

Diplomacy is Not an Option **Map Editor** Tutorial

Pupultas! We've made this guide to simplify your journey in creating custom maps for Diplomacy is Not an Option. Have fun!

Yours, Door 407

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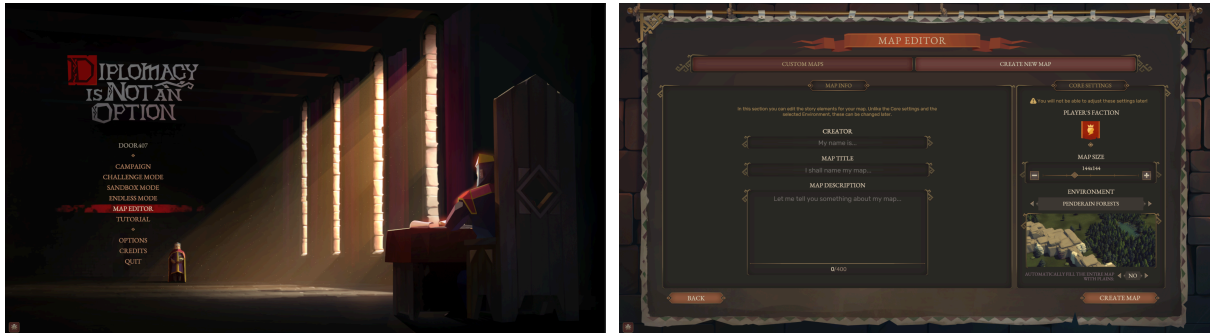
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Part 1. Getting started

1.1 Creating New Map

To create a new map go to:

Main menu → Map Editor → Create New Map



1.1.1 Core settings

Here you will be able to set initial parameters for your map:

1) **Faction.**

Currently only the Lord's army is available.

Keep tracking the news - Undeads are coming soon!

2) **Map size.**

Measured in game [cells](#) (which can be seen in game while putting buildings on map).

The created map will always be a square.

3) **Environment.**

It defines the visuals of the scenery, weather and friendly animals.

! Note that you **cannot** change these settings later on!

1.1.2 Map info

All of the basic narrative can be set or changed later on, so you can skip it at this point.

Feel free to write down your nickname, your map's title and something about it. All this info will be displayed for other players in the **Custom Maps** section!

1.1.3 How to create an empty map

If you toggle on the "**Automatically fill the entire map with Plains**" option on - all of the map will be fully painted with [Plains Landscape](#) (there won't be any mountains or water at the beginning of your editing process).

1.1.4 Launching Map Editor

To generate a map with your Core Settings simply press the **Create Map** button - the Map Editor will be launched!

1.2 Getting familiar with Map Editor

1.2.1 Map Editor UI

After launching the Map Editor your initial state will look similar to this:



Hereinafter we'll be addressing different parts of this screen as follow:



1) Top Panel.

Here you can:

- a) View and set some of the [starting resources](#);
- b) View important messages in the [Error Log](#).

2) Left Panel.

Here you can:

- a) Open various windows for editing functionality that can be viewed on the Map:
 - i) [Random generation](#);
 - ii) [Enemy camps generation](#);
 - iii) [Buildings placement](#);
 - iv) [Enemy troops placement](#);
 - v) [Player's troops placement](#);
 - vi) Mission Objectives;
 - vii) [Starting camera position](#);
 - viii) Event-triggered messages.
- b) Toggle different view modes:
 - i) [Grid](#);
 - ii) [Buffer area](#);
 - iii) [Landscapes and Zones](#);
 - iv) [Enemy camps generation areas](#);
 - v) [Fog of war](#).

3) Bottom Panel.

Here you can:

- a) Select [Brushes](#) for drawing terrain ([Landscapes and Zones](#));
- b) Select [Erasers](#) to clear [placed objects](#) from the Map;
- c) View and edit [starting resources stored in the buildings](#) placed on the Map;
- d) View properties of the [selected](#) object and [modify properties of the selected building](#);
- e) [Re-generate the Map](#);
- f) Open the [Main Settings](#) window (where you can edit functionality that can't be viewed on the Map);
- g) Save and launch the mission.

1.2.2 Camera and Compass

To navigate in the Map Editor you can use the following tools:

1) Camera movement and rotation.

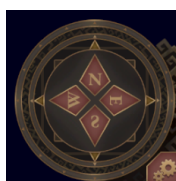
Use the **[W]**, **[A]**, **[S]**, **[D]** keys, the **Mouse Wheel** and other hotkeys just like in the game. All of them can be changed (note that these changes apply to the game):

[Esc] → Options → Controls → General → Camera

2) Top-down view.

Click **LMB** on the Compass ([Bottom Panel](#)) and the camera will align on North, looking top-down.

This might be useful for drawing the terrain and evaluating distance between objects.



1.2.3 Error log

On the right of the [Top Panel](#) you can find the **Error log** window.

If you are unable to do something while editing the map (e.g. put your army on water) special messages will appear there. Keep an eye on it!



1.2.4 Main Settings window

The **Main Settings** window has all the functionality that can't be previewed in either way on the Map (and thus is not located in the [main UI](#)).

That includes:

- 1) Attacking waves settings;
- 2) Messages showing on time;
- 3) [Gameplay modifications](#);
- 4) Army and buildings [properties modifications](#);
- 5) Information about the Map and Publication settings.

To open this window press the **Main Settings** button on the [Bottom panel](#):



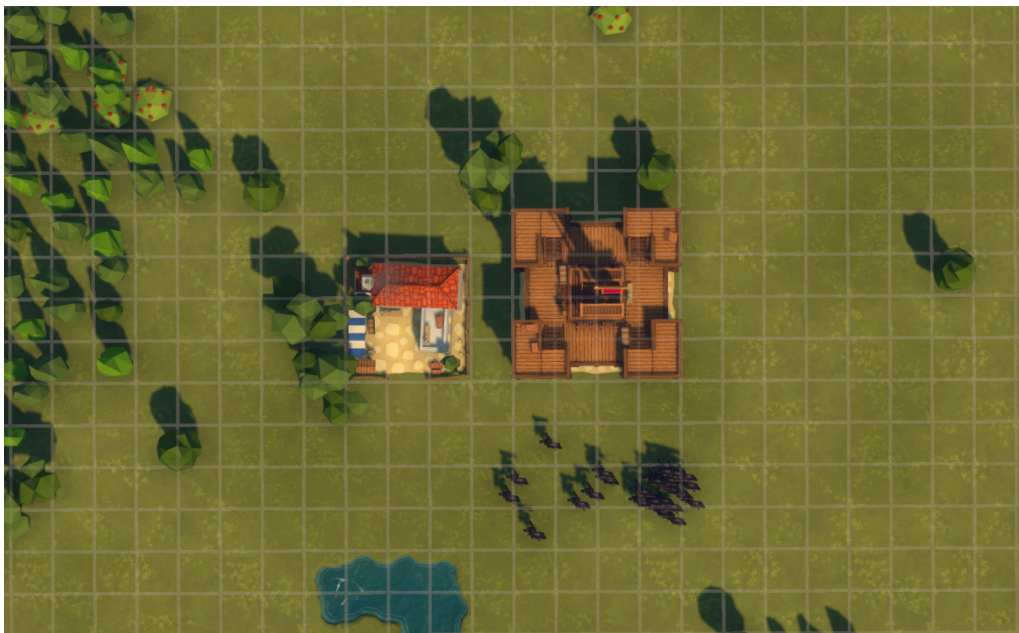
2. Shaping Terrain

2.1 Drawing Environment

2.1.1 Grid

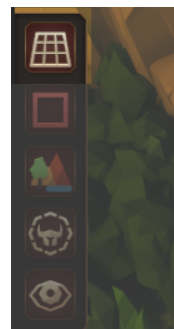
Map's size and in-game distance are measured in **cells**. One cell is the minimum size of an area that can be filled by building.

Grid is formed by these cells:



In-game objects are either snapped to the Grid (e.g. *buildings, mountains, water*) or not (e.g. *army*).

You can toggle the Grid on/off by pressing the **Show Grid** button on the [Left Panel](#):



2.1.2 Landscapes and Zones

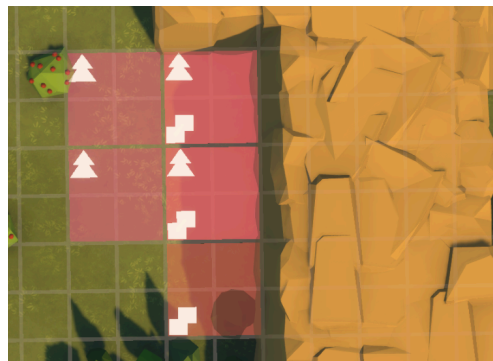
Landscapes are cells filled with different environment types:

- 1) Plains (ground);
- 2) Water;
- 3) Mountains;
- 4) High Mountains;
- 5) Forest (appear over Plains);
- 6) Thick Forest (appear over Plains);
- 7) Berry Bushes (appear over Plains).

Zones are cells in which different objects (Landscape, [Resource sources](#) on Landscape and [Enemy camps](#)) cannot appear.

E.g. in the picture below:

- 1) No Stone deposits will appear in the 6x2 rectangle near the Mountains;
- 2) No Trees will appear in the 4x4 square in the Mountains' corner.



2.1.3 Drawing and Erasing

The Main part of the [Bottom Panel](#) consists of buttons for drawing and erasing Landscape and Zones.

All Landscapes and Zones are aligned with the [Grid](#). Thus you are going to paint cells.



1) **Brush Type.**

All Zones and Landscape have a minimum size of 2x2 cells (except for Berry Bushes for which it is 1x1). The form of the brush scales to this minimum size.

2) **Zones/Landscape.**

- a) To draw Zone/Landscape select it with **LMB** and **Hold LBM** over the areas you want to cover with this Zone/Landscape;
- b) To erase a specific Zone/Landscape instead **Hold [Shift]+LMB**;

c) To erase all Zones use the **Zone Eraser** button:



d) To erase all Landscapes use the **Landscape Eraser** button:



2.1.4 Zone types and Zones for object placement

Most Zones just block the appearance of different resources:

- 1) 7 Zones for each resource type (*without Stone, without Fish, etc.*);
- 2) Zone without any resources spawned on Mountains (both normal and High);
- 3) Zone without any resources spawned on Water.

! Two Zones stand apart as [you can place Map Editor objects](#) only on them
(that includes buildings, army and single enemies):

- 1) Zone without [Enemy camps](#), Mountains (all) and Water;
- 2) Zone without Mountains (all) and Water.



2.1.5 Zones/Landscapes view mode

By default you would see all cells painted with:

- 1) All Landscapes while drawing any Landscape;
- 2) Certain Zone while drawing that Zone.

You can toggle the all Zones and Landscapes view on/off by pressing a **Show Zones and Landscapes** button on the [Left Panel](#):



2.2 Random map generation

2.2.1 Map Generation conditions window

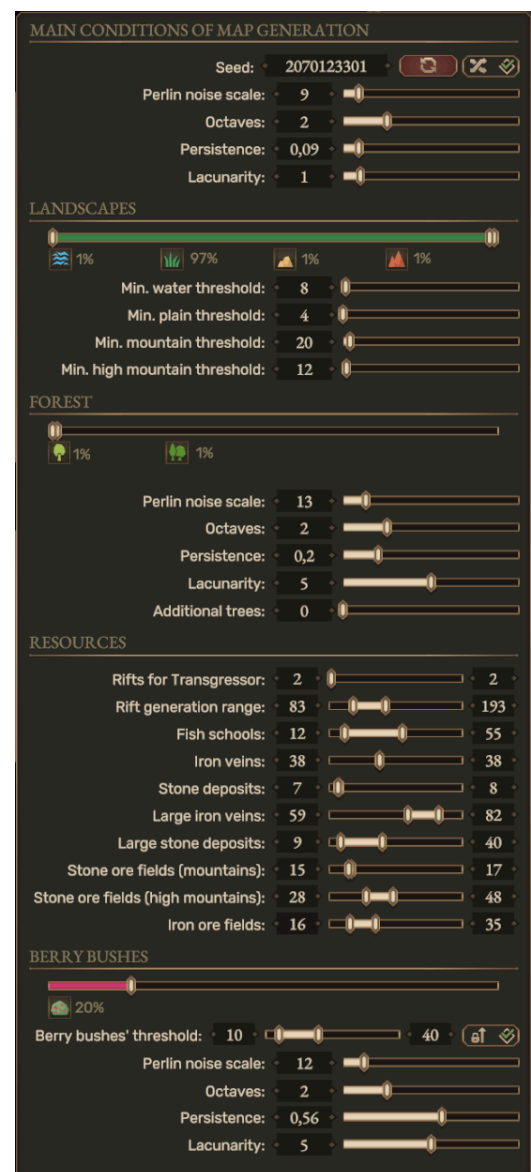
When the player loads the map for the first time, each grid cell:

- 1) is always filled with a [Landscape](#);
- 2) sometimes get [Resource sources](#) that can appear on this Landscape.

Landscapes and Resource sources that appear on them depend on:

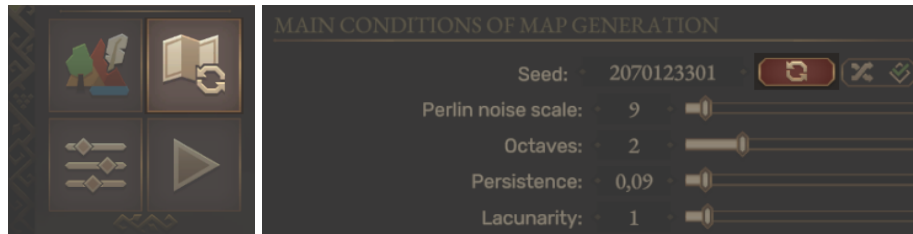
- 1) [Zones and Landscape brushes](#) you have painted the cells with;
- 2) Different [generation conditions](#).

You can change generation conditions in a special window, which opens by pressing the **Map Generation conditions** button on the [Left Panel](#):



2.2.2 Re-generation button

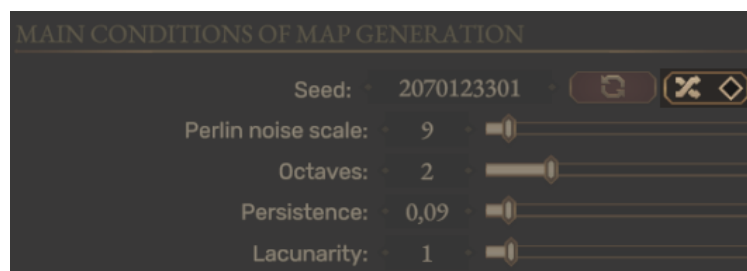
You can press the **Re-generate Map** button to see how different your map might look for the players. The button is located both on the [Bottom Panel](#) and in the [Map Generation conditions](#) window:



! We recommend using it each time you change generation conditions to see the impact of your changes.

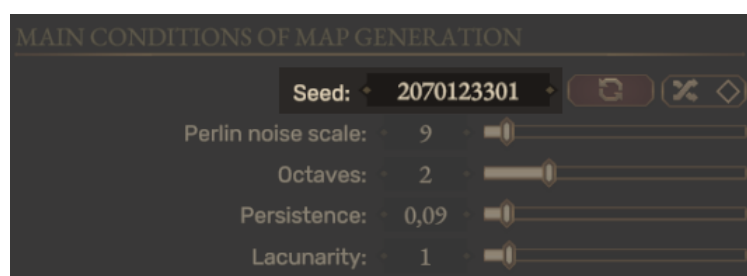
2.2.3 Disabling random generation

If you want your map to always look exactly as it is in the Map Editor - simply **disable** the Random Generation by unchecking the corresponding option:



2.2.4 Seed

Seed creates a starting point for the random generation algorithm.



With [random generation disabled](#) and all other parameters being unchanged, pressing the [Re-generate Map](#) button after changing the seed will lead to a new map look.

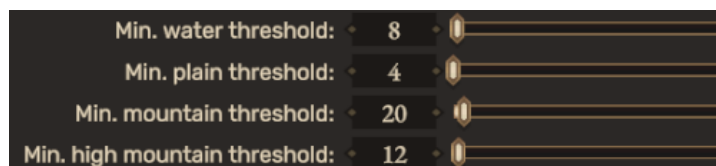
2.2.5 Landscape generation

The type of Landscape that fills the cell is defined:

- 1) By the [brushes](#) you've used to paint it with:
 - a) **Zone brushes**
[Some of them](#) define which type of Landscape will never appear in this cell;
 - b) **Landscape brush**
! This Landscape will generate only if:
 - i) it is not prohibited by any Zone in this cell;
 - ii) the size of the drawn zone is less than or equal to the minimum threshold size.
- 2) By the **minimum threshold size** of the Landscapes.

- a) **Water, Plain and Mountains Threshold**

The size of a Landscape (in cells) cannot be less than or equal to this parameter. Otherwise it will not generate (even if it is drawn!)



E.g. this drawn Water Landscape of 8 cells (2x4) will always be there while the Min. water threshold is 4. But as soon as you increase this parameter to 8+ it would generate only if other water cells happened to appear nearby.



- b) **Forest Threshold**

There is no setting for minimum threshold for Forest and Thick Forest.

It always equals 4 (meaning there cannot be only 1, 2 or 3 neighbouring cells filled with any Forest).

c) **Berry bushes Threshold**

Apart from the minimum threshold there is the maximum one.

The size of a Berry bushes cluster cannot be larger than this parameter.

If you want more Berry Bush clusters to be closer to the maximum threshold size, turn on the **Transfer to max. threshold** option.



E.g.:

- i) *Threshold is set from 10 to 40 without transferring to max. threshold.*



Then clusters of Berry bushes sizes will be somewhere between these numbers:



- ii) *Same settings, but transferring to max. threshold is on:*



Now clusters of Berry bushes sizes tend to be close to the maximum threshold:

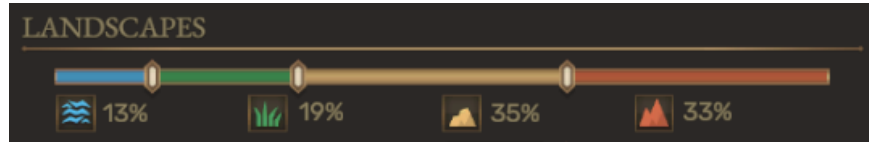


3) By the **percent distribution** of different Landscape types.

! Note that it doesn't affect the Landscapes drawn with brushes!

a) For **Water, Plains, Mountains** and **High Mountains**

the **map** will be filled with different Landscapes proportionally:



b) For **Forest, Thick Forest** and **Berry Bushes**

the selected percentage of **Plains** will be filled with it.



Note that Berry Bushes generation is completely independent from Forest one, thus they can sometimes appear in the same cell.

2.2.6 Resource sources generation

The type of a Resource source that appears on the Landscape is defined:

- 1) By the [Landscape](#) that fills the cell:
 - a) **Plains:** Rifts for Alchemical Transgressor
(building that allows production of Soul Crystals needed for casting Spells);
 - b) **Water:** Fish schools, Iron ore fields;
 - c) **Mountains:** Stone deposits, Iron veins, Stone ore fields
 - d) **High Mountains:** Large Stone deposits, Large Iron veins, Stone ore fields

! For Resource sources generation there is no difference between

[drawn Landscapes](#) and [randomly generated](#) ones.

- 2) By the **Area restrictions:**

- a) Most of the [Zones prohibit](#) some of the resources to appear on the painted cells.
- b) For **Rifts for Alchemical Transgressor** you can set the generation range in which they will appear. The center for the area works the same way as [the center for the Enemy camps generation area](#) and can be changed in the related window.



- 3) By the **Quantity restrictions:**

For all of the resource sources there is an interval for its quantity.

The generated amount of sources of each type will be between its min and max.



! If there are not enough Landscape cells for a Resource source to appear on, it will be generated only on the available cells.

2.2.7 Shapes of Landscapes on map

The random generation algorithm uses **Perlin Noise**.

Depending on its parameters the Landscape clusters on map can be more or less chaotic and of different sizes.

E.g. Playing with these parameters you can achieve a few large mountain masses or lots of small lakes.

The parameters of Perlin Noise are:

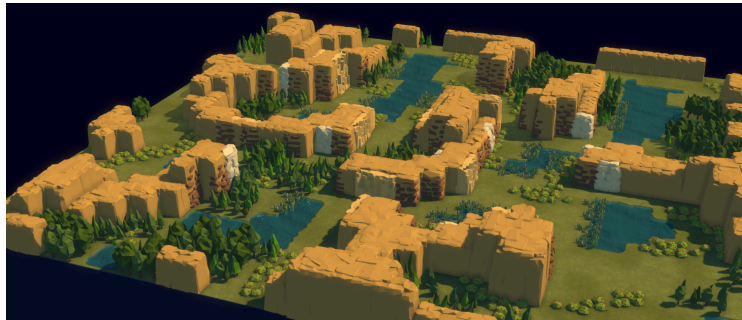
1) **Noise Scale - defines size.**

Main parameter that defines the average size of the Landscape clusters on the map.

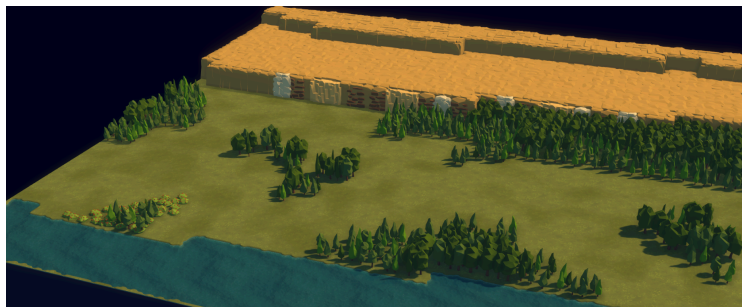
The higher its value, the larger the generated Landscape clusters.

E.g: 3 Octaves, no Persistence and Lacunarity

a) *Low Scale (smaller Landscapes):*



b) *High Scale (larger landscapes):*



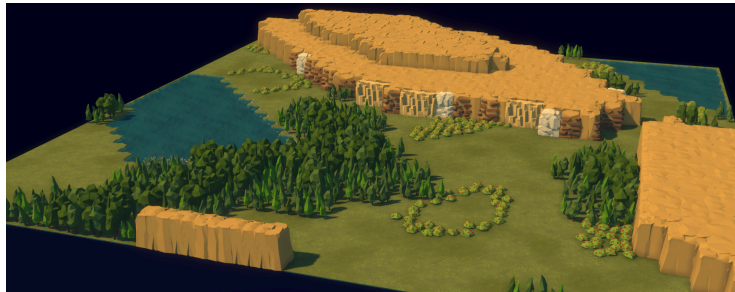
2) **Octaves - defines randomness.**

This parameter defines the number of levels of detail of the noise.

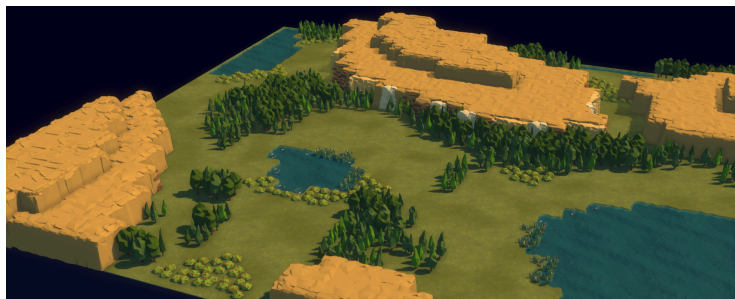
The higher its value, the more chaotic the spread of Landscape clusters on the map.

E.g: Average Scale, average Persistence, no Lacunarity

a) *Few Octaves (less chaotic):*



b) *Many Octaves (more chaotic):*



3) **Persistence - defines borders between Landscapes.**

This parameter defines the influence of Octaves on the final appearance of the map.

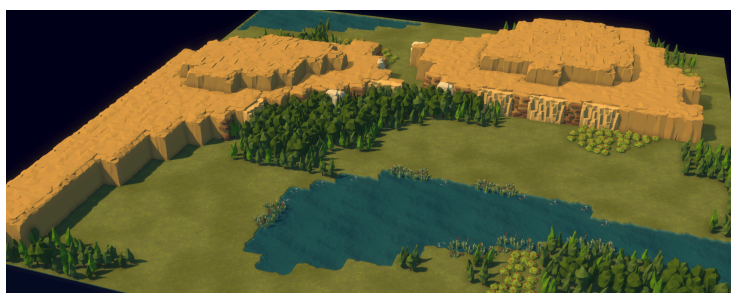
The higher its value, the sharper the transition between different Landscapes.

E.g.: Average Scale, 3 Octaves, no Lacunarity

a) *Low Persistence (more distinctive borders between Landscapes):*



b) *High Persistence (less distinctive borders between Landscapes):*



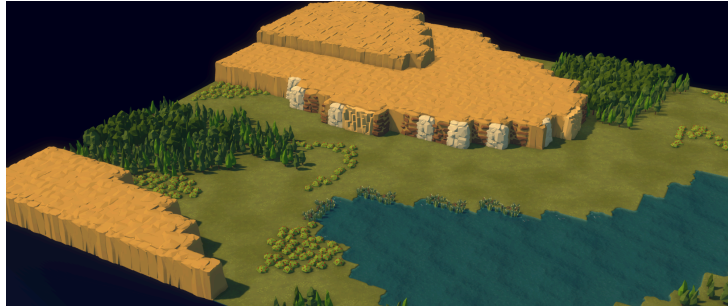
4) **Lacunarity - defines fragmentation.**

This parameter defines the influence of Octaves on the changes in detailed look of Landscape clusters.

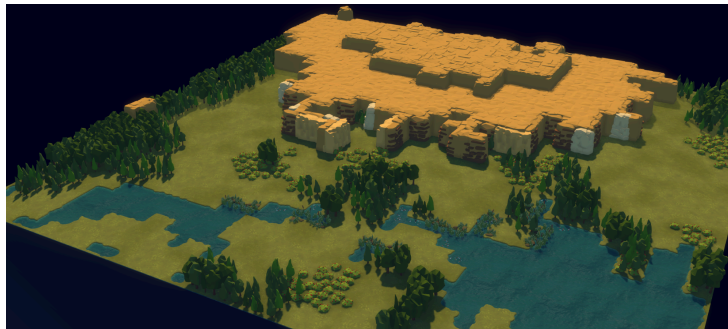
The higher its value, the curvier and more fragmented Landscapes.

E.g: Average Scale, 3 Octaves, average Persistence

a) *Low Lacunarity (less curvy Landscapes, less fragmentation):*



b) *High Lacunarity (curvier Landscapes, more fragmentation):*

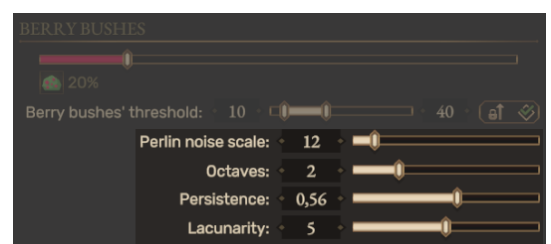


These parameters are tuned separately for:

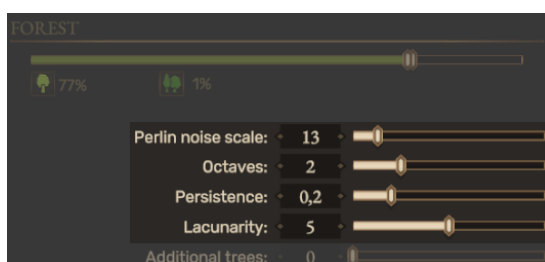
1) **Water, Plains and Mountains**



3) **Berry bushes**



2) **Forest**



Part 3. Placing Objects on the Map

3.1 Object types

3.1.1 Object types

There are two object types that can be placed and seen on map during editing:

- 1) [Buildings](#);
- 2) [Army troops](#) (both Enemies and ones belonging to Player).

3.1.2 Unique objects

Some Buildings and Army troops are **Unique** - only one with the same name can be placed on the map at once. This applies to all building tiers.

They are marked with a special icon in the upper-left corner (e.g. when you select them):



! Note that only Unique objects can be used as some of the Mission Objectives.

3.2 Object selection

- 1) Click **LMB** on an object to select it and deselect other objects;
- 2) Click **[Shift] + LMB** on an object to add/remove it to the multiple selection;
- 3) **Hold LMB** and move cursor to select multiple objects under the appearing frame;
- 4) **Hold [Shift] + LMB** and move the cursor to add multiple objects under the appearing frame to the multiple selection;
- 5) **Hold [Ctrl] + [Shift] + LMB** and move the cursor to remove multiple objects under the appearing frame from the multiple selection.

3.3 Buildings

3.3.1 List of Buildings for placement

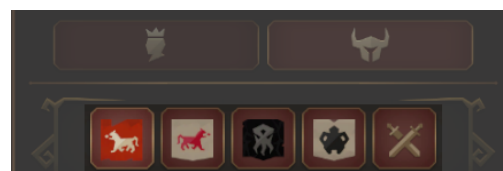
To open the window with buildings you can put on the map press the **Building** button on the [Left Panel](#):



Use top tabs to switch between Player's buildings and Enemies' ones:



Enemies' buildings are furthermore divided by faction tabs:



While Player's buildings are divided by buildings' types:



- 1) **Urban Infrastructure** - includes Townhall and all buildings related to maintaining population;
- 2) **Army** - includes Obelisks and all buildings used for hiring troops;
- 3) **Defense** - includes all walls, towers, gates and traps;
- 4) **Economics** - includes all buildings related to getting, storing and exchanging resources.

! There are no buildings here that you can place over a Resource source (e.g. *Stone Mine* over a *Stone deposit*). Players can't have it at the start of the mission due to inner restrictions.

- 5) **Landmarks and Objects** - includes decorative objects that are visually appealing to the Player (e.g. *Broken ships*, *Bones*, *Ruins*).

Some of them are selectable, others - not.

! Note that unselectable Landmarks and Objects can be removed only with [Erasers!](#)

3.3.2 Placing Buildings

- 1) Press on any Building icon to select the building for placement:



If the icon of the [Unique building](#) is shaded - it is already placed on the map (and you can't place more of it).

- 2) Use **[Q]** and **[E]** to rotate the building before placing it;
- 3) Click **LMB** on the map to place the building in the corresponding spot;
- 4) **Hold LMB** and move cursor to place multiple copies of the building;
- 5) Click **RMB** or **[Esc]** to stop placing the selected building.

3.3.3 Copying Buildings

You can copy the selected building by clicking **[Ctrl]+[C]**.

Then this building will appear near the cursor.

The copied building will inherit all the properties of the main one (properties changed in the [Building properties](#) window, [Initial resources](#) and [deployed troops](#)).

3.3.4 Buffer area

While playing the created map Players won't be able to build anything in a special Buffer area. Its main purpose is to prevent Attacking waves being stuck on the Map borders.



! However, in Map Editor you can [place Buildings](#) in this area.

To enable view of this area press the **Show map buffer area** button on the [Left Panel](#):



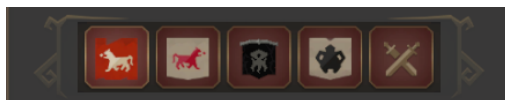
3.4 Army troops

3.4.1 List of Enemy troops

To open the window with Enemy troops press the **Enemies** button on the [Left Panel](#):



Use tabs to switch between Enemies' factions:

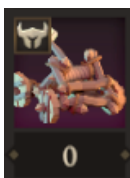


3.4.2 Enemies' army limits

Enemies to spawn limit:	0/25000
🐎 -//- CPU-ravenous enemies limit:	0/1000
★ -//- Unique enemies limit:	0

- 1) Your map can't have more than **25000** enemies at once;
- 2) Some Enemy troops are **CPU-ravenous** - they need much more system resources than the regular enemies due to different issues (e.g. *having ranged area attack*).

These enemies are marked with a special icon in the upper-left corner:



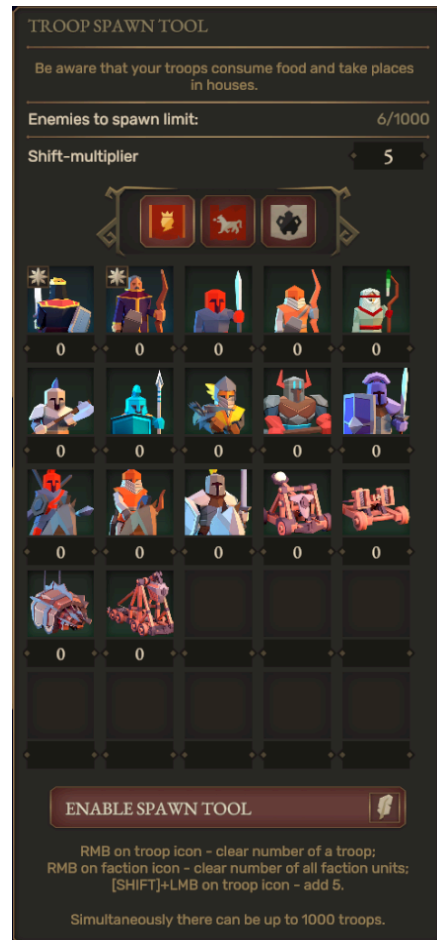
Your map can't have more than **1000** CPU-ravenous enemies at once.

- 3) Some Enemy troops are [Unique](#).

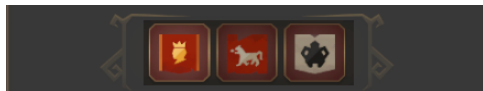
Your map can't have more than **1** Unique enemy at once.

3.4.3 List of Player's troops

To open the window with Player's troops press the **Army** button on the [Left Panel](#):



Use tabs to switch between Players' factions:



3.4.4 Player's army limits

Troops to spawn limit: 7/1000

- 1) Your map can't have more than **1000** Player's troops at once;
- 2) Some Player's troops are [Unique](#).

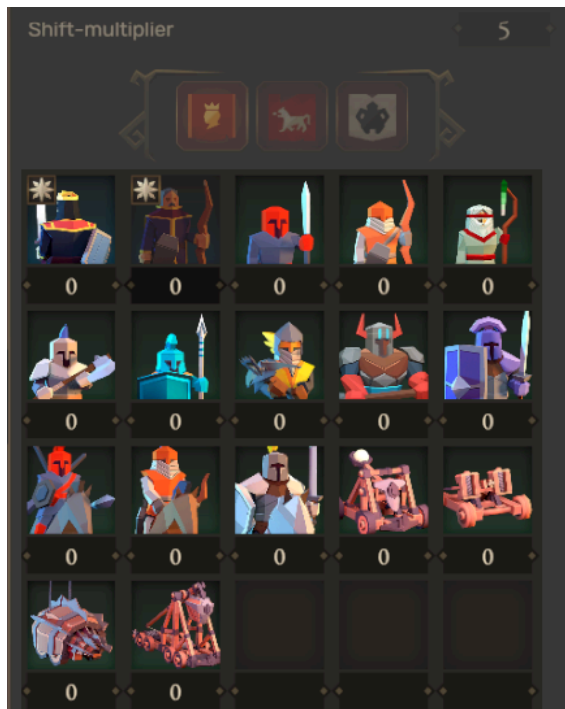
Your map can't have more than **1 copy of each** Unique Player's troop at once.

3.4.5 Placing army

Placing the army is the same both for the [Player's army](#) and the [Enemies' one](#).

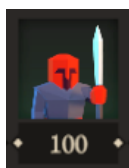
First, create the squad that you will be placing on the map in a single click:

- 1) Press on any icon to select the army troop for placement.



If the icon of the army troop is shaded - you can't place more of it due to [Player's](#) or [Enemies army limits](#).

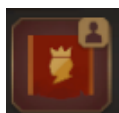
- 2) Enter the quantity for the selected army troop in the field under the icon:



This is how many of these troops will be placed on the map in a single click.

- 3) Repeat steps 1-2 to form the squad that will be placed on the map in a single click.

Note that if you select troops in a tab - this tab will be marked with a special icon:



- 4) To quickly remove the troops of a certain type from the squad click **RMB** on their icon.
To quickly remove all troops of a certain faction from the squad click **RMB** on the corresponding faction icon.

Then press the **Enable Spawn Tool** button to enter the Spawn mode and place your squad on the map as many times as you wish (as long as troops numbers won't exceed [army limits](#)):



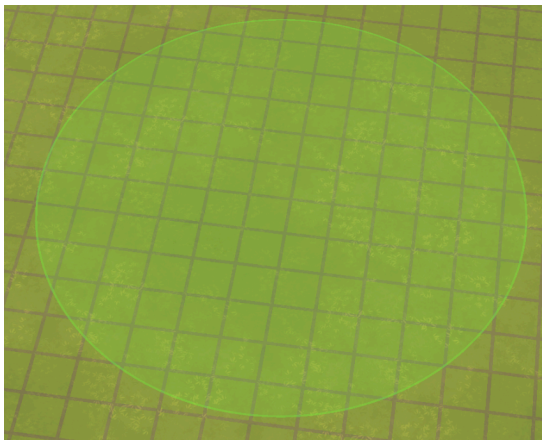
- 1) Click **LMB** on the map to place the squad in the corresponding area under your cursor. The selected squad will always be placed within a circle with a radius of ~2 cells:



- 2) **Hold [Shift]** + Click **LMB** to place the larger amount of troops in your squad. Each number of a troop type will be multiplied by a **Shift-multiplier** (its value can be changed):



The selected squad will always be placed within a circle with a radius of ~6 cells:



- 3) **Hold LMB** and move the cursor to place multiple copies of the squad;
- 4) **Hold [Shift]** + **Hold LMB** and move the cursor to place multiple copies of the multiplied squad.
- 5) Click **RMB** or **[Esc]** to stop placing selected troops.

3.4.6 Deploying Army on Buildings

You can put Ranged troops on some of the buildings (most of the Defense ones, Town Hall and some Enemy ones).

! **Player's troops** can be put only on **Player's buildings**

! while **Enemy troops** - only on **Enemy buildings**.

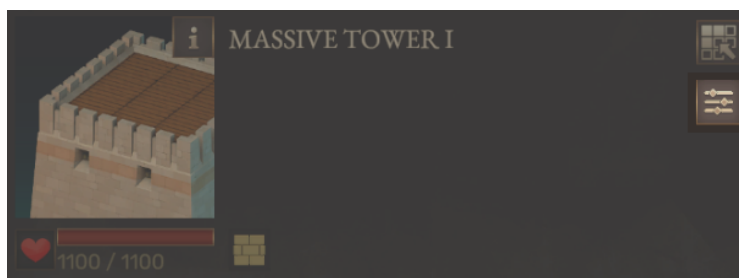
Possible types and amounts of deployed troops depend on the building:

- 1) **Common troops** can be deployed on any building with such a function;
- 2) **Large troops** can be deployed only on Towers;
- 3) **XXL troops** can be deployed only on the largest Towers.

E.g. you can't put a Catapult (Large troop) on a Wall but can put 4 of them on the Massive Tower.

To deploy or change ranged troops on the selected building:

- 1) Press the **Ranged troop deployment** button to open the corresponding window:

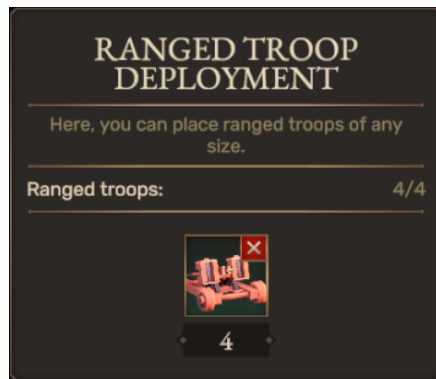


- 2) The view of the opened window will be different depending on if there are already deployed troops or not:
 - a) If none troops are deployed:



To select a troop for deployment press the **giant +** button.

b) If there is a selected troop type:



- i) **To change a troop** for deployment press **the current troop's icon**;
- ii) **To remove a deployed troop** press the **X** button over the troop's icon;
- iii) **To change the amount of deployed troops** select the only field with a number and write the one you want.

3) If you decided to select/change a troop type for deployment, in the opened **Select ranged troop type** window press **the icon of a troop's type** you want to deploy on the building. After that this window will be closed.



! Only one troop's type can be deployed on a building at once.

! If you [copy](#) the building with deployed units, it will have these units as well.

3.5 Removing objects from map

3.5.1 Delete button

To remove placed objects from the map you can [select](#) them and press **Delete** button:



3.5.2 Erasers

Another way to remove placed objects is to use an **Eraser** from the [Bottom Panel](#):



There are 4 types of Erasers that clear corresponding objects from the map:

1) For [Buildings](#):



3) For [Enemy troops](#):



2) For [Player's troops](#):



4) For all Buildings and troops:



Press the button of an eraser - a clearing area will appear under the cursor.

You can use the slider to change the size of this area:



- 1) Click **LMB** to remove objects in the clearing area;
- 2) Hold **LMB** and move cursor to remove objects on the area's way;
- 3) Click **RMB** or **[Esc]** to cancel erasing mode.

3.6 Fog of war clearing range

To check how your placed objects will reveal what's behind the fog of war press the **Fog of war On/Off** button:

You can change the Fog of war clearing range for any object that has it:

- 1) In the [Building properties](#) window for the selected building;
- 2) In the [Main Settings](#) → [Object Modification](#) for all the objects of such type.



Part 4. Disposing Enemy Camps and Pickable Resources

4.1 Random generation for indirectly placed objects

[Part 3](#) covered objects that you place directly on the map.

That excludes any random in placement.

There are also objects that are **placed indirectly** - they are generated randomly (though in a fixed amount) in a regulated area:

- 1) **Enemy camps** - structures of both Enemy troops and buildings, pre-made by our game designers.

E.g.: small Rebels' camp of 1 building and 4 weak troops.



- 2) **Pickable resources** - objects that consist of some amount of a selected resource that are picked up by Player's troops.

E.g.: Cart with Wood.

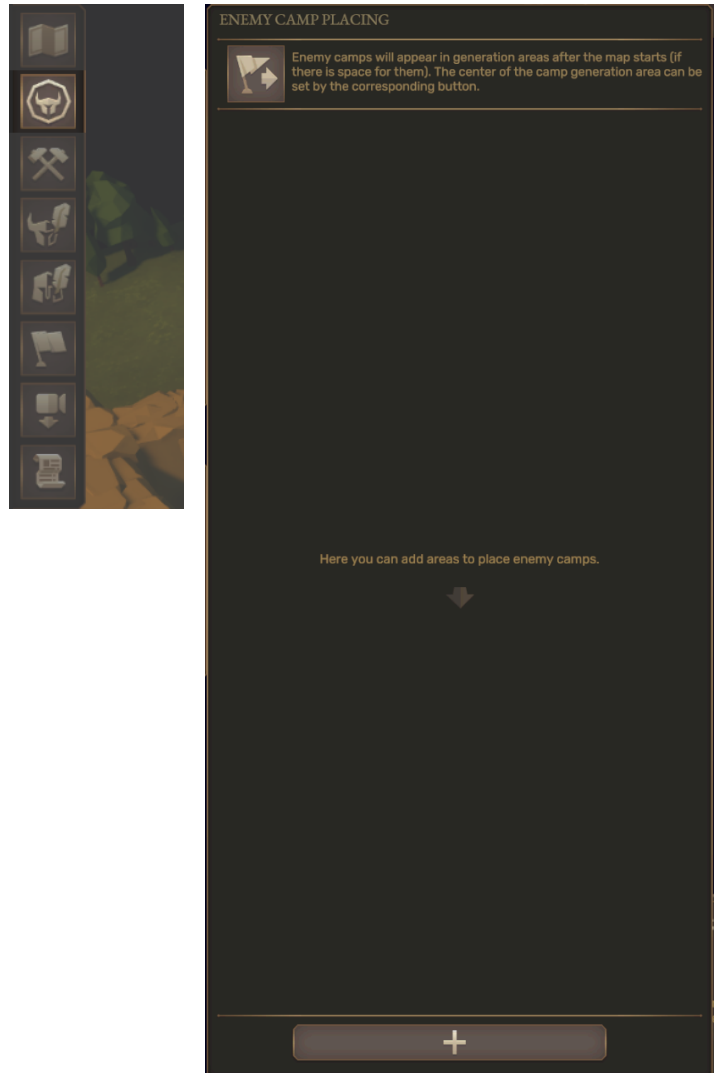


! These objects are not shown during editing and can only be seen after launching the mission!

4.2 Setting the generation

4.2.1 Enemy camp placing window

To open the window with where you can set the generation of both Enemy camps and Pickable Resources press the **Enemy camp placing** button on the [Left Panel](#):



4.2.2 Generation center

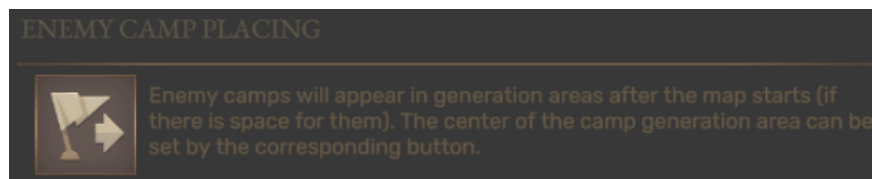
All Enemy camps and Pickable resources are generated in concentric circle areas:



The Generation center is marked as a flag:



To change the Generation center press the only button with a flag in the [Enemy camp placing](#) window (press it again if you've changed your mind):



Then click **LMB** at any place on the ground to move the Generation center to that point.

! The Generation center is the same for both Enemy camps/Pickable resources and [Rifts for the Alchemical Transgressor](#)!

4.2.3 Adding new generation area

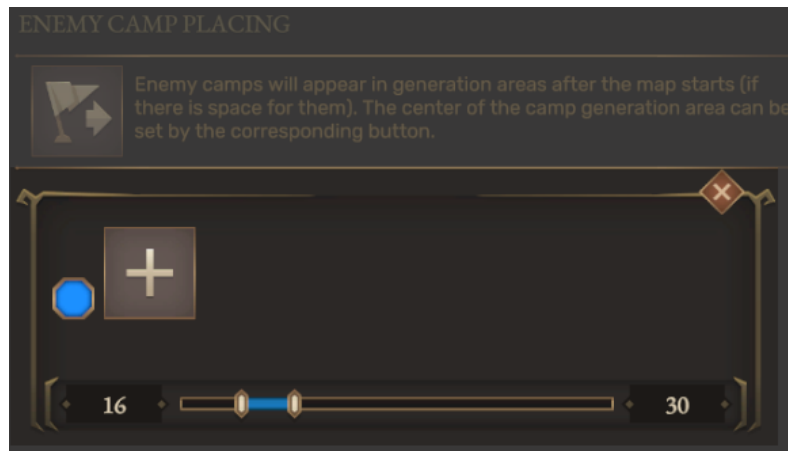
To add a new generation area press the **giant +** button:



By default the new area will be 14 cells thick and its inner radius will touch the outer radius of the previous area in the list:



The newly added area settings block will appear in the [Enemy camp placing](#) window. You can find it among others by the distinctive color (same for area, the giant circle in the window and the bar that regulates the area's size):



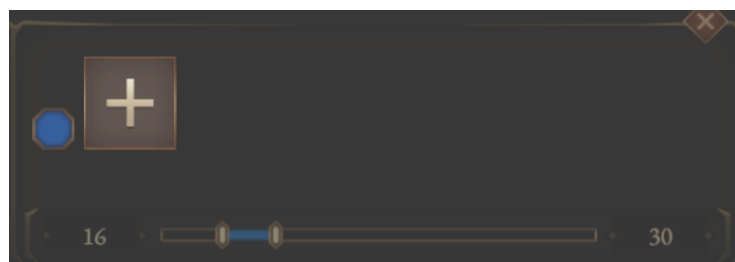
- 1) To remove the area press the **X** button;
- 2) To change the size of the area (both inner and outer radii, measured in cells) use the **slider** or enter the numbers manually:



The area on screen will immediately adjust to the new sizes.

4.2.4 Adding Enemy camps and Pickable resources to the area

To add Enemy camps or Pickable resources to the area press the **giant +** button in the area block of the [Enemy camp placing](#) window:



The **Select enemy camps** window will open:



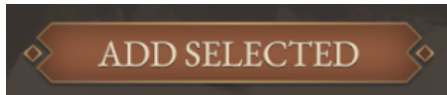
Use tabs to switch between **Enemy factions**:



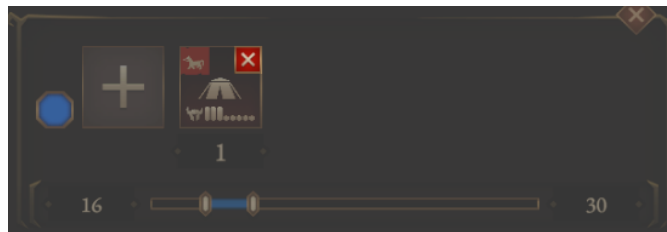
The most right tab has **Pickable resources**:



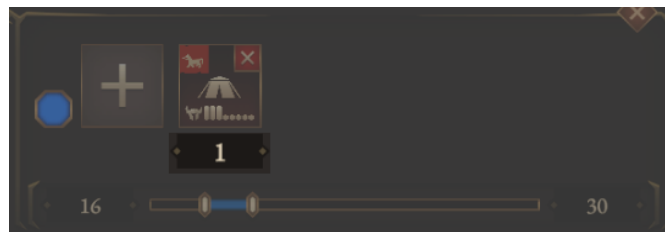
- 1) Select Enemy camps and Pickable resources by clicking **LMB** on their icons.
! One area can't have more than 6 different types of Enemy camps/Pickable resources!
- 2) Click **LMB** once more to deselect the icon;
- 3) If Enemy camp/Pickable resource is already added to the area - its icon is shaded and can't be clicked on.
- 4) Press **Add selected** button to add all of the selected Enemy camps/Pickable Resources to the area:



To remove the added Enemy camp/Pickable resource from the area click **LMB** on the **X** button of this object in the [Enemy camp placing](#) window:



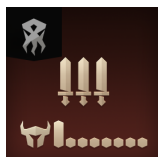
To change the amount of Enemy camps/Pickable resources of a certain type use the field under its icon:



4.2.5 Enemy camps' composition

Depending on the Enemy camp's composition its icon will differ:

- 1) **Top left corner icon** shows **Faction**;
- 2) **Middle icon** shows how many **Buildings** are in the camp
 (note that they usually drop Soul crystals after destruction):
 - a) If **Swords** - no buildings at all:



b) If any building - the larger the building is, the more buildings are in the camp:



3) **The lower scale** shows how powerful the **Army** in the camp is.

The higher the filled part of the scale, the more enemies there are and/or the more powerful they are:



! The additional info on the Enemy camp's composition can be found in the **Info** field if you click **LMB** on the Camp's icon in the [Select enemy camps](#) window:



4.2.6 Prohibiting generation

Enemy camps and Pickable resources won't generate:

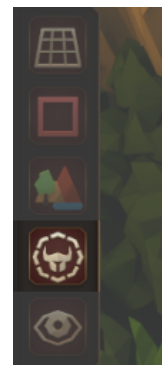
- 1) In cells painted with [Zone without Enemy camps, Mountains \(all\) and Water](#);
- 2) Over Mountains and Water [Landscapes](#);
- 3) Sometimes - if the [area thickness](#) is too low.

! It is highly recommended to check the generation of your Enemy camps and Pickable resources by launching the map several times.

4.2.7 Visibility of generation areas

Enemy camps and Pickable resources generation areas are always shown while the [Enemy camp Placing window](#) is opened.

To enable their view with this window being closed press the **Show enemy camps generation areas** button:



Part 5. Modifying gameplay

5.1 Modifying available functionality

You can change certain functionality that will be available in your mission:

- 1) The Buildings that will be in the [Construction Menu](#) (that the Players will be able to build);
- 2) The Troops that will be in the [Hirement Menu](#) (that the Players will be able to hire);
- 3) The availability of some of the [gameplay mechanics](#).

5.1.1 Gameplay Settings window

To change the available functionality go to:

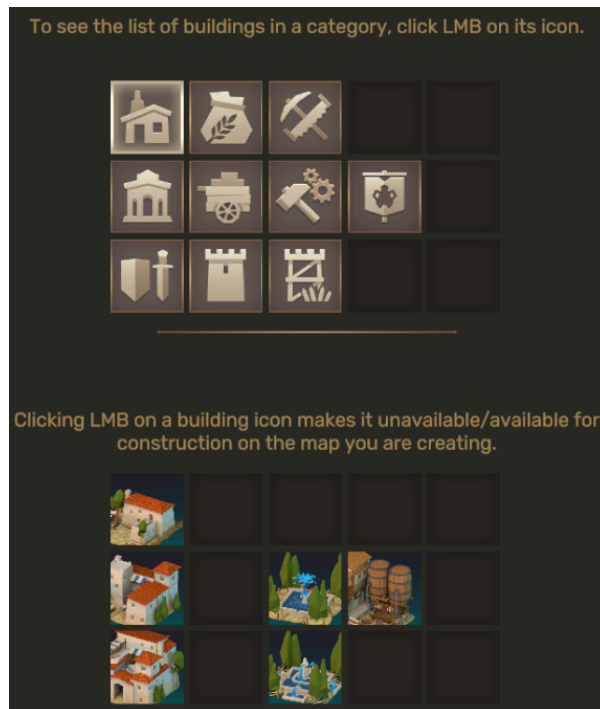
[Main Settings](#) → [Gameplay Settings](#)



5.1.2 Changing Construction menu

You can change the Buildings that will be available in the **Construction menu**.
Only these Buildings the Player will be able to construct during the mission.

By default, all Buildings are available (including Sarranga ones):



- 1) Select the **Construction category** in the upper set of icons by clicking **LMB** on it.
The list of Buildings of that category will be shown in the lower set of icons.
- 2) Click **LMB** on the Building's icon to remove it from the Construction menu:



- 3) Click **LMB** again to add it back.

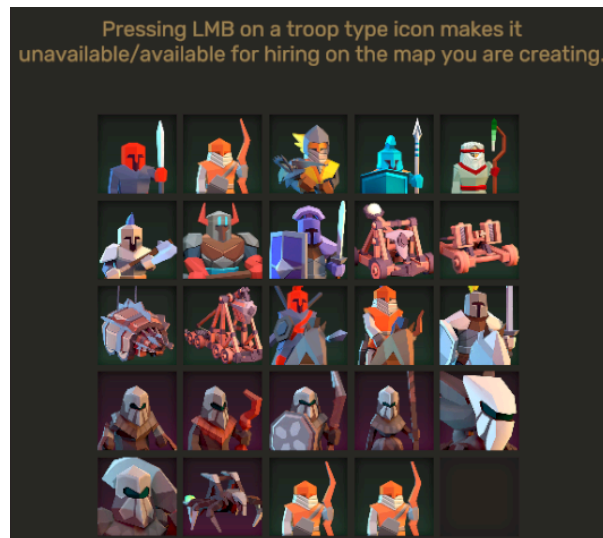
5.1.3 Changing Hirement menu

You can change the Troops that will be available in the **Hirement menu**.

Only these Troops the Player will be able to hire during the mission.

! Note that for being able to hire these Troops you will need to either have the corresponding Hirement building in the [Construction menu](#) or [place it on the Map](#).

By default, all Troops are available (including Sarranga ones):



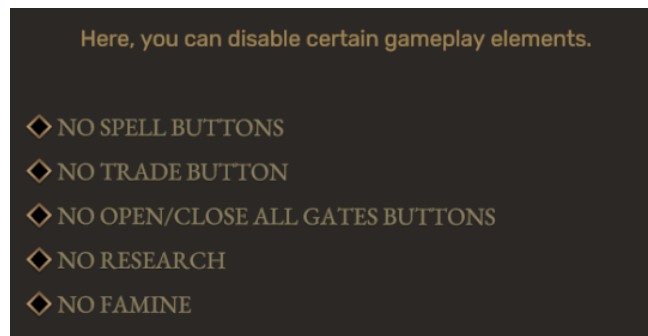
- 1) Click **LMB** on the Troop's icon to remove it from the Hirement menu:



- 2) Click **LMB** again to add it back.

5.1.4 Changing available gameplay

In the **Modifiers** block you can turn off some of the gameplay mechanics:



- 1) **No spell buttons** - the spell buttons will be disabled in the mission:



Thus the mission won't have any possibility to use spells.

- 2) **No trade button** - the main **Trade** button will be disabled:



! However, Players will still have a possibility to trade if they build the Market.

To ensure there is no trading at all - remove the Market from the [Construction menu](#) and don't [place it on the Map](#).

- 3) **No open/close all gates buttons** - the main buttons for opening/closing gates will be disabled:



! However, Players will still have a possibility to open/close selected Gates.

This option might be suitable only if there aren't any Player's Gates in the mission at all.

- 4) **No research button** - the main **Research** button will be disabled:



! However, Players will still have a possibility to open a Research window if they build the University.

To ensure there is no access to the Research window at all - remove the University from the [Construction menu](#) and don't [place it on the Map](#).

- 5) **No famine** - citizens and troops won't consume Food and won't die from hunger.

5.2 Modifying Global properties

You can **Globally** change some of the initial properties of [Buildings](#) and [Troops](#) for the whole duration of your mission. These changes will affect all objects of the specific type: [placed on the Map](#), generated via [Enemy camps](#) and appearing later in game.

E.g. all Spearmen placed on the Map and hired during the game.

5.2.1 Object Modification window

To change the properties of an object of a specific type for the whole mission go to:

[Main Settings](#) → [Object Modification](#)



You can select object for modification in the Select Object block on the left by clicking **LMB** on its icon:



- 1) Use top tabs to select the object type: Player's troop, Enemy troop, Player's building or Enemy building:



- 2) In the lower tabs objects are divided either by factions (troops and Enemy buildings) or by [buildings' types](#) (Player's buildings).



- 3) The already modified objects are marked with a feather icon:



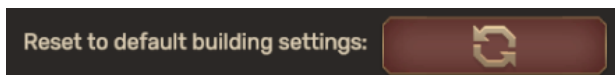
5.2.2 Changing properties

After selecting an object for modification, the state of the **Object Properties** block will change. It will now have a list of properties that can be changed for this specific object:



All properties are grouped by blocks. The present set of properties blocks depends on the selected object.

- 1) Press the **Reset to default settings** button to revert all the changes to the initial state for the object:



- 2) Press the **Reset block to default** button to revert the specific properties block to the initial state for this object:

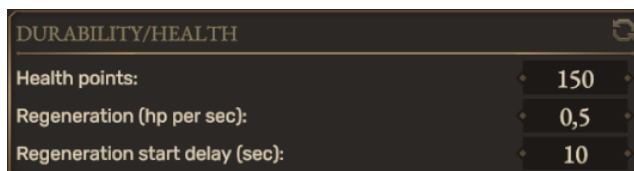


- 3) Press the **Cancel** button to revert all changes made during the current editing session;
- 4) Press the **Apply** button to apply the current state of the properties;
- 5) Note that closing the **Object Properties** block for a selected object (e.g. by selecting another object) will clear all unapplied changes.

5.2.3 List of properties for both Troops and Buildings

- 1) **Durability/Health.**

Besides max. health includes regeneration properties (only for troops).



- 2) **Cost.**

Only for Player's objects. This is how expensive the building or unit is in the [corresponding menu](#) (if it is available for building/hiring).



- 3) **View range.**

Only for Player's objects. This is how far Player's objects will reveal what's behind the [fog of war](#) (in [cells](#)).



5.2.4 List of properties only for Troops

All properties here are measured in [cells](#) (or similar units, e.g. cells per sec).

1) **Attack attributes.**

Target search range here is a distance on which the unit will start chasing its enemy.

! For ranged troops it can't be changed as it always equals Max. attack range.

ATTACK ATTRIBUTES	
Damage:	12
Min. attack range:	0
Max. attack range:	0,6
Target search range:	4

2) **Movement attributes.**

MOVEMENT ATTRIBUTES	
Movement speed:	1,2
Turning speed:	9
Acceleration:	15

5.2.5 List of properties only for Player's Buildings

1) **Population**

Only for Townhall I, II, III and House I, II, III.

POPULATION	
Population influx:	0
Resident capacity:	30
Residents' wandering range:	10

- a) **Population influx.** This is how many new citizens will appear additionally from this building each day.
- b) **Resident capacity.** This property defines the [Maximum population size](#) of the settlement.
- c) **Residents' wandering range.** This is the farthest distance (in [cells](#)) the residents of the building will go from it.

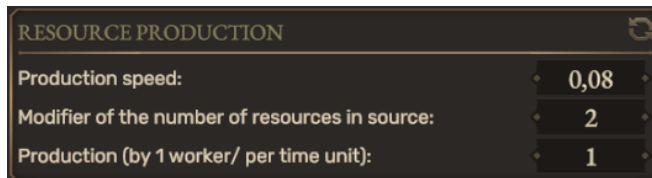
2) **Resource storage**

Only for buildings that [can store resources](#). Here you can define the maximum capacity of Granary (Food) and Storage (Wood, Stone and Iron).

RESOURCE STORAGE	
Granary capacity:	100
Storage capacity:	400

3) Resource production

Only for buildings that produce resources.

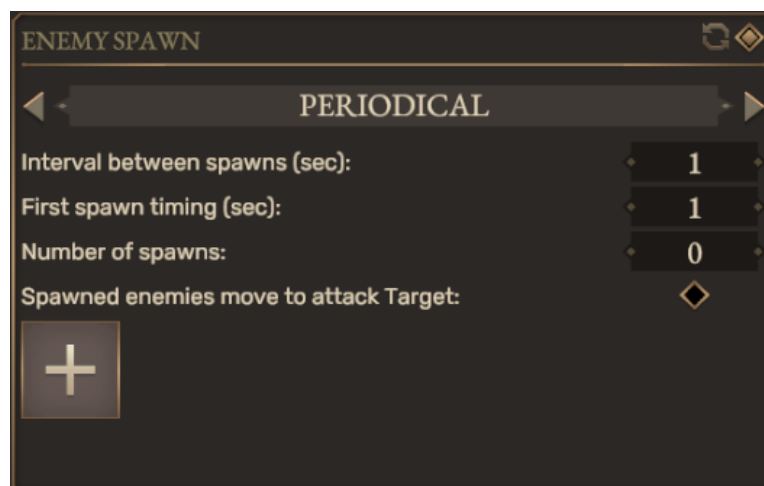


RESOURCE PRODUCTION	
Production speed:	0,08
Modifier of the number of resources in source:	2
Production (by 1 worker/ per time unit):	1

- a) **Production speed.** This is how many resources are produced per second (by 1 worker, if there are any).
- b) **Modifier of the number of resources in source.** If the building is built over a source with a limited number of resources inside (e.g. *Stone Mine* over a *Stone deposit*), the current number of resources inside will be increased by this modifier.
- c) **Production.** This is how many resources are produced by 1 worker or per time unit (if there are no workers). Note that “Production”/“Production Speed” will give the time needed to produce this amount of resource.

5.2.6 List of properties only for Enemy Buildings/ Creating spawners

Enemy buildings have one unique property (**Enemy Spawn**) that allows them to spawn Enemy troops under different conditions:



ENEMY SPAWN	
PERIODICAL	
Interval between spawns (sec):	1
First spawn timing (sec):	1
Number of spawns:	0
Spawned enemies move to attack Target:	<input type="checkbox"/>
+	

- 1) By default this functionality is off. To turn it on use the checkbox:

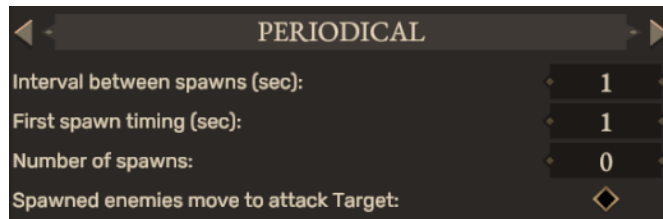


ENEMY SPAWN	
PERIODICAL	
Interval between spawns (sec):	1
First spawn timing (sec):	1
Number of spawns:	0
Spawned enemies move to attack Target:	<input checked="" type="checkbox"/>

- 2) Select the condition under which the Enemies will appear from this building:

a) **Periodical.**

Enemies will appear periodically:



- i) You can set up the interval between appearances and the time of the first spawn and the total number of spawns;
- ii) If the total number of spawns is 0, the spawns will continue infinitely.
- iii) You can choose if the Enemies should go to the attack Target (set in the Mission Objectives window, it is the same as the target of the Attacking waves) or just stay close to the spawning building.

b) **On trigger.**

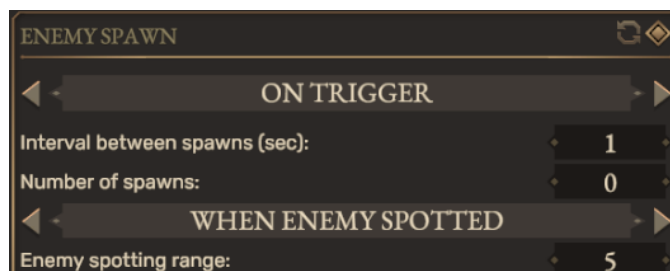
Enemies will appear if a certain event occurs:

- i) If the event is set for **when the building is damaged**, you can set the interval between spawns and the number of spawns.

If the total number of spawns is 0, the spawns will continue infinitely.



- ii) If the event is set for **when the Player's troops or citizens appear in an area near the building**, you can additionally set this area's size (in cells).



- 3) Select the Enemy troops that will be appearing from this building by pressing the **giant +** button:



Choose the types of the Enemies in the opened window. Note that you can't have more than 6 types for one Building:



Change the amount of the selected Enemies after pressing the **Add Selected** button:

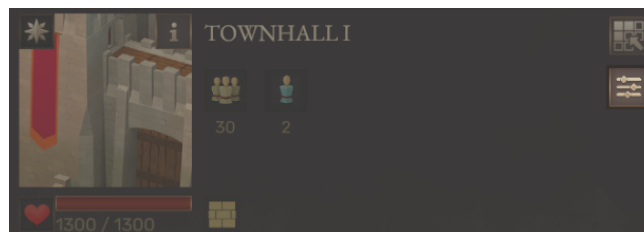


5.3 Modifying Local properties

You can **Locally** change some of the properties of a selected [Building placed on the Map](#).

! These changes will be applied only to the selected building! Other buildings of that type won't be affected.

To change properties of the [selected building on the Map](#) open the **Building properties** window by pressing the corresponding button on the [Bottom Panel](#) (while the building is selected):



! If a building doesn't have this button - it therefore doesn't have any properties that can be changed for this specific building on the Map.

The opened window will have some properties of the selected building that can further be changed:



- 1) This functionality works only for the [Buildings on the Map](#). For [troops](#) you can only use the [Object Modification](#) window (to change all troops of a specific type);
- 2) There are less properties that can be changed than in the [Object Modification](#) window.

E.g. you cannot change the Storage capacity or the Price of a specific building on the Map.

- 3) Press the **Reset to default building settings** button to revert all the changes to the initial state for this building:



- 4) Press the **Reset block to default** button to revert the specific properties block to the initial state for this building:



- 5) Press the **Cancel** button to revert all changes that were made from the last opening of this window (for this building);
- 6) Press the **Apply** button to apply the current state of the properties in the window.
- 7) If you [copy the building](#) with modified properties, the copy will also have these changes.

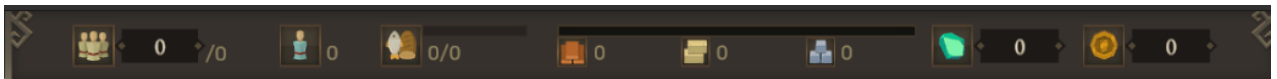
Part 6. Setting initial conditions

6.1 Starting Resources

You would generally want to have some resources at the mission start.

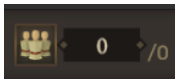
Some of them are set in the [Upper Panel](#) while others - in the selected [buildings placed on the Map](#).

6.1.1 Upper Panel Resources



In the [Upper Panel](#) you can set:

1) Population Size.



It defines how many people will be in the Player's settlement at the mission start.

- a) It doesn't include [Player's troops](#) on the Map (both [placed directly](#) and deployed [on the buildings](#)).

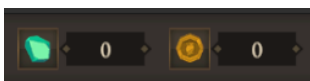
! Thus be careful not to have an overpopulation at the mission start as the total Population Size will be: "the Size set in the Upper Panel" + "the number of people used in the Army".

- b) Population Size is limited by the **Maximum population size**.

It is the sum of **Resident capacity** parameter of all the buildings on the Map:

- i) This Maximum is increased by [placing](#) Townhall and/or more Houses on the Map;
- ii) This Maximum might in fact be higher due to the effect of built Fountains (they increase Resident capacity for buildings nearby) not taken into account while editing a mission;
- iii) You can change the Resident capacity for the selected Townhall or House (using the [Building properties](#) window) or for all the Townhalls or Houses (using the [Object Modification](#) window).

2) Number of Soul Crystals and Gold.



These resources are unlimited and not stored anywhere.

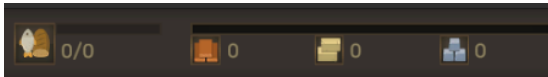
In the [Upper Panel](#) you can view:

- 1) **Number of workers** required for buildings placed on the Map.



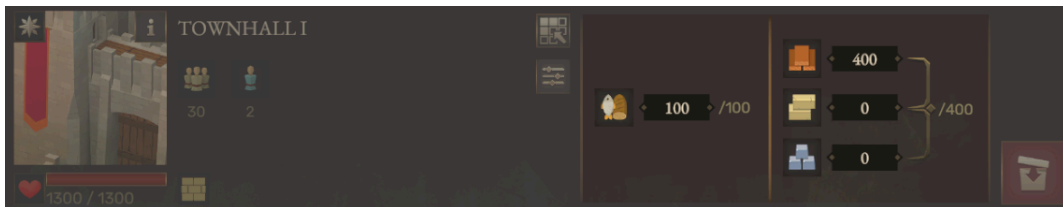
If it exceeds the Population Size - there won't be enough workers at the mission start.

- 2) The **total number of resources** which are [stored in buildings](#) (Food, Wood, Stone, Iron).



6.1.2 Resources stored in Buildings

[Select](#) the [building placed on the Map](#) to change the amount of resources that are stored in it (Food, Wood, Stone or Iron):



Currently, such buildings are:

- 1) *Townhall I, II, III* (Food, Wood, Stone, Iron);
- 2) *Storage I, II, III* (Wood, Stone, Iron);
- 3) *Granary I, II, III* (Food).

! If you [copy the building](#) with a changed amount of stored resources, the copy will also have this amount.

You can change the **Granary capacity** (Food) or the **Storage capacity** (Wood, Stone and Iron) for all the buildings of the selected type (*e.g. all Granaries I*) using the [Object Modification](#) window.

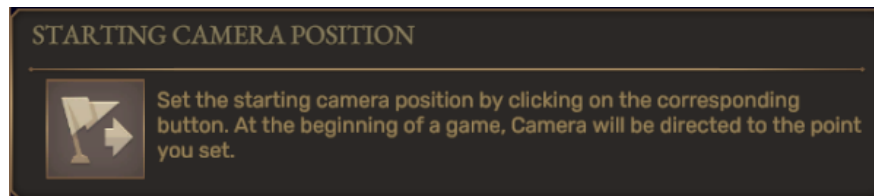
6.2 Starting camera position

By default, at the start of your mission camera will be positioned at the center of the map.

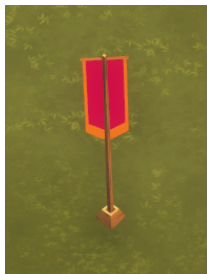
However, you can change that in special window by pressing the **Starting Camera Position** button on the [Left Panel](#):



Here you just need to press the only button with the flag (press it again if you've changed your mind):



Then a real flag will appear near the cursor.



Otherwise click **LMB** at any place on the ground to set that place for the initial camera position.