



**AGE
OF
EMPIRES**
ONLINE
CELESTE FAN PROJECT

MAP EDITOR
GUIDE

Happy smurf

Content

- Mainframe p2

- File p3
- Edit p4
- Scenario p5

- World p7
- Terrain p9
- Objects p14
- View p16

- Tips & Tricks p17

Mainframe

file shortcuts

redo/undo

copy/smooth

paint

terrain

forest

objects

light

Mini map



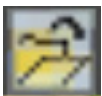
File



New:

create a new map.

- o Use the preset settings.
- o The amount of players and teams can be added later.
- o Choose a map size of 200x200 (small) or 400x400 (large)
(this can also be changed later on)



Load:

Load a map



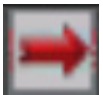
Save:

saves the map.

Edit



Undo:



Redo:

Unit copy:

Select the object you want to copy.

Unit paste:

Paste the pre-selected object.

Scenario

Player data:

	Color:	Civilization:	City Name:	Food	Wood	Coin	Stone	Team	Control:	Visibility:
1	Blue	Egyptian	Player 1	150	150	150	150	1	Human	Normal
2	Red	Greek	3 twins	150	150	150	150	2	Computer	Normal
3	Purple	Greek	4th sister	150	150	150	150	2	Computer	Normal
4	Green	Egyptian	coop	150	150	150	150	1	Human	Normal
5	Red	Greek	guardians	150	150	150	150	2	Computer	Normal
6	Orange	Babylonian	Player 6	0	0	0	0	0	Human	Normal
7	Cyan	Babylonian	Player 7	0	0	0	0	0	Human	Normal
8	Pink	Babylonian	Player 8	0	0	0	0	0	Human	Normal

color of units and buildings

type of civilisation

names of computer and players

starting resources (not working correctly. Use triggers)

team *same number same team

You have to set AI players to Computer, otherwise the map might crash. The Human Player is selected via triggers.

You can select an AI script for a player by clicking the AI button. We recommend the “CORE” AI files. To remove AI, click the “Clear AI” button

Objectives : Add Objectives for the scenario

Scenario data: set the total amount of players.

Playtest scenario: It is not recommended to use this feature as it can cause errors and unexpected glitches. To test your scenario, run offline mode and start your map there.

Paint area: paint areas as quest areas, player start location or enemy spawn location. (only possible for game developers)



created location as Quest Area 2 as spawn location of armies.,



created location as Player 4 area as starting location of coop player.

World



Lighting: Set a type of lighting. But be aware of the visibility.

minoan morning



afternoon



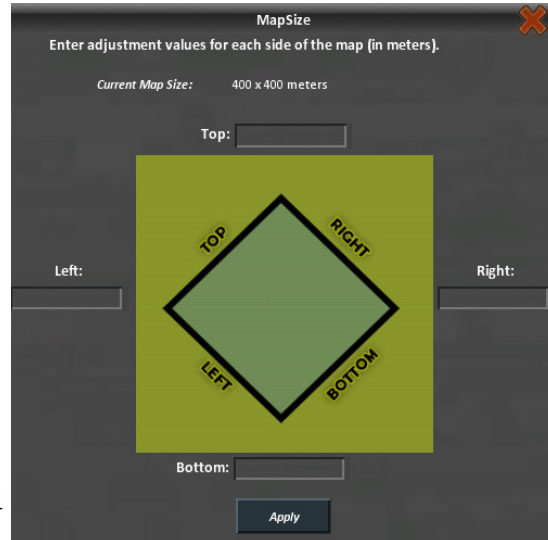
evening



Map size:

The size of the map.

- o sizes are measured in m.
- o Every map can be resized in 4 directions.
- o The map size tool can also be used to move the entire build around the map. This can be done, for example, by setting the left value on -50 and the right value on 50. This will move the entire build 50 m leftwards.
- o A non square map is possible but will give black borders in the minimap, because the minimap itself is always a square.



Map Elevation:

Set the average height of the map.

- o The normal map height is set to the cliff value 4.
- o This tool is overwritten by the cliff tool itself so the settings for the elevation is only a matter of pre-vision on the map. Neglecting this value will not influence the design.
- o Be aware not to change this value during the design. It can influence cliff height which are close to the absolute minimum of maximum.

Map Type:

set the look of the basemap itself.

- o Also this tool can be neglected because of the overwriting paint tool.

Terrain



Terrain paint:

Paint flat or sloped surfaces with a selection of preset textures.



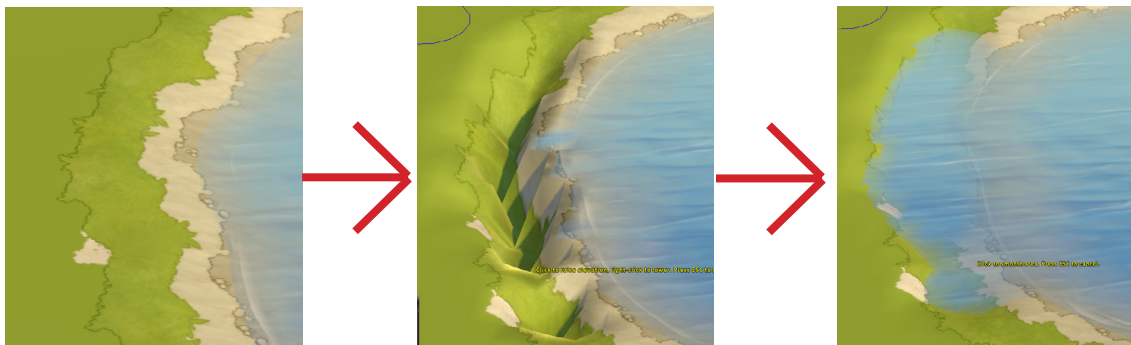
Paint land: No mensionable difference with the Terrain paint tool.

Sample paint: select a used paint texture of the map.



Water tool: Use to create water surfaces.

- o Make sure you used 1 type for 1 surface, else the graphics will distort each other.
- o Water is painted with a large brush so make sure to paint water before painting other surfaced.
- o You can easily scale the water with the sample elevation tool (ex plained later)
- o You can enlarge water with the lower terrain tool by clicking on terrain next to the water. This will give a strange look until you smooth the area with the smooth tool. With will fill up the gaps with water.





Shallow tool: not working properly.



update water tool: change the water type and add foliage

- o use the water update tool to change the water surface to a new type.
- o the beautify button will add foliage in and around the water that matches the water type. This will also update the rivingbank paint textures.



Canyon/cliff tool:

Form cliffs and canyons by a specific type of rock formation

- o A cliff with a height difference of <2 with a connected surface will give a slope.
- o A cliff with a height difference of 2 and higher will give a cliff



<2



>2



Update canyon/cliff tool:

With the update tool every cliff part can be transformed in another cliff type. This tool will also create a smooth texture border on top and bottom of the plat surfaces.



Forest tool: make a forest of a preset type

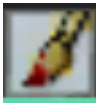
- o Density: enlarge the density of the bush
- o Be aware that the brush also repaint the surface (you can always repaint)
- o The brush will put more trees in the centre. So when you plan to plant trees on small areas or on cliff borders, you can use the move tool to place trees on a new location.
- o The forest tool will override all objects and will delete them if the brush overlaps. You can solve this by planting the trees manually with the move tool.



paint with border



manual moved



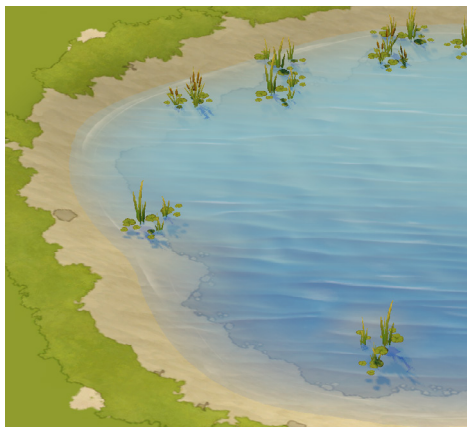
Brush setting: change the size of the brush.

- o Some tools have a minimum brush size like water and cliffs.



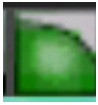
Move terrain: highten or lower specific surfaces.

- o you can move spaces on water by increasing the height of the water surface. Use the terrain pipette tool and click on a beach part to select a height that is just a little lower than the water surface. You can't place a building here (you can if you use the move tool, you can also place buildings under water) but you can walk over these areas.



Sample terrain height: Copy a specific height used in the map.

- o This tool can be used to create ramps between different cliff formations. Click with the right mouse button on the preferred height and click with the left button to apply.
- o This tool can also be used on water surfaces but it needs some more steps (described in the tips and tricks).



Smooth tool: smooth an area.

- o This tool works good in combination with the copy tool. after applying the ramp on the map, you can use the smooth tool to make the path walkable.
- o This tool can be used together with the move terrain tool to enlarge water surfaces. Use the move tool to lower the waterbanks. This will create strange look, but if will fill with water after you use the smooth tool.

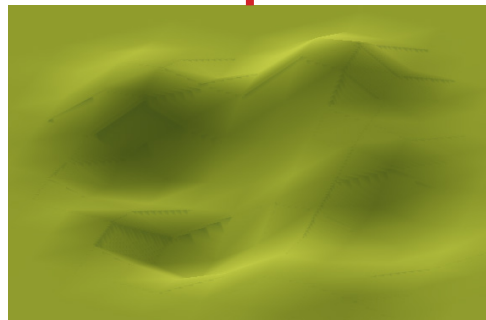


roughness tool: Make a flat surface rough.

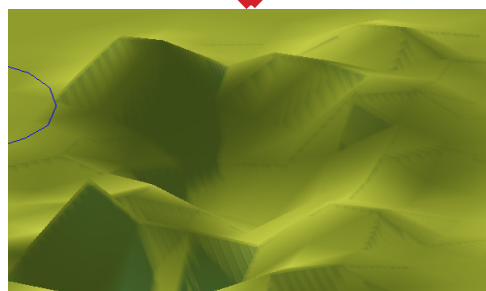
smooth



original



roughness



Objects



Place objects: place objects of all kind.

- o Units: all movable objects
- o Buildings: all static units like buildings and decoration
- o Nature: trees (the same as in the forest tool)
- o Embellishment: triggers and some bushes and rocks
- o Test: not in use yet.
- o Current: all objects you have in your scene
 - x First choose the player before you place an object. You can do this in the left screen.
 - x You can move units if you selected the same player as the unit.
 - x Use objects to test slopes and narrow surfaces.
 - x Cliffs always create a border where unit movement is impossible.
- o All objects are categorized by civilisation: gr_ (Greek), eg_ (Egyptian), ba_ (Babylonians), ce_ (Celts), pe_ (Persian), no_ (north's) a01_ (delos), a02_(oasis), a03(cartage).



Position unit: move objects.

- o Objects create a border on first build (this border has to be placed on a flat surface)
- o Objects will use the border and will only use the centre point during the move tool.
- o Objects can overlap or adjusted in height while changing the centre point terrain height.





Delete objects: also executed with the delete button on the keyboard.

Convert units: not working properly

Place wall: make continues walls

Convert to gate: convert a long intersection wall to a gate.

- o Again these walls have a border so can only be placed on cliffs and next to cliffs with the move tool.
- o You can find all separate wall and gate pieces in the object tool.

View: change camera location

- o All the maps have a scroll maximum of 185
- o You can enlarge the scroll maximum to any value by editing the game.cfg file (Celeste_launcher_Gui/AOEO/startup)
- o Be aware to change the value back to 185 when closing the editor, else the actual game will be corrupted.

View

View: change camera location

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```
// Default size of the world in meters
WorldSizeX=200;
WorldSizeZ=200;

limitPitch=35
normalZoom=165
maxZoom=185
minZoom=85
normalMaxZoomCapital=250
maxZoomCapital=250
```



zoom 185



zoom 400

Set camera start location: you can set the start location of the camera to the area of the players base.

Tips & Tricks

Design tips: these tips are my personal ideas about designing. They are optional but hopefully they will stimulate your creativity and your ideas about standard designing.

- o Start small: you can always enlarge a map, but decreasing a map will delete objects
- o Make use of the design by movement method: design every thing in the map with the move tool. You can create better maps if you work around the preset object border.



- o Overlap foliage
- o Combine rocks and plants
- o Combine cliffs and rocks



- o Combine rocks and buildings to embed the structures
- o Place objects on cliffs



- o Make height differences:
 - x Use the height copy paste tool to make slopes and smooth the slopes to make them unit proof.



- x Don't feel limited with height differences in terrain. Also water can have height difference.
- x It's way harder but you can connect water from different heights. These differences are boat proof.



- x visually with the waterfall objects (middle section only if height difference >15)
- x Physically with the move terrain down tool (use the terrain closest to the cliffs and use to smooth tool to form the water connection.
- x This option is very difficult to use, but it can make water maps more interactive, instead of plat surfaces.



- o Limit you symmetry
 - x Only use symmetry in building/road parts
 - x Nature and cities are almost never symmetrical (only if it's one master plan but that's not something of the natural grown ancient cities.



symmetry in ancient buildings



but no symmetry in cities

- x Use different height in your city map. This creates different tactics but also keeps you oriented in the city and gives meaning to more recourse based/ military based palace based areas.
- x Place walls against the cliffs to make a kind of visual foundation. (move tool)



- o Architecture:
- o Cities are natural grown around open spaces, roads and cliff formation.
 - x So don't simply place all your buildings in a linear grid, but form them around an open place (put in a fountain for example), a road (to your main city) or at the bottom of top of a cliff formation as natural wall.
 - x Combine cities with green.
 - x In ancient cities there was a lot of green (no paved roads). So don't only place buildings but find a combination between bushes, buildings, flags, rocks and trees.
 - x Organisation: a city is natural grown but never build without a vision. There are living areas, defence areas, resource areas and military areas. Try to give all areas an identity that matches their purpose.



- x Identity: a map is never rigged. All maps have their characteristics. So use flags, and all kinds of foliage to beautify your map and make it a piece of your own. Use real life references. Nature grows everywhere where you give it space. In the tiniest corners to entirely up a cliff (but always combine them with rocks to visually connect them with the cliffs).



Above all: create a place you want to visit. A place where a player will discover something new if he walks around the corner. A map and a city are more than just a creator of units and a space to fight. You don't design a map only for the gameplay battle. You design a map in which the player wants to explore all parts because of its beauty.

Feel free to contact me (happy smurf) or other map designers for tips and tricks to make your maps even better than they already are.

(all images are made by Happy smurf)

