

MazeMaker

COLLABORATORS

	<i>TITLE :</i> MazeMaker		
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Chapter 1

MazeMaker

1.1 MazeMaker.guide

MazeMaker V2.3e
User Guide
(c)1995 by Axel Deising
email:deity@informatik.uni-bremen.de

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1.2 intro

Introduction

The Mazemaker is shareware !
I started coding for about a half year. First it was written in pure assembler-code but its to much work to make it easy to use. So i have rewritten the MazeMaker. It is now pure C/C++-code :).
I decided to make the MazeMaker because it is not easy to create the dungeons of a 3D-Dungeongame without a powerful tool.
Now i am writing a 3D-Dungeongame and so i need this tool very much and i asked me: why should other 3D-Dung... programmers out there not have that luck to have the chance to use this powerful MazeMaker ?
The only thing to do is :

send 30 DM or \$20 registration fee

to
:

1.3 author

The Author

Axel Deising
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Send Bugreports to the email.

```
*****  
*           It is possible to include your own saveformat.           *  
*           Please contact me if you are interested.                 *  
*****
```

1.4 copyright

Copyright

IMPORTANT !

MazeMaker V2.3e is shareware and copyright (c)1995 by Axel Deising.

- It is allowed to copy MazeMaker V2.3e.
- It is not allowed to make changes in the programcode or in this document.
- It is not allowed to distribute MazeMaker in any comercial product without written permission of the author.
- The package must be ditributed in its complete form.
- MazemMaker can be distributed but it is not allowed to make profit with selling this program.
- MazeMaker can be distributed on the Aminet CD (So the point above is out of order for this point)

1.5 usage

Usage

You can set points in every drawmode. Click only in the big window.

Keys:

Use arrow keys to scroll the area.

F9/F10 selects the next actual wall/ceiling/floor. Use this when you can not pick the thing via pick option

The Buttons:

ZOOM :

gives you until you click the MB an overview of the maze.

Delact.:

Deletes the actual wall, ceiling or floor. Depends on the actual drawmode(wall/floor/ceiling).

The actual wall is shown pointed. The actual wall/ceiling is shown as a normal line.

PickPo:

Sets the next connection of the wall/floor/ceiling. You have not to hit the point to pick exactly.

PickCW:

During you draw it has the same function like PickPo. If you are not drawing it lets you define a new actual wall/floor/ceiling(depends on the actual drawmode). Follow the commands in the windowtitle. The floor/ceiling must be in an invisible rectangle. The wall you want to pick is drawn light select by pressing the LMB.

Redraw:

Redraw the maze. Its useful after you picked a point because the line is not drawn correctly or the look of the maze is destroyed.

About:

Some info

Load:

Load a maze.

Save:

You can save the maze here. Ooops you can not save it here because you have to

REGISTER

.

The standardsaveformat is:

Wallfile:

dc.w sort,x1,y1,z1,x2,y2,z2,x3,y3,z3,x4,y4,z4,texture/obj.nr

...

sort = 1/2/3 (wall/object/monster)
