Map Editor

The map editor that our team developed is as easy to build as the rest of our software. All it takes is to open up the **trunk\Maped\ide\Maped.sln** solution file and rebuild the solution. You can run it from Visual Studio or from the executable located at **trunk\Maped\bin\Maped.exe** (**trunk\Maped\bin\Maped_d.exe** in debug mode).

Following is a tutorial on how to use the tool. Figure 1 shows what you will see when you run the program for the first time.

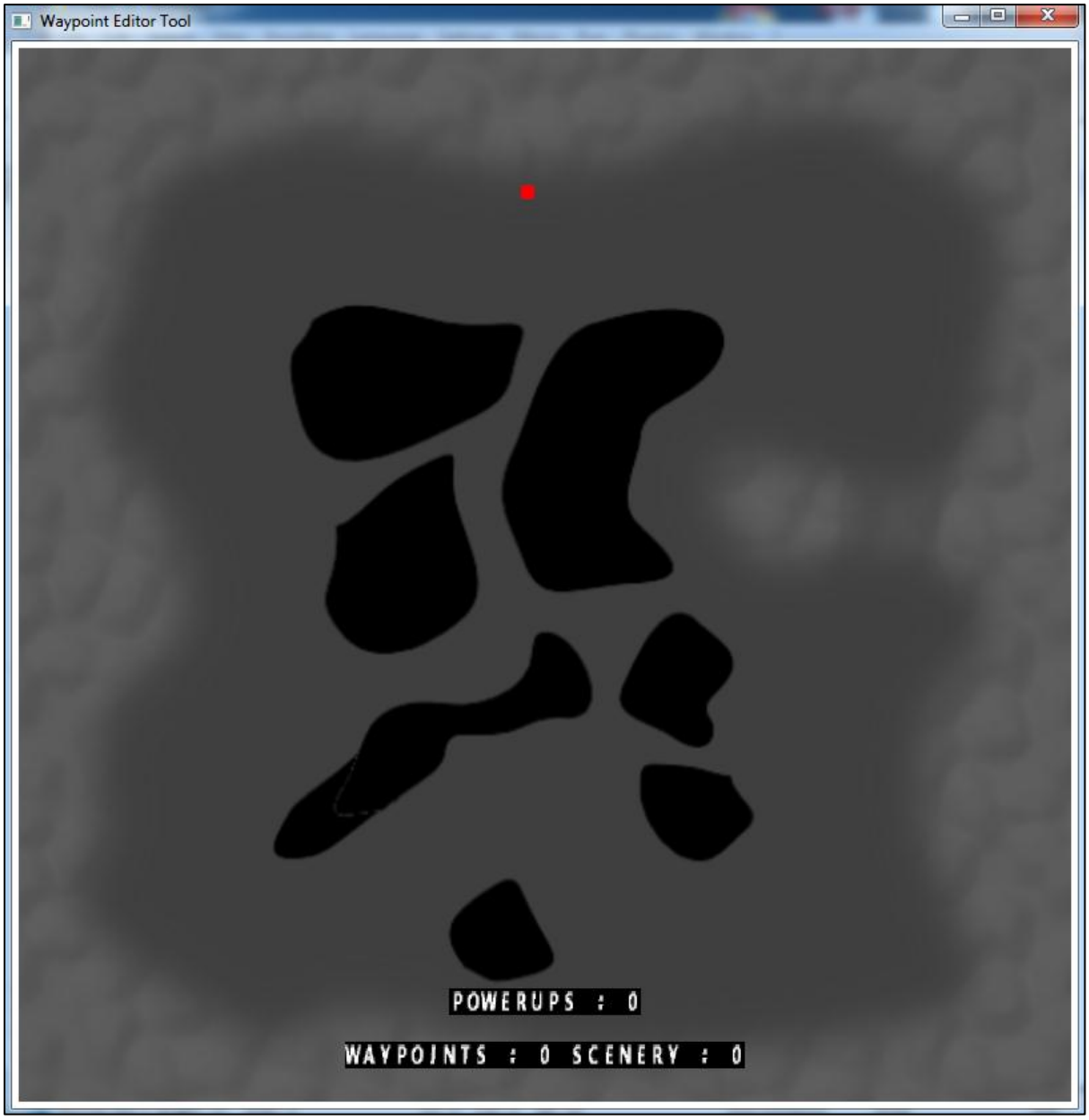

Figure 1: map editor main view

The image represents the heightmap that is used for the map we want to create. To change the heightmap, replace the **Maped\bin\map.tga** file with the heightmap of your choosing. The program then works with a few hotkeys. Table 1 lists the actions that are supported by the map editor. Note that the editor supports up to 50 waypoints, 25 powerups and 40 scenery locations.

Table 1: available hotkeys

Hotkey	Action
F1	Add a waypoint at the mouse location
F2	Remove the last waypoint
F3	Move the start point to the mouse location
F5	Add a powerup at the mouse location
F6	Remove the last powerup
F7	Add scenery at the mouse location
F8	Remove the last scenery
F9	Toggle render mode
F11	Toggle heightmap image visibility
F12	Save map

The following figures illustrate the capability of our map editor. If you press F12, then the map will be saved under **Maped\bin\Waypoints.ncf1**. This file is then read within the game to position the actual 3d objects. For our very first map, we defined this file manually. It was then decided that this was the wrong way to do it, because it took a substantial amount of time and it was also error prone, therefore this tool was developed.

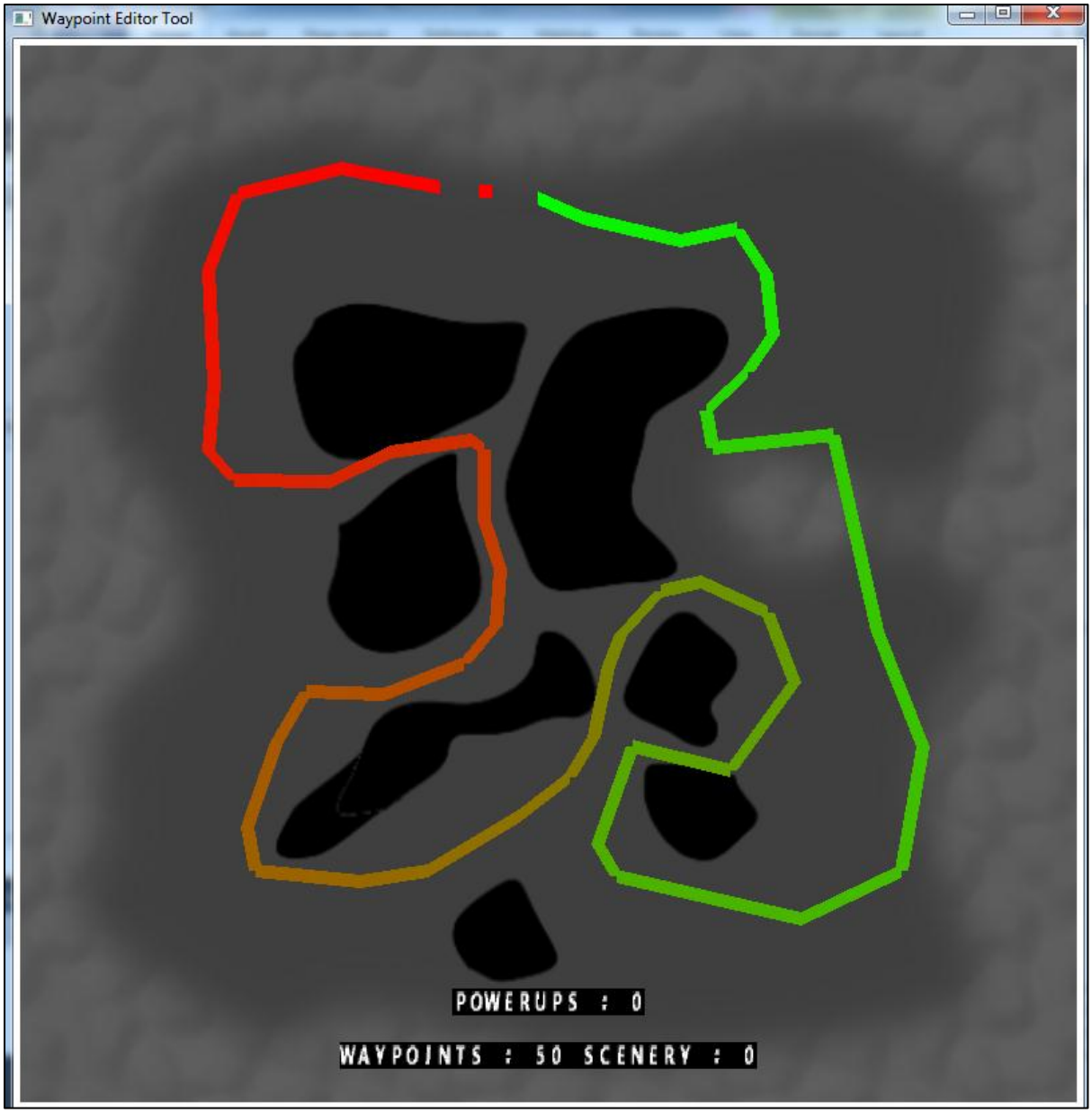

Figure 2: outline of a map in terms of waypoints

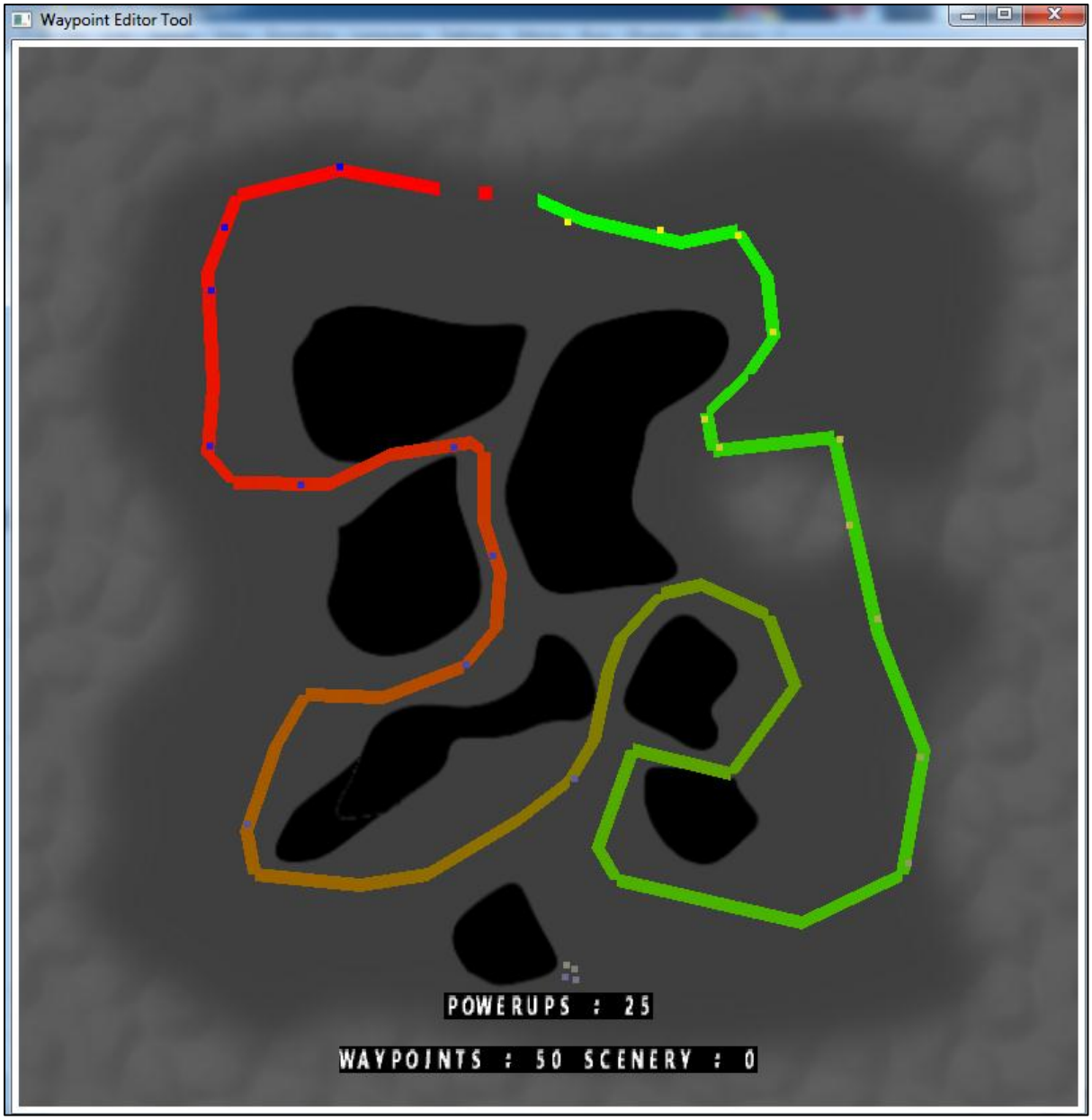

Figure 3: positioning of the powerups on the map

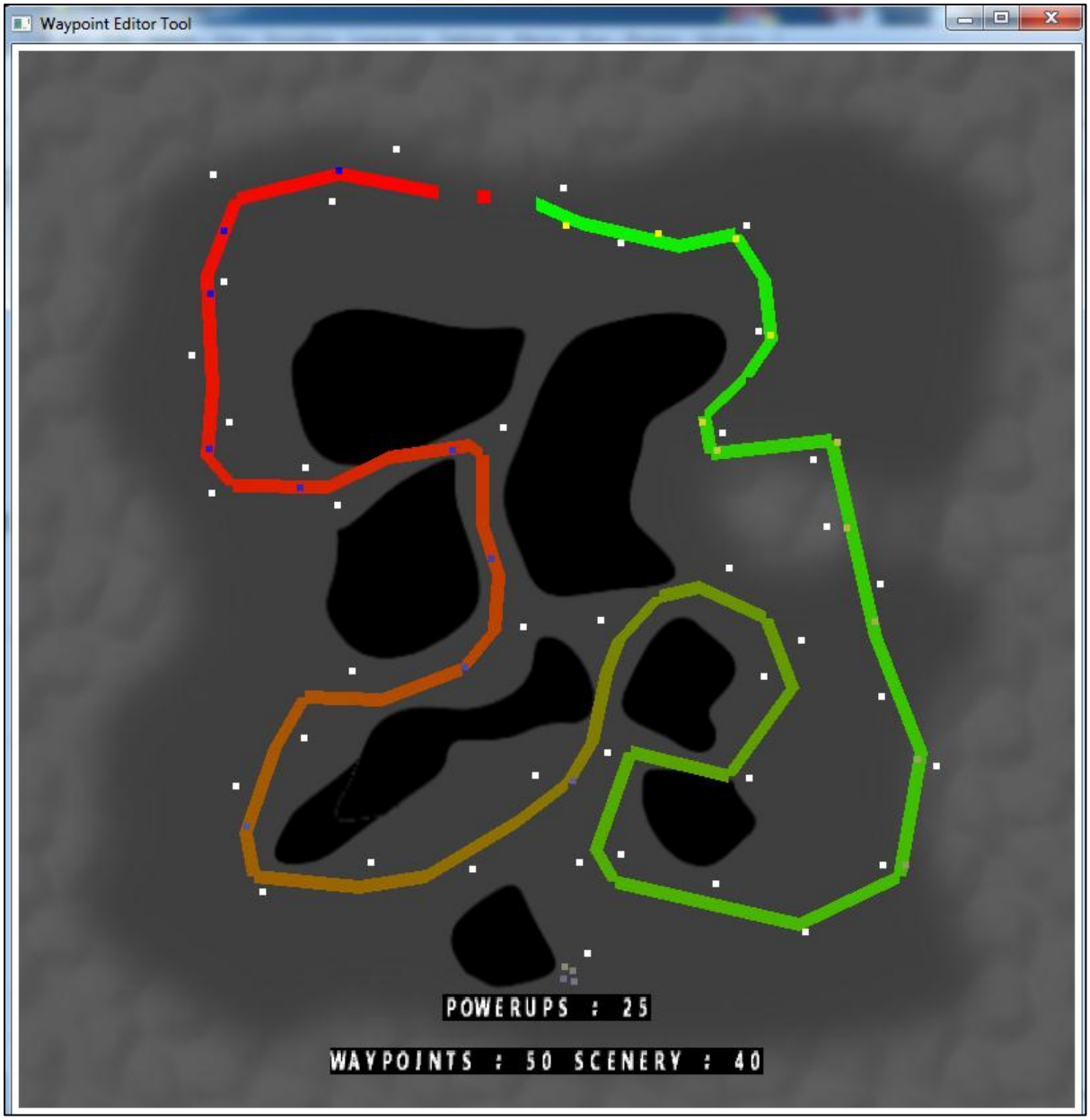

Figure 4: positioning of the scenery