Dungeon Editor

Portions of your scenario may require some type of 3D dungeon.   Dungeons are built in much the same way as normal land levels.   Each Dungeon level can have 100 Action Points and 20 Random Rectangles just like a normal land level.

Note, however, that land levels and dungeon levels are kept separately. Because of that you can have both a Land Level 1 and a Dungeon Level 1. The Script AP button will take you to a section that lets you script the Dungeon Level Action Points only.   In order to get to Action Points belonging to land levels you need to back out of the dungeon editor completely.

However, instead of choosing the look from a range of land tiles, like in the Land Editor, you click on check boxes to determine how a specific location will appear and behave.

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As you can see by the section in the lower right, it operates much the same way as in the Land Editor, however, there is a much more limited set of options on how something can look.   To change the look of any specific

location, click on the check boxes.

The Control and Command keys work exactly as they do in the Land Editor, however, the Option Key does not.   In the Dungeon Editor you can erase any location (To include Action Points) by holding the option key and clicking on the location you want cleared.

If you want areas of the dungeon to be unmapped to the party until they walk by it, select the unmapped check box.   You can also MAP or UNMAP an entire level by using the buttons in the lower left hand section of the screen.

Legend of Symbols:

Action point.   The same symbol used on the Land Editor only smaller.

Columns.

Vertical Door

Horizontal Door

Archway

Stairway

Here is an explanation of how each check box affects the way the section will look in 3D mode.

Wall: Just what it says.   This section will be solid as a rock and will not allow the party to pass.

Horizontal Door: This will place a door that can be seen while looking North or South.

Vertical Door: This will place a door that can be seen while looking East or West.

Stairs: This will cause the location to appear as a set of stairs.   This will not cause any action by itself.   If you want the stairs to actually take the party somewhere you need to set it as an Action Point.   (Hold the COMMAND Key when placing the tile just as in the Land Editor).

Column: A set of columns will be placed here.   If the tile is a wall tile as well, then the columns will appear to meld with the corners of the wall.

Unmapped: This will cause any tile you place to be unmapped.

Allow Move Up:, Move Right:, Move Down:, Move Left: All work in the same fashion.   This will let you set a tile that has limited movement directions.   i.e.   If you set it so a tile will only allow the party to Move Down.   The party can move Down (Or in a southward direction) through the area.   Even if it's a wall.   However, they can't move in any other direction through the area.   This lets you create one way passages or secret walls, etc.

NOTE: These are used instead of secret areas.   If the party is walking past one of these sections there is a chance they will detect it.   If they do, it will appear as a normal archway from then on.   It will still have the set movement restrictions so if you set it as a one way area they will still only be able to move along that tile in the specified direction.

These movement restrictions can be used together.   i.e.   You can have a tile that lets you Move only North & West   or one that lets you move North & West & South, etc.

Archway: The section will appear as an arch.   It does not matter what direction the party looks at this section from it will always appear as an arch.

No Wall in Battle: This is similar to placing a path in the mountain in the Land Levels.   During combat monsters may be separated from the battle by walls.   When the walls are placed on the combat map, any section that is set as "No Wall in Battle" will be just clear floor tiles.   This will let you create paths for monsters to move through during combat.   It is always a good idea to place at least one path near any area where a battle might happen and separate the enemy from the party.

Note: All doors, archways and Restricted Movement sections will also be created as clear sections during battle.

Unmap Mode: You will notice a check box near the lower right hand corner of the Dungeon View area.   If this box is checked, any tile you click on will become unmapped.   This will prevent any other tiles from being placed and is there to allow you unmap sections of the dungeon.