

Commandos SEC Creator

When you run the program, you'll see the screenshot of your map.

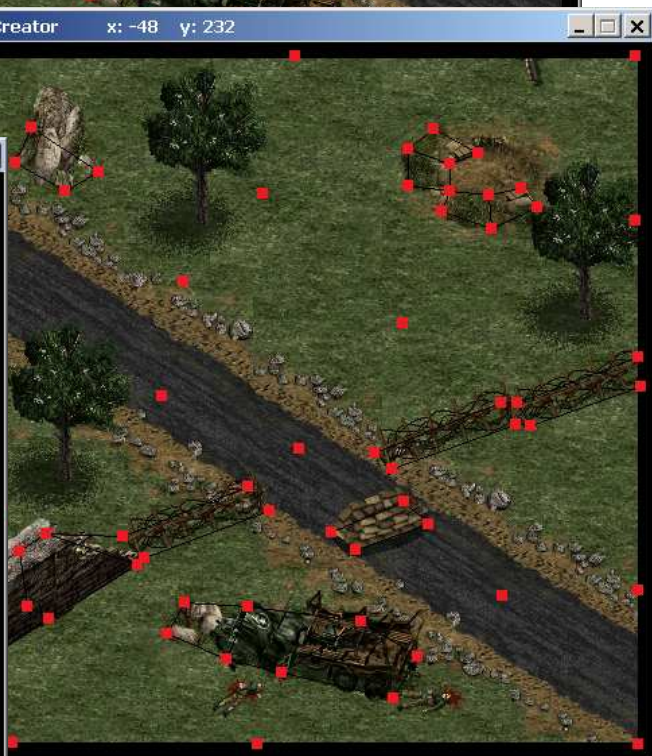
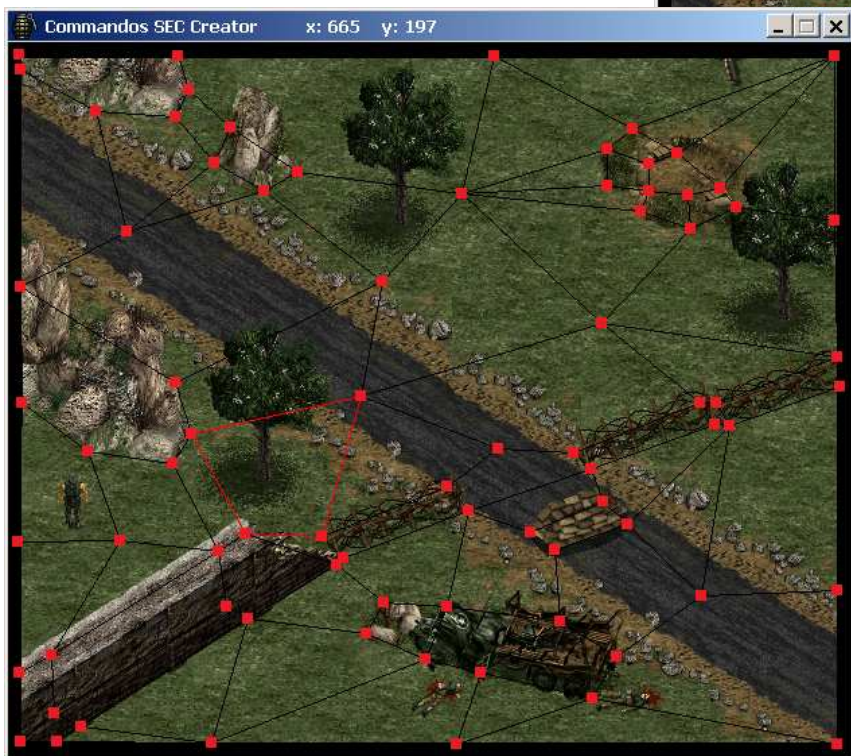
Now you start to place the points on the map. I usually start with setting the points of all solid objects like rocks, walls or buildings.

The next step is to place all other points. It's up to you how many points are added to the map, there should be at least four points (one in each of the four corners).

When you placed the last corner, press the space bar.

Alright, now you can start creating the sectors. Just press 'n' and click on the points which belong to the new sector. To create another sector, press 'n' again.

The last thing you have to do, is to press 'enter'. Now all coordinates and sector information is written to the file 'sec.txt'.



Important things about sectors:

Always start with the point with the highest x-value.



Then select the other points clockwise. Don't select the first point again.



WRONG ORDER

If you imagine the sector was a room and you stand in one corner of this room, there must not be any other corner you can't see.



CAN'T SEE ,3'
FROM
POSITION ,1'

