

MapEd

COLLABORATORS

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WRITTEN BY		July 26, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	MapEd	1
1.1	Maped.guide	1
1.2	MAPED.guide/NEWS	1
1.3	MAPED.guide/COPYRIGHT	2
1.4	MAPED.guide/INTRODUCTION	2
1.5	MAPED.guide/INSTALLATION	2
1.6	MAPED.guide/USE_MAPED	3
1.7	MAPED.guide/A600	4
1.8	MAPED.guide/NTSC	4
1.9	MAPED.guide/MAPFILE	4
1.10	MAPED.guide/PREVIEW	5
1.11	MAPED.guide/KNOWN_BUGS	5
1.12	MAPED.guide/FUTURE_PLANS	5
1.13	MAPED.guide/ACKNOWLEDGMENTS	5

Chapter 1

MapEd

1.1 Maped.guide

MapEd
(MapEditor for the Amiga)

User's Guide

Version 1.6

13-Sep-95

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CONTENTS

What's new in MapEd 1.6?

Copyright

Introduction

Installation

How to use MapEd

NTSC users

A600 users

The MAP files

Previewing maps

Known bugs

Future plans

Acknowledgments

1.2 MAPED.guide/NEWS

WHAT'S NEW IN MAPED 1.6?

- Key assigned for movements revised.
- "Load Blocks" bug fixed.

1.3 MAPED.guide/COPYRIGHT

IMPORTANT NOTICE: This program is copyrighted by Fabrizio Farenga, but can be freely distributed, provided that the following rules are respected.

- No change is made to the program nor to the accompanying documentation
- The package is always distributed in its complete form.
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- The program cannot be distributed in any commercial product without the written consent of the author.

By copying, distributing and/or using the program you indicate your acceptance of the above rules.

1.4 MAPED.guide/INTRODUCTION

INTRODUCTION

Developing a multidirectional scrolling game you need a map-editor. Currently I didn't find any good map-editor for the Amiga, except the old Freditor by Chris Leathley. Unfortunately this utility isn't multitasking, it isn't 100% AGA compatible, and it doesn't support 256 colors maps.

If you are developing a multidirectional arcade game, you need MapEd by Fabrizio Farenga!

If you'll use MapEd to create a commercial (or PD) game, I'll be happy if you'll send me a free copy of your product.

If possible please insert my name in the credits screen. :-)

1.5 MAPED.guide/INSTALLATION

INSTALLATION

MapEd requires at least OS 2.04 to run. 1Mb of Chip-RAM is strongly recommended... Video-Cards (like Picasso II) are not supported.

Please install iff.library (by Christian A. Weber) in your libs: directory. Iff.library 23.2 is provided in the MapEd archive.

Double-click on the MapEd icon to start the program.

1.6 MAPED.guide/USE_MAPED

HOW TO USE MAPED

To use MapEd is very simple:

just load a blocks file (IFF 320x208), size your map and draw it!

- To move through the blocks use the standard directional arrows.
- To move through the map (1 block at time) use the numeric keypad directional arrows.
- To move horizontally through the map (1 page at time) press the SHIFT key and use the numeric keypad directional arrows.
- To go to the upper right edge of the map, press the key "9" (keypad).
- To go to the upper left edge of the map, press the key "7" (keypad).
- To go to the lower right edge of the map, press the key "3" (keypad).
- To go to the lower left edge of the map, press the key "1" (keypad).
- To print a block use the SPACE BAR key.
- To "query" the selected map block, press the key "5" of the numeric keypad.
- You can use the mouse to move through the page and the left mouse button to print a block. Right mouse button activates the menu.

The IFF blocks files and the map files are "Freditor" compatible.

The Menu:

Project/Open Map	- Open a map file.
Project/Open Blocks	- Open a IFF blocks file.
Project/Save Map	- Save a map file.
Project/Save Preview	- Save a Preview IFF file.
Project/Resize	- Set the new map size.
Project/About	- Read the copyright notices.
Project/Quit	- Quit the program.

NOTE:

Starting with MapEd 1.3, modifying the IFF Blocks file currently loaded, with a multitasking tool (e.g. DPaint V), the file will be auto-reloaded in MapEd. This is done using the "notify" feature of AmigaDOS 2.04 (or higher), and doesn't work on all file systems (e.g. Parnet doesn't support "notifying").

1.7 MAPED.guide/A600

A600 USERS

If you own a little Amiga 600, you know your computer doesn't have the numeric keypad. This is indispensable to use MapEd. So please use the keypad emulator (KPatch) by Fabrizio Farenga available on the Aminet archive.

1.8 MAPED.guide/NTSC

NTSC USERS

If you are an NTSC Amiga user, I'm sorry, but currently you can't open Maped in 640x200 (NTSC or DPLNTSC). MapEd require a 640x256 display (PAL or DPLPAL).

I'll try to add a ScreenMode-Requester in the next version.

1.9 MAPED.guide/MAPFILE

THE MAP FILES

The MAP format is pretty simple:

```
4 Bytes - header "MAP " (hex: $4D415020)
1 Word  - width in blocks
1 Word  - height in blocks
x bytes - blocks definitions (x = height * blocks).
```

If you have any questions, feel free to contact me!

NOTE: This format is the same used by the Freditor, so you can import any old Freditor's map file.

WARNING: MapEd can handle bigger maps than Freditor, so using Freditor DON'T import maps greater than 256x256 blocks (created with MapEd)...

1.10 MAPED.guide/PREVIEW

PREVIEWING MAPS

Starting with MapEd 1.5 it is possible to generate map previews. Using the menu option "Save Preview..." MapEd builds a preview IFF image and asks to you the file name to save it.

The preview file is a full rendered map (scale 1:4). Each 16x16 block is reduced to a 4x4 block. The # of bitplanes will be mantained.

1.11 MAPED.guide/KNOWN_BUGS

KNOWN BUGS

- This is not really a bug... This is an Amiga DOS "notify" feature: due to some technical reasons, when MapEd detect that the Blocks File has changed, it try to re-load it. If it is corrupted, wrong, or it doesn't exists anymore, no error messages can be displayed... I'll try to fix this in next MapEd versions...

I think there are so many other bugs that this page would not be enough... :-)

Remember:

- No many checks are performed!
- PLEASE Don't run MapEd on 1.3 (or lower) systems!

1.12 MAPED.guide/FUTURE_PLANS

FUTURE PLANS

There are several features I would like to include in future versions of MapEd such as:

- ScreenMode-Requester
- Config file
- Video-Card support.
- Many other features...

1.13 MAPED.guide/ACKNOWLEDGMENTS

ACKNOWLEDGMENTS

I would like to thank the following people for doing the Beta testing

and providing me with ideas:

Roberto Campus
Stefan Schulz
Alfredo Siragusa

I also want to thank all those people who sent me mail with wishes and bug reports. Without them MapEd wouldn't work as well as it does.