FinalSun Manual

Made for FinalSun Beta 0.93

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License

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Credits

Felix the Chickmac Kelm (chickmac@gmx.net)
thonliner from www.theonliner.de
Alex, Michael and the whole team of www.ccin.de
Andreas from BG: TS (www.tiberian.com)
Omer Strulovich for his editing guide, got the triggers from that
Igor K., he sent me Omer´s editing guide, and provided further information.
Matt Wolf
Steve Childs & his Editor SunEdit 2k
War Machine for overlay help
Maurice van Mil
Kidglove for some infos
NodScorpy from AGressivenodscorpions for triggers
Olaf van der Spek for his XCC code routines
And all those in the readme.txt

Don´t forget to check out the readme.txt which is included in every download.

Notes

FinalSun isn´t completed yet. For example, the mappack algorithm has not been discovered yet. Chickmac and some others are still working on it, we hope to solve this soon. For all who don´t know this yet, the mappack is responsible for the terrain (like water, cliffs etc.) in a map.

Manual

I split the manual in 4 different parts: (some chapters are really short, I´m in quite a hurry :)
I.   Using the map editor (placing units/buildings, trees, houses, lighting, etc)
II.   Creating a singleplayer map (or modify one)
III.   Creating a multiplayer map
IV.   Triggers, Tags, Teamtypes, Taskforces & ScriptTypes
V.   Implementing new pictures, using rules.ini/art.ini -mods etc. / using new unit   types in maps
VI.   Interface to SunEdit 2k

I. USING THE MAP EDITOR

The map editor consists of 2 different windows, the main window and the isometric map view with the object browser.
In the main window you can open a map, save a map, modify general characteristics of the map and, important, create and modify triggers, tags, teamtypes & taskforces.
Because the most pages of the main window are easy to use, I will concentrate on the iso view, the complicated parts of the main window are described in chapter IV.

The iso view

To make it easier, you should first load the file "sample.mpr" in the FinalSun directory.
You can scroll the iso-view by using the scrollbars. The "borders" of the map are in bright red, this means all inside this rectangle is the "real" map, all outside should be really ignored, no units should be set outside.
You should see many different icons/pictures. Some are the same like in the game, some are simple icons. I suppose everybody understands what a house describes, yea, a structure :).
2 icons need to be explained:

bmp00002.bmp   This describes a waypoint. The waypoint number is written on it.

bmp00004.bmp   This describes a celltag.

Now, if you want, for example, to create a new building, choose the building you want to build in the object browser at the left. Click on the map where the building should be placed.

To change some additional settings, double click on the building. Note that, if there is another unit/building at this position, this means if they overlap, the wrong properties dialog may appear. To avoid this, you can use Drag & Drop.

To delete buildings or units, use "Erase objects" at the object browser.

There is almost no difference between handling buildings, units, infantry and aircraft. It´s quite the same.

Drag & Drop:
To move units and buildings, just click on them with the left mouse button, hold the button down and move the mouse. A line will appear and show the new position of the building/unit. After releasing the mouse button, the building/unit will be set there. Now, if you want to create a big army, a copy feature would be cool... well, it´s here! Before releasing the mouse button, just hold down shift, and the unit/building is copied! This is a very cool feature, I think.

Base nodes:
With base nodes you can tell the AI to build/rebuild buildings. Note that the house settings must be correct, too, in order for this to work. It seems that this doesn´t work in multiplayer maps, if you find out how to use it, please tell me. To add a base node, click on a building, with the right mouse button, of course, and choose "Base node". To delete a base node, click on this node and choose "Delete node". If you want to create a node without a preexisting building, simple create the building, create the node, and delete the building. Then the node will be still there.

Celltags:
Celltags connect a tag with (a) specific cell(s). To create a celltag, click on the right mouse button and choose "Create Celltag". You will need to choose the tag connected to the celltag.
To change this tag later, click on a celltag and choose "Celltag properties", or "Delete celltag" in order to delete it.

II. Creating a singleplayer mission

This is much more difficult than creating a multiplayer mission. The best way to do this, is to modify a already existing map, that makes it much easier... The sample map sample_sp.map is already included, try this first.
If you are already experienced, you can try to first create a map in the random map editor, and then proceed as in III and modify this mission to a singleplayer map.

To play a singleplayer map, copy the file _Battle.ini to your TS directory and rename it to Battle.ini. Open this file in notepad and create a new battle there:

[Battles]
1=GDI1
2=NOD1
3=YourCampaign

[YourCampaign]
CD=0

Scenario=YourFirstMap.map
FinalMovie=
Description=Blabla

This way you can try out the sample_sp.map map... it´s a modification of the GDI mission 2... and it has a ion storm, buildable mammoths and meteor shower, and some lighting effects.

III. Creating a multiplayer mission

This missions can be played in skirmish mode and in multiplayer game. Note: if you play by the internet, the maximum time needed to transfer the files to every player is 40 seconds.
this means, in a 4 player game, the map may have 110-130 kb. Hiding the preview will help to be smaller than 130 kb.

1. Start TiberianSun.
2. Create a new random map, don´t click on cancel but on OK.
3. Exit Tiberian Sun.
4. Load the file RandomMap.map in the Tiberian Sun directory in FinalSun.
5. Edit the file.
6. Save it as *.mpr file.

To play it, start TS, create a multiplayer/skirmish game and choose your map from the multiplayer map list (not by loading the map in the random map editor!)

Note: You cannot define your own houses in multiplayer, this means if you want to create a preexisting enemy base you need to use the "Neutral" house.

IV. Triggers, Tags, ScriptTypes, TeamTypes & TaskForces

Every of this sections has a property name. This is not used in the game but it makes editing much more easier. Just give every Trigger/Tag/etc a name so that you can remember what it is. **PLEASE DON´T USE A COMMA IN ANY NAME OR ANY OTHER EDIT BOX, THIS MAY SCREW UP EVERYTHING!**

Teamtypes
Teamtypes are used to define groups of units with specific TaskForces.
The most settings are understandable, but here some notes:

Max	-	The maximum number of this TeamType on the battlefield (not sure)
Techlevel	-	You should leave this at 0
Group	-	maybe the same like in taskforces
Script	-	The behaviour of the unit (script-editing not yet implemented)
TaskForce	-	This defines the units in the teamtype

ScriptTypes

Scripts tell units what to do on the battlefield, for example to patrol from one point to another or simply to attack buildings.

Scripttype	-	Choose the current Scripttype you are editing.
Name	-	Just to know what you´re editing.
Actions	-	These are all actions (like move there, wait there, then move on...) that the current Script has.
Type of action	-	This is the type of the currently selected action.
Param. of action	-	For example the waypoint if the action is 3 -Move to waypoint

TaskForces

This defines the units in the taskforces. Note that more than one teamtype can use the taskforce. I suppose everything is understandable.

Group	-	Used to predefine the hotkeys used in the game to choose a group (note that this begins at 0, so 1 in the game is group 0) Leaving this at -1 does not define a hotkey.

Tags

Tags make triggers available. This means, every trigger needs a tag in order to work.

Repeat	-	Should the trigger/tag be available only once (0), or repeat (2).
Trigger	-	Choose the trigger the tag should be connected to. If you want to create a new trigger, simply go to the trigger page and create one, and let the program create the tag for you. Then you can change the trigger settings. This is not required, just makes it easier.

Trigger

A complicated part.
A trigger consists of three different parts: the general properties (owner of the trigger etc.), the events which let the trigger start, and the actions, this means what the trigger does.

General properties

House	-	The owner of the trigger.
Flags	-	Don´t change them.
Trigger	-	Unknown... use <none> if you don´t know what this is.

Events

Type	-	The event type, for example 13, which specifies that the trigger is activated after a specific time amount.
Parameters	-	The parameter events... most times parameter2 is the important one. In case of event type 13, parameter2 defines the time amount.

Actions

Type & params	-	The same like in events, except that this are actions, not events. Again, param2 is mostly the important one.

Waypoint   -   This specifies the waypoint of the action (is not always
used, of course. Sometimes the waypoint is needed as
Param2, too, so sometimes Waypoint=Param2!).

In the editor, the events/actions I have discovered are already described, but maybe I´ll write them down here later.

<u>AITriggerTypes</u>
This is propably even more complicated than Triggers.
With this, you can tell the AI to build things or defend a zone etc (though most things are not supported yet). You just need to try it out. I have added more support in FinalSun 0.92, no description yet.

V. Implementing new graphics/ using rules.ini/art.ini mods /using new unit types in maps

FinalSun should now behave quite the same like Tiberian Sun. Though, there may still be things that are different.
Here the facts:
- If a rules.ini exists in the TS directory, it will be loaded. If expandxx.mix files do exist, FinalSun tries to load the rules from that mix, if they exist. If not, FinalSun searches for a local.mix (either in the Tiberian Sun directory or in the tibsun.mix) and loads the rules.ini from that mix file.
- Same with art.ini& ai.ini
- Patch.mix is ignored.
- firestrm.ini, artfs.ini & aifs.ini: If they exist in the TS directory they will be loaded from there. Else, FinalSun will load them from the expandxx.mix files (Note: these files will simply be attached to the rules.ini, art.ini & ai.ini internally, meaning they can overwrite themself and the rules.ini, art.ini & ai.ini).
- SHPs: They will be loaded from the isotemp.mix, isosno.mix, temperat.mix & conquer.mix ONLY inside the TibSun.mix, the routine is already slow enough and more searching would significantly slow it down. This may change in a later version, though.

<u>New graphics</u>
If it is a new SHP, you should do simply put the shp in the correct mix file, then it should be shown correctly if the rules & art settings are correct.
Else, if it´s a Voxel or you just don´t get the SHP working, just make a screenshot, cut out the unit (no background please :), and copy it to the FinalSun\Pics directory (BMP picture of course). The name needs to be the rules.ini-ID of the unit if no image value is specified, else the image value. The top left pixel will define the transparent color. You need to restart the editor in order to let the changes become visible.

<u>Rules.ini/Art.ini mods</u>
They should work like in Tiberian Sun. Remember, people will need the mod.

<u>New units especially for map</u>
This is a very cool feature, if you have at least SunEdit 2k Beta4, Preview 1.

The documentation should be mainly handled by SunEdit 2K´s manual, but I provide information in chapter VI.

VI. FINALSUN-SUNEDIT2K Interface

Most information about SunEdit2K is of course in the manual of SunEdit2K, not here.
You can use SunEdit2K to implement or change units or other stuff especially for this map. And you can use it to create mods and save them as *.rul file which FinalSun will be able to import soon (you should be able to import them with SunEdit2k)

To start SunEdit2K in FinalSun mode, simply click on SunEdit2K->Launch in FinalSun mode.
FinalSun will now minimize, and SunEdit2K will appear.
After making the changes, click on "Save To FinalSun".
Now SunEdit2K closes, and FinalSun appears again, with the changes applied.