How to add the special-ships from the singleplayer campaign

At first you should read the FAQ. There I describe the basics.

Files to edit:
    Gametypes and Gendata.db

Needed Tools:
    Adb.exe from modtools-package

Example: bensons lancer

Steps on Gametypes:

- start adb.exe
- open file: gametypes.db in cfw-folder
- mark "BT_" on the left side
- goto "BT-Gunboat_data" (right side)
- search and clone "GBOAT!!T_Lancer Cruiser" (scroll down until you see the entry, mark them and press "clone"-button)
- (re)name the clone into "GBOAT!!T_LC_s" (in the popup-window after pressing the "clone"-button, than click ok)
- open "GBOAT!!T_LC_s" (double click on it)
- double click on "BASE_SPACESHIP_DATA"
- change "filename" from "tLancer.3db" (normal lancer cruiser image) into Tbenson_LC.3db" (Bensons Lancer cruiser image)
- change stats you want
- save and close "gametypes.db"

notice: (special weapon "_**NT**" means **N**o **T**echnology is required for this special weapon!!), so change it into the special weapon without the "_NT" for fairness

Steps on Gendata:

Example to make it buildable at the academy:

- open file: gendata.db in cfw-folder
- select "GT_" on the left side
- goto "GT_Toolbar"
- double click on "Toolbar!!Default"
- search (scroll down) and double click on academy
- search a free "buildx" (x stands for 0 to 5, in the academy should be all free)
- double click on this "buildx"-line and look for the line buildimage
- change the buildimage into 336 (normal lancer picture)
- "nomoneypicture" is always 991, it overlayed the normal picture with a greyed filter
- check the xpos and ypos (last xpos+35 = new xpos (because the mini pictures are 35 pixel width, ypos = last ypos if there is a free place)
- "rtArchtype" means the corresponding 'entry ' in gametypes/GBOAT!!... = "GBOAT!!T_LC_s" (it must be exactly (!!) the same name as the clone was named)
- set raceID to M_Terran (in techdependency and techgreyed)

- "techdependency", "techgreyed", "greyedTooltip" and "buildinfo" should be the same like normal lancer (the 1rst two can be modified, techdependency: are the required buildings or combos which enables the lancer; techgreyed: are the required buildings you must have witht you can build the lancer)
- "hotkey" is not very important, be sure that your chosen hotkey isn't used by a game-function (example: R or B)
- "bDisabled": don't know
- save and close gendata.db

- after playing with your new ship you will see that the icon positions in the academy are not the best, so let's edit them a little bit:
- open gendata.db
- open the line: academy (see above)
- double click on all entries for the admirals and change the coordinates.
- set for the yorigin always 16, don't change the xorigin
- back to the line of the new lancer and change its yorigin to 44 (or try what you like)
- save and close the gendata.db

- If you start the game again and look at the academy than you will see the build icons of the admirals a little bit higher (1rst line) and the build icon (2nd line) of the lancer so high that you can see the build queue (3rd line) without problems.
- Don't forget to swap the lancer icon more right because there are the special corvette, missiles cruiser, battleship and fleetcarrier, too.

I have tried it and it works. If not try again (let me say 3 times☺) and than post in the forum.

THE END…