

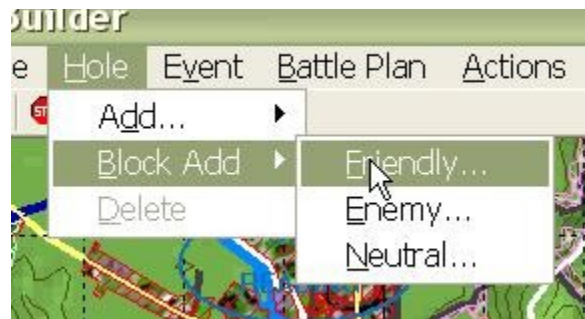
How to Add a Block of Holes

Holes, in **Armored Task Force**, provide protected fighting positions to enhance the survivability of either the player's or enemy's vehicles. They are an integral part of a combined-arms defense in modern warfare.

You can add holes manually, one at a time. But the easiest way to add holes to your scenario is using the 'Block Add' functions.

Add a Block of Holes:

1. Select 'Friendly' from the 'Block Add' sub-menu of the 'Hole' menu.

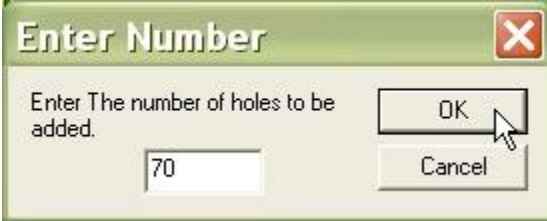


2. The Hole Properties dialog allows you to edit the attributes of all of the holes you are adding.

- Hole Type. All holes are either for dismounts or for vehicles, and the two are not interchangeable.
- Direction. The orientation of the hole in mils (0-6400, 0 is north, clockwise angle)



3. Enter the total number of holes you want to add.

A dialog box titled "Enter Number" with a close button (X) in the top right corner. The text inside says "Enter The number of holes to be added." Below this text is a text input field containing the number "70". To the right of the input field are two buttons: "OK" and "Cancel". A mouse cursor is pointing at the "OK" button.

Enter Number

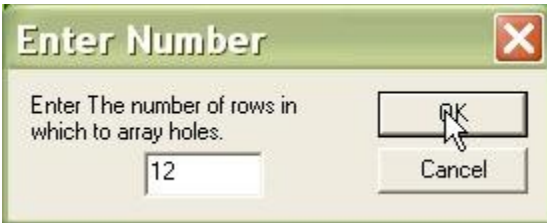
Enter The number of holes to be added.

70

OK

Cancel

4. Enter the total number of rows you want the holes arrayed into.

A dialog box titled "Enter Number" with a close button (X) in the top right corner. The text inside says "Enter The number of rows in which to array holes." Below this text is a text input field containing the number "12". To the right of the input field are two buttons: "OK" and "Cancel". A mouse cursor is pointing at the "OK" button.

Enter Number

Enter The number of rows in which to array holes.

12

OK

Cancel

5. When you move the cursor back to the map, you will find that you are dragging a block of holes. Left-click on the place in which you want to 'drop' the holes.

