CC2 Pro Core Component Challenge

How to . . . . . .

This document will give the folks who need it a little extra instruction to help them with the Core Component Challenge. If you don't find the answers to your question here, ask on the Users' Group List. The Challenges are meant to be fun and instructional, and everyone should come away learning at least one new thing when it is over.

How to add Bitmaps

There are all sorts of freeware bitmap tiles available on the web that can be used in CC2 Pro to enhance our drawings. There are links to some of them on the **Cool Stuff** page of the Challenge website. What do we do with them once we have them? We add them to our CC2 install.

Retrieving bitmaps

Bitmap on the Web

Make sure you have proper permission to download and use the bitmap. Most sites that offer images for download do so giving permission for personal use. Check the site for those stipulations.

1   Find a **bitmap on the web** that you'd like to use in your drawings.

2   Right click on the tile, then select **Save Picture As**.

3   In the **Save in** drop down field, navigate to your **CC2**>**Bitmaps**>**Tiles** folder.

4   In the drop down menu for **Save as Type**, select **Bitmap**, then click **Save**.
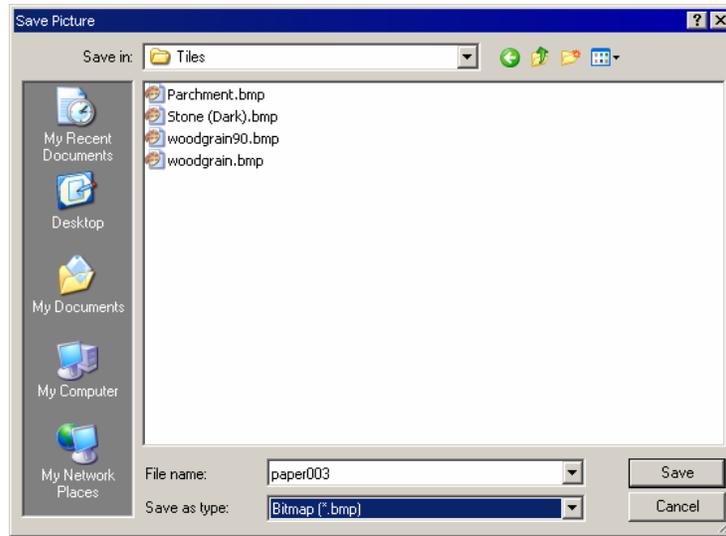
Loading bitmaps into the template
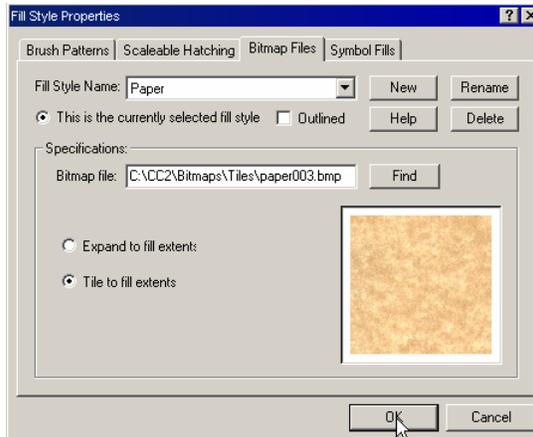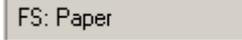
Now that we have the bitmap in our **Tiles** folder, let's add it to our drawing.

5   Click the **Fill Style** indicator then select the **Bitmap Files** tab.

6   Click **New**, then type a name for our new Bitmap fill. Click **OK**.
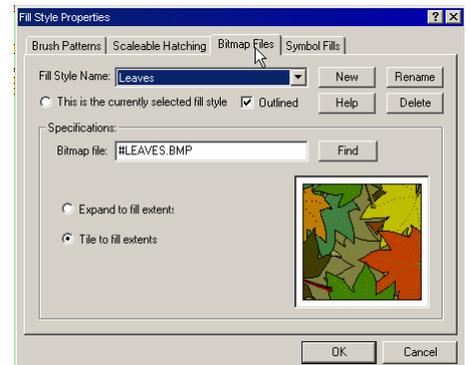
7 Click **Find**, then browse to the **Bitmaps**>**Tiles** folder . Select the __bitmap__ we downloaded in step 4. Click **OK**.

The bitmap is now loaded into the drawing and __ready to use__.

FS: Paper

Bitmap

If you don't want the bitmap outlined when you use it in the drawing, uncheck the **Outlined** box.

Ready to Use

That's all you need to do in order to load the bitmap into your drawing, but if you plan to pass the FCW file and bitmaps to someone else to view, there are a few more steps we need to do. See **Maps to Go** on page 4.

How to find Symbol Catalogs

Clicking on the symbol icons is a fast and easy way to open catalogs and select appropriate layers, but not all the catalogs are accessible this way. There are hidden treasures in there that we can find by browsing the catalog folders. Let's go find some of those CC2 Pro core components.

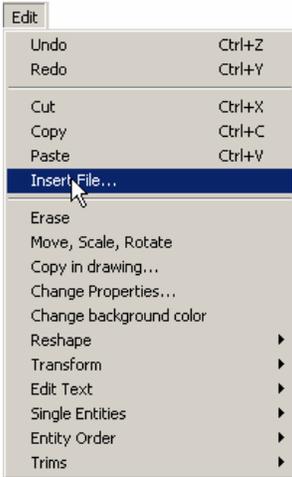**8** Click **Symbol Catalog** .

9 Browse to the **CC2**>**Symbols**>**Maps**>**Other** folder. Select a catalog, then click **Open**.
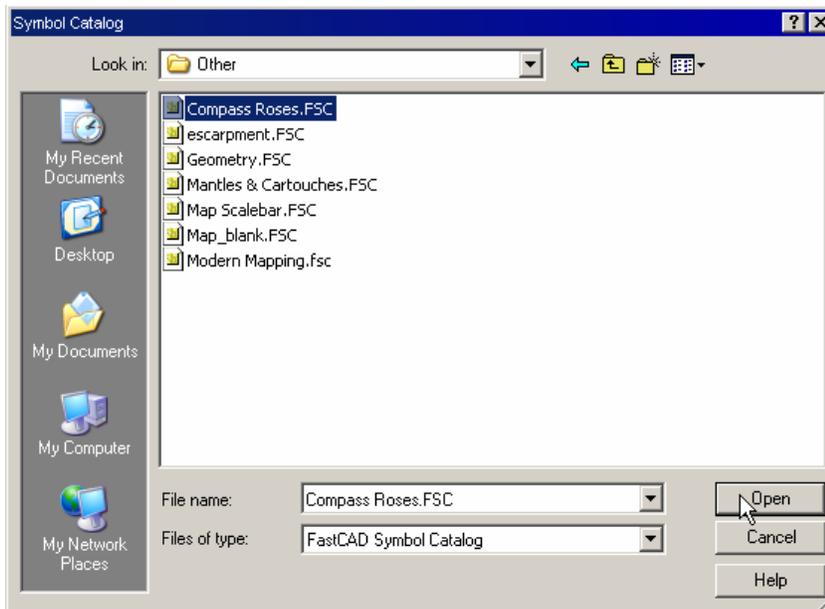
__Investigate__ all those catalogs, then repeat the steps to browse the **CC2**>**Symbols**>**Other** folder.

Investigate

Browse all through the Symbol folders. You'll find things you didn't know were there which may include Monochrome and Line catalogs.

Edit

Undo	Ctrl+Z
Redo	Ctrl+Y
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Insert File...	
Erase	
Move, Scale, Rotate	
Copy in drawing...	
Change Properties...	
Change background color	
Reshape	▶
Transform	▶
Edit Text	▶
Single Entities	▶
Entity Order	▶
Trims	▶

Parts are Parts

What are Parts? Parts are FCW files that we can import into our drawing. Let's explore them. Open your map, and we'll add a Part.

1 In the **Edit** menu, select **Insert File**.
Browse to the **Parts** folder and then select a part. I've selected **Ship-1.FCW** from the **Parts/Cartouches** folder.
Click **Open**.

File manager

Look in: Cartouches

- Cartouche-1.FCW
- Cartouche-2.FCW
- Cartouche-3.FCW
- Cartouche-4.FCW
- Cartouche-5.FCW
- Cartouche-6b.FCW
- Cartouche-6g.FCW
- Cartouche-7.FCW
- Mantle-1.FCW
- Mantle-2.FCW
- Sea Monster-1.FCW
- Ship-1.FCW
- Ship-2.FCW
- Ship-3.FCW

Preview:

File name: Ship-1.FCW   Open
Files of type: CC2 FCW Drawing   Cancel

File notes:

☑ Auto-preview
☐ Auto-zoom all
☐ Use browse file
Help

Preview
Zoom all
Show all
Browse

On Your Cursor

While holding the Part on your cursor, press and hold [CTRL] to dynamically scale it if you need to before you place it.

Place It

All entities in the Part will be placed on the **Standard** layer. These entities can be edited just like any other drawing entities.

2 You'll see the part **on your cursor**. **Place it** in your drawing.
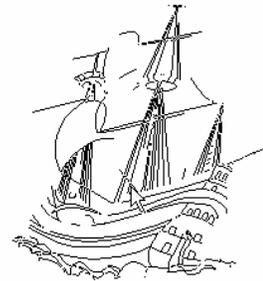
Maps to Go

All the drawings in the **Core Component Challenge** need to be portable. This means that the bitmaps used in the drawing, if they aren't part of the basic **CC2 Pro** installation, need to be referenced in such a way that other folks with **CC2 Pro** can open the drawings and view them as you intended.

Normally, the bitmaps would go in the **Bitmaps/Tiles** folder so the path to the bitmap would be **C:\CC2\Bitmaps\Tiles\<name>.bmp**. Putting the bitmaps in the **Tiles** folder will

work as long as everyone else has their **CC2** Pro installed in exactly the same place. We don't, so we can't use that path to the bitmaps. Probably the easiest way to make your drawing portable is to put all the bitmaps in the same folder with the FCW file and use $ in the path name.

Create a folder for your Core Component Challenge components. Put the bitmap(s) and the FCW file in this folder. In this example, I've put the FCW file, the bitmap and a **custom palette** into the folder. Once the bitmap and the FCW file are together in a folder, you can change the path to use $. The example from the first section, **How to Add Bitmaps**, would be as shown here:

AB_CoreComponentMap.FCW
paper003.bmp
AB-CoreComponent-fcw32.pal

Custom Palette

The custom palette won't be available to select unless it is properly named and residing in your CC2 folder. The reason I've included it in the drawing folder here is so all the files associated with the drawing can easily be zipped up together for submission.
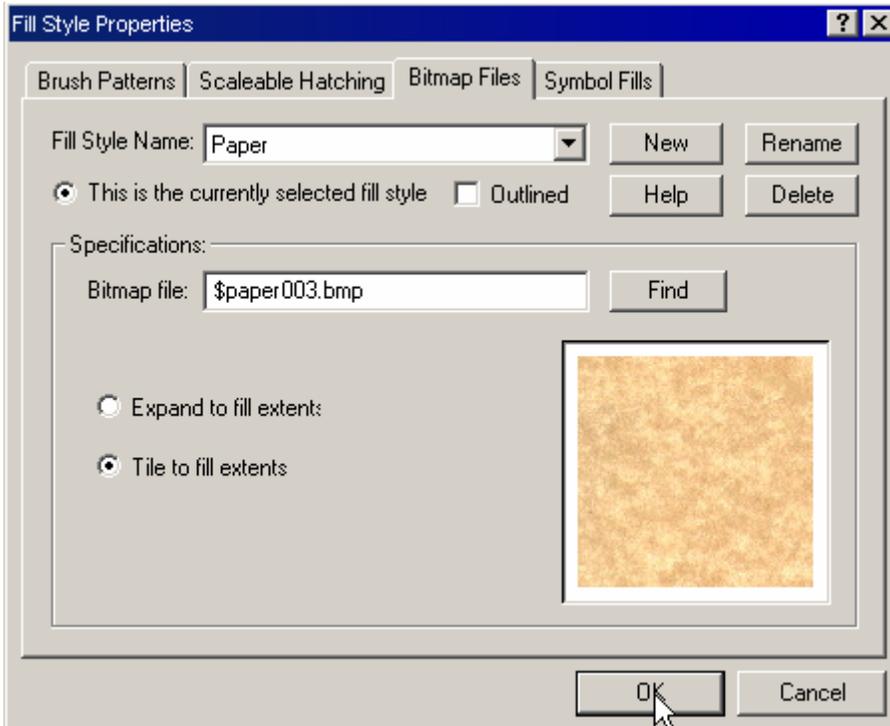
Now when the folder is unzipped, all the components for that drawing are together. No matter in what drive or directory the recipient puts the folder, the drawing will have its bitmap(s) visible.