

CentrED+ Quick Tutorial

By: Nylo

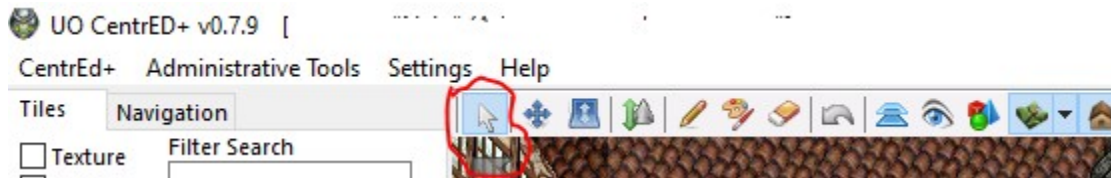
CentrED+ belongs to UOQuint

Nylo does not claim any rights to this program. Nylo uses the program to build custom maps.



Tools:

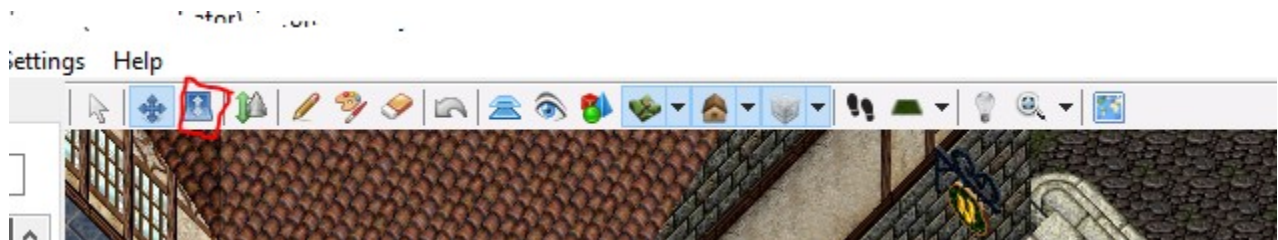
The cursor button allows you to 'choose' tiles among other things. This tool lets you get to the group of tiles you want to use by selecting a tile on the screen.



The cross arrow tool allows you to move statics along with landscape. It won't copy anything though so be wary of it.



This tool is the height tool which allows you to change an area's height in a small area that you select.



This tool allows you to make plateaus and hills and even mountains. It's a great tool to make things seem more 'real'



This tool is the draw tool. This tool is probably going to be the one tool you will be using THE MOST. Use it wisely.



This tool is a tool to hue items, landscapes, statics... well pretty much anything. And i mean hue, as it you can literally change the color of ANYTHING with it.

" (Administrator) | Profile: "---"]



This tool will ONLY erase statics. You cannot erase landscape. If you made an 'oops' with a landscape, you will need to go over it with the drawing tool.



This is the undo button, you cannot redo an undo. (If you undo something, you can't fix removing the thing you undid.)



This tool you will learn will be your best friend. It shows you 'virtual' layers.

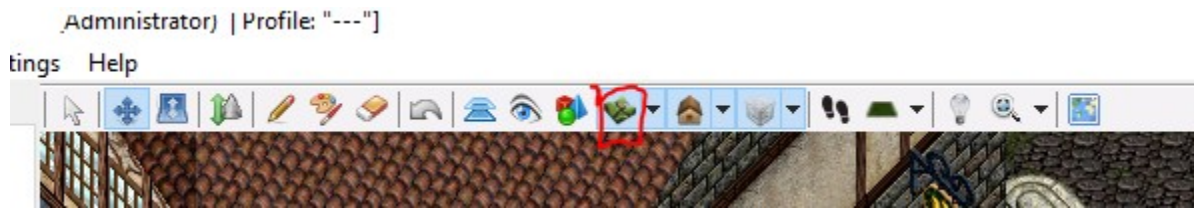


This tool is visuality with height. If you have an object that you have drawn at a higher height you wish to erase or undo, this will help you do so.

' (Administrator) | Profile: "---"]



This tool shows you grids. It's actually a very useful tool.



This turns on and off statics.



This tool shows you visible paths that mobiles can walk through on your map.



This tool shows you the height of texture tiles but not static tiles.



This tool will increase or decrease the lighting while working on the map



This tool will zoom in and out on your map tiles

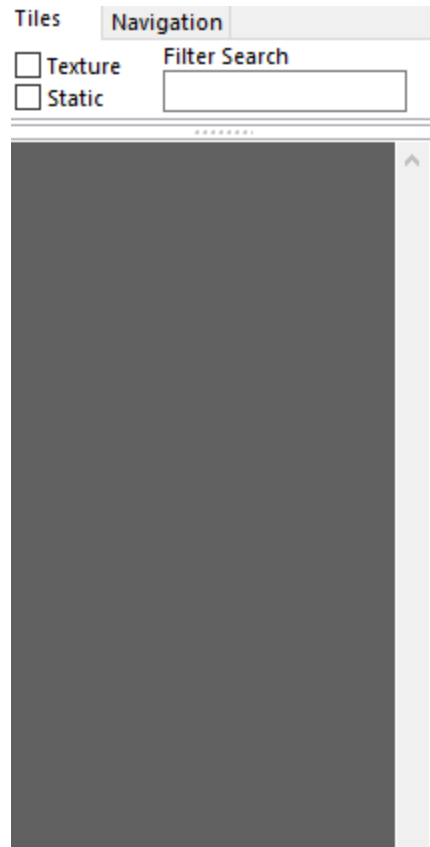


This tool is the mini-map and also a navigator to help you move around the map freely while you work on it.



Tools Expanded:

This is your tiles bar. This guy is VERY important. (Sometimes CentrED+ will not show this. Exit the program and restart it when this happens)



When you click on either texture or static it will bring up the tiles you can use.

Texture is just ground tiles and the LOWEST ground tile. If you need to place multiple levels in the same area you do NOT use texture for this.



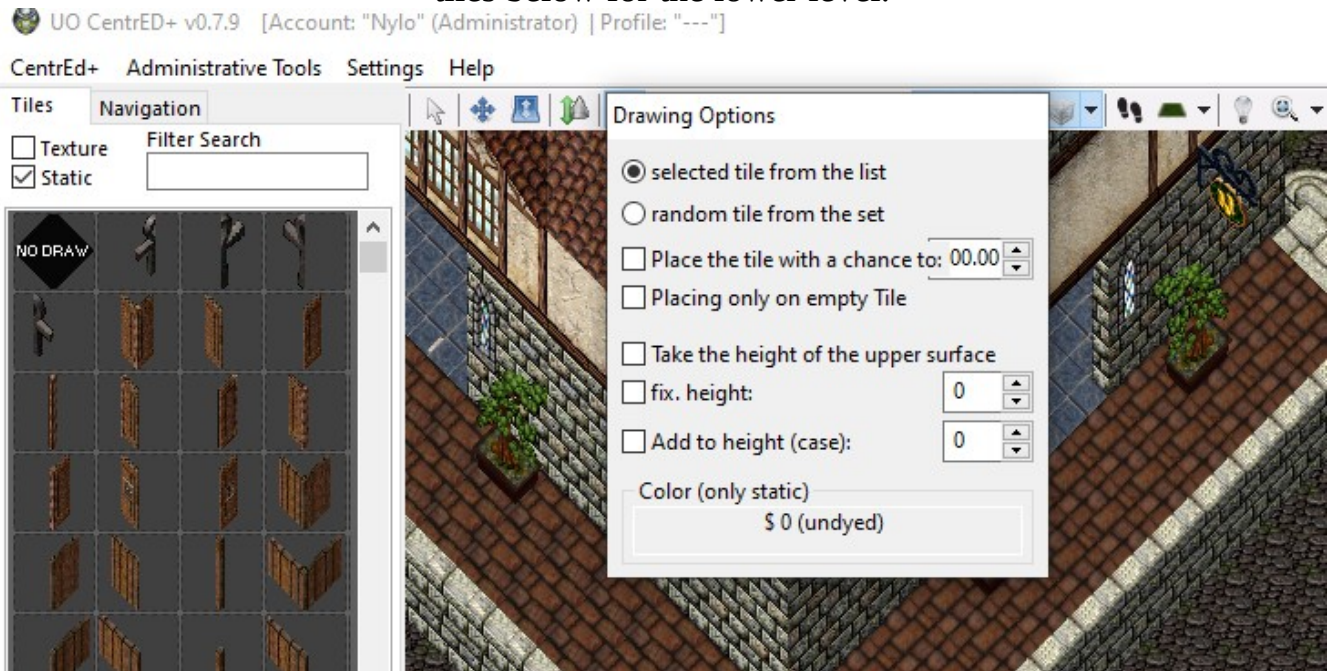
You cannot place a texture tile over another texture tile without it being replaced. These tiles are to be the 'lowest' tile you have (Or sometimes external tiles if you intend to make caves.)

Static tiles are going to be what makes your map feel alive. These are the buildings, the mountain caves, etc. that you will be building throughout your map.



These tiles will be completely essential if you want your map to feel like it wasn't completely hand-drawn. Which is funny since you'll be drawing a good portion of your map by hand using statics. These add the most 3d aspect to this 2.5d/2d world of Ultima Online.

When it comes to drawing tiles or statics, if you're trying to draw multiple levels, a rule of thumb - Fix the height to 20 tiles above the current floor for the higher level, or 20 tiles below for the lower level.



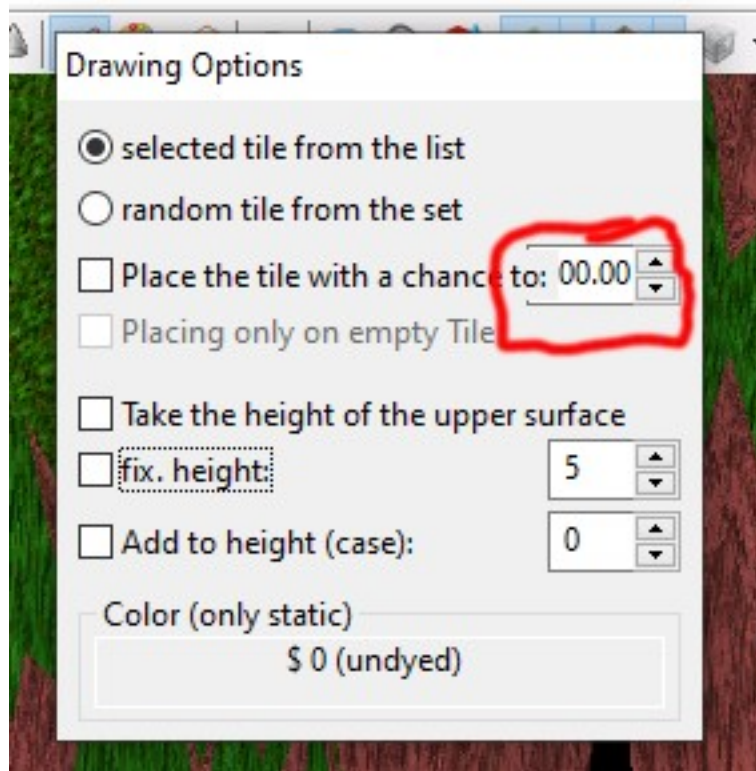
If you're reading this in english, then you'll know it's the fix height. If you've translated this document to use it as your own language, it is the 6th box down to fix the height of a static/texture.

This box after you have made a hill or mountain will help you build a cave among the other tools I will be showing here soon enough.

Also take note that you can randomize the tiles from a set that you select. As seen below I have selected the tiles I want in a random set.



If say, I want to make a forest, I will need to change a number in the draw tool.



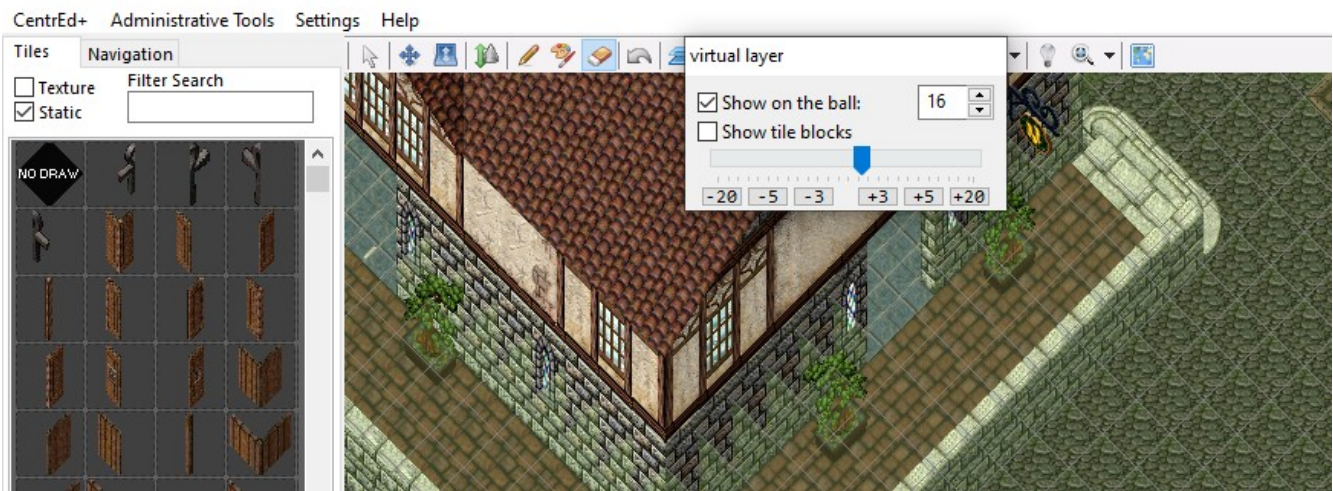
This looks like it says “00.00”
It isn’t actually that. It is 100.00 chance.

This portion of the draw tool is especially finicky and you will want to make sure to clear the number out completely and then type in your number.

I want to point out that you will likely only see .00-.99 unless the number is at 100.00

The virtual layer will not DRAW on it unless you have the draw tool set to the specific tile height. In this case, if I had the pen set to draw at '16' and have the virtual layer at 16 this will help me draw a LOT better.

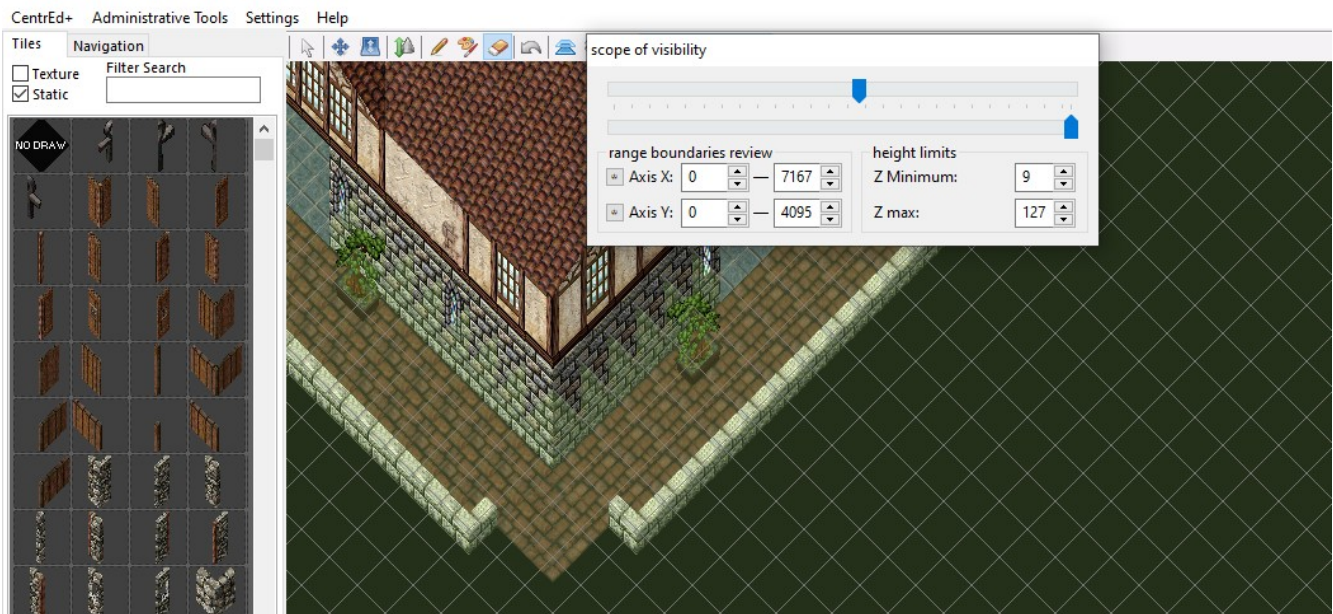
UO CentrED+ v0.7.9 [Account: "Nylo" (Administrator) | Profile: "---"]



This adds a layer that will make it so you have a grid that will ensure that you are drawing on the right layer you wish to use on the map. This is set to 16. As you can see, there is a green transparent layer. I have clicked on the first box for it to show me the virtual layer. This layer is going to help me with building anything I need and/or want to build without the problem of not having something under to make sure I'm not messing up while I'm building my map.

The visual shows you the range of tiles you wish to see. In this case, as you can see from the above picture and now at the below picture, I am only seeing some of the house due to the height of the tiles in visibility.

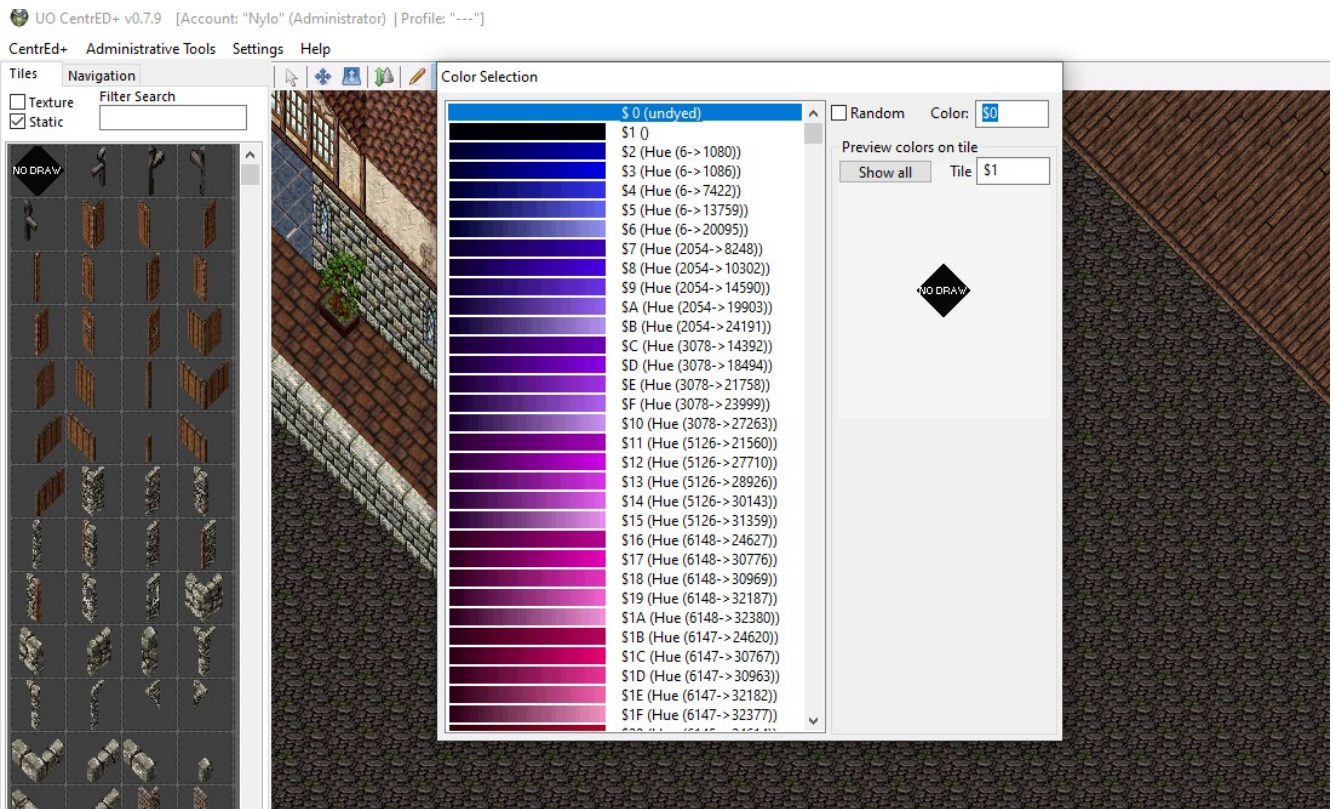
UO CentrED+ v0.7.9 [Account: "Nylo" (Administrator) | Profile: "---"]



If you have the visibility set to only show specific tiles you can use the eraser in the scope of visibility without having to worry about higher and/or lower layers being erased while you are building your map. This tool could become a good friend to you if you make a mistake or something doesn't work out. It will also be the tool you will likely use to build internal cave systems or other things along with buildings on higher layers.

How about hues?

Well, hues are great and can do your map justice when you're building it.

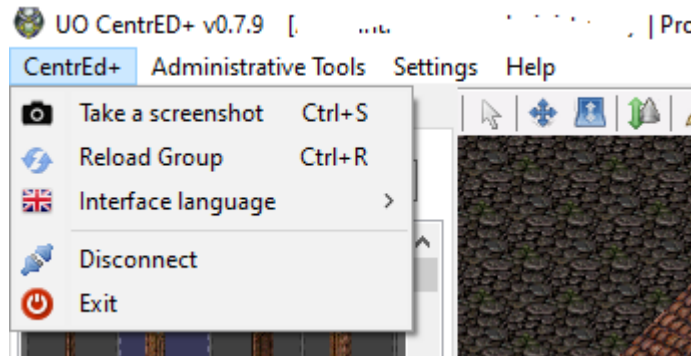


You can select a hue by clicking on one of the hues in your list to color it. This hue list can also be used for items such as chair, beds, or really, whatever static you wish to hue with it. Remember, there are items within the game that only get partially hues. This also applies to objects within CentrED+

THE UPPER TOOLS

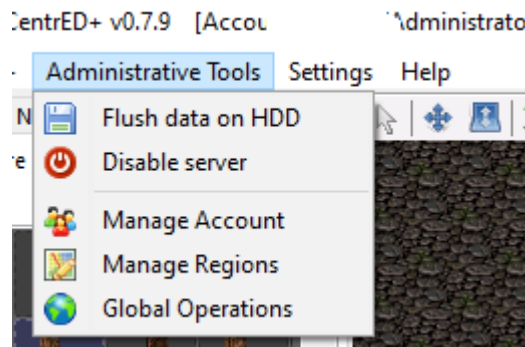
These tools are usually only used by admins and I would highly suggest using these tools sparingly because some of them could cause your map a while to ‘load’ after you’ve finished using it. I will go into the details over those tools in this area along with other tools in the upper box.

The CentrED+ tab:



I have not taken the time to actually look into this though I feel a lot of these are self-explanatory.

Administrative Tools:



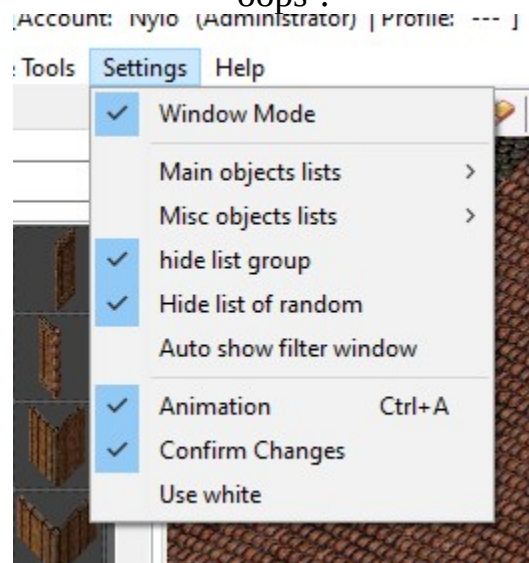
These are going to be a lot of things that you will need if you’re going to be having others help you build your map, though 3 of these are going to be your bread and butter during the original creation.

Flush Data on HDD is just another way to save ‘save the map and send it over to CentrED+. This will update the map as you go along. Global Operations you will find

will make things a LOT easier to build an outline to your map that you can later work on. I have not used Manage Regions and I can only assume that Manage Regions is probably outdated with some of the emulator programs out there now. Disable Server I have not used but I am certain it has to deal with shutting down CentrED+ server side.

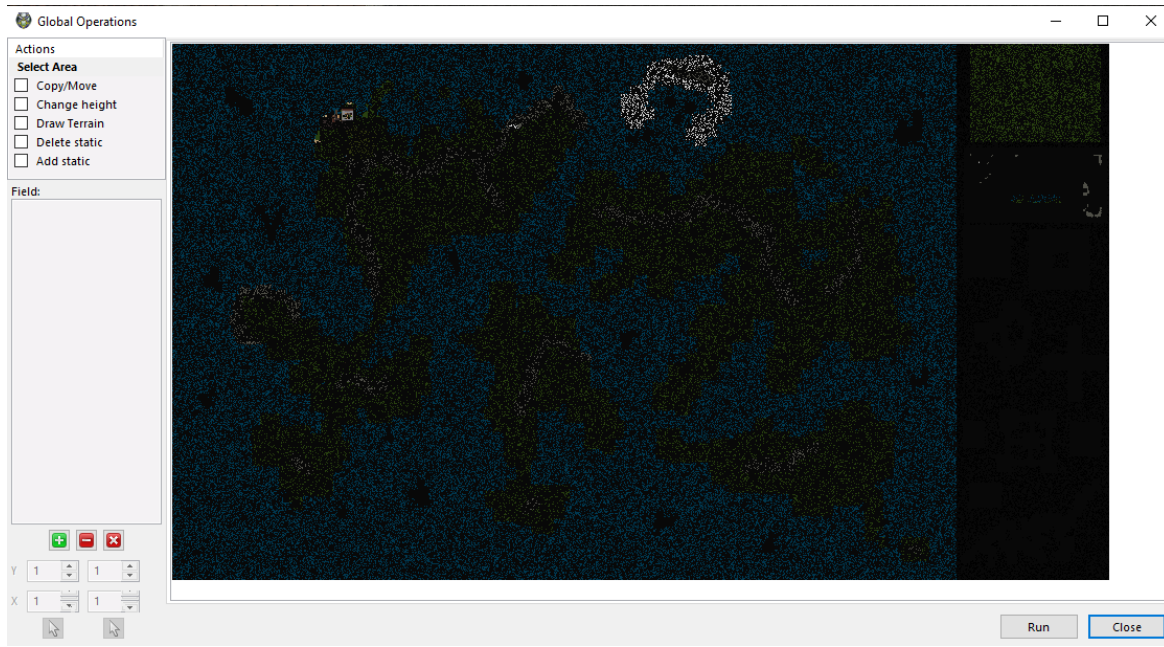
Settings:

is something you may want to use to make building a map in the early stages earlier but as you go along, some of these settings should stay on. Confirming changes in the early stages if you are trying to do an outline might be something you wish to turn of while later keeping it on would be wise as you get into the finer details in case you do an 'oops'.

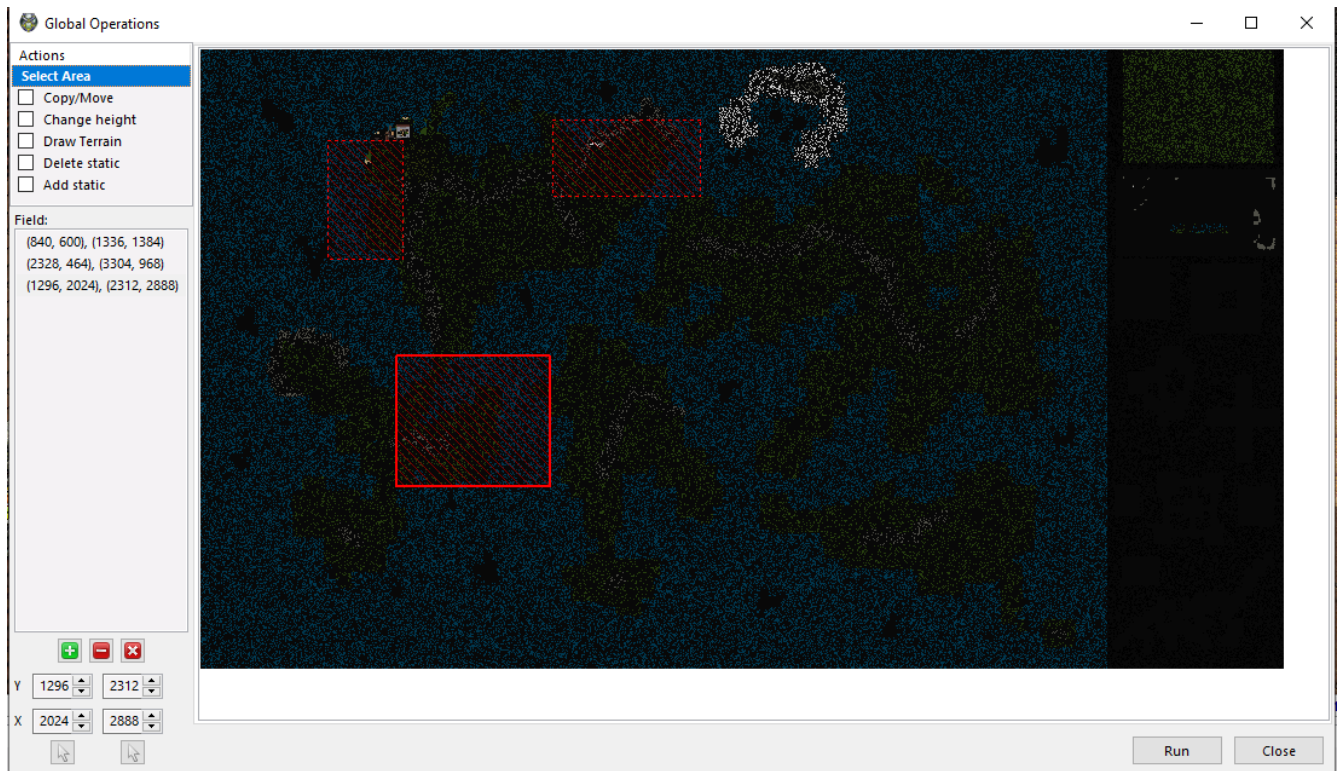


Global Operations Expanded:

Global operations are the bread and butter of starting the outline of your map. It's going to be the most useful tool and the easiest way to edit a pre-existing map to become a blank canvas for you to draw on.



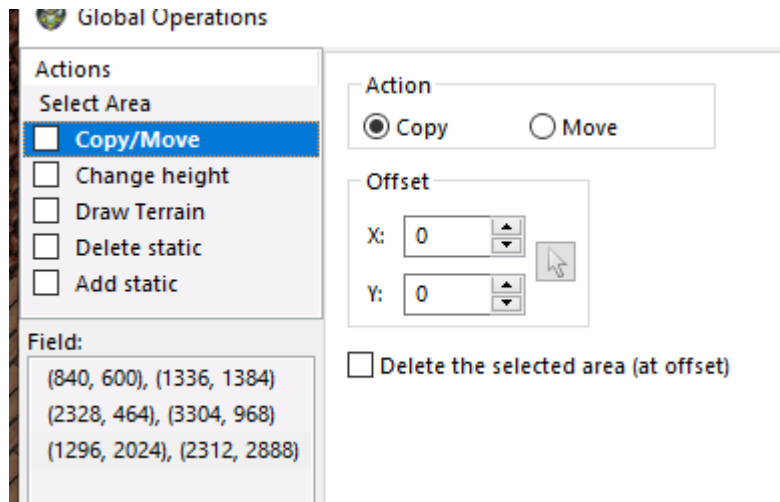
Selecting areas:



Selecting areas are going to be a tool you will both love and probably hate as it can get confusing. As you can see, I have selected 3 areas. From there, you can chose to move/ copy an area, change the height, draw terain, delete statics, alongg with adding statics.

This can be a great tool to use in order to ensure that your map will gain it's outline.

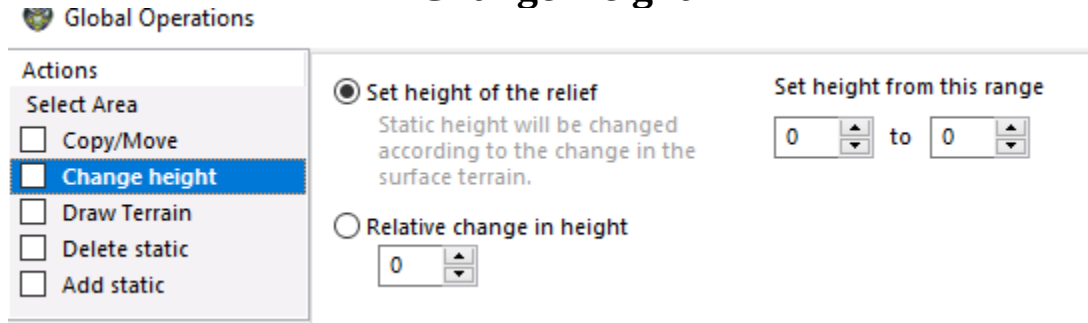
Copy/Move



The screenshot shows the 'Global Operations' dialog box. On the left, under the 'Actions' tab, the 'Copy/Move' option is selected. Below it, a 'Field' section lists three coordinates: (840, 600), (1336, 1384); (2328, 464), (3304, 968); and (1296, 2024), (2312, 2888). On the right, the 'Action' section has 'Copy' selected with a radio button. Below that, the 'Offset' section has 'X' and 'Y' both set to 0. At the bottom right, there is a checkbox labeled 'Delete the selected area (at offset)' which is currently unchecked.

Copying and moving an area, if you don't do it right, can cause a bit of issues if you do not do it right. You might find yourself making hiccups left and right if you are not careful.

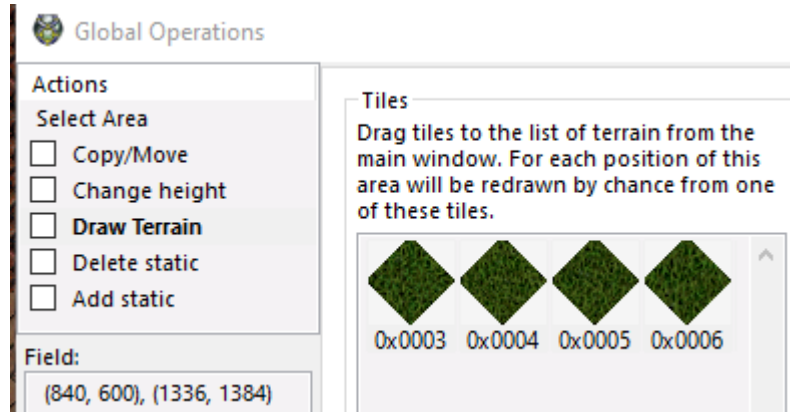
Change Height



The screenshot shows the 'Global Operations' dialog box with the 'Change height' option selected under the 'Actions' tab. On the right, the 'Set height of the relief' radio button is selected. Below it, a text box explains: 'Static height will be changed according to the change in the surface terrain.' To the right of this text, there is a 'Set height from this range' section with two spinners, both set to 0, separated by the word 'to'. Below the 'Set height of the relief' section, the 'Relative change in height' radio button is unselected, and next to it is a spinner set to 0.

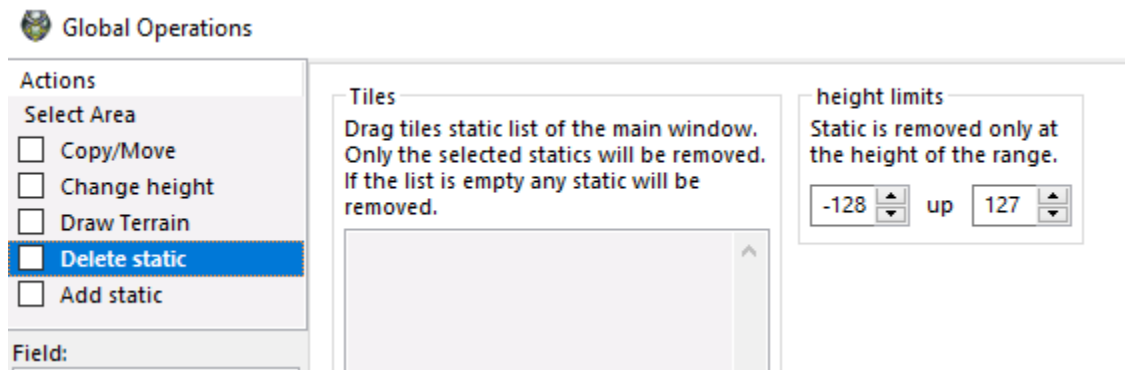
You can the height of a selected area in a range. If you set a range to a number and you don't want weird random bumps, make sure that the other number is the same otherwise you will get bumpy terrain. If you want bumpy terrain, then make sure that you have it set within a range you think will be appropriate.

Draw Terrain




Drawing terrain, if you have multiple tiles like shown above, within the terrain drawing, then you will be able to have these tiles drawn at random on the selected areas you have chosen in the select area.

Delete Static



This tool is useful for a few reasons. You could essentially make yourself your own blank map if that is what you wish to do, you could alternatively choose a certain area in those selected areas to deleted.

Add Static:

 Global Operations

Actions

Select Area

☐ Copy/Move

☐ Change height

☐ Draw Terrain

☐ Delete static

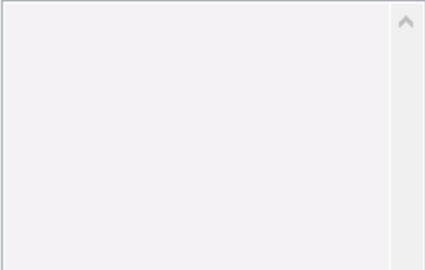
☒ Add static

Field:

(840, 600), (1336, 1384)
(2328, 464), (3304, 968)
(1296, 2024), (2312, 2888)

Tiles

Drag tiles static list of the main window.
Every cell in the specified area will be
randomly drawn one of these tiles.



Probability

Tile is drawn with probability:

100 %

Location Z-

☒ Place in relief

☐ Place on top

☐ be positioned:

0

This one is very very messy and not something I would suggest unless you're wanting to kind of mess some things up on your map. This won't build forests... that's a sure thing.