

## **Introduction**

Before I get started with the editor, I would like to tell you, briefly, a few things and make some suggestions. First off, you may be asking yourself “What does this guy know that I don’t?” or “What makes this guy qualified to write a tutorial on the Tribes editor?”. Well, I’m no different than you. Just a guy who is a serious gamer looking to take the next step. What qualifies me? I’ve had the game since the day it came out on the market and knew nothing about it when I bought it. It just looked cool and I was willing to take the chance. I can’t tell you how many hours I’ve logged in numerous Tribes servers and quite a few in the editor designing maps. I’ve used editors for Quake and other games and not only was lost with those, but baffled at how someone without a PH.D. in nuclear physics could successfully create a map. Although, I was successful in making “Box in a square room” with the Quake II editor. It was my proudest day to date. ☺

I suggest a few things before getting started with the editor. First, put on some good music. The only thing you may hear in the editor is the sound of your player’s disklauncher. I have a 200+ meg MP3 file that I set to shuffle. Also, if in a good region, open a window. If you are like me, you are white enough from sitting in front of the box and should at least have some contact with nature. If not for the sun, then to hear the birds. Finally, find a good chair. You will find that time passes rather quickly when designing maps and you can easily lose 6 to 8 hours (if you are taking it easy on yourself) and if you don’t have something comfortable to sit in, your butt will regret it.

I would quickly like to pay some respects or give some Thank-You’s to a few people. First off, the guy who readily posts all of my maps, no questions asked, good or bad, Pokey. Pokey runs his Playhouse over at <http://www.xtremegaming.net/pokeysplayhouse/>. Also, I want to thank Earthworm at <http://www.tribesworld.com>. He put out one of the first tutorials for using the editor and, by far, the easiest to follow and produce results. I will be combing information from their tutorials and adding some of my own to make this easier for all of you. To date (4/30/99), the 1.4 patch has been released and the editor has improved in leaps and bounds in usability and simplicity. I suggest you upgrade to 1.4 (if you haven’t already) before getting started. OK, enough babble, let’s get started.

## **Getting Started**

Before you load up the editor, you need to know two things. First, you don’t need the CD to use the editor, because it is automatically installed with the game. Secondly, you need to know the key commands.

## **Keyboard**

W – move forward	F1 – Hide Editor Options
S – move backward	F2 – Inspector Mode
A – move left	F3 – Creator Mode
D – move right	F4 – Terrain Mode
E – move up	F5 – Walkthru Mode
C – move down	O – Options
1-0 – move speed (1 being the slowest and 0 being warp speed). I usually use 5 or 6.	

## **Mouse**

Left Click – Select Object

Right Click – Hold and move to rotate view on screen

Ctrl-Left Click – Move object vertically (up and down)

Shift-Left Click – Rotate object around Z axis

Alt-Left Click – Rotate object around Y axis

CapsLock-Left Click – Move object horizontally (left and right in all directions)

- This usually works correctly on the second try (click CL-Left click twice  
While in the air or once on the ground)

As it says above, O opens the Options mode. There is a bunch of stuff in here that you can mess with and will get comfortable once you use it a bit.

F1 – this just hides all editor options and leaves you on the normal game screen.

F2 – Inspector Mode – this will give you detailed information about any object clicked. Location on map, size, name, team, etc. There is very little that you will need to adjust in this. Team: 0, 1, 2, 3, etc. show

what team the object belongs to. If it shows -1 then the object is neutral (not belonging to a particular team).

F3 – Creator Mode – this gives you the list of all objects that you can use, alter and position in the editor and are grouped by similarity. Everything you see in the regular game from bridges to bases to inventory stations to repair packs are in their respectable groups. Look thru all the groups to get an idea of what you can use.

F4 – Terrain Mode – this **was** used for **TED (Tribes EDitor** – the terrain editor/creator). I say “was” because the 1.4 patch now uses a GUI interface to create the terrain. It has been simplified immensely.

F5 – Walkthru Mode – this allows you to get back into the game as a player and test out any changes, additions or adjustments you have made. You can use this mode at any time.

There are other keys, but my experience has shown that most of them don’t work or the editor tends to lock up when used. Also, the 1.4 patch has made the other keys somewhat obsolete. Using the above keys will allow you to do just about anything you want.

### **Starting the Editor**

Before opening the editor and starting on the map, I want to make a suggestion. If this is your first map, you may want to edit an existing map. The reason I suggest this is because you don’t have to worry about the terrain and you can see how the map looks with the existing bases and other objects. This gives you an idea as to how everything works together and you can move the objects around. With all of this in mind, here is how to load the editor. Start the game as you would if you were going to play and HOST a game. You don’t need to be online to use the editor and, in fact, I suggest you aren’t. At the top left corner are three buttons, one of them beign OPTIONS. Enter OPTIONS and chose the VIDEO option. The editor works best in WINDOWED mode, so chose that, click APPLY and click the PLAY button up in the left corner. I have used the editor in fullscreen mode, but it works better when windowed. Remember, when you have the editor open, you can stretch the window to be bigger to fit your screen. Once you chose HOST, chose a map (doesn’t matter which one). Once you are in the game, hit the Tilde ( ` ) key and type:

Exec(editor);

Congratulations! You are now in the editor. What you should see is the screen with two black boxes on the right side. You will also have a bunch of white writing on the left all the way down the page. Hit the Tilde key again to get rid of that. You wont be able to see anything on the screen, because the editor starts you underground. Hit the 9 key and then E until you are above ground. What you will see is the map with what looks like a bunch of dots grouped together. Each dot signifies an object on the map. When you click an object, its corresponding dot will turn green telling you that object has been chosen. Once it’s green, you can drag that object anywhere on the map. When an object is chosen, hit the F2 key and it will give you information about that object. Mess around with the map for a while moving stuff and by chosing F3, you can add objects to the map. The top black box will have two lines.

+Mission Group – Sim Group

+Mission Cleanup – Sim Group

Mission Group is where you will be adding most everything. It will all be associated with the teams. To see how it’s set up in the existing map, click the + and it will open up more groups below. Explore all the groups in the Mission Group category.

Once you have made changes to the map you want to keep, click the SAVE button in the upper left corner. \*\*\*\*\*IMPORTANT\*\*\*\*\* If you save changes to an exsisting map, that map will no longer be playable when you dial into a server to play. You have saved the map with changes other than what it had when you installed the game. When trying to connect to a server, you may get an error saying the version of the map doesn’t match the version being run on the server. If you save changes to the map, you will need to rename the map to something else. Once you do that, you should be able to play as the map should download when you get into the server or you can re-add the map from the Tribes CD. All maps are in the:

Dynamix/Tribes/Base/Missions directory

Once you have added or made changes, hit the F5 key and you can now run around in your newly changed map. Look at all changes in Walkthru Mode. Sometimes objects look like they have been placed differently than when you look at them in Creator Mode. Most commonly, you will find objects floating when they shouldn't be. Make a mental note of what needs to be adjusted, moved or changed. To get back into Creator Mode from Walkthru, hit the Tilde key ( ` ) again and type:

```
Memode();
```

This will put you back in the editor.

### **Starting a Brand New Map**

OK, so you have finished your first pre-existing map. You took Scarabrae and altered it for the 15<sup>th</sup> time and got it published and it's running on all the servers and now the community wants a brand new map from you, not just another version of Rollercoaster. A new map requires a brand new terrain. Here is where the 1.4 patch plays in your favor. Start the game, just like you did above and open any map. Hit the Tilde key and type:

```
Exec(newmission);
```

This will start a new mission from scratch. The first thing you will see is a black box in the middle of the screen with options on creating your new terrain. It is pretty self-explanatory here. Most of the options have drop down lists to chose from. Once you have made your choices, click the CREATE button and POW! you have a brand new terrain. The editor will automatically generate flags for the amount of teams you chose and a drop for your player. You can run around on your new terrain to your hearts content. Once you have had a chance to look over the terrain, go ahead and get into the editor:

```
Exec(editor);
```

For those of you who had forgotten the command. ☺ When you look in the +Mission Group dropdown, you will see the amount of teams you chose with a few options underneath. It will probably have a base option and it should have a Drop Point option under each team.

### **Details in the Editor**

This section will explain what is required under the +Mission Group dropdown to successfully have two (or however many teams you chose)complete teams with functional bases. Quite obviously, there are a few required things for each team for the game to run correctly. First and most importantly, are Drop Points. Without Drop Points, you have no players. Secondly, you need some sort of objective. If the game is Capture the Flag, you need a flag. If Capture and Hold, Defend and Destroy or any other team related game, you need an objective to gain control. The only game that doesn't require some sort of objective is Deathmatch. I have accidentally stumbled into deathmatch games and honestly don't care for them much. To me, Tribes is a team game, but hey, some like deathmatching. To each his own. Now, in the dropdown of +Mission Group are a number of options. The ones we will focus on right now is teams. The great thing about Tribes is that when you associate an object with a team, it takes the teams logos and only functions for that team. If you don't assign an object to a team, then it is fair game to any team. This is a small bit of what you should see:

+Mission Groups

+Teams

+Team0

+Team1

Under each team will be +Drop Points. Drop Points require two groups. Start and Random. Start is where the players start when the game begins and Random is where the players respawn. Depending on how many players you want on each team will tell you how many Start and Random Drop Points you need. Start and Random Drop Points are symbolized by a green pin attached to a large red arrow. The pin is where the player will spawn and the arrow shows the direction he/she will face on spawn. Here is an example of how Drop Points should look for a five player team:

- +Team0
  - Drop Points
    - Start
      - Drop Point
      - Drop Point
      - Drop Point
      - Drop Point
      - Drop Point
  - Random
    - Drop Point
    - Drop Point
    - Drop Point
    - Drop Point
    - Drop Point

You have to assign each and every drop point to the team. The drop points are located under the Objective group in Creator mode. To make sure the Drop Points are assigned to the correct team, click the START or RANDOM line under the team you want to assign it to and chose the Drop Point from the Objective group. This will assign the drop point to the group you want. This same idea works for any object. If you want to assign a base or an inventory station to a particular team, decide what group in the team dropdown you want to put it in and put it there. You can add additional groups anywhere by clicking where you want to add the group and then from the Objective group, chose Group. It will need to be renamed to something specific, but that is up to you. I personally like to have a group for anything that requires power or supplies power named "Power". Anything that is building related (tank, base, bridge, wall, etc.) I put in the "Building" group. What you name them is up to you. Here is what mine looks like.

- +Mission Group
  - Team0
    - +Drop Points
      - Building
        - Tank141
        - catwalk1
      - Power
        - Generator1
        - Inventory Station1

Very Important\*\*\* - objects that require power (stations of any type, turrets, etc.) require a power source of some kind. Generators have a circumference of power, so either have the items within that circumference or use another generator. Otherwise, those stations or turrets or whatever are useless. You will also notice that (and this is really cool) when you assign a base or some type of structure to a team, it plasters the object with the teams logos!

There will also be other options under +Mission Group such as Volumes, World, Landscapes and Lights. Each of these options set the objectives for that particular map. Kind of what makes that map unique and different from the others. I have messed with a bunch of stuff in these subsections and if you alter correctly, you can change the map to what you want. If you don't know what you are changing, you can severely screw up the map. If you would like to mess with these objectives I would suggest you doing it before you build a huge map for fear of trashing time and hard work you put into the map. There are settings in here to make it night or day, terrain type (alien, mud, snow, etc.), what the sky looks like (snow, stars, rain and planets).

That is your basic walkthru for creating a map. There is much more involved that quite a bit more advanced like elevators, doors and ZED, the building editor. Elevators and doors require a bit more work, and honestly, I haven't had a chance to master, so before I give you advice, I want to master. ZED is a tool pack recently released from the Tribes boys that allows you to create your own bases (something you cannot do in the current editor) and textures. That is much more difficult, and I just recently downloaded that, so it may be a bit before I consider posting anything on that.

### **The 3 Files**

Once you have created your master map that the world will be raving about for years to come, you will need to do a few more things to consider them complete. A brand-spanking new map will consist of three maps. A DSC file (description), a MIS file (mission) and a TED file (Terrain Editor). The DSC file is the screen prior to entering the map that tells you what type of game is being played, # of teams, weather and objectives and any other pertinent information you want to give about the map. There is a basic structure for this. The one that the TED initially creates for the map is a bit screwy, so you can copy this one and fill in the blanks.

```
$MDESC::Type = "MissionType";
```

Where MissionType will be one of the following: "Capture the Flag", "Defend and Destroy", "Capture and Hold", "Find and Retrieve", "Deathmatch", "Multiple Team" or "New Mission".

```
$MDESC::Text = "<s3> <TextColor> MissionType: <textColor> MissionType: @
```

```
"\n<TextColor> Planet: <TextColor> Planetyourplayinon" @
```

```
"\n<TextColor> Time of Day: <TextColor> Timeofday" @
```

```
"\n<TextColor> # of Teams: <TextColor> NumberofTeams" @
```

```
"\n<TextColor> Breifing: <TextColor> A quick discription of your map." @;
```

TextColor options are either f1 or f0 (standard is f0 for titles and settings). The rest of it you can decide on for yourself. Make it reasonable and consistent. If you decide to make the map with a night sky and then say the time of day is noon, that would be kinda silly, so be consistent. The description is whatever you want. Standard description tells the player the objective of the game ("steal the other teams flag and bring it back to your base to score", "be in control of the objective when the game time runs out"). I also like to occasionally thank anyone who gave me inspiration or ideas for the map and even your name if you'd like. It's pretty normal in the description to add the following variables:

```
<vServer::TeamName0> and <vServer::TeamName1>
```

This variable will use the team names that, by default, are used in the game. Usually it's Diamond Sword and Blood Eagle, but is dependant on the server running the map. The above variable is usually the first thing in the description of the map. "The Diamond Sword and Blood Eagles teams battle it out . . ."  
If you are uncertain to the setup of this, just open an exsisting DSC file for a premade map and peruse.

The next file is the MIS file or the Mission file. This is what holds the details for the mission and map that you created. Open this file up in notepad or wordpad and you can look at each and every individual object used in the map. You can make subtle little changes in here. This is where you change the "Group" to "Power" or "Buildings" (remember, this is what I call them, you can call it whatever you like). Also, you can do things in here like make the flags rotate or spin by changing the rotate option to TRUE. Also, at the bottom of the MIS file is the mission type. Below // --- export object end --- // is where the objectives of the mission are stated. These include team score limit, number of times the flag can be captured for each team to win and accumulated point totals. It also includes CD track options. These are all options you can change. Look thru the MIS file, as it will give you good information and give you details you don't see anywhere else.

The third file is the TED file. If you open this up in notepad, it looks like a bunch of unreadable code, so don't worry about opening or editing the file.

That's it, so once you get this stuff down, you can consider yourself a full fledged mapper. Once you feel confident with this material, let me know, as I've written a second tutorial for advanced users that will show you more difficult things in the editor.

Good luck!