***# zaobjts, zeobjts and zobjcts***

*These files are the main base for your adventure objects to exist in the game, if you don't write the line of your objects in these text files it will be useless to have them in a .pac. Although files are similar, they fulfill different roles.*

*In* ***zaobjts*** *case, it is used for random map generator to put these objects on the generated map (zaobjts is a very volatile text file, so I recommend modifying it at your own risk if you want to introduce complex objects).*

***Zeobjts*** *is the main file for your objects to exist in map editor, if you don't write your objects in zeobjts you won't be able to use it in map editor.*

***Zobjcts*** *is a file similar to zaobjts, but it does not work for the random map generator, but for maps in general, this file puts ingame collisions on existing objects.*



*The structure begins with an index number that indicates how many lines are written. In the 3 files they will be different. Not all the objects can be entered in the 3 text files at the same time, but they can always be included in zeobjts. In zaobjts there may be problems and high chance that very specific objects are not spawned, so they are not usually listed there.*

*For our creature to be generated on the map and in map editor, it has to be written in the 3 text files, this will be its line:*

AdvMn330.def 011111111111111111111111111111111111111111111111 100000000000000000000000000000000000000000000000 111111111 000000001 54 330 2 0

*As you may have noticed, it has the same name as the creature's map graphics, and that's for the object to be integrated and the game can detect it. (Don't forget to increase the numerical index every time you add an object, now that you've added a new row, it increases to 1987).*

*Some columns will be made up of binary numbers (zero and one) in which 0 means unmarked and 1 marked (only in the case of blue and pink).*

*What is the difference between text file objects and msk, msg?*

*In the case of .msk and .msg they give the body of the passability, and text files like zeobjts are in charge of giving life to those passabilities, these files are used to give functions to the objects. You can modify the effect of passability with "Object Editor", a powerful tool for those text files.*

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*The lines are shaped according to the color set in the example:*

*Green: Def name.*

*Red: Solid object (cannot be traversed).*

*Yellow: Object entry.*

*Blue: Type of Terrain, for zeobjts and zobjcts it is in what kind of terrain the object can be placed in map and about zaobjts on what kind of terrain will be be generated, this is easily modifiable with Object Editor.*

*Pink: Type of Landscape, it's usually used to organize map editor objects by terrain, for this to be enabled, "Other" checkbox must be selected.*

*Cyan: Object type, using Object Editor, it tells you the name of the object type you chose, in this case it's type 54, which is for creatures.*

*Brown: Object subtype, it is the ID of the object, normally the subtype is used in objects of the same type but with different attributes, for example artifacts or monsters that in this case our ID is 330.*

*Gray: Object Place, It's the place where the object will be located in map editor, for example, if it's marked as "2" it means that it will appear in the "monsters" section. Code number to organize your objects in map editor would be like this:*

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*White: Position of Object, 0 means "Above Object" and 1 "Under Object", this works to indicate if the object will be superficial, or can be hidden under traversable objects (Like Evil Fog or Magic Clouds).*

***# How to create a dwelling for your creature***

*Creating a dwelling is a faster process than creating a creature, you only need to have your adventure objects ready with .msk and .msg files that any objects on the map will require. The files must go in AmeCre.pac.*

*Now you must extract the following files to modify them, that includes the previously used object text files, because they must be included in map editor and random map generator.*

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*For text object files, you can simply copy and paste a line that is from an existing dwelling, you will only change the name, and subtype of the object, like this:*

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*Remember that for dwellings, it will always be type 17, and the count increases to 148, if you want to add another dwelling, remember that the next must be 149 and so on.*

*#*