

The Quest editor

- manual -

Starting the editor

At the first time, the editor simply starts and you need to select the right entry from the File menu – either load a world or start a new one.

Next time the editor offers the last 10 edited worlds to load one of them.

Loading a world

After you load a world, the editor simply shows the first available map and you can start to work on it.

Starting a new world

First, the new world's properties must be filled. It's extremely important.

The Quest Editor - World properties

id: identifier of the world, 4 characters only! Cannot be changed later.

name: public name of the world, will be displayed inside the game, F.e. "Apocalypse"

filename: It must begin with "TheQuest", then the short form of the world name. The final, released file must have this name! Can't contain spaces, F.e. "TheQuestApocalypse"

connect: The connected base world city.

demo: Whether it's a demo version of the world.

Ok Cancel

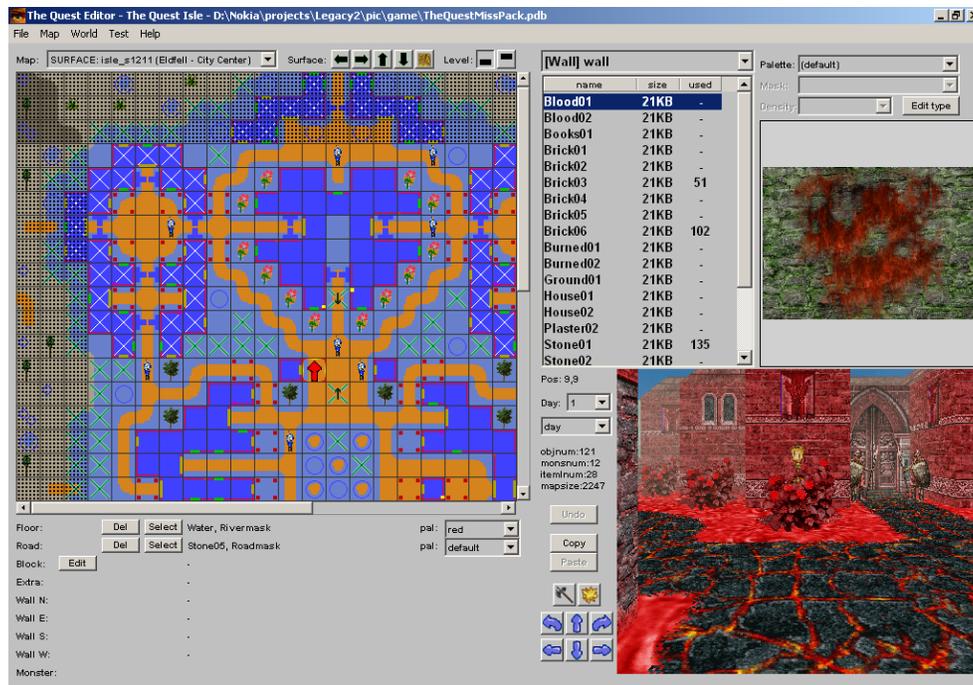
The ID is the most important thing on this form – since it cannot be modified later. Won't be so easy, but there cannot be two worlds with the same ID.

The name and the filename must be almost the same, except the filename must begin with "TheQuest".

If the world is going to be free, you shouldn't check the demo box at all. If you plan to sell it, first make the "full" version so don't check the demo box. Just before the release, save another version with the demo box checked and modify the world to stop the player at specific point(s).

Editor – main screen

The main editor screen looks something like this:



Main editor screen sections:

Section	Content
Left/top, above the map positions	<ul style="list-style-type: none"> - The “Map:” combobox lets you to select the active map. The list contains only the “dungeon” maps (check the QuestSystem doc). However if the active map is a surface map, the list contains that surface map only (and the dungeon maps). - If the active map is a surface map, you can use the arrow buttons to change the active surface map. You will use the next button many times: it opens the surface view, where you can quickly select the needed surface map - Every single map (dungeon/surface) has 2 levels – the buttons next to the “Level:” title lets you select the active level
Left/center, map positions	You can see there the active map’s positions. Use the scrollbars at the right/ bottom if needed. If the active map is a surface map, you can see some positions from the surrounding maps – to help positioning the map objects (those positions cannot be edited – they’re not part of the current map)
Left/bottom, information area	This section shows the active position’s information. You can delete/edit/select each part of the active position. Details: later.
Right-center/top, family and map object types	The active map object family, and the family’s object types. Details: later.
Right/top, active map object type	You can customize the selected map’s object type before you put it down. And the “Edit” button lets you edit the type, f.e. you could quickly make a new palette. Below you can see the map object type’s picture.
Right/bottom,	It’s a live view – as you edit the world, the game always prepares it for

game view	drawing. You can move the player using the q,w,e,a,s,d buttons.
Center-bottom, Information area	<p>Contains more information and buttons.</p> <ul style="list-style-type: none"> - Pos: x,y: the active position on the map. Not the player's active position, but the select position. - Day: x: you can change the active day there. F.e. to test a quest, when you have to come back a few days later - day/night: change the day/night to view the world - objnum/monsnum/itemlnum: the number of objects/monsters/itemlists on the current map - mapsize: the total memory needed to load the map. !!! Cannot be more than 2500! If the current map is a surface map, this value shows the total memory needed – including the surrounding surface maps' parts (check the QuestSystem doc). - Undo/copy/paste: limitless, but if you change maps, it forgets everything about the previous map - Game buttons: fight,cast, and move/turn buttons

File menu

New/load/save world, and the world properties (the same as you can see earlier in this doc, except you can't modify the ID).

The export and import are advanced functions – don't use them.

Map menu

- Map properties: to change the active map's properties. See later
- New map: to create a new dungeon map. You can't use this to create a surface map!
- Delete map: to delete a dungeon map. You can't use this to delete a surface map!
- Create surface maps: See later
- View in-game surface map: Shows the same as the small icon on the main screen, next to the surface arrow buttons
- View in-game map: not supported, probably won't be. Isn't so important.

World menu

Here you can edit all the types you can find in the QuestSystem doc.

Test menu

Here you can change the test player's properties - useful if you test quests. However the same appears on the "dialogue test" screen, maybe it's more comfortable if you change the values there.

The Reset function reinitializes the game's structures. You don't need this, believe me.

Help menu

Not implemented.

Left/bottom information area

Each position has several parts: the floor, the block on it, the walls of the block, and there can be a monster.

The floor always means **3** layers: the default floor of the map, the own floor on the position and the road. Sometimes you will need to play with these layers. The hardest will be... well the corners – when you will have to find a solution to work with the different default floors on the 4 surface maps around a corner.

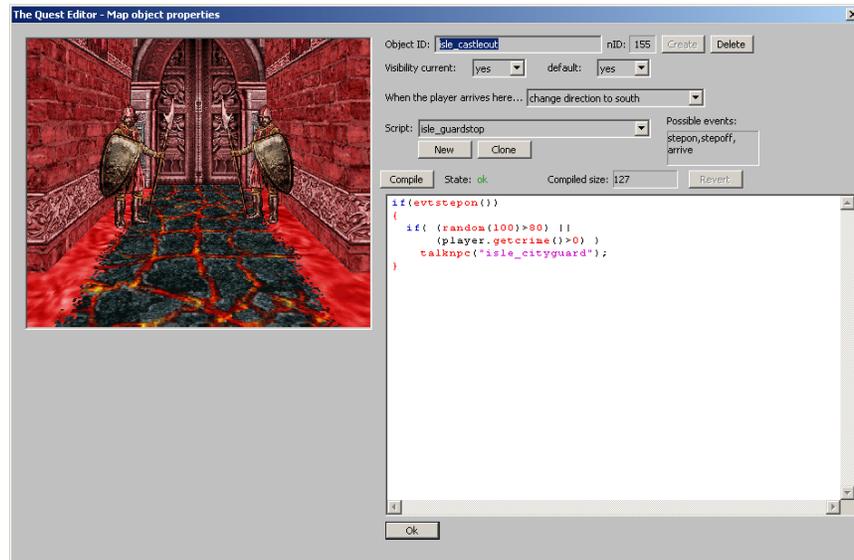
You can delete any of the parts (hmm except some of them). When a block needs a block extra part, probably you won't be able to delete that extra. Like a door's inner part (that's a block extra).

And you can edit almost all of them – except that part doesn't have a property page.

The select button selects the actual part at the top/right corner of the main screen. It selects the map object family, the map object type, and the palette. The mask is only enabled when the current map object family is the floor or the road. The density is needed for "groups".

Edit a position's part

Each position part means a "map object type", and that type belongs to a "map object family". Each "map object family" has own property page. For example:



Such a property page always contains a game view, and some controls below and/or at the right side. This document doesn't contain the property page descriptions – there are simply too many different property pages in the editor, and the controls speak for themselves.

How to place a map object type

First, select a map object type at the top/right area. Or press the "select" button at an existing position part in the information area (left/bottom area).

Then select the place on the positions area (left/center). If the selected map object type must be placed on a wall, then you need to select a wall place (hold down the shift key, so you can select a wall). Press space to place the map object type.

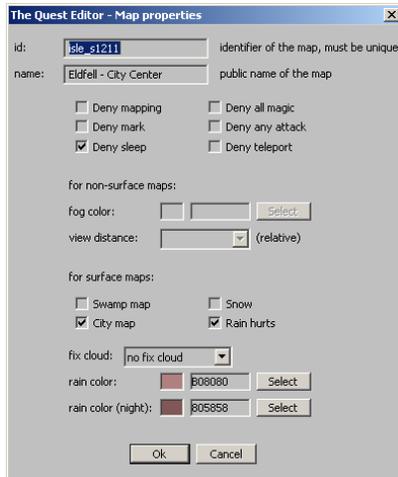
Scripting

When you edit a position part, it may accept a script as it may support some events. The property page (f.e. above) displays the available events (this map object type supports).

Now the scripts have ID, so the same script can be used at more places.

You always need to examine the current event - check the script above: if the event isn't the "stepon", nothing happens. Check the QuestSystem doc for the available script commands.

Map property



Every single Editor map needs ID, and name (this name will be displayed in the game, on the map screen).

Sadly, not all the flags are supported – some of them are reserved for future use. F.e. the "deny any attack" and the "swamp map", "rain hurts".

As you see, there are general flags, at the top – for both dungeon and surface maps.

Below you can find dungeon or surface – specific flags and settings.

Creating surface maps

You can't create the surface maps manually, since the "new map" creates a 35x35 map, while the surface maps must have 21x21 positions.



First you need to select how many surface maps do you want. Both the base game and the exp pack (isle) contains 14x14 maps.

The base id is important, and cannot be changed later.

And you need to specify the "outer background", which is normally water.

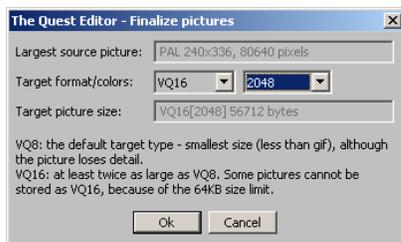
How to create new map object type

Select World->Advanced->Manage Map Object Types. Select the family, and examine the existing object types. Certain types need exact picture dimensions – like the “texture” (256x256) and the wall texture (336x240 – just the system stores the wall textures as rotated).

Let’s say you create a new wall type. Prepare a 336x240 picture, then press “Add” when you select the “wall” as map object family.

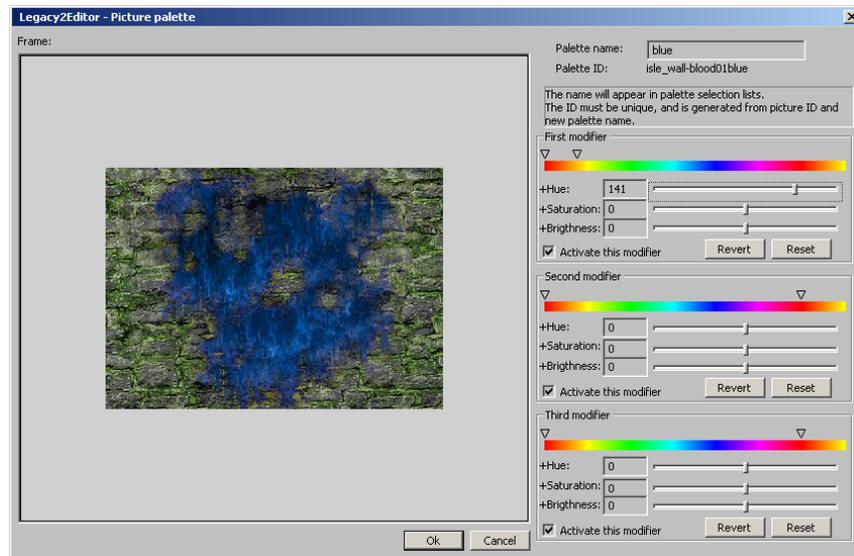
You need to enter the ID and the name, then you can upload the picture (“Set” button). The uploaded picture(s) must be finalized – I mean compressed. The game uses a special compression.

The “Finalize” button opens the right dialogue – you have to select the needed compression, either VQ8 or VQ16. The VQ8 uses 256 colors, the VQ16 can use more. However the final size cannot be larger than 64 KB – so sometimes you have to use the VQ8. And don’t forget some devices have limited storage space – try to use the VQ8 whenever you can.



Always check the “Target picture size” – the final picture cannot be larger than 64 KB.

The finalized pictures have a common palette, the “default”. Now you can create a new palette:



You can use 3 steps to re-color the picture. Just play with the controls, you will suddenly know how they work and what they do.

Note: the color range contains a duplicated red area, so you can select the whole red range to re-color that.

Manage Dialogues

Probably this is the most complex part of the engine. You need to check the QuestSystem doc's dialogue architecture part as well.

There are 2x2 types of topics:

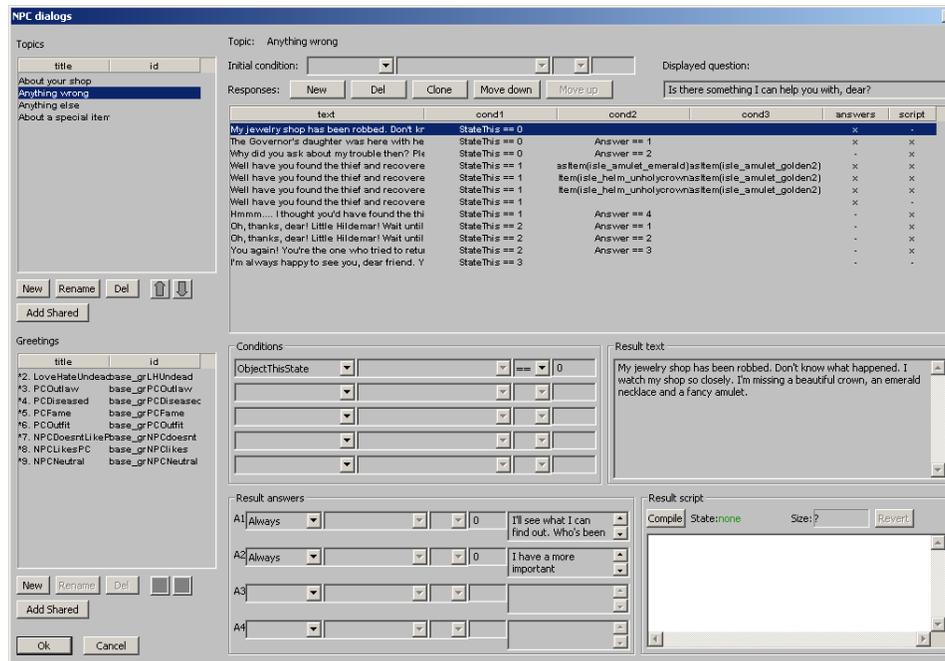
- real topics (these could appear as selectable topics if you talk to an npc)
- greetings (the system finds the right greeting and displays it as you meet the npc)

And the storage space:

- local topics (these belong to the npc)
- shared topics (these can be used at more npcs)

The shared topics/greeting can be edited only on World->Advanced->Manager Shared Topics.

Let's examine an npc's topics:



At the left side, you need to select a topic or a greeting. Regardless the type (topic/greeting), it contains one or more responses. A response can have:

- conditions
- answers (with answer conditions)
- result text
- result script

And each topic has an initial condition.

Won't be so easy to use this system, believe me.

Check the QuestSystem doc for the details.

Handling globals

The globals are universal storage places for integers/strings. You can use them to store a value and check it later (or display it).

A global must be registered, check World->Manage Globals.

Certain dialogue conditions and script commands require a Global, check the QuestSystem doc for the details.

Managing the connection between your world and the base world

First you need to set the connection city in File/Properties. Worlds connected to Matras don't need a registered game. Warning, if the game isn't registered but the player somehow manages to reach Vastares/Mithria, the possible connected worlds simply don't appear.

Then, you need to make put down a position map object (or any other...) and you have to specify the object's ID as

```
<world id>_STARTGAME
```

You can use there a script, which catches the "Arrive" event. So you could display something, or display a scene, or suddenly move the player (so the starting position could depend on race, global from the base world, anything).

Moving from one map to another

You need to simply specify the target object's ID to move the player – doesn't matter if the target object is on another map or it's just an in-map jump.

Certain map object types (their property screen) offers an automatical player movement.

Check the QuestSystem doc for the player's "Move" script commands.

Some warnings/notes

- If you plan to remove a monster type, be sure to remove all the monsters of that type that may exist in the world. Otherwise the editor could crash painfully
- If you plan to check the elapsed time, you have to use a "Global". Don't forget to set it first in order to check it later:

```
SetGlobal("mywo_mytime",GetTime());  
...  
if(GetDayDiff(GetGlobal("mywo_mytime"))>2)
```
- You have to defined a "quest" to give it to the player, and set it as failed or succeeded.

