

AdEdNew

COLLABORATORS

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REVISION HISTORY

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Chapter 1

AdEdNew

1.1 main

AdEd 1.0 A MapEditor & Picture Converter

Copyright © Vidar Petursson, Mars 1995.

Welcome to the first release of AdEd! This product has been developed to be the ultimate in map editing for games + many other features so i hope that you will be impressed with the many features that AdEd has to offer. If you think AdEd will be useful in the development of your future products, please **register** to gain full use of this utility and receive upgraded versions in the future. Have fun and enjoy!!!

Now click on one of the following topics for more detailed information:

Quick start	For people who hate reading documentation
Introduction	An overview of how to use AdEd
Features	A list of the many features available in AdEd
Memory Viewer	Using Memory Viewer
Record Mouse	Recording mouse movement
ScreenGrabber	Using the ScreenGrabber
Starting Mapeditor	Starting the mapeditor
Setting map size	Setting map size
Setting tile size	Setting XY size of tiles
Settings window	How to alter AdEd's global settings
Flags window	Setting tile flags
General usage	A guide to working with Mapper
Loading maps	How to load maps
Saving maps	How to save & format of maps
Distribution	Conditions for redistribution of AdEd
History	Information about future versions
Credits	These people helped in making AdEd
Author	How to get in touch with the author
Orderform	How to get full version of AdEd

Click on the CONTENTS button at the top to return here at any time.

1.2 recmouse

The gadget on the RIGHT side of the hammer gadget allows you to record mouse movements.

Save : Saves the buffer, only the moves that you have drawn will be saved so set your buffer at generous sizes.

Clr : Clears the movement buffer (hmm.. really useless :))

Record: Starts recording, now draw your path on screen, if you cant see your path then choose a different color and start again.

Coords will only be recorded while you press the left mouse button and move the mouse, press right mouse button when you are done.

SCREEN WILL FLASH AND RECORD WINDOW WILL COME BACK

IF NO MEMORY IS AVAILABLE FOR BUFFER!!!!

Number: The size of the recordbuffer (BYTES), set this as high as you think will suit your needs, each mouse move needs 1 LONGWORD or 4 BYTES. MINIMUM NUMBER IS 1024!

If you draw more that buffer can hold screen will FLASH and the record window will pop up again.

If you need to draw behind the control panel press space to pop it back/front.

NOTE: Remember to save your moves as buffer memory will be free'ed when you close Record Window!!!!!!!!!!!!!!

Later i will add LineDraw/Circle etc....

Also il add this to map-editor so you can place baddies etc to you maps!!!

1.3 screengrabber

Pressing the gadget with a hand grabbing a screen :) will invoke the ScreenGrabber a list of current screens in the system will be displayed choose one and select operation:

Grab Screen: Will display a requester asking if you want to get screens display mode or to use current AdEd ScreenMode.

Ok: Will grab selected screen but keep AdEd screenmode and palette.

Screen Information: will show you all kind of info on current screen like, Size, BitMap type, Coppers, Windows, ViewPorts, RastPorts etc etc etc etc..

Save Grid: Will save screen a'la grid

Save Iff : Will save screen a'la iff

NOTE: No attempt is made in locking screens so keep 'em open until you are done This also applies to any window info you are looking at!!!!!!

1.4 memoryviewer

Window title bar displays what type of memory you are viewing & its range, number on far right will show address under the pointer you can jump to that address by simply pressing RIGHT MOUSE BUTTON over it.

Mode	Changing View Modes
Save	Saving Memory
Search	Searching Memory
Print	Printing
ScreenMode	Changing ScreenMode
IPlanes	Setting Planes
Clr	Clearing Screen
Slider	Using Slider
Forward/Back	Forward
Cursor key	Cursor keys
Jump	Jump to address
FAST/CHIP	Choosing memory
Info	Memory Info
Sizes	Setting display size

1.5 memmode

Here you choose in what format you want to view memory GFX/ASCII/HEX

1.6 screenmode

Yep this allows you to change screenmode :)

1.7 memfast

Those 2 gadgets will allow you to choose what memory you want to look at I.E FAST or CHIP

1.8 printmem

NOT YET IMPLEMENTED

1.9 memsearch

NOT YET IMPLEMENTED

1.10 memsave

NOT YET IMPLEMENTED..... but you can always save memory as ILBM

1.11 memslider

This works just like the Cursor keys

1.12 memforward

Forward/Back will jump in various ways depending on MODE your in.
It will jump at least same size as your plane size.
Try it out easy to figure.

1.13 iplanes

Here you can set the actual planes that content of memory will be written to
A good idea while searching memory is to have only one plane activated else
you would have a VERY hard time finding the gfx, when you have found some gfx
then you can untag that plane and activate the next one and search for the
other plane(s) etc...etc

Also i added a feature INVERT that inverts the displayed gfx some VERY
nice effects can be made with this :)))

Clear will fill marked planes with all 0's
Fill will fill marked planes with all 1's

All gadget will activate all planes.
None gadget will disable all planes

NOTE When showing HEX/ASCII this has NO effect!!

1.14 meminfo

Here you get info on the memory address ranges and sizes

1.15 memjump

Here you can jump to any VALID address, please write the address in full
LONG-WORD as i need to fix this alittle

1.16 memsizes

Two Integer gadgets, 1 for X (This uses BYTES) and 1 for Y (Lines)
 When you are searching memory for gfx your screen "might" be to big
 for the gfx, maybe your screen is 640X512 but the gfx in memory is
 320X256 set those values to 40X256

1.17 cursormem

The cursor keys can be used to scroll through mem, cursor left/right
 will scroll 1 byte to left/right, activating the CHECKBOX-GADGET(S)
 beside the SLIDER-GADGETS will scroll screen left/right x screenwidht
 I.E 640 will scroll screen 80 bytes in left/right direction, to scroll
 in Y direction everything works in the same way.

1.18 clearmem

Press the Clear gadget to clear the screen (Surprise :))

1.19 quickstart

Setting up AdEd

The files Iff.library & ReqTools.library should go in LIBS: unless you
 have a higher version, while the Xen.font and its accompanying directory
 must be copied to your FONTS: directory.

After running AdEd you should be presented with a blank
 screen and a control panel at the bottom of the screen. See "Using the
 Control Panels" for more information on this screen.

1.20 keyboard

AdEd KeyBoard Summary

Cursor keys Scrolls the screen 1 tile in that given direction.

R.ALT+Cursor Scrolls whole screen in that given direction.

Shift+Cursor Changes the currently active tile to another one directly
 across from it, depending on cursor direction. For
 example, Shift+DownCursor grabs the tile directly under
 the active tile from the TileScreen.

Shift+F Fills the currently displayed part of the map with the

active tile.

"p" Pick up the tile directly under the mouse.

Shift+L Brings up the Load Requester.

Shift+S Brings up the Save Requester.

Shift+P Brings up the Palette.

Shift+Q Quits AdEd.

SpaceBar Enables/Disables the control panel.

F1 Shows the TileScreen.

"b" Brings up crosshair for filling rectangle with active tile.

"c" Brings up crosshair for cutting from map.

"m" Brings up MarkLocation window.

"j" Brings up JumpLocation window.

"x" Flip cut-out brush in X dir

"y" Flip cut-out brush in Y dir

1.21 credits

Special thanks to following people for helping making AdEd.

Torfi Luthersson for doing the GFX, betatesting.

Paul Manas for suggestions, betatesting & writing this docs.

breese for being breese and for some ideas :)

1.22 features

F E A T U R E S

AdEd is written in 100% assembler using BarFly and is fully OS compliant, including compatibility with various Amiga graphics boards (????) It requires OS 3.0 or better and a 68020+ microprocessor to run. The unregistered version is fully functional in terms of tools but with "crippled" iff/raw saving files and the MapFormat is NOT given!! :) (Sheesh) NO NEW VERSIONS WILL BE MADE PUBLIC IF NO ONE BUYS IT!!!! So to gain full use of AdEd please see *How To Register* Currently available features in AdEd are:

- * Support for datatypes so that many different file formats can be accessed
- * Memory viewer (View memory as GFX/HEX/ASCII).
- * GFX Converter will save gfx in various RAW formats.
- * User-configurable save formats for maps, giving
- * 1/4 Block size option to give maximum viewing of large maps.
- * Plays ProTracker modules for those that like to whistle while they work.
- * A file control workstation allowing .lha extract and .lha Add; File deletion, renaming and copying; Programmable buttons as in Directory Opus; and..... <more things here FULLY WORKING IN NEXT VERSION>
- * Grab screen function, especially useful when running a Paint Package in the background and you want to use a picture immediately without having to save and load into AdEd.
- * Multiple "tile brushes" allowed to so that you don't have to keep switching between Map and Tile Screens.
- * Record & save mouse movements

1.23 introduction

Using The Control Panels

~~~~~

On loading AdEd, you will be presented with the first control panel. This is the picture conversion and editing screen, so that you can load in pictures and save them out in a variety of formats. Some of the buttons on the bottom of the panel will jump to AdEd's other features, such as the Map Editor.

To load or save a picture, use the disk icons on the far left. The linedraw functions on the top row can be used to edit or create new pictures, and you can also edit the palette to suit your needs. In the far right of the panel are the status icons, such as the X and Y co-ordinates of the mouse pointer and the colour that you are drawing with. ...BlahBlah...

## 1.24 history

### The History of AdEd

~~~~~

After using many different map editors that failed to work with OS 3.0, or went too far in banging the hardware, I decided to write my own map editor. This is my first release of AdEd, although I expect there may be some unforeseen bugs hopefully they will not be too serious. Please inform me of any bugs that you may happen to stumble across with a description of your machine and what you did (as concise as possible please) to discover that bug.

Many new and interesting things will be added to AdEd in future releases,

that is if enough people buy it so I can continue development of AdEd. Please `*Register*` so that I may continue to make a worthwhile contribution to the Amiga community! This goes for all software written for the Amiga - if no one buys it, it can no longer be within the programmer's interests to continue development for it!

1.25 startmapped

USING THE MAP EDITOR

Click on the gadget that has picture of a world map on it. A window will open from where you can set the parameters for the map you are about to open.

From here, you can set the `*MapSize*` and `*TileSize*`, `*Picture Mode*` <BTW Vidar, what is this :-)> and the directories where AdEd can expect to find your map development files. You don't have to set the directories, but for big projects it would certainly be useful. If you have already been working on some maps beforehand you can Load up an older one and save/load your configurations from here.

After clicking on OK, a requester will open from where you can select the resolution and colours of the screen you will be editing on. A new requester will then open where you can choose the picture that will be used for the tiles. These can be in any format, as long as you have the appropriate datatype.

Now you can start to edit the map.

1.26 mapsize

Setting the Map Size

After clicking on the Map gadget a window will open which contains the MapSize settings at the top of the window. The default numbers are 1x1 block, which will give you a map size of 1 screen. 2x2 would give you a Map Size of 4 screens in total (2 screens down, 2 screens across).

NB: If you enter the number from the keyboard remember to press RETURN so that AdEd will acknowledge your entry.

Also see `*TileSize*`

1.27 tileSize

Setting The TileSize

After clicking on the Map gadget a window will open which contains the TileSize settings at the top left corner. The default numbers are 1x1 block, which will give you a tile size of 16x16 pixels. 2x2 blocks would give you a tile size of 32x32 pixels, and so on.

NB: If you enter the number from the keyboard remember to press RETURN so that AdEd will acknowledge your entry.

Also see *MapSize*

1.28 flagswindow

*** THIS NEEDS ALITTLE MORE WORK, SUGGESTIONS WELCOME *****

AdEd allows you to set flags for tiles i.e solid/deadly/bonus etc... To edit flags press gadget with picture of pyramid & a flag on it a window will open where you can choose how many flags you need or you can load flags you previously have been editing.

After you have choosen how many flags you want a new window with CheckBoxes will open.

MULTISELECT allows you to set flags for multiple tiles in one go, this should only be used if all the tiles concerned share the same attributes.

1.29 checkboxes

This is how window looks for 16 flags per tile.

0	8
1	9
2	10
3	11
4	12
5	13
6	14
7	15

Ok

Select

Save

Load

Everything works the same way with 32 flags (except you can have 32 flags :P)

1.30 00

Un/Checking 0 will UnSet/Set bit 0

1.31 01

Un/Checking 1 will UnSet/Set bit 1

1.32 02

Un/Checking 2 will UnSet/Set bit 2

1.33 03

Un/Checking 3 will UnSet/Set bit 3

1.34 04

Un/Checking 4 will UnSet/Set bit 4

1.35 05

Un/Checking 5 will UnSet/Set bit 5

1.36 06

Un/Checking 6 will UnSet/Set bit 6

1.37 07

Un/Checking 7 will UnSet/Set bit 7

1.38 08

Un/Checking 8 will UnSet/Set bit 8

1.39 09

Un/Checking 9 will UnSet/Set bit 9

1.40 10

Un/Checking 10 will UnSet/Set bit 10

1.41 11

Un/Checking 11 will UnSet/Set bit 11

1.42 12

Un/Checking 12 will UnSet/Set bit 12

1.43 13

Un/Checking 13 will UnSet/Set bit 13

1.44 14

Un/Checking 14 will UnSet/Set bit 14

1.45 15

Un/Checking 15 will UnSet/Set bit 15

1.46 saveflag

Pressing the save gadget will open a FileRequester so that you can save flags for future use.

1.47 loadflag

Pressing the load gadget will open a FileRequester so that you can load flags. Any previous flags present will be lost, and a warning will be given.

1.48 ok

Clicking on OK will close the FlagWindow so that you can continue editing the map. The CloseWindow gadget at the top left of the window has the same effect as clicking on OK.

1.49 select

Pressing the SELECT gadget will allow you to pick a new tile to set flags for, from either the Map or Tile Screen.

1.50 savemap

Saving Maps

~~~~~

To save a map click on the gadget with an arrow pointing towards a disk. Pressing SHIFT+S on the keyboard will also open the save window. Because you want to save a MAP, click on the cycle gadget until it says "Map" and then click on OK. A new window will then open that allows you to choose what format the map will be saved in.

Choosing Column/Row will save map in format: first tile saved in  
1 word 0000  
Second tile: 0100  
1'st tile, row 2: 0001, 2'nd tile, row 2: 0101 etc..

Choosing Grid tiles will save your map in the following format:  
(Assuming a 320X256 bitmap for tile)  
First row: 0-19, second row 20-39, ending at last tile with number 319.

If you choose an "AdEd Style" map, it will be saved in an AdEd compatible manner. Remember that this is the only format where AdEd can load maps back into itself. Raw formats only need to be used by programmers - only the actual map will be saved.

## 1.51 loadmap

### Loading Maps Back Into AdEd

~~~~~

By clicking on the load gadget at the main panel or by using SHIFT+L, a window will appear with a cycle gadget. Click on it until it reads MAP then click on OK. Choose the map you would like to load and the TileScreen for that map will load also. If the Tiles' filename has changed or has been moved to a different directory from when the map was last saved, a file requester will appear asking you where it can be found.

1.52 settingswindow

Not yet implemented.

1.53 distribution

AdEd Distribution Policy

AdEd may be freely distributed for non-commercial purposes, as long as all the files in the original archive are present and have not been modified in any way. No charge for AdEd may be made, other than a reasonable cost to cover the media and copying time.

If you wish to include AdEd on a magazine cover disk, you may do so as long as you send a complimentary copy of the magazine issue in which it appears to my home address. The entire package must be included on the disk, not just the executable. Please *contact me* in advance to ensure you have the latest version.

AdEd is the sole copyright © of Vidar Petursson, 1994-1995.

1.54 generalinfo

Using the Map Editor

Here all functions of drawing maps are outlined

Filling	Filling the screen or a rectangle with active tile.
Replace	Replacing tile with other tile
Pick	Picking new tile from Map or TileScreen.
Scrolling	Scrolling the Map or TileScreen.
Mark/Jmp	Jumping/Marking locations.
Keyboard	Keyboard shortcut's.
Cutting	Using the scissors.
Map Clear	Clearing the map.
Grabber	The Screen-Grabber (In mapper).
Mini-Maps	Miniature maps and tiles.
Mouse	Programming the right mouse button

1.55 replace

Replacing a Tile

~~~~~

There are two ways that you can use to replace a tile in the map.

---

\* Select a tile you want to put instead of some tile press GADGET ABOVE CLR gadget a box will appear on screen, move the box over the tile you want to replace & press left mouse button, ALL TILES IN MAP WITH THIS LOOK WILL CHANGE!!

\* As above except now you press the gadget BELOW the CLR gadget & choose the tile you want to replace, ALL TILES WITHIN SCREEN BOUNDARIES WILL CHANGE!!

## 1.56 mouse

### Programming the Right Mouse Button

~~~~~

Pressing the gadget with a picture of a mouse on it will bring up a window where you can choose the routine for the Right Mouse Button. Click on what you want and AdEd will return to the Panel Screen. At any time you want to use your chosen function, click once on the Right Mouse Button. Pressing and holding the RMB for 2 seconds will pop up the TileScreen.

1.57 minimaps

Miniature Maps and Tiles

~~~~~

Pressing the 1/4 block gadget will display your map with 1/4 size tiles (If memory permits). This map is just as editable as a normal map, and can be very useful when working on large games.

## 1.58 screengrab

### The Screen Grabber

~~~~~

A very handy feature is the screen grabber, press gadget with a (SURPRISE) hand grabbing a screen, a window will open with a listview, choose one of screens displayed & press OK, presto screen will be copied to your tilebitmap.

Pressing gadget WITH PALETTE grabs screens palette.

Pressing gadget IFF will save screen as IFF.

Pressing gadget RAW will bring up another window where you can choose RAW-FORMAT to save in.

After you have grabbed a screen once there is no need to press the gadget again, just press SHIFT-G and screen will automatically be grabbed again (Assuming its still in memory)

Or you can even use the right mouse button to grab screens. SEE PROGRAMMING RIGHT MOUSE BUTTON!

Pressing SHIFT-J will bring grabbed screens program to front. NOTE Some problems with that when screen being grabbed is a attached screen like in Brilliance etc...

This is a REALLY handy feature, simply keep your favorite paint program in the background, edit some tiles & grab it straight to AdEd & tiles will be updated automaticly.

Some problems can arise if you use say 640X512 & a low-res display in your paint-prog because those programs store the BIG image elsewhere in memory but im working on a code to fix this.

1.59 jumptab

Jumping/Marking Locations

The two gadgets beside the about gadget allows you to mark certain locations for easy jumping, there are 10 locations you can mark like this.

Simply press the left gadget for marking locations, a window will pop up with gadgets numbered from 0-9, choose one of those banks & that location will be stored, to jump to this location later just press the gadget on the right & choose the same bank (Or other banks)

Also there are gadgets in the jump window for jumping to beginning/end of either X/Y or both. With sliders you can go to any pos in map, after dragging sliders you must press OK gadget to get to desiered pos.

1.60 scroll

Scrolling Map Or TileBitmap

To scroll the map by one tile in any given direction, use the cursor keys.

To scroll through the map by one screen in any direction, hold ALT and press the cursor keys.

Also Jmp window can be used for scrolling map.

To scroll through the TileScreen use the cursor keys while the TileScreen is active.

1.61 sizzor

Cutting From Map Or TileBitmap

To cut from the map press the sizzor gadget, a crosshair will appear on screen move it over desired starting point press & hold down left mousebutton, now drag a box around the tiles you want to cut out.

Presto you have a cut-out brush which you can paste down.

You can also flip the brush in either X or Y direction by pressing (Surprise) x or y on the keyboard.

When finished using brush press RIGHT MOUSE BUTTON or ECS & brush will go away.

The brush can be activated again by pressing the gadgets above or below the sizzor gadget, (Top gadget activates last brush cut from map, bottom gadget activates last brush cut from Source tile map), screen will FLASH if no cut-outs are in bank.

Cutting from tilebitmap everything is the same except first activate tilebitmap by either clicking the gadget with the pyramid or by pressing F1 on the keyboard.

Use cursor keys to scroll map while holding brushes, or use ALT-SHIFT for QUICK scrolling.

1.62 clear

Clearing Large Sections of the Map

Pressing the CLR gadget will clear the currently displayed part of map with tile zero.

1.63 fills

Immediate Screen Filling

Pressing SHIFT F fills the currently displayed part of the map with the active tile.

Clicking on the Fill-Screen gadget in the control panel allows you to specify a rectangular area on screen that will be filled with the active tile.

Future version will include pattern fill I.E brush image can be used for fills.

1.64 pick

Picking up a New Tile

Pressing "P" allows you to pick up a tile straight from the map you are currently editing. Pressing the Grab Tile gadget has the same effect.

To pick up a tile from the TileScreen, you can press F1, press the gadget with the pyramid, or hold down the Right Mouse Button for two seconds.

Also see KeyBoard

1.65 author

How to contact the Author

The author of AdEd can be reached through the following channels -

Snail mail: Vidar Petursson
PoruFell 20
111
Reykjavik
Iceland

Telephone: 354-1-74809

E-Mail: torfil@rhi.hi.is

Bug reports and suggestions of improvements to AdEd are most welcome - this is what makes the best even better!

1.66 orderform

```
*****
*           AdEd MapEditor & Picture converter           *
*                               User Registration Form      *
*****
```

Mail to: Vidar Petursson
PoruFell 20
111 Reykjavik
Iceland

Name: _____

Address: _____

City: _____ State/Province: _____

Country: _____

E-mail: _____

Registration of AdEd entitles you to free upgrades to all future versions of the program.

The cost of registration is \$40 in United States currency. Accepted forms of payment are as follows:

- 1) U.S. cash currency
- 2) Bank or postal money order drawn in U.S. funds
- 3) Certified check in U.S. funds

Sorry, personal cheques are NOT an acceptable form of payment.

ORDER:

AdEd Registration: \$40 U.S.

Payment method (CHECK ONE) (1) U.S. currency

(2) Money order

I agree to all terms outlined in the licence section of the AdEd user manual and to the terms of registration named above.

Signature

Date