

in

COLLABORATORS

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Chapter 1

in

1.1 AlienBreed 3DII Level Editor

Welcome to the revised AlienBreed 3DII Level-editor V2.01
Original written by: Andy Clitheroe
ReWritten by: Jens Vang Petersen
Alpha & Betatested by: Peter Jørgensen

Upgrades and add-on's can be found on 'http://home8.inet.tele.dk/top_cat/'
or the Aminet

The main changes are an attempt to remove a lot of those little annoying bugs,
and to put some of the functions on menu, rather than on 'secret' keys.

The Level-editor has got the functions of the GAMELINKER included to for the
same purpose of removing bugs, most of the converters used to create
graphics and sounds for the game is included.

Disclaimer
Why, Who and How

This Editor needs: !! READ THIS !!
How to install

Changes made to the program

Please help the author

Program instructions (incomplete)
How to select something

The map
The Pull-down menus
Action-buttons

Converting wall-graphics

Converting Level musics

How do I ?? A Quick little helper..

The main parts of this program was written in early september 1997, and because of the tragic death of princess Diana in the same period, I've decided to dedicate this work to the memory of her, may her tragic death never be forgotten..

1.2 Disclaimer

NOTE:

- All the usual stuff: I accept no responsibility for any damage on any devices (including Sister, Parents, Computer & Cat)..
- This program is MAILWARE, so if you use it please send me an E-Mail or Snail-Mail and tell me what you think about it.
- This program may be included on CD-ROMS, PD-Collections, Homepages, Cover-disks, etc. The only thing I demand is a Mail telling me where I can find my program (If I've send it personally somewhere then you don't need to.)
- This program is written in AMOS-Pro, using Turbo +..
- This program was designed to enable you to create your own levels to use with 'Alien Breed 3D II', this is not a crack or hack of the original game...

The game 'AlienBreed 3D II' is copyrighted by 'Team 17'
'AMOS Pro V2.0' is copyrighted by 'Europress'

1.3 Why, Who and HOW

Why:

Well I tried to make some levels with the original editor, but I quickly ran into a bunch of errors, besides it was almost imposible to find out what options that realy was.. Then I found the source-code on a cover-cd from Amiga Format, so I started to study it and this is the result of that work.

Who:

You can contact me:

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How:

This Editor was written using:

- AMOS Pro 2.00
- Turbo + 2.00
- Craft 1.00
- Easylife 1.10
- GoldEd 4.6.1
- CatEdit 1.20
- PPaint 7.0
- Dopus 5.5

I would like to pay my respects to the following persons, without them it would be imposible to make something like this....

Peter Folkmann
Peter Jørgensen

1.4 You'll need

The Editor should run on WB2.0 with 4 Mb of RAM, however the game requires AGA so I don't suspect anyone to try and run it on anything older than 3.0 anyway. It runs on all processors known to me, however 030/50 is highly recomended.. The Editor supports locale with KS2.1+

The editor relies on several external programs and filez:

(if you'd installed the original editor + the patch, the most of the files should be in the right order)

You'll always need:

- 'Endcli' command in your path
- 'FailAt' command in your path
- 'Execute' command in your path
- 'Delete' command in your path
- 'Copy' command in 'C:'
- 'T:' assigned to a directory somewhere

With a normal WB installed these should not pose a problem

- 'SBDepack' must be in 'C:' if you want to load packed files..

The editor needs the following on startup:

- 'Ab3:' assigned
- 'Easylife.Library' Libs: or path.
- 'Ab3:Includes/test.lnk' Datafile
- It needs the files and directories pointed by the 'test.lnk' file too...

!! If 'Ab3:' isn't set then the editor will try and set it to the current directory (The catalog where the editor itself is located)

To use the 'pack files' options you'll need

- the 'Lha3' program in 'C:' (Normal)
- the 'Lhaconv' program in 'C:' (!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!)

As standard the 'lhaconv' program is placed in 'S:', however I can't get the scripts to work allright with that position.

1.5 How to Install the Editor

Intalling the editor

I dind't had time to write an install-program, but if you've got the 'original' editor, you've properly had to use either the shell or an directory utility to get it running anyway..

To install:

Set an assing to 'Ab3:', if you've used the old editor it'll be there..

That should do it..

NOTES:

- If you don't assign 'Ab3:', then the editor will try and make the assign to the directory where the editor itselve is located..
- The content of the drawer 'C' may be moved to C:, or it should be in the editor's directory.
- The catalogs can be moved to 'locale:' if you'd like, but it works from the editorpath as well..

1.6 Please help the author.....

In developing the editor further I'd like some help from all of you using it, I'm currently looking for:

- Locales, both guide and catalogs, or just catalogs to various countries, the .cd and .ct files are included with the program, but please let me know before starting out, course others might be trying to write a locale for the country allready.. When you finish your locale, please send it to me and I'll put it in with the next version of the editor..
- Vector files, I'm looking for the layout of the vector-data files as I'd like to be able to show them on screen..
- New Ideas, if you got any..

1.7 Changes to program

The history of the Editor:

- Future plans:
 - Getting level-data back from a save game..
 - On-line help by loading up this guide..

- YOUR IDEAS
 - Italian locale is on the way :-))

 - News in V2.01: (Released on 24-11-1997)
 - Small fixes in the danish locale..
 - 'EasyLife.Library' included in archive..
 - Some changes in the build-in-text..
 - Enabled a 'missing-file-check'..

 - News in V2.00: (Released on 21-11-1997)
 - Small fixes in GUI-GFX's..
 - Editor is now compiled using Turbo+ 2.00

 - News in V2.00b2: (Released on 02-11-1997)
 - Editor sets 'Ab3:' if not found..
 - Editor's external files (The ones in 'C:') can alternatly be placed in relation to the editor as 'editor_path/C', where they'll be if the archive is unpacked in the normal way.
 - Danish locale included.
 - Wallconverter now gives warning if width >640 (the game won't handle it).
 - Editor now uses ASL filerequester..
 - Walls, Floor and Texture files can be packed directly..
 - Selecting cancel in filerequesters caused some crashes, fixed
 - Mouse-pointer fixed when loading/saving link-philez
 - Marking of inactive point in 'point-bright' removed..
 - Filepattern fixed in HQN generator..

 - News in V2.00b1: (Test-version)
 - 'Define zone' fixed
 - 'Iconify' Fixed
 - Menu crash found and fixed
 - 'Wall 2 Iff' crashed if 'cancel' was choosen in the filerequester..
 - Locale support compleated
 - 'Floor 2 Iff' written
 - 'Texture 2 Iff' written
 - 'ObjFrames 2 Iff' written
 - 'Fib 2 Sample' written
 - Mousepointer gets busy
 - Editor reports load and save errors

 - From 'Original' to 2.00a (Test-version)
 - Startup procedure.
 - Now shows missing files during start.
 - The ASM-procedures was included permanant in the program.
 - 'TEST.LNK' may be packed if you'd like
 - '256pal' is no longer needed, It's been included as fixed data in the program, but if it's present in 'ab3:includes/" it'll be loaded..
 - Startup has been made lots faster, as it no longer has to load floor data-tiles

 - Disc-operations:
 - Load function:
-

- Moved to pull-down menu.
 - Filenamechecks.
 - Loads =SB= packed files (Standard AB3DII packing).
 - Uses path set by 'gamelinker' part of program..
 - Save function:
 - Moved to pull-down menu.
 - Error-catcher, shows error and exits to mainmenu
 - Filenamechecks.
 - Uses path set by 'gamelinker' part of program..
 - Errors because of 'missing' zones was corected.
 - Clip function:
 - Moved to pull-down menu.
 - Error-catcher, shows error and exits to mainmenu
 - Filenamechecks.
 - Uses path set by 'gamelinker' part of program..
 - LinkUp:
 - External Program included.
 - Placed in pull-down menu.
 - Error-catcher, shows error and exits to mainmenu
 - Filenamechecks.
 - Uses path set by 'gamelinker' part of program..
 - Level-packing:
 - New function in pull-down menu.
 - Filenamechecks.
 - Checks that pack-programs are present.
 - Checks the files are not packed allready.
 - Uses path set by 'gamelinker' part of program..
 - 'Make' function:
 - New function in pull-down menu, Clips, Saves, Links and Packs.
 - 'Check' function:
 - New function in program.
 - Checks teleports for destination.
 - Checks removed lifts.
 - Checks all zones for walls wrongly attached to lift/door.
 - Removes 'lose' rising walls.
 - On The Map
 - Zoom functions moved to pull-down menu.
 - Grid added to aid in placing points. (Optional)
 - Indicator for start-point-player2.
 - Teleports shown on map. (Optional)
 - Heights shown on map. (Optional)
 - Lifts and Doors can be Hiden.
 - Fixed a few colour problems.
 - Map update was made a wee-bit faster..
 - Removed some of the gfx errors on the map..
 - Faster scrolling around was enabled using (shift/alt/ctrl)..
 - Possible to center map (back to square one)..
 - Wall-select indicates what wall will been chosen.
 - Checks on what needs to be draw, thereby increasing update speed.
 - Map now runs in highres, the map will look less crowded when you have many values on screen and the pull-down menus looks better..
 - Objects can be hidden on the map..
 - Editing functions
 - All functions displays their keys on screen (if they have any).
 - Buttons with no function was removed from screen.
-

- Set Points:
 - Del point function was included on RMB.
 - Del point won't delete a point belonging to a zone.
 - Move points:
 - Button moved next to set/del point.
 - Define zone:
 - Checks that points are selected clock-wise.
 - Don't crash when selecting another function when defining.
 - Selecting another function while defining will cancel the define.
 - Don't crash when choosing more than 10 point for a zone.
 - Cleans up the old data before adding new.
 - Define walls:
 - Delete zone now clean up walls in bordering zones.
 - Automatic alter both sides of a wall. (Optional)
 - Lift Defining:
 - Special menu, no hidden keys.
 - There are 16 lifts, not 17 as in the original editor.
 - Lift can only be placed once.
 - Can't place 2 lifts in one zone.
 - Can't place lift in door zone.
 - Rising wall must be placed next to lift-zone.
 - Lift-zone is auto-selected if defined.
 - Limit check on Speed
 - Limit check on SFX
 - Limit check on lift at top
 - Selector for SFX's (Shows names)
 - Can play SFX's (May even be packed SFX's)
 - Door Defining:
 - Special menu, no hidden keys.
 - There are 16 doors, not 17 as in the original editor.
 - Door can only be placed once.
 - Can't place 2 doors in one zone
 - Can't place door in lift zone.
 - Rising wall must be placed next to door-zone.
 - Door-zone is auto-selected if defined.
 - Limit check on Speed
 - Limit check on SFX
 - Selector for SFX's (Shows names)
 - Can play SFX's (May even be packed SFX's)
 - Object/Alien defining:
 - Special menu, no hidden keys.
 - Object type requester.. (No more stepping back/next)
 - Alien type requester.. (no more stepping back/next)
 - Shows BM-frames when choosing starting-frame..
 - Range-check on starting frame..
 - Set Heights:
 - All 5 heights are now defined at the same time (One button).
 - Heights are limited to (-4000 -> 5000).
 - Roof can't be placed below the floor.
 - Floor can't be placed above the roof.
 - Copy to all zones from each height.
 - Roof and Floor in ground level can't be disabled..
 - Select what heights to be copied to a single zone...
 - Autostair systems, helps in building stairs..
 - Set point bright:
 - Gathered in 2 buttons rather than 4.
 - Presents are shown on screen
-

- Painting walls:
 - Keys shown on screen
 - Texts are shown in visible colour
 - No Crashes when going to far when choosing walls
 - Walls may be packed..
 - Walltiles are shown scaled in full-height, so variations below line 64 can be seen..
 - Painting roofs:
 - Keys shown on screen
 - Texts are shown in visible colour
 - Roof tiles is loaded from the file that the game uses, and not from some bunch of IFF-files..
 - Painting Floors:
 - Keys shown on screen
 - Texts are shown in visible colour
 - Floor tiles is loaded from the file that the game uses, and not from some bunch of IFF-files..
 - WaterAnimations:
 - Settings shown on screen
 - Background SFX's
 - SFX names are show on screen
 - SFX's can be played
 - GameLinker part
 - Gamelinker was included in the editor, a bit at a time..
 - Select Wall-GFX's has been included.
 - '256wall' was included, palette rurines was fixed..
 - Select Object-GFX's has been included.
 - ObjectFrame set has been included..
 - '256OBJ' was included..
 - 'Compobj' was included..
 - '256lit' included..
 - 'complight' included..
 - Select SFX's has been included.
 - Possibility to hear the SFX..
 - Sampleconverter/packer included..
 - Set background SFX's included..
 - Possibility to hear the SFX..
 - Set Echoed SFX's included..
 - Possibility to hear the SFX..
 - Set Level Directory is working..
 - Creation of sub-directories now selecteable..
 - Set Level Names has been included..
 - Set FloorFile is included..
 - '256Floor' is included..
 - Set TextureFile is included..
 - '256Texture' is included..
 - Set Vector Files included..
 - Set Bullet Types included..
 - Possibility to hear the SFX..
 - Set gun types included..
 - Possibility to hear the SFX..
 - Set Aliens stats included
 - Set Object Stats included
 - Fixed the 'damage' animation, making the frames selecteable.
 - Floor footsteps and Floor damage was included in one menu
 - Shows the tile you're working on
-

- Set level backgroundmusic is included
- Texteditor for 'level-intro-texts' written
- Wall to IFF converter written
- Internally in program
 - Subroutines changed to Procedures
 - App. 1300 lines of redundant code removed
 - Sprites are stored rather than defined
 - Removed double-definings.
 - The userinterface now based on AMOS-interface, makes it easier.
 - Improved Multi-tasking operation.
 - Gamelinker-data are run directly from memory, in the old linker most of the data was stored 2->4 times, making loading/saving quite slow.

1.8 What to do on the map..

Keys: (Place pointer on map before pressing the keys)

Cursor keys: Move around on map.
 Shift+Cursor keys: Move a wee-bit faster around.
 Alt+Cursor keys: Move even faster around.
 Ctrl+Cursor keys: Fastest way around.
 Shift+Help: Center on map.

What is shown on the map:

(n stands for a number or a character to indicate a id-number of the object)

Characters shown on the map:

- Ln : Lift number n
- Dn : Door number n
- TnS : Source of teleport (take the id-number as a help to find the other end and nothing else)
- TnD : Destination of teleport
- PL1 : Starting location for player 1
- PL2 : Starting location for player 2
- END : Endzone, where the players should go to compleate the level.
- URn : Upper-roof height
- UFn : Upper-floor height
- LRn : Lower-roof height
- LFn : Lower-floor height
- WAn : Water height

Zone borders:

- Flashing : This it the currently chosen zone
- Light gray : A solid wall
- Dark gray : Zone border to next zone, walk-through is alowed.
- Blue : A Rising wall for either a lift or door.

Control-lines for aliens:

- Blue line : Physical link between control-points
 - Blue line with red arrow : One-directional physical link
 - Purple line : Visual link..
 - Pink point : Control point in lower zone
-

- Blue point : Control point in upper zone

1.9 Pull-down menus

This is a brief list of commands in the pull-down menus

The 'Project' Menu

- "Load Level" Level loader, moved from key 'l'
- "Save Level" Level save, moved from key 's'
- "Build Clip-file" Clip-file builder, moved from button '3B'
- "Link Level" Perform the LinkUp, 'Linkup' program was included in this main-program.
- "Pack Level" Packs the 3 files to the level, that NEEDS to be packed. The packer will check to see if the two externally needed programs 'C:Lha3' and 'C:LhaConv' is present, then a check is made to see if the level is saved correct, and finally a check to see if the level has allready been packed is done, then the pack is run..
- "Make Level" Do 'Clip', 'Save', 'Link' and 'Pack'..
- "Quit Editor" Guess :-)

The 'View' Menu

- "Zoom Out" See more of the level at once
- "Zoom In" See less of the level at once
- "Zoom Normal" Resume normal view
- "Grid" Sub-menu for grid-settings
- "Symbols" Choose what symbols you want to see on the map
- "C.Points" Choose what you'd like to see on the map in relations to the control-points, links etc.

The 'Level-SetUp' Menu.

- "Text Strings" Sets the 10 strings that's available in each level, these are the ones that might pop up from time to time during play, they are normally activated when picking up objects, or killing aliens..

The 'Game-SetUp' Menu. (This is really the old gamelinker program)..

- "Levels"
 - Set Levels Directory
 - Set Level Names
 - "Graphics"
 - Set Object GFX Frames
 - Set Floor Tile FileName
 - Set Walls GFX Filenames
 - Set Texture FileName
 - "Vectors"
 - Set Vector FileNames
 - "Samples"
 - Set SFX's FileNames
 - Set Background SFX
 - Set Echoed SFX
 - "Bullets"
 - Set Bullets Data
 - "Guns"
 - Set Gun Types
-

- "Aliens"
 - Set Alien Stats
- "Objects"
 - Set Object Stats
- "Players"
 - Define Player Stats
- "Misc"
 - Define Floor Stats
 - Select Level Music Files

The 'Tools' menu:

- "Level Intro Texts" Edit the text-screen shown before a level..
- "Wall -> IFF" Converts a wall (.256wad) back to IFF picture..
- "Floor -> IFF" Converts floors back to IFF pictures (16 of 'em)
- "Texture -> IFF" Converts Textures back to IFF (32 of 'em)
- "Frames-> IFF" Converts A BMP-framefile back to IFF
- "FIB -> Sample" Converts Fib-packed samples back to normal..

1.10 Action-buttons

The buttons are referred to by their position in the button grid, the top row is A, second row is B, etc, numbers from left to right.

Note that during the rewrite of the button-functions, my prime target has been to try and get all the functions visible, either as extra buttons on the menu or at least a key-legend shown..

Please read the How to select something too.

Buttons:

- | | |
|-----|---------------------------|
| A1 | Add/Delete point |
| A2 | Move point |
| A3 | <NOT IN USE> |
| A4 | <NOT IN USE> |
| A5 | <NOT IN USE> |
| A6 | <NOT IN USE> |
| A7 | <NOT IN USE> |
| A8 | Paint lower roof |
| A9 | Paint upper roof |
| A10 | Change heights |
| A11 | Water Animations |
| A12 | Upper Wall Bright |
| A13 | Background GFX |
| | |
| B1 | Define Zone |
| B2 | Define wall / Delete zone |
| B3 | <NOT IN USE> |
| B4 | Define Upper point bright |
| B5 | Define Lower point bright |
| B6 | <NOT IN USE> |
| B7 | <NOT IN USE> |
| B8 | Paint Lower walls |
| B9 | Paint Upper walls |
| B10 | Add Control Point |
-

LMB to place a point.
RMB to delete a point.

1.13 Move Points

Move Points.

Simply:

RMB to select a point.
LMB for new location.



1.14 NOT USED

This Button has no function.



1.15 NOT USED

This Button has no function.



1.16 NOT USED

This Button has no function.



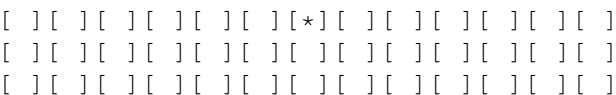
1.17 NOT USED

This Button has no function.



1.18 NOT USED

This Button has no function.



1.19 Paint Lower Roof

Paint The Lower Roof.

```
[ ][ ][ ][ ][ ][ ][ ][ ][*][ ][ ][ ][ ][ ]
[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
```

Here you paint the roof of the lower floor, this is very important in the process of designing a level..

Use:

',' to select previous tile.
 ' .' to select the next tile.
 'q' to make the scaling smaller.
 'w' to increase the scaling.
 LMB to put tile in a zone.
 RMB to grab the setting in a zone.

Notes:

- The number shown in the top line is the scaling-factor for the tile..
- When selecting the function there'll be a short delay while the editor gets the tile-data from your HD.
- The 'old' painter used the data from a number of fixed datafiles on the HD, this uses the tile-file set in the 'gamesetup' and this is the same as the one the game uses..

1.20 Paint Upper Roof

Paint The Upper Roof.

```
[ ][ ][ ][ ][ ][ ][ ][ ][*][ ][ ][ ][ ][ ]
[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
```

Here you paint the roof of the upper floor, this is very important in the process of designing a level..

Use:

',' to select previous tile.
 ' .' to select the next tile.
 'q' to make the scaling smaller.
 'w' to increase the scaling.
 LMB to put tile in a zone.
 RMB to grab the setting in a zone.

Notes:

- The number shown in the top line is the scaling-factor for the tile..
- When selecting the function there'll be a short delay while the editor gets the tile-data from your HD.
- The 'old' painter used the data from a number of fixed datafiles on the HD, this uses the tile-file set in the 'gamesetup' and this is the same as the one the game uses..

1.21 Changing Heights

Setting heights.

```
[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][*][ ][ ][ ]
[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
```

Mouse On Map:

LMB Click in a zone to alter the values here.

RMB Click in a zone will copy the current values into this zone.

Menu:

The '++' will add 8 to the height

The '+' will add 1 to the height

The '-' will sub 1 from the height

The '--' will sub 8 from the height

Holding shift while pressing the buttons above makes the stepvalue *32.

The 'ALL' function copies the value to ALL zones currently defined, it'll not affect future defined zones..

The copy function referes to the RMB-click, when an height is selected it'll be copied with RMB.

To disable a height simply click on the number showing the height.

Auto-stair is a help to create stairs, it works simply by each time you select a zone the floor+roof heights will be changed according to a step value set by you, the changes can be made in upper or lower floor at your choice, and it's even possible to change floor in the middle of stepping up, so that you can make stairs in two levels, eg. if you need to go quite high up, you can save some usefull space by having a two-level stair-case, note that when auto-stairs runs it ONLY changes values in the selected level, say if you're working in upper-level with a stair, the lower level is not changed at all. When using auto-stair the height of the next zone you choose is shown in the selector, clicking on that will turn the function off (when you're done with your stair). The Auto-stair function always uses the values currently in the menu to set the starting level.

Notes:

- Numbers are working in reverse, meaning the smaler the number, the higher the thing get, all references are absolute, and are NOT relative to eachother in any way.
- Try to avoid zone-heights of 32 (eg. Floor=0, Roof=-32), players can be stuck under it, either make then lower so players can't get in, or make them higher so that it works normaly.
- Numbers are checked against eachother by the editor, making sure that the roof is heigher that the floor.

1.22 Water Animations

Water Animations.

```
[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][*][ ][ ][ ]
```


1.26 Define Walls/Remove Zone

Define Walls.

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By defining walls means that you can make an internal wall solid, so that even if two zone are bordering, there'll be no trespassing. The definition is simpel, select a zone with RMB, then select the wall with LMB. That's it, a bright line indicates that the wall is solid, a dark line that it's not, and a dual-colour that the wall is solid from one side !!.

The Auto-Double-Wall function simply makes sure that a wall is either solid or not from both sides..

To remove a zone, simply select the zone with RMB and press 'd'..

1.27 NOT USED

This Button has no function.

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1.28 Set pointbright at upper level

Set Upper Point Bright.

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```

This is the way to alter the lightning in your level, dark, bright or flash for the upper level.

To alter something, it worth remembering that the brightness referes to the points in a zone, in fact there are 4 bright-points pr. point, one for the upper-roof, one for the upper-floor, one for the lower-roof and the last for the lower-floor, to make it even more complex it's possible for a point to be included in several zones, then there's a group of brightsettings for that point for each of the zones. The roof and floor points are edited at the same time.

- RMB chooses a zone to edit in.
- LMB chooses a point in the selcted zone.
- The 10 presets can be choosen by clicking on them, they'll affect all the points in the zone
- If the copy button is activated then the current setting of the sliders is copied to the point that's selected with LMB.

1.29 Set pointbright at lower level

1.51 Set Levels Directory

Levels Directory

It's possible to have several groups of levels on the game, the active one is selected with this function, all level-oriented functions of the editor will respect this new location..

The create directories function builds the structure needed by the levels, you should call this after setting a new directory to be used, or both the game and the editor is in trouble..

NOTE:

- Remember to save the setup if you change it...

1.52 Set Level Names

Change Level Names

This function is just cosmetic, it decides what should be written on the game's menu when entering next level, normally this will be something simple like 'Level A' or something, but you can use anything for this, if you're building groups of levels you can name 'em 'Start' of 'Begining'....

NOTE:

- Remember to save the setup if you change it...

1.53 Set Objects GFX frames

1.54 Set Floor-tile Name

1.55 Set Wall Names

1.56 Set Texture-file Name

1.57 Set Vector files

1.58 Set SFX Names

1.59 Set Background SFX

1.60 Set Echoed SFX's

1.61 Set Bullet Stats

Define Bullet Types

No doubt you will want aliens to shoot at you and vice-versa, and before you can make them do this, you have to define some bullet types. Aliens fire selected bullet types, as do the player's guns, and ammo you collect also gives you specified ammounts of each bullet type to shoot. The term 'bullet' is a bit of a misnomer and should really be 'projectile' since it can refer to bullets, mines, grenades, rockets, and, curiously enough, the bits of splash that aliens spurt when shot.

To define the NAME of a bullet, click on the existing name with the LEFT mouse button and type in your new name. You can now hold 'ALT' and click on the name to enter the status screen.

DAMAGE TO TARGET PER BULLET

This refers to the amount of damage the target (ie an alien, an object or you yourself) will take on being struck directly by the projectile. A value of zero disables collision with other objects, useful for stuff like the blood which spurts out of aliens.

VISIBLE BULLET OR INSTANT EFFECT

Bullets can either be visible, like grenades or plasma bolts, or invisible and instantly effective like shotgun blasts or rifle bullets.

GRAVITY VALUE

ONLY AVAILABLE FOR VISIBLE BULLETS

This indicates the effect gravity has upon the projectile. Grenades should have a value of about 20 or so, with 0 representing gravity having no effect. NOTE that negative values are possible, and will cause the bullet to fall towards the roof!

BOUNCE OFF WALLS Y/N

ONLY AVAILABLE FOR VISIBLE BULLETS

Toggles bouncing off walls on/off. NB: Bullets which are subject to gravity will be slowed down by contact with walls, but those unaffected by gravity (Gravity Value = 0) are assumed to be some sort of lazer weapon and are not slowed down.

BOUNCE OFF FLOORS/CEILINGS

ONLY AVAILABLE FOR VISIBLE BULLETS

Toggles bouncing off floors and ceilings. Slowdown rules same as above.

BOUNCE NOISE

NOT IMPLEMENTED IN THIS VERSION.

This setting has no effect at present, although updates may rectify this absence.

BULLET LIFETIME

ONLY AVAILABLE FOR VISIBLE BULLETS

Bullets may last forever (a value of -1 denotes this) or may fizzle out or detonate after a certain time. This value is measured in 50ths of a second. Projectiles not defined as bouncing will detonate or fizzle prematurely if they strike a wall, and will detonate in any case if they strike an enemy target (either you or an alien depending upon who fired it).

EXPLOSIVE FORCE

ONLY AVAILABLE FOR VISIBLE BULLETS

When the bullet runs out of time or hits an alien or wall, it may explode. A value of zero represents no explosion, with about 40-50 representing a reasonably powerful blast. NOTE: The visual effect of an explosion is created by producing several copies of the 'impact' frames of animation around the central blast area, so if you have an explosive bullet, ensure that the impact frames are of a suitable type to look right when the explosion occurs.

MOVEMENT SPEED 0-7

ONLY AVAILABLE FOR VISIBLE BULLETS

The speeds of bullets are not measured linearly, but in powers of two. Thus '0' is very, very slow (in practice, not movement at all, particularly if you use it for mines which drop and hit the ground, slowing down and therefore stopping entirely) and 7 is, well, 128 times faster than that! A speed of 7 is extremely fast, with speeds of 5 and 6 more suitable for standard fireballs and so on.

IMPACT NOISE

ONLY AVAILABLE FOR VISIBLE BULLETS

Click on this and you will be presented with a list of the currently loaded samples. Select one to make the bullet trigger that noise when it hits, or click at the top of the screen to select 'none'.

BULLET GRAPHIC TYPE

There are three options, which should be selected according to what sort of graphic you have drawn:

BITMAP:

Simplest option of the three, this just draws the frame onto the screen scaled appropriately.

GLARE:

Uses the 'GLARE/SHADOW' rules to either brighten or dim the screen behind. See 'HOW2-Draw_And_Convert_Glare_Graphics' for instructions.

ADDITIVE TRANSPARENCY:

Uses a different routine again to 'add' the graphic in a transparent fashion to the graphics already on-screen, thus giving a 'firey' or 'smokey' or 'blazing plasma death bolt' impression. See 'HOW2-Draw_And_Convert_Additive_Transparency_Objects' for instructions.

IMPACT GRAPHIC TYPE

Same as above, but for the impact frames.

1.62 Set Guns

Define Player Guns

The player is likely to feel a little defenseless without guns to shoot, and indeed you MUST have the first weapon defined before you can play the game (the default game link file contains one pre-defined weapon, the shotgun).

You will be shown a list of 10 guns, along with various items of information:

<GUN NAME>

Click to type a new name for the gun.

<BULLET TYPE>

Click, and then select a bullet from the list shown. This is the type of bullet the gun will fire.

Bullets Fired/Shot

Click and type a number from 1 upwards. Only used by instant effect bullets, so shotguns can be double-barrelled and fire two bullets (either of which has an independant chance of hitting the target).

Delay between shots

A value in 50ths of a second representing the delay between the gun firing successive times. Thus a machine gun might have a value of 5, a rocket launcher a value of 50 or 100. Of course, you could always have a rapid-fire rocket launcher....

Gun SFX

Click and select a sound effect for the gun to trigger when you shoot.

On Screen Object

Click and select an object whose COLLECTED/ACTIVATED/DESTROYED frames are set up to work as the gun.

1.63 Aliens

Define Aliens (This is taken from the original docs)

This is probably the most arduous task facing the prospective game designer, as it requires the most data to be input.

You will be shown a list of aliens to define. To change their name, click on the existing name and type the new one.

Holding 'ALT' while clicking will bring up these options:

GRAPHIC TYPE (This can be one of three main types):

- BITMAP

The alien will use standard bitmap graphics converted by the OBJECTCONVERTOR program. The alien will only be lightsourced so far as to be made brighter in bright rooms and dimmer in dark rooms. This option is the one used in all other games of this sort.

- VECTOR

If you have designed animation frames for a vector alien, you can specify that you wish to use them by selecting this option.

- LIGHTSOURCED PALETTE 1/2/3/4

These options can be selected, but you won't be able to use them because the support programs for producing lightsourced graphics were not included in this package. Look out for a coverdisk with tutorials and support programs soon! For now, you'll have to be content with the options above.

DEFINE ANIMATION FRAMES

If you are designing a BITMAP alien, consult the file

HOW2-Define_Alien_Animations

otherwise check out

HOW2-Define_Vector_Alien_Anims

AFTER YOU HAVE READ THE REST OF THIS FILE!!!

Default Behaviour:

Aliens can either walk, or fly. This can be indicated by either WALK RANDOMLY or FLY RANDOMLY being selected (click to toggle)

Reaction time

This is the amount of time the alien must see you for (uninterrupted) before it will notice you and take appropriate action. If you shoot it and it doesn't die, it will immediately spot you. This value is measured in 50ths of a second. If your aliens are too easy, try decreasing this value rather than increasing hit points or whatever.

Default Movement Speed

This is the speed which the alien wanders around at when it can't see you and is not attacking. 5 is an average sort of speed, 10 is zippy and more than 10 is ludicrous.

Response Behaviour

This is what the alien will do when it notices you; either:

Response Movement Speed

Only used in charging aliens, this governs how quickly the alien will charge.

Response Timeout

You can make the alien 'get bored' and stop charging after a certain amount of time. IF you don't want this to happen, type in a nice big number like 10000, representing over three minutes! Value is measured in 50ths of a second.

Damage Taken Limit -> Retrest

NOT IMPLEMENTED IN THIS VERSION

Damage Inflicted Limit -> Followup

NOT IMPLEMENTED IN THIS VERSION

Followup Behaviour

Once the alien has executed its attack animation, or has timed out of its response counter, it will 'followup'

Followup Movement Speed

The speed at which the alien will approach you (if at all)

Followup Timeout

Assuming the alien can still see you once this timer expires, it will

attack again. This value is measured in 50ths of a second.

RETREAT BEHAVIOUR/RETREAT MOVEMENT SPEED/RETREAT TIMEOUT
NOT IMPLEMENTED IN THIS VERSION.

NUMBER OF HIT POINTS

The 'toughness' of the alien. Think about how tough you want the alien to be relative to each of your guns. Do you want it to keel over after a single shotgun blast? Then make its hit points less than the damage done by your shotgun rounds. Want it to soak up rockets and laugh chestily? Then make its hit points HUGE, so that the damage of the rocket PLUS its explosive force (the maximum amount of damage it can do to an alien or yourself) is much less.

Physical Height

How tall is your alien? To make it walk on the ground, a good height to use is TWICE the SH (Scaled Height) of the animation frames you are using. Notice that aliens CANNOT WALK into rooms whose floor-ceiling height is LESS than this value, and CANNOT MOVE in rooms which are too short if you plonk them in there to begin with.

Minimum distance to walls

Small or thin aliens can get quite close to walls, so a value of 0 will suffice. But if it's a fat beast, a value of 1 or 2 will prevent it squeezing unrealistically into narrow tunnels.

Projectiles Ejected Upon Death

Clicking on this will bring up a list of projectiles (bullets) which the alien can splurt out when it dies. Interestingly, you can make it spit out actual bullets (as long as they are VISIBLE ones) when it dies, thus allowing sneaky aliens to hemorrhage grenades as their innards rupture, which makes the player's situation just a little dicey...

Alternatively, you can choose to click on 'Select Alien to spawn instead' and pick a type of alien. Upon death, the alien will spawn FOUR of the aliens you selected. Please don't be silly and make aliens spawn themselves, or make them spawn other aliens which in turn spawn them back. You'll only get annoyed playing the game as hordes of replicating aliens engulf you mercilessly.

Auxilliary Object Type:

Click on this and select an object whose frames have been set up correctly.

By 'correctly', what do I mean? Well, if you define a DECORATION object, and make it look like an animation of a gun barrel flash, you can use it as an AUXILLIARY OBJECT. At any point in any animation sequence for the alien, you can make the game paste a frame from the auxilliary object somewhere over the top of the alien graphic. This is how the muzzle flashes and glaring lights of the various alien guards were produced. Auxilliary objects may be BITMAP or GLARE/SHADOW, but not VECTOR. If you are not using any auxilliary graphics on the alien, you don't have to define this value at all.

Torch Brightness

Aliens can carry 'torches', illuminating the level in front of them. A value of 30 is a reasonable torch brightness, whilst a value of 0

indicates no torch.

Bullet Source X and Y offsets.

These value indicate how far from the centre of the alien its bullets should originate. This is largely a matter of trial and error, but remember that negative values mean the bullet comes from the left or the top, whilst positive values mean the right or the bottom.

1.64 Objects

Define Aliens (This is taken from the original docs)

The term 'Object' in AB3DII has quite a broad meaning. Basically, anything which isn't a bullet, a player, an alien or background (walls, floors and ceilings) is an object.

Click on an empty space or an object you want to redefine with the LEFT mouse button, and type the new name. Clicking on the object while holding 'ALT' takes you into the actual definiton screen.

There are several various object-types, those are listed here in top-bottom order:

Collectable

The object may be collected by the player. When this happens, the player will recieve whatever ammunition or other supplies the object is defined to provide, and the object will remove itself from the map. Once so removed it will also cease to hold any doors and lifts.

Activatable

The object can be 'activated' by the player being within its activation radius and pressing the space bar. When this happens the object switches to 'active mode'. The player can switch it back, or it can 'timeout' and return to its inactive state. Whilst active the object will cease to hold any doors or lifts.

Destructable.

The object can be damaged by player bullets and explosions. Once destroyed it will cease to hold any doors or lifts, and will no longer impede the player.

Decoration

The object cannot be interacted with in any way and simply sits there playing through its animation sequence.

When entering the stats-screen these are the options:

Type Of Object

Click to cycle through the four types above.

Graphic Type

Click to cycle through:

BITMAP

Simplest type of object; uses ordinary bitmap graphics

POLYGON

An object of this type uses frames of animation from 3D objects designed using the ANIMEDITOR program.

GLARE/SMOKE

The object is drawn transparently, brightening or darkening the graphics behind it. See HOW2-Draw_Glare_Objects for instructions.

Deactivate after..

ONLY FOR ACTIVATABLE OBJECTS

This value is the time in 50ths of a second between the player activating the object and it deactivating automatically.

Number Of Hit Points

ONLY FOR DESTRUCTABLE OBJECTS

The number of damage points the object can take before it is destroyed.

Explosive Potential

ONLY FOR DESTRUCTABLE OBJECTS

The explosive force with which the object detonates upon its destruction.

Impassable in default state

DESTRUCTABLE AND DECORATION OBJECTS ONLY

Does the object obstruct the player until destroyed? This value gives you the answer.

Define Guns/Jetpack/Shield Given

Clicking here brings a list of toggles as to what the object provides the player with when he collects or activates it.

Define Ammo/Fuel given

Clicking here gives a list of what ammo and health is given by the object when collected/activated. Hence a 'gun' object would give the player the appropriate gun, and also some of the ammo that the gun fires.

Collision cylinder radius

This is the distance a player has to be within to collect or activate the object. About 100-150 is usually about right.

Collision cylinder height

This is the height within which the player must be to collect the object. About 100 is usually ok.

Position vertically relative to:

Either the FLOOR or the CEILING can be toggled between here, and the object will be positioned next to the one selected. Thus the Vertical Offset in the animation data is important to pull the object up or down into the room.

Lock to nearest wall?

If this is enabled, then the object will 'snap' to the nearest wall when placed in the level and will face outwards into the room (vector objects only)

Activation/Collection/Destruction sound effect

Click here to set the appropriate sound effect for whatever action is appropriate to the type of object.

1.65 Set Players

Playes Setup

This only relates to levels that'll be played by two players at the same time, it simply decides how the other player should look when the player looks at him/her...

NOTES:

- The playes looks are taken from 'aliens'..
- Remember to save the setup if you change it...

1.66 Set Floor Stats

Floor Stats

When entering this function, you'll see the first tile of the current floor-file, you can step through them with the arrows. Floor stats is simply a way of defining how it sounds when the player walks on the floor and if the floor is dangerous. A dangerous floor will give damage to the player when walking/standing on it..

NOTES:

- The sounds available are the ones defined in 'SFX files'
- Remember to save the setup if you change it...

1.67 Level-Music Files

Level-Music

Boom - Boom - Boom, That's about the way it sounds as standard, with this function, you can put your own music inside a level, there's a separate module for each level, so just pick the level and select your music, and that's it..

See:

- Creating Level Music

NOTE:

- Remember to save the setup if you change it...

1.68 Converting Wall-graphics

Wallgraphics was originally converted with the '256wall' program, I've included it in the main editor and rewritten it a little bit, so here's some new instructions:

Drawing graphics:

Graphics are drawn in a normal drawing program, and must be saved as IFF, you can use 2->32 colours in the drawing process, but remember that the converter changes the colours to match with the internal palette used by the game, so the colours might not be exactly the same as the one's you've chosen, the converter makes a match to try and find a colour that's as close as possible, but some times it misses a bit.. Several tiles can be drawn next to each other, but don't make the screen width more than 640, the game can't handle it. Each tile should have a width of 16,32,64,128 or 256, if you use other sizes you'll get in trouble when including them, the height of the tiles is less sensitive, but should be at least 8, to make things more easy you should try to hold the values at 8,16,32,64,128,256 or 512, if you choose to use other heights make sure the height is even, or you'll properly have something looking quite odd..

Converting:

The converter can be found in the 'Define walls' section, simply hit the function, and choose your IFF-file, unlike the 'old' converter this will try to figure out the width and height of the file, these will be the default values, so when the converter asks for 'width' and 'height' the numbers shown are the defaults and will be activated if you just press 'enter' without any number.. The converter will start out by getting the palette and then getting the drawn data, if you think that the palette-generation is taking longer than before, you're properly right, I've tried to enhance the selection of colours to make it hit better, and it takes a little longer.. When saving the file simply enter the name you'd like, the converter will add '.256wad' if you don't..

Notes:

- If you're changing a wall defined in the list (converting again with the same name) and you have changed the height of the chunk you MUST reselect the file, if you don't the graphics will screw up..

1.69 Converting LevelMusics

Each Level can have an exclusive Music-file, the file is set in the 'game-setup' menu, sub point 'Set Level Music'...

Creating Music.

As this is not a guide to writing music, I'll simply say that the basic is to get hold of some music in '.mod' format, say either Soundtracker or even better, ProTracker, I'm not sure if the game supports the latest news in ProTracker, but check it out..

Converting.

Ehh, Well, converting is perhaps a little over the top to say, what is done is simply a packing of the file. So copy our music-module where you'd like it to be ('Ab3:Music/' would be the place), and select 'Pack file' in the 'Tools' menu, select your module and wait, that should be it...

1.70 How Do I ??

A small hint section with things I've discovered over time..

How do I...

- Delete/Remove a Zone ??
 - Select 'B2' (Define walls) in the menu and select the zone with RMB then press 'd' and if all goes well the zone's away..
- Put a lock on a door/lift ??
 - Locks on doors/lifts is defined along with the object that you'd like to lock the door, when the object is destroyed/picked-up then the lock will be broken, choose 'C1' (Add object) and pick the locking object select what door/lift should be held (locked) and set the rest the way you'd like (See 'add object' for more information)..