

Thank you for trying the Beta Release of the Real War Skirmish Map and Level Editor.

The following information describes the basic functionality and uses of the editor and the data that it generates. This editor is intended to be used by customers who have legally purchased Real War and would like to enhance the Real War gaming experience. This product is a Beta release and may not be supported by the publishers or developers of Real War.

Installation:

The Beta Release of the Real War Skirmish Map and Level Editor is currently released as a self extracting .zip file. To install the editor, simply double click on the 'rveditor.exe' self extracting .zip file and follow the directions. A version of Real War should already be installed onto the target machine. The editor should be extracted to the folder containing the current installed 'realwar.exe'.

Requirements:

1. A version of Real War installed on the same machine as the editor.
2. If you are not using Real War Version 1.2 or higher, Real War will need to be installed as either a Compact or Full install. If Real War was installed as a minimum install, the new levels may not show up in the Skirmish or Multiplayer menus.
3. The editor must have been installed into the same folder as the installed version of Real War. It is recommended that you set up a shortcut on your desktop to 'rvedit.exe'.
4. Hardware requirements mirror that of the Real War game. However, you will need more hard drive space for the new maps that you create.

Hot Keys:

F1 = Toggle Help.
F2 = Toggle Edit Mode.
L = Load a map.
D = Delete a map.
S = Save a map.
B = Build User Brush.

In Brush Edit Mode:

The Left Mouse Button is used to stamp down brushes.
The Right Mouse Button is used to toggle between object and scene brushes.
The Mouse Wheel or Left or Right Arrows are used to change the brush selection.
Holding Control+Left Mouse allows painting with tile brushes.

User Brushes (B) :

This is a great way to fill in the hard to connect areas of a map.
The minimum size of a user brush is 32x32 pixels or 1 tile.
The maximum size of a user brush is 320x320 pixels or 10x10 tiles.
To build a user brush follow these steps:

1. Press the B key while in the Brush Edit Mode.
2. Move the mouse to the upper left of the area you wish to highlight as the user brush.
3. Press and release the left mouse button.
4. Move the mouse to the lower right of the area you wish to define as the user brush.

5. Press and release the left mouse button.
6. The brush is now defined and you can stamp it into the map in the desired locations.

In Object Edit Mode:

The Left Mouse Button is used to Select an object or move an object.

The Right Mouse Button is used to Remove an object.

Objects:

Objects that can be layed out onto a map include the following:

Base Markers:

These markers are used when a map is loaded to determine the startup locations for players. A MINIMUM of FOUR base markers must be placed into

a map. A MAXIMUM of EIGHT of these markers can be placed in a map.

The Real War game will randomly select player startup locations from the available marker locations.

Air Supply Markers:

These markers determine where the low end Air Supplies, Land Supplies, Sea Supplies,

and ordered air assets will come from. Generally these markers are placed outside the

main play area. At least ONE of these markers must be placed into a map. The Real War

game will select the closest of these locations during game play whenever a supply

resource or air asset is needed.

A MAXIMUM of EIGHT of these markers can be placed in a map.

Large Air Supply Markers:

These markers determine where the high end Air Supplies will come from.

Generally these markers are placed outside the main play area. At least

ONE of these markers must be placed into a map. The Real War

game will select the closest of these locations during game play

whenever a large air supply resource is needed.

A MAXIMUM of EIGHT of these markers can be placed in a map.

Sea Supply Markers:

These markers determine where the high end Sea Supplies will come from.

Generally these markers are placed outside the main play area. At least

ONE of these markers must be placed into a map. These markers must be

placed on Ocean and there must be an access to areas where Sea Ports can be

built. The Real War game will select the closest of these locations during game play

whenever a large sea supply resource or sea asset is needed.

A MAXIMUM of EIGHT of these markers can be placed in a map.

Target Markers:

These are used to mark locations that users will be able to attack during game play. The recommended use for these markers is to place them on

buildings and bridges that are stamped into the map. This will allow the users to target these objects and destroy them during game play.

A MAXIMUM of TWO HUNDRED FIFTY SIX of these markers can be placed in a map.

Generic Supply Markers:

These markers are used to set locations for local supply stations. A user can own and use these during game play to give his/her supply generation a boost.

These markers are only available for regular play maps, and are not available for Big Boy maps. A MAXIMUM of THIRTY TWO of these markers can be placed in a map.

Bridge Markers:

These markers are used to set locations where bridges can be built during game play. These markers must be placed on water to work properly. A MAXIMUM of FOUR of these markers can be placed in a map.

Multiplayer:

To play a user created mission in multiplayer, all players in a session must have the user created data installed onto his/her local machine.

To do this, you must copy all occurrences of the referenced 'MISSnn' files from the 'GAMESAVE' folder to all other player's 'GAMESAVE' folders. You must also copy the 'MISSnn.mis' file from the 'MISSIONS' folder to all other player's 'MISSION' folders.

To build a .zip file that can be easily passed around and extracted for use, it is recommended that you get a version of winzip or pkzip and complete the following steps:

1. Make a temp folder(RWMAPS).
2. Within the 'RWMAPS' folder make a folder named 'DATA'.
3. Within the 'RWMAPS\DATA' folder make a folder named 'GAMESAVE'
4. Within the 'RWMAPS\DATA' folder make a folder named 'MISSIONS'
5. Copy 'MISSnn.*' files from the actual installed 'Real War\DATA\GAMESAVE' folder to the new 'RWMAPS\DATA\GAMESAVE' folder.
6. Copy the 'MISSnn.mis' file from the actual installed 'Real War\DATA\MISSIONS' folder to the new 'RWMAPS\DATA\MISSIONS' folder.
7. Run winzip or pkzip and generate a .zip file that builds from within the 'RWMAPS' folder and includes, with wildcards, all subdirectories and files.

This should generate a .zip file that can be copied to another machine and extracted directly into the location where a current Real War(realwar.exe) has been installed.

MISSnn.xxx:

These are the files referenced when user data is loaded or saved from the editor. The nn represents a numeric value 50-99. File extensions(.xxx) include '.oct', '.map', '.mis', '.prj', '.lod', and '.ovl'.