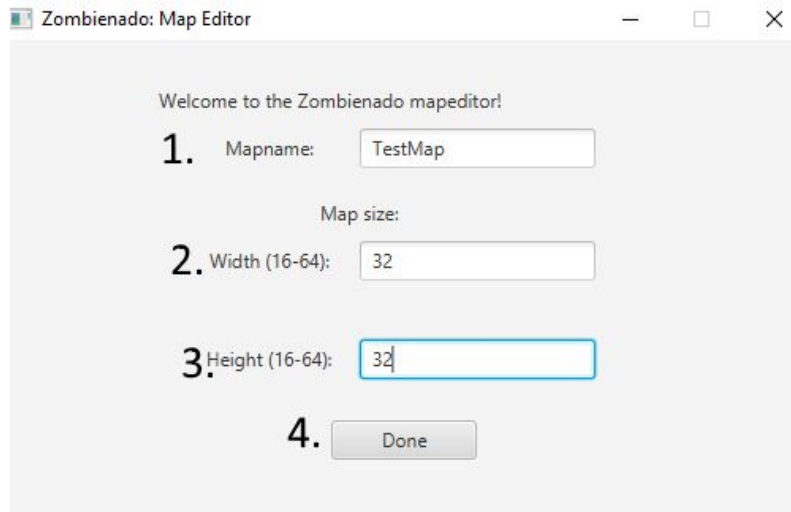# Zombienado: MapEditor Tutorial

This document contains information on how to use the MapEditor tool for Zombienado.

MapEditor: Starting view for the MapEditor tool
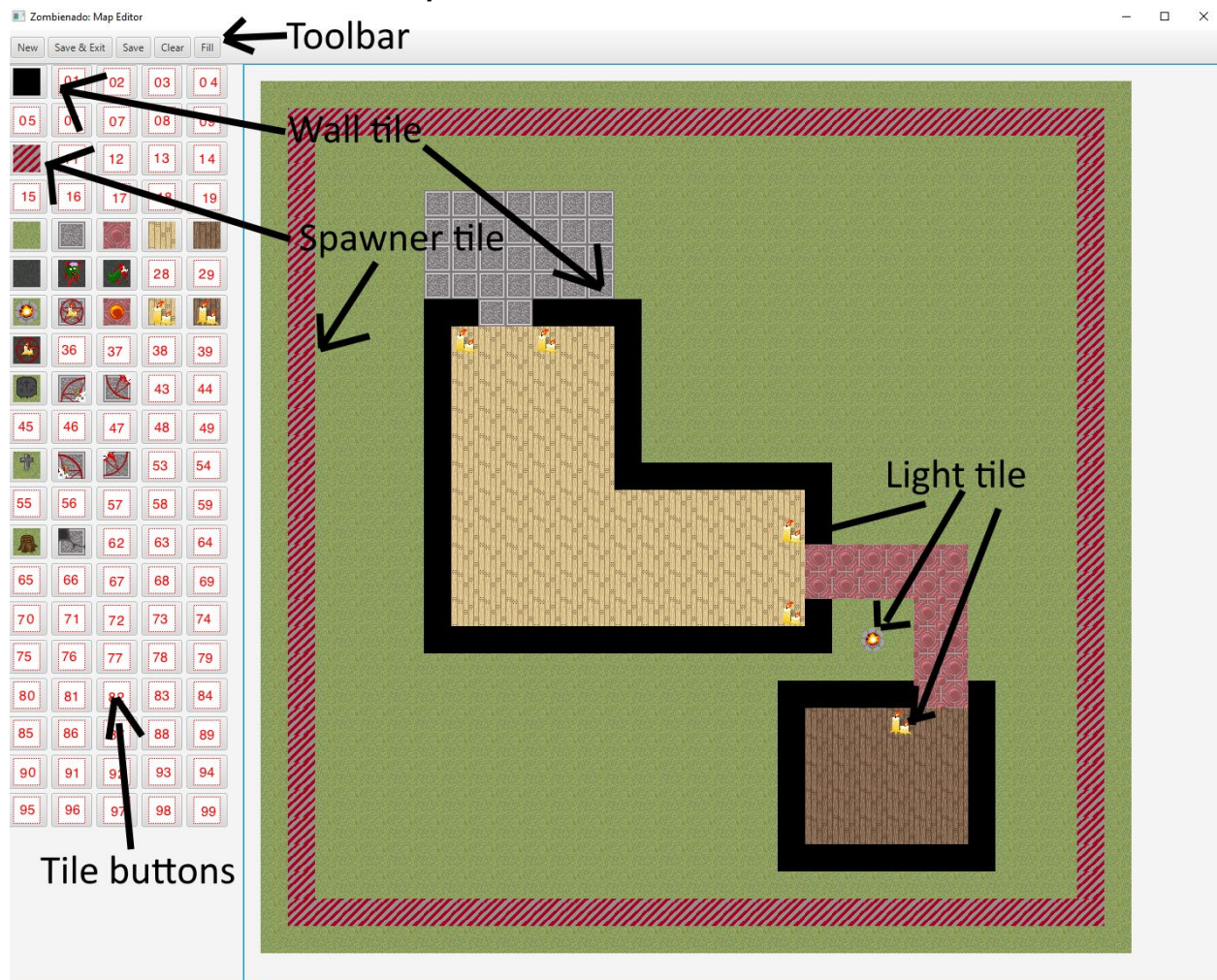

1. Enter a name for your map. This is what your map will be called in the map browser. Use only letter A-Z, no numbers or special characters for your name.
2. Enter the width of the map. Enter a value between 16-64.
3. Enter the height of the map. Enter a value between 16-64.
4. Click the done button. You are now ready to create your map.

MapEditor: Main view of the tool.

The mapeditor allows you to create your own maps. Click a tile button to select which tile to draw with. Click or drag with your mouse pointer over the black canvas to draw the map.

The tool contains different sorts of tiles. To figure out what kind of a tile a button is supposed to represent, hover over the button and a tooltip will appear.
Tile list:
- **Wall tile - Wall tiles are completely black. Players and zombies cant move through these**
- **Light tile - These tiles illuminate the map**
- **Spawner tile - These zombies choose where the zombies should spawn. A map should contain atleast one of these blocks and should not be put to close to walls to avoid problems.**

- **Normal tiles are not marked. Normal tiles can be walked on and are basically just a texture. Buttons marked with numbers are untextured tiles. To texture them you can edit the tileGrid.png in the resources folder.**

Toolbar functions:
- **New - Restarts the application**
- **Save & Exit - Saves the map with the chosen name to the resources/map folder and exits the tool.**
- **Save - Saves the map with the chosen name to the resources/map folder.**
- **Clear - Clears the map (replaces all tiles with wall tiles)**
- **Fill - Fills the map with selected tiles (if no tiles are selected, map will be filled with walls)**