

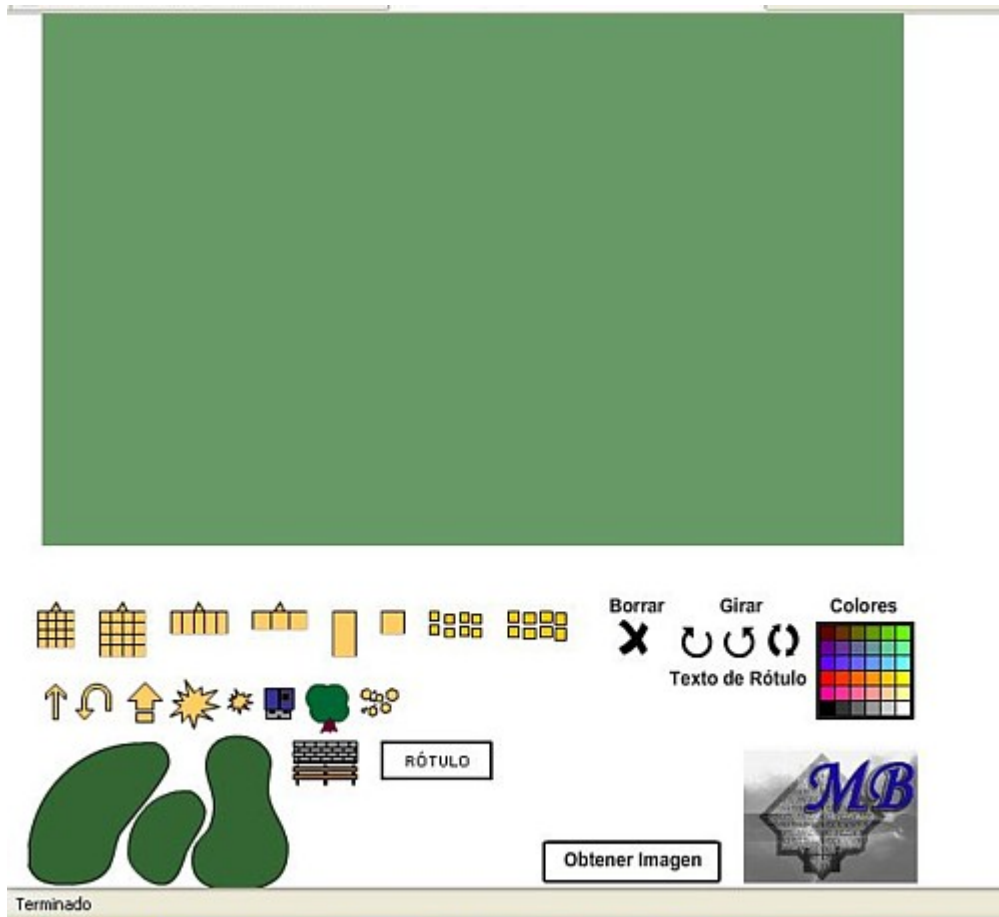


Marcus Beli team has the pleasure of presenting **MB Despliegue**.

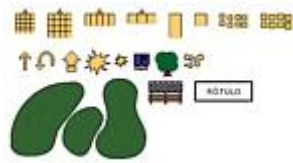
We wish that this program, the product of hard work by our mate **Lhendor**, will become a practical tool for all of the members of our forum when they represent?? their deployments, tactics, questions and, of course, battle reports.

The program itself it's very easy to use and in the following I will present a little tutorial that attempts to solve any doubts you may have while using it.

When you open the program window you have a blank "battlefield" and below it are the different types of bases (units) of Warhammer, some useful icons that represent the terrain and actions, and some revolving arrows icons, as well as a colour palette. You can see everything in this picture below:



Simply by clicking over an element (whichever it may be, a mountain, a tree, a fence, a unit, etc) and dragging it onto the battlefield, you can place it whatever you want.



Deployment elements

Once you have done this, you click once again over the element to mark it. After that you can do the following:

Colour it: By clicking the chosen colour in the colour palette.



Rotate it: By clicking several times on the first two revolving arrows buttons in the lower-right part of the screen (each one serves to wheel it in each direction).

Flip it 180° (very useful to quickly place a fleeing unit): By clicking once on the last revolving arrow button, beside the others.

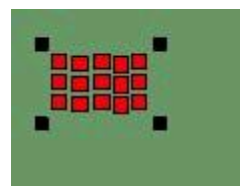
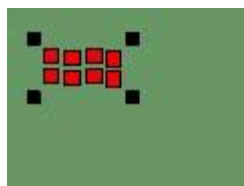


Erase it (if you made a mistake): By clicking the “Erase” button on the screen.



Move it: Simply click and drag the unit over the battlefield until you have placed it in the desired position.

Enlarge units: To make them bigger or smaller just click and drag the cursor from one of the corners of the unit, which will expand or contract the number of bases.



By following this procedure you can place all of the terrain elements and units involved in the battle, action, questions, etc... that you wish to represent in quick succession.

Text in the battlefield

If you wish to write a small text on the battlefield (the name of a unit, an action, etc) just click on the “Rotulo” icon that is shown in the bottom of the screen and drag it onto the battlefield, just as you would do with the other elements.



Once you have done this a text box will appear on the left side of the colour palette.

By clicking over “RÓTULO” you can change the text for whatever you would like.

NOTE: Be aware that is not possible to change the size or the colour of the text font.

Create the final image

Once you have finished placing all of the elements onto the battlefield, including movement arrows, text, etc..., you may generate a final image that will be placed in the forum.

To achieve this , just click the “Get image!” button

The program will then open a new window with your generated image. Depending on the speed of your server, the image could take a few seconds to load, so please be a bit patient.

By right-clicking on your generate image and selecting the “Save image as” option, you may download it to your computer.

Next all that you must do is upload the image to a free internet server and post it in the forum where you are writing (if you have any questions on how to do this you may read the complete tutorial that is placed in our subforum of Taller).

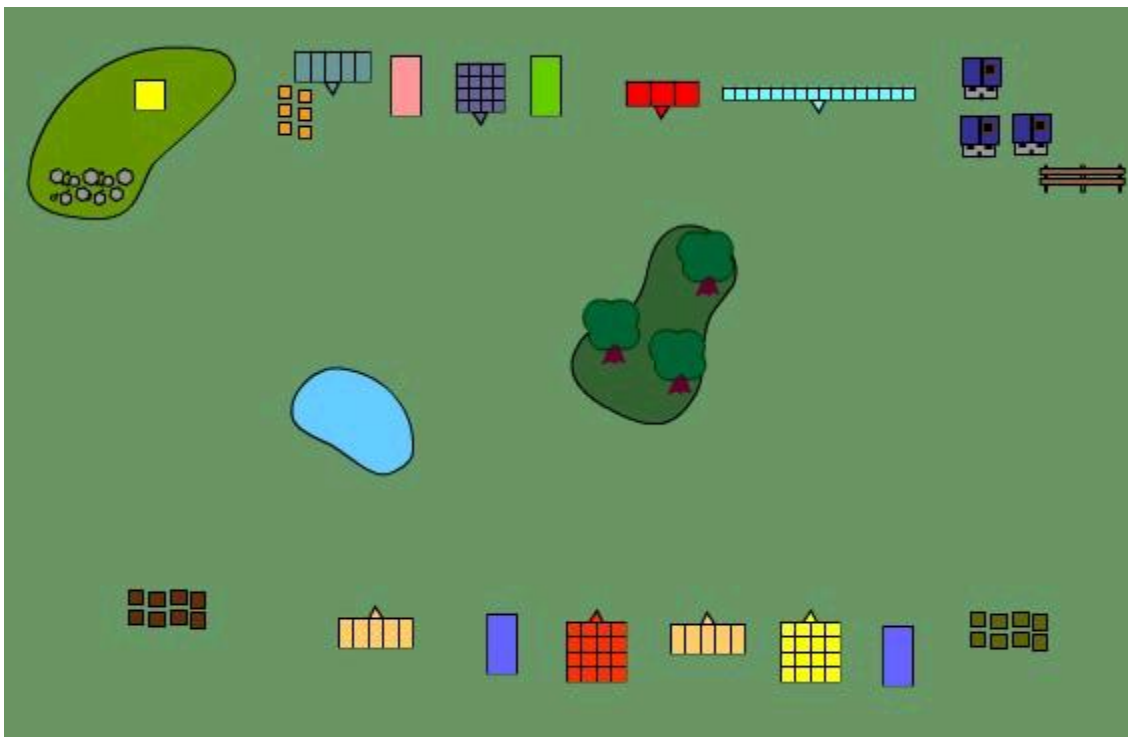
Tips and tricks:

- Occasionally when placing units on various types of terrain elements, the elements may end up covering your units. In order to avoid this; first place your unit onto a neutral or unoccupied space on the battlefield, and then move it onto the desired terrain. This should prevent your unit from being covered.

- The most skilled or impatient users may choose to take a screenshot of the deployment and then edit it with Photoshop or a similar program so that they don't have to wait for the generated images to load.

- I never thought that I would say this but I would recommend using Internet Explorer to open the program because we have found some problems with opening the program in other web browsers such as Mozilla Firefox (latest version).

- You will see that when you generate the final image the top and bottom edges of the battlefield will have disappeared. So I would not recommend deploying your units close to the edge of the battlefield but rather a bit further away.



We hope that you will enjoy this program and that you can make the most use of this excellent tool, which will surely improve our tactical messages and our expositions.

Regards to everyone
Namarie
Alvion Larydiel