Wave list data table

The wave list data table consists of two kinds of tables. There will be a table defining the wave list for each stage and a table for each generator defining what units it can spawn.

Generator tables:

Generators are named in the level by *name:group*, for example, Robert:A, would mean the generators name is Robert and is a part of group A. The table name must start with *~Generator:* followed by the name of the generator. In this example the table that matches our generator would be called *~Generator:Robert*. The name of each row corresponds to the type of unit. The name must match tUNIT\_TYPE enum without the "UNIT\_TYPE\_" part. For example for UNIT\_TYPE\_INFANTRY you would enter INFANTRY.

Stage tables:

These tables are named *~Stage:* followed by the number of the stage, starting with 1. The row names match the group part of the generator name. In the previous example, you would fill in a row with *A* if you wanted that wave to launch from generators in group A. When launching from multiple groups a ‘&’ is used to separate group names. For example, if you wanted to launch from groups A and B, you would fill the row name with *A&B*.