

# **Dungeon Creator for Dungeon Keeper**

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## **1.0 General**

### **1.1 Introduction**

Welcome to Dungeon Creator, an editor for Dungeon Keeper which lets you edit various aspects of the Dungeon Keeper multiplayer levels.

I first had the idea of Dungeon Creator when I found out you could 'spawn' DK onto your hard drive, making all the DK source files writable. I looked around each of the files for each level, and found the text files pretty easy to understand, and therefor to program an editor for. It is possible to edit the text files by hand, but DC makes the process much quicker, and it is easier to see the overall 'picture' of your multiplayer settings.

I will constantly be adding to Dungeon Creator, and hope to make Single Player, hero party editing available in V2.0 - Keep watching [www.pelicom.demon.co.uk](http://www.pelicom.demon.co.uk).

### **1.2 Legal**

I have tested Dungeon Creator on a variety of systems, under several different conditions, and find it to be virus free. However, I cannot take any responsibility for anything that DC does to your system, unlikely though it is.

### **1.3 Being a Dungeon Creator vendor**

Should you want to have Dungeon Creator on your site, but have not yet been asked by me, E-Mail me for instruction

## **2.0 Installation**

### **2.1 Automatic installation**

To install Dungeon Creator in the normal way, do the following. After unzipping all the files to c:\dc, run the install.bat file thus:

c:\dc\

install <the letter of your CDROM drive> eg: install d

If this doesn't work, run the corresponding installx.bat file - eg, if your CDROM drive is d:, run installd.bat

## **2.2 Manual installation**

- 1: Copy keeper.cfg from the zip to your keeper directory
- 2: Copy the Ldata and Levels directories from the CD into the keeper dir
- 3: Put the rest of the zipped files in c:\dc
- 4: copy all the system files(.dlls) to your windows\system directory
- 5: **Very Important:** make all the .txt files in the leveled directory writable

To the technically uninclined, some of the above may prove difficult. If you are completely stumped, e-mail me (ian@pelicom.demon.co.uk), but here is how to make the text files writable:

- 1: Go into windows explorer
- 2: Go into the directory c:\program files\bullfrog\keeper\levels
- 3: Click on 'type' near the top rightish of the screen. Scroll down until you find level001.txt, and click once on it.
- 4: Find level100.txt, hold down shift, and click on it.
- 5: Click on file, properties.
- 6: Unclick read-only, and click OK.

## **2.2 Installation Problems**

Should DC not install propaly, using either method, then e-mail the tech support - TS@Pelicom.demon.co.uk.

## **3.0 Using Dungeon Creator**

### **3.1 Creatures**

The creatures page is the simplest, and most effective, of the DC screens - because the creature availability has the most need for versatility. To select player 1 through 4, the all players button must be unclickeed. The text boxes after each creature is the number of creatures in the overall pool - the maximum ammount of that monster that can be on the map in any given game. The creatures panel is the only one in which it is absolutely necessary to click done when you have finished. One thing I constantly do when choosing my multiplayer settings is turn off the lesser creatures(Bugs, spiders, flies) - because if I don't I just end up firing them. An interesting game is between two keepers whocan only choose one creature each - Surprisingly, the keeper whith the dragons does not allways win; the Bile Demon is a firm favorite too.

The max. level text boxes let you dictate the maximum level a certain creature can train to. This is good when having a game with avatars, so they cannot become impossibly powerfull.

### **3.2 Spells**

The spells screen is slightly more complicated. Say, for instance, you click on create imp, and then players 2 and 3. You then goto Lightning, and select player 1. You go back to create imp, but your previous options are not shown - your options are still saved though. One problem I'm addressing is that you can't turn any spells off once you've turned them on. An extremely interesting game is one where the hand is turned off(or is made to be researchable) - you can't drop creatures where they're needed.

### **3.3 Rooms**

The rooms panel is much the same as the spell one - your settings are saved but not shown. I often turn off the scavenger room because I find it makes a funner game.

### **3.4 Doors and Traps**

Again, the doors and traps panel has the same 'quirks' as the spells.

### **3.5 Heroes**

The heroes panel is the same as the one for spells, except that the number in pool boxes have returned - as with the availability options, the number in pool number are not shown. One note: the Avatar can only be turned on in the Hero panel, the hero shortcut button leaves it off.

### **3.6 Start Money and Max Creatures**

The start money screen is very simple - just type in the money you want each player to start off with. The max creatures defines at which point you will stop getting creatures/heroes **from the portal**. You can still gain them from doubling your creatures or finding them on the map. The max max creatures figure is 100, although this makes things very slow even on skirmish mode on my P200 MMX.

### **3.7 Shortcut Buttons**

The shortcut buttons are for less fine-tuned settings, for games such as heroes vs creatures and so on.

### **3.8 Powerfull Creatures**

This screen lets you edit the availability, pool size, and trainable level of the more powerfull creatures. These creatures are **not like heroes** - they still need to be enticed by having the rooms they need - what are these rooms ? Who knows.

## **4.0 Credits**

Dungeon Creator was designed and programmed by Ian Hardingham(ian@pelicom.demon.co.uk).