current address as of December 7, 1997 is:

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EMAIL: kitchent@erols.com

APPENDIX A

<u>Error Codes</u>
There are a few error codes that can appear in the course of operating this program. Most of these are non-fatal errors dealing with the relationship between the configuration and the automatic generation of scenarios and missions. I've tried to briefly describe each error with some basic cures for each.

ERROR 101!! No Scenario Could be generated with the given parameters.......

This error is caused when the configuration parameters are too narrow to effectively generate a valid scenario. For example, if the only nationalities you enabled were the Chinese and the Hungarians, then no valid scenario could be created. Or if no theatres were enabled this error could occur.   Correct this error by enabling the proper nationalities/theatres on the configuration screen.

FATAL ERROR 102!! NO ASLDYO.CFG FILE LOCATED.....

This error is caused when the asldyo.cfg file cannot be found. In order for this file to be located it must exist in the directory specified as the HomeDir in the **wasldyo.ini** file located in the Windows home directory. Correct this error by either correcting the wasldyo.ini file to reflect the true directory where the configuration files are held, or reinstall the software.

FATAL ERROR 103!! NO THEATRE.DAT FILE LOCATED.....

Same error as #102 above but with a different file.   Use the same corrective action as #102.

FATAL ERROR 104!! NO HOMEDIR SETTING IN WASLDYO.INI..

Same error as in #102. Reinstall software.

ERROR #105!! NO DATA FILE FOUND FOR THE GIVEN.....

This error is caused when no data file is found when attempting to purchase forces for the given nationality. To correct this reinstall the software.

ERROR #106!! NOT ENOUGH BOARDS FOR THE GIVEN...

This error is caused when the scenario generation utility cannot find enough different boards to provide a valid scenario. To correct this problem, at least four different boards should be specified under each terrain type in the Board Configuration screens.

ERROR #108!! NO FORT.DAT FILE FOUND....

This error occurs when the fortifications data file cannot be found or is corrupted. Reinstall the software.

ERROR #109!! OUTPUT FILE NOT FOUND...

This error occurs when, for some reason, a file could not be written to disk. This could be caused by a lack of available disk space, attempting to replace a read-only file, etc.

ERROR #110!! INPUT FILE NOT FOUND...

This error occurs when the specified input file could not be found or opened. This could be caused by a file not existing, a corrupted file, a file sharing violation, etc.

ERROR #112!! ILLEGAL FILE TYPE OR CORRUPT FILE...

This error occurs when an attempt is made to read a valid file, but the file is either not a valid ASL DYO Assistant file, or has been corrupted.

Uninstalling the Program

I'm sure you'll never want to, but if you have to, here are the instructions to uninstall the ASL DYO Assistant Version 3.0. These steps can be performed under Windows file manager or DOS command line, and the procedure is the same for Win95.

1. Change to your Windows directory (usually C:\WINDOWS) and edit the file **win.ini.** Find the line under the heading [**Extensions**] that reads **dyo=C:\WASLDYO\wasldyo.exe ^.dyo.** Your line may look slightly different. Carefully delete this line from your win.ini file.

2. While still in your Windows directory, edit the file called **wasldyo.ini.** Note the line that reads similar to:
[wasldyo]
HomeDir=C:\WASLDYO
Again, your line may be slightly different. Note the home directory given after the HomeDir= text. Write this down, then delete the **wasldyo.ini** file.

3.   Change into the directory that you noted in Step 2 (C:\WASLDYO in the above example). Delete all files in this directory and the directory itself.

4. If you wish you should search your system for all files that end in the extension .dyo. Delete these as well. These are your saved scenario files.

5. You're Done. Take a break.