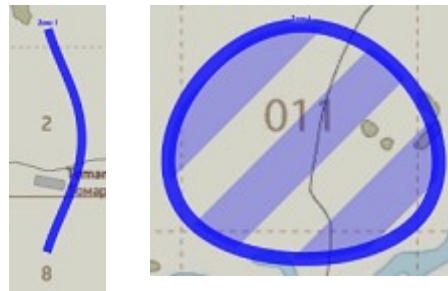




In this case, the Name file is blank and the "Icon ID" field is set to "None" for all the icons. Here are the GUI map results for a "Zone Type 1" line type:



In some cases, you may want to choose an icon in "Icon ID" to include in a line. For example, you can choose "Waypoint" to indicate the waypoint triggers along a route.

For more about drawing lines, see the usage notes later in this topic.

Here are the line types, with examples based on the icon arrangements just shown (except for the "Attack" type):

#### **Attack**

The attack line type is used to create an attack arrow on the GUI map. This shape requires at least four icon translators.

Here is an icon layout to create an arrow that sweeps upwards and from the right (tail) to the left (tip):



You must target link the icons from the arrow tail towards the arrow tip. The last icon at the tip must be to the right and back from the second last icon (like a hook). The distance and angle of the last icon from the second last one determines the size and shape of the arrow head.

The distance between the first and second icons determines the width of the arrow's tail.

All the target linked icons in between the ones just mentioned determine the curve of the arrow. You can place the "in between" icons however you like. A straight arrow requires just the first two icons and the last two icons.

There is one unlinked icon labeled "1<sup>st</sup> Panzer Division", which appears inside the arrow on the GUI map.

Here is the resulting arrow on the GUI map.



**Bold**