

# Saber documentation

This document contains all the necessary information needed to understand how to use Saber. This program is used to create maps and levels for Dragon Ball Online. This tool was developed by NTL and leaked by Agebreak, but very broken. It was repaired later on by a group of people known as the AKcore crew. Special thanks to: *Kalisto*, *Luiz45*, *Marco Raphael* and *Atidot3*. Also special thanks to *Maikel#5805* for writing this documentation.

If you have got any questions or encountered a problem that hasn't been stated here, feel free to contact me. Or just bring it up in the staff chat.

Mail: [askim073@gmail.com](mailto:askim073@gmail.com)

Discord: SanGawku#6944

Maikel#5805



## Navigation

W	
A S D	Move around in the 3d view window

RMB	Rotate view (look around)
-----	---------------------------

Q	Ascend up
---	-----------

E	Descent down
---	--------------

## Miscellaneous

1	Turn off playable character/ back to 3dport view
---	--

2	Spawn playable character
---	--------------------------

3	Top view (level) (Warning! When turned off press 2 to fall back on the floor!)
---	--

-	Lower stage light intensity
---	-----------------------------

=	Increase stage light intensity
---	--------------------------------

NUM1	Turn on/off Tile (grey)
------	-------------------------

NUM2	Turn on/off Sector (green)
------	----------------------------

NUM3	Turn on/off Field (red)
------	-------------------------

NUM ENTER	Turn on/off HUD display
-----------	-------------------------

NUM /	Top view (object)
-------	-------------------

H	Show/hide Z index value counter on mouse
---	--

## Property Menu's

C	Camera Property
F1	Load Saber.Chm (useless for now)
F2	Performance palette
F3	Spawn palette
F4	Terrain palette
F5	Ornament palette
F6	Field user interface
F7	Water palette
F8	Light and shadow palette
F9	Effect and graphics palette
F10	Tile property palette
F11	SE property palette

## Environment keys

i	Turn on/off animated clouds in the sky
---	--

## Dictionary

NUM	Stands for Number pad. The number keys on the right side of your keyboard.
RMB	Stands for Right Mouse button. The button you click to open the menu of basically anything.(desktop, web browser)
HUD	Stands for Heads Up Display.
Palette	Palette basically means menu in this context.
SE	Stands for Special Effects.

Visibility of a certain object or actor.

Anything that is inside of your level. Object, effect, player literally anything.

In this menu you can adjust the settings of your camera basically. From Field of View to player camera distance. You can also see what camera you are currently using. 1st person free roam, the player-controlled camera or the top view camera.

The palette drop down button contains tons of menu's. I will explain what each of them does.

Just don't touch this. Messing with the settings in here will make Saber crash.

You can use this palette to basically just spawn mobs and NPC's. You can have them wander around or just have them follow a certain path that you can mark yourself by using one of the functions inside of this palette.

**Warning:** Some mobs and NPC's make Saber crash. The mobs and NPC's are listed in **Spawn table list**.

////////////////////////////////////

## Terrain

You can basically scale your terrain here. You got multiple brushes and settings for how to morph your terrain. Need a mountain? No problem. Need a hole so deep for a diamond mine? Why not! Just don't overdo it and make the program crash by collapsing too many vertices. That is bad, especially in the actual game. The texture brush can be used to paint the texture you have for that tile, sector or field.

////////////////////////////////////

## Ornament

Ornament basically means object or actor. These are all of the objects you can drop inside of your 3d viewport. From trees to houses to mountains, as long as it is an object and in your pack bundle, you can spawn it through that menu. There are still some objects that make the program crash, watch out for those as you can lose a lot of work because it crashes without saving anything. As far as I noticed right now, everything in **Ornament** and **objects** makes Saber crash.

////////////////////////////////////

## Field and Merge

Don't touch this. We don't know what it's for yet. It could possibly crash the program.

////////////////////////////////////

## Water

In this pallet you can add and remove any liquid bodies. Water, rivers, ocean or lava. You first select the **sectors** that you want to have water in. Then you click create to spawn it in. Use the H key to determine the height of your current position and calculate the height that the water body has to float on. Then change the **diffuse** and **alpha** settings. The diffuse setting determines the colour of the water. You can use an RGB value or just pick a pre-set colour from the dropdown menu. The Alpha setting determines the opacity of the water body. 100 is the most used value.



## Light and Shadow

In here you can create world lighting and shadowing. You can adjust properties and update parameters. Always remember to save before you mess with settings such as these as they can have catastrophic consequences for your progress.

## Effect

You can spawn in effects such as lightning, fire, dragon ball glows etc etc. Basically, anything that you can walk through inside the game, (which doesn't have a mesh collider).

## Normal Map Property

Don't touch this menu. We don't know what it does yet. Using it makes your game crash.

## SE

This menu is for sound effects. You can drop down the sound files and adjust their trigger range with the **mouse scrolling wheel**. The sound stops when you exit the trigger range. When you overlap multiple trigger ranges, the sounds will be overlapped as well.

## How to:

### How do I select something?

You turn the associated pallet of the actor that you want. Then you hold in the left CTRL button and select the object you want with the Left Mouse Button.

### How do I delete something?

You select the object and press the DEL key on your keyboard.

### How do I assign a texture to the terrain?

The world is cut up in segments called **Fields**. You have to go into the Terrain palette and then select the field you want the texture on. After that you click on the **M** button and select one of the textures located in `ldboclienttools\texture\nt\we_`. Do not attempt using textures from another locations as those will make the program crash instantly. After you selected the texture it should have loaded on the field. After that you can use the 1, 2, 3, 4, 5 slots to load other textures like dirt. Do it the same way, only this time you press **C** instead of **M**. You can have a total of 5 different textures on your brush on each field. You can also colour the main terrain texture by using the **diffuse** brush, but then you are limited by the colours that the menu has. If you want a specific colour, you can always google its hex value and insert it in the 3 number pads right of the diffuse colour picker.

