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## Creating Computer Opponents

You may use the [Player Properties dialog box](#) to mark any player as a computer opponent, and to select its artificial intelligence (A.I.) type. There are four different A.I. types available.

The passive A.I. does not build any buildings or units. Generally you will use this A.I. type if you are pre-placing a large force. For example, passive A.I. is ideal for an "assault the castle" type of level.

There are three flavors of active A.I.'s: land attack, sea attack, and air attack. These A.I.'s are all capable of building their own towns, training units, and launching attacks on the human player. They differ in their attack strategy.

Since the active A.I.'s build their own towns, it is not necessary to start them out with a large material advantage. They will build up as quickly as a good player can, and provide an intense challenge. If you do start the computer with more units than the player, remember that a small difference in starting conditions can make a big difference over time.

If you do start the computer with pre-placed units, make sure that you also place enough farms to support those units. Otherwise, the computer will be slowed down while it produces enough farms to feed all of its people.

In order to ensure that the computer builds properly, you should make sure that it has access to as many resources (gold, lumber, and oil) as it will need. This is especially true when using the air and sea A.I.'s, which build very expensive units (dragons and battleships). If you don't provide the computer with access to enough resources, it will eventually run out and be unable to train new units.

## Controlling Difficulty

If you find that the computer A.I.'s are too difficult, you can slow them down by pre-placing the computer's town hall in a spot that is relatively far away from its gold mine. The computer has to pay for all of his buildings and units just like a human player, so the longer it takes him to get gold, the longer it will take him to produce attack units.

Conversely, if you are able to consistently beat the computer A.I., you can make it more challenging by giving the computer additional starting peasants, or by adding resources in the Starting Conditions dialog box. For the ultimate challenge, try placing two different computer opponents, each using different A.I.'s, on the same map.

## **Map Layout**

The computer A.I. must adapt itself to each new map that you build, developing attack routes, staging points, and so on. Because of this, it is important that you design your terrain with the computer in mind.

The best way to aid the computer is to develop relatively straightforward paths that it can take when assaulting the human player's town. Don't place obstacles that the computer will have to walk around. Make sure that any passageway the computer will take, whether on land or sea, is nice and wide. Also, avoid using crescent-shaped forests, islands, and rock formations, as these can confuse the computer.

In addition to giving the computer a clear path to the human player, you should make sure to give it a clear path from its town hall to the resources it will harvest: nearby gold mines and forests.

If you place buildings for computer players, make them relatively spread out. Avoid grouping buildings in tight clusters. When the computer builds new structures, it will try to keep them spread out as well. Make sure to leave plenty of empty space around the computers starting location for it to place new buildings.

## **Map Editor Tips**

When building levels, you will often find yourself laying down large areas of forests and oceans. To make this job easier, use the various brush sizes on the toolbar. Use the largest brush to quickly build a big forest, and then use one of the smaller brushes to touch up the edge.

Another useful tool is group selecting. To group select a number of units, click on the ground and then drag a rectangle around the units you want to select. Once you have group selected a number of units, you can right click to edit the properties of all units simultaneously, or you can type a number (1-8) to switch all units to that player number.

## **Creating a New Scenario File**

### **To create a new scenario file**

1. From the File menu, choose New.  
The New Scenario dialog box appears.
2. Select a map size.
3. Select a terrain type.
4. Choose the OK button.

## **Working with the Minimap**

The minimap is a small window that shows a scaled down view of the entire map and allows you to scroll around the map in the main window. On the minimap are small colored dots, each represents a unit in its own color. Black dots indicate oil patches and bright yellow dots indicate gold mines, critters, Circles of Power, Dark Portals, or Runestones. Also, on the minimap is a white view rectangle that indicates the part of the map you are currently viewing on the main window.

### **To scroll around in the main window using the minimap**

1. Move the cursor to the place in the minimap that you want to view in the main window.
2. Click on the minimap or drag to continually scroll around.
3. Release the mouse button.

### **To show or hide the minimap**

1. From the View menu, choose Minimap.

## **Animating the Colors in the Map**

The Warcraft II Editor supports color animation only in 256 color video mode. This feature only helps to display what the current map will look like in the game.

### **To animate the colors in the map**

1. From the View menu, choose Animate.

A check mark next to the command means it is in effect.



## Working with the Map Brush Tools

The Map Brush Tools are used to edit the terrain of your map by replacing the tiles, that make up a map, with different tiles. The tools help you by adjusting the surrounding tiles so that all tiles blend with each other. When using one of these tools, the cursor will be followed by a white rectangle which indicates the tile that you are about to change.

All the possible tiles that are available to you are divided into sets of different types such as water, dirt, grass, tree, rock, etc. These sets make up the different Map Brush Tools.

Some of these sets can be divided further into two sets of different brightness levels. One set contains lighter colored tiles and the other darker colored tiles.

Some of these sets can be divided further into two sets of different kinds. One contains plain tiles, and the other filler tiles which are used for decorating the map.

Every time you change a tile on the map, the Map Brush Tool picks a tile from one of the sets of tiles. Map Brush Tools have commands available to control which set of tiles that the tool uses and how it picks tiles from that set of tiles, and which brush size to use. These commands are provided for those that like to be more creative in their map designs.

The Light Command makes the Map Brush Tool pick from a set of lighter colored tiles. The Dark Command makes the tool pick from a set of darker colored tiles.

The Plain, Filler, and Random Commands control how the Map Brush Tool picks a tile, and from which set to pick. The Plain Command causes the Map Brush Tool to randomly pick from the set of plain tiles. The Filler Command causes the tool to pick from the set of filler tiles. When you change the same tile as the last, the tool will cycle through the set. When you change a different tile on the map, the last tile picked is picked again. The Random Command causes the Map Brush Tool to randomly pick from both the set of plain tiles and filler tiles.

The 1 x 1 Command, 3 x 3 Command, and 5 x 5 Command control the brush size of the Map Brush Tool.

Note: Grayed out commands indicate they are not available for the selected Map Brush Tool.

## **Working with the Unit Tools**

All of the Unit Tools are below the Map Brush menu in the Tools menu. When you choose one of the Unit Tools, the cursor will move a rectangle that matches the size of the selected unit. A white rectangle indicates that the current unit is allowed to be placed in the current location. A red rectangle indicates that the current unit is not allowed to be placed in the current location.

### **To place a unit on the map**

1. From the Tools menu, choose one of the available Unit Tools.
2. Place the rectangle in a valid location. This is indicated when the rectangle is white.
3. Click on the map.

## Working with the Human and Orc Unit Tools

All menu commands prefixed with Human select one of the Human Unit Tools and all menu commands prefixed with Orc select one of the Orc Unit Tools. At any one time, either the Human Unit Tools or the Orc Unit Tools are enabled. This depends on which player is selected in the [Player menu](#) and the race of the player. The race of the player can be seen in the [Player Properties dialog box](#). The tools are divided into submenus to make finding a unit tool easier. There is a submenu for the air units, land units, water units, and building units.

The following is a table of the different type of units and where they can be placed.

<b>Unit Type</b>	<b>Can be placed on...</b>
Start Location	Anywhere except over water, tree, rock, wall, tiles adjacent to water, and other air units.
Air	Anywhere except over other air units.
Land	Anywhere except over water, trees, rocks, walls, tiles adjacent to water, and other land and building units.
Water	Water except over other water units, oil platforms, and oil patches.
Buildings	Grass, snow, dry mud except over other land and building units.

The following is a table of exceptions:

<b>Unit</b>	<b>Must be placed...</b>
Town Hall, Keep, Castle, Great Hall, Stronghold, Fortress	At least 3 tiles away from a gold mine.
Shipyard, Refinery	Partially on water and on land and must be at least 4 tiles away from an oil patch or oil platform.
Foundry	Partially on water and on land.
Oil Platform	Water, or over an oil patch, except over other water units. At least 4 tiles away from Shipyard or Refinery.

## Working with Miscellaneous Unit Tools

All the Miscellaneous Unit Tools are below the Human and Orc Unit Tools and above the NPC Unit Tools.

The following is a table of the different miscellaneous units and where they can be placed.

<b>Unit</b>	<b>Can be placed on...</b>
Gold Mine	Grass, snow, dry mud, except over other land and building units, and must be at least 3 tiles away from a Town Hall, Keep, Castle, Great Hall, Stronghold, and Fortress.
Oil Patch	Water except over other water units and must be at least 4 tiles away from a Shipyard or Refinery.
Critter	Anywhere except over water, tree, rock, wall, tiles adjacent to water, and other land and building units.
Circle of Power, Dark Portal, Runestone	Grass, snow, dry mud except over other land and building units.

### See also:

[Working with Human and Orc Unit Tools](#)

## Working with NPC Unit Tools

The NPC (Non-Player Character) Unit Tools let you place units that are special legendary characters and creatures in the world of Warcraft. These units have special statistics, abilities and powers that set them apart from normal units.

The following is a table of the different NPC units and where they can be placed.

<b>Unit</b>	<b>Can be placed on...</b>
Skeleton, Zuljin, Chogall, Guldan, Uther Lightbringer, Lothar	Anywhere except over water, tree, rock, wall, tiles adjacent to water, and other land and building units.
Daemon	Anywhere except over other air units.

## Selecting Units on the Map

You can use the mouse to select a unit or group of units. Before you can select units, they must be visible in the window.

### To select a unit

Click the unit that you want to select.

### To select two or more units

Hold down the SHIFT key and click each unit that you want to select.

### To select a group of units next to each other

Press the left mouse button and drag a rectangle around the units that you want to select.

### To deselect a one or more units

Hold down the SHIFT key and click each unit that you want to deselect.

### To cancel a selection

From the Tools menu, choose Select.

## **Changing the Amount of Gold in Gold Mines**

You can use the mouse to change the amount of gold in a gold mine or group of gold mines. Changing the amount of gold in one gold mine that is within a selected group of gold mines changes the amount of gold in each gold mine in the entire group.

### **To change the amount of gold in a gold mine**

1. Click on a gold mine with the right mouse button.  
The Gold Mine Properties dialog box appears.
2. Use the scroll bar to increase or decrease the amount of gold.
3. Choose the OK button.

### **To change the amount of gold in a group of gold mines**

1. Select a group of gold mines.
2. Click on a selected gold mine with the right mouse button.  
The Gold Mine Properties dialog box appears.
3. Use the scroll bar to increase or decrease the amount of gold.
4. Choose the OK button.

## **Gold Mine Properties Dialog Box**

The following options allow you to specify the amount of gold in the selection of a gold mine or a group of gold mines.

### **Gold Amount**

This indicates the current amount of gold.

### **Scrollbar**

Use the scrollbar to increase or decrease the amount of gold.

## **Changing the Amount of Oil in Oil Patches and Oil Platforms**

You can use the mouse to change the amount of oil in an oil unit or group of oil units, which are oil patches and oil platforms. Changing the amount of oil in one oil unit in a selection of units, changes the amount of oil in all oil units in the selection.

### **To change the amount of oil in an oil unit**

1. Click on a oil unit with the right mouse button.  
The Oil Properties dialog box appears.
2. Use the scroll bar to increase or decrease the amount of oil.
3. Choose the OK button.

### **To change the amount of oil in a group of oil units**

1. Select a group of oil units.
2. Click on a selected oil unit with the right mouse button.  
The Oil Properties dialog box appears.
3. Use the scroll bar to increase or decrease the amount of oil.
4. Choose the OK button.



## **Oil Properties Dialog Box**

The following options allow you to specify the amount of oil in the selected oil patches and oil platforms.

### **Oil Amount**

This indicates the current amount of oil.

### **Scrollbar**

Use the scrollbar to increase or decrease the amount of oil.

## **Changing the A.I. of Units**

You can use the mouse to change the A.I. of a unit or group of units. Changing the A.I. of one unit in a selection of units, changes the A.I. of all units in the selection.

### **To change the A.I. of a unit**

1. Click on a unit with the right mouse button.  
The Artificial Intelligence Properties dialog box appears.
2. Select either Active or Passive button.
3. Choose the OK button.

### **To change the A.I. of a group of units**

1. Select a group of units.
2. Click on a selected unit with the right mouse button.  
The Artificial Intelligence Properties dialog box appears.
3. Select either Active or Passive button.
4. Choose the OK button.

## **Artificial Intelligence Properties Dialog Box**

The following option allows you to specify which artificial intelligence to use for the selected units. Units set to active artificial intelligence will actively find something to do. Units set to passive artificial intelligence will stay in place and respond to any events that affect them directly.

### **Artificial Intelligence**

Select either the Active or Passive button.

## **Assigning a Unit to a Player**

### **To assign a unit or group of units to a player**

1. Select a unit or group of units.
2. From the Player menu, choose the player to which you want to assign.  
Or, type the number that corresponds to the player number to which you want to assign.

## **Changing the Terrain Type**

### **To change the terrain type of the map**

1. From the Player menu, choose Map Properties.  
The Map Properties dialog box appears.
2. Select either the Forest, Winter, or Wasteland button
3. Choose the OK button.

## **Changing the Map Description**

### **To change the map description**

1. From the Player menu, choose Map Properties.  
The Map Properties dialog box appears.
2. Type in the map description in the text box.
3. Choose the OK button.

## **Changing the Race of a Player**

### **To change the race of a player**

1. From the Player menu, choose Player Properties.  
The Player Properties dialog box appears.
2. Select either the Human or Orc buttons for each player that you want to change.
3. Choose the OK button.

## **Changing the Controller of a Player**

### **To change the controller of a player**

1. From the Player menu, choose Player Properties.  
The Player Properties dialog box appears.
2. Select a controller for each player you want to change.
3. Choose the OK button.



## **Changing the A.I. of a Player**

### **To change the A.I. of a player**

1. From the Player menu, choose Player Properties.  
The Player Properties dialog box appears.
2. Select an A.I. Player for each player you want to change.
3. Choose the OK button.

## **Editing the Starting Resources of all Players**

### **To change the Starting Resources of all players**

1. From the Player menu, choose Starting Resources.  
The Starting Conditions dialog box appears.
2. Type in the amount of gold, lumber, and oil for each player.
3. Choose the OK button.

### **To copy the Starting Resources of player 1 to all the other players**

In the Starting Resources dialog box, click the Duplicate button.

## **Editing the Properties of all Units Types**

### **To edit the properties of all unit types**

1. From the Player menu, choose Unit Properties.  
The Unit Properties dialog box appears.
2. Use the scroll bar on the bottom to find the unit you want to change.
3. Edit the number in the text boxes for each unit that you want to change.
4. Choose the OK button.

### **To restore the properties of all unit types**

In the Unit Properties dialog box, click the Default button.

## **Editing Upgrade Properties**

### **To edit the upgrade properties**

1. From the Player menu, choose Upgrade Properties.  
The Upgrade Properties dialog box appears.
2. Use the scroll bar on the bottom to find the upgrade you want to change.
3. Edit the number in the text boxes for each upgrade that you want to change.
4. Choose the OK button.

### **To restore the upgrade properties**

In the Upgrade Properties dialog box, click the Default button.

## **Working with the Sound Editor**

The Sound Editor allows you to do several things with the sounds that are used in the game. You can listen to the sounds, extract and save the sounds into Windows sound files, replace the sounds with your own sounds, and restore the sounds to their original sounds.

### **To bring up the Sound Effects Editor**

From the File menu, choose Sound Editor.

### **To select a sound**

1. Choose either the Human Sounds or Orc Sounds button.
2. Select a category from the Category menu.
3. Select a sound from the Sound List that you want to select.

### **To turn on or off a sound**

1. Select the sound you want to turn on or off.
2. Click on the check box next to the sound that you want to turn on or off.

### **To extract a sound into a Windows sound file**

1. Select the sound that you want to extract.
2. Choose the Extract button.  
The Save As dialog box appears.
3. Save the sound file.

### **To replace a sound with your own sound**

1. Select the sound that you want to replace.
2. Choose the Replace button.  
The Replace With dialog box appears.
3. Select a Windows sound file.
4. Choose the OK button.

### **To restore a sound to its original sound**

1. Select the sound that you want to restore
2. Choose the Restore button.  
A confirmation dialog box appears.
3. If you are sure, choose the Yes button.

### **To restore all sounds to their original sounds**

1. Choose the Restore All button.  
A confirmation dialog box appears.
2. If you are sure, choose the Yes button.

## File Menu Commands

The File menu offers the following commands:

<u>New</u>	Creates a new document.
<u>Open</u>	Opens an existing document.
<u>Save</u>	Saves an opened document using the same file name.
<u>Save As</u>	Saves an opened document to a specified file name.
<u>Sound Editor...</u>	Opens the Sound Editor.
<u>Recent Files</u>	Opens the specified document.
<u>Exit</u>	Exits Warcraft II Editor.

## Edit Menu Commands

The Edit menu offers the following commands:

<u>Delet</u> <u>e</u>	Deletes units from the document.
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## View Menu Commands

The View menu offers the following commands:

<u>Toolbar</u>	Shows or hides the toolbar.
<u>Status Bar</u>	Shows or hides the status bar.
<u>Animate</u>	Starts or stops color animation in map.
<u>Minimap</u>	Shows or hides the minimap.

## Tools Menu Commands

The Tools menu offers the following commands:

<u>Select</u>	Selects the Select Tool.
<u>Map Brush</u>	Shows the Map Brush menu.
<u>Human</u>	Selects a Human Unit Tool.
<u>Orc</u>	Selects a Orc Unit Tool.
<u>Gold Mine</u>	Selects the Gold Mine Tool.
<u>Oil Patch</u>	Selects the Oil Patch Tool.
<u>Critter</u>	Selects the Critter Tool.
<u>Circle of Power</u>	Selects the Circle of Power Tool.
<u>Dark Portal</u>	Selects the Dark Portal Tool.
<u>Runestone</u>	Selects the Runestone Tool.
<u>NPCs</u>	Shows the NPCs menu.

## Map Brush Menu Commands

The Map Brush menu offers the following commands:

<u>Light</u>	Sets the brightness of the current Map Brush Tool to a lighter color.
<u>Dark</u>	Sets the brightness of the current Map Brush Tool to a darker color.
<u>Plain</u>	Sets the Map Brush Mode to use plain tiles.

<u>Filler</u>	Sets the Map Brush Mode to use filler tiles.
<u>Random</u>	Sets the Map Brush Mode to randomly use plain and filler tiles.
<u>1 x 1</u>	Sets the Map Brush Size to 1 x 1.
<u>3 x 3</u>	Sets the Map Brush Size to 3 x 3.
<u>5 x 5</u>	Sets the Map Brush Size to 5 x 5.
<u>Water</u>	Selects the Water Tool.
<u>Dirt/Ice/Mud</u>	Selects the Dirt/Ice/Mud Tool depending on the currently selected terrain type.
<u>Grass/Snow/Dry</u>	Selects the Grass/Snow/Dry Mud Tool depending on the currently selected terrain type.
<u>Mud</u>	
<u>Tree</u>	Selects the Tree Tool.
<u>Rock</u>	Selects the Rock Tool.
<u>Human Wall</u>	Selects the Human Wall Tool.
<u>Orc Wall</u>	Selects the Orc Wall Tool.

## Player Menu Commands

The Player menu offers the following commands:

<u>Player 1, 2, 3, ...</u>	Selects the player that is assigned to new units when they are drawn, or assigns a player to selected units.
<u>Map Properties...</u>	Shows the Map Properties dialog box.
<u>Player Properties...</u>	Shows the Player Properties dialog box.
<u>Starting</u>	Shows the Starting Conditions dialog box.
<u>Conditions...</u>	
<u>Unit Properties...</u>	Shows the Unit Properties dialog box.
<u>Upgrade</u>	Shows the Upgrade Properties dialog box.
<u>Properties...</u>	

## Help Menu Commands

The Help menu offers the following commands, which provide you assistance with this application:


<u>Index</u>	Offers you an index to topics on which you can get help.
<u>Using Help</u>	Provides general instructions on using help.
<u>About Warcraft II</u>	Displays the version number of this application.
<u>Editor</u>	

## New Command (File menu)

Use this command to create a new document in Warcraft II Editor. Select the map size and terrain type of the new file you want to create in the New Scenario dialog box.

You can open an existing document with the Open Command.

### Shortcuts

Toolbar:   
 Keys: CTRL+N

## New Scenario Dialog Box



The following options allow you to specify the new scenario.

**Map Size**

Indicate the size of the map that you want.

**Terrain Type**


Indicate the terrain type that you want.

## Open Command (File menu)

Use this command to open an existing document.

You can create new documents with the New Command.

### Shortcuts

Toolbar:   
Keys: CTRL+O

### File Open dialog box

The following options allow you to specify which file to open:

#### File Name

Type or select the filename you want to open. This box lists files with the extension you select in the List Files of Type box.

#### List Files of Type

Select the type of file you want to open:

Scenario File (\*.pud)

All Files (\*.\*)

#### Drives

Select the drive in which Warcraft II Editor stores the file that you want to open.

#### Directories

Select the directory in which Warcraft II Editor stores the file that you want to open.


#### Network...

Choose this button to connect to a network location, assigning it a new drive letter.

## Save Command (File menu)

Use this command to save the active document to its current name and directory. When you save a document for the first time, Warcraft II Editor displays the Save As dialog box so you can name your document. If you want to change the name and directory of an existing document before you save it, choose the Save As Command.

### Shortcuts

Toolbar:   
Keys: CTRL+S

## **Save As Command (File menu)**

Use this command to save and name the active document. Warcraft II Editor displays the Save As dialog box so you can name your document.

To save a document with its existing name and directory, use the Save Command.

### **File Save As dialog box**

The following options allow you to specify the name and location of the file you're about to save:

#### **File Name**

Type a new filename to save a document with a different name. Warcraft II Editor adds the extension you specify in the Save File As Type box.

#### **Drives**

Select the drive in which you want to store the document.

#### **Directories**

Select the directory in which you want to store the document.

#### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.

## **Sound Editor Command (File menu)**

Use this command to bring up the Warcraft II Sound Editor where you can extract, replace, restore, or turn on or off the sounds that are used in the game.

### **Sound Effects Editor Dialog Box**

The following options allow you to listen to, extract, replace, restore, or turn on or off sounds that are used in the game.

#### **Human Sounds**

Choose this button to work with human sounds.

#### **Orc Sounds**

Choose this button to work with orc sounds.

#### **Category**

Select the unit or category that you want edit.

#### **Sound List**

Select the item you want to replace, restore, or turn on or off. Click the check box to turn on or off the sound. Double click the item to hear the current sound.

#### **Play**

Choose this button to play the selected item.

#### **Extract**

Choose this button to save the selected sound into a Windows sound (\*.wav) file.

#### **Replace**

Choose this button to replace the selected sound with your own sound. You must specify a Windows sound (\*.wav) file.

#### **Restore**

Choose this button to restore the selected sound to its original sound.

#### **Restore All**

Choose this button to restore all sounds to their original sounds.

## **1, 2, 3, 4, ... Command (File menu)**

Use the numbers and filenames listed at the bottom of the File menu to open the last ten documents you closed. Choose the number that corresponds with the document you want to open.

## Exit Command (File menu)

Use this command to end your Warcraft II Editor session. You can also use the Close Command on the application Control menu. Warcraft II Editor prompts you to save documents with unsaved changes.

### Shortcuts

Mouse: Double-click the application's Control menu button.



Keys: ALT+F4

## **Delete Command (Edit menu)**

Use this command to delete selected units.

### **Shortcuts**

Keys: DEL



## **Toolbar Command (View menu)**

Use this command to display and hide the Toolbar, which includes buttons for some of the most common commands in Warcraft II Editor, such as File Open. A check mark appears next to the menu item when the Toolbar is displayed.

See [Toolbar](#) for help on using the toolbar.

## **Status Bar Command (View menu)**

Use this command to display and hide the Status Bar, which describes the action to be executed by the selected menu item or depressed toolbar button, and keyboard latch state. A check mark appears next to the menu item when the Status Bar is displayed.

See [Status Bar](#) for help on using the status bar.

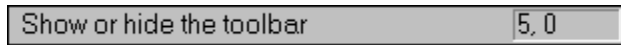
## **Animate Command (View menu)**

Use this command to start or stop color animation in the map. A check mark appears next to the menu item when color animation is on.

## **Minimap Command (View menu)**

Use this command to display and hide the Minimap. A check mark appears next to the menu item when the Minimap is displayed.

## Status Bar



The status bar is displayed at the bottom of the Warcraft II Editor window. To display or hide the status bar, use the Status Bar Command in the View menu.

The left area of the status bar describes actions of menu items as you use the arrow keys to navigate through menus. This area similarly shows messages that describe the actions of toolbar buttons as you depress them, before releasing them. If after viewing the description of the toolbar button command you wish not to execute the command, then release the mouse button while the pointer is off the toolbar button. This area also shows the name of last selected unit and its properties. This area also show the players that units belong to when more than one unit is selected.

The right area of the status bar indicate the coordinates of your cursor in the map.

## Select Command (Tools menu)

Use this command to use the Select Tool. A check mark appears next to the menu item when the Select Tool is selected.

### Shortcuts

Toolbar:



## Light Command (Map Brush menu)

Use this command to change the brightness of the brush to a lighter color. A check mark appears next to the menu item when the brush brightness is light.

### Shortcuts

Toolbar:



## Dark Command (Map Brush menu)

Use this command to change the brightness of the brush to a darker color. A check mark appears next to the menu item when the brush brightness is dark.

### Shortcuts

Toolbar:





## Plain Command (Map Brush menu)

Use this command to change the brush mode to use plain tiles. A check mark appears next to the menu item when this brush mode is selected.

### Shortcuts

Toolbar:



## Filler Command (Map Brush menu)

Use this command to change the brush mode to use filler tiles. A check mark appears next to the menu item when this brush mode is selected.

### Shortcuts

Toolbar:



## Random Command (Map Brush menu)

Use this command to change the brush mode to randomly use plain & filler tiles. A check mark appears next to the menu item when this brush mode is selected.

### Shortcuts

Toolbar:



## **1 x 1 Command (Map Brush menu)**

Use this command to change the brush size to normal. A 1 x 1 brush size affects a 1 x 1 area on the map. A check mark appears next to the menu item when this brush size is selected.

### **Shortcuts**

Toolbar:



### **3 x 3 Command (Map Brush menu)**

Use this command to change the brush size to large. A 3 x 3 brush size affects a 3 x 3 area on the map. A check mark appears next to the menu item when this brush size is selected.

#### **Shortcuts**

Toolbar:



## 5 x 5 Command (Map Brush menu)

Use this command to change the brush size to extra large. An 5 x 5 brush size affects a 5 x 5 area on the map. A check mark appears next to the menu item when this brush size is selected.

### Shortcuts

Toolbar:



## Water Command (Map Brush menu)

Use this command to select the Water Tool. A check mark appears next to the menu item when this tool is selected.

### Shortcuts

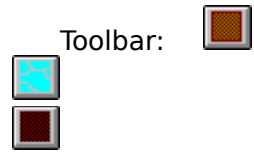
Toolbar:



## Dirt/Ice/Mud Command (Map Brush menu)

Use this command to select the Dirt/Ice/Mud Tool. The name of this tool will change to either dirt, ice, or mud depending on the terrain type of the map. A check mark appears next to the menu item when this tool is selected.

### Shortcuts

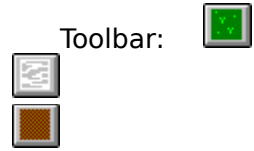




## Grass/Snow/Dry Mud Command (Map Brush menu)

Use this command to select the Grass/Snow/Dry Mud Tool. The name of this tool will change to either grass, snow, or dry mud depending on the terrain type of the map. A check mark appears next to the menu item when this tool is selected.

### Shortcuts



## Tree Command (Map Brush menu)

Use this command to select the Tree Tool. A check mark appears next to the menu item when this tool is selected.

### Shortcuts

Toolbar:



## Rock Command (Map Brush menu)

Use this command to select the Rock Tool. A check mark appears next to the menu item when this tool is selected.

### Shortcuts

Toolbar:



## Human Wall Command (Map Brush menu)

Use this command to select the Human Wall Tool. A check mark appears next to the menu item when this tool is selected.

### Shortcuts

Toolbar:



## Orc Wall Command (Map Brush menu)

Use this command to select the Orc Wall Tool. A check mark appears next to the menu item when this tool is selected.

### Shortcuts

Toolbar:



## **Human Unit Commands (Tools menu)**

Use one of the Human Unit Commands to select one of the Human Unit Tools. Human Unit Commands are disabled when a player in the Player menu is selected and that player's race is not human. A check mark appears next to the menu item when the tool is selected.

Note: There can only be one human starting location per human player. Placing another one, deletes the previous one.

## **Orc Unit Commands (Tools menu)**

Use one of the Orc Unit Commands to select one of the Orc Unit Tools. Orc Unit Commands are disabled when a player in the Player menu is selected and that player's race is not orc. A check mark appears next to the menu item when the tool is selected.

Note: There can only be one orc starting location per orc player. Placing another one, deletes the previous one.

## **Miscellaneous Unit Commands (Tools menu)**

Use one of the Miscellaneous Unit Commands to select one of the Miscellaneous Unit Tools. A check mark appears next to the menu item when this tool is selected.



## **NPC Unit Commands (Tools menu)**

Use one of the NPC Unit Commands to select one of the NPC Unit Tools. Some NPC units belong to humans and others belong to orcs. NPC Unit Commands are enabled when the unit belongs to the race of the selected player. A check mark appears next to the menu item when the tool is selected.

## **Player 1, 2, 3, ... Command (Player menu)**

Use this command to select a player to which new units will be assigned or to which selected units are assigned. A check mark appears next to the menu item when the player is selected or when the player's units are in the current selection.

## **Map Properties Command (Player menu)**

Use this command to bring up the Map Properties dialog box where you can change the terrain type of the map and the map description.

### **Map Properties Dialog Box**

The following options allow you to specify terrain type of the map and the map description.

#### **Terrain Type**

Indicate whether you want a forest, winter, or wasteland terrain type.

#### **Map Description**

Type the map description that will display itself in the custom scenario dialog box. The description is limited to 31 characters.

## **Player Properties Command (Player menu)**

Use this command to bring up the Player Properties dialog box where you can change the race, controller and A.I. for all players.

### **Player Properties Dialog Box**

The following options allow you to specify player properties.

#### **Race**

Indicate whether you want a player to be human or orc.

#### **Controller**

The following options allow you to specify the controller for each player.

##### **Human**

Select this option to allow a person to control the units assigned to the player.

##### **Computer**

Select this option to make the computer control the units assigned to the player.

##### **Rescue(Passive)**

Select this option to make the computer control, in passive mode, the units that are assigned to the player. Units assigned to a player with this controller can be controlled by human players after the units have been rescued.

##### **Rescue(Active)**

Select this option to make the computer control, in active mode, the units assigned to the player. Units assigned to a player with this controller can be controlled by human players after the units have been rescued.

#### **A.I. Players**

The following options allow you to specify an A.I. for each player should the player be controlled by the computer.

##### **Land Attack**

Select this option to make the computer player attack with land units.

##### **Passive**

Select this option to make the computer player remain inactive until it is attacked upon.

##### **Sea Attack**

Select this option to make the computer player attack with sea units.

##### **Air Attack**

Select this option to make the computer player attack with air units.

## **Starting Conditions Command (Player menu)**

Use this command to bring up the Starting Conditions dialog box where you can edit the amount of gold, lumber, and oil each player will have at the beginning of the game.

### **Starting Conditions Dialog Box**

The following options allow you to specify the starting resources for each player.

#### **Gold**

Type how much gold each player will have at the beginning of the game.

#### **Lumber**

Type how much lumber each player will have at the beginning of the game.

#### **Oil**

Type how much oil each player will have at the beginning of the game.

#### **Duplicate**

Click this button to copy the gold, lumber, and oil values of player 1 to the other players.

## **Unit Properties Command (Player menu)**

Use this command to bring up the Unit Properties dialog box where you can edit the properties for all unit types.

### **Unit Properties Dialog Box**

The following options allow you to specify values of different properties for all unit types.

#### **Use Default Data**

Check this box to use the data that's built into the game.

#### **Default**

Click this button to restore all values from the built-in data and automatically check the Use Default Data button.

#### **Scroll Bar**

Use the scroll bar to find the unit type that you want to edit.

#### **Visible Range**

Type the maximum distance that a unit can see on a scale from 1 to 9.

#### **Hit Points**

Type the total amount of damage a unit or building can sustain before it is destroyed.

#### **Magic Points**

Type the maximum amount of mana available for casting spells.

#### **Build Time**

Type the time it takes to build or train each unit.

#### **Gold Cost**

Type the cost in gold to build or train each unit.

#### **Lumber Cost**

Type the cost in lumber to build or train each unit.

#### **Oil Cost**

Type the cost in oil to build or train each unit.

#### **Attack Range**

Type the maximum distance at which each unit can attack another.

#### **Armor**

Type the amount of damage a unit can absorb before damage is deducted from its Hit Points.

#### **Basic Damage**

Type the maximum amount of damage that may be done to a unit. If a unit that is attacked has armor, at least half of the damage that penetrates the armor will be dealt to the unit. EXAMPLE: A unit with a Basic Damage rating of 10, attacks a unit that has an Armor rating of 2. The attacker penetrates the defender's Armor rating by 8 points, and therefore would deal a random amount of damage with a minimum of 4 points up to a maximum of 8 points.

#### **Piercing Damage**

Type the maximum amount of damage that will ALWAYS be done to a unit regardless of armor. This damage is considered to be armor piercing, and therefore ignores any Armor ratings. The amount of damage that is dealt will be random, with a minimum being one half of the Piercing Damage rating. EXAMPLE: A Piercing Damage rating of 6 would ALWAYS do between 3 and 6 points of damage to any unit.



## **Upgrade Properties Command (Player menu)**

Use this command to bring up the Upgrade Properties dialog box where you can edit the cost of all the upgrades.

### **Upgrade Properties Dialog Box**

The following options allow you to specify the cost of all the upgrades.

#### **Use Default Data**

Check this box to use the data that's built into the game.

#### **Default**

Click this button to restore all values from the built-in data and automatically check the Use Default Data button.

#### **Scroll Bar**

Use the scroll bar to find the upgrade that you want to edit.

#### **Step Cost**

Type the amount of game time that the upgrade takes.

#### **Gold Cost**

Type the amount of gold that the upgrade costs.

#### **Lumber Cost**

Type the amount of lumber that the upgrade costs.

#### **Oil Cost**

Type the amount of oil that the upgrade costs.



## **Index Command (Help menu)**

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for using Warcraft II Editor and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.

## **Using Help Command (Help menu)**

Use this command for instructions about using Help.

## **About Command (Help menu)**






















Use this command to display the copyright notice and version number of your copy of Warcraft II Editor.

## Toolbar



The toolbar is displayed across the top of the application window, below the menu bar. The toolbar provides quick mouse access to many tools used in Warcraft II Editor,

To hide or display the Toolbar, choose Toolbar from the View menu (ALT, V, T).

Click	To
	Open a new document.
	Open an existing document. Warcraft II Editor displays the <u>Open dialog box</u> , in which you can locate and open the desired file.
	Save the active document with its current name. If you have not named the document, Warcraft II Editor displays the <u>Save As dialog box</u> .
	Use lighter colored tiles.
	Use darker colored tiles.
	Use plain tiles.
	Use filler tiles.
	Use plain and filler tiles.
	Use the 1 x 1 Map Brush size.
	Use the 3 x 3 Map Brush size.
	Use the 5 x 5 Map Brush size.
	Use the Select Tool.
	Use the Water Tool.
	
	Use the Dirt/Ice/Mud Tool depending on the currently selected terrain type.
	
	Use the Grass/Snow/Dry Mud Tool depending on the currently selected terrain type.
	
	Use the Tree Tool.
	
	Use the Rock Tool.



Use the Human Wall Tool.

Use the Orc Wall Tool.

Get context help.

## Context Help Command



Use the Context Help Command to obtain help on some portion of Warcraft II Editor. When you choose the Toolbar's Context Help button, the mouse pointer will change to an arrow and question mark. Then click somewhere in the Warcraft II Editor window, such as another Toolbar button. The Help topic will be shown for the item you clicked.

### Shortcut

Keys:      SHIFT+F1

## Title Bar



The title bar is located along the top of a window. It contains the name of the application and document.

To move the window, drag the title bar. Note: You can also move dialog boxes by dragging their title bars.

A title bar may contain the following elements:

- Application Control-menu button
- Document Control-menu button
- Maximize button
- Minimize button
- Name of the application
- Name of the document
- Restore button

## **Scroll bars**

Displayed at the right and bottom edges of the document window. The scroll boxes inside the scroll bars indicate your vertical and horizontal location in the document. You can use the mouse to scroll to other parts of the document.

### **Shortcut**

Mouse: Drag the white rectangle in the minimap.



## Size Command (System menu)

Use this command to display a four-headed arrow so you can size the active window with the arrow keys.



After the pointer changes to the four-headed arrow:

Press one of the DIRECTION keys (left, right, up, or down arrow key) to move the pointer to the border you want to move.

Press a DIRECTION key to move the border.

Press ENTER when the window is the size you want.

Note: This command is unavailable if you maximize the window.

### Shortcut

Mouse: Drag the size bars at the corners or edges of the window.

## Move Command (Control menu)

Use this command to display a four-headed arrow so you can move the active window or dialog box with the arrow keys.



Note: This command is unavailable if you maximize the window.


### **Shortcut**

Keys: CTRL+F7

## **Minimize Command (application Control menu)**

Use this command to reduce the Warcraft II Editor window to an icon.

### **Shortcut**


Mouse: Click the minimize icon  on the title bar.

Keys: ALT+F9

## **Maximize Command (System menu)**

Use this command to enlarge the active window to fill the available space.

### **Shortcut**

Mouse: Click the maximize icon  on the title bar; or double-click the title bar.  
Keys: CTRL+F10 enlarges a document window.

## **Close Command (Control menus)**

Use this command to close the active window or dialog box.

Double-clicking a Control-menu box is the same as choosing the Close Command.



Note: If you have multiple windows open for a single document, the Close Command on the document Control menu closes only one window at a time. You can close all windows at once with the Close Command on the File menu.

### **Shortcuts**

Keys: ALT+F4 closes the application window or dialog box

## **Restore Command (Control menu)**

Use this command to return the active window to its size and position before you chose the Maximize or Minimize Command.

## **Switch To Command (Application Control menu)**

Use this command to display a list of all open applications. Use this "Task List" to switch to or close an application on the list.

### **Shortcut**

Keys: CTRL+ESC

### **Dialog Box Options**

When you choose the Switch To Command, you will be presented with a dialog box with the following options:

#### **Task List**

Select the application you want to switch to or close.

#### **Switch To**

Makes the selected application active.

#### **End Task**

Closes the selected application.

#### **Cancel**

Closes the Task List box.

#### **Cascade**

Arranges open applications so they overlap and you can see each title bar. This option does not affect applications reduced to icons.

#### **Tile**

Arranges open applications into windows that do not overlap. This option does not affect applications reduced to icons.

#### **Arrange Icons**

Arranges the icons of all minimized applications across the bottom of the screen.

## **No Help Available**

No help is available for this area of the window.



## **No Help Available**

No help is available for this message box.

## **Credits**

Warcraft II Map Editor Help

Written by Tim Thein

Portions written by Bill Roper, and Mike Obrien.

<< If you wish to author help specific to each message box prompt, then remove the AFX\_HIDP\_xxx values from the [ALIAS] section of your .HPJ file, and author a topic for each AFX\_HIDP\_xxx value. For example, AFX\_HIDP\_INVALID\_FILENAME is the help topic for the Invalid Filename message box. >>

