

**Default**

<b>COLLABORATORS</b>
----------------------

	<i>TITLE :</i> Default		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 26, 2024	

<b>REVISION HISTORY</b>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Default</b>	<b>1</b>
1.1	BlitzMAP V1.7 . . . . .	1
1.2	What is it? . . . . .	1
1.3	Requirements . . . . .	1
1.4	Features . . . . .	1
1.5	Draw . . . . .	2
1.6	Fill . . . . .	2
1.7	Cut . . . . .	3
1.8	Paste . . . . .	3
1.9	Pick . . . . .	3
1.10	Zoom . . . . .	3
1.11	Undo . . . . .	3
1.12	Resizing the map . . . . .	4
1.13	Clear . . . . .	4
1.14	Shift . . . . .	4
1.15	Values . . . . .	4
1.16	Effects . . . . .	4
1.17	Load . . . . .	5
1.18	Save . . . . .	5
1.19	Print . . . . .	5
1.20	Full Screen Mode . . . . .	5
1.21	Shape Grabber Mode . . . . .	6
1.22	Square Cursor Colour . . . . .	6
1.23	Moving around the map . . . . .	6
1.24	The Author . . . . .	6
1.25	Distribution . . . . .	7
1.26	Thanks . . . . .	7

---

# Chapter 1

## Default

### 1.1 BlitzMAP V1.7

BlitzMAP V1.7 (c) Liz Tucker 1997

[What is it?](#)

[Requirements](#)

[Features](#)

[Author](#)

[Distribution](#)

[Thanks](#)

### 1.2 What is it?

What is it?

BlitzMAP is a map editor written for Blitz Basic programmers, for creating background maps made up from 16\*16 pixel tiles.

### 1.3 Requirements

Requirements

Any amiga running Workbench 2 or above. Fast RAM is also recommended.

BlitzMAP uses a 6 point font called smfont. It is included in this archive and should be placed in your Fonts drawer or assign.

### 1.4 Features

Features

[Draw](#)

[Fill](#)

---

Cut  
Paste  
Pick  
Zoom  
Undo  
Map Size  
Clear  
Shift  
Values  
Effects  
Load  
Save  
Print  
Full Screen Mode  
Shape Grabber Mode  
Square Cursor Colour  
Moving around the map

There are a couple of Blitz programs included with the archive to illustrate the use of **Values** and **Effects** in a program.

## 1.5 Draw

Draw

After a shape has been selected from the shapes bank it may be positioned on the map by clicking on the map screen using either mouse button. The current shape that was selected by that mouse button will be drawn.

The last 50 draw operations are stored and may be undone by either clicking on the Undo gadget, Right Clicking on the Draw gadget or by using the keyboard shortcut DELeTe key.

## 1.6 Fill

Fill

This allows you to drag a "rubberband" over an area of the map. This will then be filled by either the current LMB or RMB shape depending on which mouse button was held down to create the "rubberband".

The last 5 Fills are stored and may be undone by Right Clicking on the Fill gadget.

---

## 1.7 Cut

### Cut

This allows you to grab an area of the map by dragging a "rubberband" over the required area with the LMB.

This area may then be **Pasted** to another position on the map.

## 1.8 Paste

### Paste

This pastes a previously cut out area onto the map with the top left of the cut area being placed at the cursor position. Pastes are automatically clipped if they go over the edge of the map.

The last 5 paste operations are stored and may be undone by Right Clicking on the Paste gadget.

## 1.9 Pick

### Pick

This allows you to pick the current tile used for drawing straight from the map rather than scrolling through a large shape bank. Simply click on the required tile with the required mouse button to select it.

## 1.10 Zoom

### Zoom

The map display may be reduced to 8\*8 pixels or 4\*4 pixels to allow more of the map to be viewed at any one time. All of the other functions will work in any of the zoom modes.

## 1.11 Undo

### Undo

This gadget will undo the last 50 draw operations. The last 5 Fill or Paste operations are also stored and may be undone by Right Clicking on the appropriate gadget.

The three types of undo are independent so for example a fill can be undone even if some tiles have been drawn and an area has been pasted since the fill was done.

---

## 1.12 Resizing the map

### Resizing the map

The size option allows a new size for the map to be entered. Rows are added or removed from the bottom of the map, and columns are added or removed from the right. This is done without affecting any map data that has already been drawn, except for any rows or columns that are removed, and additional areas are filled with the current LMB tile.

## 1.13 Clear

### Clear

This will clear a map by filling it with the currently selected LMB tile.

## 1.14 Shift

### Shift

This allows for the whole map to be moved in any direction without loss of data.

This can be useful for centering up previously drawn data after a **resizing** operation has taken place.

## 1.15 Values

### Values

This allows for each tile to be given a unique number between 0-9999 regardless of its position on the map. This can be useful for creating walls for example, as any tile that is being used as a wall could be given a value of eg. 50. Then as long as the tile had a value of 50 your game would treat it as a wall regardless of the shape number of the tile.

## 1.16 Effects

### Effects

This works in a similar way to **Values**, except that this allows a number from 0-9999 to be assigned to any position on the map regardless of which tile is displayed there. This may be useful for switches, as although each switch has the same tile shape, it can be identified by its unique effect number.

---

## 1.17 Load

### Load

Either a previously saved map or just a shape bank may be loaded.

If a previously saved map is loaded then all the associated files are automatically loaded as well.

If a shape bank is loaded then you are also asked for a palette file. This must be a palette saved from either Blitz or from a paint package such as DPaint.

## 1.18 Save

### Save

When a file is saved all the associated files are saved also. Therefore if you had created a map called "mymap" it would save the following files...

mymap.map ; the map data

mymap.map.shp ; the shapes

mymap.map.pal ; the palette

mymap.map.val ; the values (saved even if they are all zero)

mymap.map.eff ; the effects (saved even if they are all zero)

Obviously, if your game doesn't require any of the files then they need not be used, however BlitzMAP will need all of these to be able to reload the map at a later date.

## 1.19 Print

### Print

The Print option is available from **Full Screen Mode** and will print out the area of the map that is currently being displayed on the screen.

## 1.20 Full Screen Mode

### Full Screen Mode

This allows for a larger area of the map to be viewed and allows for the screen to be printed. However the drawing functions don't operate in this mode, although the display may be zoomed.

---



## 1.21 Shape Grabber Mode

### Shape Grabber Mode

This allows for a Lowres IFF image to be loaded and 16\*16 pixel shapes to be grabbed from it.

The LMB creates a "rubberband" over the area to be cut. The shapes are added to the end of any shapes that are already loaded.

Note that if there are already some loaded shapes, the palette of the IFF image will be ignored as if the shapes are to be added to the current shape bank then they will have to share the same palette anyway. :)

Note that the IFF image must have the extension .iff

## 1.22 Square Cursor Colour

### Square Cursor Colour

The colour of the Square Cursor may be changed from the Project menu.

This is allow a suitably contrasting colour to be picked so it can easily be seen. :)

## 1.23 Moving around the map

### Moving around the map

The map display may be scrolled in the following ways...

The map will move one tile at a time using the cursor keys.

When Shift is also held down it will move by one screen at a time, and when Alt also is held down it will move by a quarter of a page at a time.

Moving the mouse to the edges of the screen will also scroll the map.

## 1.24 The Author

### The Author

Well that is me. :)

My name is Liz Tucker.

My email is tucks@pavilion.co.uk

My snail is Liz Tucker,

26 Graham Close,

Mile Oak,

Portslade,

East Sussex.

BN41 2YE

Let me know what you think of BlitzMAP so far, and how I can improve it. :)

Oh, and let me know how many bugs you can find. :)

---

## 1.25 Distribution

### Distribution

BlitzMAP is Freeware and may be freely distributed as long as the archive remains unaltered.

## 1.26 Thanks

### Thanks

Thanks to the following people for their ideas and bug testing to date.

In no particular order...

Stifter

Anton Reinauer

Jaime Araiza

Jason Hayman

and of course to anyone else that I have forgotten to mention.

---