# Getting Around Armchair Warlord Map Windows

Start by opening a game of 'Sunshine War' from the Command Center, which will automatically open a map window. On the left-hand side of the window, there is a column with what are called the Hex Reports. When you click on a hex, these reports give you details of what's in it. Let's take a look at one. Click on the map where you see the arrow in the image below.
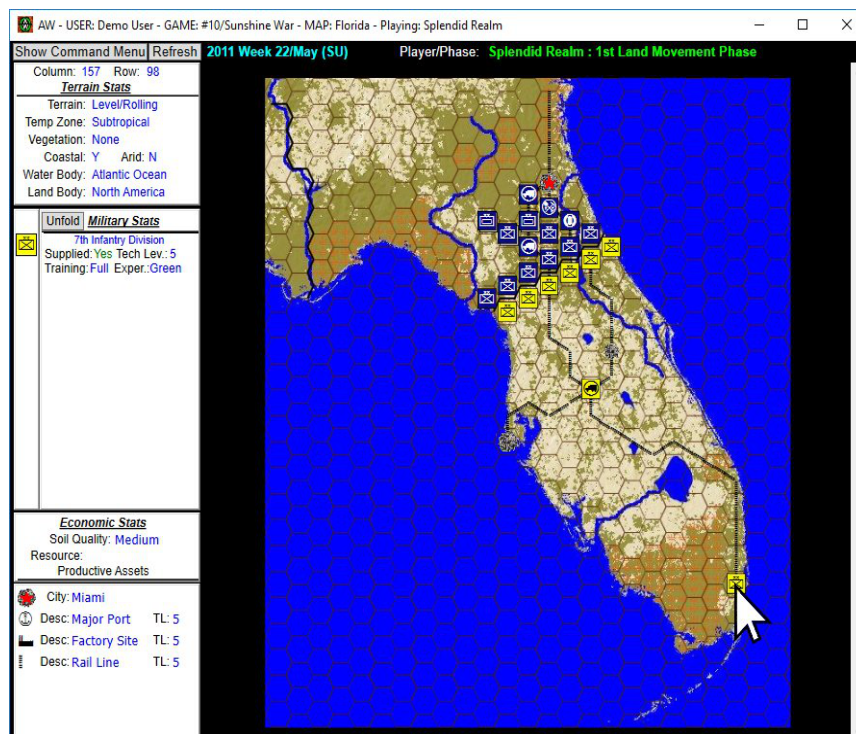
Now look back at the Hex Reports. The top report shows you information about the terrain and climate.

The next report down shows you details of any military units in the hex. The Unfold button within that report shows you more details about the unit.
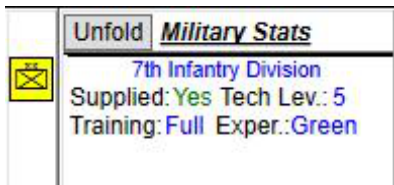
You can click and right-click on units shown in this report during appropriate phases of each game turn to take actions with those units. We'll get into unit functions in another presentation.

The bottom report gives you information on economic features and assets of the hex. Note that TL stands for tech level. The star indicates that Miami is the capital of this player country. The factory site means that Miami is a supply source for military units.
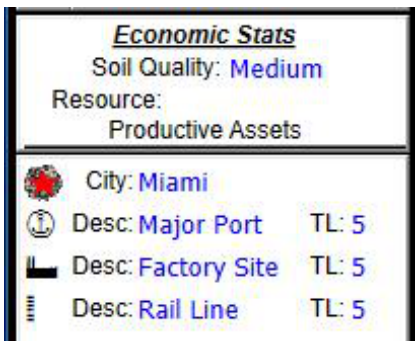
Up above the reports, you see the Show Command Menu button. This lets you swap the reports for a menu of function buttons.

Notice how the button changes to let you go back to the Hex Reports. You can also toggle back and forth between Hex Reports and Command Menu with the F4 key.
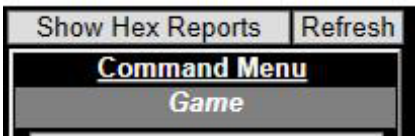
On the Command Menu, the Advance Phase button allows you to change from one phase of the game to the next while you are the active, or "phasing", player. The button may be either disabled or not visible depending on your player status. You can also change phase with the F8 key.

Further down, you have several buttons controlling display features of the map. The first one lets you turn the hex grid on and off.

The second shows you areas of the map that are considered arid, which can have an impact on military units. This game map doesn't have any arid regions.

The third button toggles an overlay showing weather or climate areas on the map, which can also have impacts on units. When the weather overlay is on, you'll also see a window that explains the climate types of the various weather overlay colors.

Finally, you have a button that allows you to take a screenshot of what is currently shown on your map. If you click the button, you'll get a window for opening a file name selection into which to save the screenshot. Screenshots always show the map and units, but not any overlays you may currently have on.

Going back above the Command Menu, you'll also see a button labeled Refresh. When you are not the phasing player, this button will update the map with any changes made by other players.

To the right of the Refresh button, in light blue letters, you'll see the current gameturn week and month, followed by the season in parentheses. SU stands for summer, SP for spring, FL for fall and WN for winter.

Going further to the right, you'll see the player and phase status. This shows the country and phase of the currently phasing player. It will be green when you are the phasing player, and yellow if you are not.


Now we get to the map itself. You can zoom the display in or out using the + and - keys, both the ones above the main keyboard, and those on the numbers pad, if your keyboard has one. You won't need the Shift key for these.

When you are zoomed in, you can change the area of the map shown with the scrollbars, or by simply clicking and dragging on the map itself.

When doing that, make sure you click on an open hex with no units in it, so that you don't accidentally trigger a unit function.
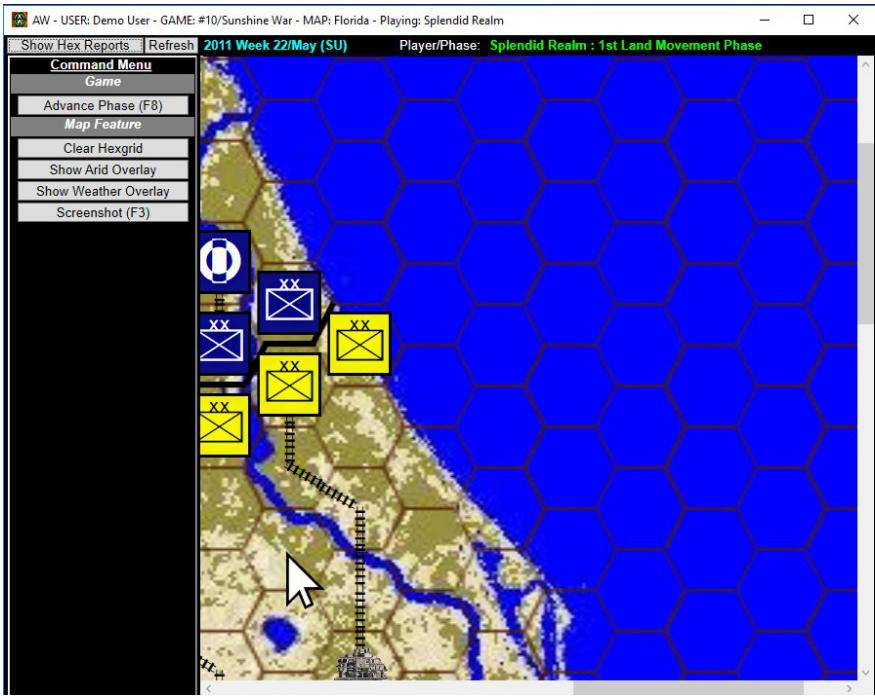
Now you know how to use Armchair Warlord map windows!

Map Window Key Reference

Key	Function
- (minus)	Zoom Out
+ (plus)	Zoom In
F3	Screenshot
F4	Toggle Command Menu/Hex Reports
F5	Refresh
F8	Advance Phase