

The Naval Register:
Support Software for Close Action



Twenty-first century support for eighteenth-century combat.™

By Daniel M. Bostwick

TABLE OF CONTENTS

Section 1: Introduction.....	3
Section 2: Scenarios.....	5
Choosing a Scenario To Play.....	5
Viewing Scenario Data.....	6
Editing Scenario Data.....	8
New Ship Log Format.....	12
Section 3: Printing Reports.....	13
Application-Level Reports.....	13
Scenario-Level Reports.....	14
Section 4: Customizing Output.....	16
Section 5: Application Maintenance.....	18
Nationalities.....	18
Add-On Manager.....	18
Importing and Updating Add-Ons.....	19
Installing Application Patches.....	20
Compact and Repair.....	20
Security.....	21
Section 6: Game Data Configuration.....	22
Gunnery Effectiveness Multipliers.....	22
BGN Determination.....	22
Modified BGN Table.....	22
Movement Allowances.....	22
Poor Maneuvering.....	22
Turn Modes.....	22
Section 7: Importing Scenario Data.....	23
Section 8: Importing Quotations.....	26
Section 9: Trouble Shooting.....	27
Section 10: Beginner’s Guide to Microsoft Access.....	28
Definitions.....	28
More About Forms.....	28
Section 11: Trademarks and Copyrights.....	30

Section 1: Introduction

“The Naval Register: Support Software for Close Action” began as a desire to automate the process of generating ship logs for *Close Action*, and has grown into something substantially more complex and full-featured than I ever imagined when I first started. The Naval Register was originally conceived as a tool for my own personal use, but I quickly discovered that others felt as I did and wanted a better way. While generating the paperwork manually not is especially difficult, it is the sort of process that is screaming for computer support – it is time consuming, repetitive, and involves math.

The project began as a spreadsheet that was capable of printing a log for one ship after its data was entered into the appropriate cells. As the spreadsheet increased in capability and complexity, it quickly outgrew what was possible in that format. I moved the implementation to Microsoft Access, which provided the advantages of a database engine, as well as allowed considerably more flexibility in the design of the user interface.

In its current guise, The Naval Register is a full-fledged application, providing far more than just paperwork. It includes features such as:

- Automated generation of ship logs for all ships in a scenario with a single click of a button. Logs are fully customized for each ship, including: ship specific gunnery numbers, turn mode chart, uncertain wearing reference, and movement allowance grids. Each ship’s initial sail state, turn of entry, and crew quality gunnery modifiers are filled out automatically.
- Provisions for a “GM Summary Sheet” to assist the game master in organizing and running large games. This sheet lists each ship in the scenario on a single row, along with key information such as it’s starting hex, total scatter modifier, and command level.
- A “Scenario Chooser” to help organize the library of scenarios and to sort them by name, date, number of ships, minimum number of players, ideal number of players, etc. There is also a “bookmark” feature for scenarios that you want to quickly come back to.
- The ability to compose After Action Reports for each scenario to track the winner, each side’s victory point total, elapsed time of play, and notes on the action.
- The ability to view ship data in various ways via “Reports.” Data presented in Reports includes the number of ships of each rate used by each nationality, a listing of ships of a particular rate (including which scenarios they appear in), a history of a specific ship by name, and Orders of Battle for each scenario similar in format to those found in the *Close Action Scenario Book*.
- The ability to set a flag on a scenario when it’s entire complement of ships are in your miniatures collection, and the ability to filter the Scenario Chooser for scenarios with that flag.
- A Quote-of-the-Day feature for your amusement (this can be disabled on the Preferences screen).

I hope you find these added features useful. I am always willing to entertain suggestions for features or product improvements, so feel free to email me with your suggestions and comments at the_naval_register@twcny.rr.com. Make sure to visit the product's website at www.thenavalregister.com to check for the latest information and software updates.

I'll leave you with words from Lord Nelson himself, endorsing the use of "The Naval Register" to generate your Close Action log sheets:

"No day can be long enough to arrange a couple of fleets and fight a decisive battle according to the old system."

*- Vice Admiral Lord Horatio Nelson, September 1805
From Sir Richard Keats' account of a conversation with Lord Nelson on
his intended plan for attacking the Allied fleet.*

Section 2: Scenarios

Choosing a Scenario To Play

With all of the scenarios available in *Close Action* and its expansions, finding the right scenario to play for a particular gaming event can be surprisingly challenging. The right ratio of ships-to-players, the right balance of player skill, and the balance of forces in the scenario itself are all critical factors. To aid in this process, The Naval Register has a feature called the “Scenario Chooser,” shown below. Note that the Scenario Chooser can be set to launch automatically when the application runs by a setting on the Preferences screen.

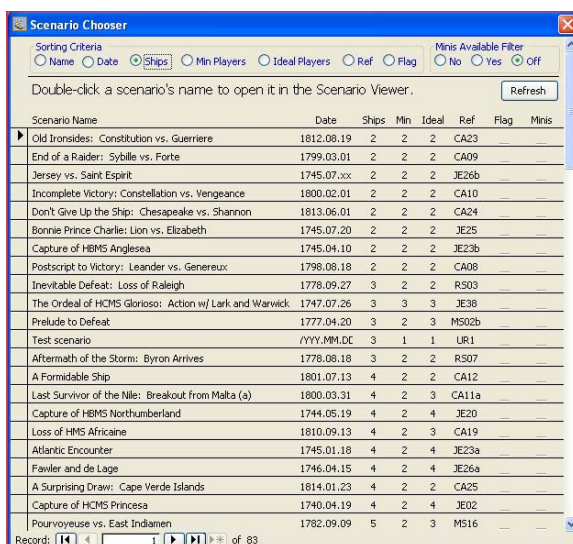


Figure 1 - Scenario Chooser

Double-clicking on any scenario name brings up the Scenario Viewer, where you can review the scenario data, print ship logs, and read or write after action reports. Note that the Scenario Chooser and the Scenario Viewer will remain synchronized when both are open. As you move from one scenario to the next in one form, the other will advance automatically.

The only fields on this window allowing input are the “Sort Criteria” and the “Minis Available Filter.”

Making a selection in the Sort Criteria causes the Scenario Chooser to re-sort its data by the criteria selected. This allows you to quickly browse the set of loaded scenarios, and select one by the criteria most important to you.

Making a selection in the “Minis Available Filter” allows you to take your miniatures collection into account when choosing a scenario. You can choose to display only those scenarios that you have all required miniatures for, or only those that you do not. You

can also disable this filter entirely by setting it to “off.” Use the Scenario Viewer, described below, to indicate when you have all miniatures available for a particular scenario.

The “Refresh” button will cause all data on the Scenario Chooser to be refreshed, which might be necessary if you make changes to a scenario while the Scenario Chooser is open. For example, scenarios can be flagged, or bookmarked, from the Scenario Viewer. Doing so will not be reflected in the Scenario Chooser until it is closed and reopened, or the “Refresh” button is clicked.

Viewing Scenario Data

The “Scenario Viewer” displays all scenarios in the database in chronological order according to the historical date when the action occurred, allowing you to browse the details of all available scenarios. Sorting the scenarios by anything other than their dates is not supported by the Viewer, but players can make use of the “Scenario Chooser” (discussed above) to view the available scenarios by several different sorting criteria.

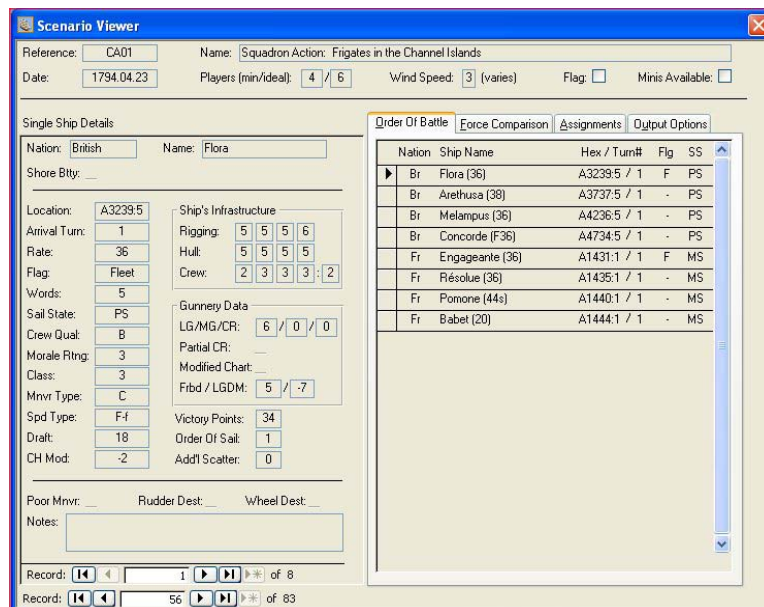


Figure 2 - Scenario Viewer

The Scenario Viewer contains three main areas: Scenario Data (top section), Single Ship Details (lower left), and the Multi-Function Display (lower right). A brief description of the fields in each area is given below.

The Scenario Data Area

This area spans the top part of the form, and displays information about the scenario itself. It contains the following fields:

- **Reference:** This field indicates the Close Action product that the scenario was published in, and the number it was assigned within that product.
- **Name:** The name of the scenario.
- **Date:** The date on which the actual battle simulated by the scenario occurred. Dates are given as “yyyy.mm.dd.”
- **Players:** The minimum number of players required, and the ideal number of players for the scenario.
- **Wind Speed:** The wind speed at the start of the scenario, and an indication of whether or not it can change during the scenario. This field is used to fill in the movement allowance grids on the ship logs.

The following are the only two fields that can be changed by using the Scenario Viewer.

- **Flag:** This allows you to set a flag, or bookmark, on this scenario so make it easier to find it later. The Scenario Chooser can be configured to sort scenarios by this field, so you can quickly find all of the scenarios that you have flagged.
- **Minis Avail:** Indicates that all required ships are available in your miniatures collections.

Single Ship Details Area

This area covers the lower left portion of the form, and displays detailed information about an individual ship in the scenario. It will remain synchronized with the “Order of Battle” page of the Multi-Function Display. Most fields in this section are fairly straightforward, but additional explanations of some are given here.

- **Shore Btty:** Indicates that the unit is a shore battery.
- **Location:** The starting hex of the ship’s bow on the turn that it enters the scenario. The number after the colon is the ship’s facing.
- **Rate:** The nominal rate, or number of guns carried, for this ship. This is an alphanumeric field, supporting the standard *Close Action* character prefixes and suffixes. The rate is prefixed with the letter code of the ship’s former owner if it has been captured (**British, French, Portuguese, Spanish, American**), and suffixed with a size indicator if the ship is of abnormal size (**Small, Large, converted East Indiamen, active East Indiamen**).
- **Flag:** Indicates the command-level of the ship. “Fleet” flagships are the commander-in-chief. “Squadron” flagships are the lower-level admirals, and “None” is everyone else.
- **Words:** The maximum number of words that this ship is allowed when sending signals. This is printed on the ship log next to the command-level indicator.
- **Sail State:** The ship’s initial sail state when beginning the scenario. If none is given then the ship’s initial sail state is at the captain’s discretion, per page 4, section V.A of the *Close Action Scenario Book*
- **Partial CR:** Indicates that the ship has a “partial carronade factor,” per page 3 of *Monsoon Seas*.
- **Modified Chart:** Indicates that the ship will use the modified BGN determination chart.
- **Notes:** Text provided here is printed at the bottom of the ship log.

- **Order Of Sail:** The ship's position in the fleet's line of battle. When the fleet is arranged in a linear fashion, this gives a quick feeling for the ship's relative position. When the fleet is very disorganized this field has less meaning.
- **Add'l Scatter:** Any modifiers to the ship's scattering roll that are imposed by scenario special rules. Note that this does not include the scattering modifiers imposed by the ship's maneuver type, speed type, and crew quality.

Multi-Function Display

This area covers the lower right side of the form, and contains tabs that can be used to select either the "Order of Battle" page, the "Force Comparison" page, or the "Output Options" page.

- The Order of Battle page displays a brief summary of all ships in the scenario.
- The Force Comparison page provides a high-level overview of the relative strengths of all nationalities involved in the scenario, and can be used to gauge the balance of the scenario.
- The Assignments page allows you to assign specific counter IDs and player names for each ship. This information will print in the appropriate blanks on the log forms. Note the Clear button, which will clear all assignments for the current scenario.
- The Output Options page provides access to several different types of output for each scenario.
 - **Summary Button:** This button launches a report that shows a scenario summary sheet, helpful for GM's running a scenario, or admirals trying to keep track of which players are in which ships.
 - **Order of Battle Button:** This button launches a report that shows the entire scenario order of battle in standard *Close Action* format.
 - **Logs Button:** This button launches a report that shows the set of ship logs for this scenario.
 - **AAR Button:** This button launches the After Action Report form (see "Section 3: Printing Reports").
 - **Edit Button:** Open this scenario in the Scenario Editor. Scenarios from published *Close Action* products can not be edited.

Editing Scenario Data

The "Scenario Editor" displays all scenarios in the database that you have permission to edit, and puts them in chronological order according to the historical date when the action occurred. Unlike the Scenario Viewer, the Scenario Editor allows you to create and edit your own scenarios. Users can not edit scenarios that are part of published *Close Action* products, and the Scenario Editor will therefore not display them.

Figure 3 - Scenario Editor (unlocked)

The Scenario Editor contains three main areas: Scenario Data (top section), Single Ship Details (lower left), and the Multi-Function Display (lower right). A brief description of the fields in each area is given below.

The Scenario Data Area

This area spans the top part of the form, and displays information about the scenario itself. It contains the following fields:

- **Product:** A short code representing the product that the scenario was found in. For official Close Action products, this code is an abbreviation of the name of the product (i.e. “RS” for “Rebel Seas”). Users can also configure the application with any number of “products” for their own use as a way to categorize the scenarios that they have created. See “Section 5: Application Maintenance” for more information on adding new products.
- **Ref#:** This field indicates the scenario’s number within its product. Note that this is an alphanumeric field, so reference numbers such as “23a” are acceptable.
- **Name:** The name of the scenario.
- **Data Locked:** This checkbox indicates if the data on the Scenario Editor can be changed. Clearing the check will make all data on the form writable, will change several of the fields to dropdown boxes, and will activate several buttons. Note that scenarios included in the basic Close Action set, and those provided in official expansions, can not be unlocked.
- **Date:** The date on which the actual battle simulated by the scenario occurred. Dates are given as “yyyy.mm.dd.”
- **Players:** The minimum number of players required, and the ideal number of players for the scenario.

- **Wind Speed:** The wind speed at the start of the scenario. This field is used to fill in the movement allowance grids on the ship logs.
- **Fixed Wind Indicator:** Indicates whether or not the wind speed can change during the scenario. This field is used to fill in the movement allowance grids on the ship logs.
- **Import Button:** Activates the Data Import screen to allow scenario data to be imported from a text file. See “Section 7: Importing Scenario Data” for more information.
- **Delete Button:** This button deletes an entire scenario, all associated ships, and all after action reports from the database. Some discretion is advised.

Single Ship Details Area

This area covers the lower left portion of the form, and displays detailed information about an individual ship in the scenario. It will remain synchronized with the “Order of Battle” page on the Multi-Function Display, and the two areas will update together as changes are made. As you move from ship to ship in this area, you will see the record selector move in the Order of Battle display to the corresponding ship. Most fields in this section are fairly straightforward, but additional explanations of some are given here.

- **Nationality:** The nationality of the ship. This is a dropdown list of all nationalities available in the database, *and it restricts entry to only those nationalities*. If the desired nationality is not in the list, use the Nationality Information form (see “Section 5: Application Maintenance”) to add it. Note that the text in this field will auto-fill as you type.
- **Name:** The name of this ship. This is a dropdown list of all ship names present in the database for the selected nationality, *but does not restrict entry to only those names*. The dropdown list is provided as a convenience, which is particularly helpful for ship names that use accented foreign characters that are difficult to type with a standard English keyboard. Note that the text in this field will auto-fill as you type, but does not auto-fill the other fields when you select a particular ship name.
- **Shore Btty:** Indicates that the unit is a shore battery. Checking this box will fill in several other fields to “N/A” because they don’t apply to shore batteries.
- **Save Button:** This button will force any changes that you have made to the current ship to be saved immediately, and will update the Order of Battle / Force Comparison area. For additional information on when data is saved, see “Section 10: Beginner’s Guide to Microsoft Access”. Note that this button is only available when the form is unlocked.
- **Delete Button:** This button will remove the current ship from the scenario, and will update the Order of Battle / Force Comparison area. Note that this button is only available when the form is unlocked.
- **Rate:** The nominal rate, or number of guns carried, for this ship. This is an alphanumeric field, supporting the standard *Close Action* character prefixes and suffixes. Prefix the rate with the letter code of the ship’s former owner if it has been captured (**B**ritish, **F**rench, **P**ortuguese, **S**panish, **A**merican), and suffix it

- with a size indicator if it is of abnormal size (**Small, Large, converted East Indiamen, active East Indiamen**).
- **Words:** The maximum number of words that this ship is allowed when sending signals. This is printed on the ship log next to the flag status indicator.
 - **Sail State:** The ship's initial sail state when beginning the scenario. Use "None" to indicate that the ship's initial sail state is at the captain's discretion, per page 4, section V.A of the *Close Action Scenario Book*
 - **Partial CR:** Indicates that the ship has a "partial carronade factor," per page 2 of the *Monsoon Seas* expansion.
 - **Modified Chart:** Indicates that the ship will use the modified BGN determination chart. Only French ships after 1755 should have this checkbox set.
 - **Order Of Sail:** The ship's position in the fleet's line of battle. When the fleet is arranged in a linear fashion, this gives a quick feeling for the ship's relative position. When the fleet is disorganized this field has less meaning, but should still be carefully populated, since it controls the order that a scenario's ships are displayed.
 - **Add'l Scatter:** Any modifiers to the ship's scattering roll that are imposed by scenario special rules. Note that this does not include the scattering modifiers imposed by the ship's maneuver type, speed type, and crew quality. The GM Summary Report gives a total scatter modifier for each ship.
 - **Notes:** Text provided here is printed at the bottom of the ship log.

Multi-Function Display

This area covers the lower right side of the form, and contains tabs that can be used to select either the "Order of Battle" page, the "Force Comparison" page, or the "Output Options" page.

- The Order of Battle page displays a brief summary of all ships in the scenario.
- The Force Comparison page provides a high-level overview of the relative strengths of all nationalities involved in the scenario, and can be used to gauge the balance of the scenario.
- The Output Options page provides access to several different types of output for each scenario.
 - **Summary Button:** This button launches a report that shows a scenario summary sheet, helpful for GM's running a scenario, or admirals trying to keep track of which players are in which ships.
 - **Order of Battle Button:** This button launches a report that shows the entire scenario order of battle in standard *Close Action* format.
 - **Logs Button:** This button launches a report that shows the set of ship logs for this scenario.
 - **AAR Button:** This button launches the After Action Report form (see "Section 3: Printing Reports").
 - **Edit Button:** Not available in the Scenario Editor.

New Ship Log Format

The Naval Register provides customized ship logs with all information necessary for playing a ship in your chosen scenario. They are available in two formats: The “Classic” format matching that released in *Monsoon Seas*, and a new format specific to The Naval Register. The new format is shown here with its most interesting features highlighted.

Ship’s command level and number of words available for signaling. Flagships highlighted in orange.

Movement Allowance grids are filled out. Text will be light gray in scenarios with variable wind speed, and black in those with fixed wind speed.

Victory Points per section, computed based on ship’s total VP.

Initial Crew Quality gunnery modifier.

Basic Gunnery Numbers automatically computed.

Initial Sail State (if specified by scenario).

Ship’s entering as reserves will have their Move Plot area crossed out for the turns before they arrive.

Crew Quality levels above the ship’s initial CQ are light gray.

Uncertain Wear die roll computed (also used for Poor Maneuvering).

Acceleration, deceleration, and turn mode chart tailored to this ship’s maneuver type

Poor Maneuvering, Rudder Destroyed, and Wheel Destroyed check boxes set automatically.

Notes from the scenario description.

Counter	Nationality	Ship Name and Rate	Player Name	Cmd Level	Setup / Arrival Turn	VP
	Spanish	Poderoso (70)		Fleet (0)	A2909.5 / Turn 3	52

Ship's Infrastructure		Rigging		Hull		Crew						
FS	MS	PS	2.6 VP	FS	MS	2.6 VP	FS	MS	2.6 VP	FS	MS	2.6 VP
2	3	4	RC	1	2	RC	0	1	RC	0	1	RC
4	5	7	B	3	4	B	2	3	B	1	2	B
3	4	6	R	2	3	R	1	2	R	1	2	R
			5.2 VP			5.2 VP			5.2 VP			5.2 VP
			HC			HC			HC			HC
			-1GD			-1GD			-1GD			-1GD
			MC			MC			MC			MC
			5.2 VP			5.2 VP			5.2 VP			5.2 VP
			MC			MC			MC			MC
			-3CS			-3CS			-3CS			-3CS
			5.2 VP			5.2 VP			5.2 VP			5.2 VP
			MC			MC			MC			MC
			5.2 VP			5.2 VP			5.2 VP			5.2 VP
			MC			MC			MC			MC
			5.2 VP			5.2 VP			5.2 VP			5.2 VP
			MC			MC			MC			MC
			5.2 VP			5.2 VP			5.2 VP			5.2 VP
			MC			MC			MC			MC

Long Guns: 15	Ezeboard: 4	CH Med: +0	Initial Broadside	BGN Modifiers	CQ Gunnery Mod: -2
Medium Guns: 0	LGDM: -4			Anchored: +1	-3 CS Missing
Carronades: 0				Dismantling: +1	Fatigue (5,10,15...):
Range: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15				Towing: -1	Guns Dismounted:
BGN: 25 24 23 22 21 19 17 15 13 12 10 9 8 7 5				Wind Speed#4: -1	Other Mods:
IB/Rake: +4 +4 +3 +2 +1				PS (WS#2): -1	
				Half Broadside: -8	
				Dismasted: -SS	Total Mods:

Movement Plot / Crew Allocation		Gunnfire		Morale	
#	SS MA	Move Plot	S1 S2 S3 S4 M	Notes	Target Aim/Shot MGN D6 Test Pass
1	Frid	-----			
2	Frid	-----			
3	Frid	-----			
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					
21					
22					
23					
24					
25					
26					
27					
28					
29					
30					

CQ: E	MR: ≥ 4
CO	Gun SK UW
A	+6 -3 ≤ 7
B	+4 -2 ≤ 6
C	+2 -1 ≤ 5
D	±0 ±0 ≤ 5
E	-2 -1 ≤ 4
F	-1 -1 ≤ 4
G	-9 +3 ≤ 4

Class: 2	Turn Mode
Type: B	Spd SD DD
Speed: L-S	1 1 1
Draft: 22	2 1 1
Accel/Decel: 2/2	3 1 1
Poor Maneuvering: <input checked="" type="checkbox"/>	4-5 2 1
Rudder Dest: <input type="checkbox"/>	6-7 2 2
Wheel Dest: <input type="checkbox"/>	8+ 3 3

Action	Code	# Turns
MS to PS (2 CS)	PS	2 / 3 *
PS to MS (2 CS)	MS	2 / 3 *
FS to MS	MS	1 / 2 *
MS or Furling to FS	FS	1 / 2 *
FS to Furling	Furl	1 / 2 *
Tack (0-3 CS)	T	Varies
Prep bow anchor	PBA	2 / 3 *
Prep stern anchor	PSA	6+SK
Prep bow springs	PBS	2x(5+SK)
Prep stern springs	PSS	2x(6+SK)
Prepare to tow	PT	5+SK
Cut tow	TX	1
Anchor	A	1
Cut anchor	AX	1
Veer out	VO	1
Veer in	VI	1
Handle springs	HS	1
Form boarders	FB	1
Boarders ready	BR	1
Boarders away	BA	1
Boarders disband	BD	1
Reorganize	RO	5+SK
Fight fire	FF	Varies
Repair rigging (at FS)	RR	6+SK
Repair hull (s 4 MP)	RH	10+SK
Repair shrouds	RS	5+SK

*Applies to Crew Quality A-D / E-G.

Notes: This ship is anchored normally by the bow. Night rules: Gunfire limited to rng 9. All gunfire at -1 MGN.

© 2005-2007, Daniel M. Bostwick
All rights reserved - www.thenavalregister.com

Section 3: Printing Reports

The Naval Register contains two different types of reports:

Application-Level Reports are available from the main application menu bar, and provide you with information independent of any particular scenario.

Scenario-Level Reports are available from the Scenario Viewer and Scenario Editor (see “Section 2: Scenarios”) and provide information specific to the scenario being viewed. Some reports are available in both places and will tailor the data that they are displaying to the way in which they were opened.

When either type of report is opened, a new toolbar will appear next to the application’s main menu bar. This allows you to print, export, or close the report you are currently viewing. All reports open in preview mode, and you must click the “print” button on the report toolbar in order to send the report to your printer. Note that in some installations you can print reports by right-clicking on them and selecting “Print.” Exporting the report will allow you to generate a file in a number of useful formats, such as RTF (suitable for most word processing programs), HTML (for web browsers), and XLS (for Microsoft’s Excel).

Application-Level Reports

Application-level reports are available from the main application menu bar, and provide information independent of any particular scenario.

After Action Reports

This report will display all After Action Reports that have been written for all scenarios. See the Scenario-Level Reports section for more information on After Action Reports.

Search For Specific Rate

Use this report to find all occurrences of a specific numeric rate, or range of rates, in the database. When you are looking for a scenario to try out that new three-decker you just finished painting, this is the place to look.

Rates By Scenario

This report lists, for each scenario, the quantities of each rate for each nationality represented in the scenario. This can help when it comes time to decide how many 74s you need to paint for your French, or how many British 100s are really necessary.

Rates By Nationality

Use this report to display all of the ships in the database according to their nationality and rate. This report can be useful for those wishing to collect the most commonly used miniatures.

Scenario Orders of Battle

The Orders of Battle for all scenarios can be displayed with this report. See the Scenario-Level Reports for more information.

Ship History

This report allows you to pick a specific ship by name, and will provide you with the data for that ship in every scenario that it participates in. This allows you to see how a particular ship evolves over the course of a campaign. This is particularly interesting for the ships presented in the *Rebel Seas* and *Monsoon Seas* expansions, since those products contain a number of closely linked scenarios which tend to use the same ships repeatedly.

Scenario-Level Reports

Once you have chosen a scenario to play, use the Scenario Viewer to generate ship logs and other scenario-specific reports. The Scenario Viewer can be activated from the “Scenarios” menu by selecting “Scenario Viewer” or via the Scenario Chooser (see “Section 2: Scenarios”). Once the Scenario Viewer is displaying the scenario that you intend to play, there are several reports available to setup your game.

Order of Battle Report

The scenario’s Order of Battle (OOB) report is available by clicking the button labeled “OOB.” This report is similar to those found in the *Close Action Scenario Book* and expansions, and gives all information about every ship in the scenario in a concise, tabular form.

Scenario Summary Sheet

The Summary Sheet is available by clicking the button labeled “Summary.” The report is intended to facilitate the GM when running a game by displaying critical information for every ship in the scenario. It provides key information about each ship in a convenient row-by-row summary.

Information on the Scenario Summary Sheet includes:

- Counter ID, ship name, and controlling player.
- Initial starting hex and facing.
- Total scatter modifier based on crew quality, speed type, and any additional scenario-specific scatter modifiers.
- Command level.
- Check boxes that can be used and erased from turn to turn, indicating that a ship has been moved and has fired.

Ship Logs

Ship logs are available by clicking the button labeled “Logs.” This will allow you to print the ship logs that will be used by each player to control his or her ship during the

game. Many aspects of the format of the ship logs can be customized (see “Section 4: Customizing Output”).

After Action Reports

An After Action Report (AAR) is written to capture a summary of a battle for future reference. This can be used to gauge the balance of a particular scenario so that the next time you are selecting which scenario to play, you will know how a particular one has turned out in the past.

Information stored in each After Action Report (AAR) includes:

- Winner and the victory point totals of each side.
- Time required to play the scenario and the number of turns that were played.
- A free text field that can be used to document the strategies used by both sides, the exciting parts of the action, and the final condition of each ship.

Note that when writing a new AAR, the free text field will be initialized with a line for each ship in the scenario, allowing you to conveniently document its final condition in terms of lost sections, crew quality level, and lost victory points.

Section 4: Customizing Output

Several aspect of The Naval Register can be customized via the Preferences form. This form is always open when the program is running, but is normally hidden from view. To reveal the form, select “Preferences” from the Maintenance menu.

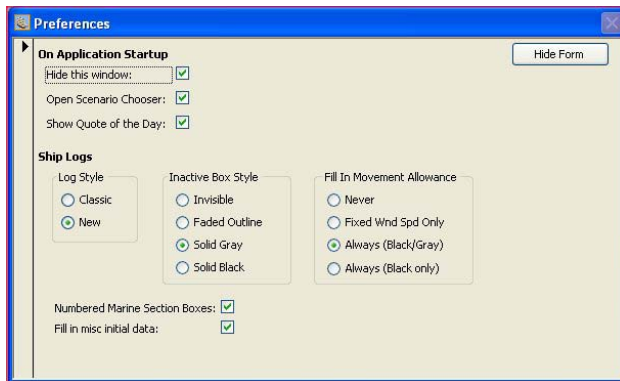


Figure 4 - Preferences

The following options are available:

- **On Application Startup**
 - **Hide this window:** By default the Preferences screen is hidden when the application loads, and stays that way until activated via the Maintenance menu. By clearing this checkbox, the Preference screen will be visible until explicitly hidden by the “Hide Form” button.
 - **Open Scenario Chooser:** Checking this box will cause the Scenario Chooser to open automatically whenever the application is started.
 - **Show Quote of the Day:** Checking this box will cause a quote-of-the-day to be displayed each time The Naval Register is opened.
- **Ship Logs**
 - **Log Style:** Choose between the classic *Close Action* log sheets as presented in the Rebel Seas expansion, or the new format provided by The Naval Register. Note that this controls the overall style of the logs, but there are a number of other customizations that can be made to either style.
 - **Inactive Box Style:** Each ship is represented on its ship log by a series of “sections,” each containing zero or more “boxes.” This setting allow you to choose the manner in which the unavailable boxes are displayed in each of those sections
 - **Fill in Movement Allowance:** Indicates when the movement allowance grids will be filled in on the ship logs. When movement allowance numbers are filled in for a scenario with variable wind speed, they will be printed in light gray text so that they can be changed by the players after printing the logs. When movement allowance numbers are filled in for a scenario with fixed wind speed, they will be printed in black text. Note that there is an option to override this behavior and cause the movement

allowance numbers to be printed in black regardless of the state of the wind speed change.

- **Numbered Marine Section Button:** Choose whether or not the boxes of the marine section will be printed with small numbers in each box to help count the number of marines that are available. This also helps distinguish the marine section from the sailor sections.
- **Fill In Misc Initial Data:** Choose whether or not initial game data will be filled in on the ship logs, or left blank. This includes turn of entry for reserve ships (lines are drawn through the movement plot for turns in which the ship is not available), initial damage indicators (wheel shot away, rudder destroyed), and initial sail state.

Section 5: Application Maintenance

The following screens and features are available to help maintain The Naval Register in good working order.

Nationalities

Nationality	2-Letter Code	Alternate
American	Am	AMERICAN
British	Br	BRITISH
French	Fr	FRENCH
Other	Ot	OTHER
Portuguese	Pt	PORTUGUESE
Russian	Rn	RUSSIAN
Spanish	Sp	SPANISH
Sweedish	Sw	SWEDISH
Turkish	Tk	TURKISH
Variable	Vr	VARIABLE
*		

Record: 1 of 10

Figure 5 – Nationalities

This form allows you to add new nationalities, and to change the nationality names, and the codes used to refer to them. Also shown is the alternate name that is used when importing data from files.

Add-On Manager

Full Name	2-Ltr Code	Rev	Restricted	#Scenarios	Edit	Delete	Export
Close Action	CA	1.0	✓	28	[Edit]	[Delete]	[Export]
Monsoon Seas	MS	1.0	✓	21	[Edit]	[Delete]	[Export]
Rebel Seas	RS	1.0	✓	20	[Edit]	[Delete]	[Export]
Years of Victory	YV	0.1	✓	1	[Edit]	[Delete]	[Export]
User	UR	N/A	—	0	[Edit]	[Delete]	[Export]

New Import

Figure 6 - Add-On Manager

The Add-On Manager allows you to create new add-ons to assign your own scenarios to, and these will appear in the “Add-On” dropdown box in the Scenario Editor. Note that

an add-on called “User” is already loaded, to provide a convenient way to catalog your own scenarios. Its code is “UR.” You can change the name or code of any unrestricted add-on by clicking the “Edit” button, or create an entirely new one with the “New” button.

The following information and options are available for each product:

- **Full Name:** The name of the add-on product.
- **2 Letter Code:** The 2-letter code of the add-on product. This field is used throughout The Naval Register, and combined with the scenario reference number, to uniquely refer to a specific scenario.
- **Rev:** The revision number of the add-on. Compare this to the latest revision number given on the website to determine if you have the most up-to-date data for each of your add-ons.
- **Restricted:** Indicates that the data for the add-on is protected. Products protected in this way cannot be edited, or exported, and their scenarios cannot be edited or deleted.
- **#Scenarios:** The number of unique scenarios associated with the add-on.
- **Edit:** This button allows you to edit the information for any unrestricted add-on.
- **Delete:** This button allows you to delete an add-on, including all scenarios, ships, and after action reports associated with it. **Deleting an add-on is permanent – the action can not be undone!**
- **Export:** This button will export the selected add-on to an external file that can be imported by other copies of The Naval Register. This allows you to share the scenarios that you have created with others.
- **New:** This button allows you to add a new add-on to your database. You will set the name and code of the new add-on.
- **Import:** This button allows you to import a new add-on. Use this when you purchase a new add-on and are sent a file with the TNR extension.

Importing and Updating Add-Ons

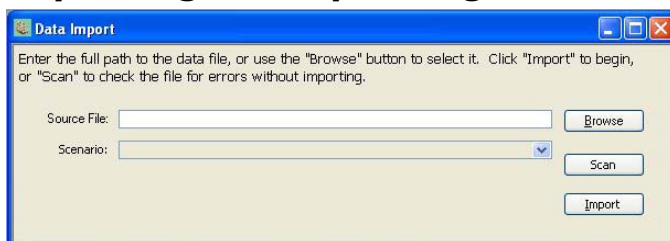


Figure 7 - Import

The Data Import screen allows you to import new add-ons and scenario information from external files into your copy of The Naval Register. There are two types of Data Import possible: Add-On Import, and Single-Scenario Import.

Add-On Import mode is the default setting of the Data Import Screen, and is shown in the picture above. This is how the screen will look when you activate it from the Add-On Manager (Maintenance>Add-On Manager). This allows you to import an entirely new *Close Action* product from an external file. It is likely that this will only be necessary when you purchase a new expansion for The Naval Register. Click the “Browse” button and locate the file corresponding to the expansion that you purchased. The “Scan” button will verify that the input file is correctly formatted, but will not import any of the data. The “Import” button will import all data from the file into the application.

The data within each add-on (i.e. the ship and scenario information) can also be updated, and this same procedure is used to update an add-on that has changed. This may happen due to the discovery of an error in the data, or may be the result of an official change in a scenario by the designer. When updates are made to add-ons, an email will be sent to registered owners of those add-ons to notify them. The only way to get such updates is to register your software.

The Single-Scenario Import mode is a way to import only the order-of-battle for a specific scenario. The data file is expected to contain only one scenario of ship data, and you can specify the scenario that the data should be added to in the dropdown box. For more information on importing scenario data in this mode, see “Section 7: Importing Scenario Data.”

Installing Application Patches

You can determine the version of both the front-end (the user interface) and back-end (the data storage engine) of the application through the Help>About screen. You will see one or both of these change after applying any patch.

Patches are installed by simply replacing the “ca_tnr_rel.mde” file in the installation directory with a new file of the same name. None of your data or settings will be lost. The installation directory defaults to “C:\Program Files\The_Naval_Register”, although it may be changed to a different path during installation. When product patches are available, they will be released on the product’s website, and an email will be sent to registered users.

Compact and Repair

Microsoft Access databases, and therefore the applications that are built to use them, become fragmented and less efficient over time. This occurs as a result of the creation and deletion of temporary records and tables, and is normal behavior. The process of purging the database of unwanted temporary data, and reclaiming lost space, is called “Compact and Repair,” and should be done periodically to any application implemented in Microsoft Access. The feature is available from the “Maintenance” menu.

Security

This menu item launches the Security dialog that is part of Microsoft Access (or the MS Access runtime that was installed with The Naval Register, if you do not have Microsoft Access installed yourself). Note that changing the security level in this dialog will only affect applications using Microsoft Access. It will not lower the security settings of other software, including any other components of Microsoft Office.



Figure 8 - MS Access Security Settings

Changing your security level will have the following impacts:

- **High:** Applications must be digitally signed in order to run at this security level. The Naval Register has been digitally signed by the author as a guarantee to you that it has not been altered by any one else. However, the certificate has not been authenticated by an independent Certification Authority. Doing so is an expensive endeavor and not one that is practical given the projected sales of this product. Therefore, you will be presented with a security warning when you open the application, telling you that the digital certificate has not been authenticated. The file “tnr_readme.pdf” in your installation directory contains instructions for how to suppress this warning.
- **Medium:** Applications running at this security level do not require digital signature to run, but since The Naval Register has one, you will still be presented with a security warning when you open the application, telling you that the digital certificate has not been authenticated.
- **Low:** Lowering your security level to “Low” will suppress all security warnings when you run The Naval Register.

Section 6: Game Data Configuration

The following forms are available to view the low-level game data that The Naval Register use to generate the ship logs. All of these forms are read-only, and therefore this data can not be changed. In the event of game errata that alter this data, an update to The Naval Register will be required.

Gunnery Effectiveness Multipliers

This form displays the effectiveness multipliers used for each gun type when calculating the Total Gun Factors at each range. Gun types currently supported are: long guns, medium guns, and carronades.

BGN Determination

This form is used to determine a ship's BGN at a particular range based on its Total Gun Factors.

Modified BGN Table

This form shows the ranges at which French gunnery is improved after 1755, and the amount of the improvement.

Movement Allowances

This form shows the movement allowances of each speed type in all wind conditions.

Poor Maneuvering

This form shows the required die rolls for poor maneuvering rolls for each crew quality level and ship maneuver class. This data is also used to construct the "uncertain wear" column in the crew quality section of the ship control logs.

Turn Modes

This form displays the turn modes of each maneuver type for each speed range.

Section 7: Importing Scenario Data

When adding new ships to a scenario it can be tedious and error-prone to type the data in by hand. If scenario data is available in electronic format, it can be imported via the button on the Scenario Editor labeled “Import,” which launches the Data Import screen.

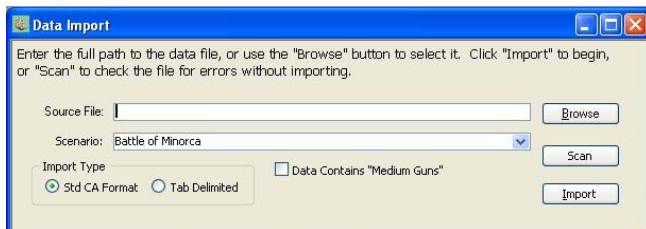


Figure 9 - Data Import

The Data Import screen contains the following fields:

- **Source File:** The path and name of the file to import.
- **Scenario:** The name of the scenario that the data will be added to. This field is filled in automatically when the Data Import screen is launched from the Scenario Editor, but it can be changed to target a different scenario.
- **Import Type:** Two formats of ship data files are supported, and you choose between them by selecting the format that matches your data file here.
- **Data Contains “Medium Guns” column:** Checking this box indicates that the ship data file contains a column for the number of medium gun factors for each ship. If not checked, it is assumed that data for medium gun factors is not given in the file, and all ships will therefore be assigned zero medium gun factors.

Import Formats – General

For either import type, a nationality must be specified before any ship data is given. Nationalities are indicated by a line in the file containing the keyword corresponding to any nationality defined in the database. The keyword for each nationality is configurable on the Nationalities Form (see “Section 5: Application Maintenance”). Data for ships of that nationality follow, one ship per line, until a new nationality definition is encountered.

The format of each supported import type is given below using the following symbols (note that spaces are inserted in the format descriptions simply for clarity **and should not be included** in the files):

- Bow/D = The hex of the ship’s bow and the numeric direction of travel, separated by a single colon character.
- Rt = Ship’s nominal rate, including standard prefix and suffix characters used in *Close Action* (i.e. “F74L” for a large 74 captured from the French and in foreign service)
- Name = Ship’s name, including apostrophes, accented foreign characters, or other special ASCII characters.
- CQ = Crew Quality and Moral Rating, with no spaces separating.
- CM = Class and Maneuver Type, with no spaces separating.

- ST = Speed type, using standard *Close Action* abbreviations.
- D = Draft
- CH = Critical Hit modifier, including optional sign.
- R#, H#, S#, M = Rigging, Hull, Sailor, and Marine sections respectively.
- LG = Long Gun factors
- MG = Medium Gun factors
- C = Carronade Factors.
- F = Freeboard
- LD = Lower Gun Deck Modifier, including negative sign.
- VP = Victory Points
- <T> = TAB character
- Hyphen, Colon, Open Paren, Close Paren: The literal characters.

Import Formats – “Standard *Close Action* Format”

The “Standard *Close Action* Format,” matching that of the CA scenario book and expansions, uses a combination of tabs and other formatting characters to delineate each column. This format is defined as follows:

```
Bow/D <T> Rt <T> Name <T> CQ <T> CM <T> ST <T> D <T> CH <T> R1-R2-R3-R4 <T> H1 <T> H2 <T>
H3 <T> H4 <T> S1 <T> S2 <T> S3 <T> S4 <T> : <T> M1 <T> LG <T> MG <T> C (F:LD) <T> VP
```

For example:

```
A2936:1 64      Santo António  D3      2b      L-s      20      -1      6-6-6-7 7      7
          7      8      5      5      5      5      :      5      12      0      (4: -5)
          99
```

Import Formats – “Strictly Tab Delimited Format”

The “Strictly Tab-Delimited Format” is exactly that – every field is separated from every other field by one and only one tab character.

```
Bow/D <T> Rt <T> Name <T> CQ <T> CM <T> ST <T> D <T> CH <T> R1 <T> R2 <T> R3 <T> R4 <T>
H1 <T> H2 <T> H3 <T> H4 <T> S1 <T> S2 <T> S3 <T> S4 <T> M1 <T> LG <T> MG <T> C <T> F <T>
LD <T> VP
```

For example:

```
A3746:4 60      Worcester      C3      2b      L-s      23      -2      5      5      6
          6      6      6      7      7      3      4      4      5      3      9
          0      0      4      -5      47
```

Import Formats – Restrictions and Conditions on Particular Fields

- **Starting location:** This field is normally expressed as “A#####:#” giving first the map, then the hex of the ships bow, and then the ship’s heading. This field can also be used to specify the game turn on which the ship enters the scenario by appending one or more numbers to the end of the string, after the number specifying the ship’s facing. The Naval Register assumes that any characters following the first character after the “:” indicate the ship’s turn of arrival. For example, when specifying that a reserve ship arrives in hex A4201 facing direction 1 on turn 5, this field would be “A4201:15.” Similarly, specifying that the same ship arrived on turn 15, the field would show “A4201:115.” The turn of

arrival field must be numeric, so to specify a special (formula-based) turn of arrival, use a 0 and include instructions in the ship's notes field.

- **Speed Type:** This field uses the following standard *Close Action* abbreviations: C-vs, C-s, C-f, C-vs, F-s, F-f, L-vs, L-s, L-f. In addition, any "vs" speed type can be abbreviated with "v" for convenience. Surround the field with an asterisk on both sides for ships which must use the poor maneuvering rules ("*L-s*").
- **Carronade Factors:** Use an asterisk ("*") to indicate a partial carronade factor.

Import Formats – Supplemental Information

Regardless of the import format you are using, your data can include supplemental information after each ship entry. This data goes beyond those items appearing in a normal order-of-battle table, and can be used to describe the rest of the elements that are important to a ship when setting up a scenario (initial sail state, command-level, etc).

The information in the supplemental area is always tab-delimited. The format of each supported import type is given below using the following symbols (note that spaces are inserted in the format descriptions simply for clarity **and should not be included** in the files):

- flagTypeId = A number indicating the command-level of the ship {Fleet=1; Squadron=2; None=3}.
- wordsInSignal = The number of words the ship will be allowed to send in signals.
- openingSailStateId = A number indicating the sail state that the ship begins in {1=PS; 2=MS; 3=FS; 4=FRLD; 5=None}.
- useModBgnTbl = True/False, indicating if the ship uses the modified BGN table.
- addlScatter = Scatter penalty assessed by the scenario special rules, in addition to the normal penalty based on crew quality and maneuvering type for this ship.
- rudderDest = True/False, indicating if the ship begins the game with its rudder destroyed.
- wheelShotAway = True/False, indicating if the ship begins the game with its wheel shot away.
- notes = Notes that are printed at the bottom of the ship log.

This format is defined as follows:

```
<T> <SUPPLEMENTAL: flagTypeId <T> wordsInSignal <T> openingSailStateId <T> useModBgnTbl
<T> addlScatter <T> rudderDest <T> wheelShotAway <T> notes>
```

For example:

```
<SUPPLEMENTAL: 1      3      3      False  0      False  False  May take "turn
0" fire.  May not raise sail on turns 1 or 2.>
```

Section 8: Importing Quotations

The Naval Register displays a quote-of-the-day each time the application opens if that feature has been enabled on the Preferences screen (see Section 4: Customizing Output). The quote displayed is randomly chosen from all of the quotations stored in the application's database.

The list of quotations can be updated by putting an ASCII text file called "quoteload.dat" into the application's installation directory. This file will be read when the application starts, any quotes will be stored, and the contents of the file will be deleted when the import is complete. The format of the file is as follows:

```
IMPORT
OVERWRITE
<QUOTE>
quoteText:
quoteAttribution:
</QUOTE>
```

Where:

IMPORT – Required first line of the file.

OVERWRITE – Optional. This indicates that the existing quote list should be discarded in favor of the list contained in this file.

<QUOTE> - Indicates that a new quotation is starting.

quoteText: - All characters following the colon will be part of the body of the quotation. The Naval Register does not add quotation marks, so include them in the quoteText if appropriate.

quoteAttribution: - All characters following the colon will be part of the attribution of the quotation, displayed below it and slightly off to the right.

</QUOTE> - Indicates that the quotation is complete.

Notes:

- All quotations must be enclosed in between <QUOTE> </QUOTE> pairs.
- The quoteText and quoteAttribution fields can both specify newline characters with the notation "@CRLF@" used in place of a carriage return. In both cases, the text in the file should be on a single line, but use the symbol above to tell The Naval Register when to insert a new line. This allows you some stylistic control over the presentation of the quotes. Note that new lines are not inserted implicitly, but only when specified as indicated above.

Example:

```
<QUOTE>
quoteText:"It is only by well directed cannonade, that impressions are to be made ..."
quoteAttribution:Sir Howard Douglas@CRLF@"Naval Evolutions" (published 1832), p. 63
</QUOTE>
```

Section 9: Trouble Shooting

Q: When I click the icon that was installed for “The Naval Register” I get an error from windows saying that it can’t find “MSACCESS.EXE” which is required to run the application.

A: The Naval Register does not require Microsoft Access to be installed on your computer in order to run. However, on machines that have had Access installed at one time but have since had it removed, the installation program for The Naval Register does not correctly configure the icons. To remedy this:

- Right click on the icon and select “Properties.”
- Go to the “Shortcut” tab.
- Change the “Target” field as follows
 - o From: **"C:\Program Files\Home Office\Microsoft Office\OFFICE11\MSACCESS.EXE" "C:\Program Files\The_Naval_Register\ca_tnr_rel.mde" /excl /runtime**
 - o To: **"C:\Program Files\The_Naval_Register\ca_tnr_rel.mde" /excl /runtime**

Note that this applies to both the desktop icon and to the start bar icon.

Q: When ever I open “The Naval Register” I get several security warnings about “unsafe expressions” and “digital signatures.” What is going on?

A: The meaning of these dialogs, and instructions for how to suppress them if you so desire, are explained in the document “tnr_readme.pdf” located in the installation directory of the application, and on the CD.

Q: I don’t like the style of the ship logs printed from The Naval Register, how do I change them?

A: Several aspects of the ship log output can be customized for the Preferences screen (Maintenance>Preferences).

Section 10: Beginner's Guide to Microsoft Access

This section is provided for those with no previous experience using Microsoft Access. The Naval Register was written to take advantage of the Microsoft Access database engine and the user interface that it provides. Whenever possible, elements of the Access interface have been used in The Naval Register rather than “reinventing the wheel.” For this reason, users with experience in Microsoft Access should be fairly comfortable using The Naval Register. However, others may find the Access interface confusing at first, and this section is provided for their benefit.

Definitions

- **Record:** A record is a group of related data pertaining to a single topic in the database. For instance, in a telephone book database, a single record might be an entry in the telephone book, consisting of an entity's name, address, and a single telephone number.
- **Table:** Every database consists of one or more tables, and all data stored in a database is arranged in these tables.
- **Form:** A form is a window that allows the user to view and sometimes edit information in the database. The window often looks similar to a standard application window, having minimize, maximize, and close buttons, just as individual documents do in applications such as Microsoft's Word and Excel. Forms often coincide with a specific table, or group of related tables, in the underlying data, and can provide read/write or read-only access to that data. The level of access granted by a form can depend on the way in which it is opened, or the state of the data it is displaying.
- **Recordset:** A recordset refers to the set of data that a form is currently loaded with. Note that this can, and most likely will be, substantially more data than it is currently displaying. This is because forms tend to display all, or most, of the data concerning a particular record in the database at any one time, and allow the user to advance through their recordset to view that same data for all records, one record at a time.
- **Report:** A report allows the user to view the data in the database in a manner that is ready for output to a printer. Reports will appear on the screen as documents. When a report is open a new toolbar will appear next to the application's main menu bar. This allows you to print or close the report you are currently viewing. All reports open in preview mode, and you must click the “print” button on the report toolbar in order to send the report to your printer. Note that in some installations you can print reports by right-clicking on them and selecting “Print.”

More About Forms

Since Forms are the primary interface to the data stored in the database, users will spend the majority of their time interacting with forms. Therefore, a little more information about them and how they work is appropriate.

When Data is Saved

The data on any form is saved whenever the form is closed, or whenever the record being displayed is changed. In some cases forms may have buttons that will explicitly save all of the data on the form, but even in these cases, the data will be saved automatically in the when the form is closed.

Navigation Bar

The Navigation Bar is a small toolbar that runs along the bottom left side of many forms. Its purpose is to allow quick navigation amongst all of the records loaded in a form. The Navigation Bar uses VCR-like buttons that allow you to move to the first, previous, next, or last records in a form's recordset. Clicking any of these buttons will execute the specified action once, so clicking the "next record" button will advance the form once from the record that you are viewing to the next record. In addition, the Navigation Bar displays the number of the record being viewed, as well as the total number of records, and allows you to jump to a particular record by typing its number.

Bear in mind that the order of the records is defined by the form itself, so the idea of "first," "previous," "next," or "last record" may not be exactly what you expect. For example, assume an employee form is displaying detailed information about a particular employee of a company, and that its recordset is all of the employees of the company. The recordset would probably be sorted by the employee's last name, and so the "next" record would be employee whose name is alphabetically higher than the one currently being viewed. However, if the form's recordset were to be sorted by the employee's social security number, than the "next" record would probably be different.

Record Selector

Some forms will have a selectable bar on their left side called the "Record Selector." If a form is displaying a single record, the Record Selector will run the entire length of its left-hand side. If the form is displaying multiple records simultaneously, the Record Selector bar will be broken up into segments, one for each record being displayed by the form.

The current record of a form displays a black triangle in its record selector. When a form contains unsaved data, that triangle changes to a pencil icon, and then reverts back to the triangle when the data is saved.

Clicking on the Record Selector (or the segment relative to a single record) selects the entire record, and saves any unsaved data in the record. Pressing the "Delete" key in this condition will delete the entire record unless the form prevents it (as mentioned before, many forms are read-only).

Section 11: Trademarks and Copyrights

This software is copyright Daniel M. Bostwick, 2005-2008. All rights reserved; used with permission. The subject material on which this program is based, the board game Close Action and its expansions, is protected by copyrights of Mark A. Campbell. CLOSE ACTION and REBEL SEAS are trademarks of Mark A. Campbell.

“The Naval Register: Support Software for Close Action” is an officially licensed product.