



nanDECK - Tutorial D

This tutorial was written for nanDECK 1.9b (or later versions). First, we start from a file (data01.txt), not a script, but a simple data file for a counter's list (this is an example, for a fictional WWII wargame):

```
nation,type,combat,movement,command,id
ger,inf,3,3,0,XXX
ger,inf,3,3,0,XXX
ger,inf,4,3,0,XXXX
ger,inf,4,3,0,XXXX
ger,arm,5,4,0,XXX
ger,arm,5,4,0,XXX
ger,arm,6,5,0,XXX
ger,arm,6,5,0,XXX
ger,hq,1,5,3,Rommel
fre,inf,3,3,0,XXX
fre,inf,3,3,0,XXX
fre,cav,2,5,0,XX
fre,cav,2,5,0,XX
fre,arm,4,4,0,XXX
fre,arm,4,4,0,XXX
fre,arm,5,4,0,XXX
fre,arm,5,4,0,XXX
fre,hq,1,4,3,"De Gaulle"
```

The first row will be used as titles for the data. If we want include this list in a nanDECK' script, we can create a new script, set the counter' size (2x2 cm) and use a **LINK** directive (during the script's execution, the values from data file are converted to labels):

```
cardsize=2,2
link=data01.txt
```

Next, we'll define some labels:

```
[all]=1-{(combat)}
```

The **[all]** label will be translated to **1-18** at runtime (we have 18 counters).

```
[val_lft]=0.25,1.25,0.5,0.75
```

```
[val_cnt]=0.75,1.25,0.5,0.75  
[val_rgt]=1.25,1.25,0.5,0.75  
[val_id]=0.25,0,1.5,0.25
```

Some positioning for values, three below the symbol, one on the top.

```
[back_ger]=#C0C0C0  
[back_fre]=#8ADDF4  
[front_ger]=#FFFFFF  
[front_fre]=#000000
```

IMPORTANT: The **ger** and **fre** are equal to **[nation]** column values in data file.

```
[middle]="center","center"  
[black]=#000000
```

We draw a background rectangle:

```
rectangle=[all],0,0,2,2,[back_[nation]]
```

IMPORTANT: The **[back_[nation]]** label will be translated to **[back_ger]** or **[back_fre]**, depending on values from **[nation]** column, and then translated again to a color.

```
rectangle=[all],0.5,0.25,1,1,[black],"empty"
```

We draw an empty rectangle in the center of the counter.

```
font="arial",16,"",[front_[nation]],[back_[nation]]  
text=[all],[combat],[val_lft],[middle]  
text=[all],[movement],[val_rgt],[middle]
```

We draw combat and movement values, taken from data file.

```
if=[command]<>0  
text=[all],[command],[val_cnt],[middle]  
endif
```

With the new **IF** construct, we draw the command value of the counter only if it is different from zero.

```
font="arial",7,"",[front_[nation]],[back_[nation]]  
text=[all],[id],[val_id],[middle]
```

We draw the counter's id on top (with a smaller font).

```
if=[type]=inf
line=[all],0.5,0.25,1.5,1.25,[black]
line=[all],0.5,1.25,1.5,0.25,[black]
endif

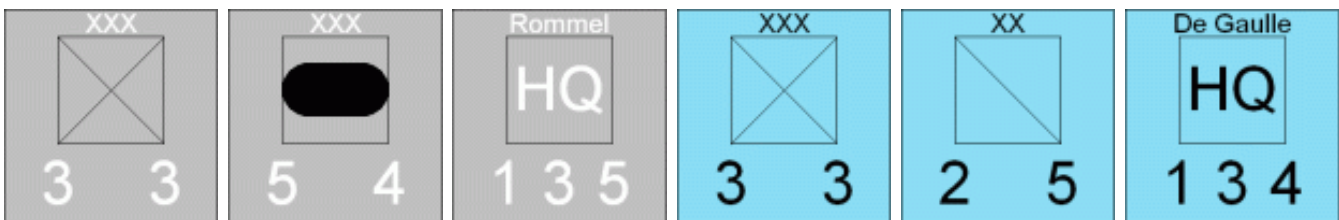
if=[type]=cav
line=[all],0.5,0.25,1.5,1.25,[black]
endif

if=[type]=arm
ellipse=[all],0.5,0.5,0.5,0.5,[black]
ellipse=[all],1,0.5,0.5,0.5,[black]
rectangle=[all],0.75,0.5,0.5,0.5,[black]
endif

if=[type]=hq
font="arial",16,"T",[front_[nation]],[back_[nation]]
text=[all],"HQ",0.5,0.25,1,1,[middle]
endif
```

We can have four different kind of unit (infantry, cavalry, armour and HQ), and with the **IF** construct we use only the corresponding command for drawing a NATO symbol.

This is the result (only six counters):



You can resize the counters with a ZOOM directive, withouth changing other commands.

You can download the script from [here](#), the data file [here](#) and the PDF from [here](#).

Bye,
/\and

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