

You open the file for the module – now what?

This one is using the Napoleon At Waterloo VASSAL Module. Get it here: [Click here](#)

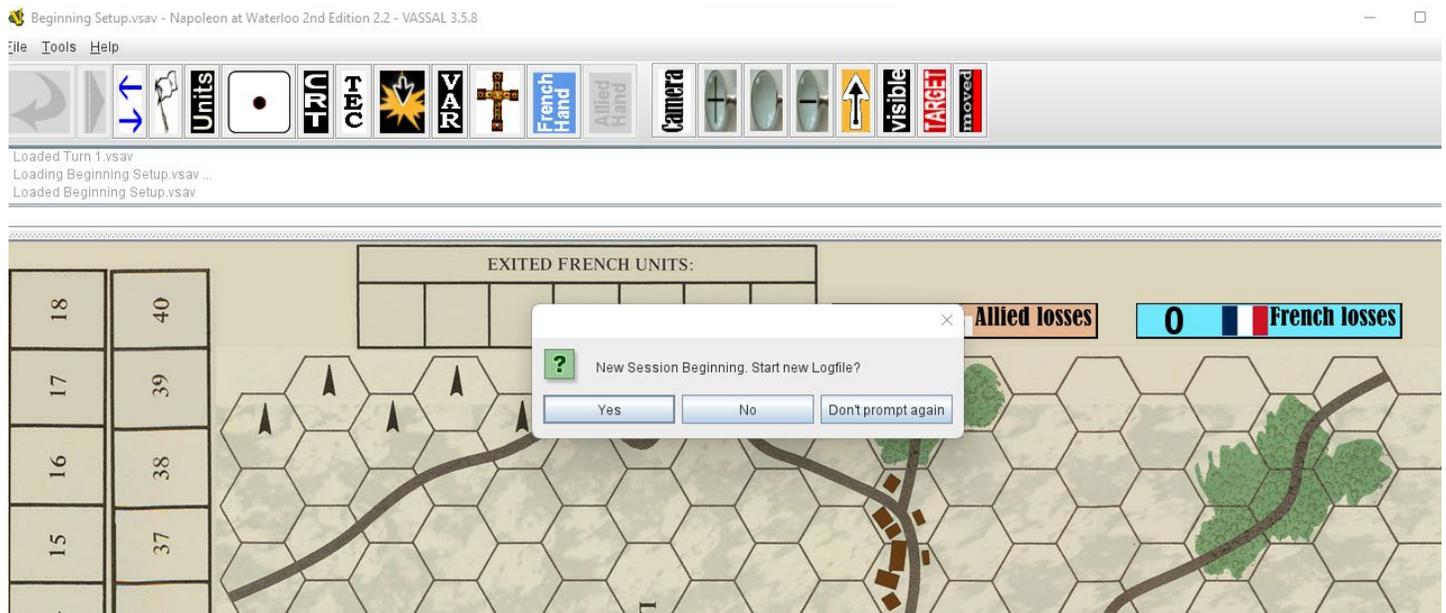
So – getting started – the module open.

File – Beginning Setup

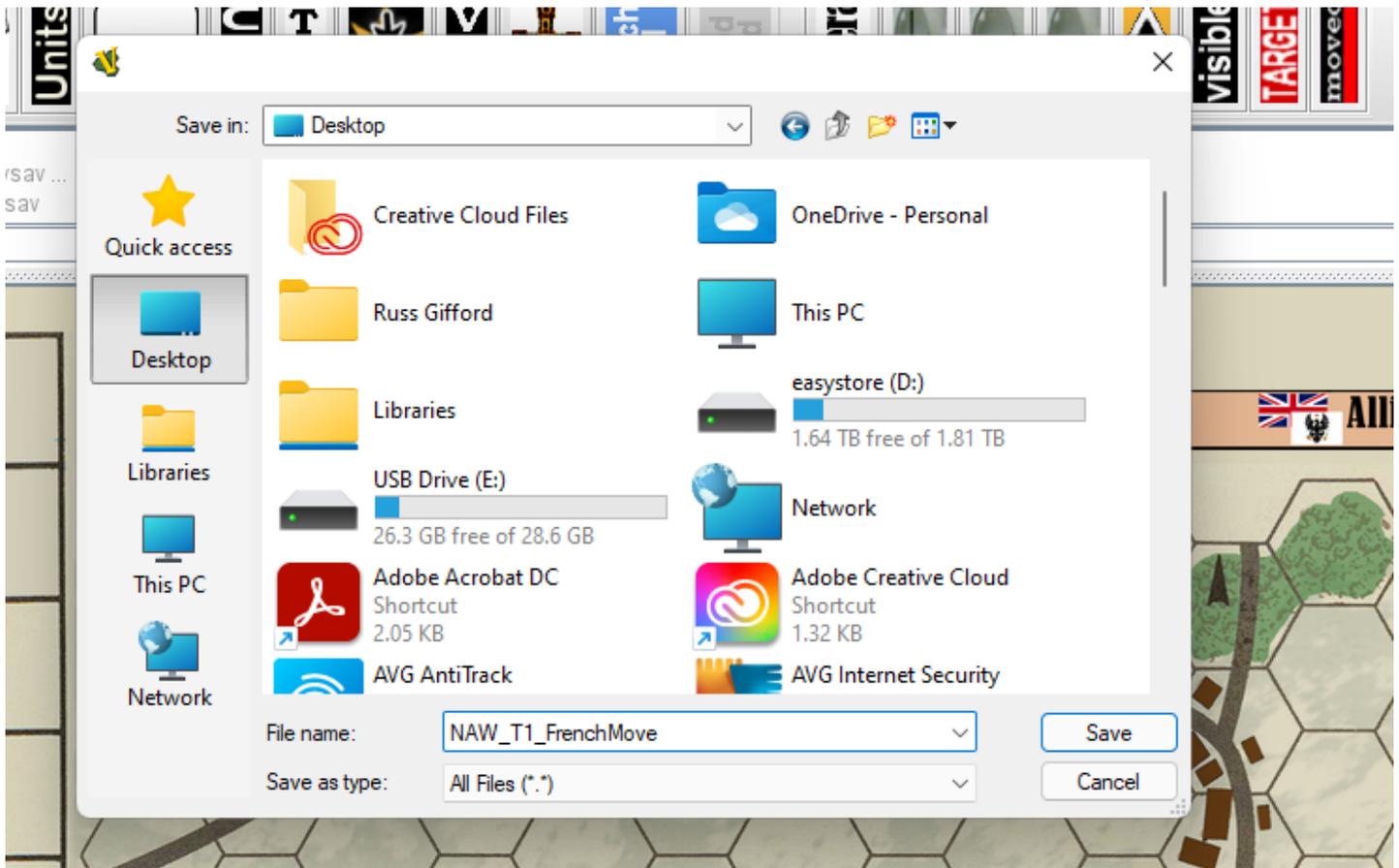
Then Join Game as French in the drop down, and Finish.

And you will be at the beginning setup.

Now to get started correctly: We are going to START the logfile!

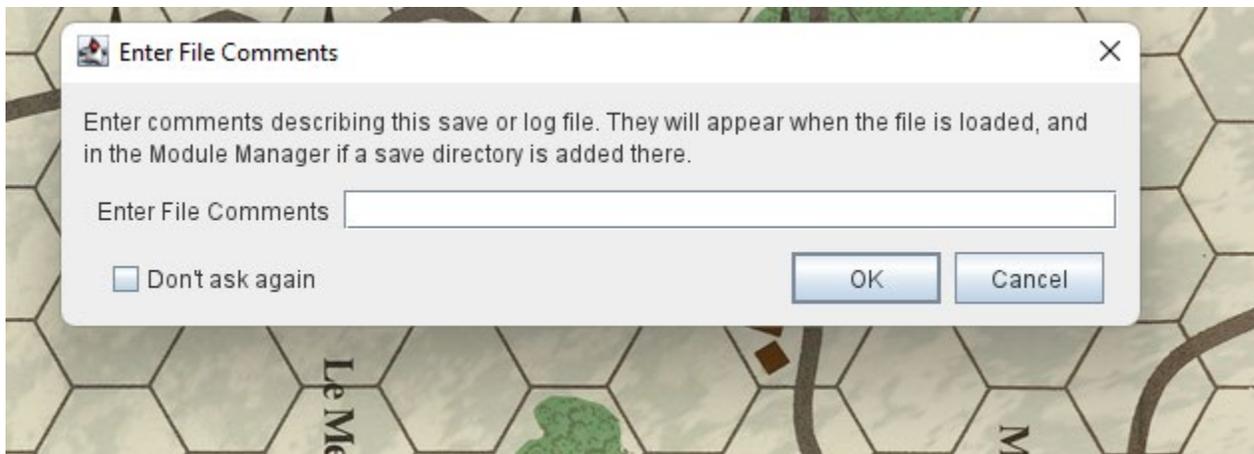


Click [Yes], and the Save File dialogue appears:



Above I decided to save it to my Desktop (so I clicked the Desktop to put it there)
Then I gave it a descriptive name -- NAW_T1_FrenchMove -- so I know what it is!
Click [Save.]

Now, VASSAL always asks you to REALLY define the file so you know what it is, with YET ANOTHER box!



So type
Turn 1 French Move and Combat
And then click [OK]

NOW, ANYTHING you do is recorded in the LOG WINDOW, and thus, in the LOG file.

Watch how it works (this will NOT be a GOOD move, ok?)



· Loading Beginning Setup.vsav ...
· Loaded Beginning Setup.vsav
· Logging begun



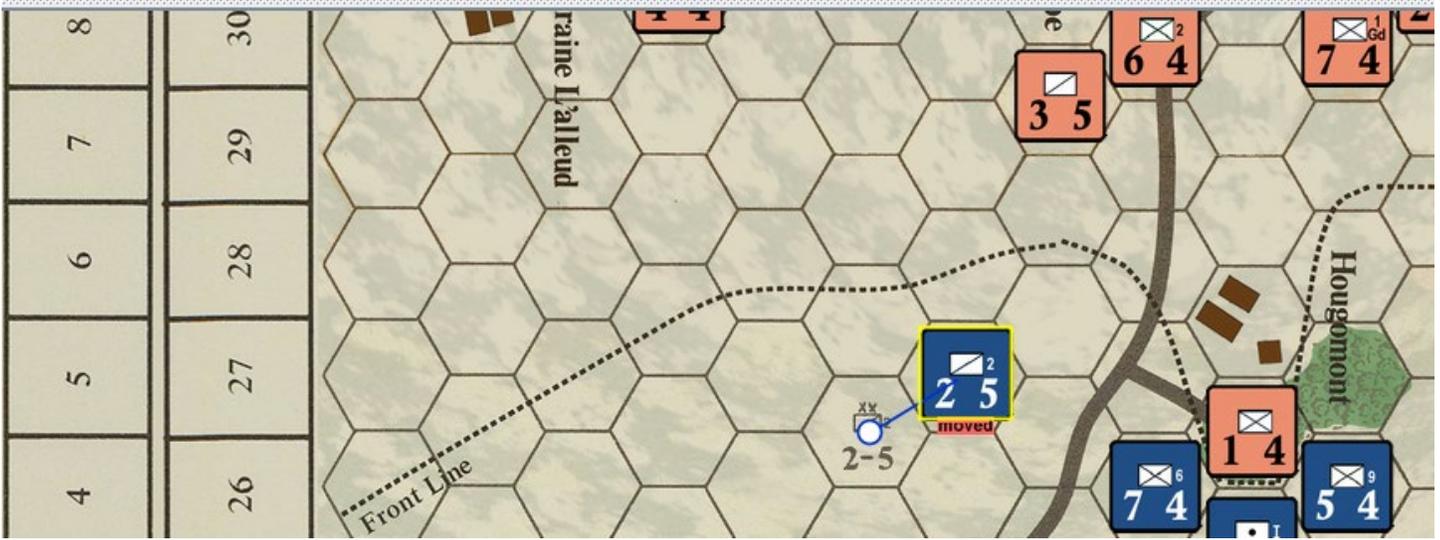
I am going to click and hold the 2nd Cav, and move it ONE hex at a time to surround the 1-4 in the Hougomont, just to show you how it is done.

I am going to click on the unit, move it one hex, and let go.

Look at the next picture now. Note the LOG now shows us that SINGLE HEX move.



- Loaded Beginning Setup.vsav
 - Logging begun
 * French 2nd Cav (2-5) moves.



And now I do it again:

NAW_T1_FrenchMove.vlog - LOGGING - Napoleon at Waterloo 2nd Edition 2.2 - VASSAL 3.5.8



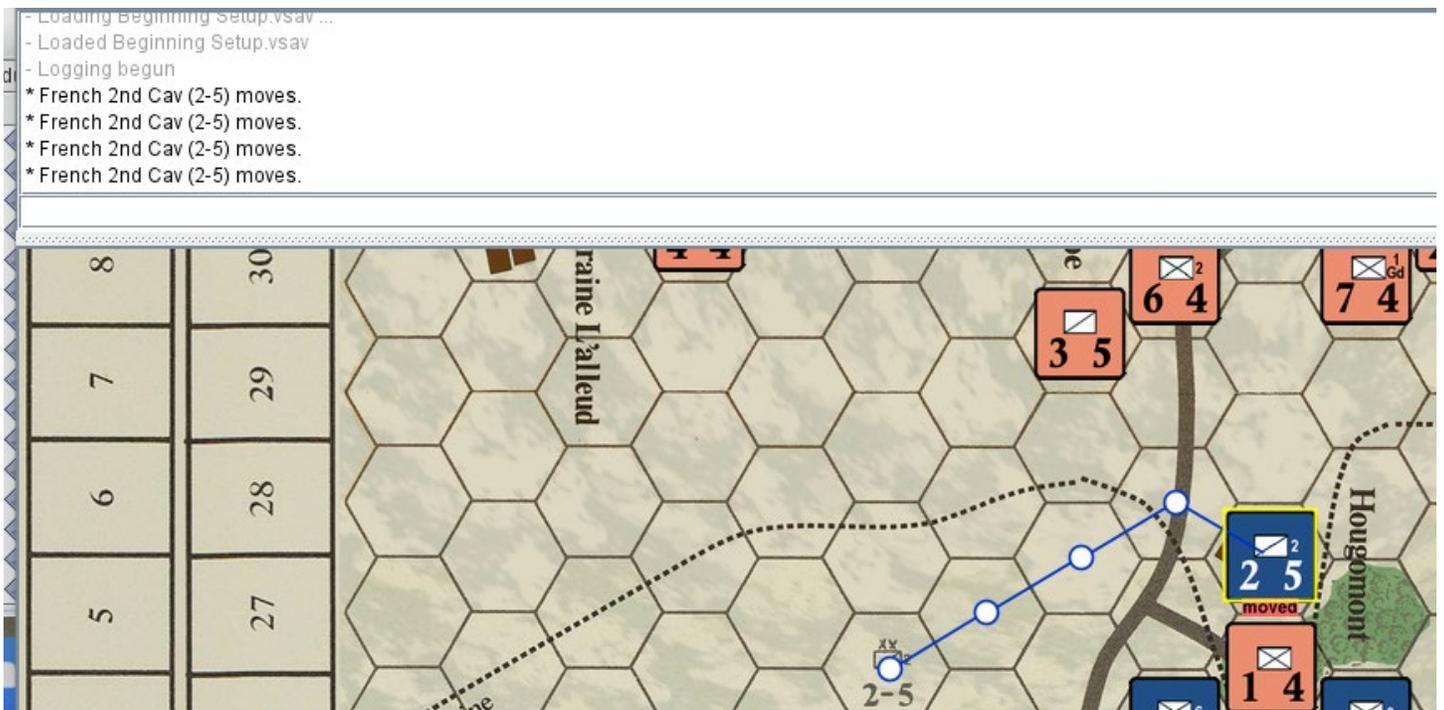
- Logging begun
 * French 2nd Cav (2-5) moves.
 * French 2nd Cav (2-5) moves.



And again it is IN the picture AN in the LOG window (Right above the 8 and 30 on the turn track)



And the last one:

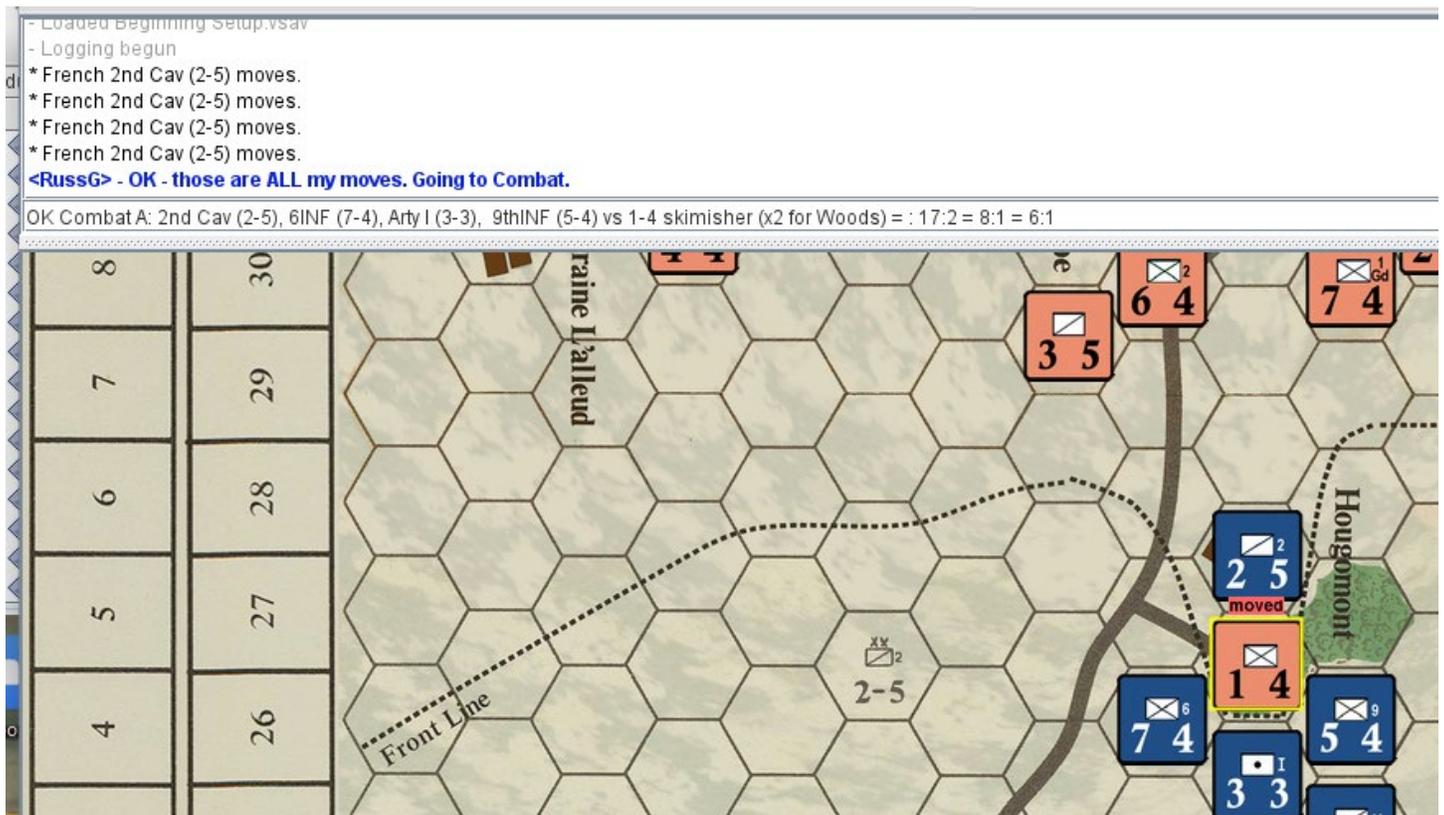


Now – Let's say that was the END of my Movement Phase – which IS NOT THE CASE IN REAL LIFE, just saying IF you had NO other units to move, you could write your opponent a note in the log file, like this.

I click into that line below the log file – and type him a note. When I hit ENTER, it records it into the log File.

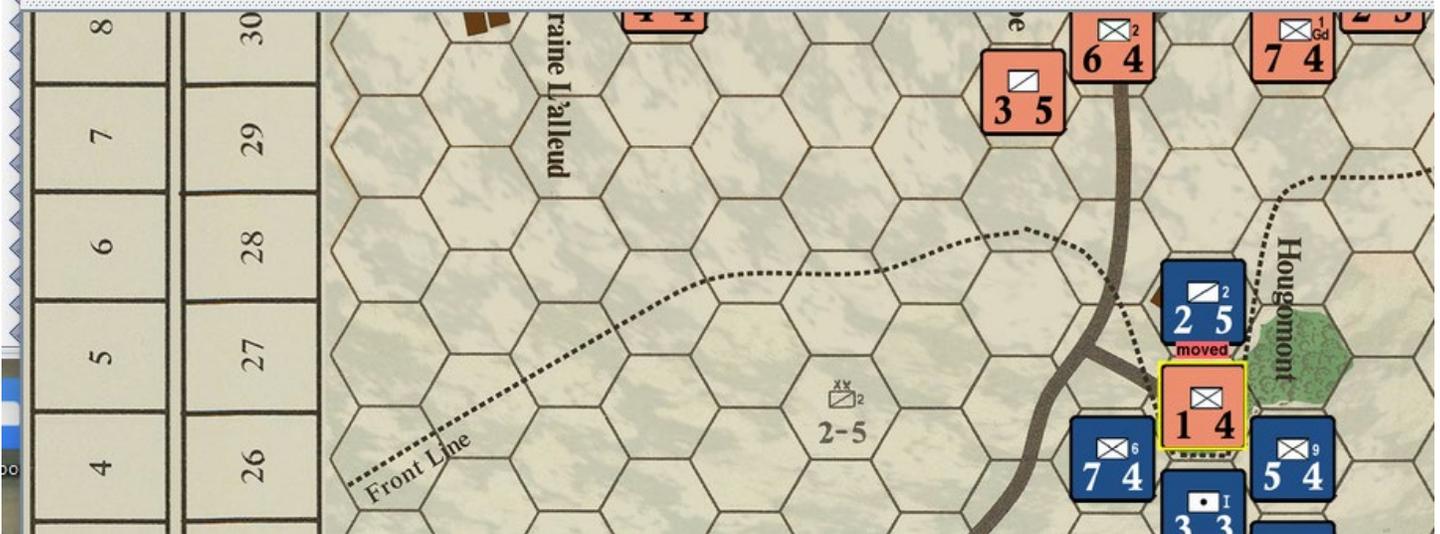


Now I am going to tell him my combats: Usually I'd have a bunch of them: And I WAY overwrote this, but just showing it to you before I hit enter this time to record it into the Log file:



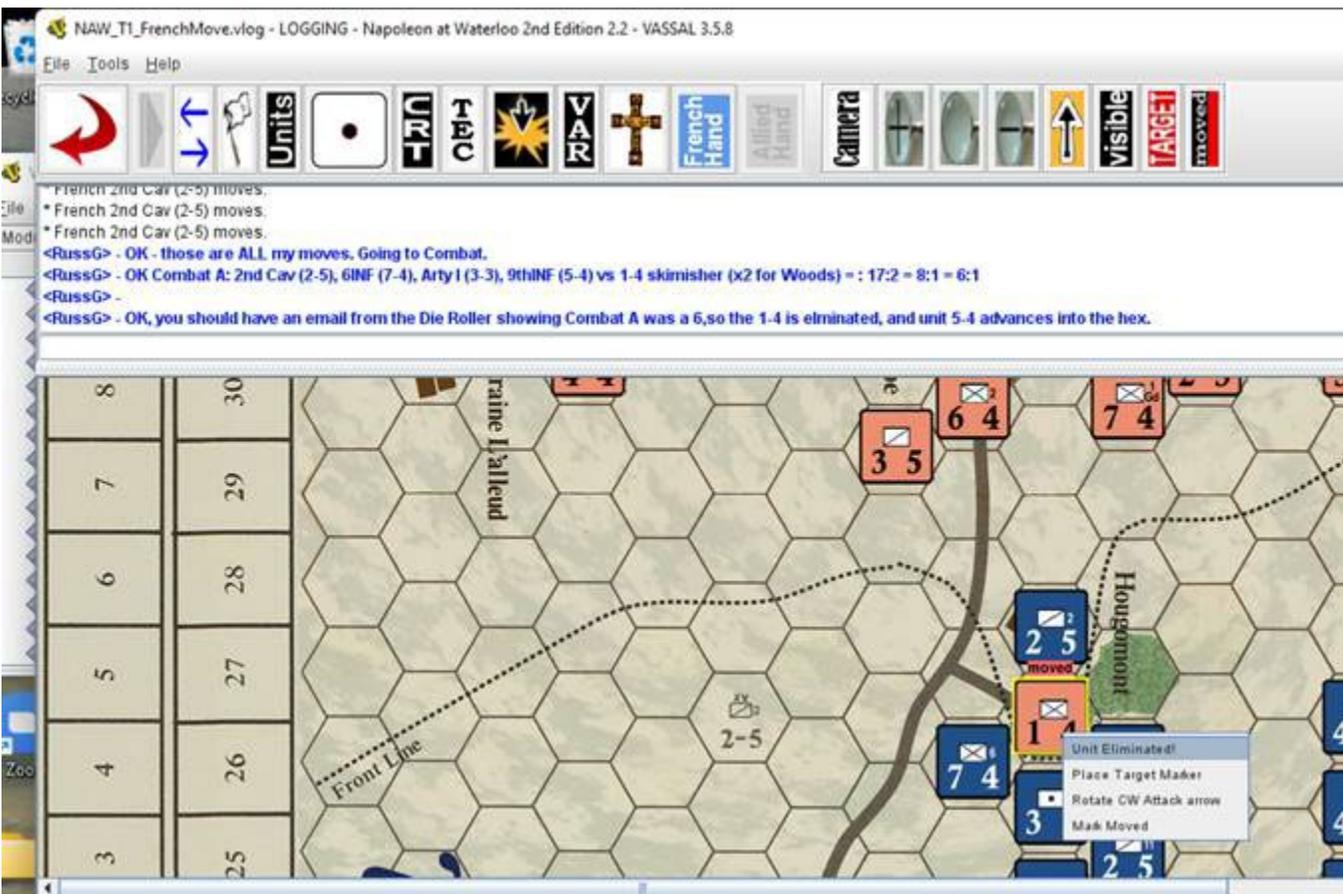
So NOW I'd usually hit enter, write up all the rest of the combats, and then go to the outside die roller, and copy and paste each separate combat into it to get the DR and have it send them. Then I would come back to this, and paste them in:

<RussG> - OK Combat A: 2nd Cav (2-5), 6INF (7-4), Arty 1 (3-3), 9thINF (5-4) vs 1-4 SKIRMISHER (x2 for Woods) = : 17:2 = 8:1 = 6:1
<RussG> -
<RussG> - OK, you should have an email from the Die Roller showing Combat A was a 6, so the 1-4 is eliminated, and unit 5-4 advances into the hex.



And since it was an elimination, I'd right click the eliminated unit, and pick Unit eliminated, and pick unit eliminated, then advance the victorious unit.

See below.



THEN

IF that were the end of your move, I might SAY that in the log file, then SAVE it.

File -> End Logfile



And since I gave it a name when I started, it just saves in the Log, "Logfile written"

Now I am going to go and send it to you, by attaching it to this email.

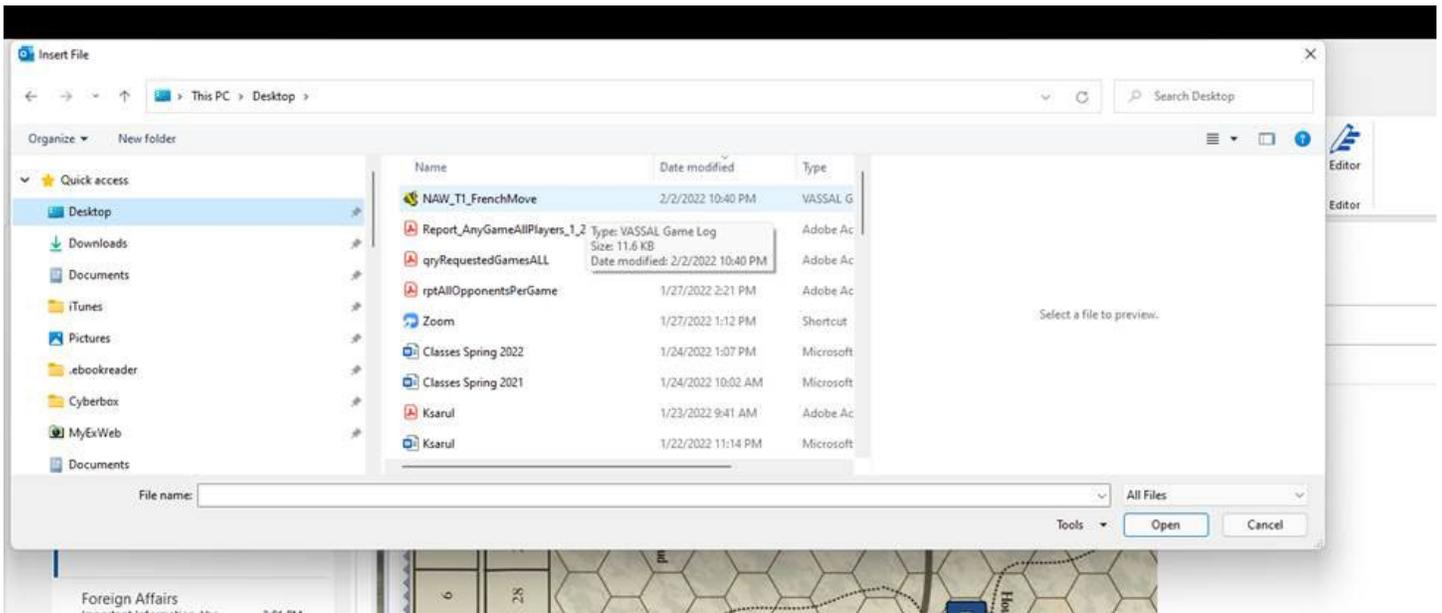
I usually then SEND both the LOGFILE and the VSAV file –

That way we have the record and the final position.

So on this email I am writing, I am going to Attach File, And USUALLY it will SHOW YOU YOUR MOST RECENT FILE!

Now this time it did not do that -- so I picked browse file, and since I KNOW I saved it to the Desktop, I picked Desktop, and looked for it!

And recall, we called it something we would recognize = and there it is – NAW_T11_FrenchMove, so I clicked it, clicked the [insert] button, and it should be part of this email. And it is!

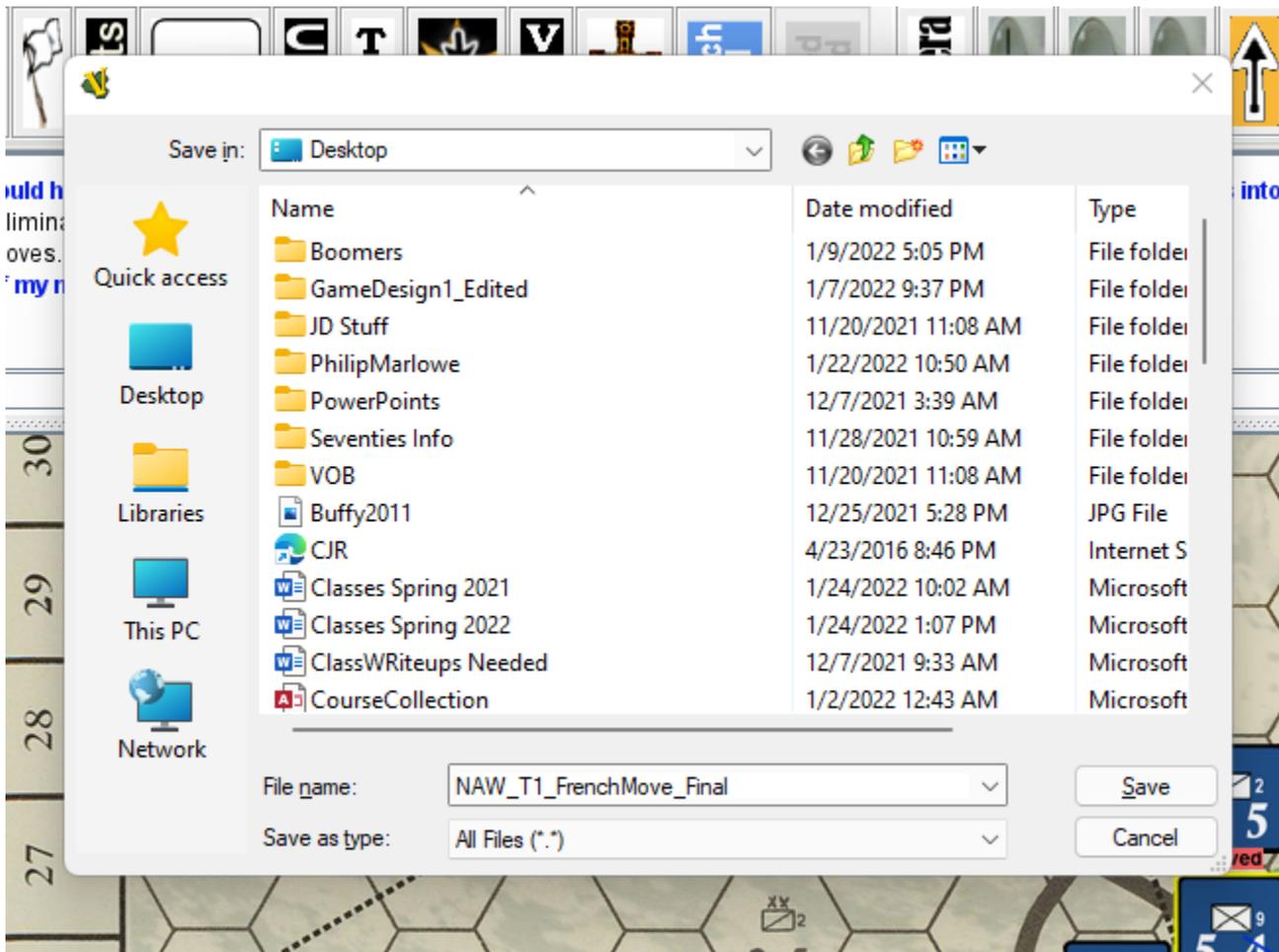


Now I need to do the vsav file, too. So back to VASSAL, which I left open since I knew I was not done.

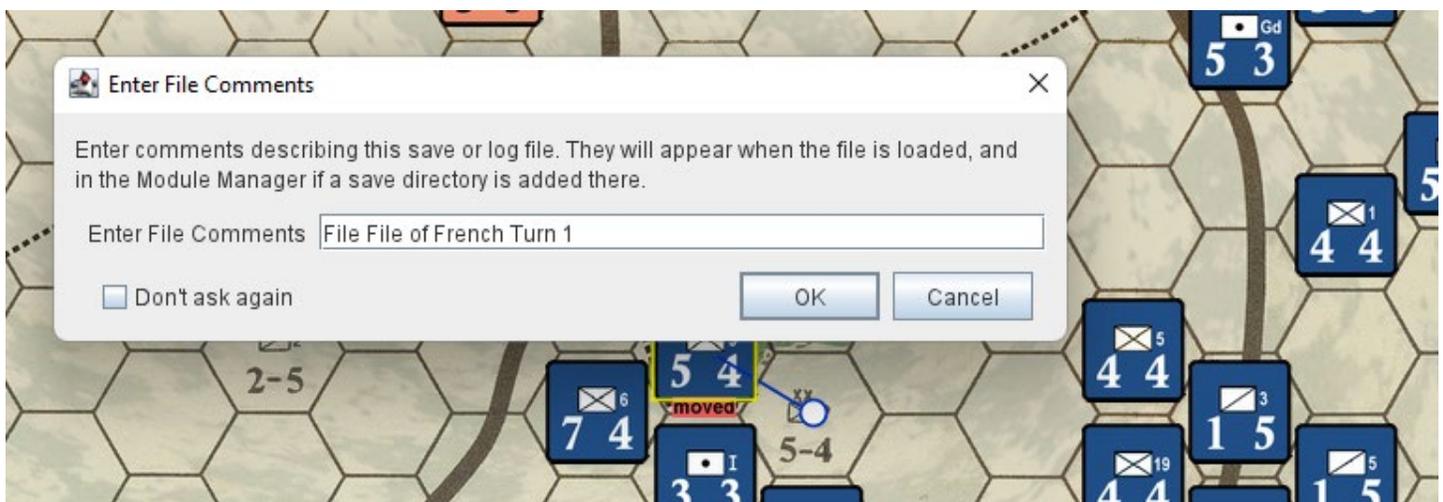
I clicked
File – Save Game As



And there is my dialogue box again, and this time, I add FINAL before I hit save.



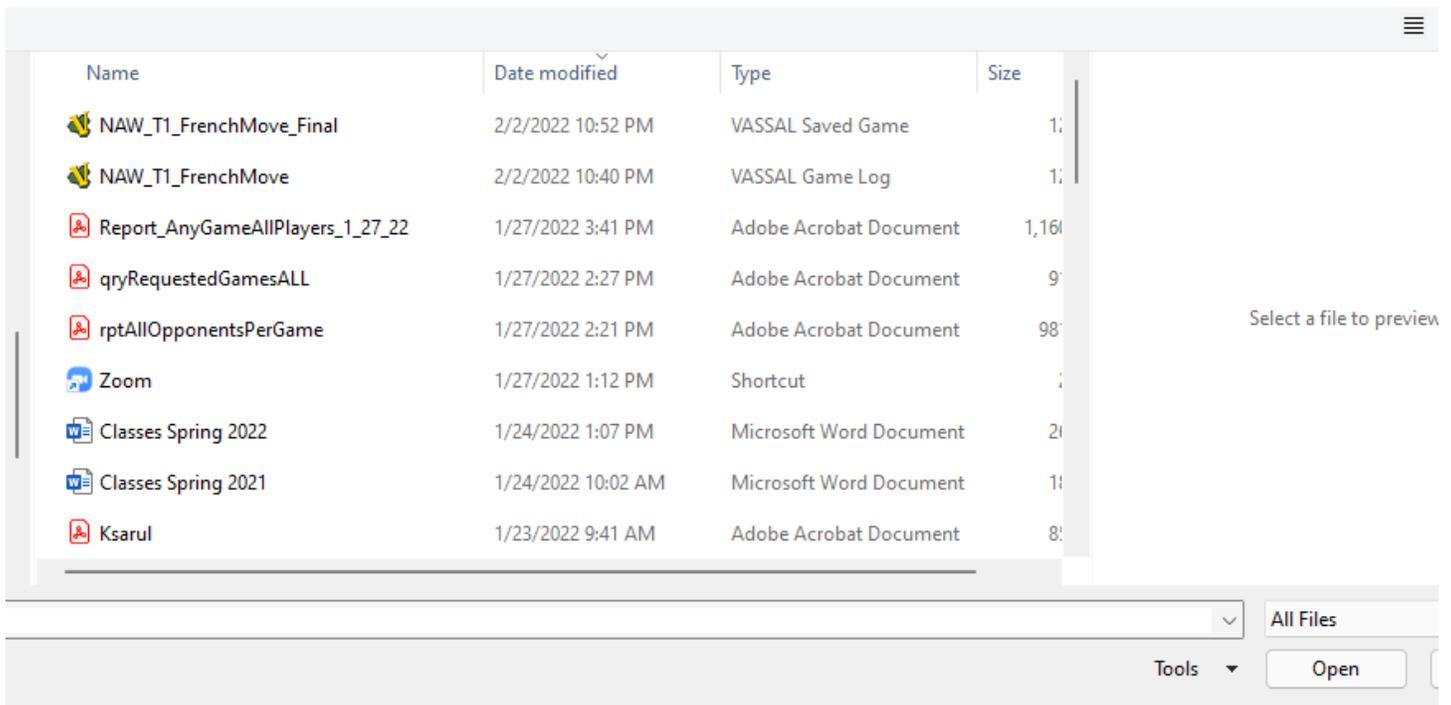
And yet another box to describe it: So I did



And click [OK]

Now I attach that file to your email, too.

Notice, this time I see it is a DIFFERENT TYPE of file, too! The saved game is nothing – jut the FINAL position.



But I attach it too, and now when you open this, you have both.

But YOU want to SEE what I did in the move, so you will OPEN the vLOG file, it will load in VASSAL.

BUT A GOOD HABIT TO GET INTO – SAVE the VLOG file, and save the VSAV file, and then YOU open VASSAL yourself, and LOAD the vlog file!

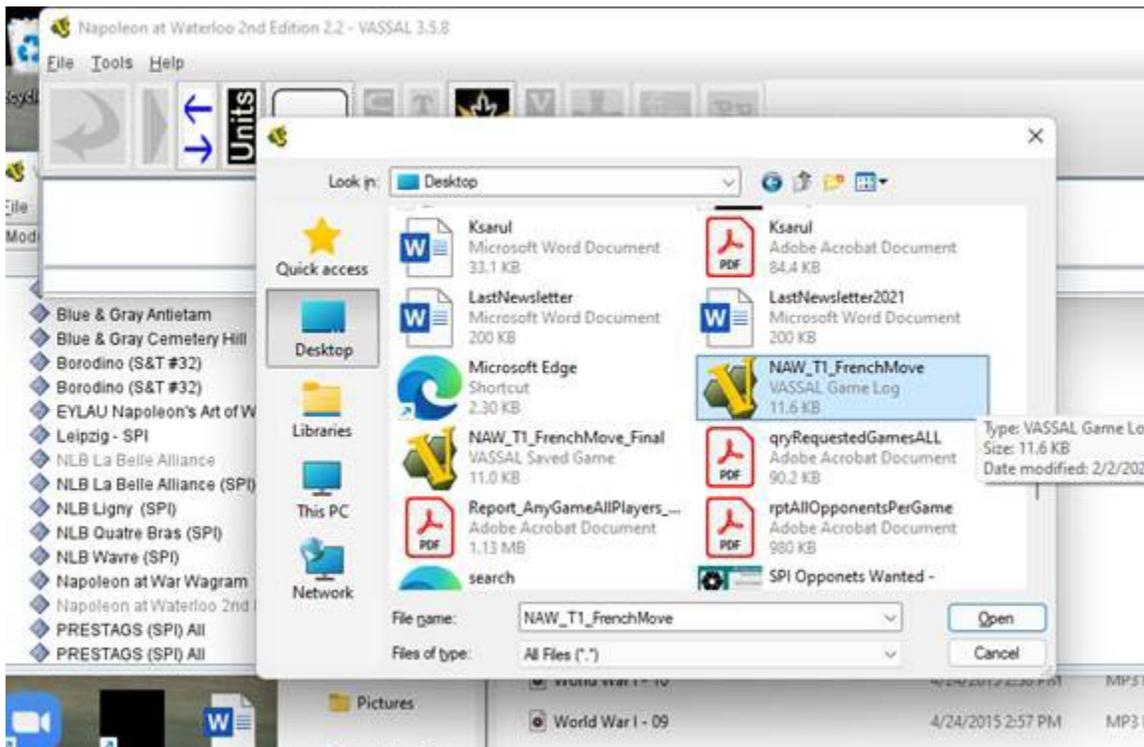
So – no game loaded right now, I just opened VASSAL:

Click

File – Load Game or Log



And then using the window, drill down to where you SAVED these NEW files from the letter (I put them on desktop again!) AND click the Vlog file:



And then click [Open]

Notice – the pieces are at the START of the move.

The log file is in the log window, AND

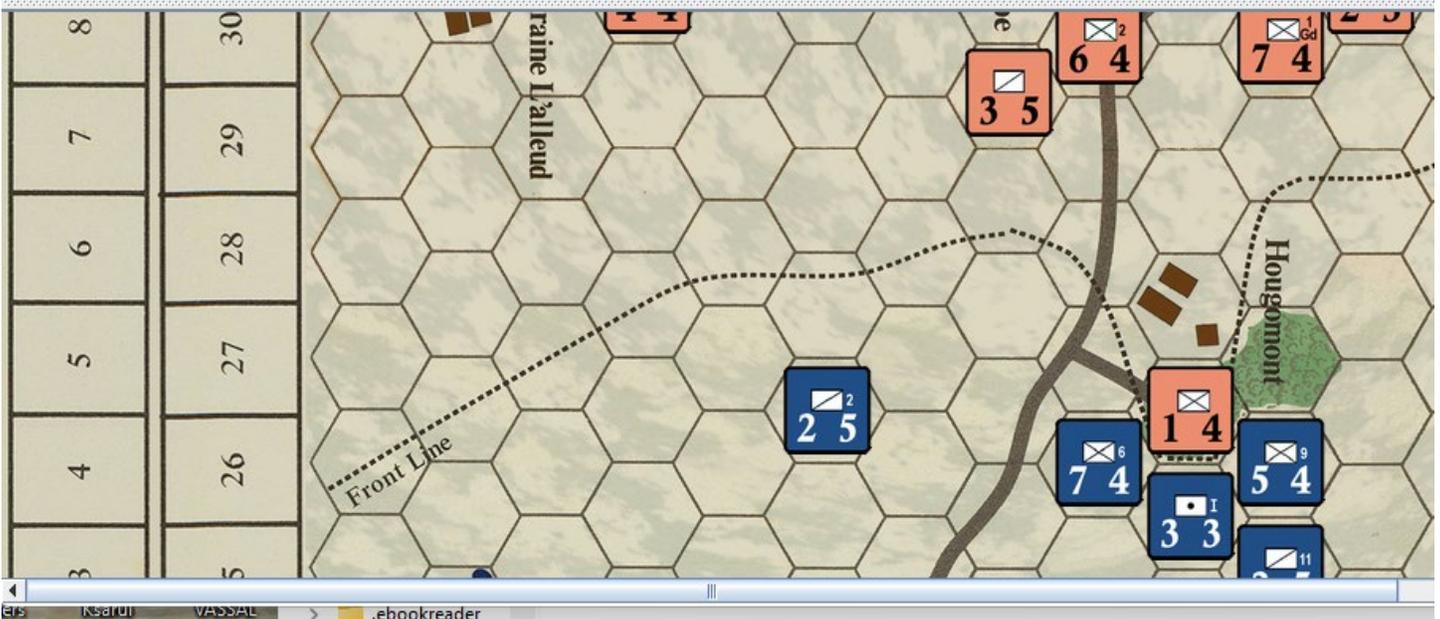
You use the Blue 'Step Thru' button (right below the Help on the menu in this picture) to SEE each move or action as it happens!

Try it! (Make sure you have the map open to the area where the move is going to happen!)

File Tools Help



- Napoleon at Waterloo 2nd Edition version 2.2
- Loading Turn 1.vsav ...
- Loaded Turn 1.vsav
- Loading Beginning Setup.vsav ...
- Loaded Beginning Setup...



And now I click that blue button...

File Tools Help



<RussG> - End of my move. Sending this to you. Please let me know if I got this right.

<RussG> - Thanks!

- Logfile written.

- Saving game ...: NAW_T1_FrenchMove_Final.vsav

- Game Saved: File File of French Turn 1

- Loading NAW_T1_FrenchMove.vlog ...

- Loaded NAW_T1_FrenchMove.vlog

* French 2nd Cav (2-5) moves.



And the cav moved one hex. And the log advanced.

Now keep clicking to get thru the move.

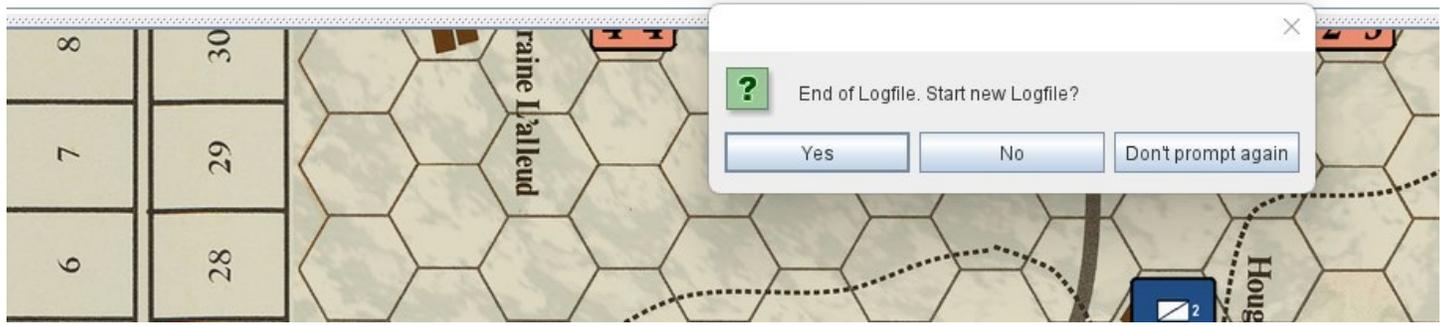
And read the notes in the log as you do, as well as watch the picture.

You see the note on end of the move, going to combat, etc.

When you get all the way to the END, it will ask if you want to start a log file.



RussG> - OK - these are ALL my moves. going to combat.
 RussG> - OK Combat A: 2nd Cav (2-5), 6INF (7-4), Arty I (3-3), 9thINF (5-4) vs 1-4 skimisher (x2 for Woods) = : 17:2 = 8:1 = 6:1
 RussG> -
 RussG> - OK, you should have an email from the Die Roller showing Combat A was a 6,so the 1-4 is eliminated, and unit 5-4 advances into the hex.
 British Infantry (1-4) Eliminated!
 French 9th Inf (5-4) moves.
 RussG> - OK -- End of my move! Sending this to you! Please let me know if I got this right!
 RussG> - Thanks!



If you are going to answer the move right away, by making the return move, then yes, but you are going to think about it, so hit no.

(This is also why we send the VSAV file. In a small game like these, you can always replay the move to get to the end when you ARE ready to start the reply. BUT in a multistep one, that gets old, so with the Vsav file, if you yesterday looked the step by step log file, and today you are now ready to answer, instead of stepping through the logfile again, you just load the vsav file

File -> Load Game or Log -> (pick the vsav)

And once it loads you can go to File -> Begin Logfile and start a new log for the next turn.

(So this time you would call it NAW_T2_FrenchMove or something, right? So you are NOT loading OVER the old file!)

And give it the descriptive name, as we did before, and BOOM – you are ready to start your move!

I hope this all HELPS!!

It seems fiddly – but it becomes second nature fast.

Sorry you are having trouble with this – but the end result is WELL WORTH the initial frustration!!

Let me know if this works for you!

And any questions!!!

---Russ