

# HOMEWORLD2

## Level Editor

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### 1 Tool Overview



Leveled.jpg

LevelEd is a tool used for placing ships, resources, and triggers in a mission. It can also bring up several sub-tools for placing asteroids / pebbles, and defining various properties of a HW2 level (such as the music track, background, etc.).

#### 1.1 Placing Stuff in a Map:

- **To place a ship:** Select the Player that the ship will belong to from the Player drop-down list (Galaxy means it belongs to no one), then select the ship from the drop-down list, then click CREATE.
  - The ship will be created at 0,0,0 and will be selected. Move it to the desired position.
  - **Note:** Any element you create with Level Ed will be placed at 0,0,0 in this manner (with the exception of filling volumes with asteroids).
- **To place a volume trigger (single player):** select a volume type from the Events drop-down list, then click CREATE
  - To define the name of the Volume accessed by a single player script, bring up the attributes (CTRL+A) and edit the Object Name in the EXTRA ATTRIBUTES section).
  - Scale the volume to the desired size
  - **Note:** Any element you place with Level Ed usually has custom attributes that can be accessed in this manner.
- **To place a camera (single player):** Select the camera type from the drop-down list and click CREATE.
  - To the best of my recollection, Camera Type 1 is obsolete.

- **To place an asteroid:** Select the asteroid type from the drop-down list, then click CREATE.
- **To place a piece of salvage:** Same as asteroids / ships / etc.
- **To place a pebble:** Same as asteroids / ships / etc.
  - ***Note:** Pebbles and asteroids can also be placed using the Volume Fill tool. (not covered here).*
  - ***Note:** Pebbles are non-harvestable, non-collidable rocks used for decorative purposes*
- **To place a player start point (single player):** Select “Player Start Point” from the EVENTS drop-down list and click CREATE
- **To place a start position (multiplayer):** Place a start point as above, but change the Object Name in the attributes. To do this, press CTRL+A to bring up the attributes dialogue, click on Extra Attributes, then change the **Object Name** to **StartPos0** or **StartPos1** or **StartPos2** / etc.
  - ***Note:** The start positions must be named this way for the game to place the ships properly in a multiplayer level.*
- **To create a dust cloud:** Create a polygon using the Create polygon tool, then select a dust cloud set to use from the “DustCloudM” drop-down list. Then select your polygon and click Create. This will assign the dust cloud attribute to the polygon.
  - ***Note:** Dust clouds will be created at each vertex. The size of the dust clouds is determined by the space between each vertex (very difficult to tune).*
  - ***Note:** each vertex can have a colour and alpha painted on to it using Edit Polygons → Colors → Paint Vertex Color*
- **To create a nebula:** Same process as dust clouds, except select the Nebula set from the “NebulaMes1” drop-down list.
- **To create a non-deterministic dust cloud:** Same process as dust clouds / nebulas, except select the dust cloud set from the “NonDetDust” drop-down list
  - ***Note:** Non-deterministic dust clouds are just for decoration. They do not hide your ships from sensors and cannot be charged by beam weapons.*
- **To create a sobgroup (single player):** Select some ships you have placed in a level, click on the “SOB GROUP” button, to bring up the Sob Group Editor. Click the “CREATE” button in the sob group editor to create a sob group containing the selected ships.
  - To rename the sob group, select it in the Sob Group Editor, then click Rename and type in a new name.
  - ***Note:** A single player SCAR script will access a sob group based on its name in the Sob Group Editor.*
- **To place the world bounds:** Select “Inner” from the “WorldBound” drop-down list (outer limit gets generated automatically if I recall correctly), then click CREATE. Scale the world bounds to your desired size.
- **To place a reactive fleet slot (single player):** Click CREATE next to the reactive fleet drop-down list (only one choice right now). In the attributes for the slot you can modify which ships are allowed in the slot, and which sob group (if any) the ships get added to.

- To place a reactive resource slot (**single player**): Same as reactive fleet.
- To duplicate an object placed with Level Ed: Select the object, then click “Duplicate Selection”. Do not use CTRL+D.

## 2 Setting map parameters:

Click on the “MISSION ATTR” button:

- To set the background: Then select a background from the drop-down list. Then click Apply.
- To set the music: Click on the “MISSION ATTR” button, then enter the music track with path in the field marked “Music”. For example, **AMBIENT/AMB\_11**.
- To set the level description: Type in the dat string (e.g. \$4201) which maps to the levelDesc.dat file (for multiplayer only). Then click Apply.
- To set the race / resources of a specific player (**single player only**): Click the Player Info button to bring up the player attributes dialogue. Select the player from the drop-down list, then set its starting resources, or race ID (**Hiigaran = 1, Vaygr = 2**). Then click Apply.

Bring up the **HYPERGRAPH** (Window → Hypergraph), select the **HW2LevelDataNode**, then press CTRL+A to bring up the attributes. Click on the first tab, then EXTRA ATTRIBUTES.

- In this dialogue you can set parameters such as:
  - Sensors Manager min / max zoom
  - Fog on / off / colour / start / end / opacity
  - Default export path
  - Shadow color
  - Dust cloud / nebula ambient lighting
  - FX “wind” (how much damage fx and the like get blown around)

## 3 Exporting a map:

- Click EXPORT FILE (the big button)
  - Note: You must have a default path defined. If you haven’t defined one, the Level Ed tool should ask you for one.
- Select the file to export to
  - Note: you must have an existing file to export on top of. Copy a dummy file with the same name as the level you want to export into the directory you’re exporting to and then select it when the export dialogue comes up.
- Make sure the drop-down list in the export dialogue is set to .level
- Click Open to export the level

- **Note:** *If the file is read-only and Maya can't write to it, you will get NO FEEDBACK that the exporter failed.*
- **Note:** *If the export was successful, Maya's output window should print out all the data that was written to the file.*