MapEditor-English

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	TITLE : MapEditor-English		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

MapEditor-English

1.1 Contents

P A Y B A C K M A P E D I T O R I N S T R U C T I O N S (c) Apex Designs 2001

This file contains instructions on how to use the Map Editor to create your own multiplayer levels for Payback. Click on a chapter from the list below.

:: Copyright Information :: Requirements :: Getting Started :: Editor Controls :: Using Your Map In The Game

1.2 copyright information

C O P Y R I G H T I N F O R M A T I O N

The Map Editor, Payback, this documentation and everything else that came on or with the Payback CD are copyright. Do not distribute them - piracy kills new software development.

Original maps produced with this editor are freely distributable. If you create a map that is based on an existing file you should get permission from the original author before distributing it. You may not profit from selling maps made with this editor. Please send any maps you make to payback.maps@apex-designs.net so that we can put them on our website for others to download.

1.3 requirements

R E Q U I R E M E N T S

The requirements are almost the same as those for the game, namely:

Required: 020 or better, 16Mb or more of RAM, mouse, AGA or graphics card. Recommended: 040 or better, 16 Mb or more of RAM, mouse, AGA or graphics card.

1.4 getting started

G E T T I N G S T A R T E D

The Payback Map Editor allows you to make new cities for Payback. At present, you may only use these cities in multiplayer mode and rampage mode. If there is enough demand for adding single player missions, I may add support for it - although bear in mind that making single player missions will be a lot more complicated than making multiplayer maps. Please email me at james.daniels@apex-designs.net if you're still interested.

All custom maps should be kept in the 'UserMaps' directory of your Payback installation. You should not copy them into the 'Maps' directory - this contains the maps used in the single player game and should not be altered.

Each city in Payback consists of a grid of 128x128 squares. Each square has 3 cubes stacked on top of it. Each cube has various properties such as its height (which means that technically it's a cuboid :), whether it is sloped (which means that it's technically not even a cuboid :), and whether or not you can see it. Since there are always three cubes on each square, changing the height of the bottom cube will affect the position of all the cubes resting on top of it.

As far as the game is concerned, each cube has 5 faces (since the bottom face is never seen) - called Top, North, East, South and West. Each face has various properties such as whether it is disabled, alpha-channelled, genlocked or texturemapped, and whether or not it is flipped.

The Map Editor is fairly primitive and will always edit the same map, namely 'UserMaps/Test.#?', where '#?' can be 'map', 'mini', 'route' or 'thumb'. Once you have finished editing a map you should rename the 'Test.#?' files in the 'UserMaps' directory to something more appropriate. Conversely, if you wish to edit an existing map, you should first rename it to 'Test.#?'.

The Map Editor will use the screenmode and language you have selected for the main game. For this reason, you should run the game first, otherwise the Map Editor may not work correctly.

You should now read Editor Controls .

1.5   editor controls

E D I T O R C O N T R O L S

Note: You should read Getting Started before reading this.

GENERAL CONTROLS(These controls affect the entire map.)

Mouse Movement (no mouse buttons) - Move view/cursor. (Cursor is always in the centre of the screen unless a region has been selected.) Mouse Movement + RMB - Zoom in/out (mouse up/down) Mouse Movement + LMB - Select region. Keeping LMB down whilst pressing Q or A allows stacked cubes to be selected. Clicking LMB again will deselect the marked region and free the cursor. L - Load the 'test.#?' map. V - Save the 'test.#?' map. Note that the program does not ask for confirmation before overwriting an existing file, so be careful you don't overwrite a map you want to keep. N - Wipe the current map. Note that the program does not ask for confirmation. Esc - Quit program. Note that the program does not ask for confirmation. Z - Toggle nighttime on/off. All textures are darkened when nighttime is switched on. Note that it may take a while to load the new versions of the textures. X - Change weather (normal, snow, rain). Ignored in multiplayer and not shown in the map editor. Rain will only appear on first level in single player. Q - Move cursor up (towards camera). A - Move cursor down (away from camera). C - Copy selected region to clipboard. P - Paste from clipboard. R - Toggle routing mode on/off. The routing information is used by the police cars to chase you around the map - without it they'll drive erratically. It should mirror the layout of the road network. Unused in multiplayer mode. Controls whilst in routing mode are: Return - Select nearest node. n - Add new node and select it. l - Add link from selected node to current nearest node. d - Delete selected node. 1/2/3/4 - delete specified link.

CUBE CONTROLS(These controls only affect the currently selected cube(s).)

Return - Change current cube's slope. Can be: "Off" (cube is invisible), "Flat" (normal cube), "Vert" (top of cube slopes vertically), "Horiz" (top of cube slopes horizontally), "RVert" (top of cube slopes vertically (reversed)), "RHoriz" (top of cube slopes horizontally (reversed)). W - Increases the current cube's 'height1' value. If the cube's slope is set to "Off" or to "Flat", this determines the height of the cube. If it is set to anything else, this determines the height of one end of the cube. S - Decreases the current cube's 'height1' value. If the cube's slope is set to "Off" or to "Flat", this determines the height of the cube. If it is set to anything else, this determines the height of one end of the cube. E - Increases the current cube's 'height2' value. If the cube's slope is set to "Off" or to "Flat", this is ignored. If it is set to anything else, this determines the height of one end of the cube. D - Decreases the current cube's 'height2' value. If the cube's slope is set to "Off" or to "Flat", this is ignored. If it is set to anything else, this determines the height of one end of the cube. F1 - Toggles whether drone pedestrians will walk on this square. F2/F3/F4/F5 - Toggle drone traffic flow north/east/south/west. Make sure you make the traffic drive on the left because otherwise the car doors will be on the wrong side. F6 - Toggle drone traffic straight on. F7 - Set 'special parameter' for square. Changes contents of crates, sequence of traffic lights (make sure you also set this parameter on the road squares that you want to be controlled by the corresponding traffic light), start points (make sure you include at least 4 start points and remember start points will only work properly if drone pedestrians are allowed to walk on this square (toggle with F1)) and phone reference numbers (not relevant in multiplayer). F8 - Change scenery object on selected square (e.g. trees, phones, crates, etc.). The

pedestrian crossing appears twice - make sure you use the first variant because the other one will not flash. F9/F10 - Rotate scenery clockwise/anticlockwise. B - Toggles whether police may place roadblock here (unused in multiplayer).

FACE CONTROLS(These controls only affect the currently selected face(s).)

1/2/3/4/5 - Select current cube's top/North/East/South/West face. T - Select current face's texture. This brings up thumbnails of all the available textures. Use the mouse to move around all the images, and use the LMB to select a new texture. Press the right mouse button to cancel. Y - Change face type, can be: "Off" (face is disabled), "Normal" (face is enabled), "Genlocked" (face is enabled, colour 0 will be treated as transparent), "Alpha" (face is enabled, entire texture is set to 50% transparency, only works for 'top' face), "Reflect" (face is enabled, texture is used as diffusion map, will shift if texture is called '#Water.chunky'). F - Flip texture left-right. 'Top' texture should always be flipped (and are by default) because otherwise the texture will be drawn slightly incorrectly.

1.6   using your map in the game

U S I N G Y O U R M A P I N T H E G A M E

On startup, the game automatically checks the 'UserMaps' directory for '.map' files. Any files it finds are automatically selectable from the 'Multiplayer Setup' screen. The only exception to this is the 'test.map' file, which is automatically filtered out. So the procedure for testing out your map in the game is as follows:

1) Save your new map in the Map Editor (press 'v'). This will automatically write 'test.map', 'test.mini', 'test.thumb' and 'test.route' (if appropriate).

2) Quit the Map Editor (press Escape).

3) Use the shell or a file manager to make a copy of 'test.#?' with a new name. If you were using the shell to do this, you would need to type the following: cd [Payback install dir - e.g. "dh0:Games/Payback"] copy UserMaps/test.map "UserMaps/My Map.map" copy UserMaps/test.mini "UserMaps/My Map.mini" copy UserMaps/test.thumb "UserMaps/My Map.thumb" copy UserMaps/test.route "UserMaps/My Map.route"

4) Run Payback as normal. Start a new game (or load an existing game) and start a multiplayer or rampage game. You should now be able to select your new level, which will be called 'My Map'. If you want to call it something else, you should rename the files to the name you want to use.

Have fun! And don't forget to send your maps to payback.maps@apex-designs.net so that we can put them on the website for the rest of the world to see!