

**ColonyMapEd**

**COLLABORATORS**

	<i>TITLE :</i> ColonyMapEd		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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## Chapter 1

# ColonyMapEd

### 1.1 Welcome to COLONIZATION MAP EDITOR V0.9B

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```

I'm not sure if you read this before starting the editor. But first of all I had to tell you: don't think, it's THE EDITOR for colonization. I tried to decode almost everything, so that I can really perform all changes done to the map, but there are some bits in the file I'm unsure about. Especially I don't know where and how the improvements like oasis, ore deposit, etc. are saved. If someone knows this, please mail me

.

```
>> This editor is giftware! If you like it, send me a nice present. <<
>> I though about some cash, but a new A5000, Flat-TV is also okay. <<
```

Now read on how to work with the editor, what you can do and what you can't do with it. Select one of the following links:

```

=> Requirements <==
??? Legal stuff ???
!!! Installation !!!

```

The menu panel

How do I edit the map?

That's all. I hope the editor helps you modify the maps to your ←  
needs.

If you find some bugs or some have some good ideas how to improve the editor

mail me

.

## 1.2 What do I need for the editor

I don't know exactly what are the minimum requirements, but I ←  
think you

also have the game. What to do with an editor without the game ???

So, if 'Colonization' runs, the editor will run too. It only requires about 140K chip mem and about 160K other mem, workbench 1.3 should do the job, and speed is no problem so a 68000 must be enough.

(As I have no possibility to test it,  
mail me  
if it doesn't work.)

## 1.3 Legal status of this software

I'm not familiar with copyright laws in the US, or anywhere. I hope it's not really a problem. This game is giftware. I warn you now: you use the editor on your own risk. Don't blame me if you loose a saved game, or something else goes wrong and/or damages your hard disc and/or system.

!!! I AM NOT RESPONSIBLE OF ANY DAMAGE DONE TO YOUR SYSTEM. !!!

I AM NOT RESPONSIBLE FOR DAMAGES DONE TO THE GAME 'COLONIZATION' AND ALL NEEDED FILES TO RUN THE GAME. I CAN'T BE HELD RESPONSIBLE FOR LOST OR DAMAGED GAMES. YOU HAVE BEEN WARNED. IF SOMEONE COMPLAINS ABOUT THE GRAPHICS, CONTACT ME AND I WILL CHANGE THEM. ALRIGHT? LET'S CONTINUE.

The game 'Colonization' is copyright ©1994-95 Microprose Ltd.  
To the guys from Microprose: Why stopping development for the Amiga ?

If someone wants to include this editor onto a disc/CD for a magazin contact me and sent me a free copy of this magazin. (giftware!?)

## 1.4 Install to HD or Floppy

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I guess you have installed 'Colonization' onto your hard disc, right ? Great. All you have to do is copy the editor into your 'Colonization' directory. The editor searches the 'Exe' directory for save files. You'll get an error message, if there is no 'Exe' directory present.

```

!WARNING!                                     !WARNING!
!WARNING!   Never start the editor if you have no game   !WARNING!
!WARNING!           to load.  You will have to reboot!   !WARNING!
!WARNING!                                     !WARNING!

```

If you want to use the editor with the game on floppy, take an empty disc, copy the editor into the root, create the 'Exe' directory and copy all needed save files into the 'Exe' directory. That's it. But I recommend to install the game to your hard disc.

## 1.5 How to use the map editor ?

First of all: at the bottom is the menu panel, and above is the ←  
edit  
area for the map. At the right of the menu panel are four buttons:

- \*) INFO: shows small information about the editor
- \*) LOAD: loads new Colonization save file into memory
- \*) SAVE: saves current data to disc (load game first!)
- \*) QUIT: quits back to system (load game first!)

Then you can see the editing tiles. Click on them to select a tile, move mouse to the edit area and left click to set this new field. Same thing with the four other buttons: set forest, set road, set plowed and set rivers. Please read section  
how to edit  
for details.

Scroll the map with the cursor keys. Use <shift> to scroll 10 fields at once or <ctrl> to jump to the edges of the map. Nothing more about that.

Use <Left Amiga> + <A> to flip to workbench or back to the editor again. If you run the game along with the editor it's very useful to test your changes directly with the game.

## 1.6 How to edit the map correctly

The most difficult part of the whole document. I think the ←  
easiest way  
is to write a list of things you are allowed to do. I start with the editing tiles:

- \*) modify only field with no colony/indian camp and no unit/indian on it. (These aren't displayed, but I check it!)
- \*) set new land field near an existing land field (not diagonal), if you don't connect two islands, or create a new sea
- \*) set ocean only near an ocean field (not diagonal), if you don't connect a sea, or split an island
- \*) set sea lane near existing sea lane, but not if there is also a land field near the new position
- \*) change the terrain type under forest/hills/mountains
- \*) set hills/mountains to any land field except arctic
- \*) remove hills/mountains by setting a hill/mountains again (flip!)
- \*) set arctic field only to top 10 or bottom 10 lines of the map

Now I continue with the editing buttons for set forest, set road, set plowed land and set rivers:

- \*) change field with or without forest, except hills/mountains
- \*) set road, if there is no colony/indian camp or remove road
- \*) set plowed land, but not on hills/mountains or colony/indian camps
- \*) set new river fields only if there is a land near (no diagonal), but not on hills/mountains/arctic
- \*) change rivers from minor to major to none and to minor again

I think that's it. If you click onto the map and nothing happens, you maybe try to do an illegal change. But if you think, this should be possible, then contact

me

.

One last word: You are able to set road or plowed land, but I recommend not to use it too often. It's part of the game to use pioneers for that work, while the colony grows. Sure, you can set a road everywhere near your colonies, and plow most of the land, but the game wouldn't be that interesting. You can try to remove roads/plowed land of the opponents colonies, but I'm not sure what happens.

Remove all the forest to see the improvements underneath. So it's easier to decide where to build a colony. You may also set a land to a ocean field with fishery, to get some prime sugar or ore deposit.

In general I hope not to misuse my editor. This may confuse the game and cause strange effects. Did you read the

legal page

?

## 1.7 More about the programmer...

At first, I had to excuse my poor english. It's not my native language.

Second, my address to contact me, maybe send me presents - hey, this editor is giftware - or tell me about bugs, or good improvements to do:

KARGL CHRISTIAN  
WIENERSTRASSE 58

A-8605 KAPFENBERG  
AUSTRIA - STYRIA

email: karglch@sbox.tu-graz.ac.at (university till about 2002)

Did I mention, that the editor is giftware ? Okay, I know I did, but you maybe don't know that it's not easy to decode the map and create a correct save file. You know the 'COLONYxx.SAV SUCCESSFULLY LOADED' requester of 'Colonization' ?

Have you ever tried to decode the .map file of 'Civilization' ? Hard work, especailly 'Civilization' !! Nearly impossible to create a map editor for the greatest game of this millennium.

Now have fun with my editor, and always remember: "Amiga forever!!"

History: 6.11.99: - first attempt to decode map data

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13.11.99: - finished editor; start to test it (play games)

Bugs: I did my best to aviod them, but I'm still human... :))

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