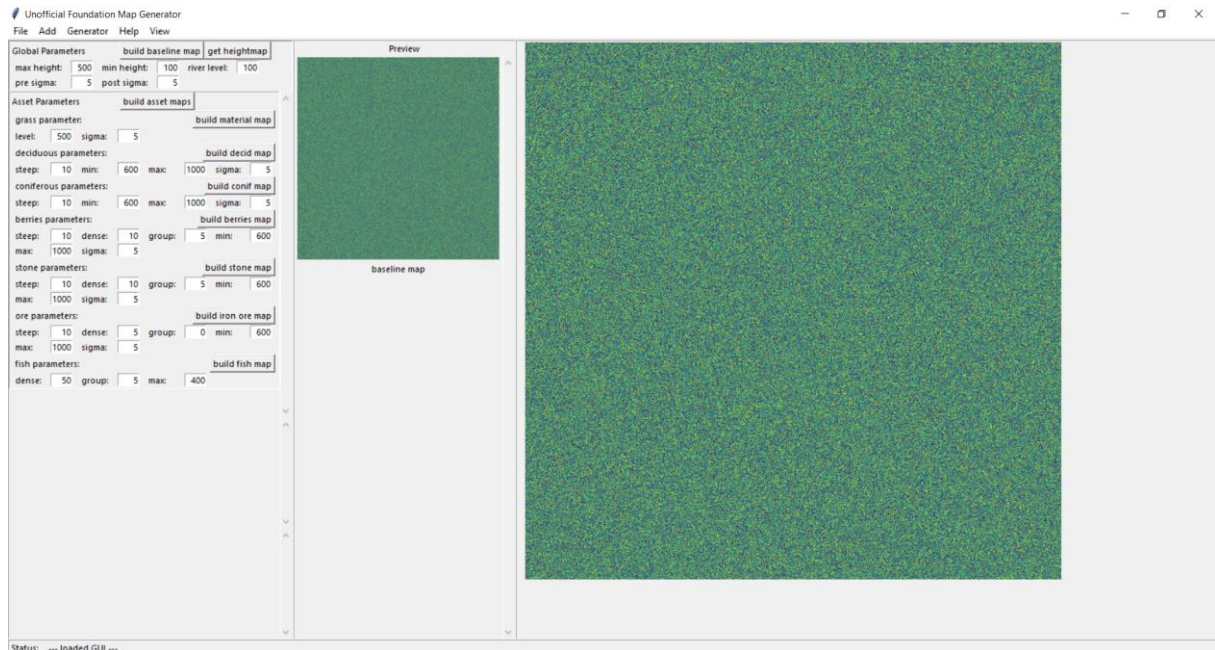


Unofficial Foundation Map Editor

Getting Started



This is a simple getting started guide and will not introduce all parameters in detail, for more insight, look into the corresponding chapter. Heights in the heightmap are 0...65535, for more practical use, they are scaled from 0 to 1000

Step 1: create a baseline map

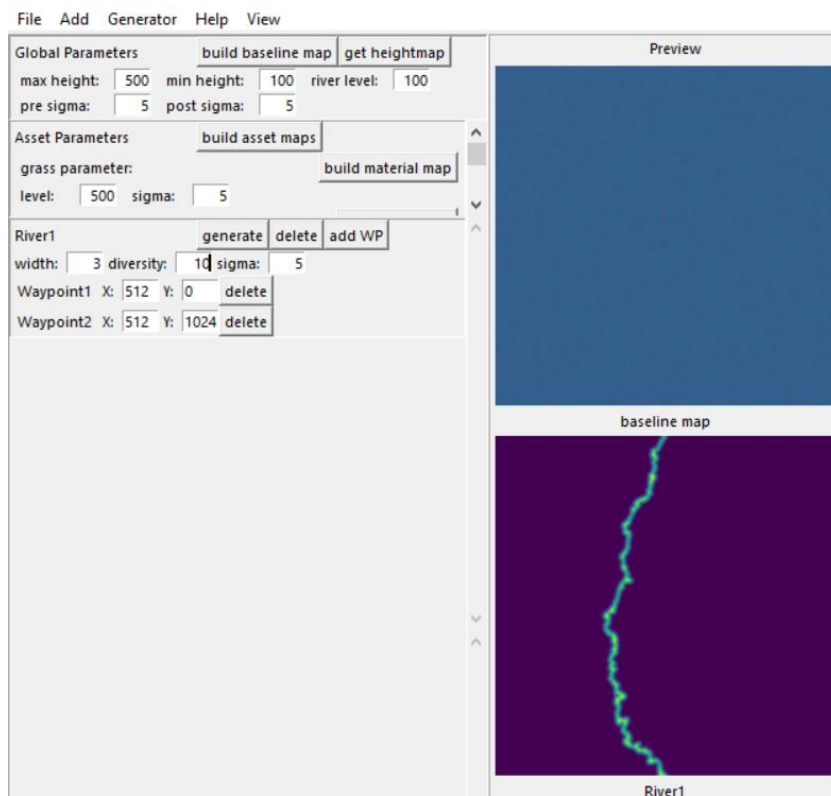
to get a natural plain area, click “build a baseline map”. The parameters are set to default, so you don’t need to worry about them.

Step 2: add a river:

to add a river to the menu bar and click Add>>River

River1 should appear in the left. Now you can change the starting and ending waypoint coordinates. The map has the size 1024,1024, so your input should correspond, x=0, y=0 is in the top left corner.

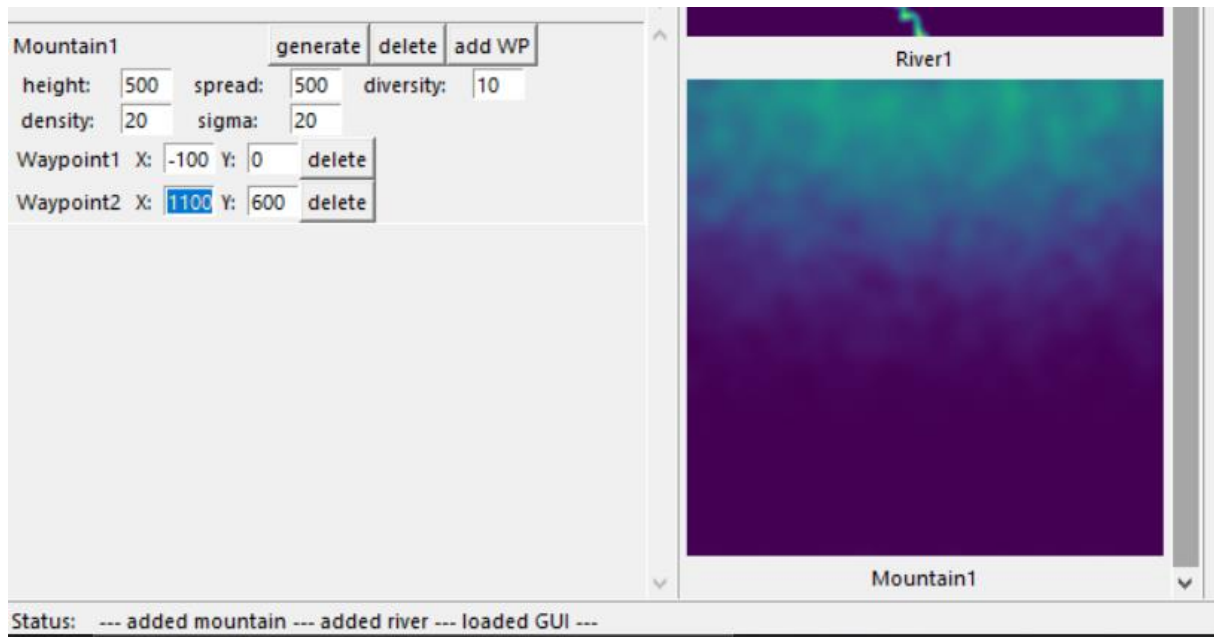
Click generate to get a preview and create the river for the heightmap



You can also add more waypoints to the river and more rivers to the map. Also all rivers and mountains can be previewed on the main screen, just go the top menu: generator>>preview as poly

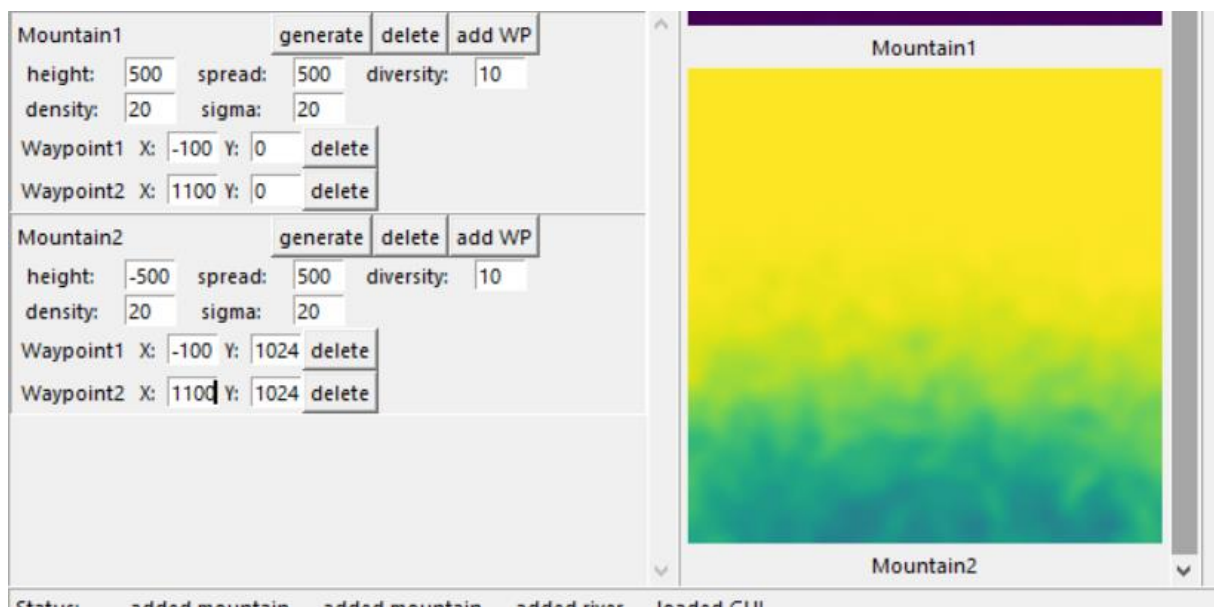
Step3: lets add a mountain

We start the same way, click add>>mountain, a mountain menu appears in the left. In this example, the mountain is placed in the north. (Y coords should be both 0)



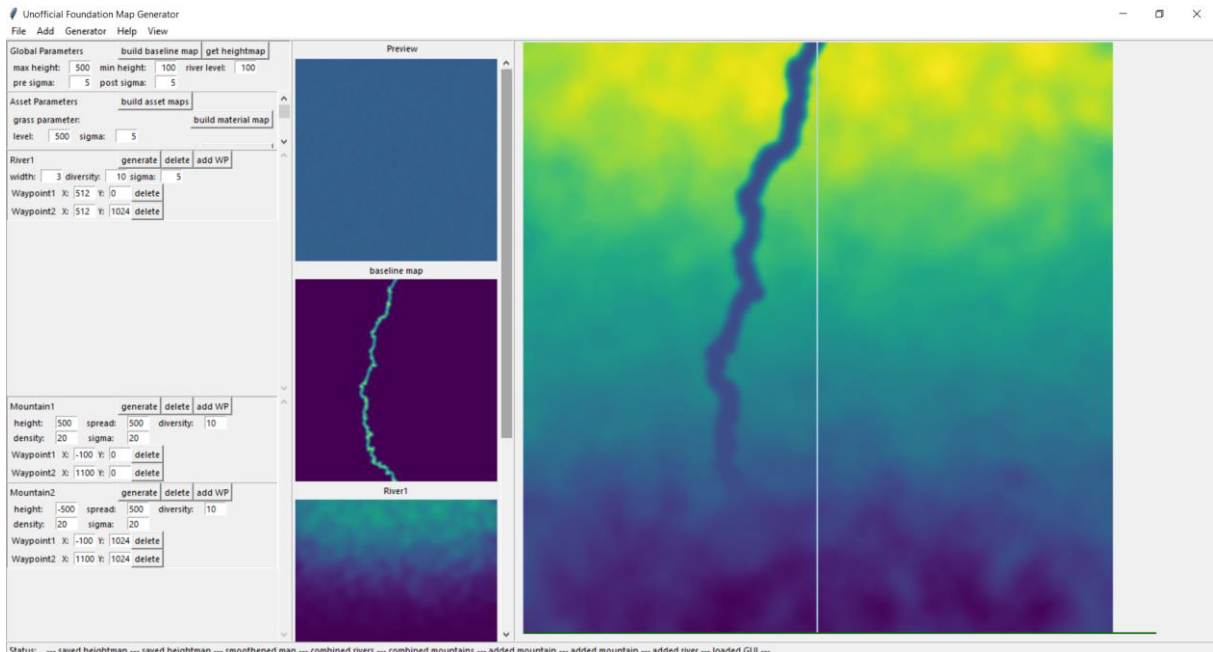
Step4: adding a dip

A dip is just a negative mountain, so change the height to a negative value. In the example it's placed in the south



Step5: cooking the map

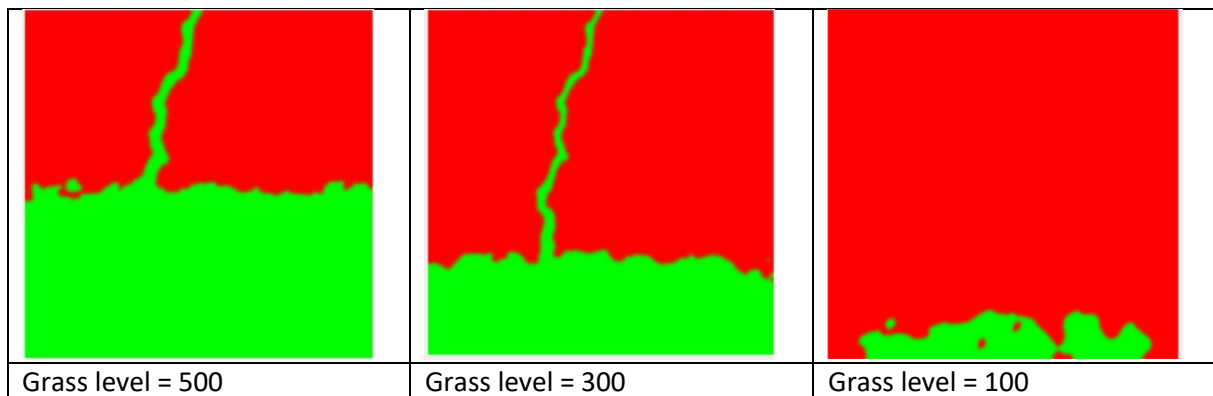
go to the top menu: generator>>cook. All rivers and mountains will be combined to one map: now you have your heightmap!



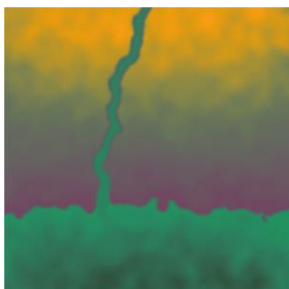
Step6: generating a Material Mask

Since we are done with the heightmap, let's change the view back to assets, go to the top menu>>view>>priority>>assets, the assets parameters expand.

Clicking the build material mask button will get us something like the first mask, so let's play with the grass level parameter



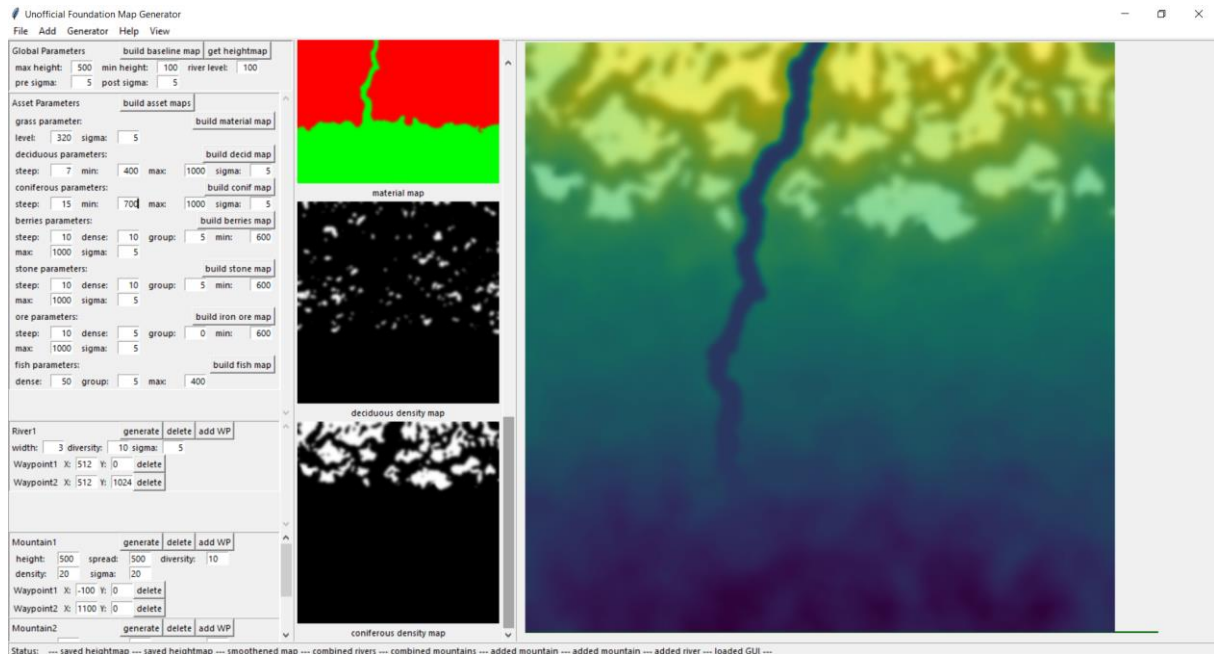
300 is looking good, but let's overlay it with the heightmap, to see how it looks in context: top menu>>view>>material mask



Step 7: generating Forests

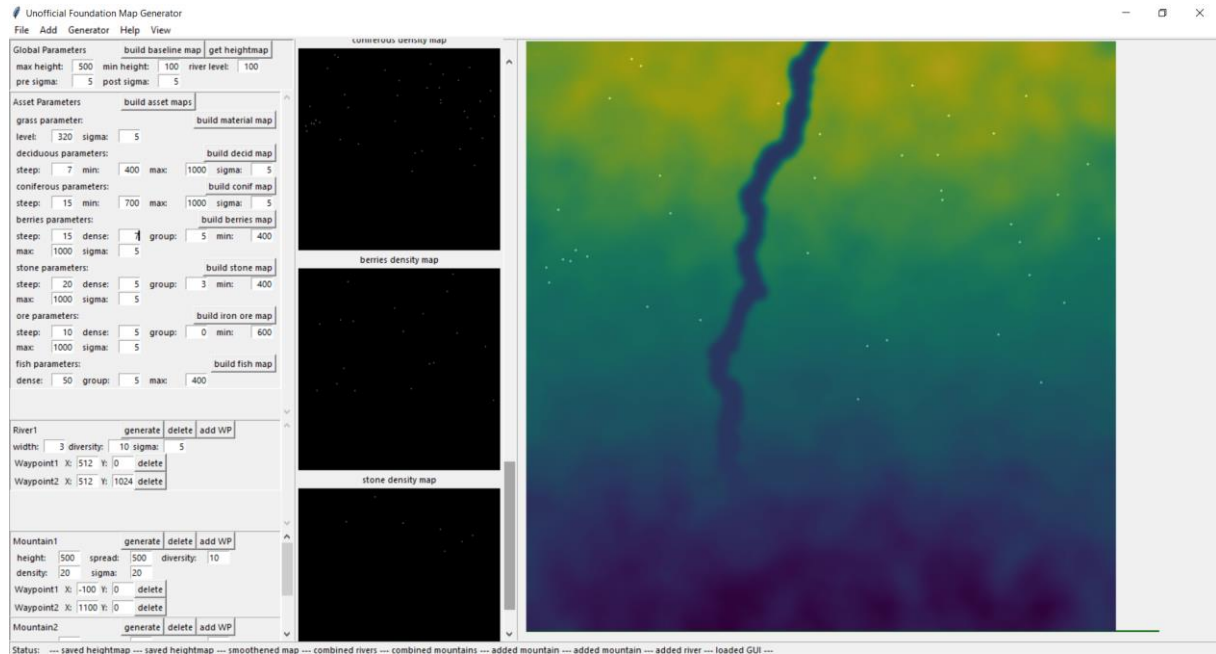
By using the build decid map and build conif map buttons, tree maps are generated.

The min(imum) height should be above the grass level , steepness can be set around 10, it calculates how steep the terrain is and doesn't plant trees above that value. Max(imum) height can be used to set a mountain treeline. You can also overlay these maps over the heightmap.



Step 8: Adding Berries, Stone, Iron and fish

Berries, stone and iron also have steepness, min height and max height for filtering the places, fit to place them. Fish only has a max value, that should be beneath the surface. All of them have a density parameter, that determines the chance of placing a resource spot and a group parameter that determines the chance of a spot being a larger resource spot.



Step 9: finalize:

if all asset maps are the way you like them, you can press the build asset maps button and all maps are generated again + the places ressources are placed are cut out of the tree maps. Afterwards go to the Maps folder, copy all maps from there to your mod map folder and do the steps needed to integrate the map into Foundation (not my part from here)

