Map Editor Tutorial

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The following set of tutorials will take you though the steps needed to construct a basic two-player map for Emperor: Battle for Dune.

Note: Some Tutorials may specify map coordinates (e.g. 55, 92) – you can get these by moving the cursor over the map grid and looking at the coordinates display at the bottom left of the map editor window.

Tutorial 1 – Drawing Profiles (Tutorial1.dme)

In this tutorial, we will demonstrate how to select a rock profile and draw a rock base.

Open **Tutorial1.dme.**
To open a .dme file, Click File > Open File > select **Tutorial1.dme**

1. You will see a red grid on a black background – this is the map grid. Press the <Page Down> key several times to zoom out until you have an overall view of the map. (<Page Up> allows you to zoom in)
2. Use the arrow keys to move the map grid. Move the grid so that occupies the centre of the window.
3. Notice that one rock base at the top has already been built for you. Click the Zones tab
4. Click the Add button
5. Scroll down the Profiles list
6. Double-click 'Rockclifftall1'. Once you've double-clicked a profile, this becomes the current selection. The currently selected profile name appears just above the Profiles list box.
7. Move the cursor to the bottom half of the map grid (near coordinates 7,71). Click once to place your first profile point
8. Move the cursor and click to add more profile points. Try to make an approximate mirror image of the top rock base. You will notice that each point is connected by a red line and alongside that runs a green line. The red line represents the top of the cliff and the green line is the bottom of the cliff.

9. Once you're happy with the rock base you've created, right click the mouse. This action completes your rock base outline and stops you from adding new points to the current outline.
10. If you want to adjust the position of profile points, click the Move button.
11. Click any one of the profile points (hold the left mouse button down) and drag it up/down.
12. Release the left mouse button to stop dragging the profile point. (Note: If small purple triangles appear while you are moving or placing profiles, this means the profile is intersecting. Move the profile points so that they don't intersect and the warning triangles vanish.)
13. We are going to remove a profile point. Click a profile point of your choice.
14. Press the Delete key once. This removes the selected point.
15. Now we will replace the point you've just deleted. Press the Insert key once and you'll notice a profile point has been added. Whenever you want to add a profile point beside an existing one, click on the point and press insert.

This concludes this exercise. When opening a new tutorial file you'll be asked if you want to save the existing – click No (the tutorial .dme files are read only). If you want to have a save of your tutorial work use 'Save as'.

Tutorial 2 – Game Elements (Tutorial2.dme)

In this tutorial, we will attempt to add the basic game elements that will allow you to build a map. Game Elements include things like basepoints, tactic zones used by the AI, map entrance points and so on.

Open **Tutorial2.dme.**

i)   Add Basepoints
Basepoints allow you to determine where MCVs will start off from or where a pre-built base should be located in the game. As a rule, the Default basepoint is where the player host's starting base position will be, whereas Primary basepoints determine where client player/AI bases should be. A map must always have *one* default base and *one or more* primary bases.

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1. Click the Game Elements tab
2. We are going to add a 'Default' base point to the top rock base. Game Element: Base and Element Type: Default has already been selected. Click the Add New button
3. Move your cursor to the centre of the rock base in the upper part of the map grid (let's say coordinates 50,21) and click the left mouse button once.
4. Right click your mouse once to disengage the base point tool (you'll notice that the Game Element and Element Type fields are no longer grayed out)
5. Go to the Game Elements sidebar and click the down arrow on the Element Type menu
6. Select Primary
7. Click the Add New button
8. Move your cursor to the lower rock base (let's say coordinates 47,81) and click the left mouse button once.
9. The Primary basepoint has now been placed. Right click to deselect the Primary base tool.

ii)   Add an Entrance

Entrance Points determine where infantry/vehicles should retreat off map (e.g. if they have been hawkstriked.) In the single-player campaign, entrance points determine where reinforcements should spawn.

1. We want to add an Entrance point to your map. Click the down arrow on Game Elements list.
2. Select Entrance from the drop down list
3. Click the Add New button
4. Move the cursor to the left edge of the map (coordinates 95, 47 or thereabouts) and click once. A point labelled 'Entrance' appears.
5. Right click the mouse to disengage the entrance-placing tool.

iii)   Add an AI Zone

You can tell the AI to defend certain key areas by drawing an *AI Zone*. There are two types of AI zone – cliff defence and valley defence.

1. Click the down arrow on Game Elements list.
2. Select AI_Zone
3. Under Element Type, you'll notice 'Cliff' appears by default – we'll use this. Click the Add New button.
4. Move your cursor onto the map grid and position it on the right portion of the top rock base (coordinate 15,19 or thereabouts). Click once and a point labelled 'AI_Zone, Cliff' appears.
5. By moving your mouse and clicking on three more points, form a small square.
6. Right click the mouse to disengage the AI_Zone placement tool.

Tutorial 3 – Making ramps (Tutorial3.dme)

In this tutorial, we will place ramp profiles on your rock bases and change their tile data to make the ramps accessible to units in the game.

Open **Tutorial3.dme**.

i) Adding Ramp Profiles

1. The first thing we'll do is change rock profiles into ramp profiles. Click on the Zones tab
2. Click on the profile point located at coordinates 48,35 (this will become the centre of a south-facing ramp).
3. Go to the Profiles list, scroll down it and **double-click** 'ramptall1'.
4. Press the Spacebar once to make the change. This profile is now labelled 'ramptall1'
5. At the moment, the profiles textures abruptly change from rockcliff to ramp and will not look right. We need to change the adjacent points so the textures join properly – one such profile is 'rampjointallL' and will do the job nicely. Click on the point (32,34) to the left of the one you've just changed.
6. Go to the Profiles list and double-click 'rampjointallL' (note: L stands for left)
7. Press the Spacebar once. The point is now labelled rampjointallL.
8. Now we'll do the same for the right side of the ramp. Click on the point located at coordinates 71,35.
9. Go to the Profiles list and double-click 'rampjointallR' (note: R stands for right)
10. Press the Spacebar once. The point is now labelled profile 'rampjointallR'.
11. Click Map on the menu bar and select Build Map.
12. Click on Close to shut down the box that pops up. This box just shows you some information about your map, and also allows you to view the map if all the basic elements are in place.

    Note: You may view the map at this point if desired by clicking on view after you build the map. To quit the 3-d view and return to the map editor, press ESC.

ii) Painting Ramp Tiles

1. The ramp you've created is only a ramp by appearance – it won't behave like a ramp in the game until you've painted the correct tile data on it. Click on the Tiles tab.
2. We'll start by painting ramp tiles on the ramp leading to the top rock base (you'll notice a ramp has already been painted on the bottom rock base – it's a bright green colour). In the Tile types list, click the bright green square labelled 'Ramp'.
3. We need to change the tile brush size, as the current size is too small. Click the counter below the Tile types list – so that it reads '2'. As soon as you move the cursor on the map grid, you'll notice that the cursor has changed into a 2x2 square 'brush'.

4. Now we'll paint Ramp tiles onto the area that you've designated as ramp (with ramp profiles). Apply the brush head so that area between the left rampjoin and right rampjoin is entirely covered by green tiles. Make sure that green tile area reaches the rock tiles (beige) at the top of the ramp and the sand tiles (gray) at the bottom. (Note if you're note sure try to use the pre-painted ramp as a guide).
5. <Optional> If you make a mistake while painting, hold the shift key down and paint over it (this resets the tile data).
6. Click Build. You've completed your ramp.
7. Click on Close to shut down the box that pops up.

Tutorial 4 – Adding Objects (Tutorial4.dme)

During this tutorial, we are going to add objects to your map. Objects are generally terrain features and landmarks that add to the aesthetic quality of the map.

Open **Tutorial4.dme.**

i) Add an infantryrock object

1. We wish to add some infantryrock to a rock base. Click on the Objects tab.
2. Scroll down the Objects list until you find 'infantryrockrock.xaf' and select it. (NOTE: 'infantryrockrock.xaf is intended for rock terrain whereas 'infantryrock.xaf' should be placed on sand.)
3. Drag the cursor to the bottom right of the map – you'll notice that the cursor carries the outline of chosen object.
4. Click once on an empty patch in the lower rock base (on coordinates 79,80) and you will observe that the object has been placed.
5. The cursor still carries an outline of the infantry rock. Right click your mouse to disengage it (the object outline should disappear from the cursor).
6. We want to adjust the position of the infantry rock you've just placed. Click on the yellow diamond attached to the object, hold the mouse button down and drag the infantry rock a few tiles to the left.
7. Release the mouse button. You have successfully placed and moved an object.

   For extra information on rotating objects and other such controls, please refer to the Map Editor Help document.

ii) Paint infantryrock tiles

1. Only some objects like infantryrock and dustbowls need special tiles painted onto them. Click the Tiles tab
2. Select Infantryrock (Turquoise square) from the Tile Types list

3. Paint some infantryrock tiles on the inside of the object outline. In the game, you'll find that this object will only permit infantry to run over it (vehicles won't be able to cross it.)
4. Click Map on the menu bar. Select Build Map.
5. Click Close

Tutorial 5 – Adding Spice (Tutorial5.dme)

In this tutorial, we're going to add spice – the essential resource the game – to your map. This is the last essential ingredient you need for producing a basic map.

Open **Tutorial5.dme.**

i) Drawing a Spice Zone

1. Click on the Spice Tab
2. A Spice Mound (14,54) has already been placed on this map, however we still need to add a Spice Zone to an empty patch of sand on the right-hand side of the map. Click the Add New Spice Zone button.
3. You'll notice that the cursor has become a cross. Move the cursor to the right portion of the map grid (coordinates 77,53) and click the mouse.
4. Drag the cursor several tiles to the right and several tiles up so that it forms a diagonal line. Click the mouse again.
5. Click on two more points so that you form a diamond shape (note that Spice Zones can take any shape you like!)
6. When you're happy with the Spice Zone shape, right-click the mouse to disengage the spice drawing tool.

ii) Telling the AI where to harvest

1. You need to tell the AI where the best spot is to start harvesting and this is very simple. Click on the Game Elements tab.
2. Click the down-arrow in the Game Elements list
3. Select Resource from the list.
4. Click the Add New button
5. Move the cursor to the centre of the Spice Zone you've just made and click once. This leaves a point labelled 'resource, spice'.
6. Right click the mouse to deselect the resource tool. You're done!

(NOTE: you will not be able to view spice in the preview, but rest assured it will appear in the game!)

Tutorial 6 – Building and playing your map (Tutorial6.dme)

The basic elements are now in place to build your map and begin playing it…. just follow these last steps…

Open Tutorial6.dme.

1. Click on the Zones tab
2. Type '2' in the LOD field (we want the map to look its best so we want the highest level of detail)
3. Click Map on the menu bar and select Build Map
4. You'll see a progress bar momentarily, followed by a pop up entitled 'Build Finished'. Not surprisingly this confirms that your map build has been a success! Click the View button on the Build Finished pop-up.
5. You'll see a 3d view of your map. Move the mouse around for a quick inspection of the map. Press ESC to quit the viewer.
6. Just to confirm that the editor has placed the map (in playable format) in the right place, quit the application and open Windows Explorer.
7. Go to the folder C:\Westwood\Emperor\Data\Maps (or wherever the game is installed). In the maps folder, there should be a folder called 'Tutorial1' - the map you've just generated (obviously if you've called the map something else, the folder name will be different).
8. Start up Emperor > Check the list in the Single Skirmish Battle setup screen. At the bottom you'll notice TUTORIAL1 [2] has been added to the list – the number in brackets indicates how many sides may use the map. (NOTE: you will notice that no map thumbnail displays when you choose the map – don't worry you can still play it! If you want to add a thumbnail refer to the map editor help document for instructions.)

Well done your map is ready to play! It will look a bit plain – to give it that extra sparkle use the Shadowmaker tool and give it a colourwash (see mapeditor help document.)

TECH SUPPORT DISCLAIMER

The map editor is a beta product, and may still contain some bugs, errors, and other difficulties. Westwood Studios does not provide customer support for the editor, but we encourage everyone to visit the Map Editor messageboard forums at
http:/www.duneemperor.com.
We will be posting some tips & tricks there, and you can share your findings with others.