

Battle Isle Map Editor v1.2

COLLABORATORS

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Chapter 1

Battle Isle Map Editor v1.2

1.1 Battle Isle Map Editor v1.2

Main menu

Disclaimer

Shareware

About BIME1.2

Installation

Features

Knows buggs

How to use BIME

Author

1.2 Disclaimer

BIME = Battle Isle Map Editor

1. This program is published by **Lubor KOLAR**. No warranties are given. I take no responsibility of any possible damaging your Amiga software and/or hardware. Use it at your own risk.
 2. This archive MUST contain following files:
BIME1.2 -> Battle Isle Map Editor
BIME1.2.info -> Icon for file ^^
BIME1.2.guide -> This text
BIME1.2.guide.info -> Icon file
00.FIN -> Example of Battle Isle Map
 3. Program must not be altered in any way.
 4. All graphics and music is (C) Blue Byte. I ripped it for the best UI of editor.
 5. Program is freely distributely.
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1.3 Shareware

This program is SHAREWARE. It means you can use it, but if you find this program useful, you shall pay for it. Recommended price is \$15 or DM20.

It is good to pay me for my work. Although has program many buggs, I had with it a lot of work. I remember as I was printing list of codes on my Epson LX-850 at 3.45 AM. That was noisy !! :-). If you decide to pay it, you can send money to **me**.

1.4 About BIME

Battle Isle Map Editor is very useful program, with which you can create your own map for game Battle Isle (C) Blue Byte. It's simple to use and if you like BI, you have it for a lot of hours of fun.

Although I made it for me and my friends, I decided to release it. That's why I release it so late.

I decide write this program because I have it played with my friend and I ever lose. He was better and after some maps was game boring, So is it. When BIME was ready, we have maked maps, where I had many additional units and I have won sometimes. It's also good for testing your strategy ability in different situations..

Requirements

You need original Battle Isle game (not BI '93 or BI 2) and 1 MEG of memory (I didn't tested it on 0.5MB, but most AMOS programs needs 1 meg).

One remark: I've lost source :-(((. Oh shit!. Yes. When I bought HDD and I copied disc to HDD, I forgot copy the BIME source disc and I have formatted it. I recovered only compiled executable and I'm too lazy to write this again, so this is the last version (but if you want to make better version, write to me and if you won't be alone, we will see...:-)

1.5 Installation

If you have HDD, just copy BIME1.2 and BIME1.2.info into your directory, where you wish have this editor and file 00.FIN copy to the BI2:Map/ directory.

If you haven't HDD, copy files BIME1.2 & BIME1.2.info on your disc, where you wish have this editor and file 00.FIN copy at DISK 2 in directory MAP.

Don't forget to make backups of Battle Isle !!

1.6 Features

- * Full screen editor
- * Graphics and music original from Battle Isle
- * Can load Battle Isle unpacked maps
- * Editable map-size
- * All terrain types, buildings and units available

1.7 Known buggs

- * Symmetry function works bad
- * Cannot load BB-packed files
- * Small map in game is original, not edited
- * Cannot setup building inventory and energy
- * Music sometimes stops
- * Some graphical buggs like bad redrawing 2-cell units

1.8 About author

All money, messages and anything else (without bugreports)

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PS: Sorry for my English, it is not best :-)

1.9 How to use Battle Isle Map Editor

When editor is loaded, you can see two pannels and "cursor".

Left pannel shows your map which you're creating, right pannel shows terrain types, buildings or units (TT), which you can choose and put it at your map. Switch "cursor" between pannels with TAB and move "cursor" with JOYSTICK. At the bottom between the pannels you can see TT, which have you selected (here is one bug - this works not

properly). In left pannel you can put this selected TT in you map by pressing FIRE. Pressing FIRE in right pannel you select TT, which is between the pannels.

You can (and probably must) control BIME with PULL DOWN Menus.

System

File

Map

Symmetry

1.10 Pull-down menu - System

About - Shows short information about program

Quit - Quits the program (requester will be shown)

1.11 Pull-down menu - File

Load - Shows filerequester to load MAP file. There is no check for loading something else, be careful!

Save - Saves map to disk. If you save at first time, filename requester will appear

Save as - Saves map under a new filename

Delete - Deletes file. Confirmation requester will appear

1.12 Pull-down menu - Map

Reset - Resets map to 16x16, water

Objects -> Landscape - in right pannel shows

Landscape terrain types

Buildings - in right pannel shows

Buildings types

Hills - shows Hills types

Units one - shows Red units

Units two - shows Yellow units

New size - Allows to change map X and Y size

Fill - Fills map with selected TT

1.13 Pull-down menu - Symmetry

Warning ! This part of program has VERY much bugs, so don't be angry if somethings works not properly.

Top -> Bottom - Copies top half of map into bottom half of map

Bottom -> Top - Copies bottom half of map into top bottom of map

Left -> Right - Copies left half of map into right

Right -> Left - Copies right half to left half

Units too - Copy units in above functions or not