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# 1 Requirements

- Elemental War 0.9.11+

# 2 Introduction

This manual explains how to create new maps for Elemental War and how to upload them to Steam Workshop (for Steam versions) and to the Clockwork server (for everybody else). The editor is easy to use, but doesn't support all features yet. The limitations are mentioned in 7.

The editor is located in the *Editor* subfolder in the Elemental War directory. You just need to start the *Elemental War Editor* application. If you're using Steam you can also start the editor through the UI.

# 3 Creating new maps

Creating new maps in the editor isn't that hard. When starting the editor you have an empty map by default. You can also clear the map at any time by pressing the "New Map" button.

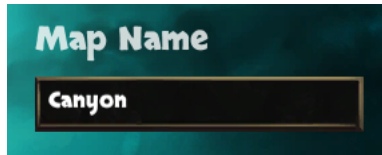
A map is always based on a 20x20 grid. Creating a new map starts without



any paths. How you can add them will be explained in 3.1, editing them in 3.2. Besides the paths a map of course needs a name. The name is displayed in the level selection menu in the game. You can enter it on the right site of the editor screen.

Every map also has a setting. You can choose one of the 7 settings we support. These are:

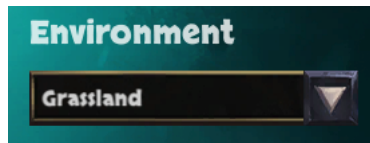
- Desert
- Forest



- Grassland
- Graveyard
- Iceworld
- Island
- Swamp

There is also the option to use a Random setting. Doing that will choose a setting randomly when starting the map, so you can play the path in every setting.

You can select the setting from the dropdown on the right below the map name.

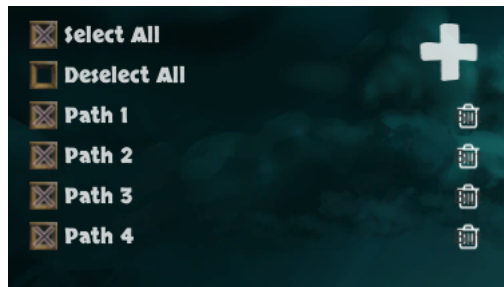


### 3.1 Adding and removing paths

To add a new path, just click the "+" button on the left. This will add the path. First the path will be empty, so you won't see anything. If it's the only active path the currently selected slot is marked so you know what slot is selected.



Removing paths is also easy. Next to the path in the list on the left you find a little trash button. Clicking it will remove the path.



### 3.2 Editing paths

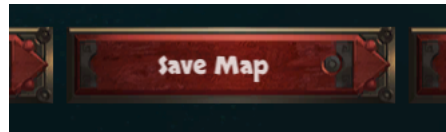
To edit a path you need to ensure just one path is selected in the path list on the left. If this requirement is fulfilled select the slot where you want to change the path element. The slot will be highlighted so you directly see where you are. Now you can edit the tile. You can switch between the different elements using the *mouse wheel*. Scrolling down will select the next one, scrolling up the previous one. Rotating the tile is possible using *Space*.

When creating a path, keep in mind that it has to have one start and end portal.



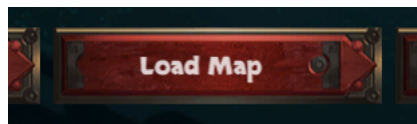
## 4 Saving the map

To save a map just click the "Save Map" button at the bottom. If the map contains errors, a message box will appear and the map **won't** be saved. You have to fix the errors before you can save.



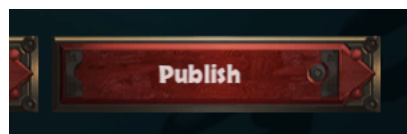
## 5 Loading the map

To load a map you have to click the "Load Map" button at the bottom. You can load all maps from the mods folder of Elemental War. Even maps with T and X crossing can be loaded, but **not** saved again.

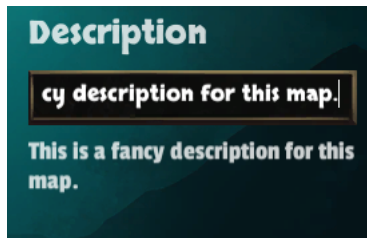


## 6 Uploading the map

To upload a map you have to click the "Publish" button at the bottom. This will upload the map to our servers so everybody can use it in the future. If you're using Steam, the map will also be uploaded to Steam Workshop.



The upload has the some constraints as saving the map, but additionally requires a description. This description will be shown in the Workshop and our map view afterwards. You have to enter the description in the input field on the right.



## 7 Limitations

The Elemental War Editor has currently just one limitation:

T and X crossing currently aren't supported in the editor for single paths. You can place them, but not save maps using them. That's currently a limitation in the conversion from the GUI representation to the map format and will be fixed in a future update. As there is no automated way of doing it it will require user input then to decide where the path continues. Multiple paths can have overlapping paths and T and X crosses though.