

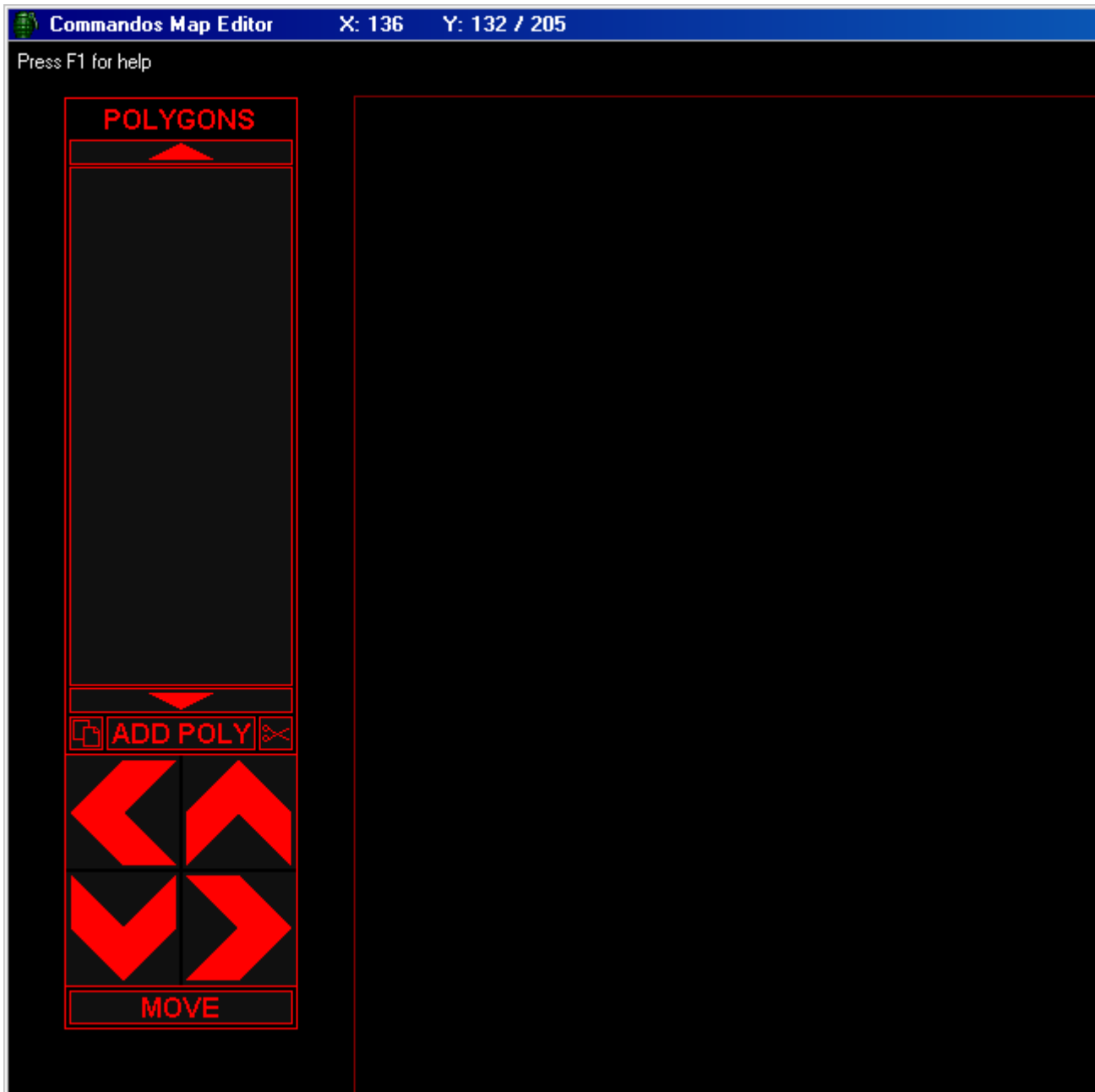
# Commandos Map Editor Quick Reference

v1.7

The Map Editor is very simple – it only has two views. The first one is the Map Editor itself, the other one is the Polygon Editor.








When you start the Map Editor, an open-file-dialog appears, asking you for a background image. At this point you already should have a finished “BASE” map (this is a map without any buildings, walls or trees – only the flat ground like grass or roads). Load this BASE map.

If you don't load a background image, the screen will look like this:



As you might have thought, you can add a new Polygon by clicking the ADD POLY button.

## Map Editor Functions

	Add a new Polygon (this will open the Polygon Editor)						
	Duplicate the selected Polygon (select it by clicking the item in the list)						
	Disable/Enable the selected Polygon (Hotkey: 'X')						
	Move the selected Polygon (press and hold this button)						
	<p>You can use these buttons instead to move the Polygon</p> <table border="0"> <tr> <td>left mouse-button</td> <td>normal speed</td> </tr> <tr> <td>right mouse-button</td> <td>higher speed</td> </tr> <tr> <td>middle mouse-button</td> <td>highest speed</td> </tr> </table> <p>There's one more way to move a Polygon: Use the arrow keys on your keyboard (hold SHIFT to move it faster)</p>	left mouse-button	normal speed	right mouse-button	higher speed	middle mouse-button	highest speed
left mouse-button	normal speed						
right mouse-button	higher speed						
middle mouse-button	highest speed						
	<p>Use these buttons to move up or down in the Polygons list.</p> <table border="0"> <tr> <td>left mouse-button</td> <td>normal speed</td> </tr> <tr> <td>right mouse-button</td> <td>higher speed</td> </tr> </table>	left mouse-button	normal speed	right mouse-button	higher speed		
left mouse-button	normal speed						
right mouse-button	higher speed						
	<p>The keys 'Q' and 'A' can also be used for moving up or down. Increase speed by holding down the SHIFT key</p>						

You can edit a Polygon by selecting it in the list and by pressing ENTER or the SPACE bar.

## The Function Keys

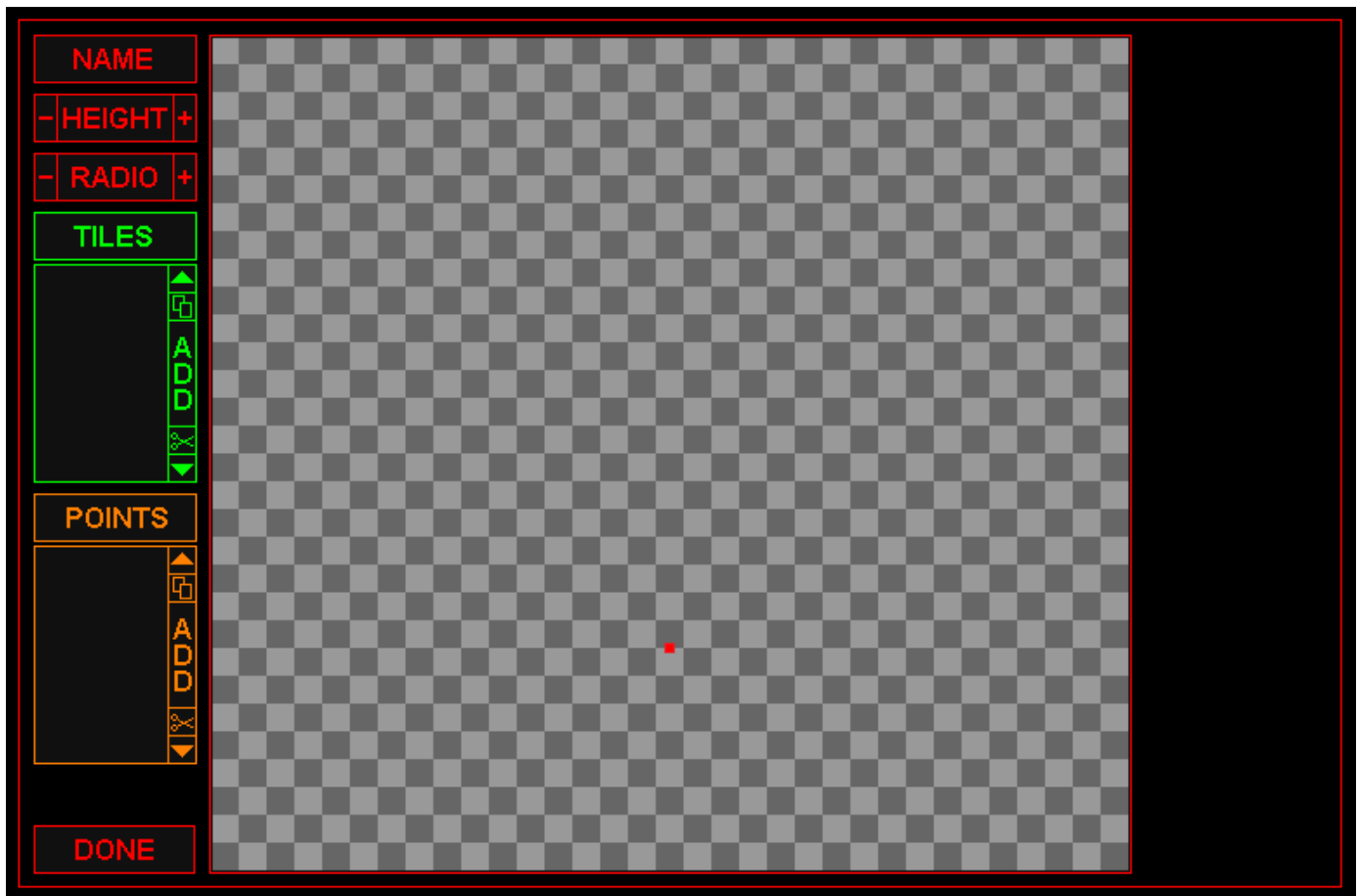
F1	Show Help Screen
F4	Switch between Full-screen and Windowed Mode
F5	Save the map (creates a special Map Editor save file)
F6	Load a map (Map Editor *.cme files only, no *.VOL files)
F8	Set Map Dimensions (use the width/height of your background image)
F9	Set Background Offset
F10	Load Background Image
F11	Screenshot of the whole map (this screenshot is important for using the SecCreator)
F12	Create a Commandos *.VOL file

## Other Keys

ESC	Quit (this will automatically create a backup *.cme of the map)
B	Show/Hide Background Image
M	Move to selected Polygon (if the Polygon is outside the current screen)
X	Disable/Enable selected Polygon
SPACE/ /ENTER	Open/Close Polygon Editor (if Polygon is selected)

## The Polygon Editor

Here you can add the tiles and create the collision box for each object.

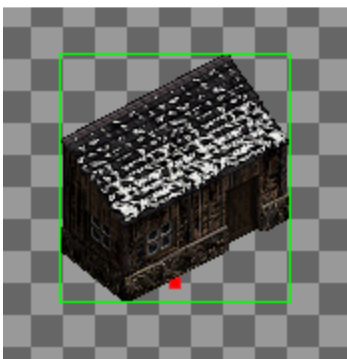


## Adding the Tiles

Add a new tile by pressing the green ADD button. If you add a tile with transparent parts, make sure the mask has the format *filename.MASK.BMP*

Also make sure that you add all the tiles to a WAD archive.

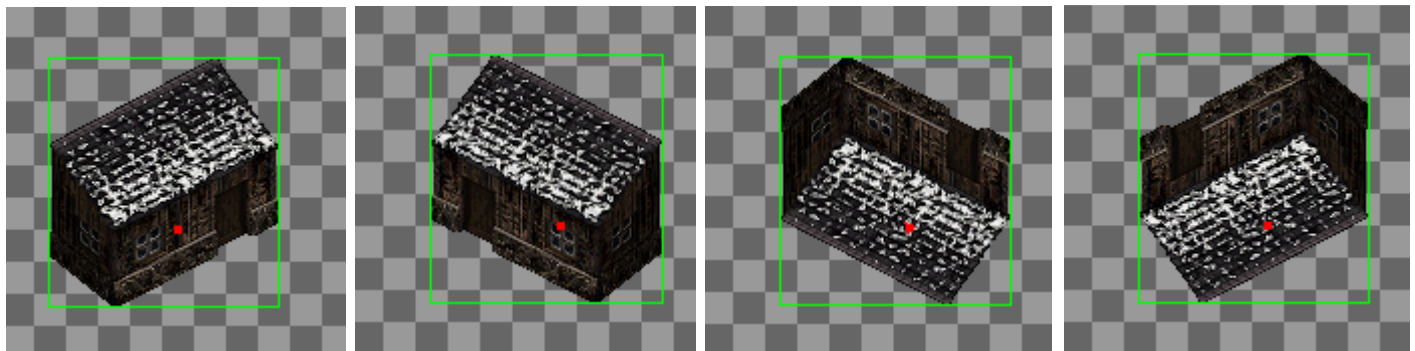
Click and hold the green TILES button and move the mouse. As you can see, this moves the selected tile. Move the tile until the red point is in the center of the tile.



## Tile Functions

<b>LOAD TILE</b>	load another tile
<b>HIDE</b>	<i>not supported</i>
<b>- X +</b>	change horizontal position of the tile
<b>- Y +</b>	change vertical position of the tile
<b>- WIDTH +</b>	change width of the tile
<b>- HEIGHT +</b>	change height of the tile
<b>- OFF. X +</b>	change horizontal offset of the tile (decrease width first)
<b>- OFF. Y +</b>	change vertical offset of the tile (decrease height first)
<b>MIRROR</b>	mirror tile
<b>FLIP</b>	flip tile
<b>HIGHLIGHT</b>	<i>not supported</i>

## Examples



Normal

Mirrored

Flipped

Mirrored + Flipped



Decreased Width



Decreased Height



Width + Offset adjusted

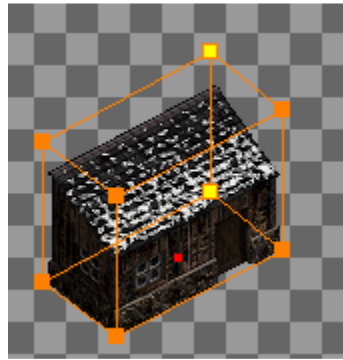
You probably will never use any of these functions. But in some cases it's necessary to crop the tile a little bit.

## Creating the Collision box

Click the yellow ADD button to add a point. Move the point to the right corner of the house (move a point by holding the POINT button or by using the arrow keys on your keyboard).

Add three more points (clock-wise!!!) and move them to the corners. The currently selected point is highlighted.

The last thing you have to do is adjusting the height (left or right click the '+' next to the red HEIGHT button or press the HEIGHT button to enter an exact value).



If the object is round, use the RADIO instead of adding points.

Feel free to contact me if you need further assistance.

[sites.google.com/site/commandosmod/contact](https://sites.google.com/site/commandosmod/contact)  
[ferdinand.graf.zeppelin@gmail.com](mailto:ferdinand.graf.zeppelin@gmail.com)