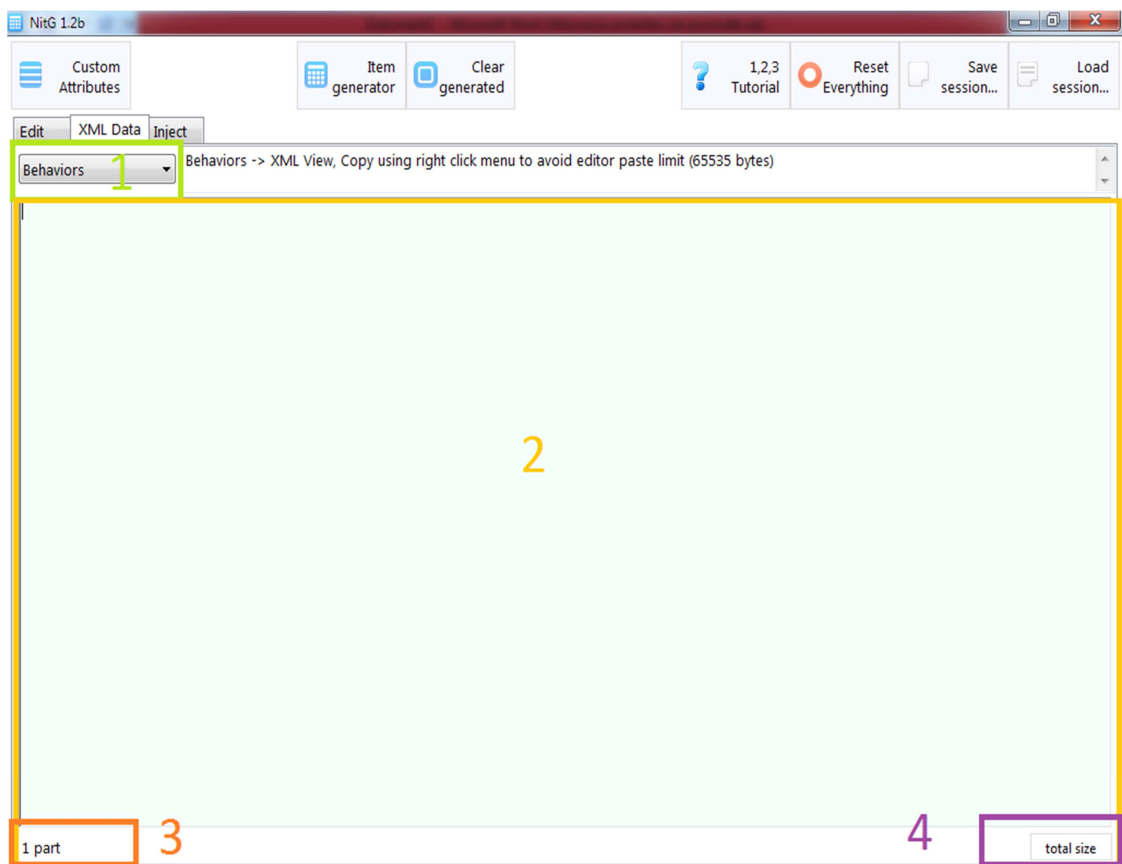
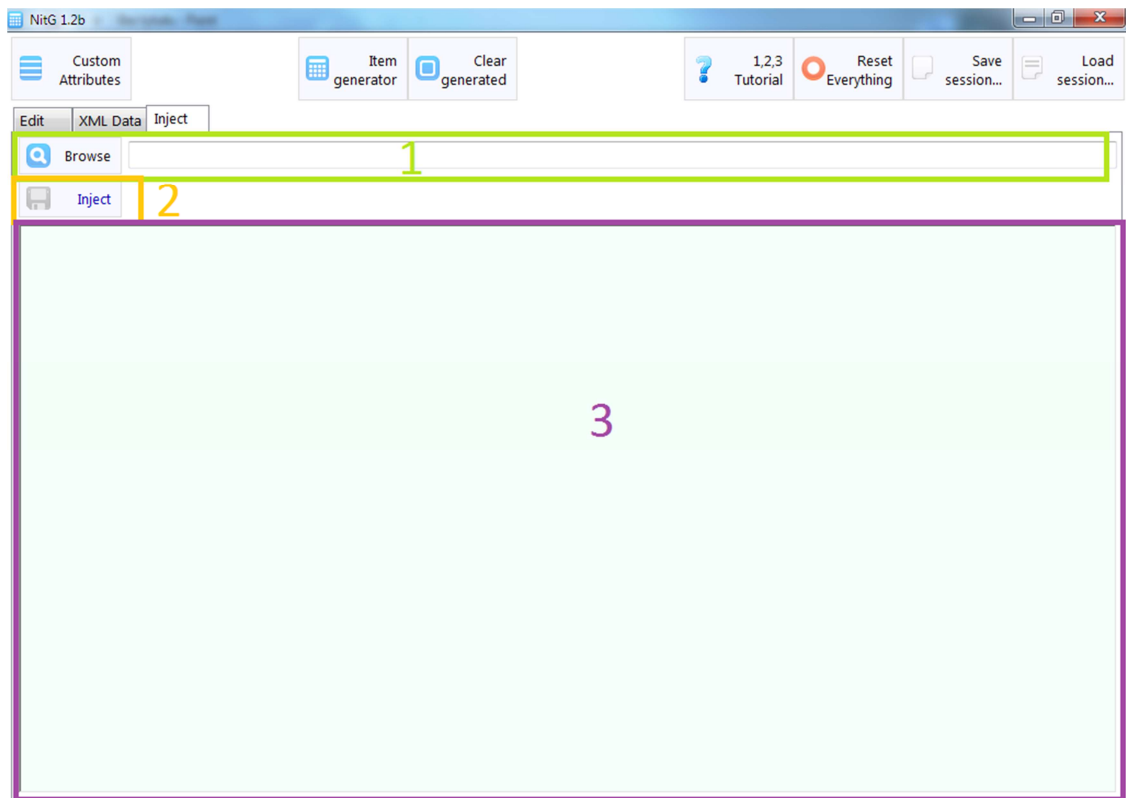


- 1 create/remove base items
- 2 edit base and generated items properties



- 1 Selection of XML you want to see.
- 2 XML display
- 3 Information showing how many part there is to copy
- 4 Clicking this will calculate size of generated data in Mb (note that SC2 uses compression so size will be smaller in the end)



- 1 Map file path
- 2 Inject button
- 3 Progress Log. If any of operations fail your backup will be restored

Terms

Base item

Base Item is used as base for all generated items. Items will be generated in each possible combination including levels for each of base items. They will have base item's properties modified by Base growth, prefix, suffix, tier and level.

- ID = id will be used in combination with other IDs to create unique ID per entry . It's important to not make duplicate IDs
- Class ID = Class id is defined only at creation process. Classes will be generated. Editor should handle duplicates.
- Button Icon = This will define button icon for all generated items based on this item
- Item Equip Weapon ID = ID of weapon which item should give on equip.
- All Flags are self-explanatory
- All Stats are self-explanatory. Those are only used as base values and are not modified by anything on its own.

Base Growth

Base growth multiplied by level and Tier applied as first to base item. This makes it possible for generated item to carry its initial 'power' + this of prefix suffix and tier.

- Base growth does not contain any special options

Prefix/Suffix

Prefix/Suffix multiplied by level and Tier is applied as second to item.

- Available from level = This defines from which level given prefix/suffix will start to appear
- Enabled for classes = This decides for which classes it will appear.
- ID = Id of prefix/suffix. It's important to not make duplicate IDs. It will be used on every linked object base on ID Syntax.
- Name = Name of prefix/suffix. It will be visible in editor and on item according to Name Syntax.
- Use every x levels = This defines how often given prefix/suffix will appear.

Tier

Tier is not directly applied to item's stats. It only multiplies all of possible modification

- Actor ID = This defines ID of global/shared actor used for all items of this Tier.
- Available from level = This defines from which level given Tier will start to appear
- ID = Id of Tier. It's important to not make duplicate IDs. It will be used on every linked object base on ID Syntax.
- Name = Name of Tier. It will be visible in editor and on item according to Name Syntax.
- Multiplier = all item stats will be multiplied by this value if item happen to have given Tier
- Name Style = Defines color and SC2 Style. Used only in Button and Unit Names.
- Use every x levels = This defines how often given Tier will appear.

ToolTip Settings

Here you can configure button's tooltip.

- All listed stats have following options
 - Add = This value will be added to value in tooltip
 - Decimals = amount of digits visible after dot
 - Multiplied by = tooltip value will be multiplied by this
 - Name = name of given stat in tooltip
 - Value suffix = this will be added after the value
- Show class under name
- Show level under name/class
- Attribute Style = Defines color and SC2 Style. Used in Attribute text
- Item class = Defines color and SC2 Style. Used in class text
- Item level = Defines color and SC2 Style. Used in level text
- Negative/Positive sign = Defines color and SC2 Style. Used before value.
- Separator = Defines color and SC2 Style. Used between Attribute and its value.
- Value Style = Defines color and SC2 Style. Used in value text