

D2D Map Editor

Beta 2.5.0

Users manual

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Introduction

About the D2D Map Editor

The D2D Map Editor enables the rapid creation of multilayered tile based map grids. It's easy to learn and can be used by programmers and non-programmers alike. The maps generated can be deployed in games and applications developed in C++, C#, Actionscript and XML.

D2D Map Editor has been developed in C# and is currently released as a Beta 2.5.0 version.

For the latest news and project updates visit:
<http://www.dannylum.com/D2DProject/index.html>

To download the latest release visit:
<http://sourceforge.net/projects/d2dmapeditor/>

Already a D2D user?

If you've used D2D to develop a project, let us know and we'll be happy to feature your work on the D2D site. Submit your project details to the team leader:

dannielum@users.sourceforge.net

The License

GNU General Public License (GPL)

This file is part of D2D Map Editor.

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You should have received a copy of the GNU General Public License along with D2D Map Editor. If not, see <http://www.gnu.org/licenses/>.

Getting started

System requirements

Supported operating systems:

- Windows XP Service Pack 2
- Windows Server 2003
- Windows 2000 Service Pack 3
- Windows ME
- Windows 98 Second Edition
- Windows 98

Required software:

- Microsoft .NET Framework 2.0 (see section 4.2)
- IE 5.01 or later
- Windows Installer 3.0 (3.1 or later is recommended)
- Windows Installer 2.0 (for Windows 98/ME)

Disk space needed:

- 280 MB (x86)
- 610 MB (x64)

Is the .NET 2.0 Framework installed?

To check which version of the Microsoft .NET Framework is installed on your machine, type the following line of JavaScript code into the IE address bar, press ENTER, and a you'll see a popup similar to the one below.

```
javascript:alert(navigator.userAgent)
```

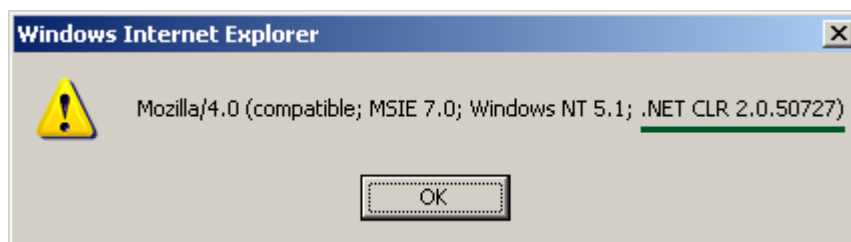


Fig 1. Pop up window - .NET 2.0 is installed

.NET CLR 1.1.xxxxx = .NET 1.1 is installed
.NET CLR 2.0.xxxxx = .NET 2.0 is installed

Note: Some machines might have more than one version of .NET installed.

Pre-release versions of .NET Framework v2.0

IMPORTANT: Pre-release versions of the .NET Framework v2.0 such as Beta 1, Beta 2 or Community Technical Preview (CTP) must be uninstalled with Add/Remove Programs in the Control Panel before installing the final release version.

Download the latest version

Before installing, check for the latest version of the application at SourceForge.net

<http://sourceforge.net/projects/d2dmapeditor/>

Installing the application

The wizard will guide you through the installation of the D2D Map Editor.

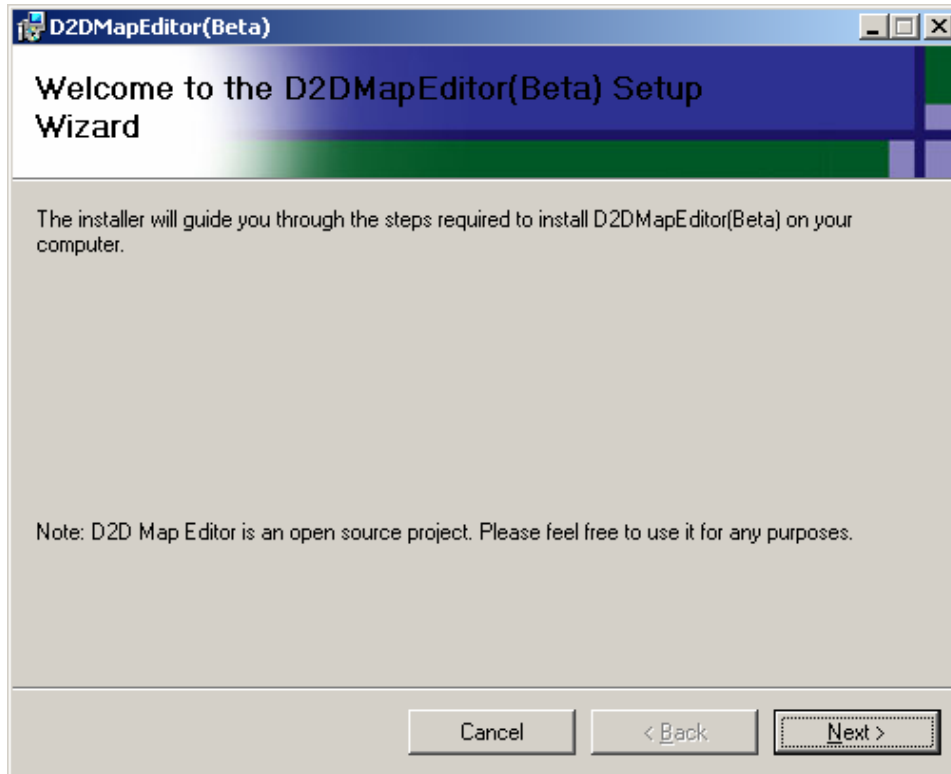


Fig 2. Initial installation screen.

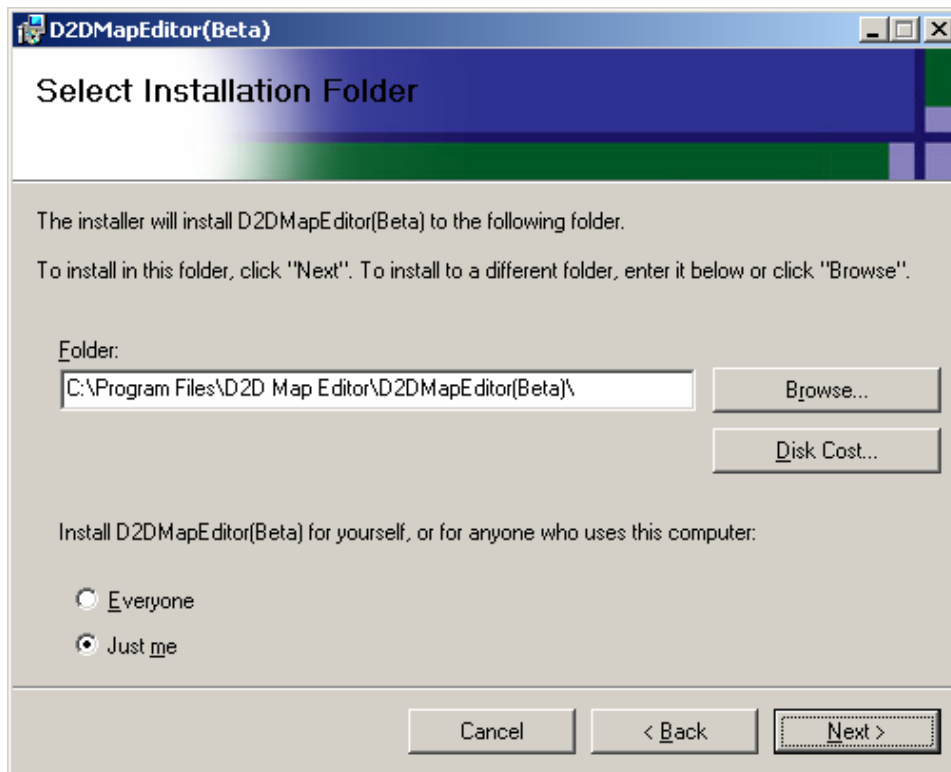


Fig 3. Installation screen – 'Browse' for a custom folder or 'Next' for the default selection.

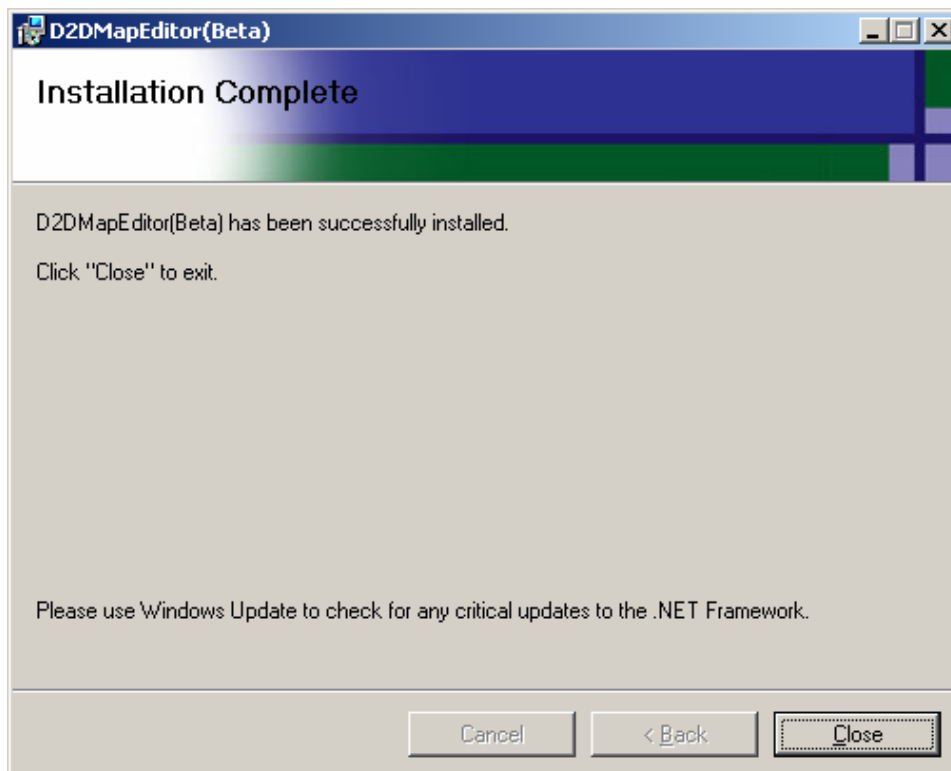


Fig 4. Final installation screen – Installation successful!

Navigating the interface

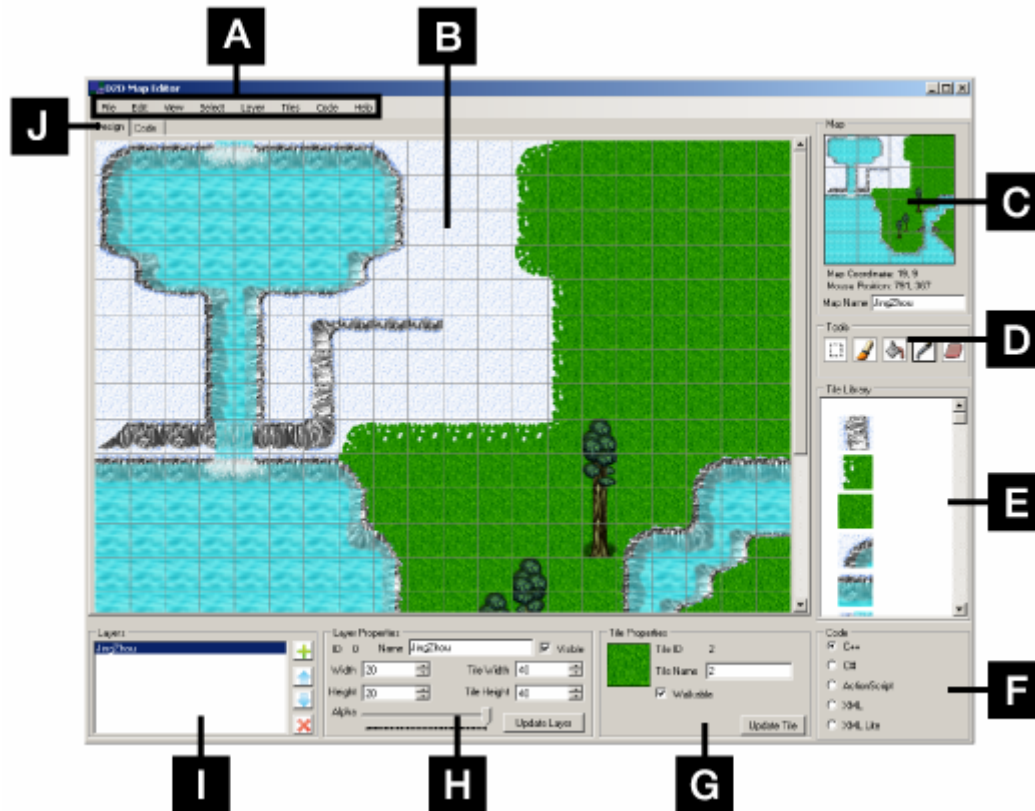


Fig 5. D2D Map Editor – JingZhou map loaded

- A. The main menu**
Access the main functions here.
- B. The design view**
The main work area, where tiles are placed, selected and rearranged.
- C. The map**
This view shows the full extent of the map.
- D. The toolbar**
These tools are used to select, draw and delete the tiles in the design view.
- E. The tile library**
Displays all the tiles currently loaded.
- F. The code type**
The output code type is selected here.
- G. The tile property menu**
Properties set here effect the matching tile in the Library, and every instance of the tile in the Design View.

H. The map property menu

The size of the map and tiles are set here.

I. The layers menu

Create, delete, select and order layers.

J. The view tabs

These tabs switch between Design and Code views.

Common tasks

Creating a set of tiles

A tile is the fundamental unit of all maps. Tiles are created from single graphic image, referred to as a Sprite Sheet.

Sprite Sheets are imported into D2D which then splits them into individual map tiles and generates an accompanying piece of code - containing information about the properties of each tile.

To create a new set of tiles from a Sprite Sheet navigate to the main menu and select Tiles > Import Tiles.

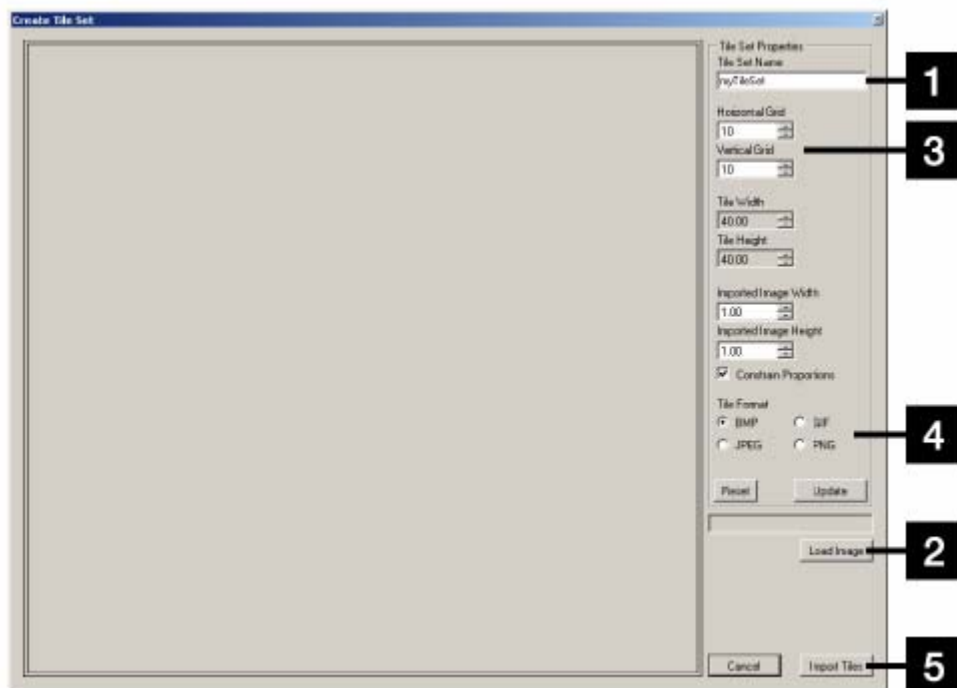


Fig 6. Import tiles screen

1. Name the new Tile Set.
2. Load the Sprite Sheet - D2D accepts any standard image format.
3. Set the Vertical and Horizontal grid size.
4. Select a tile output format - BMP, Jpeg, PNG or GIF.
5. Select 'Import Tiles'.

Browse to an appropriate folder or create a new one, select 'Yes' and the new Tile Set will be created.

D2D now gives the option to load the new Tile Set into the library of the current map.



Tip: If the Tile Set appears blurred, check that the Tile Width and Height in the Map Properties menu matches the size of the Tile Set in the library.

Creating a map


Pasting a Tile into Map Cell

1. Select a Tile from the Tile Library.
2. Use the Paint tool  to paste the Tile into a Map Cell.

Pasting a Tile into multiple Map Cells

1. Select a Tile from the Tile Library.
2. Use the Selection tool  to draw a boundary around a group of tiles.
3. With the Fill tool  paste the selected Tile into all of the selected Map Cells.

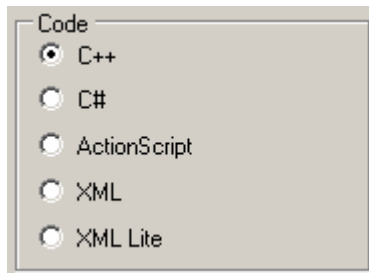
Clearing the contents of Map Cells

1. Use the Selection Tool to highlight the Map Cells.
2. Press DELETE to remove all the tiles in the selected area or use the Erase tool  to clear the contents of a single cell.

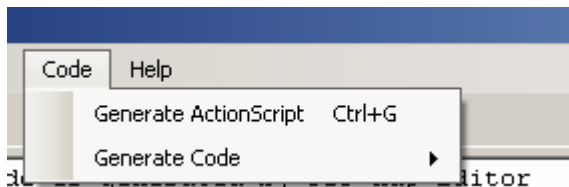
Outputting the map code

Maps can be defined in four programming languages: C++, C#, Actionscript and XML. XML Lite is an optimized version of the XML markup whereas the XML setting is a legacy from earlier releases of D2D and produces more verbose code. The language can be selected in a number of ways:

- Using the Code Menu



- From the Main Menu choose Code > Generate Code > [Select language]

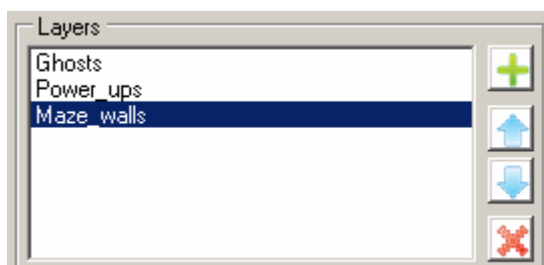


Working with layers

Multiple layers can be used to form complex maps, allowing a level designer to group common objects such as obstacles, NPCs and power-ups.

D2D allows the properties for individual layers to be set independently. Working with layers involves using the Layer Palette and Layer Properties Menu.

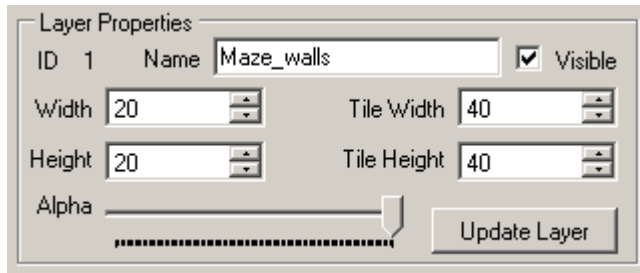
The Layer Palette



Using the Layer Palette you can add, delete and order layers.

The current active layer is indicated by the blue highlight. Clicking on the layer name will activate the layer.

Layer Properties



The image shows a 'Layer Properties' dialog box. It has a title bar 'Layer Properties'. Inside, there is a table with two columns: 'ID' and 'Name'. The first row has 'ID' 1 and 'Name' 'Maze_walls'. To the right of the 'Name' field is a 'Visible' checkbox which is checked. Below the table, there are four spinners: 'Width' (20), 'Tile Width' (40), 'Height' (20), and 'Tile Height' (40). At the bottom left is an 'Alpha' slider. At the bottom right is an 'Update Layer' button.

| ID | Name |
|----|------------|
| 1 | Maze_walls |

☒ Visible

Width: 20 Tile Width: 40
Height: 20 Tile Height: 40

Alpha: [slider]

Update Layer

This menu is used to set individual layer parameters.

Tip: When naming layers use only upper and lower case letters, numbers and underscores.

Credits

About the developers

Danny Lum began working on the D2D Map Editor as part of a college project back in 2006. The project was a tile based game which required lots of map design. Without being able to see the map rendered graphically Danny had to 'draw' each tile in an array – slow work.

Enter the D2D Map Editor.

After completing a prototype version of the editor the decision was made to share it with the Open Source Community - in return for all the help received from other people over the years.

You can contact Danny at the address below with suggestions and feedback:

danielum@users.sourceforge.net

This manual was written and edited by Matthew Byrne. Any comments or amends please contact me at:

matthewbyrne@users.sourceforge.net