User Manual

White Dwarf Map Editor

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User Manual

White Dwarf Map Editor

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1 Preface

This manual describes the basic operations that can be accomplished using the *White Dwarf Map Editor*. The manual is intended to teach the users on how to properly use the most important features of the Map Editor, rather than discuss all of its functionalities.

2 Introduction

This section will inform the new users on some of the basic concepts that are required for a correct understanding of the *White Dwarf Map Editor* product.

2.1 What is White Dwarf?

White Dwarf is the name of the game for which the *White Dwarf Map Editor* is written. The *White Dwarf Game* is a multiplayer sidescrolling space shooter. The objective of the game is to traverse each level in a space ship by defeating the enemies and avoiding any obstacles in the way. The difficulty of each level will increase as the journey goes on.

2.2 What is a Map Editor?

A Map Editor is the tool needed by the players to construct their own scenarios. If you do not know what a scenario is yet, do not worry Section 3 will explain the terminology. For the moment, think of scenarios as containers. They hold information about the behaviors, the sounds and the images present throughout the game.

Using the Map Editor, custom scenarios of any degree of difficulty can be created. In fact, you will have access to the same editor used by the *White Dwarf Game* creators which was used to create the scenarios provided with the game. In other words, you'll gain access to the same tools so you will be able to create new and exciting scenarios, or edit existing ones to your own liking. Once you have created your own scenarios, you can share them with the rest of the world.

3 A Little Terminology

State A combination of circumstances and attributes belonging for the time being to an actor. For example, an actor that is currently firing a bullet is considered to be in the *firing* state. An image and a sound are associated with each state.

Actor An object that is displayed on the screen. For example, actors can be ships, bullets or items. Each actor has a type, energy level, weapon and state.

Player A group of one or more actors controlled as a single entity by the player. For example, a formation can be used to regroup many ships into a formation of ships that flies together following a diamond shape or to create a ship constituted by many parts.

Formation Equivalent to a player but controlled by an artificial intelligence (i.e. computer).

Chapter A playable section of the game. The chapters contain the various formations that will be encountered during the game journey and also various properties such as the displayed background and the scrolling speed. It is important to note that chapters are not aware of the notion of actors. Therefore, to add one or more actors to the game they must be grouped together into a player or formation. Furthermore, it is important to know that the transition between two chapters is invisible during the game and that chapters are useful to create minor visual change.

Episode A group of consecutive chapters. As opposed to chapters, the transition between two episodes is visible. Episodes are equivalent to the notion of *level* presented in many games.

Scenario A collection of episodes, chapters, formations, actors, players, images and sounds. A scenario is used to contain all the components that must be present to create a set of maps that can be loaded, edited and saved in the *White Dwarf Map Editor* and played in *White Dwarf Game*.

4 Getting Started

This section is intended to guide you through the initial steps required to start using the *White Dwarf Map Editor*, such as installing and launching the application.

4.1 Installing *White Dwarf Map Editor*

The installation of the application should be straightforward by following the steps described below.

Step 1: Insert the *White Dwarf Map Editor* CD-ROM in the appropriate drive of your computer.

Step 2: On the CD-ROM locate the file called `wdsetup.exe` and double click on it.

Step 3: From the *Extract Dialog* that appeared, click on the *Browse* button.

Step 4: From the *File Dialog* that appeared select the folder where you want the *White Dwarf Map Editor* to be installed and click on the *Ok* button.

Step 5: In the installation folder that you specified you will find a file called `WDMapEditor.exe` and a folder called `samples` that contains some sample scenarios.

4.2 Starting *White Dwarf Map Editor*

Starting the application should be straightforward by following the steps described below.

Step 1: Browse in the folder where you installed the *White Dwarf Map Editor*.

Step 2: Double click on the file called `wdmapeditor.exe` to launch the application.

Step 3: The application is now running and displays a friendly welcome wizard.

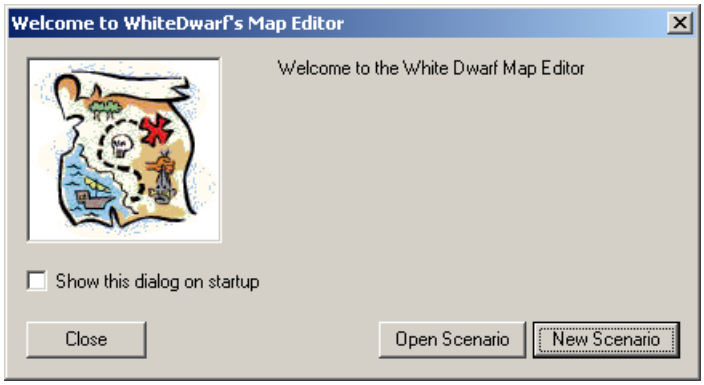

Figure 1: Welcome Wizard

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5 Using *White Dwarf Map Editor*

This section will present an overview on how to use to basic functions provided by *White Dwarf Map Editor*. It will mostly provide an overview of the different wizards included in the application to facilitate its use. It also provides a tour of the interface.

5.1 Interface Overview

This section will present the different components used to navigate in the *White Dwarf Map Editor*.

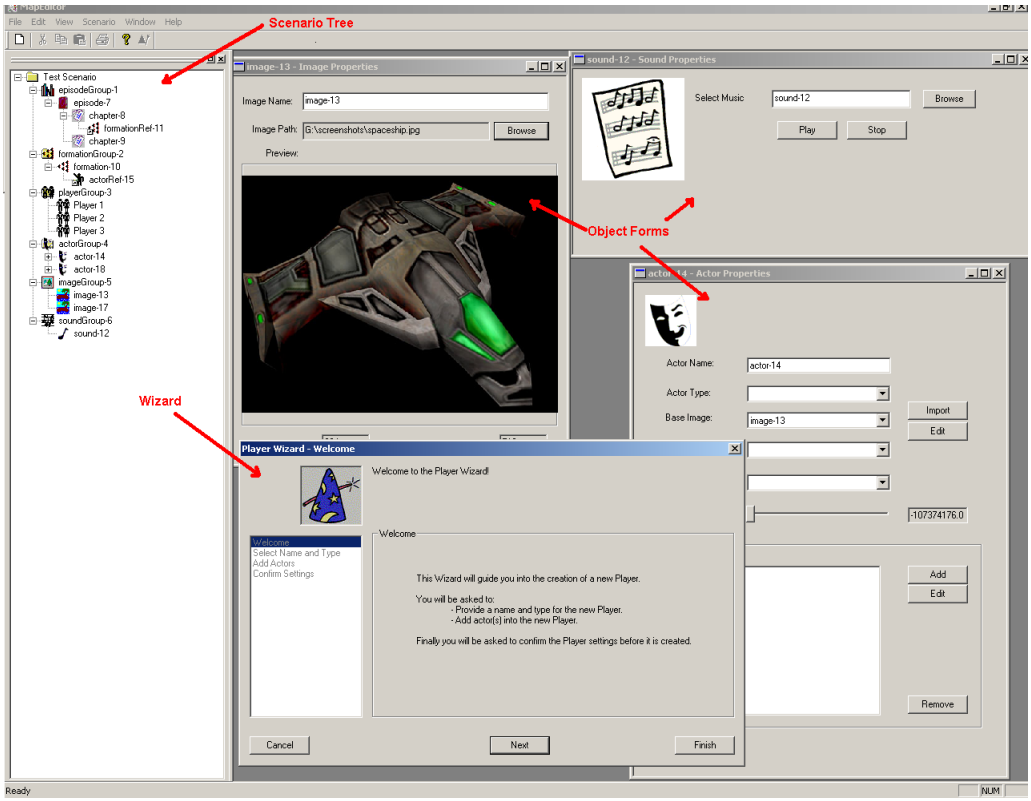

Figure 2: *White Dwarf Map Editor*Interface

Scenario Tree Display the different objects present in the scenario in a tree form.

Object Form Display the information for a particular object in the scenario.

Wizard Display the information for a particular object in the scenario in a simplified manner.

5.2 Creating a Scenario using the *Scenario Wizard*

Creating and editing a scenario using the *Scenario Wizard* should be straightforward by following the steps described below.

Step 1: From the *File* menu, select *New* to bring up the *Create Scenario Dialog*.

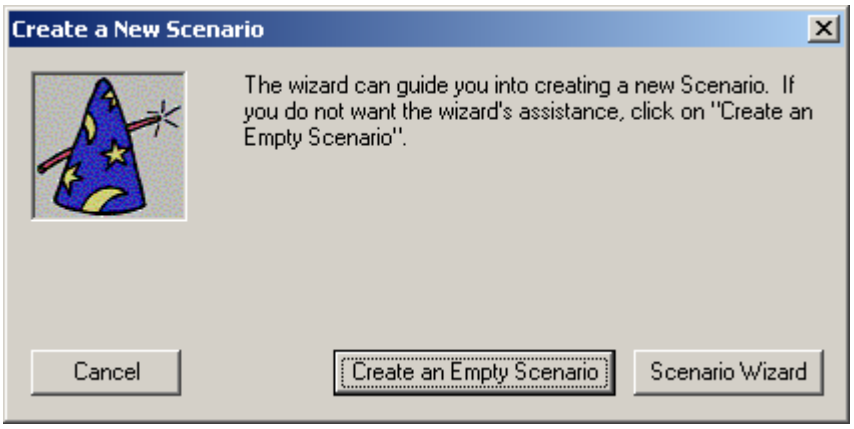

Figure 3: *Create Scenario Dialog*

Step 2: From the *Create Scenario Dialog*, select *Scenario Wizard* to bring up the *Scenario Wizard*.

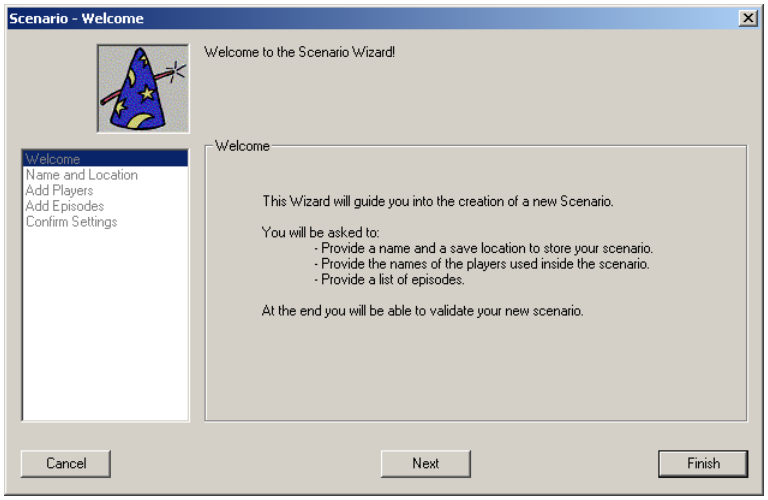

Figure 4: *Scenario Wizard*

Step 3: Follow the instructions given by the *Scenario Wizard* to create the scenario.

5.3 Creating an Episode using the *Episode Wizard*

Creating an episode using the *Episode Wizard* should be straightforward by following the steps described below.

Step 1: From the *Scenario* menu, select *Episode Wizard* to bring up the *Episode Wizard*.

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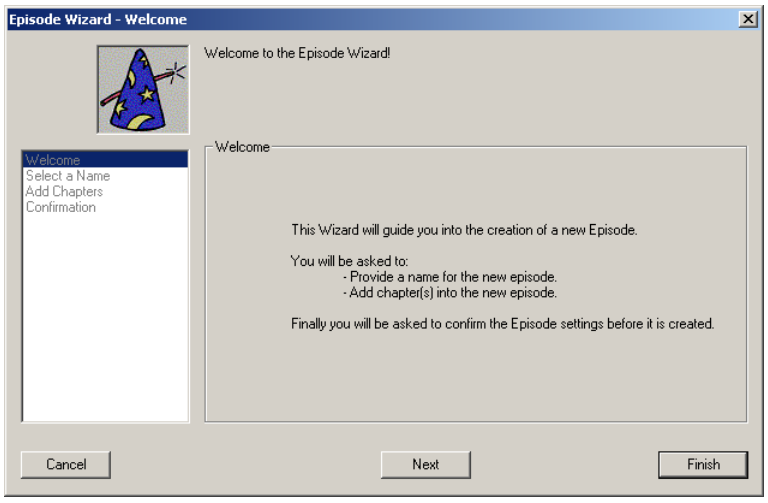

Figure 5: *Episode Wizard*

Step 2: Follow the instructions given by the *Episode Wizard* to create the episode.

5.4 Creating/Editing a Chapter

Creating a chapter using the *Chapter Form* should be straightforward by following the steps described below.

Step 1: In the *Scenario Tree*, select the episode in which the chapter is to be inserted.

Step 2: From the *Scenario* menu, select *New Chapter* to bring up a *Chapter Form*.

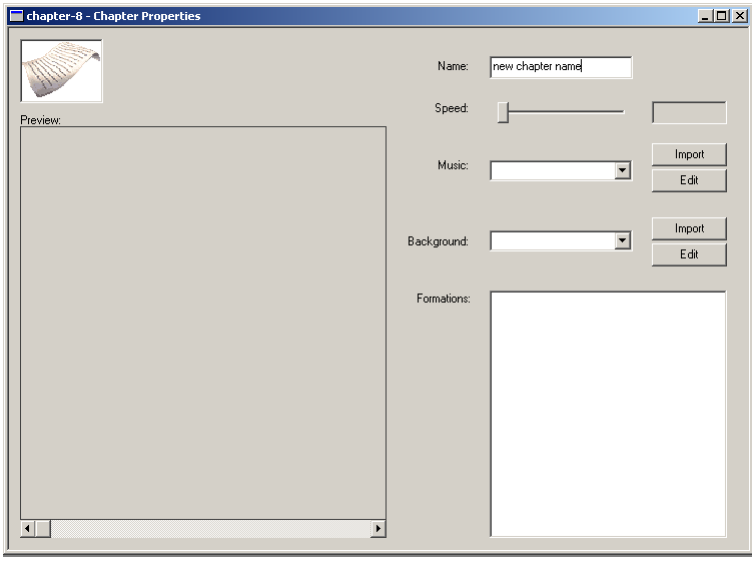

Figure 6: *Chapter Form*

Step 3: In the *Chapter Form* enter the name of the newly created chapter. The name given among different chapters must be unique.

Step 4: In the *Chapter Form* enter the optional information as desired.

5.5 Creating a Formation using the *Formation Wizard*

Creating a formation using the *Formation Wizard* should be straightforward by following the steps described below.

Step 1: From the *Scenario* menu, select *Formation Wizard* to bring up the *Formation Wizard*.

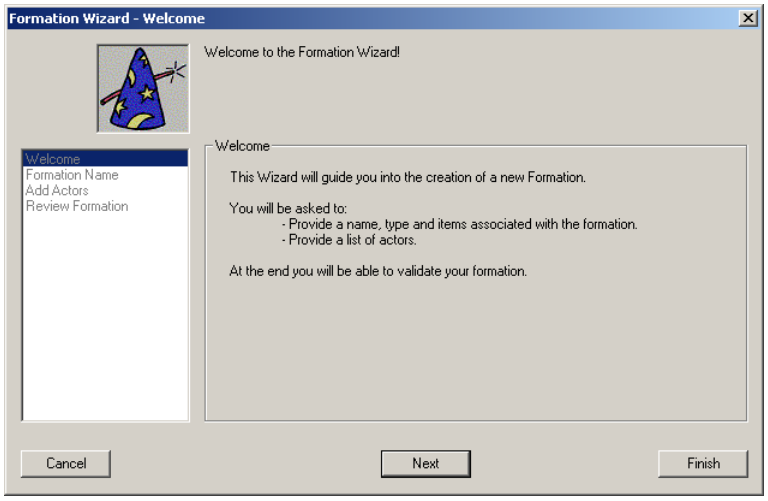

Figure 7: *Formation Wizard*

Step 2: Follow the instructions given by the *Formation Wizard* to create the formation.

5.6 Creating a Player using the *Player Wizard*

Creating a player using the *Player Wizard* should be straightforward by following the steps described below.

Step 1: From the *Scenario* menu, select *Player Wizard* to bring up the *Player Wizard*.

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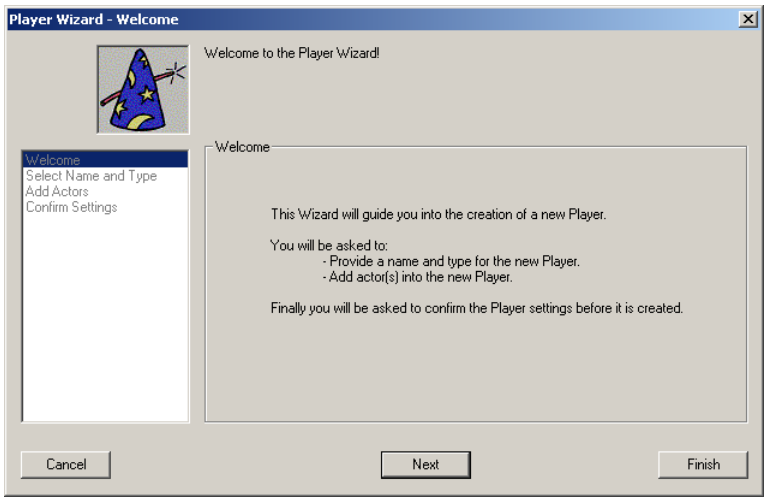

Figure 8: *Player Wizard*

Step 2: Follow the instructions given by the *Player Wizard* to create the player.

5.7 Saving Your Work for the First Time

Saving your scenario should be straightforward by following the steps described below.

Step 1: From the *File* menu, select *Save* to bring up a *Save Dialog*.

Step 2: From the *Save Dialog*, choose the name of the file where to save the scenario and press the *Save* button.

6 Using *White Dwarf Map Editor* Advanced Features

This section will present a description of the most advanced features provided by *White Dwarf Map Editor*. It will mostly provide an explanation of the different object forms present in the application.

6.1 Opening an Existing Scenario

Opening an existing scenario should be straightforward by following the steps described below.

Step 1: From the *File* menu, select *Open* to bring up the *Open Scenario Dialog*.

Step 2: From the *Open Scenario Dialog*, select the scenario file to be opened and click on the *Ok* button.

Step 3: The information present in the selected scenario is loaded in the application.

6.2 Creating/Editing an Episode

Creating and editing an episode using the *Episode Form* should be straightforward by following the steps described below.

Step 1: From the *Scenario* menu, select *New Episode* to bring up a *Episode Form*.

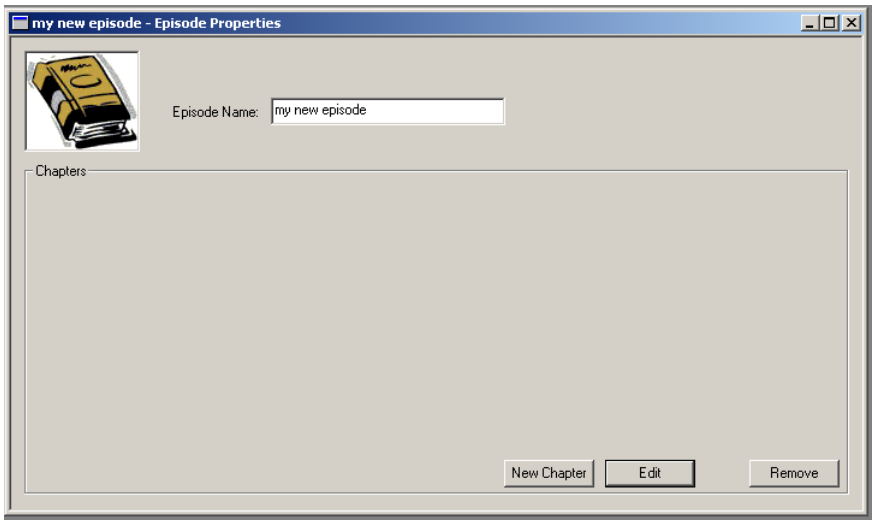

Figure 9: *Episode Form*

Step 2: In the *Episode Form* enter the name of the newly created episode. The name given among the different episodes must be unique.

Step 3: In the *Scenario Form* you can add chapters to your episode as desired.

6.3 Creating/Editing a Formation

Creating and editing a formation using the *Formation Form* should be straightforward by following the steps described below.

Step 1: From the *Scenario* menu, select *New Formation* to bring up a *Formation Form*.

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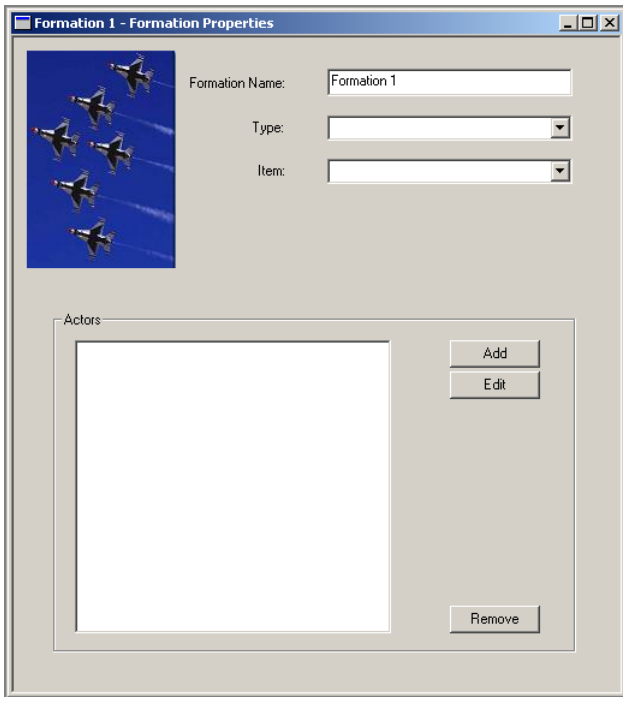

Figure 10: *Formation Form*

Step 2: In the *Formation Form* enter the name of the newly created formation. The name given to the different formations must be unique.

Step 3: In the *Formation Form* you can set the optional information as desired.

Step 4: In the *Formation Form* you can add actors to your formation as desired.

6.4 Importing a Sound

Importing a sound using the *Image Form* should be straightforward by following the steps described below.

Step 1: From the *Scenario* menu, select *Import Sound* to bring up a *Sound Form*.

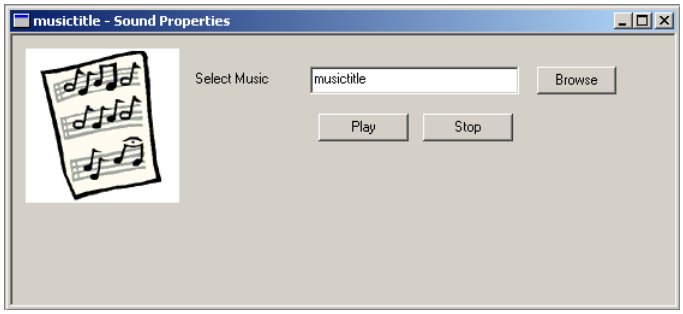

Figure 11: *Sound Form*

Step 2: In the *Sound Form* click on the *Browse* button to bring up a *File Dialog*.

Step 3: In the *File Dialog* select the sound to import and click on the *Ok* button.

6.5 Importing an Image

Importing a image using the *Image Form* should be straightforward by following the steps described below.

Step 1: From the *Scenario* menu, select *Import Image* to bring up a *Image Form*.

Figure 12: *Image Form*

Step 2: In the *Image Form* enter the name of the newly imported image.

Step 3: In the *Image Form* click on the *Browse* button to bring up the *File Dialog*.

Step 4: In the *File Dialog* select the image to import and click on the *Ok* button.

6.6 Using the *Scenario Tree*

All the tasks described in Section 5.4 and Section 6 can also be accomplished using the *Scenario Tree* by following the following steps:

Step 1: From the *Scenario Tree* right click on the item associated with the action you want to perform. For example, if you want to add a chapter then you must select an episode.

Step 2: From the context menu select the desired function.

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