Introduction

The « Mapedit.exe » program allows to create map for the E.S.T.H. and FoS games. The generated files have the « .map » extension and are used to create new scenario thanks to the scenario editor in the main program. To each « .map » is also associated a « .min » file that represents the minimap display during the game. This file is simply a bitmap image (format bmp). It is automatically generated by the map editor but can by modified after with any drawing tool. It must however be in 256 colors with the color palette provided in the main directory of the game.

Warning: The map editor is provide "as is". It has served to create all maps for the ESTH and FoS games but it has not a "user friendly" interface. The improvement of this interface is one of th numerous things to do.

Maps structure

A map defines for each square a terrain by means of a surface type (plain, town, forest, river, fortification, sea, forbidden terrain etc.) with eventually a road and a linear obstacle (fortification or stream) superposed. In addition, each square has a given high. These four attributs has so to be given.
En is also possible to associate to each square a text to identify a given location.

Starting a new map

To start a new map, choose "New Map" from the "File" menu and et select a file that defines a terrain set (*.def file). These files are in the module directories. A map for a given module cannot use a terrain set of another module.
Then, the program ask the size of the map in term of squares.

Loading a saved map

To modify an existing map, choose "Load a saved map" from the "File" menu and select the desired « .map » file.

Editing the terrains

The display area of the main window allows to edit the map. The right button is used to erase all terrains in a square. The left button is used to do an action on the target square. This action depends on the currently selected edition mode. Three edition modes are possible:
1) The mode « terrain without palette »
2) The mode « terrain with palette »
3) The mode « elevation »

To be in « terrain without palette » mode, the « Ground » item of the « Edit » menu must be checked and the palette window must not be displayed (menu « View / Ground window »). This mode allows to roughly create the map. In this mode, a click with the left button put in tha target square the type of terrain selected in the tools bar (if the selection is plain, there is no effect except to select the). The programme compute then automatically the little image to display in the square and update in the adjacent squares. For this reason, it is recommended to design the relief befor the other terrain. Not all terrain are managed in this mode (linear fortifications and towns are not, use the second mode for these terrains).

To be in « terrain with palette » mode, the « Ground » item of the « Edit » menu must be checked and the palette window must be displayed (menu « View / Ground window »). With this mode, the user can precisely define the little image to put in a square. It allows to refine the result of the first mode. Warning : the choices will be modified by the system if one uses the first mode on an adjacent square.

To be in « elevation » mode, the « High » item of the « Edit » menu must checked. In this mode, the elevation of each square is displayed. By clicking with the left button on a square, you can modify the high of the square. The programm propagates then this new value to all squares at the same level. The elevation must be within 0 and 100.

Remark: In the game, the only important thing is the presence of a cover or a forbidden terrain (there is no difference between a town and a forest for example). For this reason, in tactical zoom, a blue/red cross is displayed for cover/forbidden terrain.

Adding a label

To add a text to a square, select the "label" mode and right click on the square. The text associated to this square can be entered or removed.

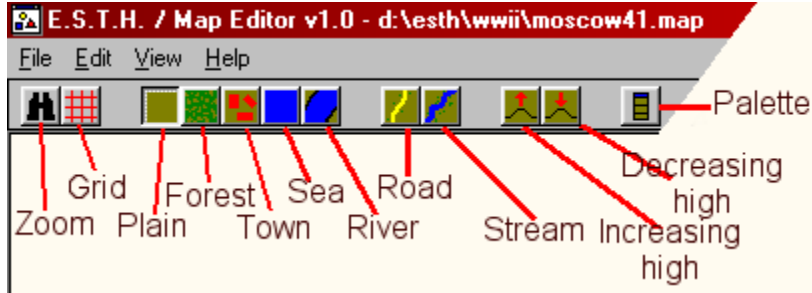## The Edit menu

Allows to select the editing mode:
High = to define high of the squares
Ground = to define the terrain
Add Label = to define the text associated to a location
Resize = to modify the map size

The tools bar

- **Zoom :** to switch betwenn tactical view and strategic view (same as menu « View / Zoom »).
- **Grille :** to display or hide the grid (same as menu « View / Grid »).
- **Plain** / **Forest** / **town** / **sea** / **river** : to select a type of surface terrain.
- **Road** / **stream** : to select a type of linear terrain
- **Increasing / Decreasing high** : to modify the relief (in term of graphics, to modify the high, use the high edition mode)
- **Palette :** to display the terrain palette windows with all possible images for a square. Some images are cumulativ (for example, a surface terrain + a road + a linear obstacle)

Saving a map

To save a map (it is recommended to do this often), use the « File / Save map » command. After having ask for the name of the map, the program ask if the mini-map should be generated.