

Star Trek Legacy

Map Editor Tutorial

This tutorial is fully compatible with these mods:

Ultimate Universe
The Legendary Generations
My Upcoming Mod



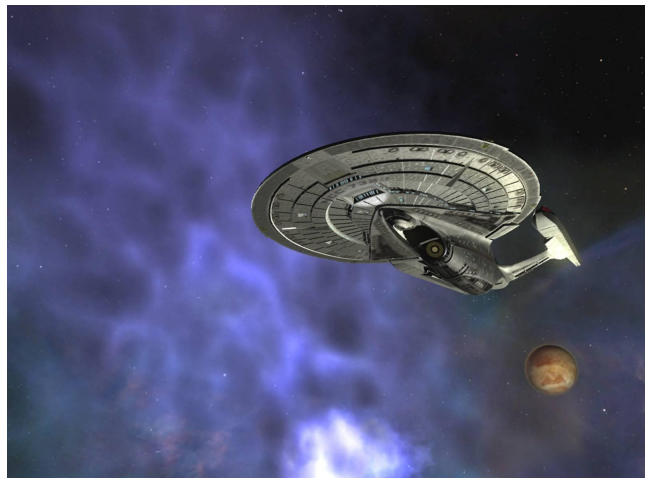
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Star Trek Legacy

Map Editor Tutorial

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Before you start

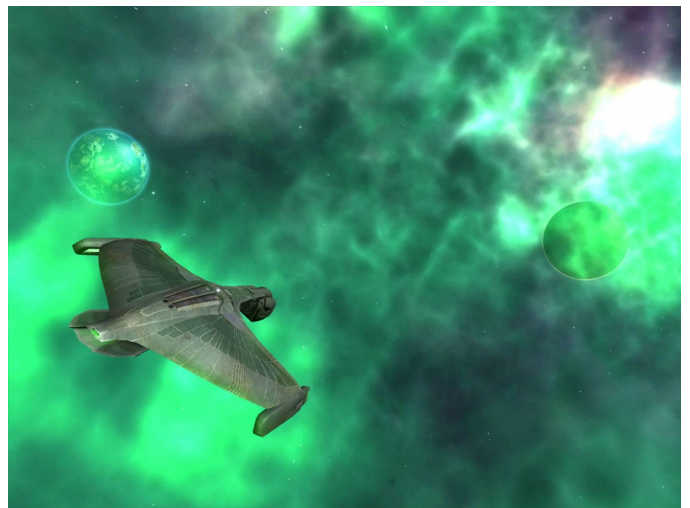
Before you start making your own maps in Legacy, it helps you out if you plan your map in advance. By doing this, using the map editor is much less overwhelming to use for the first time. Once you have got the hang of the map editor, how you choose to create maps is up to you.

A rough plan of map could include the following:

- How many players?
- Size (big, small, etc...)
- Location (for those that wish to re-create scenes seen on TV and movies)
- Map content (what you want in your map)
- Type of map (dependant on installed mod/s)
- Races (for those that wish to add 'life' to their maps)

Once you have a rough idea on what you want your map to be, you can go and build it. When making maps, your only limit is your imagination.

A good tip is to not to rush while making maps, its best to just relax and take your time. And as always-practice makes perfect, you will find you get better over time.



Star Trek Legacy: Map Editor Tutorial

Basics

How to get into the Map Editor via Legacy:

- *Ultimate Universe*

- Load up Legacy: UUM
- From the main menu, select "Editor"
- In the Editor menu, click "Map Editor"

- *The Legendary Generations*

- Load up Legacy: TLG
- From the main menu, select "Extras"
- In the Extras menu, select "Map Editor"
- When in the menu, select "Map Editor"

To open existing maps in either version, when in the Map Editor menu type in the text box the file name of the map you wish to edit with the .sol extension (e.g. dmajilon.sol), then click "Map Editor".

Once you're inside the map editor, to save at any time all you do is press Ctrl+s to save your map. A dialog box should appear, if not either Alt+tab or Ctrl+Alt+Delete out of Legacy and return. In the save box, enter a file name if it your first time saving the file and click ok. All maps are defaulted to save to the sol directory in your Legacy install.

To exit from the map editor at any time, all you need to do is press Ctrl+Alt+Delete and close Legacy down either through the task bar or through Task Manager.

Please note; if you make any changes to any odf file while in the Map Editor, you will have to Exit from the Map Editor in order for the changes to take effect. Same goes with making maps, you will have to close the Map Editor in order for Legacy to register your map.

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Grids

The map editor has a very handy grid function. The grids can be used to help aid you in placing objects in your map and also as a point-of-reference for you depending on which grid you are using at the current time.

The 3d Grid

To bring up the 3d Grid, all you need to do is press the g key once. This will bring up a full 3d grid of your map.

The 2d Grid

To bring up this grid, all you need to do is press the g key again if you already have the 3d grid up, or press g twice to bring it up if you have no grids currently on.

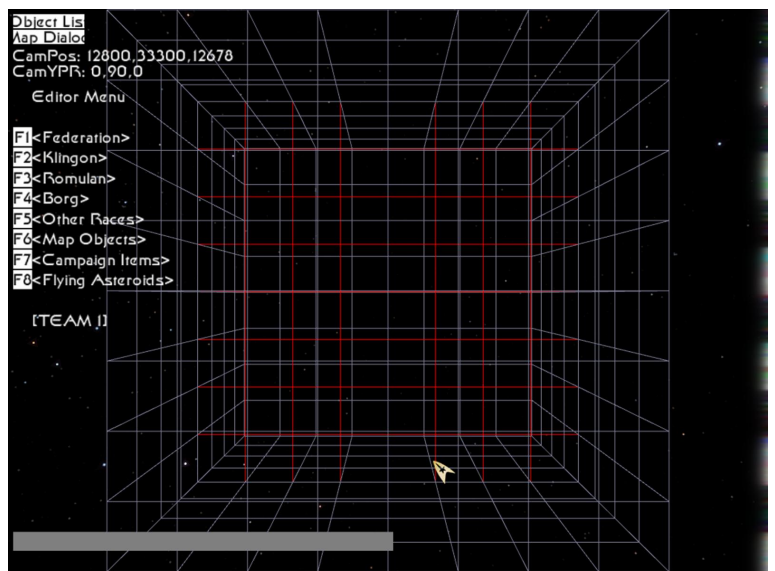
All Grids

This will bring up both grids, to do this once again press g for a third time or if no grids are currently on, press g three times.

Turn Grids Off

To turn your grids off, depending which grid you currently have on you will need to press g to turn off the grids the following times

- 3d grid press g 3 times
- 2d grid press g 2 times
- All grids press g once



Views

Unlike what many people choose to believe about Legacy's Map Editor, it is in fact a fully 3d tool it's just defaulted to be in 2d view. To change views at anytime, just press Caps Lock.

2d View Navigations

- Mouse
- Zoom is your mouse scroll wheel

3d View Navigations

- Mouse for camera control
- Directional keys for forwards, backwards, left and right

Please note that when switching to 3d view, you will get sent to the very bottom of your map.

Zoom levels

Can't see an object you placed? Use the zoom control by either scrolling up or down on the mouse scroll button. Zoom control is best used when placing asteroids and small ships, plus it also aids in object placement (more on that in the Object Placement section)

Depending which mod/s you have installed, the zoom function may not be able to zoom the entire height of your map. The default zoom limit for Legacy is 60,000 mega meters (Legacy's measurement).

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The Map Dialog Box

The most important function in Legacy's Map Editor, the Map Dialog Box controls how Legacy will work with your map. To bring up the Map Dialog Box, just click on the text "Map Dialog".

IMPORTANT!! You must choose your map type for Legacy to know what to do with it. Select Death Match or Co Op (must enter Co-Op script and rule files also) for your map to be playable through Skirmish. The Campaign option will be explained in a separate tutorial.

The screenshot shows the 'Map Dialog' window with the following fields and callouts:

- Size of your map:** Points to the 'Width' and 'Height' fields, both set to 25600.
- Name your map:** Points to the 'Mission Title' field.
- These are your script files for placing objectives in maps:** Points to the 'Rule File' and 'Script File' fields.
- Your background settings. Increase the intensity to show more detail in your background:** Points to the 'Background' dropdown (set to 'mbg_blurple') and 'Background Intensity' field (set to 1).
- Click this to change your stars in your map:** Points to the 'Starfield' button.
- No of Players. Don't set above 8:** Points to the 'Number of Players' field, set to 2.
- Map type. Check Death Match to have your map come up through Skirmish and MP:** Points to the 'Map Type' section, which includes checkboxes for Campaign Mission, Death Match, Planet Conquer, Escort, and Co-Op Wave.
- The AI control settings. Start Locations are also Player/Team settings. This is also where you assign Voice Overs in your maps by choosing one of the races:** Points to the 'Start Location 1 Info' section, which includes a list of start locations (SL 1 to SL 8) and dropdowns for Type, Race, Color, Team, and Name.

At the bottom of the dialog are buttons for 'Ambient', 'OK', and 'Cancel'.

Placing objects

To place any object in Legacy, all you need to do is click on the white box next to the menu/object you wish to place in your map. From there, placing objects is as simple as left clicking with the mouse. When you have had placed enough of the object, just right click to stop.

To return to the previous menu, you just press tab. Navigating the Map Editor menu's is very easy to do.

Any objects placed in your map will all be defaulted to appear at 0 on the Y axis. To give your map more of a realistic feel rather than a flat plane, place an object then click once on it. This will select the item for you. Once your object is selected you can use the + and - keys to raise/lower the position of the object along the Y axis.

To change the rotation of an object, right click and hold as you move the mouse around to get the desired rotation of your item. A steady hand and slow pace is best when using the mouse to apply rotation effects.

To move objects, make sure you select them then you can drag them around till you get them where you want them. You can also select more than one item by holding down the left mouse button and dragging the rectangle over the items you wish to move.

You can also copy objects by pressing Ctrl+c then Ctrl+v to paste it. Take note that when you do paste a copied object, it gets sent to the bottom of the map and resets to its original odf value.

Deleting objects is as simple as selecting the object or selecting a group of objects and press Delete.

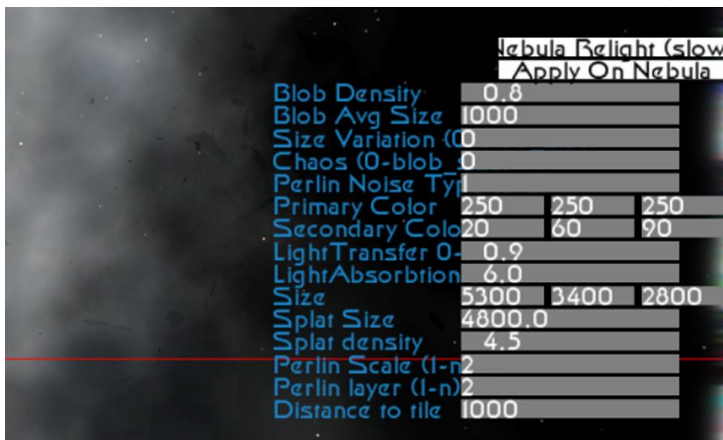
If at any time you start experiencing lag in the map editor, press Ctrl+Alt+Shift+I to turn off object handler lines.

The Objects & Nebula Box

The Object and Nebula pop up boxes allow you to have more control over objects. Nebulae also have an Object pop up box too.

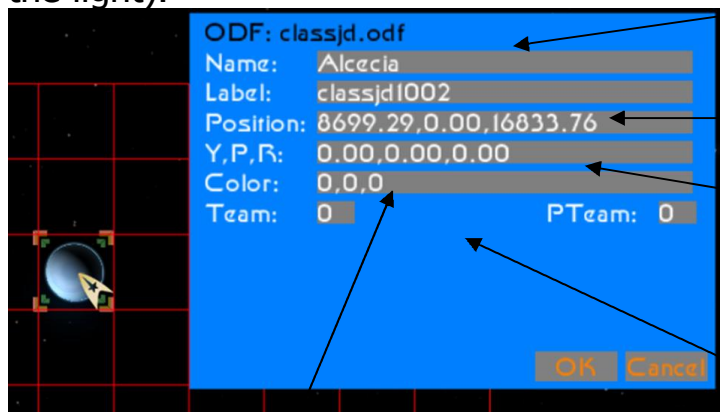
Nebula Pop Up Box

To bring up the Nebula Pop Up box, you just have to select the nebula placed in your map. The pop up box allows you to manipulate and transform your nebula to however you wish. To apply changes to the nebula, you click on "Apply Nebula Effects".



Object Pop Up Box

To bring up the object pop up box, all you do is double click on an item, the same for nebula too. The object pop up box allows you to rename an object, assign the object to a player/team and have more precise control over the position, rotation and colour of the item (this is for suns, how much light it gives off and the colour of the light).



Name the object

Position. X, Y & Z co ordinates

Object rotation

Team assigning.
Set to 0 so the
object will not
attack

Set colour

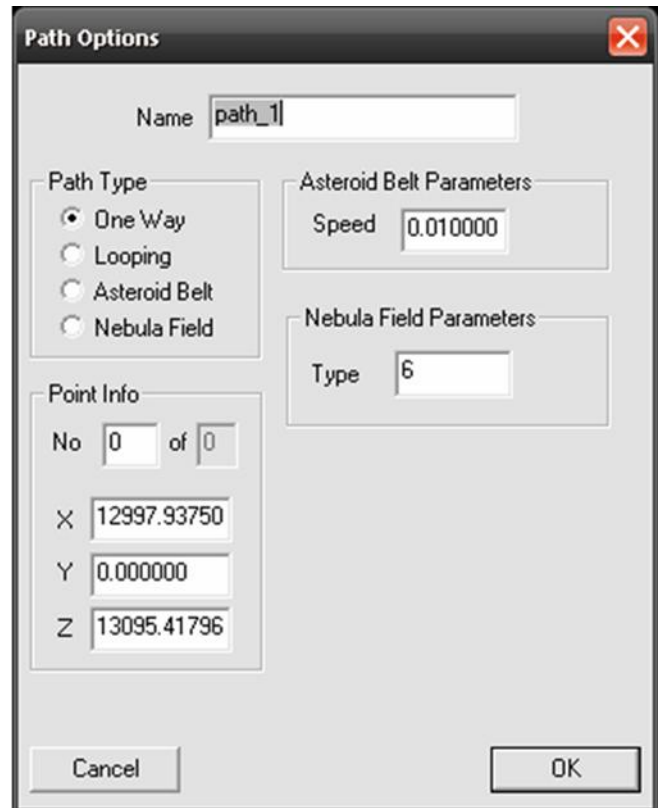
Paths

Paths are how you add start locations and all sorts of other stuff into your maps. Currently, we can only add start locations and path nebulae. All other paths would require scripting tools to activate them.

Adding Start Locations

It's very simple to add a start location. First of all, make sure you are placing a start location inside your map. To check you are inside your map, bring up the 2d grid. To add a start location, do the following:

- Hold down Alt and left click once to place a path point, you should see a small circle
- Let go of Alt (you hold Alt down to let Legacy know your placing a path point)
- Right click once (this lets Legacy know your finished placing paths)
- Double click the small circle (the path point); the Path Pop Up box should come up
- If the box doesn't appear, Alt+tab out and return to Legacy
- Rename the path to "Camera_1"
- Repeat to add more start locations but rename them "Camera_2", "Camera_3" etc



Adding a Nebula Path

This is very similar to adding a Start Location; you do the first 2 steps then the following:

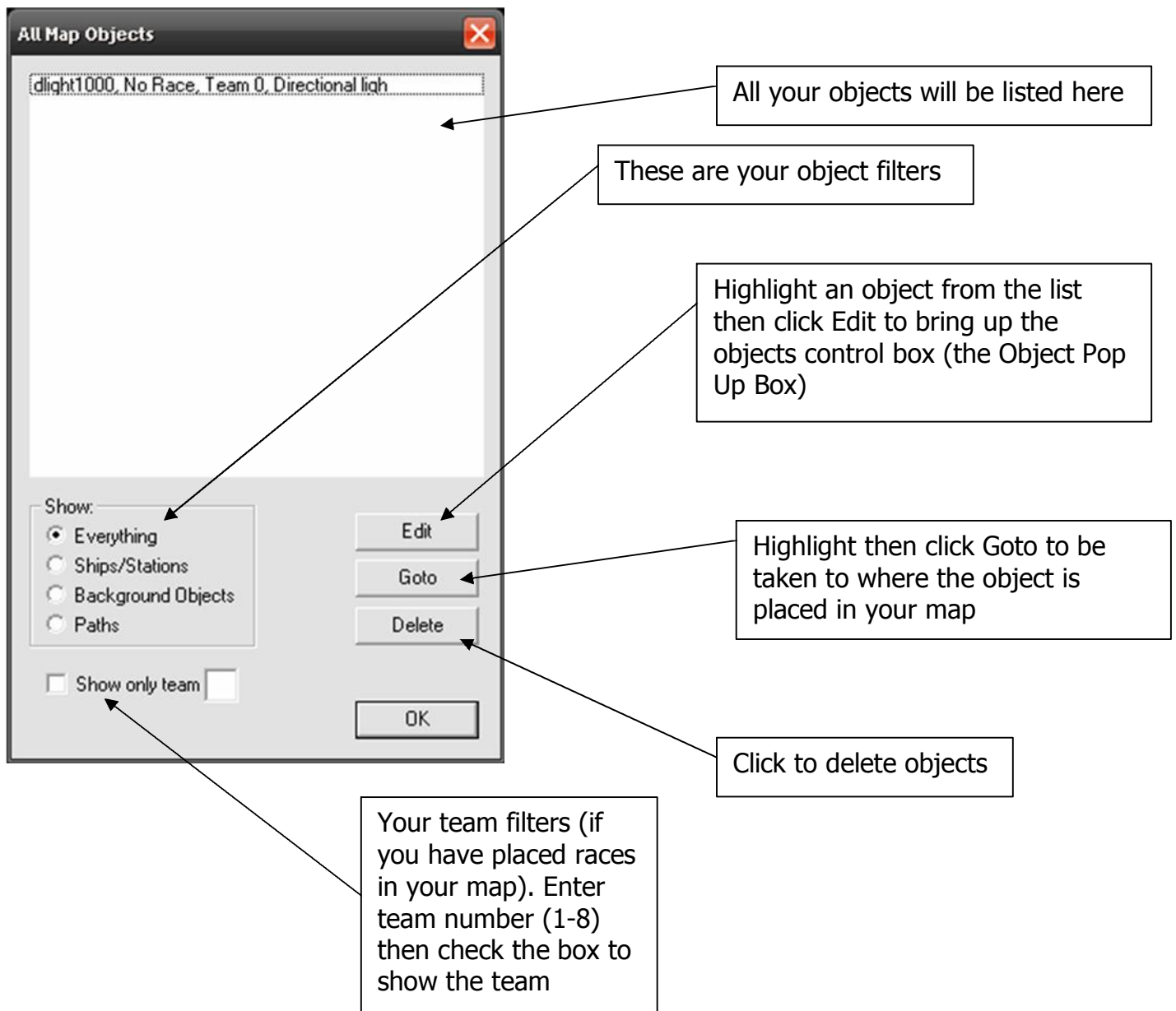
- To place more path points, just left click for each path point. Right click to stop placing path points
- Double click any path point to bring up the Path Pop Up box
- Rename it to "nebula_1"
- Now select the path type as a Nebula Field
- In the Nebula Field box, enter the Nebula Type you wish to use

All nebulae in Legacy have a number, that number is what you enter into the Nebula Type box to use that particular nebula. My Nebula Set has a text file with it that has a list of all the nebula types and their assigned number. You can apply nebula effects to your pathed nebula by selecting it.

To delete either a start location or a nebula path, Left click on any path point and press Backspace. Deleting paths are handled differently to deleting objects.

The Objects List Box

The Object List Box is where you go to find particular items in your map. You can edit, go to and delete objects from your map all from the Objects List Box. This is also great for finding the edit point of your pathed nebulae so you can apply nebula effects to it.



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