

3D-RPG Builder – Tutorial

Terrain Edition

Version 1.0

Author: DRPG

Requirements

The functionalities described in this document are based on the latest Patch of 3D-RPG Builder.

Location: http://www.3d-rpgbuilder.com/Updates/ExePatch_17-Nov-2004.exe

Introduction

The Terrain is the main object of your Level. It should be created first, before all others objects.

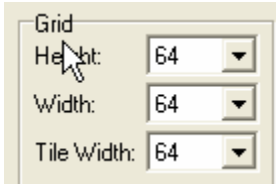
A Terrain is the base support for all others objects (Actors, Map Objects...).

A Terrain can be automatically generated by the tool or giving a HeightMap Bitmap File. This kind of bitmap can be created by Tools like Terragen or any Terrain modeling tool able to export HeightMap Bitmaps.

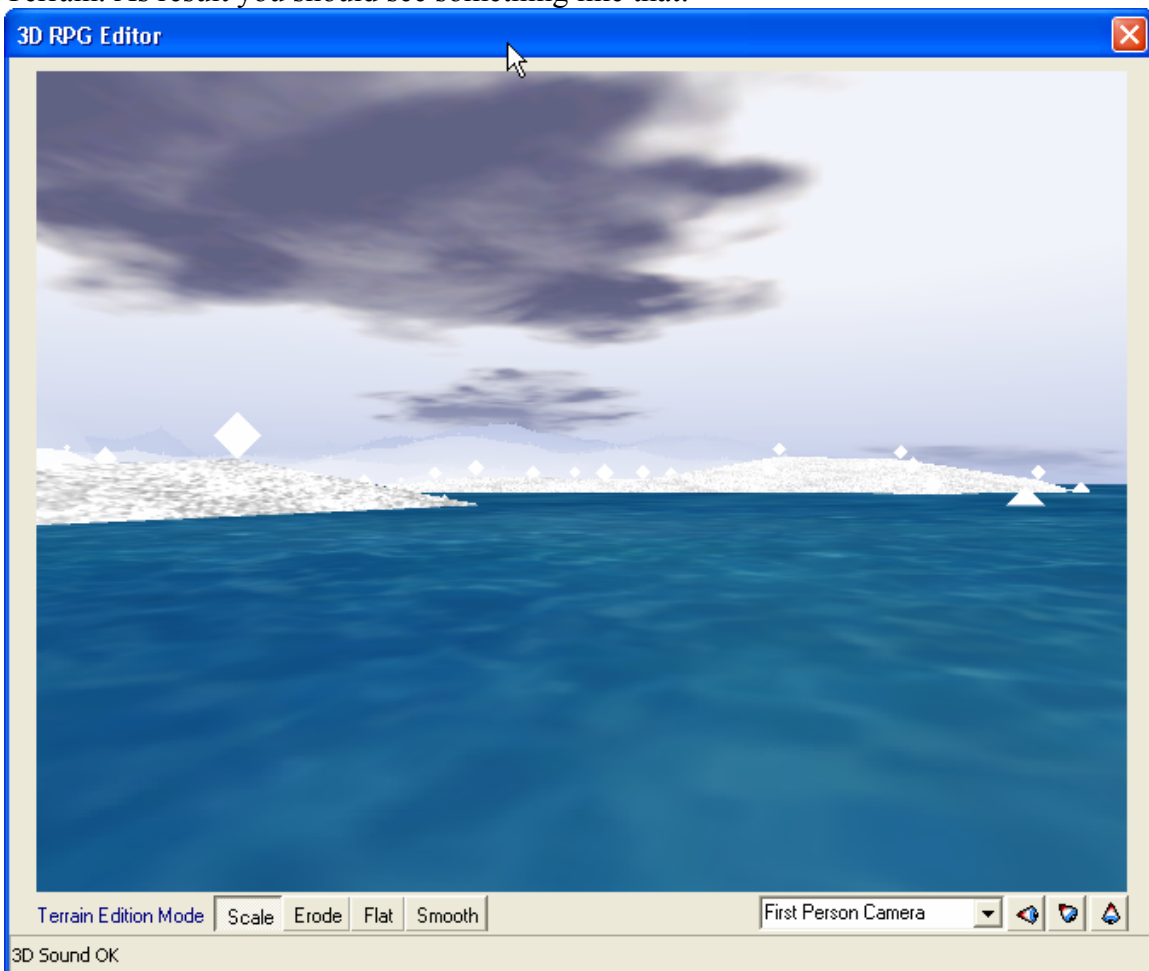
I recommend this one: <http://countermap.counter-strike.net/Nemesis/index.php?p=8>

Step 1 – Creating the Terrain

To create the Terrain, select first the size of the grid. Bigger is the Grid, bigger is your Terrain.

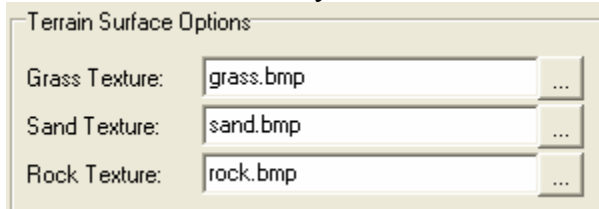


Since you've selected the size, click on Button Generate to automatically build a random Terrain. As result you should see something like that:

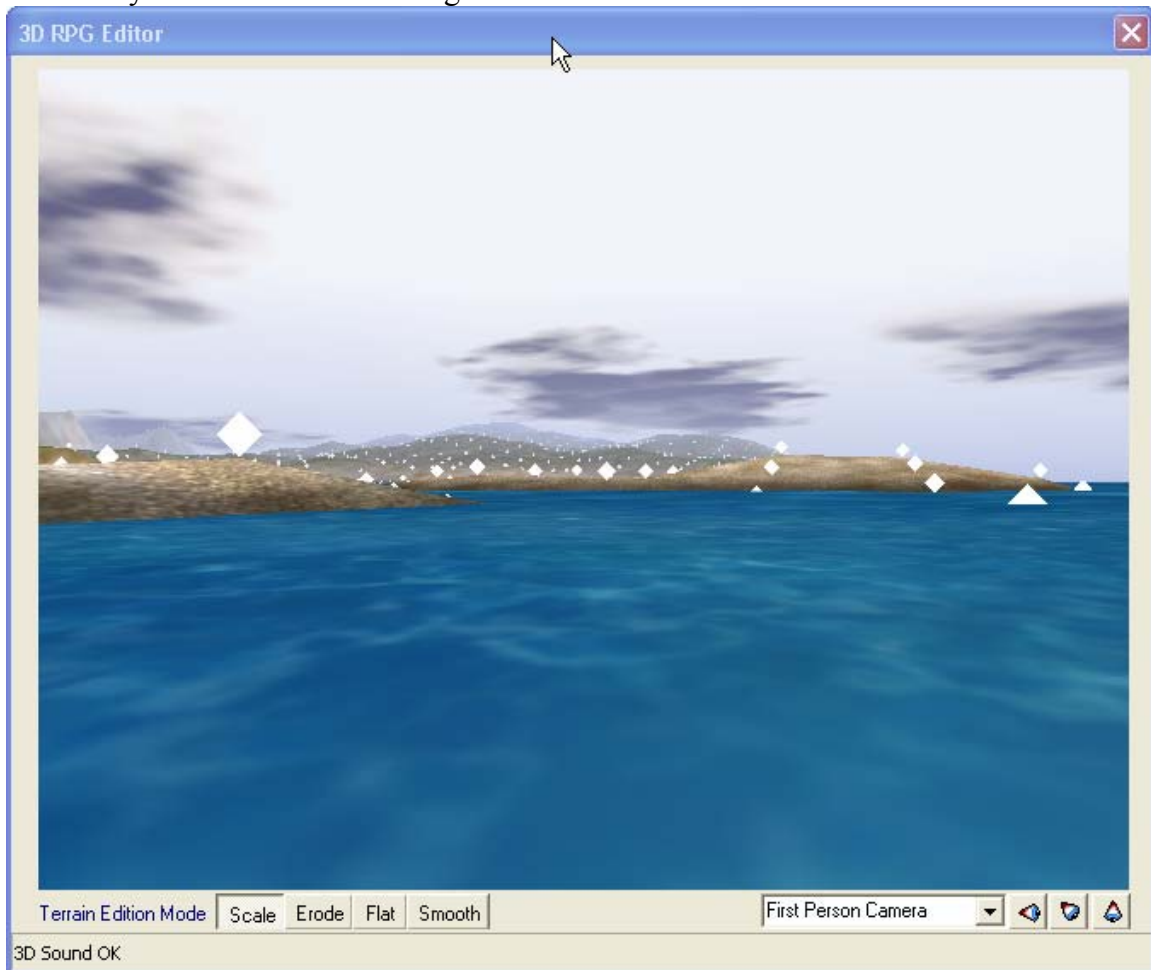


Step 2 – Defining the Textures of the Terrain

The engine is currently using three Textures to define the aspect of your terrain. Select the Textures that you want:



Then Click on Generate button of Terrain Surface Options to build the Terrain Textures. As result you should see something like that:



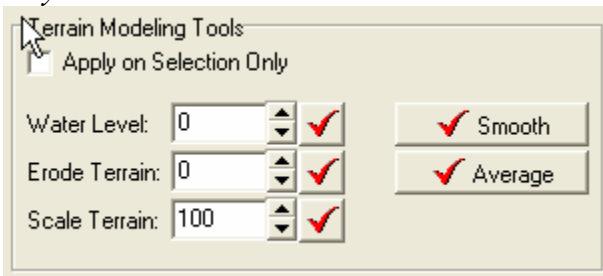
Please note also that I suggest rebuilding your Terrain Textures each time before saving your Level. In this way, you will generate also the Shadings of your Map Objects.

Step 3 – Modifying the aspect of the Terrain

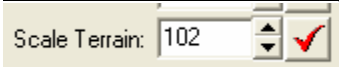
You can modify the aspect of the Terrain either for the full Terrain or for the current selection.

1. Full Terrain modification

Following operations are done through the Terrain Panel. The Apply on Selection only should not be checked.

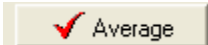


Increase/Decrease the Height of the Mountains:



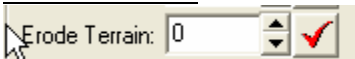
Type a value >100 to increase the Height and <100 to Decrease the Height of your Mountains. Then click on Button Check to apply your selection.

Make all the Terrain same Height (Flat):



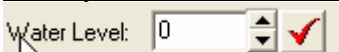
Click on this Button to make your Terrain Flat.

Erosion Effect:



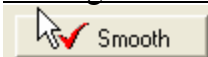
Type here a Value <0 or >0 to apply some Erosion Effect. Then click on Check button to apply your selection.

Modify the Water Plane altitude:



Type here a value >0 to modify the Altitude of the Water Plane. Then click on Check button to apply your selection.

Making the Terrain smoother (nice to simulate hills and valleys)



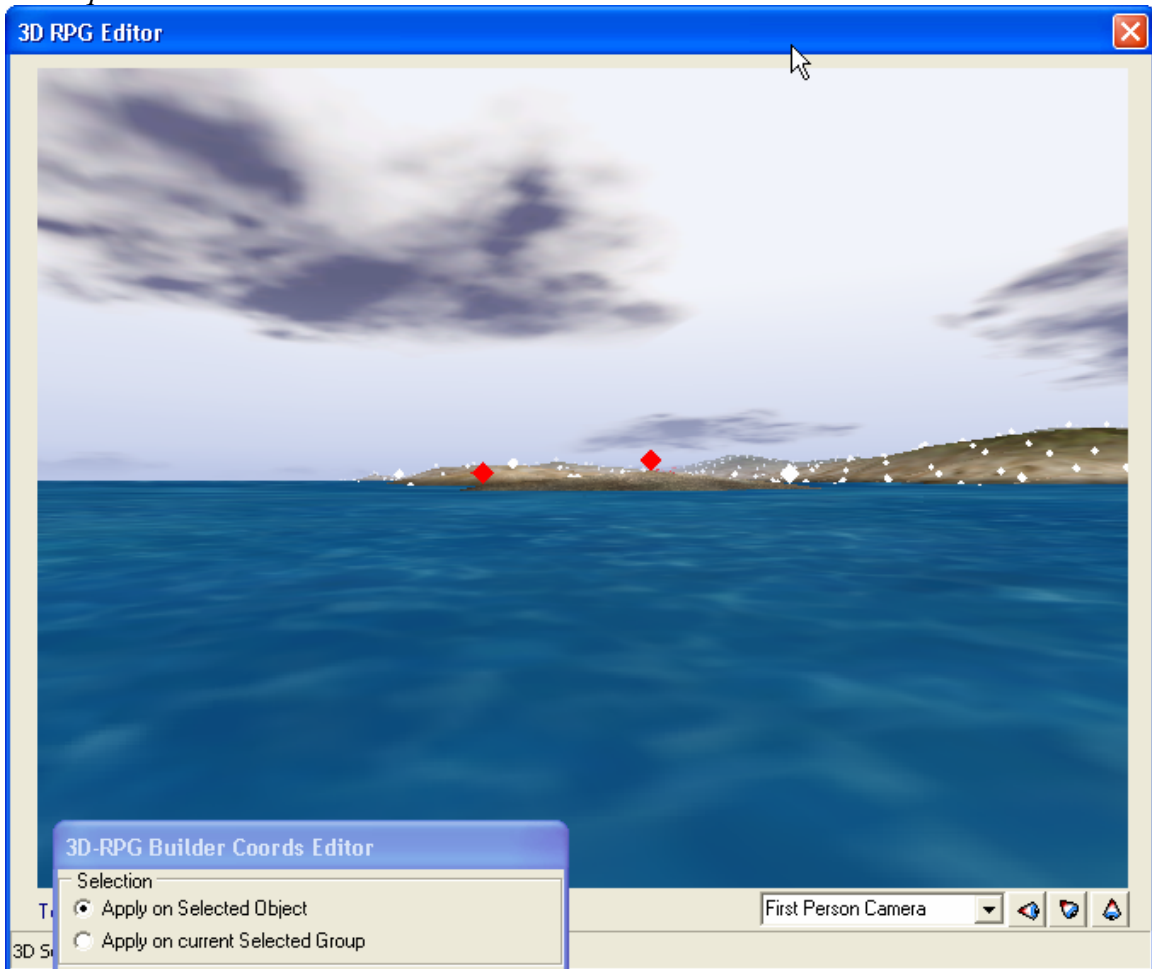
Click on this button to make your Terrain smoother.

2. Terrain - Selection modification

Following operations are done directly on the Level Viewer.

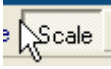
To select part of the Terrain, just move your mouse on a specific “white square” and click on it to select it. Since it is selected, it becomes red. You can repeat the operation several times to select several “squares”.

Note: if when clicking the “square” is not becoming red, just move your mouse inside the “square” and click on the same time several times.




To clear your current selection, press “Shift” on the keyboard and click in any part of the Terrain in the Level Viewer.


Increase/Decrease the Height of the current selected Terrain points:

- Click on following button  located in the left bottom of the Level Viewer.
- While pressing the left button of your mouse, move your mouse cursor up to increase the Height and down to decrease it (your mouse cursor should be on the Level Viewer).

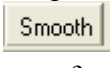
Make same Height the current selected Terrain points (Flat):

- Click on following button  located in the left bottom of the Level Viewer.
- While pressing the left button of your mouse, move your mouse cursor left or right to apply the effect (your mouse cursor should be on the Level Viewer).

Do Erosion on the current selected Terrain points:

- Click on following button  located in the left bottom of the Level Viewer.
- While pressing the left button of your mouse, move your mouse cursor up to apply lot Erosion and down to apply less Erosion (your mouse cursor should be on the Level Viewer).

Do the current selected Terrain points smoother:

- Click on following button  located in the left bottom of the Level Viewer.
- While pressing the left button of your mouse, move your mouse cursor left or right to apply the effect (your mouse cursor should be on the Level Viewer).