

# Complex Map builder Manual by Oni

last update: 3.3.2012

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## Introduction:

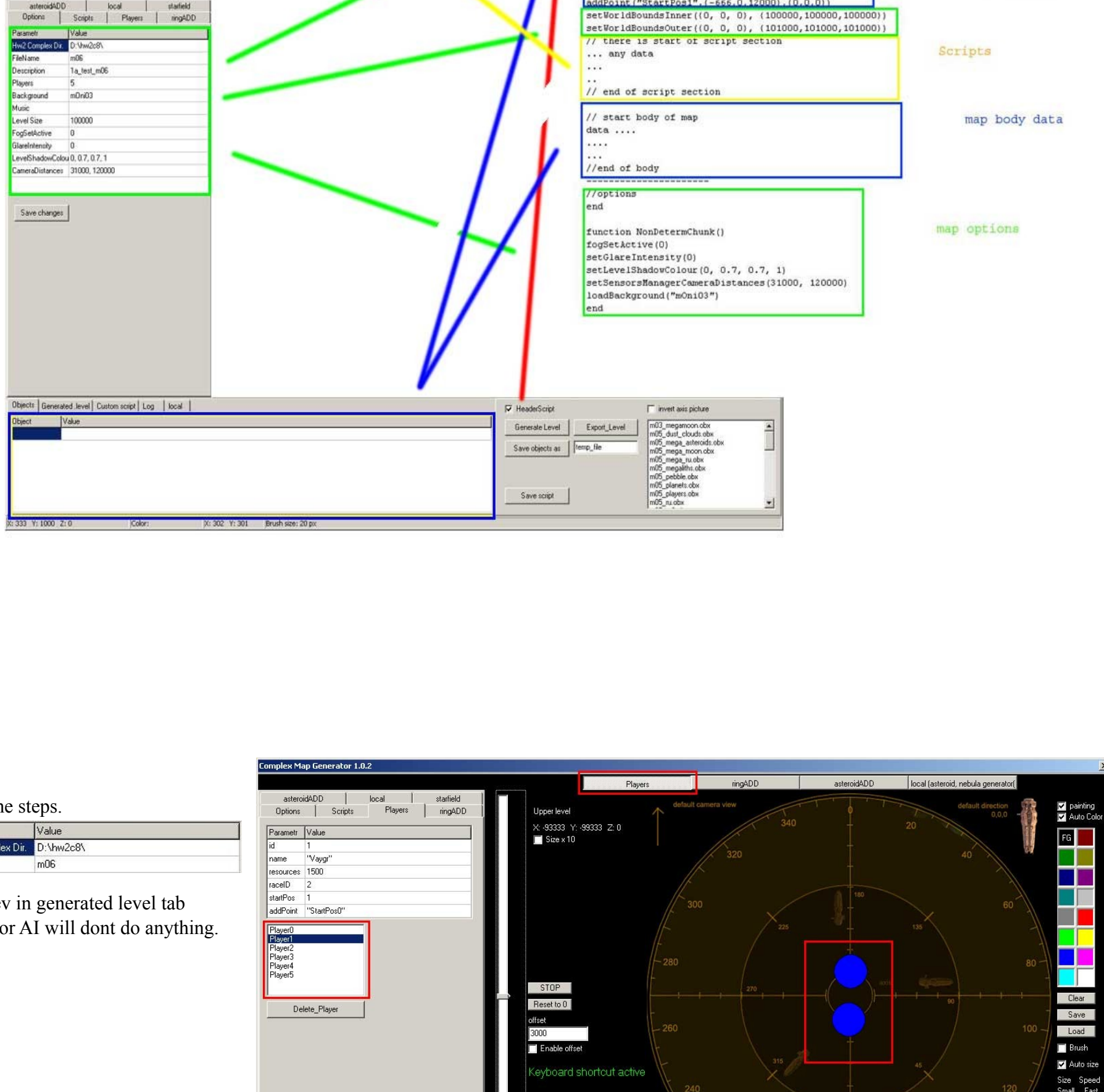
Complex map editor is text based compiler.

There is four areas with hierarchy:

1. Header script
2. Options
3. Scripts
4. Maps

Know map body:

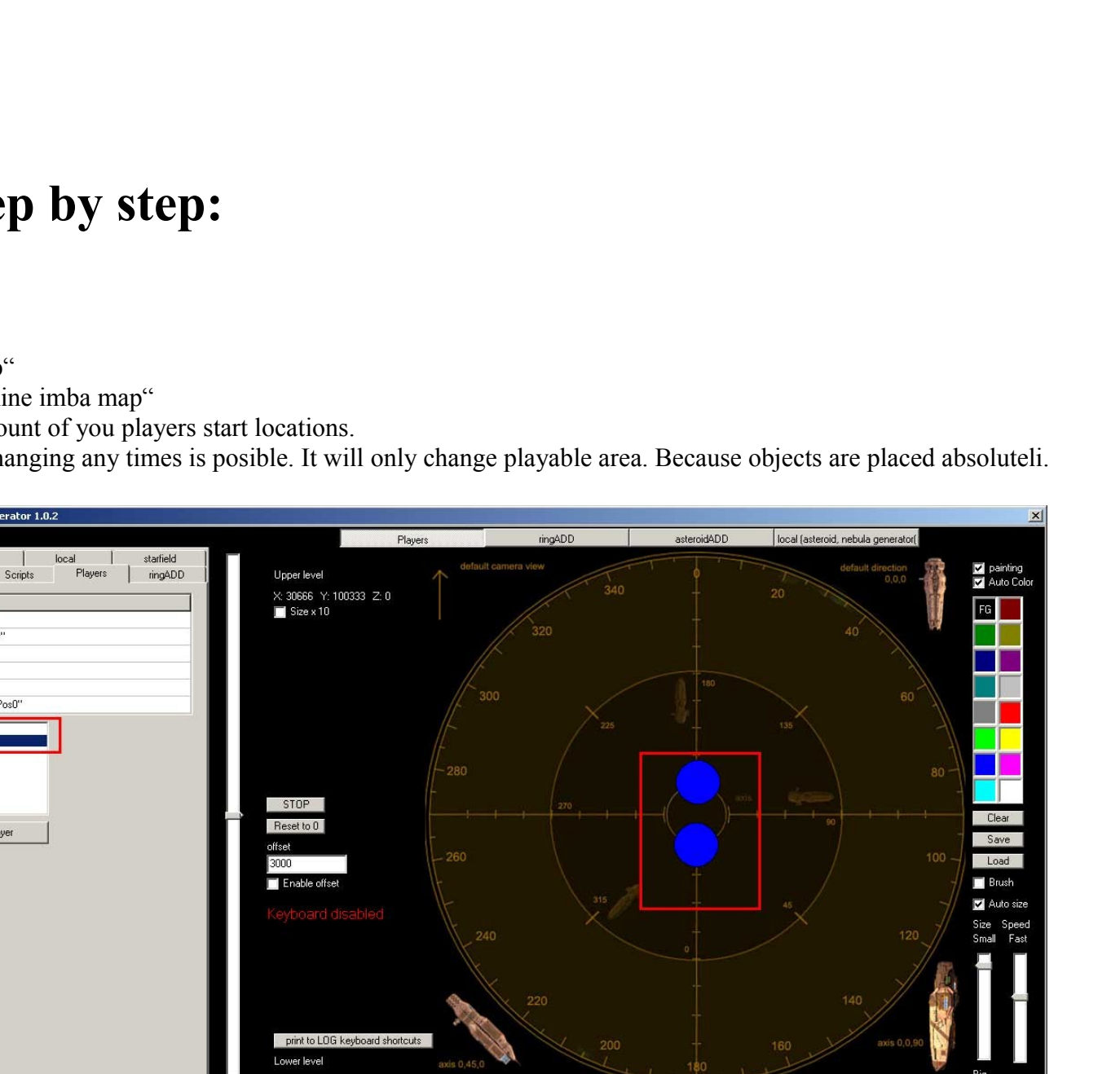
- 4. know features or bugs:
- Map editor can not open, or edit existing level or save projects. It is one way process.
- When using windows themes there is bug with calculating axis position.
- I don't know how to fix it.
- Recommended theme is windows classic.



## Generate level:

If you want export your map into hw2 complex directory, you must make some steps.

- setup your hw2 directory example: 'd:\games\homeworld2\'
- make minimum 2 players start positions
- press „generate level“ this will generate your level, you can see preview in generated level tab
- thats all, for working AI you must place also RU somewhere on map, or AI will do it on anything



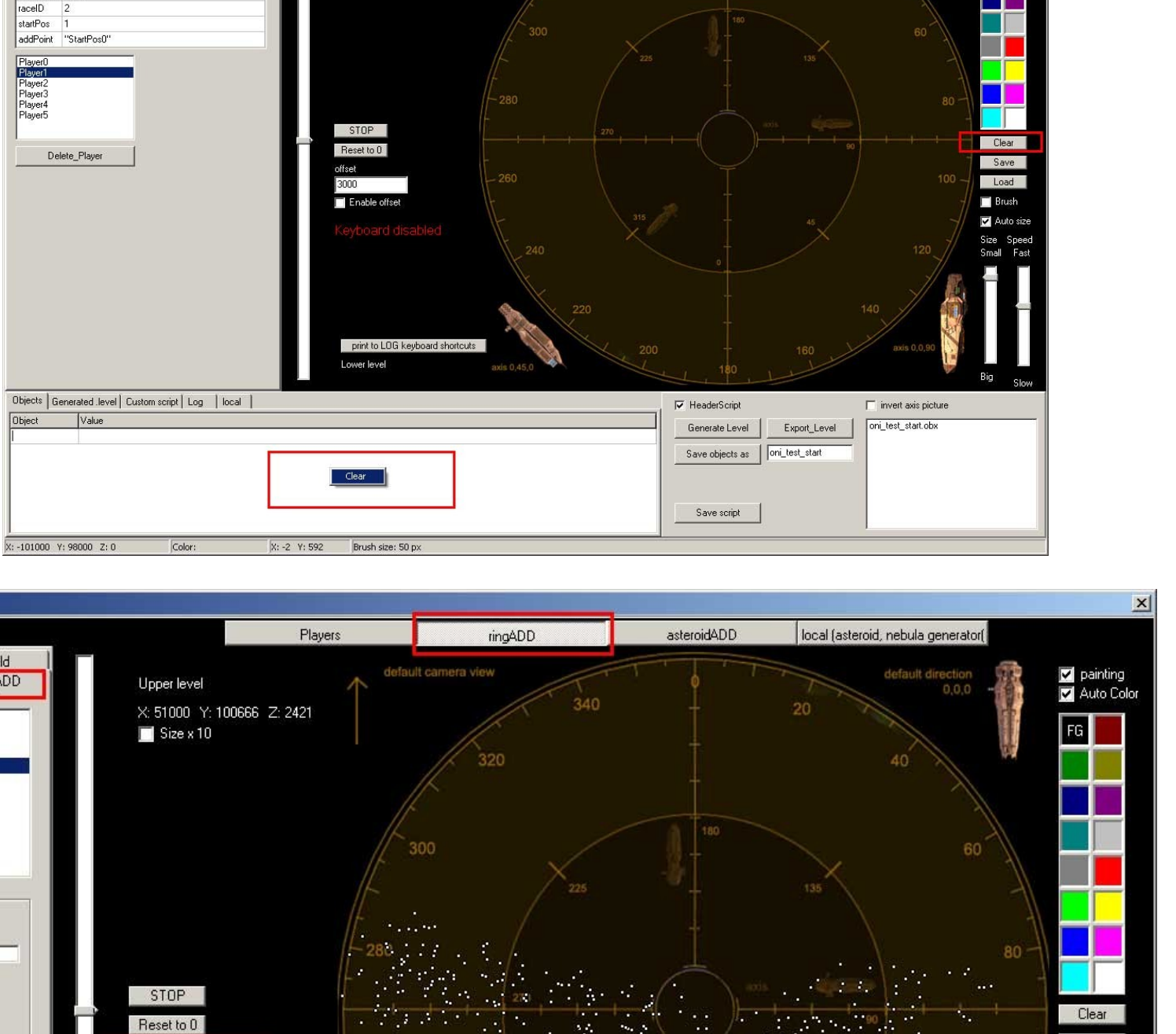
## Basic level step by step:

### Map options:

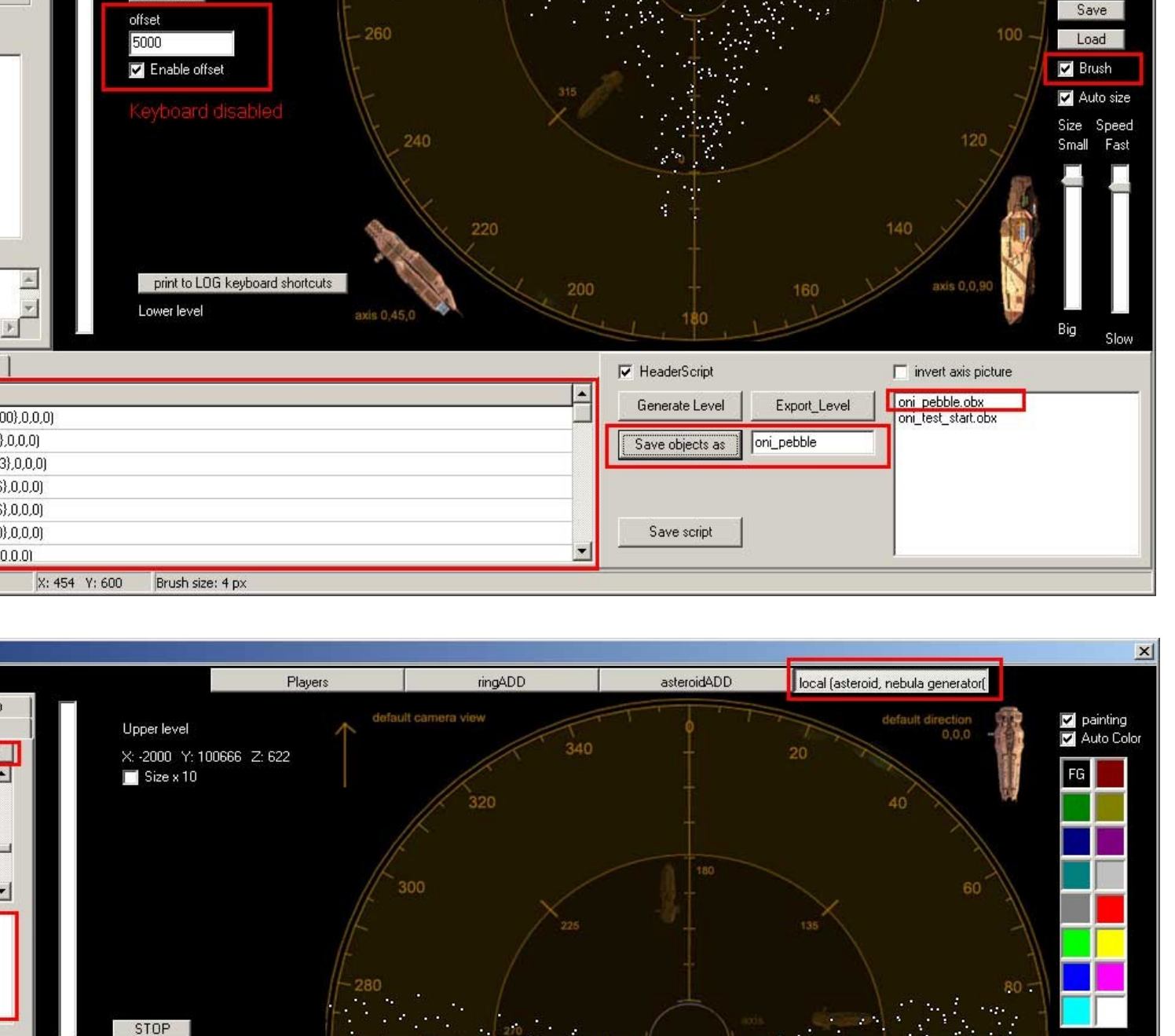
1. **file name** is a real name of the file, it will automatic add „\_level“ suffix, example on name „\_new\_map“
2. **description** this will show your level name in skirmish selection, there is no suffix, example of use „mine\_miba\_map“
3. **players** this is player limiter maximum is 6, i strongly recommend you to set this parameter same as amount of you players start locations.
4. **map size** it is good idea to set up this parameter as first, this option change axis for placing objects. Changing any times is possible. It will only change playable area. Because objects are placed absolutly.

### Ok lets we started.

- set your map size onto 100000
- players to 2
- make test start locations for both players
- save this start location into level layer



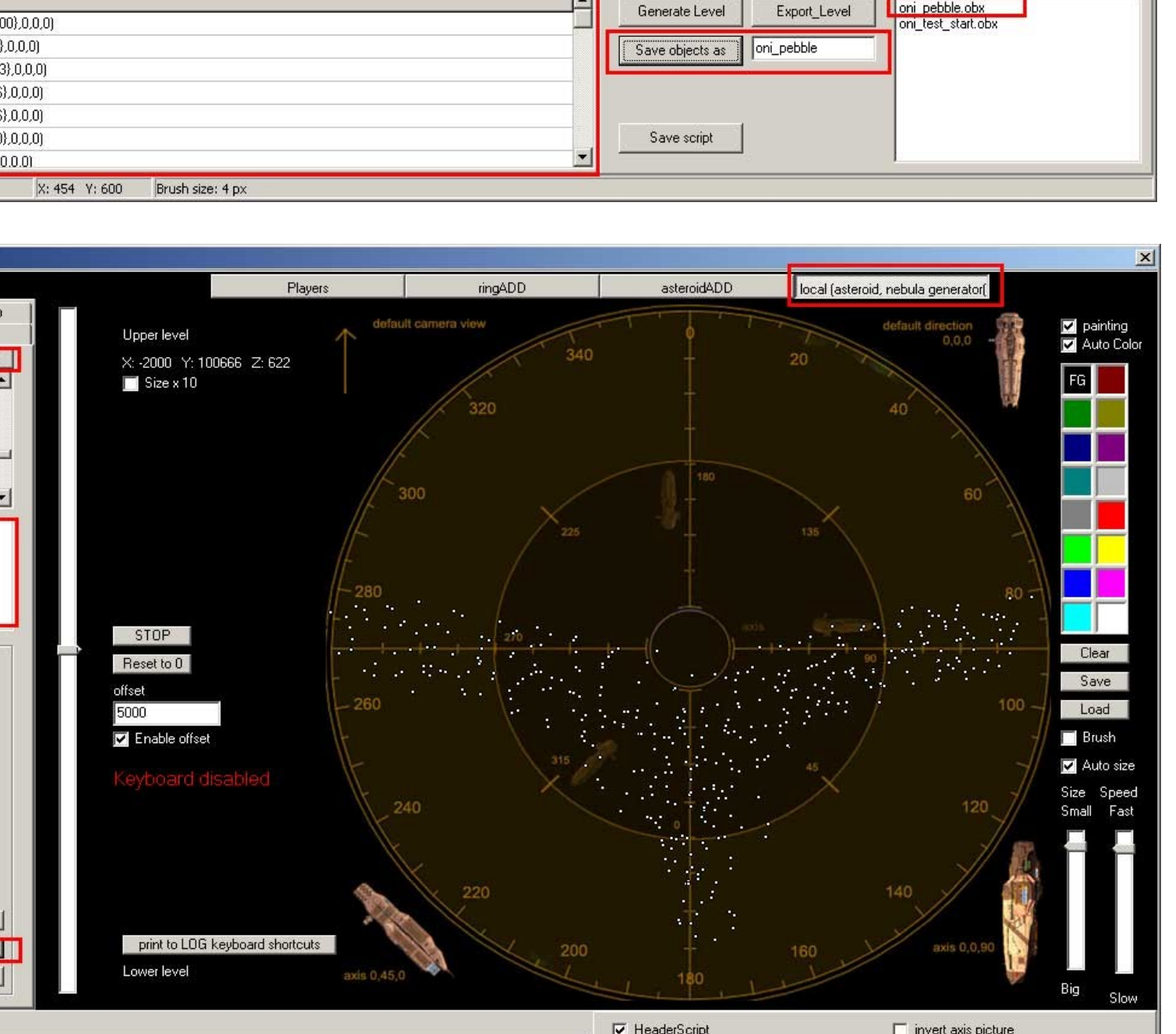
- when you have saved, clear up objects and axis



- test add some pebbles
- go to ringADD tab
- select addPebble
- choose pebbles what you wanna add
- set up and enable your height offset
- enable brush placing
- and just make some paint

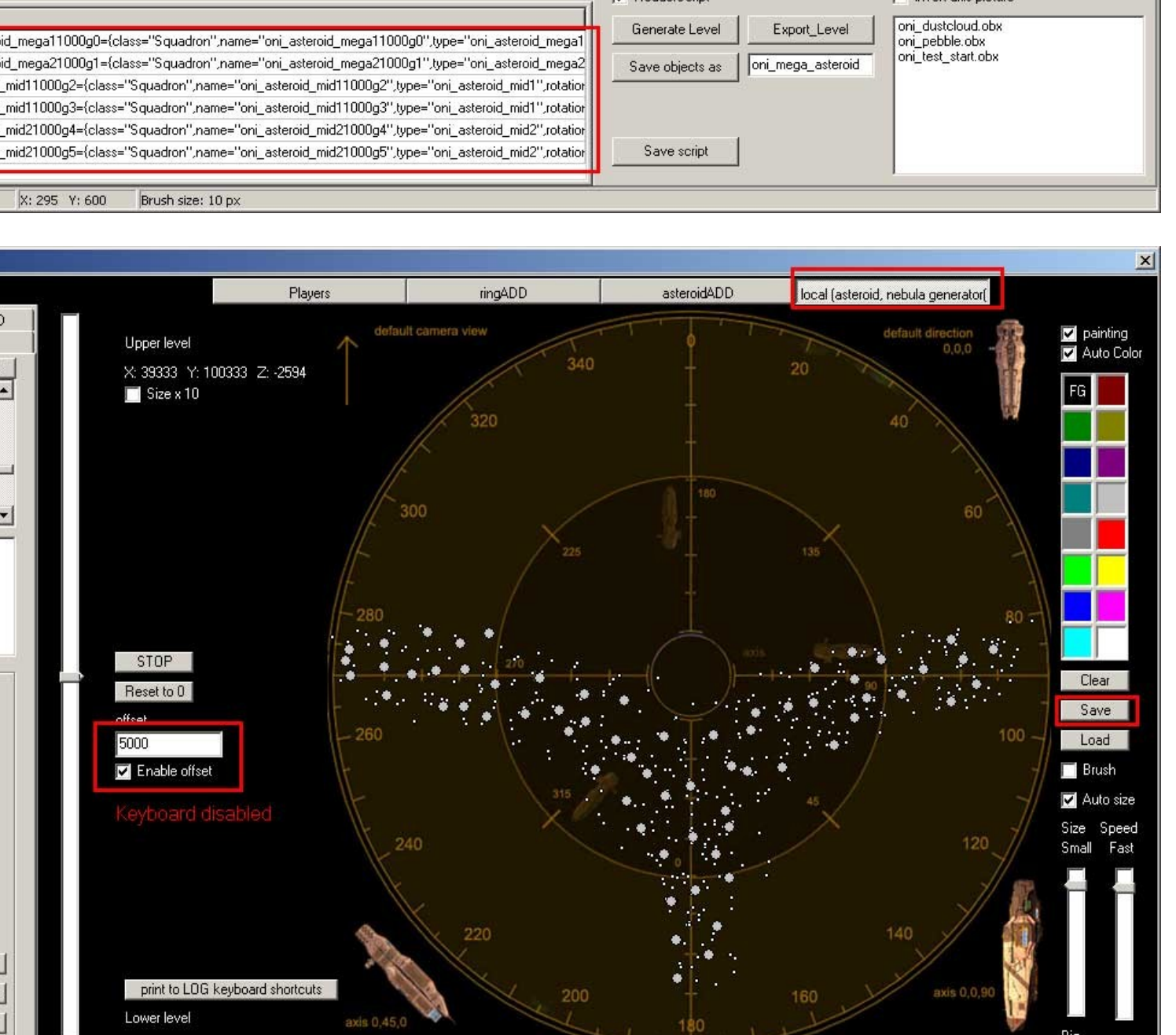
Now you can see in Objects are generated some objects. Do the same step as before and save your pebbles into map layer an clear up the instance.

Save temporary your axis image with save button on right side of the screen.

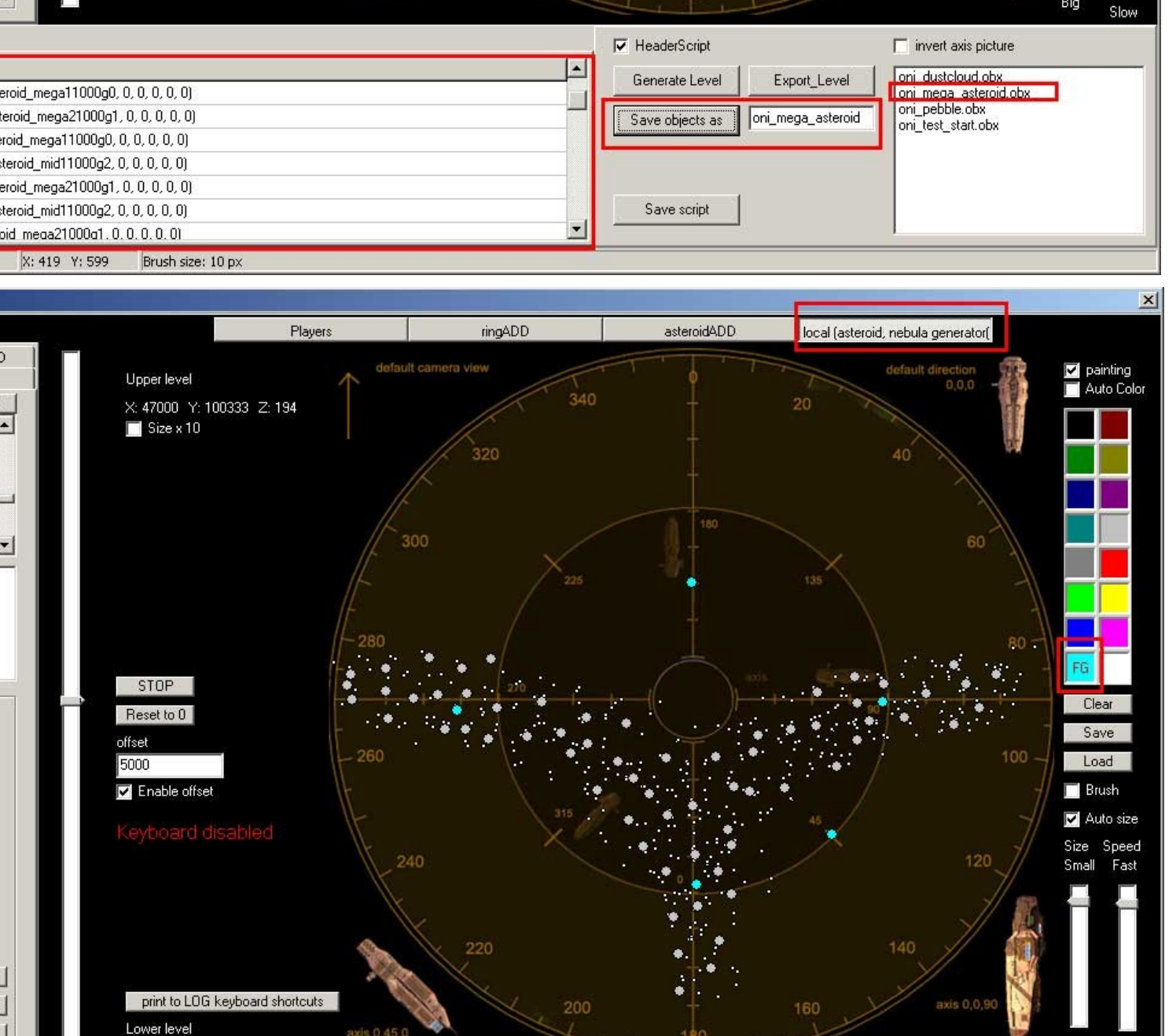


- now add some mega asteroids
- go to local tab and load your customized list of objects
- by doubleclicking add items to random list
- check the checkbox for both players
- set up random rotation in all axis
- and paste local definition into object list

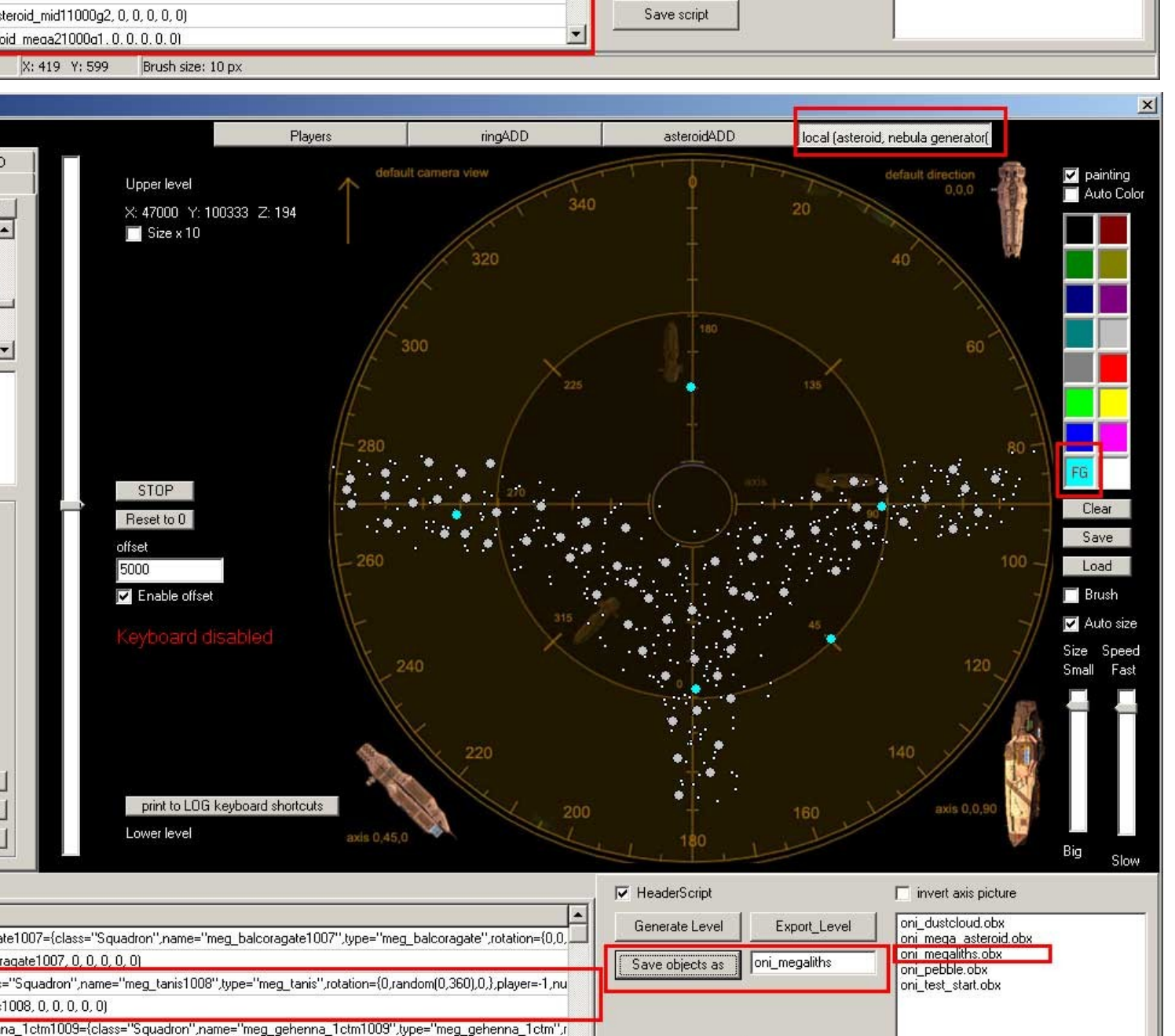
now you are prepared for placing asteroids or any items from homeworld2\data ship\_ folder.



Now place your asteroids anywhere you want. You can see your asteroids in object list.



If you are done do the same steps as before. Save your objects in map layer and clear up the instance.



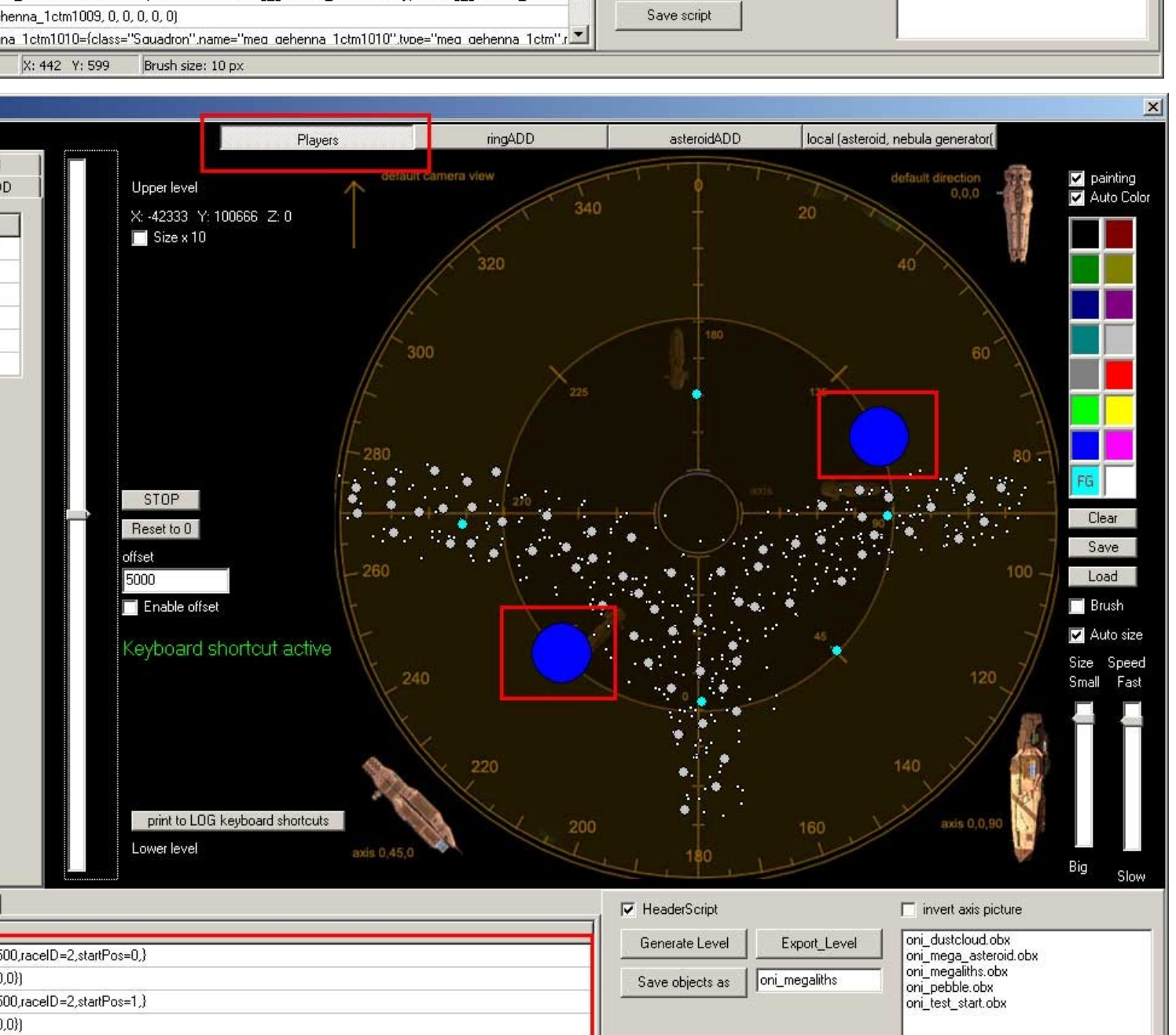
Let's add some megaliths. Disable randomize selection and select any item in list. Disable freeze ID. Now anywhere you paste your object it will automatically generate local for each object.

However due to script limitation you cant add more definition then 200 or less. I don't know how many.

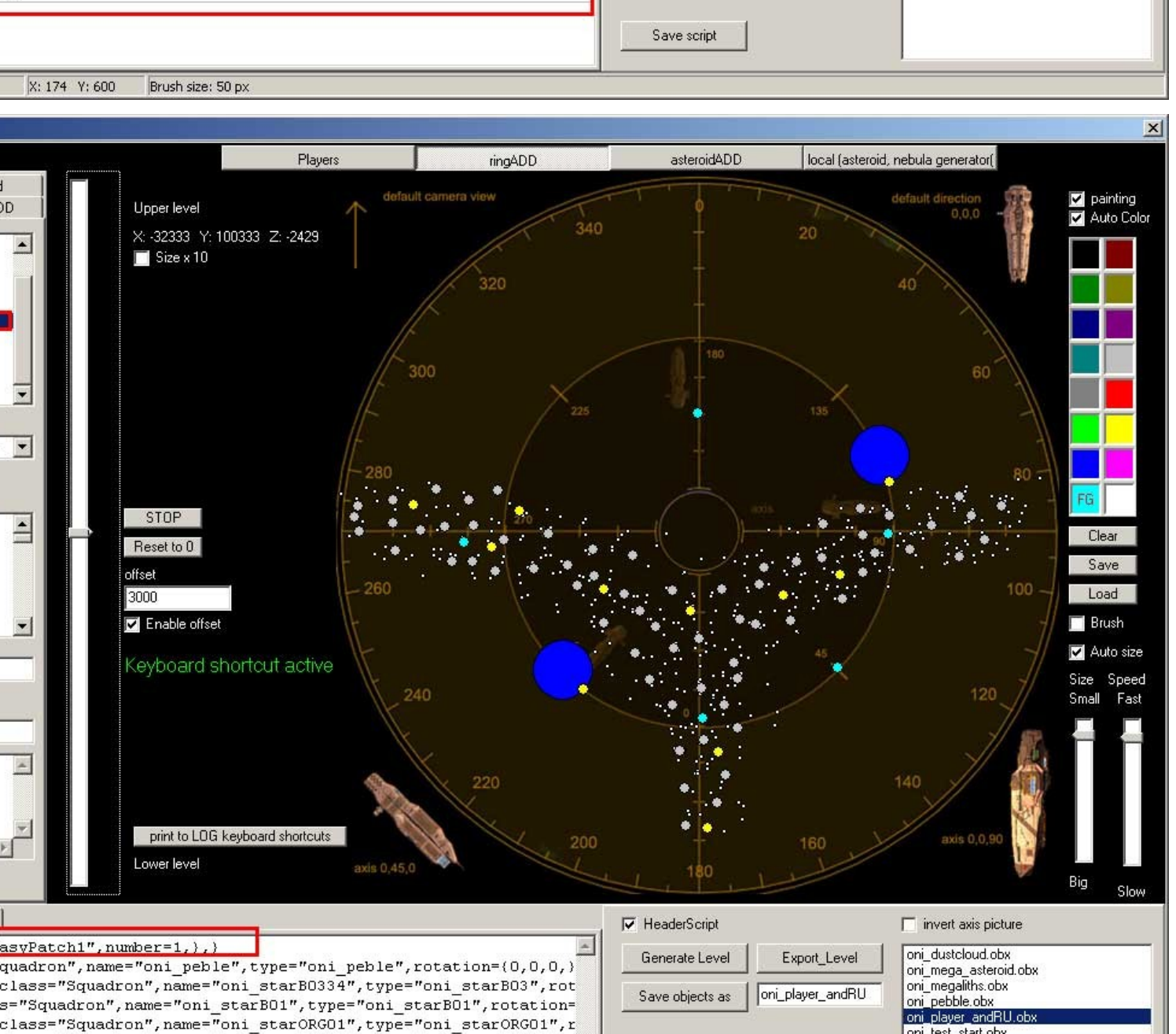
So if you need many objects it is good idea to use freeze ID function.

You mai choose a different color for better orientation.

OK make some megaliths and save your objects into level layer and clear up the instance.



Now add players start locations

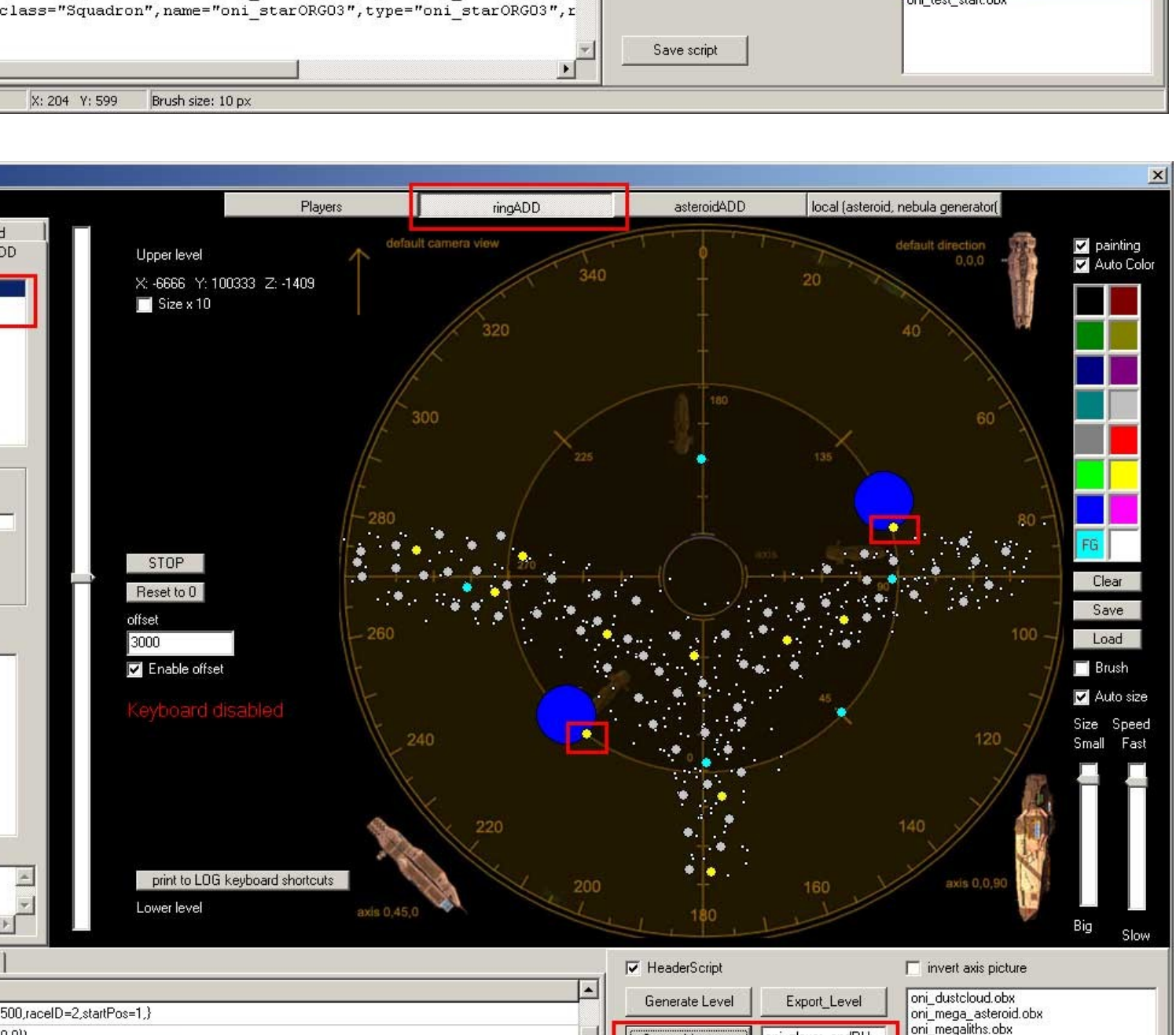


And add RU fields

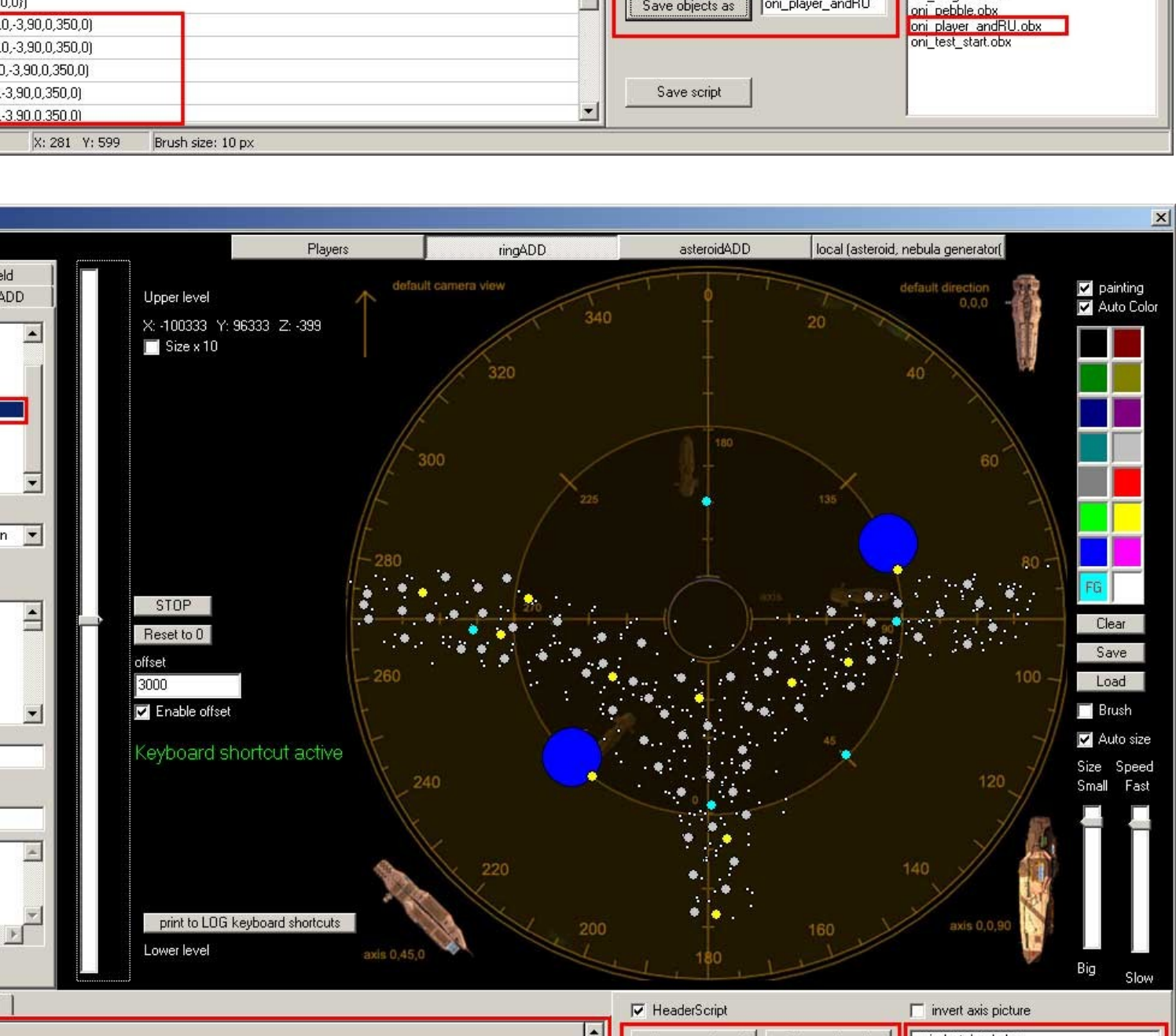
Don't forget to check Script called „resource.txt“

there are stored „local“ definition for ringADD resource units.in

If you forget it you mai gain some unspect errors in map.



I recommend you add starting resources to edge of the blue sphere.



Lets finish the map.

Be sure you have cleared object list.

Now start import items from map layer by double clicking. When you have imported everything what you want in map, press the Button called „generate level“ and after it press „export\_level“

now you have generated and exported level in hw2 directory.



Now your level should be looked like that.

