Tutorial 0: Basic Map Editing

Requirements

You will need a mouse that has three buttons and a scroll wheel. Note that the third button is usually accomplished by depressing the scroll wheel.

Starting the editor

For Linux users, run the mapeditor.sh script file, or run the command

```
./emptyclip -mapeditor
```

For Windows users, double-click the Empty Clip Mapeditor icon in the Empty Clip folder.

1. Loading a tile set

Tile sets are used to organize map textures and optimize the use of texture memory by only loading the textures a level needs.

Left-click the Tile Set icon, or hit the **i** key. Type in mansion0 and hit enter.

2. Loading a monster set

Monster sets are used to organize monsters and optimize the use of texture memory by only loading the monster textures a level needs.

Click the Monster Set icon, or hit the **o** key. Type in mansion0 and hit enter.

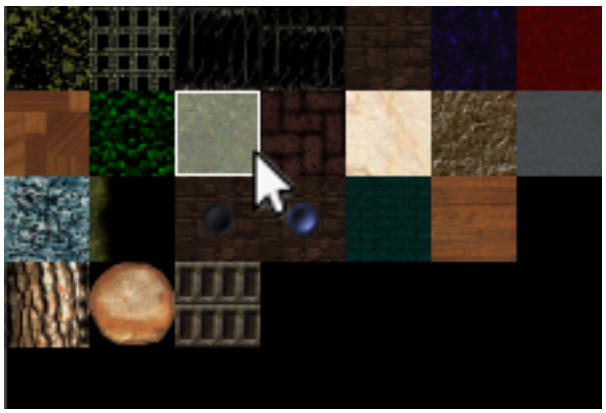
3. Layers

Layers are used to order tile blocks when multiple blocks overlap. There are four layers used for floors, one for flat walls, one for regular walls, and one for foreground textures.

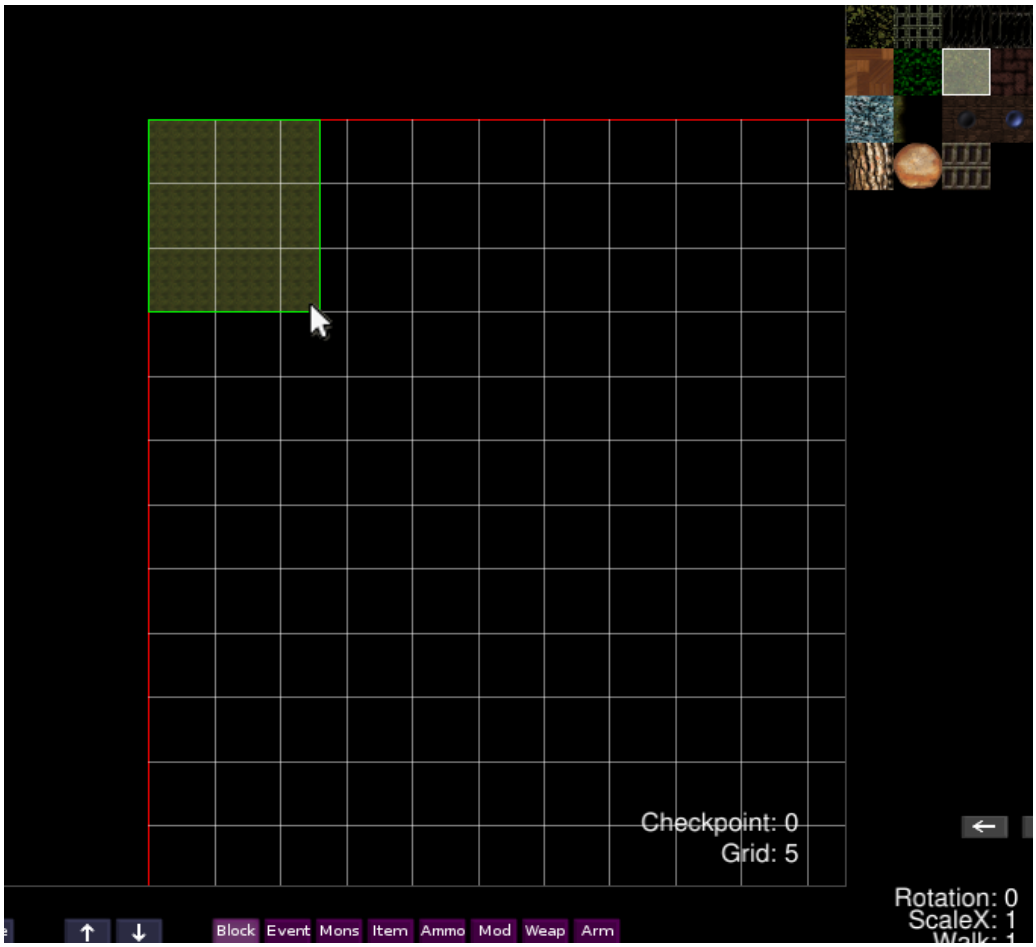
4. Base Blocks

Base blocks are usually the first thing you do when creating a new map. This defines the default floor texture, and has the special property of being able to be overwritten in the depth buffer. (more on this later)

Select the Base layer by hitting **F1**, or clicking the Base layer icon. Then select a grass texture from the palette by **left-clicking** one of the icons.



Now lay down a large base block. To do this, zoom out by using the **scroll wheel** on your mouse to get a better view. Then hold the **left mouse button** and drag a box in the main map window.



If you make a mistake, you can hit **ctrl-z** to undo the last block. Alternatively, you can **middle-click** a block to select it, then hit **d**, or click the delete icon to remove it.

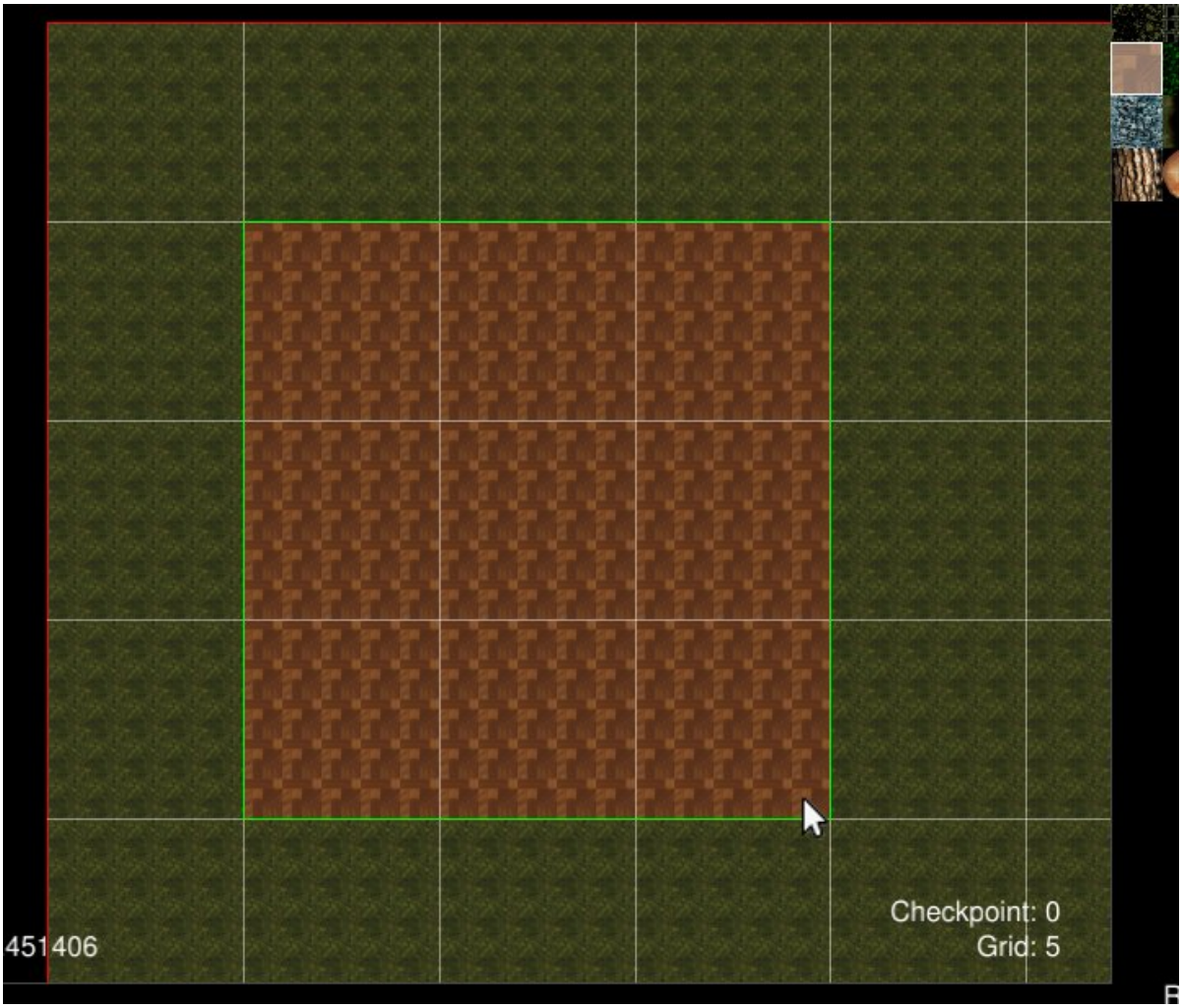
You can pan the map around by **right-clicking** an area on the map. You can also pan around while creating a block, so you don't have to zoom out to create large blocks.

5. Second layer floors

Second layer floors are usually reserved for roads and floors inside buildings.

Select the second layer by hitting **F2** or clicking the Floor Layer icon pictured above.

Select a wood texture and create a block as shown below.

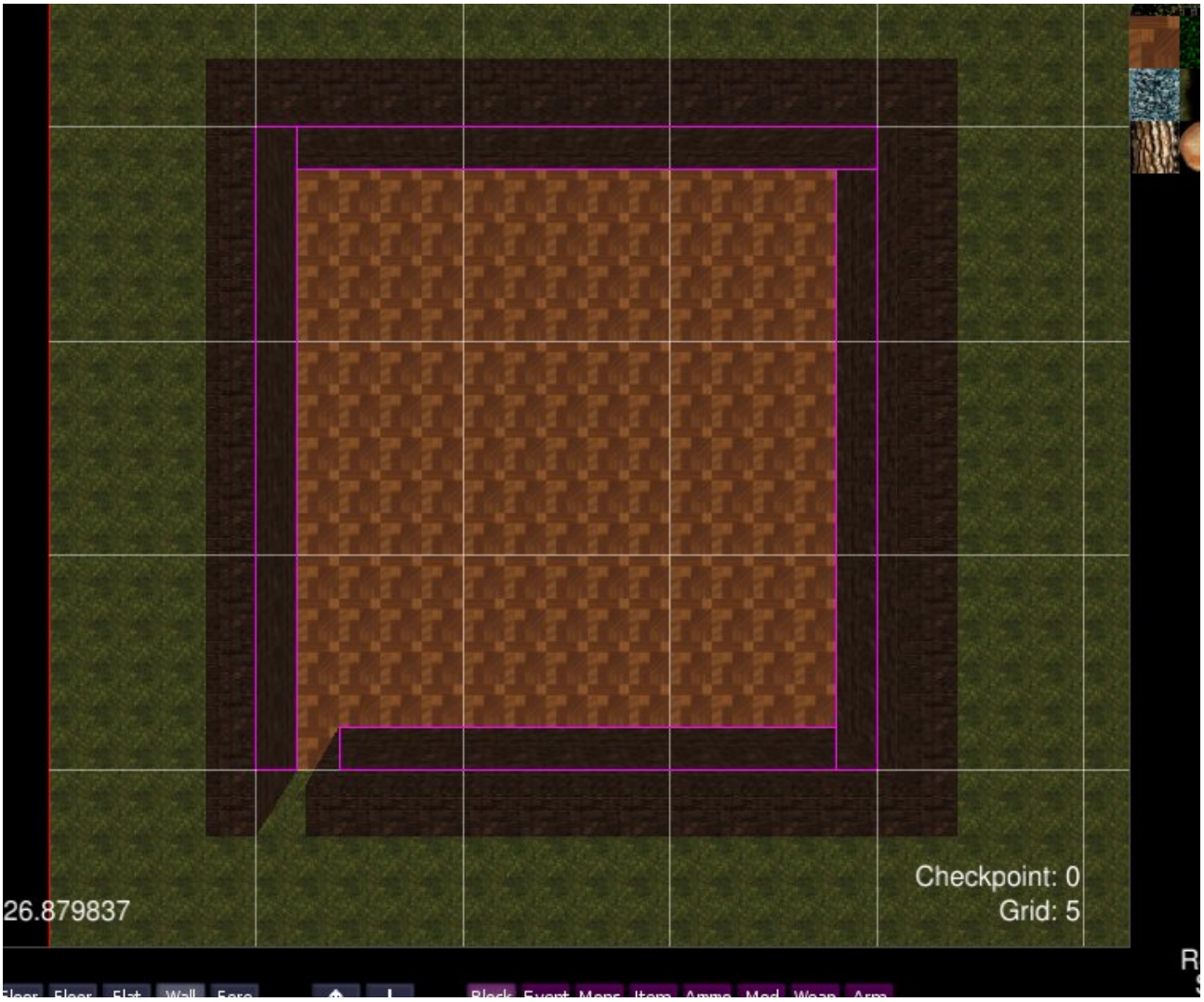


6. Walls

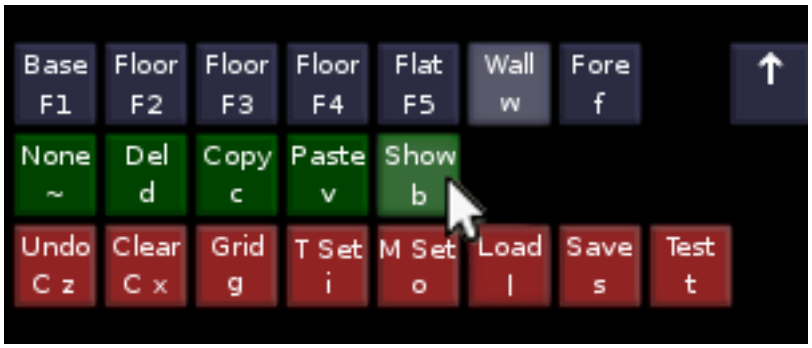
Walls are used to create structure and limit vision. You can neither shoot through them nor walk passed them.

Select the wall layer by hitting **W** or clicking the Wall Layer icon.

Select a brick texture and create four walls as shown below.



You can enable **Highlight Block** mode by hitting b or clicking the **show** icon. This will outline all blocks on the current layer with a purple border. This makes it easier to see where walls and other objects fall on the grid.



7. Flat Walls

Flat walls are used to create fences, gates, and doors. You can shoot through them, but can't walk passed them.

Select the **Flat Layer** by hitting **F5** or clicking the **Flat Wall** icon.

8. Creating a Door

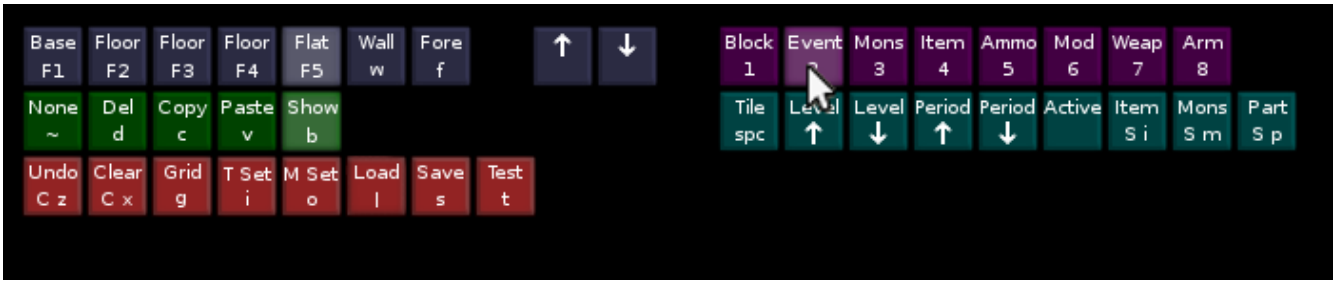
The first thing you need to do is set an alternate texture. **Left-click** a fence texture. Then **right-click** the transparent texture. You should see the identifier names of the two textures in the information box.

This tells the game what texture to switch to after the door has been opened.

Place a single block in the opening to the house as pictured above.

8. Door events

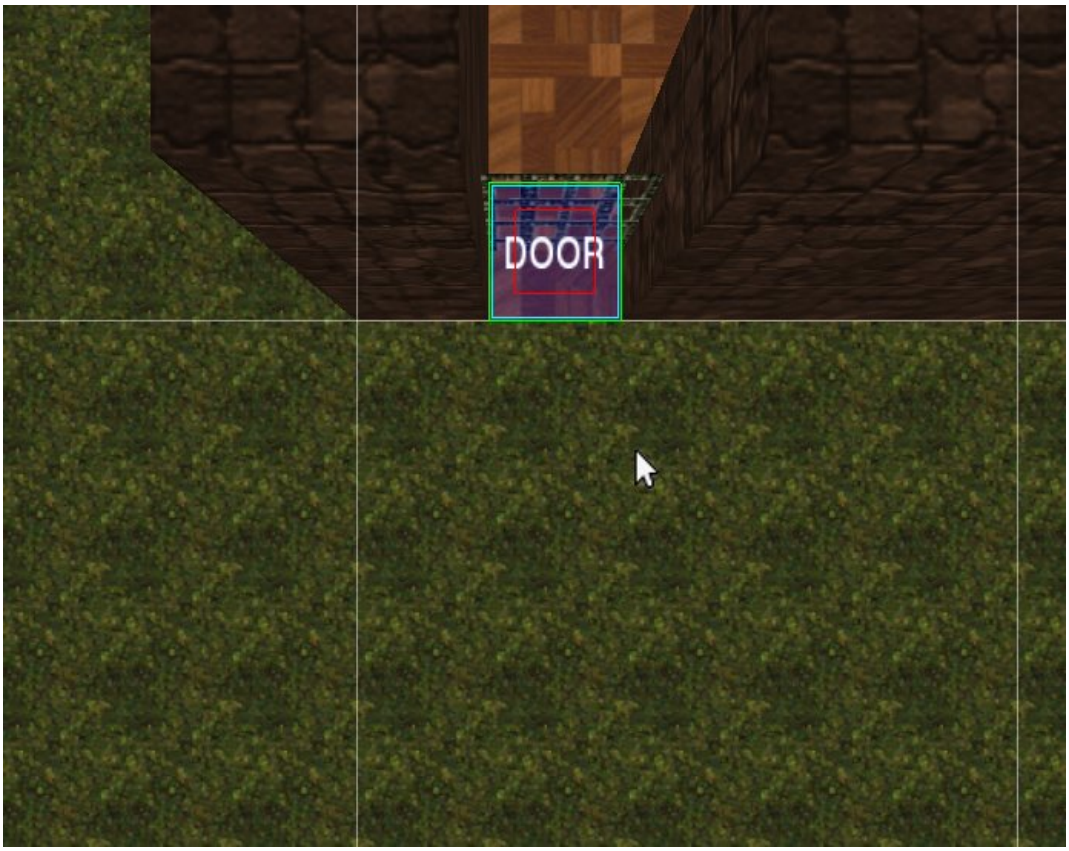
Door events allow you to toggle the state of doors.



Select **event mode** by hitting **2** or clicking the **Event Mode** icon.

Select the **door event** from the **event palette**.

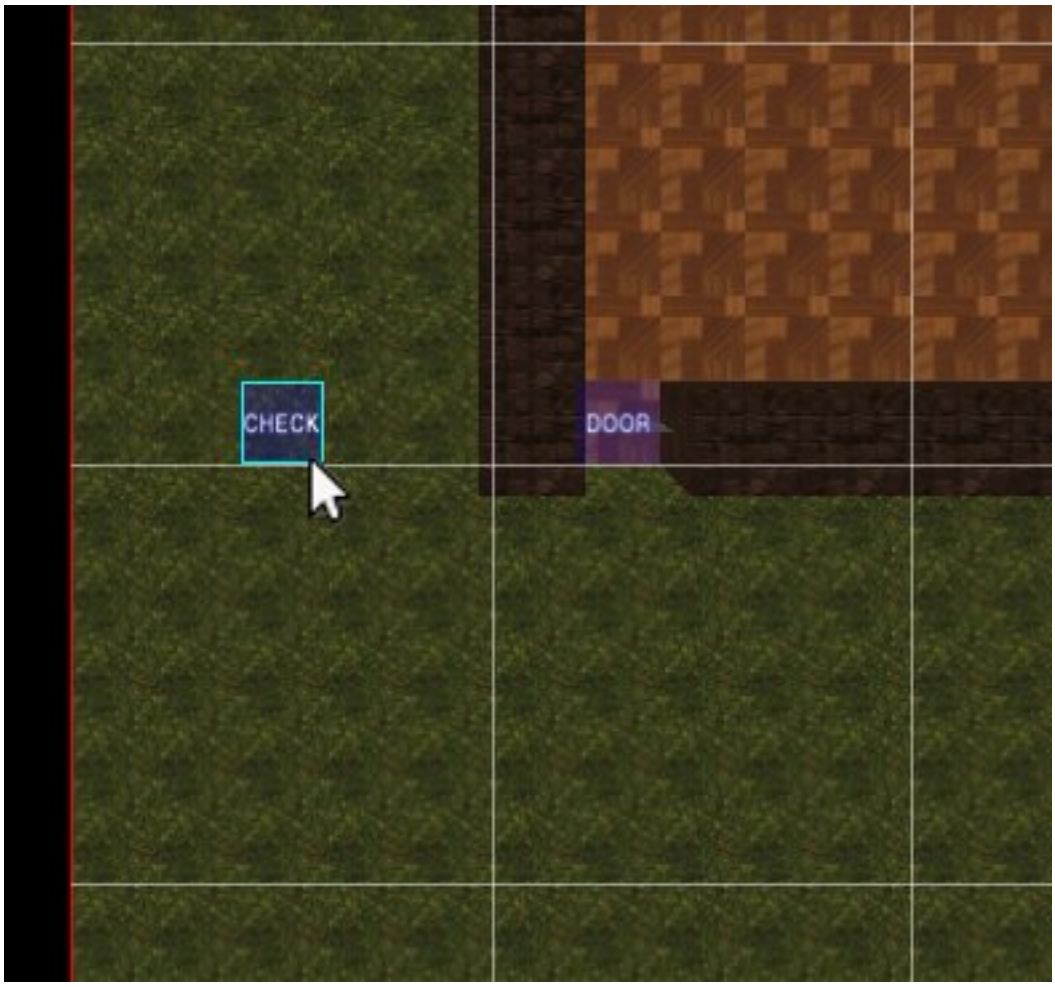
Make sure the **Flat Wall** layer is selected. **Left-click** the tile where the flat door is to place the event.



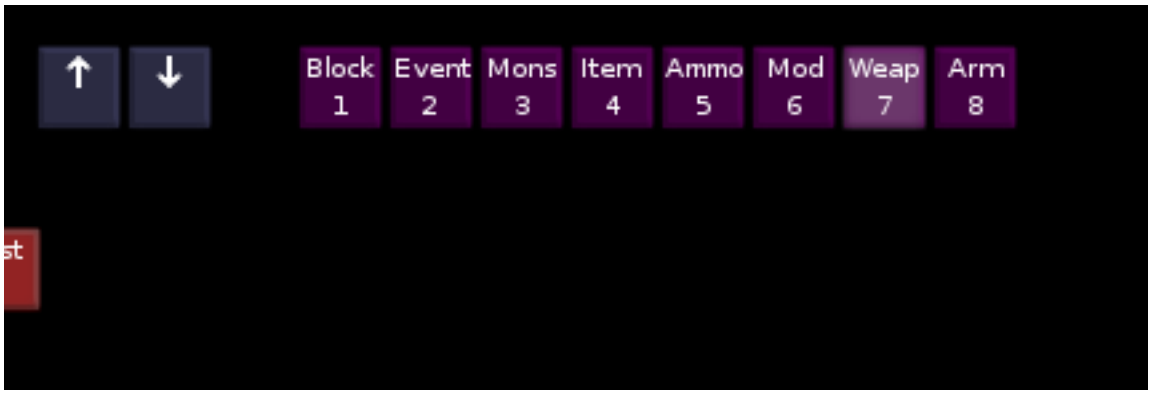
Middle-click the door event pictured above to select it. The editor window should look like this when you're done. The red box shows which tile will get affected and the green outline tells you which block will get a texture change when the door is opened.

9. Checkpoint events

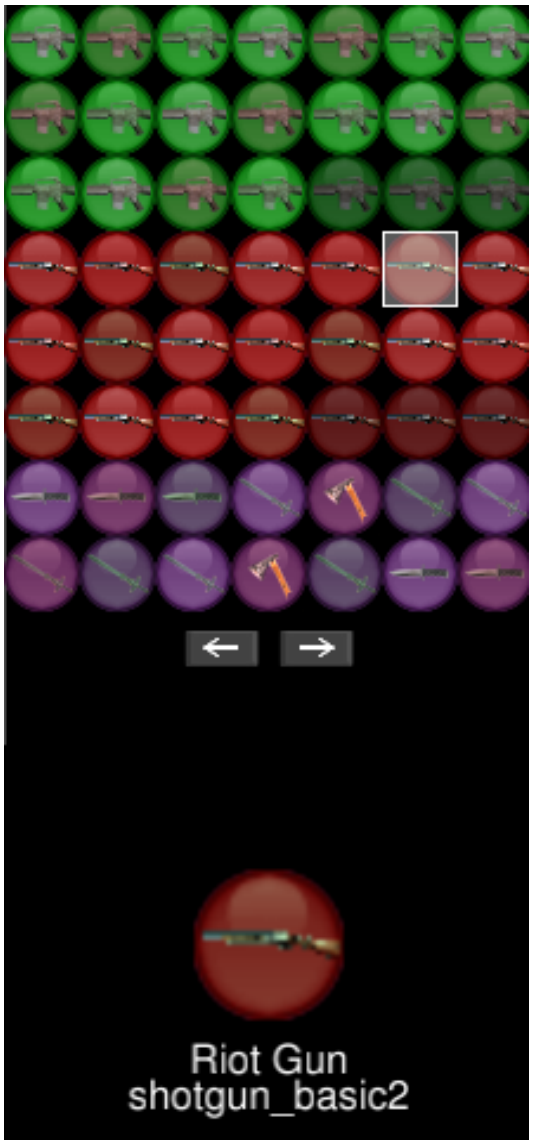
Checkpoints are used to save your character in the game. They also dictate the starting position for the map. Select the **checkpoint event** from the **event palette** and place the event near the entrance to the house.



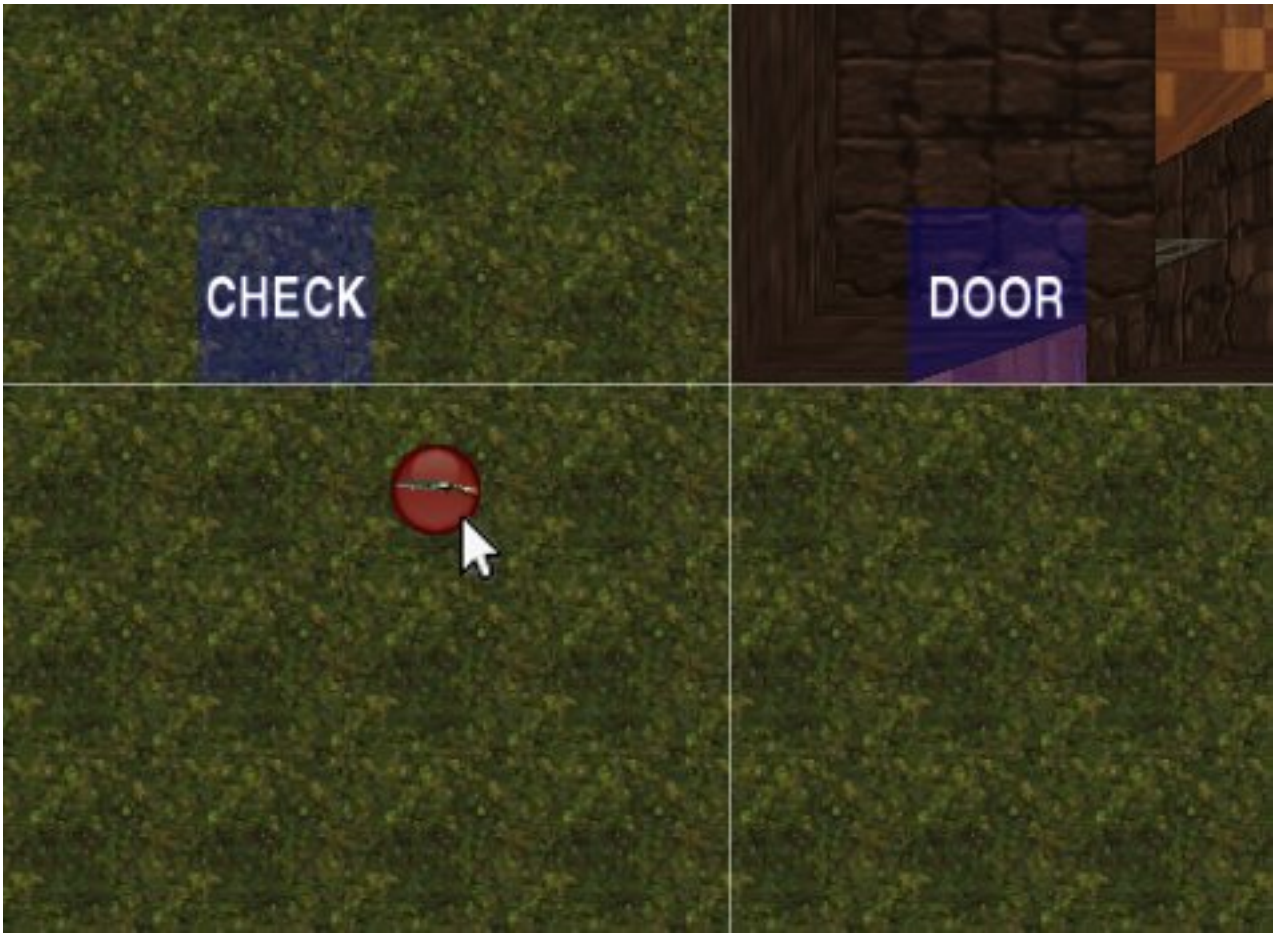
10. Weapons



Select **weapon mode** by hitting **7** or clicking the **Weapon Mode** icon. Then select a weapon from the **weapon palette**.



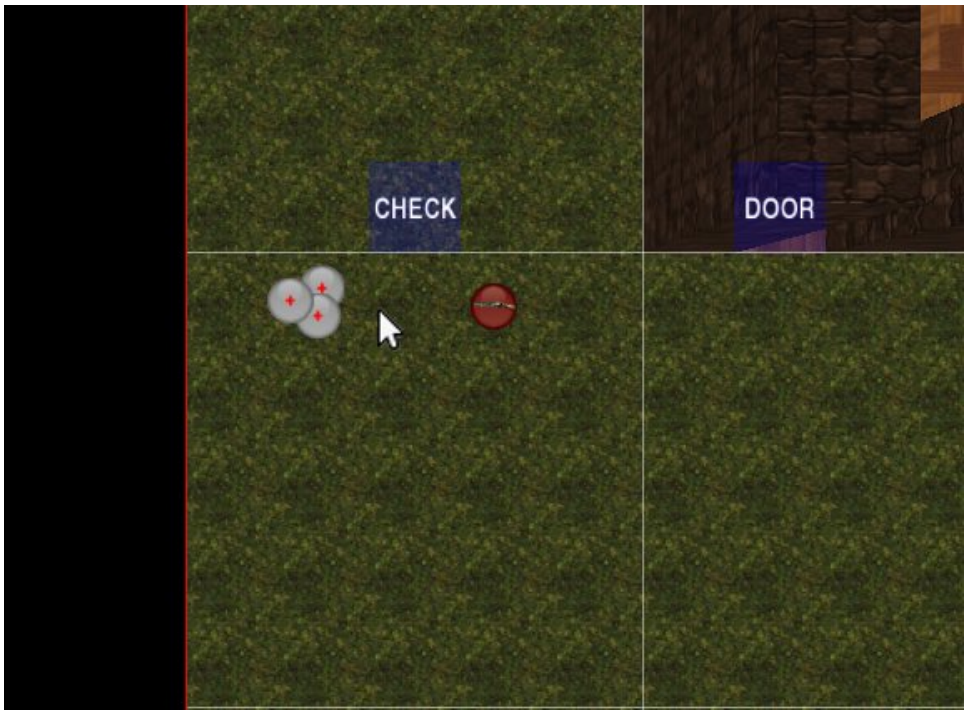
Place the weapon near the starting position.



You can hold **middle-click** on the object to move it around after you've place it down. To delete it, **middle-click** it to select it, then hit **d** or click the **Delete** icon**.**

10. Items

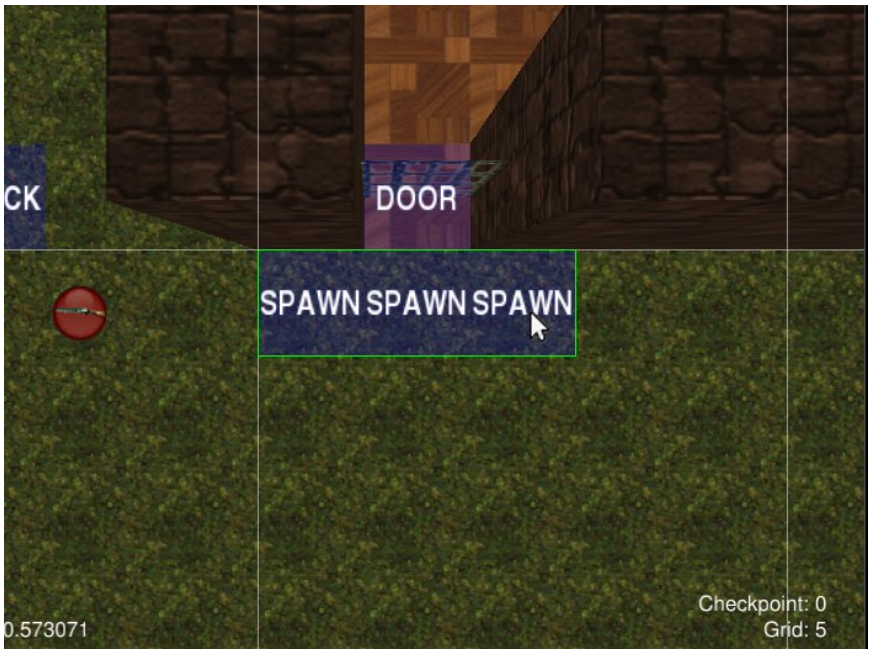
Select **item mode** by hitting **4** or clicking the **Item Mode** icon. Select a medkit from the list and place a few down near the starting position.



11. Spawn Event

Spawns are used to spawn monsters and treasure chests.

Select **event mode** again and select the **spawn event** from the palette.

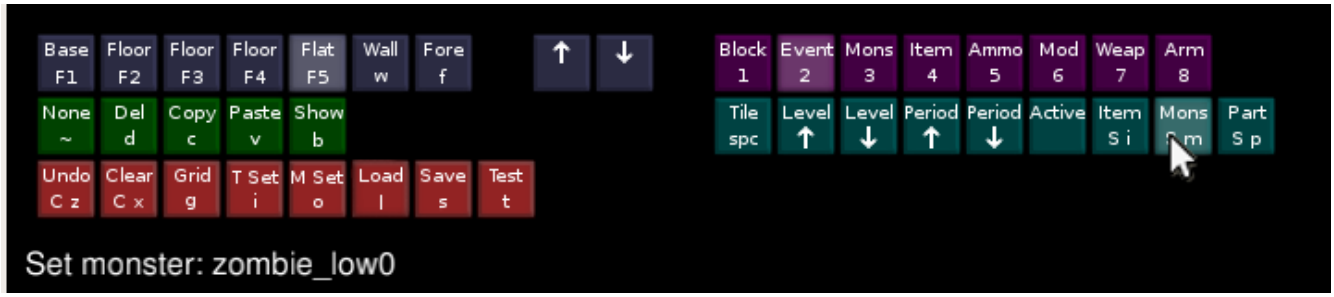


Create a spawn event on the map by holding down the **left mouse button** and dragging it to create a box.

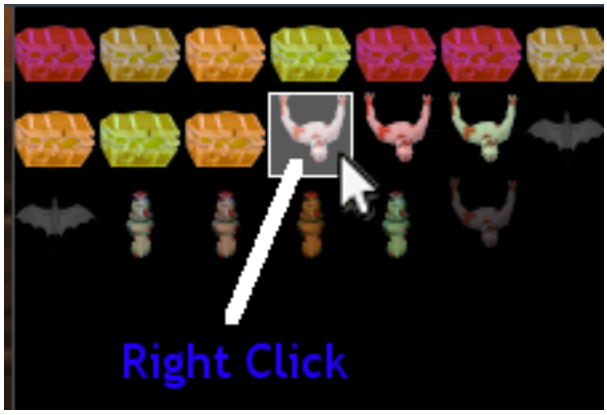
Middle-click the event on the map window to select it.

The event will be outlined by a cyan border if it's selected.

There are two ways to specify what monster to spawn. The first way is to click the **Monster Event** icon or hit **shift+i** while the event is selected. You can then type in the identifier for the monster.



An easier way is to select it from the monster palette. While the event is selected, select **Monster Mode** by hitting **3** or clicking the **Monster Mode** icon. Then **right-click** the desired monster. This will populate the monster field for the event.



Finally, the event needs to know where to spawn the monster. While the event is selected, use **spacebar** to specify tiles where the monster should spawn.

Your map should look something like this when you're done.

To test your level, hit **t** or click the **Test** icon.

To save your level, hit **s** or click the **Save** icon. Type in a name and hit enter.