

Mapeditor

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COLLABORATORS

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| | <i>TITLE :</i> Mapeditor | | |
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REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
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Chapter 1

Mapeditor

1.1 RGAE Mapeditor V0.95a

MapEditor for RGAE V0.95a

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Disclaimer
Disclaimer stuff

What can I do
What can/can't you do with this editor.

Level files
Important information about levelfiles!

Usage
How to use editor.

Map pieces
Description of mappieces.

Contact
How to get in touch with us.

1.2 Disclaimer

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1.3 What can you do with this editor

What can/can't you do with this editor

RGAE Level editor is meant to be a tool to generate your own levels and adventures for RGAE. However, this version of editor cannot do anything else than edit one levelfile at a time, and you certainly are not able to generate your own adventures. Example: you cannot place items on maps and the editor doesn't understand few mappieces yet. But as I mentioned, this is a simple alpha.

Full version of this editor will be released with RGAE itself or soon after it. It'll be freeware as RGAE will be, but I'd like that if you manage to make an adventure all by yourself, you should send it to me. If this project gets a lot of spectators then I'm going to start collecting a library that contains different adventures for RGAE.

This version updates following things since V0.9a

- Map piece follows mouse on map window.
- Several bugs in AGuide docs fixed.
- Level file names changed from *.enl to *.map. Check out the Levels/ subdirectory.

As you might already guess, RGAE will be just an flexible engine behind all this.

1.4 Information about level files

Info about RGAE level files:

I've collected some information about levels files that you need to know before doing anything.

RGAE's levelfiles contain 3 sections each. One with mapdata. It's called "The ForeGround". And one with some special data. It's called "The BackGround". The last section is used to hold visited places in memory but that doesn't affect levelfile generation at all.

```

3+-----+
      |           | Think the sections like they were limited like this:
2+-----+| 1 = The ForeGround
      |           |+ 2 = The BackGround
1+-----+| 3 = Section for holding visited places in memory.
      |           |+
      |           |
      +-----+

```

The ForeGround contains all that data what is visible to user at first time he wanders around the level. All objects and items were stored in this section, but now the system allows multiple items in one place at a time, so this section holds nothing but map pieces. The BackGround is not visible to user unless he somehow removes something from ForeGround.

Let's take an example: User is a powerful mage and he is about to cast a fireball. He misses the enemy and fireball strikes the wall behind the monster. Fireball is so powerful that it removes all wall pieces in explosion. So, now the ForeGround in this explosion is removed and the BackGround is "copied" to the ForeGround. The BackGround becomes visible and all other things in it.

This would mean that a powerful mage could crash the whole level with just fireballs, but what if you put walls on the BackGround on the same spots that ForeGround walls are located. Then when this explosion happens, the ForeGround walls are removed, BackGround walls are copied on ForeGround, and the visible result is that nothing happens. Walls remain there so it makes an illusion that these walls are unbreakable. *** The items that are stored in the BackGround cannot be removed or destroyed ***

If there is nothing defined in the BackGround and that explosion happens, then FloorType1 will be copied on the foreground. Note that this means that if you use some else FloorType than 1 on your map, then the floors you use must be put into BackGround also. You probably now understand that if that explosion happens on FloorType2 and nothing is defined in the BackGround then 8 pieces of FloorType1 will be copied on the ForeGround. Believe me that in the middle of FloorType2, the FloorType1 looks very ugly. :)

Do you get my point:

- 1) Build a level on The ForeGround.
- 2) Place all those mappieces on The BackGround you like NOT to be destroyed in explosions or similiar.
- 3) Don't worry about the 3rd mapsection.
- 4) Save the map and rename it into Level01.map, so you can test it

with RGAE.

- 5) Fix errors which more probably are caused by the BackGround.
So, go back to 2. :)

Please

 contact me
 if you have problems. I'd like to see levels that
are generated by someone else than me, but that's not going to
happen if I have written bad instructions. Please, ask if you have
problems, and please send me your levels. Perhaps they will be added
in RGAE full release.

1.5 How to use

How to use this editor:

Editor is build to be very simple to use.. :) The area where the map
is constructed is placed in the same spot than in the real game.
Editor screen has 3 gadgets for actions and 20 gadgets to choose a
map piece.

The gadget above map pieces is meant to be a browser for map pieces.
Firstly there are walls and walls with secret door in them on the
screen. By clicking this browse gadget it moves into next row of
map pieces which contains stairs, open doors and locked doors. This
is the way you browse through map pieces. There are about 80 of
them.

I think save and quit gadgets' purpose is quite clear. Load option
is not implemented yet, and most probably won't ever be, because I
lost the sources in a crash. :(I have to write a new editor.

The chosen mappiece is surrounded with white box. Use LMB on screen
to draw with that map piece. RMB can be used to clean pieces from
screen. It uses always the floor type which looks black. You cannot
change this yet.

Editor has few keyboard commands also:

SpaceBar - Switch between ForeGround and BackGround view.
Del - Copy ForeGround into BackGround.
~ (below ESC) - Clear map.
s - Show secret doors.

See the meaning of ForeGround and BackGround from
levelfile info
section.

That copy option is useful when you have a lot of stuff you want to
hold in background also. You just have to build the foreground and
then copy the whole thing into background with one button. Then you
only have to clean the background up to fit in your purposes.

1.6 How to contact me

Credits:

- Programming, AGuide documents, misspellings and the level design so far by Jarkko Vatjus-Anttila.
- All incredible 16-col graphics by Sami Kemilä.

If anything, I repeat anything comes to your mind, and have to contact either of us, don't even think about hesitating, do it.

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1.7 List of current mappieces

Selection 1: Solid walls and walls with hidden passages.

This is obvious, isn't it? Use solid walls to build the main structure of the maze and then place secret doors in it, to make it more... fascinating?? :) After placing those secret doors you can relocate them by pressing letter "s".

Selection 2: Stairs, open doors and locked doors.

Stairs include 4 pieces:

- a) Normal stairs to up.
- b) Normal stairs to down.
- c) Closed trap door and..

d) ..opened trapdoor.

Make sure that if you generate more than 1 level, then you should take care that the stairs are placed on each other. I mean that there should be stairs waiting for you when you descend.

Opened doors mean that they can be opened without keys. And locked doors need that key of course. However, there's not much point in using locked doors since you cannot place items on maps yet.

Selection 3: Floors and huseroofs.

It's your decision what kind of floor you use. Just pick the best.
House roofs are used in town.

Selection 4: Misc graphics and shops.

Misc graphics include: Water, trees, fences, pits, radioactivity and gold. Shops are the same shops that are in town. They are in this order:

- a) Weapon shop
- b) Armor shop
- c) Book shop
- d) Drink shop
- e) General store and training hall.

I hope these instructions are enough for you to generate your own mazes. I also hope this shows you what kind of editor is coming for adventure editing purposes. Contact me and comment this. I'd appreciate any mail from the users of my programs.
