Making A Simple Room

If you haven't done so yet, read mapedit.txt. Print it out if you can, and use it as a key reference.

To start editing Blood levels make sure you have mapedit.exe in your Blood directory. If this is the case, run it.

If everything goes well you should be in 2d-mode. If you have a map called newboard.map in your Blood directory, MapEdit will try to load it instead and put you in 3d-mode. Toggle between 2d and 3d mode by pressing the Enter key on your numeric keypad.

Go to 2d-mode. You'll see a grid. You can toggle through all the possible grid sizes with the G key. Press L to toggle grid-locking. Make sure grid-locking is on.

You can move around the map by holding down the right-mousebutton and moving the mouse. Notice that by doing this you're also dragging a white arrow. This white arrow is your current position in the map. We'll get back to it when we view our map in 3d-mode. A zooms in, while Z zooms out.

While pointing the mouse cursor on the grid, click the left-mousebutton. Move the mouse around. You'll see a little brown dot and a white line extending between it and the mouse cursor. That brown dot is a vertex. Maps are made out of sectors. Sectors are made out of walls. Walls are just lines between vertices. Click on the left-mousebutton again. You have just added a second vertex, and there's a white line between the two vertices. Make a rectangular room by adding two more vertices. After adding the 4th vertex move the mouse cursor on top of the first vertex and press the left-mousebutton. A sector has just been created! If you added a vertex in the wrong position while in the process of creating your room, press Backspace to undo your mistake.

Your first room...2D-mode

If you're not happy with the positioning of the vertices, move the mouse cursor over a vertex, press and hold the left mousebutton, and move it to the desired position. Vertices can be deleted by pressing Delete. We'll go further into more vertex/wall/sector manipulations in another lesson.

Point the mouse cursor inside the sector and press the right-mousebutton. Go to 3d-mode.

Your first room...3D-mode

Use the arrow keys to move around the room. Use A to move up and Z to move down. Toggle between vertical movement modes by pressing Caps Lock.

You can change the height of the floor and ceilings by pointing at them and pressing PageUp and Page Down.

Go back to 2d mode. Make sure the white arrow is inside the sector. Press Scroll Lock. You'll see a brown arrow under the white arrow. This is is the starting position of the player when playing the map.

Now you're set to run your map. Press Q to get some file options. Press A and save your map under a certain name. Do not add the .map extension, it gets added automatically. Quit MapEdit and run your map with: blood -map mymap.map, substituting mymap.map with the name of your map of course.