

Gunner's BadgeDRADIS

Integrated City of Heroes Exploration Badge Locator

Installation Guide

v2.0.0 – 2021-07-11

Gunner's BadgeDRADIS is a popmenu system for Homecoming City of Heroes/City of Villains that allows players to put a thumbtack on any exploration badge in the current zone. Badge-hunting, whether as a sustained activity or just because you're standing around, has never been easier!

Other Badge Finder/Trackers

There are other badge-trackers, and with the implementation of the map thumbtack system with Homecoming Issue 27-2, more than one has added active badge location to its features. Let's face it, if you're a badge and accolade maven, you need to install @AboveTheChemist's awesome BadgeSetList popmenu system. Every badge, every marker, every important waypoint, and not only location with map thumbtacks but automatic check-off on the associated lists. Truly awesome work, and you can find it here on the forums:

- <https://forums.homecomingservers.com/topic/24454-atcs-badge-list-popmenu/>

I jumped into developing BadgeDRADIS after a quick look to see if anyone had yet implemented the thumbtack system in this way, and managed to miss @ATC's utility and probably others. Oh, well, it was a popmenu learning exercise and a way to kill a weekend... but even after finding @ATC's utility, I think there's a place for this one.

So why would you want BadgeDRADIS—instead of BadgeSetList, or at all? If it has one advantage, it's that it's small and lean, and can be made even leaner. BadgeSetList has a tree of menus that looks like an Amazon rain forest—again, awesome functionality and a staggering amount of work by @ATC (who credits predecessors), but maybe too much for many players who just want a little help scoring Exploration badges... and for their shard/zone/alignment, not all of them. I'm one of those; I'm not a badge maven but collecting a whole zone is a nice way to kill a half-hour when real hero-ing is just too much work. And that need to score one badge in each zone to enable the Long Range Teleporter can be a pain... even after 14 years, I can never quite remember where a convenient badge is in most zones. So here we go: I'll assume you want BadgeDRADIS or are willing to give it a try on that basis.

Files

There are nine files in the archive set that make up the BadgeDRADIS system. Six are popmenu files, and three are keybind files that will assist in creating the BadgeDRADIS macros.

POPMENU FILES

The six popmenu files are:

- BadgeDRADISblue.mnu Menus for Hero/Blue side badges
- BadgeDRADISred.mnu Menus for Villain/Red side badges
- BadgeDRADISgold.mnu Menus for Praetorian/Gold side badges
- BadgeDRADISshadow.mnu Menus for Shadow Shard badges
- BadgeDRADISspecial.mnu Menus for Echo zones, PvP zones & others
- BadgeDRADISall.mnu All the menus combined in one tree

The first thing most readers will ask is, “If there’s one menu with all the badges, why would I want the others?” Easy enough: if you only play Blue side, you really don’t need the others. If you’re running up lowbie alts, you really don’t need the Shadow Shard menu. If you never go near Praetoria, you don’t need the Gold menu. The separate design lets you load only the subset of menus you’re actually using, without the clutter of the whole set.

So load the All menu if you like, or each submenu as you have need of it. It’s really, really easy to switch menus, and you of course only need one for any current zone or shard, so there’s no real advantage to using the All-in one unless you hate clicking macro icons.

But I suggest you install the whole set even if you’re afraid of the Shadow Shard and swore off Praetoria. You might want them some day, and they’re tiny files taking up no space or resources. Also, one installation is accessible to all your alts. You may decide to roll up a Gold sider or go after Shadow villains someday, and you wouldn’t want them to lose out.

- For advanced users: note that the menu in each file is the same as the file name. To call the blue-side menu, the name would be ‘BadgeDRADISblue’.

KEYBIND FILES

You can skip installing or using these keybind files, but they will make creating BadgeDRADIS macro icons for each of your alts much, much easier. They are not used after installation, but you will need (want) them for each new alt, since you can’t save and restore macros. Again, they’re no load on the system, game or play.

The three keybind files are:

- TTmacrosRDC.txt Creates the BadgeDRADIS macros for right-double-click activation
- TTmacrosMDC.txt Creates the BadgeDRADIS macros for middle-double-click activation
- TTmacrosCLEAR.txt Clears the macro-creation keybinds from your keybind set.

Although advanced users can write any keybind they like to call up any of the BadgeDRADIS menus, this part of the system creates a tray of custom macro icons that do the switching for you. One set binds your mouse right button double-click to pop up the current menu, and the other binds your middle

button/scrollwheel double-click to do the job. You can use either or try both, or write your own system for calling the menus. (Editing one or the other to assign the activation binds you like is a good option.)

These files are used only once per alt. You run the set you like, then press keys Shift-F1 through Shift-F7 to create pretty custom macro icons. You never need to use the file or keybinds again unless you want to rebuild one or all of the macro icons.

Installation

Installation is simple for experienced game-hackers and not too complicated for those who have never even looked at the game files.

	EXPERT	NOT-SO-EXPERT
1	Put the six .MNU files in your popmenu folder.	<ol style="list-style-type: none"> 1. Find your City of Heroes installation folder, which will usually be C:\Homecoming (or another drive letter) unless you installed it somewhere else. 2. Under this folder, which we'll call [GAME ROOT], enter the \data folder. 3. If there's a \texts folder there, enter it. Otherwise, create it. 4. If there's an \english folder there, enter it. Otherwise, create it. 5. If there's a \menus folder there, enter it. Otherwise, create it. 6. Put the six .MNU files in this folder.
2	Put the three .TXT files in your keybinds folder.	<p>If you use the Homecoming game launcher:</p> <ol style="list-style-type: none"> 1. Under [GAME ROOT], enter the \settings\live folder. 2. Put the three .TXT files in this folder. <p>If you still use the Tequila game launcher:</p> <ol style="list-style-type: none"> 1. Under [GAME ROOT], enter the \data folder. 2. Put the three .TXT files in this folder. <p>Pro hint: put all your keybind files in this folder and you won't have to use paths to reference them!</p>
3	Start the game and load your first alt.	Same.
4	Save your current keybinds (if you don't use a save/load feature already).	Type \bindsave
5	Tear off a new power tray and set it to an empty virtual tray number.	<p>Click the + symbol on top of the power trays.</p> <p>Advance the tray number until you find an empty one.</p>
6	<p>Press Shift-F1 through Shift-F7 to create six macro icons.</p> <p>You may want to move them one or two at a time to the new tray if you don't have six empty slots in your trays.</p>	<p>Same.</p> <p>See the suggested tray layout below, too.</p>
7	Reload your original keybinds (to clear the macro-generation binds away).	Type \bindload
8	Repeat steps 4–7 for each of your alts.	Same.

You are now ready to use BadgeDRADIS for any alt!

USING BadgeDRADIS

Set BadgeDRADIS to the current shard by clicking the corresponding color macro icon:

- BLUE for Hero/Blue side
- RED for Villain/Red side
- GOLD for Praetoria/Gold side
- BLACK for the Shadow Shard
- PURPLE for all the other shards and zones (Echo zones, PvP, Pocket D, Ouroboros, etc.)
- AQUA for all zones in one menu.

The SILVER icon, by the way, unbinds all menus. It may be useful if you find yourself accidentally activating the menu in combat or other messy situations.

Now right-double-click anywhere in your field of view. (If you installed the macros as middle double-click, well, do that.) The selected menu should appear at the mouse cursor, and you can navigate through it from there.

- Hint 1: get in the habit of calling these menus from the top center of the screen, so that there's plenty of room for them to appear, unfold and expand.
- Hint 2: don't click on any game object including passing NPCs. The menu call won't work.

You can change menus any time by clicking the appropriate macro icon.

Now, find any badge in your current zone or shard, and click it. A map thumbtack will appear. Run claim your prize!

It's that easy. And after a while, you might see why you want the smaller, separate menus instead of one huge one. Even if you zone to the Shadow Shard or from Red to Blue side, it only takes a tap to change the menu to the current zone.

Happy hunting!

Manual Menu Binds

If you don't set up the macros, you will have to manually bind at least one menu call to a convenient key, such as:

`\bind ADD popmenu BadgeDRADISall`

...will bring up the "All" menu at the mouse cursor when you tap the numpad + key. The ` (apostrophe) key, is a pretty useful option as well. (For more help, see the Technical Guide!)

NOTES

- Yes, you can select any badge in any zone or shard but the location will either be invisible or meaningless. This system does require some wetware awareness.
- The only way to remove a thumbtack on the menu is to right-click it.
- There are some bugs in badge/thumbtack locations, especially in Mercy Island and Port Oakes. Look this up on the wiki if you have questions. (Thanks to @ATC for this info!)
- Make the DRADIS tray small and position it out of the way, and be sure to save it as part of your window setup so it doesn't frustratingly disappear. (See the Technical Guide for help on all of that, if needed.) Here's how I set up mine:



- **BECOME AN EXPERT: Get the *CoX Technical Manual* from my site ([URL below](#)) and learn how to manage the game and UI for this and other purposes!**
- Huge props and thanks to [@AboveTheChemist](#), who besides getting there ahead of me and in such style I never should have bothered, graciously offered me the laboriously-checked badge coordinate code from his version. His comments made me think I'd made a huge goof by building this tool around outdated wiki data, but it turned out to be about an hour's work to cut and paste his careful code with validated locations into my structure... and we all benefit from the more accurate coordinates and added data I didn't have. Thus, v1.0.0 was immediately followed by this, v2.0.0!

I'll just close by saying his version is a towering achievement, best of class in this endeavor, highly recommended to the real badge mavens... and hope some folks still find my simpler, leaner, separately-developed version useful!

FEEDBACK

Please please please please do give me feedback on this so I can fix problems and fine-tune its operation:

- Let me know any faults in the menu coding or badge locations.
- Feel free to suggest another macro icon set or any different arrangement of the badges (especially those assigned to "Special").
- And enjoy!

— Shenanigunner

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Updated versions of this utility, the Technical Guide, the GABB bindfile and more on the site!