

Atlas: New SGE Features Documentation



Intro

The newest season of Atlas introduces the Wonder system and the Regional Maps System. The former builds upon the world's lore and adds interesting goals and rewards for those who invest time into it. The latter allows the world to be divided into regions that can switch the flow of player experience and exploration. This document will cover all the new features for the Server Grid Editor (SGE) that server owners may use to customize and configure their unofficial servers with.

Table of Contents

Creating Regions	1
Setting up the Grid and Creating the Main Region (Home Region)	1
Creating All Other Regions	4
Additional Information	8
Adding Portals	10
Portal Types	10
How to Add Each Portal in SGE	11
Other Features Available	13
Adding Unique Region Backgrounds or Server Backgrounds	13
Adding Region Tradewind Overlays	14
Editing Island Instances and Transient Node Settings	15

Creating Regions

This will be an integral part to Atlas' world moving forward. Regional areas allow one to create a sense of immersion by being able to create areas representative of geographical locations or whatever themes come to mind. **However, if you do not desire to put this feature in your servers, you do not have to.** This will cover applying sub-atlas/hidden atlas ID's to create regions and how to correlate that information to the Map Menu UI.

Setting up the Grid and Creating the Main Region (First Region)

1. Open Up the SGE and either load an old project or create a new project*
 - a. if creating a new project, know how many servers you can handle when creating your realm as that will affect your regional layouts.*
 - b. After you know that fill out the cells information like the image below:*

Create Project

Atlas Id: 1543842884

Friendly Name: AtlasWorld

Cells X: 11 Y: 11 CellSize: 1 (in Unreal Units)

Column UTC Offset:

Additional CmdLine Params:

TransitionMinZ: 0 (ex: -12000)

Mod Ids: (Use comma as separator between the Ids)

Map Images Type:

Map Image URL: (optional: If you want to use URL instead of UE4)

Overall World Image: (optional: Base URL for http hosted map images)

MetaWorldURL: (optional: URL for clients to download cluster IPs)

AuthListURL:

Atlas Password:

Main Region Name:

BaseServerArgs:

Override ShooterGameMode DefaultGame.ini Values

New Database Settings

	Name	URL	Port	Password
DB Entry 1:	Default	127.0.0.1	6379	foobared
DB Entry 2:	TribeDB	127.0.0.1	6379	foobared
DB Entry 3:	TravelDataDB	127.0.0.1	6379	foobared
DB Entry 4:	TerritoryDB	127.0.0.1	6379	foobared
DB Entry 5:	LogDB	127.0.0.1	6379	foobared
DB Entry 6:	TradeDB	127.0.0.1	6379	foobared

globalGameplaySetup:

Use PVE ServerConfiguration: ☐

Use UTC Time: ☐

Day-0: 18-10-2021 16:51:13 PM

Create Cancel

- c. Fill out the cell size and the UTC offset as well. If you do not know about UTC offset, put 0 in there for now.*
2. First we will set up the main region (The Home Region). After loading in Click 'Project' → 'Edit' and it will bring you to this window:
 - a. In the highlighted box, type in the name of your main region and then click

Edit project

Atlas Id

Friendly Name

Cells X Y CellSize
in Unreal Units

Column UTC Offset

Additional CmdLine Params:

TransitionMinZ (ex: -12000)

Mod Ids (Use comma as separator between the Ids)

Map Image URL (optional: If you want to use URL instead of UE4)

Overall World Image (optional: Base URL for http hosted map images)

MetaWorldURL (optional: URL for clients to download cluster IPs)

AuthListURL

Atlas Password

Main Region Name

BaseServerArgs

Override ShooterGameMode DefaultGame.ini Values

	Key	Value
▶	MaxSettlementFl...	99999
*		

Map Images Type

New Database Settings

	Name	URL	Port	Password
S3 URL <input type="text"/>	DB Entry 1: <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
KeyId <input type="text"/>	DB Entry 2: <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SecretKey <input type="text"/>	DB Entry 3: <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
BucketName <input type="text"/>	DB Entry 4: <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Region <input type="text"/>	DB Entry 5: <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	DB Entry 6: <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Tribe Log Config

Travel Data Config

Use PVE ServerConfiguration ☐

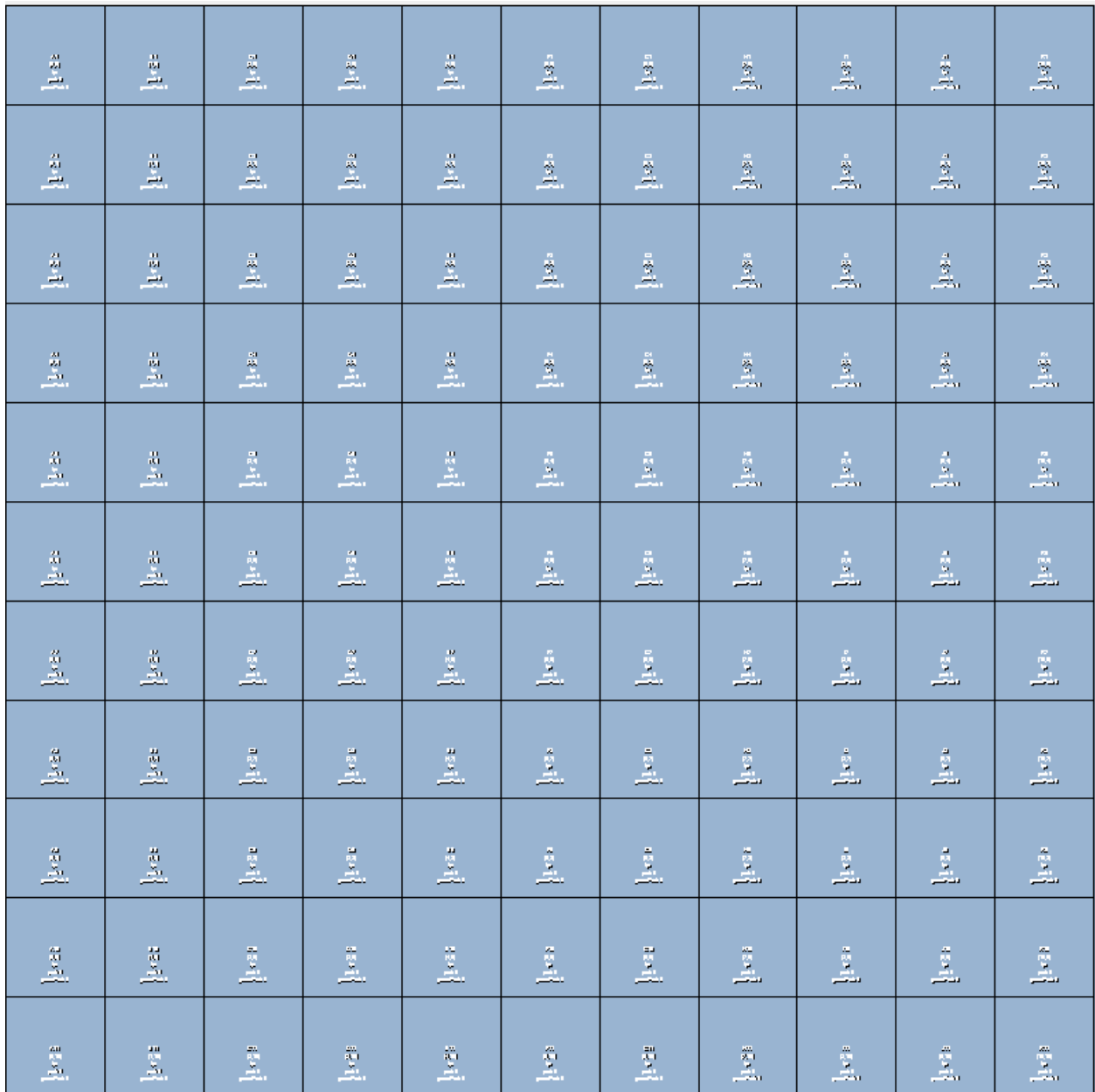
Use UTC Time ☒

Day-0

globalGameplaySetup:

'Edit'. The dialog box will close.

After these steps, your main region and realm layout will be set up. For this tutorial, we will be basing this off of the 11x11 grid Atlas currently runs on.



This feature will work with realms of any size, however.

Creating All Other Regions

1. Moving on to the regular servers, CTRL + Left Click on a server space at least 2 spaces away from the 0,0 or A1 server vertically or horizontally and it will bring you up to this window:

Edit Server (0,0) ✕

Name: Template: None ▾

IP: Coords (0,0)

Port: Game Port:

SeamlessDataPort: 27000

OceanFloorZDistFromSurface: 0

UTC Offset: 0 (in minutes)

Transition MinZ: 0 (ex: -12000)

Additional CommandLine Parameters:

Override ShooterGameMode DefaultGame.ini Values

	Key	Value
*		

Unset ▾

OceanEpicSpawnEntriesOverrideTemplateName:

NPCShipSpawnEntriesOverrideTemplateName:

waterColor: 0 0 0 skyStyleIndex: 0

R G B

serverIslandPointsMultiplier: 1

Hidden ATLAS ID:

ServerCustomDatas1:

ServerCustomDatas2:

ClientCustomDatas1:

ClientCustomDatas2:

Sevrer Configuration: ▾

Sevrer Configuration PVE: ▾

Home Server ☐

Spawn Regions

Billboards Offset: 0 0 0

X Y Z

Save Cancel Launch Preview

GlobalBiomeSeamlessServerGridPreOffsetValues:

GlobalBiomeSeamlessServerGridPreOffsetValuesOceanWater:

OceanDinoDepthEntriesOverride:

OceanFloatsamCratesOverride:

TreasureMapLootTablesOverride:

ExtraSublevels

RegionOverrides

OceanEpicSpawnEntriesOverrideValues

Background Image Path

Note: The Main Region Created from the first half of the Tutorial does not

need a region ID as its ID defaults as the Main region after you create your first sub region. By Default, it creates a perfect square shaped region after you create your first sub region.

Any servers that are being unused can leave the Hidden Atlas ID box blank and they will be inaccessible when the JSON is Uploaded.

2. You will be focusing on the 'Hidden ATLAS ID', and in the box type the name of your region such as Caribbean, Asia, etc. This Atlas ID determines what the name of the region is, what region this specific server is a part of and how it will be presented in the map Menu UI. In this example, I put Region1.

Once that is filled out hit 'Save' at the bottom of the dialogue box

The image shows a configuration dialog box with the following elements:

- waterColor:** Three input fields with values 0.05, 0.3, and 0.35, labeled R, G, and B respectively.
- skyStyleIndex:** An input field with the value 0.
- serverIslandPointsMultiplier:** An input field with the value 1.
- Hidden ATLAS ID:** An input field containing the text "North Pole".
- ServerCustomDatas1:** An input field containing the text ",NPCShipDifficultyMult,NPCShipDifficultyLerp,Fl".
- ServerCustomDatas2:** An input field containing the text ",1.25,0.33,1.25,0.5,0.1".
- ClientCustomDatas1:** An input field containing the text ",OceanDepthFadeExponent,OceanWaterScatt".
- ClientCustomDatas2:** An input field containing the text ",-3,0.02,-3,0.02,".
- Sevrer Congifuration:** A dropdown menu.
- Sevrer Congifuration PVE:** A dropdown menu.
- Home Server:** A checkbox that is currently unchecked.
- Spawn Regions:** A button.
- Billboards Offset:** Three input fields with values 0, -17500, and 0, labeled X, Y, and Z respectively.
- Buttons at the bottom:** "Save" (highlighted with a blue border), "Cancel", and "Launch Preview".

3. After that, repeat steps 1 & 2 on all servers that will be a part of this region.
 - a. Only apply to servers that are next to/ touching each other, it will not work if you do servers that are far from one another due to how gridding, or going from one server to the next, works in game. Furthermore, regions can only be Squares or Rectangles, there is no support for 'L', 'Stair-Shaped', or any irregular shaped Regions.
 - b. For example, C1 cannot be in the same region/standalone region with E3 unless everything in between is in the same region. Furthermore, the region's background will not propagate if the region configuration is invalid.



- After separating and naming your regions, it is time to link up the regions to the Map Menu UI. First, Click 'Edit' → 'Edit Region Categories' and it will bring you to the window below:

Edit Regions Categories ✕

	Category	Regions ▲
...		
*		

Apply

- Categories refers to the area it represents and Regions refer to the Hidden Atlas IDs that have been assigned. So in reference to the image below, the Main Category area will have the Servers with 'Main Region' as a map under its drop down in the Map Menu UI*. Additionally, the categories are listed in the order that they will appear on the Map Menu UI.

There can also be multiple regions within the same category. All that needs to be done is to list them with commas in between. For example, if there were a 'Region2' I would like to add to the First Region Category I would type it as such: 'Region1, Region2'.

With that knowledge, fill out the boxes to your liking and hit apply.

***Remember: Main Region was named in the second step in the Previous tutorial (Setting up the Grid and Creating the Main Region).**

Edit Regions Categories ✕

	Category	Regions
▶	Main Category	Main Region
	First Category	Region1
*		

6. Repeat steps 1-5 with all regions you would like to add.

Additional Information + Tips

7. Again, you are not forced to use this feature on your maps on unofficial servers.
If you would like to keep things classic, you may disregard this feature.
8. Trading only works within a region, you cannot set up trade routes from the 'Main Region' to 'Region 1' for example.
9. Keep Tradewind and ship path splines within a region as well as the paths will be split up amongst two regions making it incomplete on both regions. This may have unintended consequences.
10. In order to travel from region to region, you must use portals (Explained next).
Once regions are in place, and for example, A1 and A2 are in different regions, a

player cannot sail from A1 to A2 like normal, they would need to set up a portal that connects the regions.

11. Any Server with a blank ID not connected to the First Region will remain unplayable and inaccessible when regions are configured for a realm. If there are discovery zones or quest items within these blank zones, then progression in leveling and quests respectively will be affected.
12. Create Back ups/ duplicates of your working JSON just in case you break anything on your map.
13. When you move Islands around, including Control Points, perform a realm wipe on your servers to prevent old geometry from persisting. **Be warned, this will also destroy anything made by players.**
14. I tried the regional maps, and I do not think they fit my unofficial server's preference. Can I turn off regions?

Yes. Follow these steps:

- a. Load up the SGE with the Project you want to take regions out of
- b. Clear all the entries in the 'region categories box'
- c. Remove all the Hidden Atlas IDs from all the servers and all the maps should merge back into one whole region as if nothing happened
- d. Save your project.
- e. Optional: Wipe would be suggested if you are moving any of the islands around and, but it is unnecessary to do so if all that stays the same

Adding Portals

Portals are a new way to travel in the Atlas. They are available for server-owners as the way to connect regions or just make traveling from one area to another very quick. In this section of the tutorial, I will be defining the portal types currently available and how to add them to your realm via SGE.

Portal Types

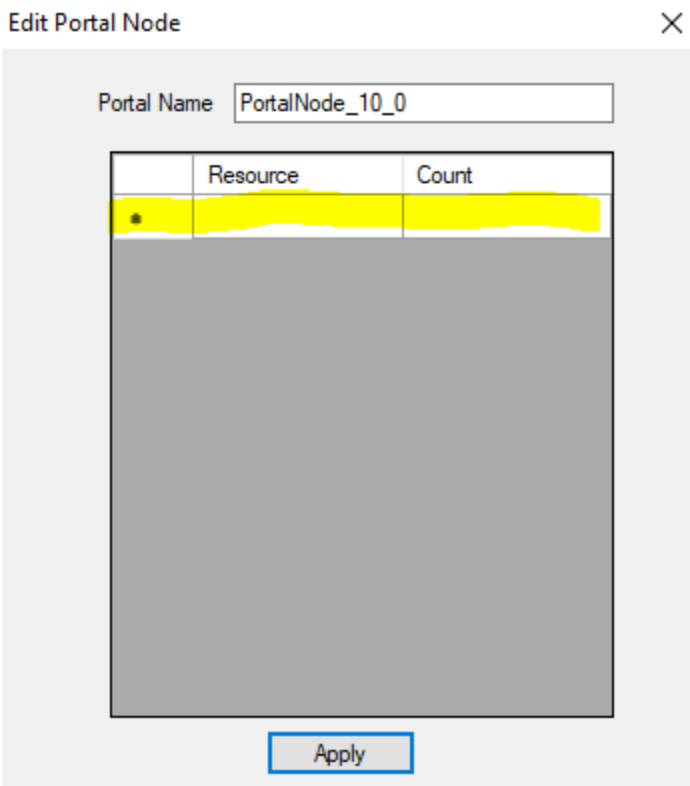
- 1. Perpetual Portals** - A two-way portal with an entry point and exit point. There are no usage costs attached to this portal. As soon as a player goes through the entry point, they teleport to wherever the other side of the portal is located
- 2. Player - Activated Portals** - A one way portal with an entry point and multiple exit points. There are editable resource costs for this type of portal. For example you can add a gold cost for this type of portal. This portal only turns on if it's resource requirements are met and the player can teleport themselves once on. The Portal turns off right after teleport requiring its resource costs to be met again. Multiple exit points allow players to reduce the risk of being camped on by an opposing company.
- 3. Central Bermuda Portal** - A one way portal with the intended use of being the entrance to the Kraken fight. Its resource requirements are the player having all power stones to activate and that is currently uneditable.
- 4. NPC Portal** - A hybrid two way portal used to keep an area newbie friendly. Leaving an area is fine but on return, the player will drop all items after confirming with an NPC.

How to Add Each Portal in SGE

Before adding anything, make sure your ship paths are unlocked. If you don't know how to, simply go to 'Edit - Edit Locks' and unlock all for Ship Paths in the Dialogue box.

Also, make sure 'Show Portal Nodes' is checked on.

1. **Perpetual Portals** - The green spline. Press Q to add it to your grid.
2. **Player activated Portals** - The yellow spline. Press W to add it to your grid.
 - a. Additionally, press + to add more exit points. Although you can add more than 3, functionality works up to 3 currently. Make sure all 3 exit points are within the same grid as putting them in different servers will cause instability and crashes in your realm.
 - b. To add a resource cost, ctrl + left mouse click on the yellow dot and fill out the dialog box to your liking. Here is an example of what to put: Gems(
/Game/Atlas/AtlasCoreBP/Items/Resources/PrimalItemResource_Gem_BASE.PrimalItemResource_Gem_BASE) and then put 50 in the count for it to cost 50 gems to use.



Portal Name

	Resource	Count
*		

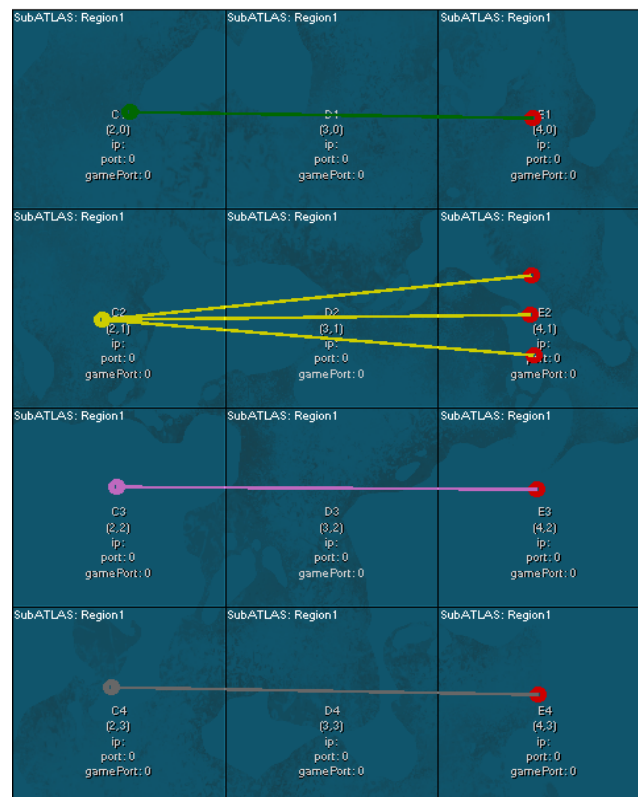
Apply

3. Central Bermuda Portal - The pink spline. Press E to add it to your grid.

4. NPC Portal - The grey spline. Press R to add it to your grid

5. Other Notes:

- The red dots represent the destination of the portals, the dot that is the same color of the spline are the entry points
- To move portals right mouse click + drag on the entry and receiving points
- When exporting the map or when trying to reduce clutter when editing, make sure 'Show Portal Nodes" is unchecked
- Do not intersect NPC ship paths with Portals as they can collide and cause unintended issues.
- Portal endpoints can be placed within a region to create fast travel scenarios not just region to region traveling.
- You can name a portal by ctrl+clicking on a dot of the portal. The same dialog box will appear as shown in the Player Activated Portals and you can edit the name. Although it says you can edit resources, it will currently only work with Player Activated Portals.

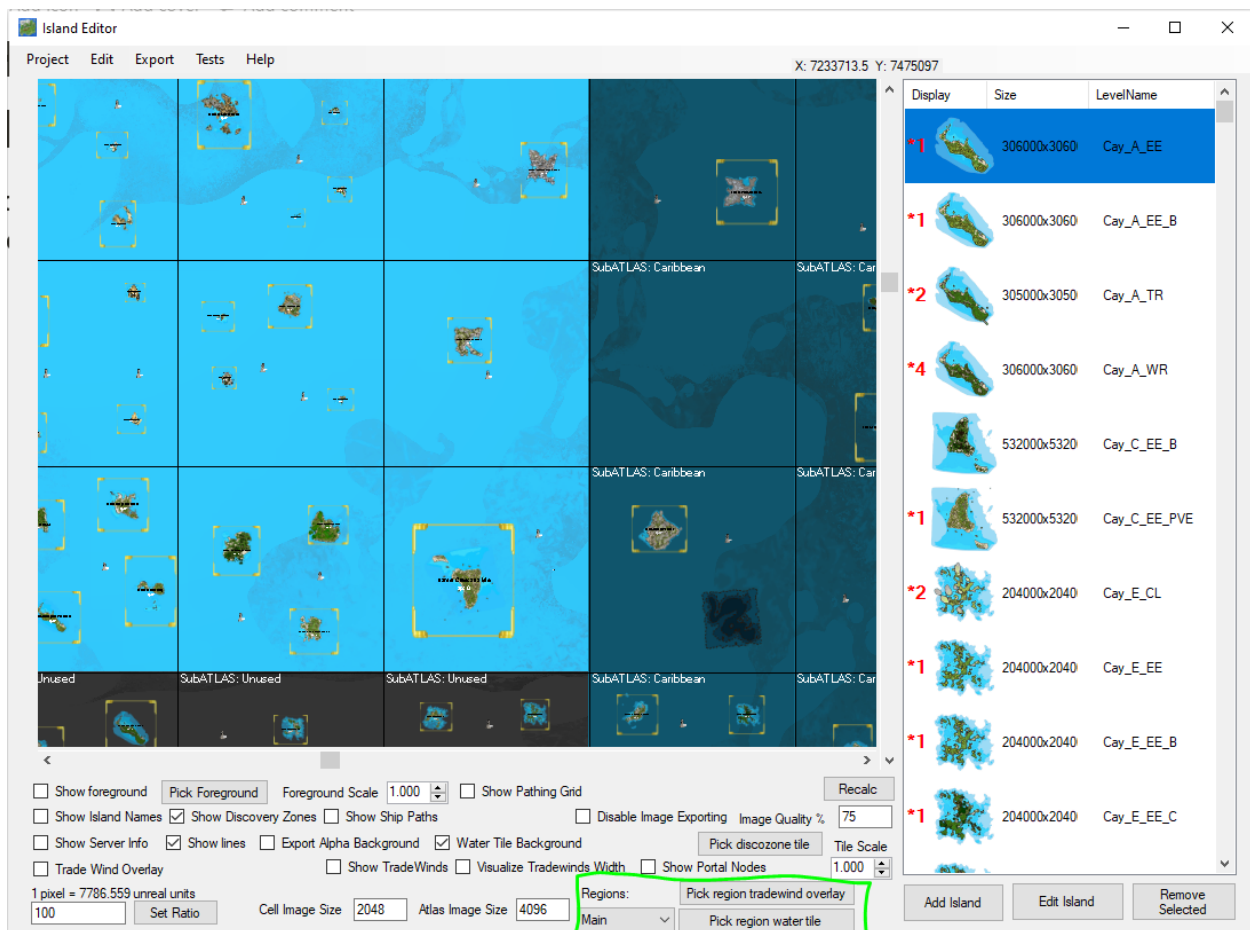


Other Features Available

Although the Regions and portals are the main features of this SGE update, there have been a few additions and changes to the editor that will allow your maps to be more customizable.

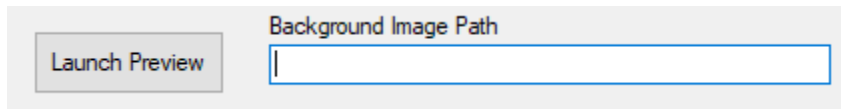
Adding Unique Region Backgrounds or Server Backgrounds

1. Open up the SGE and either create or load a project.
2. You will see these options below:



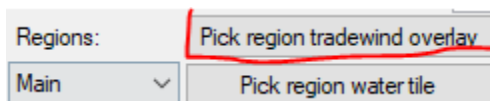
- a. The Dropdown underneath 'Regions' will correspond to the Hidden Atlas IDs you have created for the regions prior. Whichever one is currently in the box (for this example the Main Region) is the region that will be affected.

3. 'Pick Region Water Tile' allows you to select a specific background for that region once that is created. Click on this and your file explorer will open up. Follow your file path to wherever you store your Water Tile Backgrounds and choose one.
4. Repeat Step 3 with all other regions available in your drop down.
5. Alternatively, you can edit specific servers' backgrounds by ctrl + click on a server space and edit this part in the dialog box, 'Background Image Path'. This is located in the bottom right of the dialog box. Copy and paste the appropriate file path in there and the server will have a unique BG. Make sure that the Image size is consistent with the default Water Tile background which is 4096 x 4096.

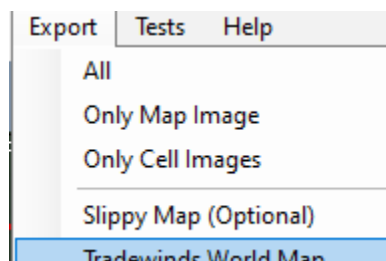


Adding Region Tradewind Overlays

1. Similar process to the Regional Backgrounds above, Open up the SGE and either create or load a project
2. Make sure the region you are modifying is in the dropdown tab and selected.
3. In the same area where 'Pick Region Water Tile' is at right above it is 'Pick Region tradewind overlay'.



4. It will open up the file explorer and choose your overlay image.*
 - a. *Make sure your overlay image is the same dimensions as your tradewind Maps images, if you do not know how to do that simply go to 'Export - Tradewinds World Map' and it will export your tradewinds per region and give you the right dimension. Note that this will take a little while.

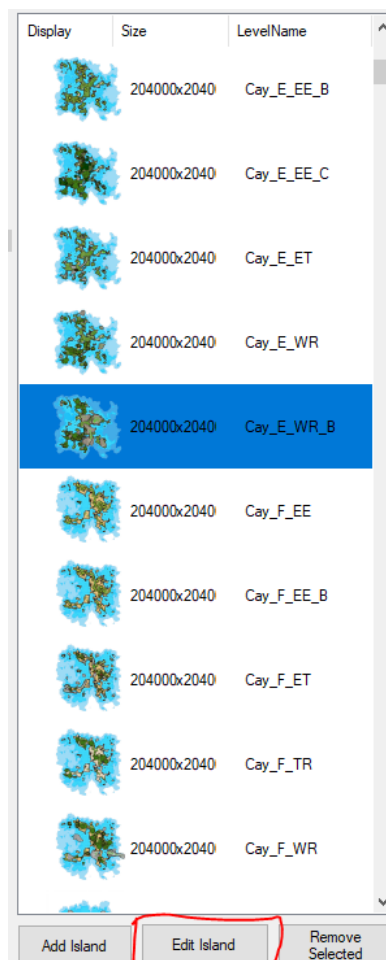


5. Repeat steps 2-4 with all regions
6. Save your project.

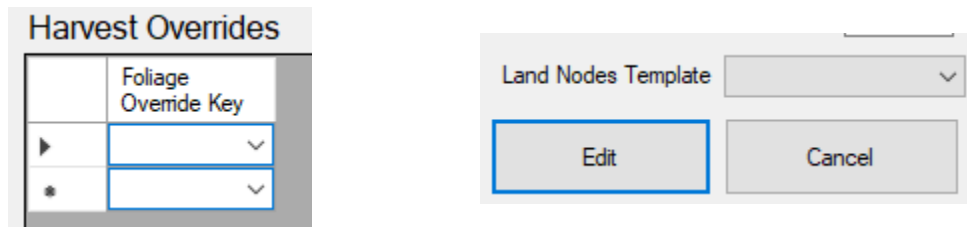
Editing Island Instances and Transient Node Settings

Islands, for the most part, are templates of land masses placed in the world for players to explore, claim, gather resources, and build. Transient Nodes link to the monument system in giving valuable materials towards that and are also editable within the Island Instance settings. With this new version of SGE, you will now be able to edit instances of islands on the grid without disrupting templates. This part of the tutorial will cover the foliage overrides and the Transient Node settings in the Island Instance dialogs.

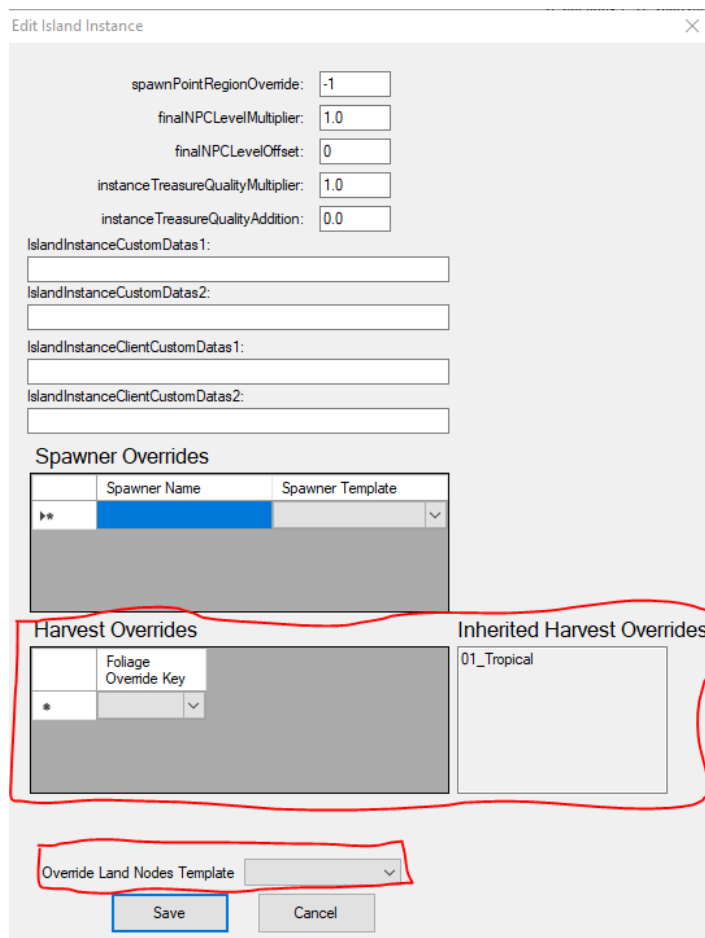
1. There are two ways to set these things up, the first will be through editing the template and the second will be through editing the instances. The former will be covered first. If you want to learn the other way, skip to step 6. Regardless of which one you do, make sure Islands are unlocked via 'Edit - Edit Locks'
2. To edit an island template choose an island on the right side of the SGE and click edit island once the island you want is highlighted



- The dialog box will open up and we will be focusing on the 'Harvest Foliage Overrides' and the 'Land nodes Template'



- Choose your desired overrides and templates respectively and hit edit after.
- Now whenever you drag and drop this specific Island into the Grid, It will maintain these settings
- However, what if you wanted the same island but different settings on different instances? Here is where instance editing comes into play. Ctrl + left Click over your desired island and the Dialog box below will appear:



- a. Harvest Overrides showcases what overrides the instance currently while Inherited Harvest Overrides refers to what overrides will be inherited as a failsafe if the instance is not fully filled out
 - b. Override Land Nodes allows you to pick what type of Transient Nodes will spawn on this island, this overrides whatever is on the Land nodes Template in the island templates. If left blank, it will default to what is filled out in the Island template
7. Fill out the boxes with the appropriate information and hit 'Save'. This Instance of the Island will prioritize and use these settings and the Island template will remain untouched.
 8. Be sure to save your project after editing Islands to your liking.

Here is an example of a region in Live

