

# Map Wizard Tutorial

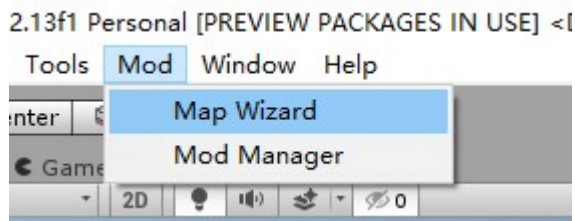
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**If you have any issue during reading this tutorial, you can send an email to me. My E-mail: 403036847@qq.com Or Contact me on [VK](#)**

The Map Wizard Tool is built for creating custom map easily.

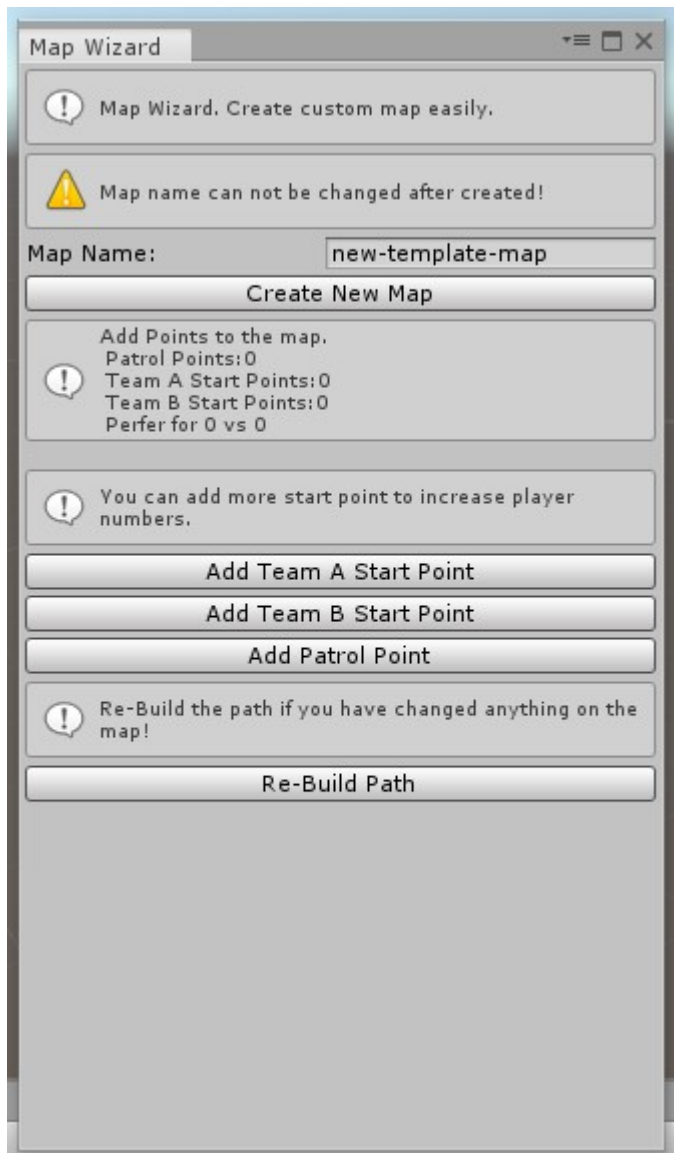
## Find the tool

You can open this tool from this menu if you have installed the Panzer War Mod SDK correctly.

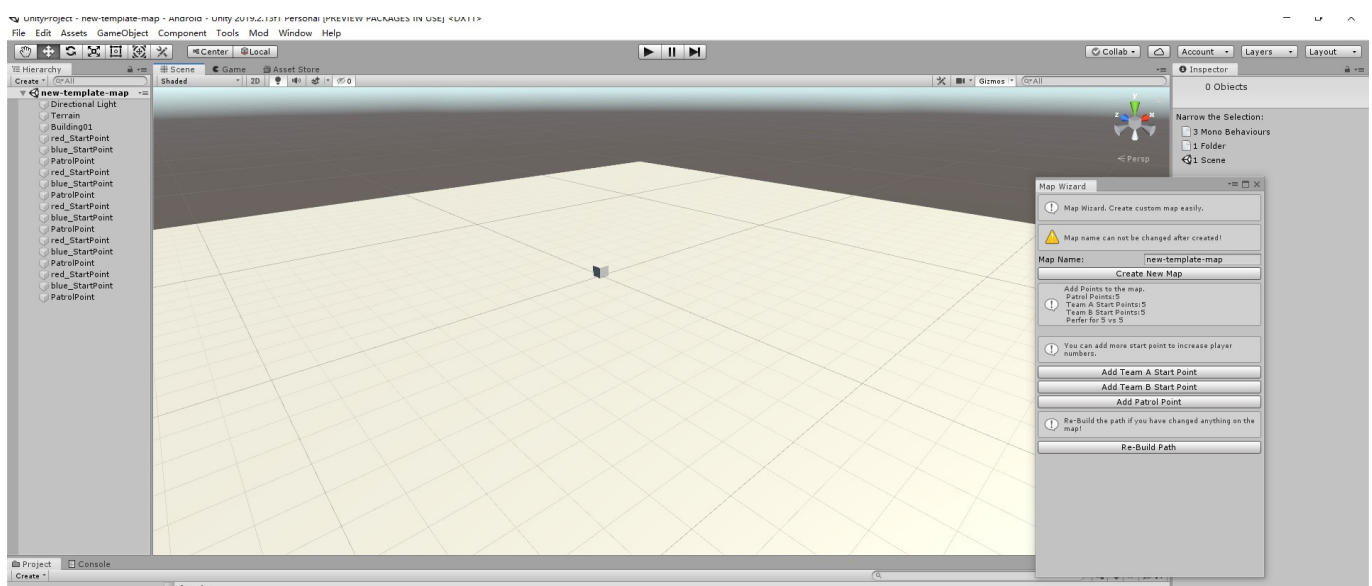


## Create the map

Change the map name and click Create New Map. (You can keep the default map name)

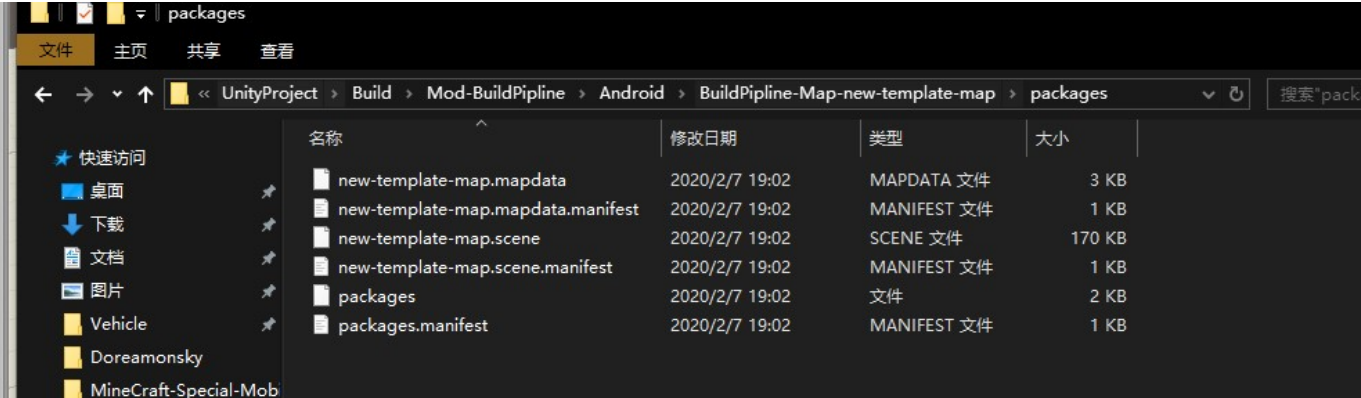
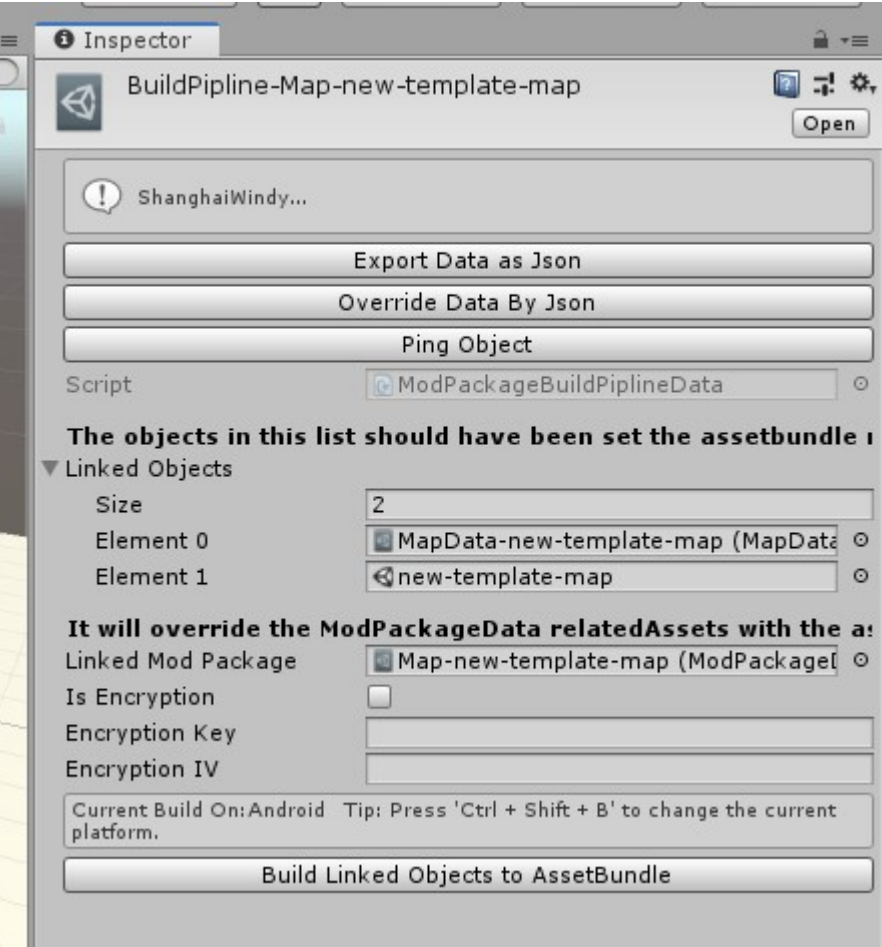


Then, the new map is created. It is an almost empty map. You can add buildings and terrains into it. And you have to set the tag of the buildings and terrains. You can refer to the default objects. Also, you can add points to the map. Finally, you should click re-build path if you changed something on the map.



Build the assets

You can find the BuildPipeline file in the folder "ModManager". It names BuildPipeline-Map-YourMapName. And click Build Linked Objects to AssetBundle



## Package Files

You can find the ModPackage file in the folder "ModManager". It names Map-YourMapName. Click Package Mod Now. And you can get the .modpack file.

The screenshot shows the 'Inspector' window in a software application, titled 'Map-new-template-map'. It contains several buttons at the top: 'Export Data as Json', 'Override Data By Json', and 'Ping Object'. Below these is a 'Script' dropdown menu set to 'ModPackageData'. A series of text input fields follow, each with a label and a value: 'Mod Name' (Default Mod), 'Description' (The Description of the mod), 'Author' (Your Name), 'Support URL' (https://yourWebSite.com), 'Mod Version' (1.0), 'Tested Game Version' (2020.1), and 'Build Target' (Android). A section titled 'Users Require CD-Key to use this mod pack' contains an unchecked checkbox for 'Is Authorize Owner Ship' and an empty 'Pack Uuid' field. A collapsed section 'Related Assets' is expanded, showing a table with 6 rows. Each row has a 'Size' column with the value '6' and an 'Element' column with the path 'Build/Mod-BuildPipeline/Android/BuildPipeline-'. Below the table is an 'Add Related Assets' button. At the bottom, a status bar shows 'Current Build On: Android' and a tip: 'Tip: Press 'Ctrl + Shift + B' to change the current platform.' A 'Package Mod Now' button is located at the very bottom.

Inspector

Map-new-template-map

Open

ShanghaiWindy...

Export Data as Json

Override Data By Json

Ping Object

Script: ModPackageData

Mod Name: Default Mod

Description: The Description of the mod

Author: Your Name

Support URL: https://yourWebSite.com

Mod Version: 1.0

Tested Game Version: 2020.1

Build Target: Android

**Users Require CD-Key to use this mod pack**

Is Authorize Owner Ship: ☐

Pack Uuid:

▼ Related Assets

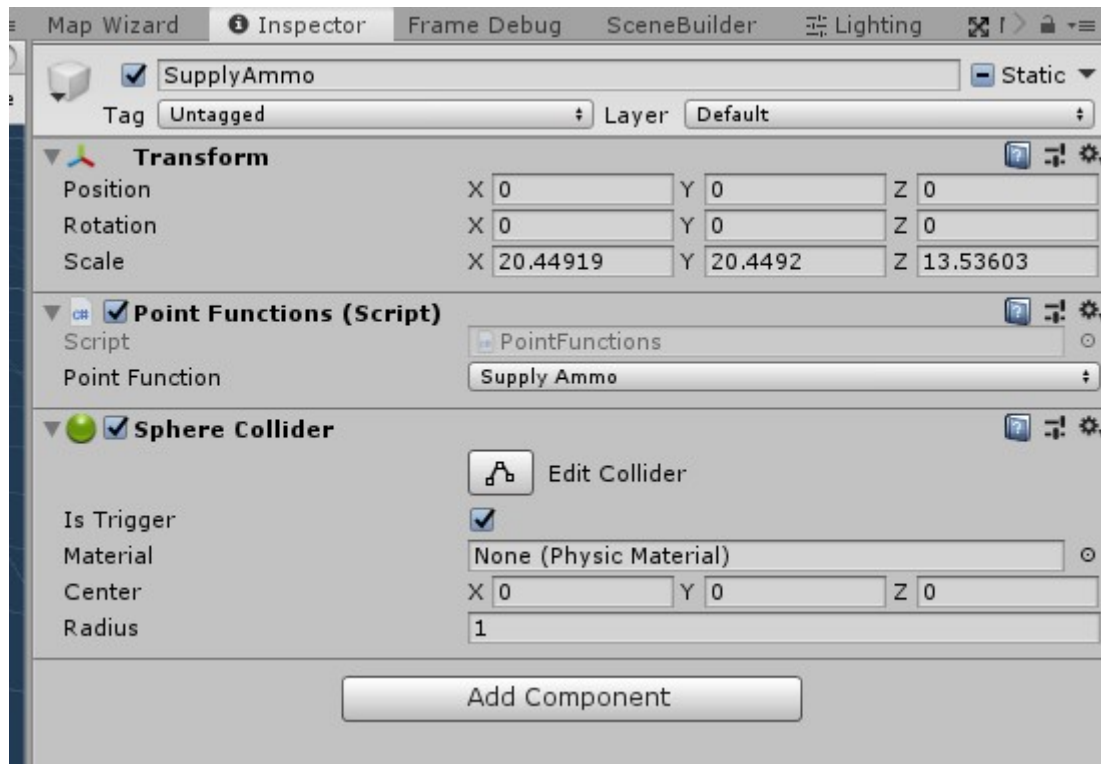
Size	Element
6	Build/Mod-BuildPipeline/Android/BuildPipeline-
	Build/Mod-BuildPipeline/Android/BuildPipeline-
	Build/Mod-BuildPipeline/Android/BuildPipeline-
	Build/Mod-BuildPipeline/Android/BuildPipeline-
	Build/Mod-BuildPipeline/Android/BuildPipeline-
	Build/Mod-BuildPipeline/Android/BuildPipeline-

Add Related Assets

Current Build On: Android Tip: Press 'Ctrl + Shift + B' to change the current platform.

Package Mod Now

Extra - Point function



You can add repair and supply point in the map.