

SCP - 收容失效 地图制作器

v2.1帮助手册

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1. 启动

在启动地图制作器后,你可以创建一个新的地图,或者加载并编辑一个已经保存的地图。

当你第一次加载地图时,你可能需要自己选择地图路径。但在之后,路径会被保存。

如果你保存了一个地图,地图文件应该保存在Maps文件夹中(Map Creator/Maps)。游戏会在该文件夹中寻找可以加载的地图。

2. 如何创建一个地图

在创建地图之前,你需要了解为SCP收容失效创建地图的基础知识。

在软件右侧的列表显示着所有可以放置在地图网格上的地图,关于房间的简要描述会在列表下方显示,并且包含一个可以为房间设置事件的选择框(如果有的话)。

关于事件的简要描述会在事件选择框的下方显示。事件的概率可使用描述下方的滑动条修改。

- 百分比代表事件发生的可能性。默认为100%,这代表事件一定会发生。
- 为了阻止某个房间发生事件,你可以在事件选择框中设置为“[无]”。

事件概率滑块下方的文本框用于显示选定房间的详细信息。

窗口右侧的网格用于放置房间。从列表中选择一个房间,并单击想要放置房间的位置网格,即可放置房间。你可以通过单击已放置的房间来选择房间。长按左键可以旋转选定的房间。旋转的角度会显示在房间信息文本框中。

注意:

- 你可以选择网格上的房间以取消列表的选择。双击列表中的房间以选择。选择房间如果鼠标移动到网格上后出现加号,则表示你可以在该网格上放置房间。
- “start”房间(收容失效后的SCP-173收容室)被设置为旋转180°且无法更改。因为游戏开始时的脚本需要房间以特定角度放置才能正常定位。
- 检查点房间被设置为默认180°,因此它们的方向没有问题。但与“start”房间不同的是,检查点房间的旋转角度可以修改。
- “start”房间需要“alarm”事件才能让游戏正常运作。

- “默认设置房间事件”会决定是否在放置房间时自动分配事件 (通常是事件选择框中的第一个事件)。
- “在3D预览中放置门”会决定是否在3D预览时自动在连接房间的地方放置门。这对于判断该位置所在的区域十分有效。
- “地图设置”允许你修改每个区域的大小。点击“应用”以应用更改, 点击“重置”将区域大小设置为默认大小。
- “修改作者和描述”可以编辑地图的作者和描述。关闭窗口后会自动保存修改。
- 你可以制作三种类型的地图: 设施、森林和维修通道。设施地图网格用于放置设施内房间的默认网格。森林地图网格用于SCP-860-1。
注意, 你需要先设置“room860事件”, 并将事件概率设为100%才能使森林地图生效。这同样适用于维修通道, 但不同的是, 它需要“room2tunnel”事件。
同时需要注意的是, 地图类型的更改也会导致房间列表内容的更改。SCP-860-1和维修通道也可以在3D查看器中预览。

你可以右键网格上的房间以删除。通过长按右键并在地图上滑动可以同时删除多个房间。

You can delete a room by right clicking the room icon on the grid. By holding the right mouse button and swiping over the grid you can delete multiple rooms at once.

Clicking the middle mouse button deselects the currently selected room.

You can also search for certain rooms by typing something into the search box that is above the room's list box and clicking on the "Search" button. The search box can be cleared by clicking the "X" button next to it.

Important: Whenever you save a map you are given the option to save it as a "cbmap" or "cbmap2" file. "cbmap" is an outdated format (although still compatible) and "cbmap2" is the new one that is able to save the author name, description, the zone transitions and the forest and maintenance tunnel grids.

3. 3D viewer options

This version of the map creator also has a 3D viewer. It can be accessed by clicking on the "3D/Map Viewer" button at the top left-hand corner right next to the "2D/Map Creator" button. The "2D/Map Creator" button will bring you back to the 2D view of the map creator.

The options for the 3D viewer are located at "Options -> Edit Camera":

- Change CameraFog Color: This option changes the background color of the 3d viewer. The default color is black (R=0, G=0, B=0).

- Change Cursor Color: Changes the color of the cursor that can be seen when entering the free-flight mode of the 3d viewer. The default color is red (R=255, G=0, B=0).
- Culling Range: Determines the range on how far away from the camera a room should still be rendered. The default value is 50. Note that the further the culling range is, the more rooms will render at once. A too large value may cause performance issues.
- VSync: Determines if the rendering rate should be synced with your monitor's refresh rate.
- Show FPS: Determines if the framerate will be displayed in free-flight mode.

4. 3D viewer controls

When you have selected a room by clicking it on the grid and go to the 3d viewer, the camera will focus on that room. If you do not wish for the camera to move, deselect any rooms before switching to the 3D viewer.

You can enter the free-flight mode by right clicking on the 3D viewer window. Use the W/A/S/D keys and the mouse to move the camera around. Rooms can be highlighted by moving the cursor over them in free flight mode. Additionally you can see the name, the X and Z coordinates and the event assigned to the room.

By left clicking on a highlighted room you select it in the 2d grid as well, allowing

you to easily modify a room on the grid if necessary.