

Spellforce 2

SHADOW WARS



THE EDITOR
My First Map

To create a new map, first go to: **File->New map** and select the map size. This setting cannot be changed after the map has been created.

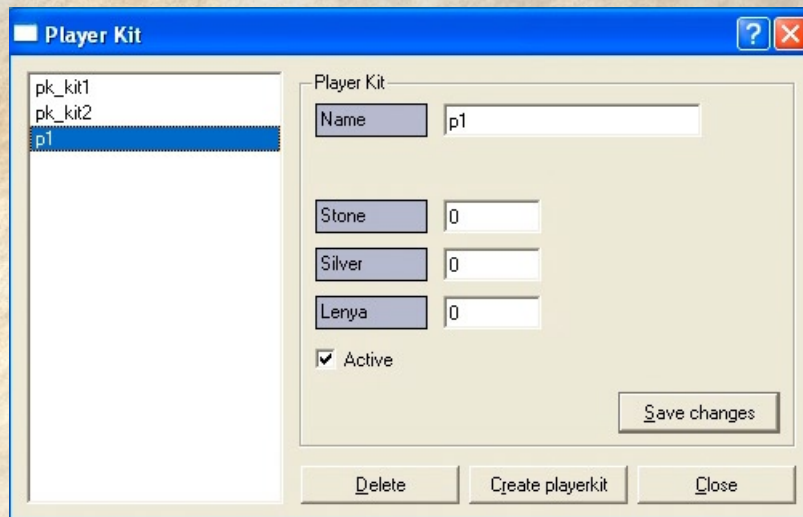
A Skirmish Map

Now the basic settings for this map must be selected.

Starting Resources

You can indicate the number of resources each player will begin with.

To set starting resources, go to: **Edit->Playerkits**



On the left, you see a list of existing player kits, there are two standard kits already present. If the map is intended for more than two players, click “Create playerkit“ to create more Playerkits.

Now select one of the Playerkits in the list on the left and input the resources this player will have when the game starts.

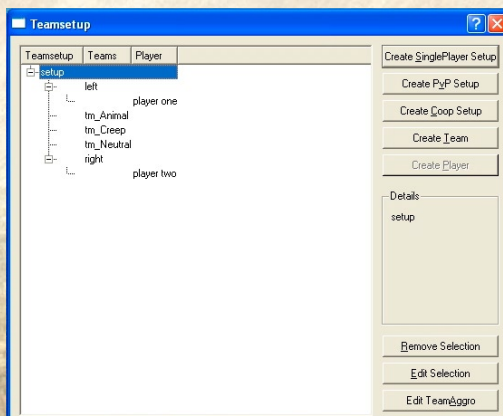
Team Setup

Now you must specify which players are allowed to form teams.

Go to **Edit->Teamsetup**

Click on **Create PvP Setup**

And enter a name for the Team Setup



When created, a new Team Setup always has two teams with one player each. In order to assign more players to a team, select the appropriate team and click “Create Player.” In the Add Player dialogue box, indicate a name for the player and select the appropriate kit from the “Player Kit“ field. Following this, select a color for the player in the “Color“ field. The other options are not relevant for a Skirmish map.



If you want to add additional teams, click on **Create Team** and indicate a name for the new team.

Define the map as Skirmish

Go to **Edit->Level Config** and under **Map Type** select “PVP”.
Now you can begin designing the map.

A Free Play Map

You must first select the basic settings for the map.

Team Setup

Go to

Edit->Teamsetup

Click on

Create Coop Setup

And enter a name for this team.

All necessary teams and players are now entered.

Starting Resources

You can indicate the number of resources each player will begin with.

To set starting resources, go to:

Edit->Playerkits

The human players have the Playerkits pk_Human01, pk_Human02, pk_Human03, the computer opponent have the kit pk_Enemy.

Define the map as Free Play

Go to **Edit->Level Config** and under **Map Type** select “Coop”.

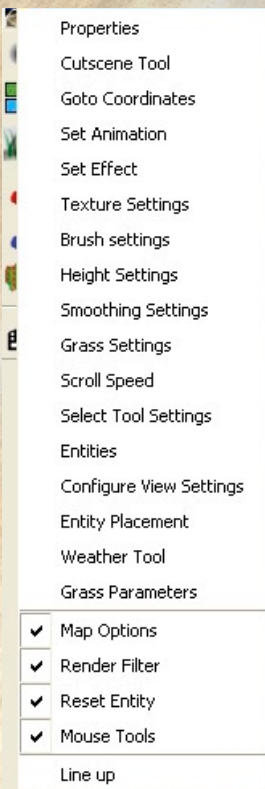
Now you can begin designing the map.

Map Editor

Modelling the Terrain

When you first create a map, the world is completely under water. In order to raise the terrain, you must select the Height Modifier Tool (“H key“.)





The Height Modifier Tool uses the left mouse button to raise the terrain, and the right mouse button to lower. To make the brush size larger, press the “.” (Period) key. To make it smaller, use the “,” (comma) key.

You can also raise all of the terrain at once. To do this, right-click on the symbol and an overview of all available settings for this tool appears.

Select Height Settings (Shift-H)

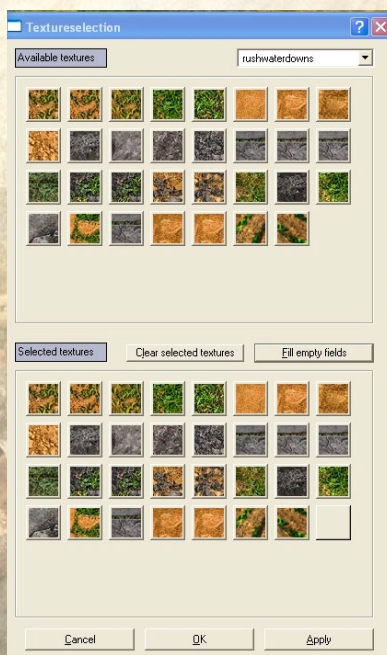


In the box beside **Raise World**, input the amount you would like to raise the terrain.

The units are measured in Centimeters. (You can identify the height at any point by simply mousing over the location. Left clicking in the window will indicate the position in the world.) After you have entered your desired height, click **Raise World**. This procedure may take a few seconds.

To smooth the terrain, you can use the Smoothing Tool.

Texturing



In order to select the textures that can be used, go to **Tools->Textureset Editor**. In the top right of the map, select which texture you would like to use. Now click on **Clear selected textures** and then on **Fill empty fields**. To place the new textures, click on **Apply**.

Now select the **Terrain Texturer-Tool** (T Key).

To assign textures to the three mouse buttons, open the **Texture Settings** (Shift-T) and click the mouse button you want to assign to the desired texture.



Now you can place the textures simply by clicking the appropriate mouse button on the terrain.

Blocking Areas

In order to mark ranges as unavailable, Block bits must be set. Select the Blockbits Tool.

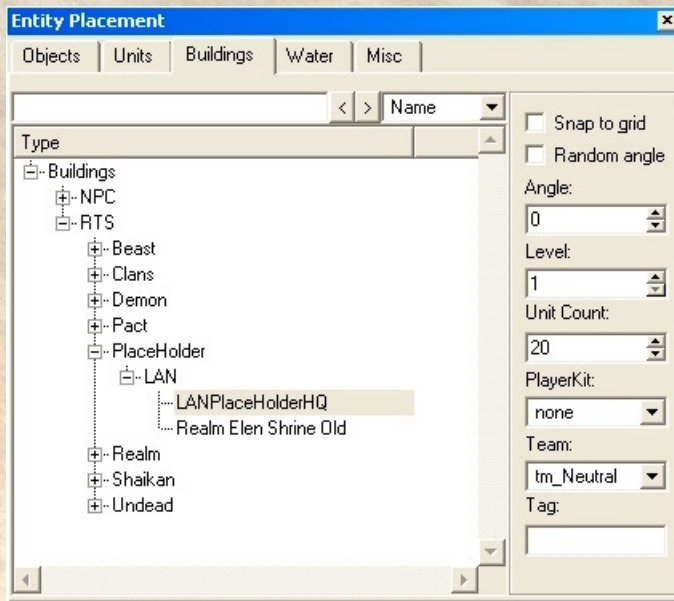


You can now set Blockbits with the left mouse button and clear them with the right one.

Entity Placement

Select **SETTINGS->Entity placement** (SHIFT-E).

Building Placement



First you should place the placeholders for the players' and computers' buildings. Select the **Buildings** tab in the Entity Placement window. Now select **Buildings/RTS/Placeholder/LAN/LANPlaceHolderHQ**.

Now in the right of the Entity Placement window, you can specify the number of workers in the Entity. These are already available to the player at the start of the game (**UNIT COUNT**).

Don't forget that Placeholders are assigned in the Playerkit. The team is then adjusted automatically.

Note: The adjustable level is relevant only for units and buildings. The Level of the player depends on the avatar and the computer on the AI setting.

Leftclick the placeholder on the terrain to set its location.

Resources

In order to place resources, click the **Objects** tab in Entity Placement window. Now Select **Resources** and click the desired resource. The quantity of the resource within a resource object results from its name, e.g. "Silver 200"


Units and Buildings

To place units or buildings, select the **Units** Or **Buildings** tab. Select the unit/building of your choice specify the desired level and playerkit, and place them by left-clicking on the ground. You can change these and other values later by going to **Edit->Entity Properties**.

Water

In order to place water, select the water tab. Select the desired water type and under **Height**, set the absolute height of the water. For example, if the soil is 6 meters high in the riverbed, you should indicate here at least 6,3 meters. Please note that the hollow into which the water will be placed must be surrounded by terrain that is higher than the water level

Selecting, Adjusting, Parameter Editing

In order to select an object in the world (e.g. a unit), you must activate the SELECT Tool (key Q). 

Now left-click on the desired object. You can also drag a rectangle to select several objects. You can now move the selected object by holding the right mouse button, or rotate the object with the middle button. Use the delete key to delete the object.

Editing Parameters

In order to change the parameters of an object, you select them by clicking

Edit-> Entity Properties

and then use the SELECT Tool on the desired object.

Assigning Loot

In order to assign Loot, you select the Object and in the Entity Properties window select **Loot**. First, select the kind of loot. **Equipment** selections are pre-defined equipment items. **Misc** selections are quest items. **Generic** selections are randomly generated items. For the Generic selections, the necessary level and skill should be indicated. (**Required Skill**).

AI-Settings

In order to set the level of a computer opponent, go to Config->AIPlayers and place the desired value in the "level" area.

The following values can also be assigned::

Military-Offensive/defensive: What % of troops will be used for attacks.

Military-Max. attackfrequency: After so many minutes all available units will be ordered to strategically attack.

With construction-Construction offensive/defensive: How much is invested into towers.

Troopsize: When this number is reached, the number of available units are ordered to attack. This number changes over the course of the battle so three parameters are specified. **Starttroopsize**: Size of army at start of game.

Maxtroopsize: Maximum army size

****I'm tentative on this one... but damned if that's not what I think it says** -Pat**

Max. troopsize reached in: How many minutes it takes to reach troopsize from Maxtroopsize.

Save

To save the map, go to **File->Save map as**. Save the Free Play maps in base\map\CoopCommunity.

Maps for Skirmish Mode are saved in base\map\PVPCommunity.