BATTLEZONE 98 REDUX®

The Multi-Player Map Editor

This document provides some basic instructions for Battlezone 98 Redux's map editor and tools. The editing tools provided with Battlezone 98 Redux are covered by the license agreement at the end of this document. Please read the license agreement before using the map editing tools. These tools are completely unsupported and as such are not guaranteed to work under all conditions. Use at your own risk.

Introduction

The following is a basic outline for creating your own singleplayer and multiplayer maps.

Note: These tools were created to build Battlezone, so you'll be using the exact same tools the developers used to make the game in 1997.

This document will show you how to make 2 kinds of maps: **Deathmatch** and **Strategy**.

For the purposes of this guide we will be using the mapname **multdm07**. We suggest using a higher number for your own map (to avoid duplicating current maps).

Where to find the Battlezone 98 Redux editor

To find and get started with the editor you'll want to go to the following directory within windows explorer.

Default - **C:\Program Files (x86)\GalaxyClient\Games\Battlezone 98 Redux\Edit**
Or - **C:\Program Files (x86)\GalaxyClient\Games\Battlezone 98 Redux\Edit**

In here you'll see all the relevant files to get started, while in this folder you'll want to **Shift + Right click** in the folder, select the "**Open Command Window Here**" option to load the Command window. The command window is how we'll be generating the files needed to get started with map editing.
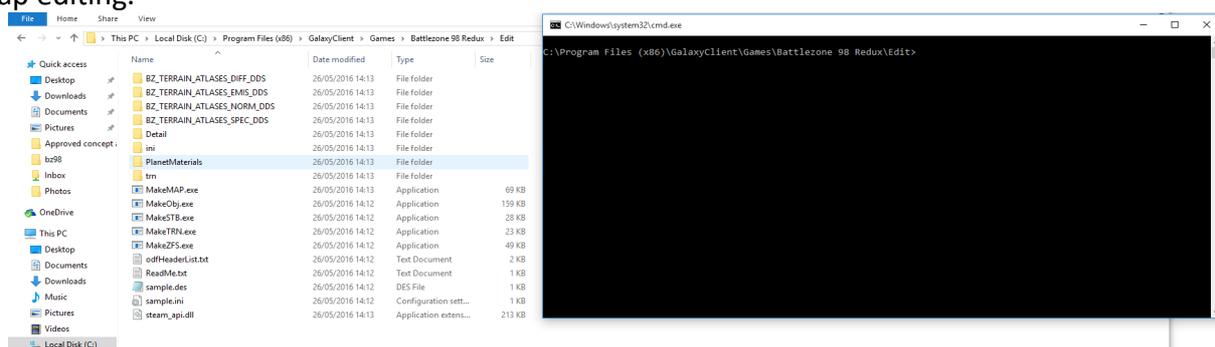
CREATING A BLANK MAP

Using the Command Window

In the command window, type in **maketrn** as a command prompt. You should see a list of options scroll by.   For now, we're just going to create a simple example map.

In the command window type **maketrn multdm07 /c /w=2560 /h=2560**. Press the enter key.

This will create 3 files

- **multdm07.trn**
- **multdm07.hgt**
- **multdm07.mat**

    These are all we need to start editing a Deathmatch level.

Breaking down the command line

- **/c**   Creates a new map.

- **multdm07**   The name of the map. Maps must start one of two ways: **multdm** will create a deathmatch map, and **multst** will create a strategy map. This must be followed by a two digit number. Don't use the number of an existing map!

- **/w and /h**   The width and height. They MUST be either 1280, 2560, 3840 or 5120. Battlezone 98 Redux maps are made of zones. A zone is 1280 meters by 1280 meters, so your map can be any multiple of 1280 in either direction. The command mentioned previously - **/w=2560 /h=2560** - is 2x2 zones. The maximum size of a map is 5x5 zones.

    Note - you must start all map names with either **multst** or **multdm**. Once you create it, it can't be changed from one type to another. If you change the name of the map from **multst** to **multdm** after you've created the map, it won't make the map a Deathmatch level.
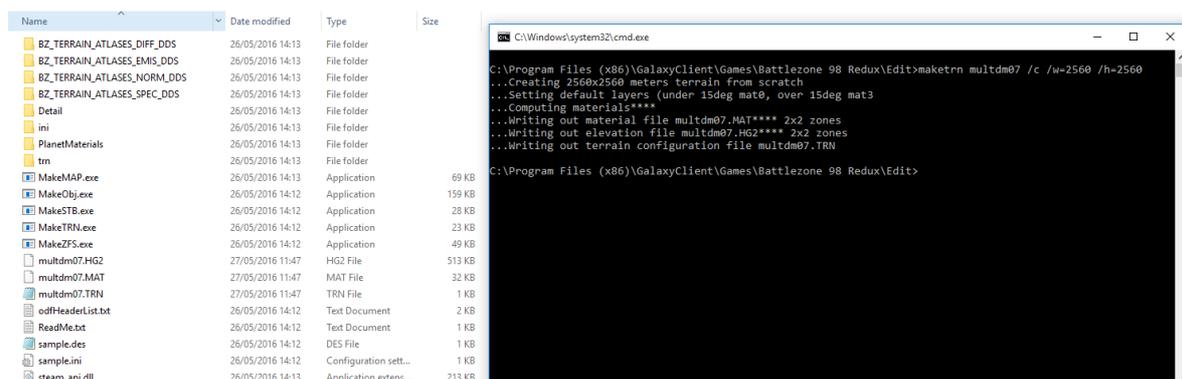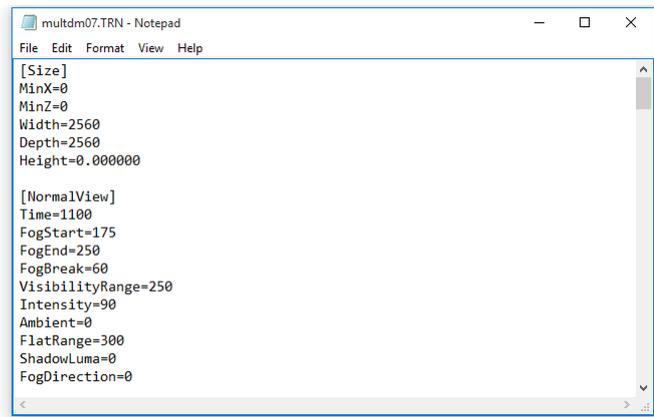
CHOOSE YOUR PLANET TYPE

You can now choose your terrain or planet type from 7 different templates within the Edit folder. For the purposes of this guide, we'll be using the Europa template. In a separate text editor – we recommend Notepad - open the file **multdm07.trn** you created and delete all the sections of text EXCEPT the [Size] section. The [Size] section should look something like this:

[Size]
MinX=0
MinZ=0
Width=2560w
Depth=2560
Height=0

Now, go to the trn subfolder in the Edit folder and open the file **Europa.trn** provided. Copy the entire document and paste it into your own **multdm07.trn** file below the [Size] section. Now save your **multdm07.trn** file(still in the Edit folder).

Your trn should now look something like this.

LOADING YOUR MAP

Copy all the files you have created so far into the game's addon folder, those files being:

multdm07.trn
multdm07.hg2
multdm07.mat

Usually located here
C:\Program Files (x86)\GalaxyClient\Games\Battlezone 98 Redux\addon

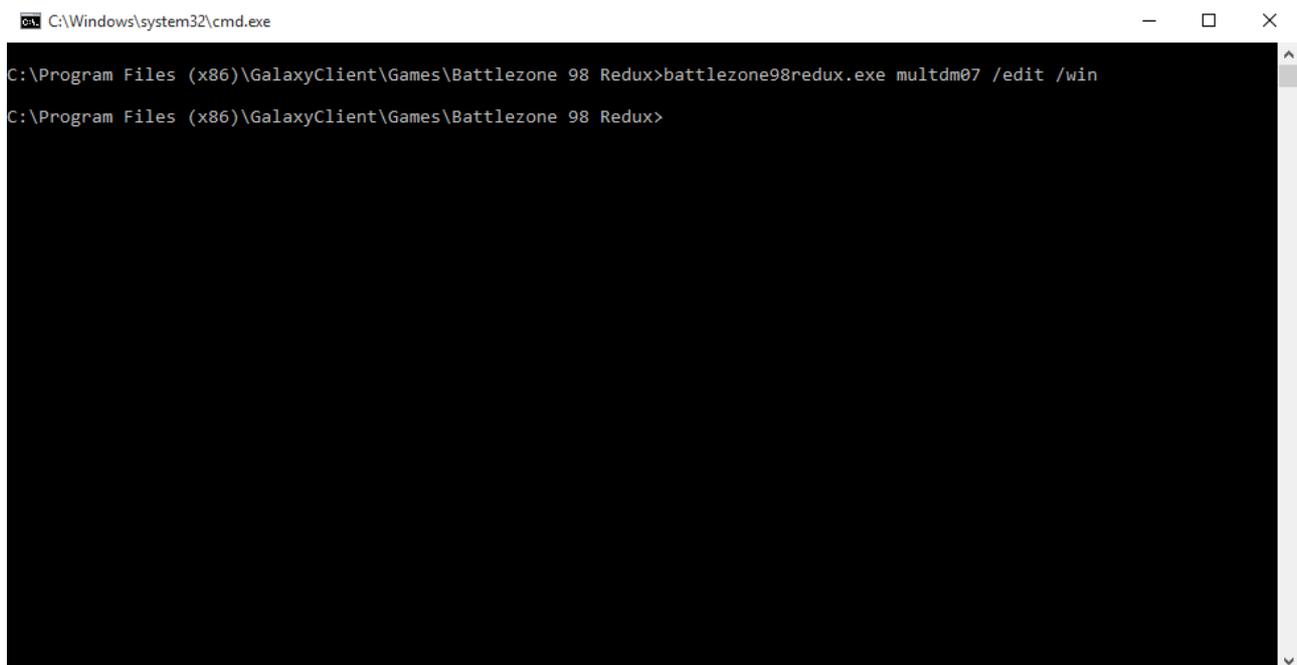The addon folder is where the game looks for new maps and other user-created content

Back in the command window, type **cd..** and press enter to go back up to the Battlezone 98 Redux folder. From here we can launch the game and our new map in Battlezone 98 Redux Edit Mode.

Type the following:

battlezone98redux.exe multdm07 /edit /win

This will now launch the game launcher. If it does not load in windowed mode you can choose this option from the launcher options menu.

 Start the game from here as you would normally. You will find yourself in your newly created map, and the game should be in windowed mode. Note: You have to edit maps while the game is in windowed mode or it you will not be able to save objects.

EDITING YOUR MAP

In Battlezone 98 Redux Edit Mode, you start out in a vehicle. Press **Ctrl +E** to switch into the top-down view You can switch back and forth between viewing the map top-down and viewing it from the tank by pressing C**trl + E** at any time.

Pressing **W** toggles between the **texture**, and **wireframe** modes.
Pressing **Ctrl +A** will place you in **object** mode. You must be in your tank to see these options pop up. (Ctrl +E to jump back into the tank)

You can use the mouse and cursor keys to change the camera orientation.
To zoom in or out while editing, use the **+** and **–** keys .

Wireframe Mode
Note: It is best to start in wireframe mode due to textures being made for specific terrain slopes.
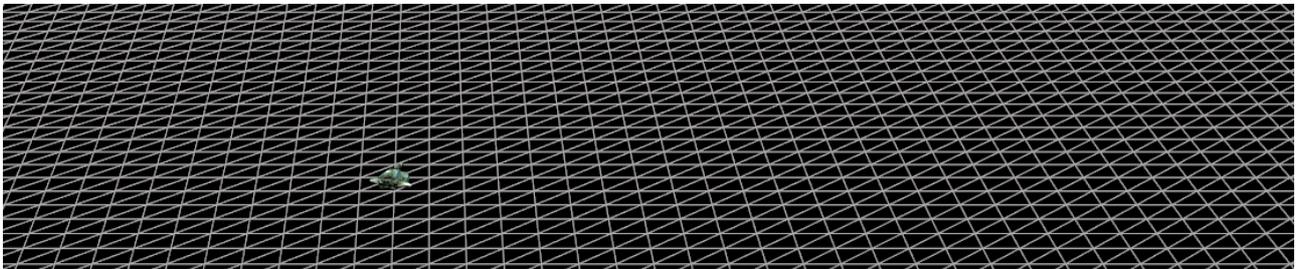
In this mode you can change the map's elevation (creating hills, pits and divots).

Texture Mode

Here you can style your map from a selection of pre-defined textures.

Object Mode

Use this mode to place spawn points, tanks, units and buildings. (Multiplayer maps will need at least 2 spawn points or they will not load). Warning – Placing many AI may crash your map.

SAVING/LOADING YOUR MAP

While in the editor window, press **Ctrl+ S** to bring up the save menu.

We want to save the file in the addon folder along with the other files (**multdm07.trn multdm07.hg2** and **multdm07.mat)** as **multdm07.bzn**. We recommend saving your maps as often as possible. As mentioned earlier, you must be editing in a window to save.

For reference later, **Ctrl+O** will also open maps from the editor.

Remember: Now that you have saved a .bzn file, the command line for loading up this map to edit is: **battlezone98redux.exe multdm07.bzn /edit /win**

```
C:\Program Files (x86)\GalaxyClient\Games\Battlezone 98 Redux>battlezone98redux.exe multdm07.bzn /edit /win
```

₆. ELEVATION EDITING

To help create hills, valleys, canyons and river beds, there are many tools at your disposal.

To edit elevation, we will need to be in wireframe mode.

Zoom
Left click to zoom in. **Right click** to zoom out.

Width Brush Size

Depth Brush Size

Height Brush Size

These tools will change the depth, width and height of the brush.
By **left clicking** on these tools you increase the size of the brush's width/depth/height, by **right clicking** you decrease the size of the brush's width/depth/height.

Raise Brush
Left click to raise the elevation with the brush. The height of the elevation will be changed incrementally the longer you hold down the mouse button. **Right click** to flatten it. You cannot lower the elevation below 0.

Rounded Raise Brush
If you want a rounder effect when raising terrain.

Increment Amount
Click to increase or decrease the increment amount while using the Raise Brush tool. (This does not affect the Rounded Raise Brush)

Eyedropper
If you want to set the brush to a single elevation, use the eyedropper to pick a height that you want.

Leveler
After picking a height with the **eyedropper** use the leveler to create a single continuous elevation at the size of your brush.

Rounded Leveler
Works the same as the **Leveler** tool. For more precise elevation editing.

Vertex Lifter
Left click to raise a single point, right click to lower.

Smoother
Use this to smooth out sharp edges and large elevation differences. This is an incredibly handy tool when the major features of the map are done to round out the rough edges and fix all the dips and spikes that may get the player stuck.

Bell Width
Similar to raise brush. But with a lot more gradual inclines and smoother edges.

AUTOMATIC TEXTURING

Before you start to edit textures, unless you want to do it all tile by tile, you can use maketrn.exe to paint the entire terrain for you based on elevation.

First we need to go back into the edit folder. In here we will find the ini subfolder. As we are using Europa textures, we will be wanting to copy the **Europa.ini** file from this folder, and paste it into the addon folder directory. You will also need to move the MakeTRN.exe from the Edit folder into the Addon folder.

You should now have these 7 files in your addon directory

- **multdm07.trn**
- **multdm07.hg2**
- **multdm07.mat**
- **multdm07.bzn**
- **multdm07.lgt**
- **Europa.ini**
- **MakeTRN.exe**

Now, with the game closed, simply launch the command window while in the addon folder and type:**maketrn multdm07.trn /p="europa.ini"**

Now when you reload **Multdm07.bzn**, we will see that the level has been automatically painted based on its elevation.
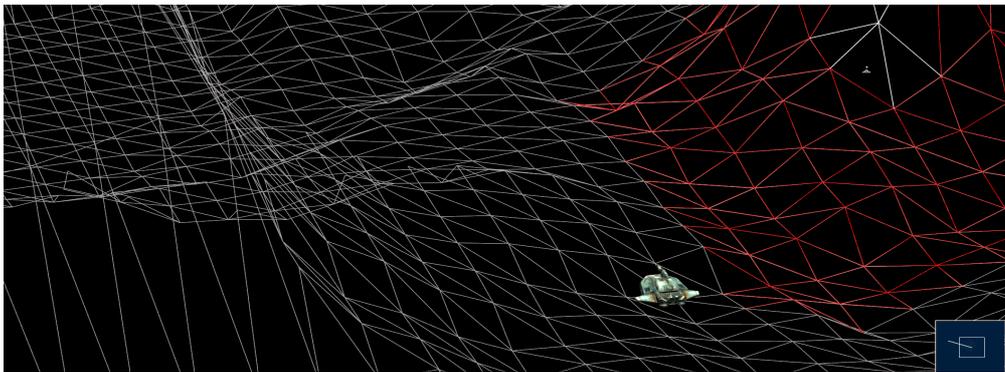
PLACING OBJECTS

If you want to do it in real-time while in your tank, press **Ctrl+A**. A build menu will replace the unit command menu.

If you want to do this from an **overhead** view, press **shift+F9**. Then choose **1** and then **4** to edit objects. Finally, press **5** to get the build menu up.

You must place at least 2 spawn points on your map or it will not load.

To create spawn points, simply choose **Buildings** and then **Spawn** from the menu. The spawn point will be placed where the pointer is. For strategy maps you will also want to place Geysers and scrap, which are also found under the neutral map. You can place any unit, tank or building from the game in this fashion.
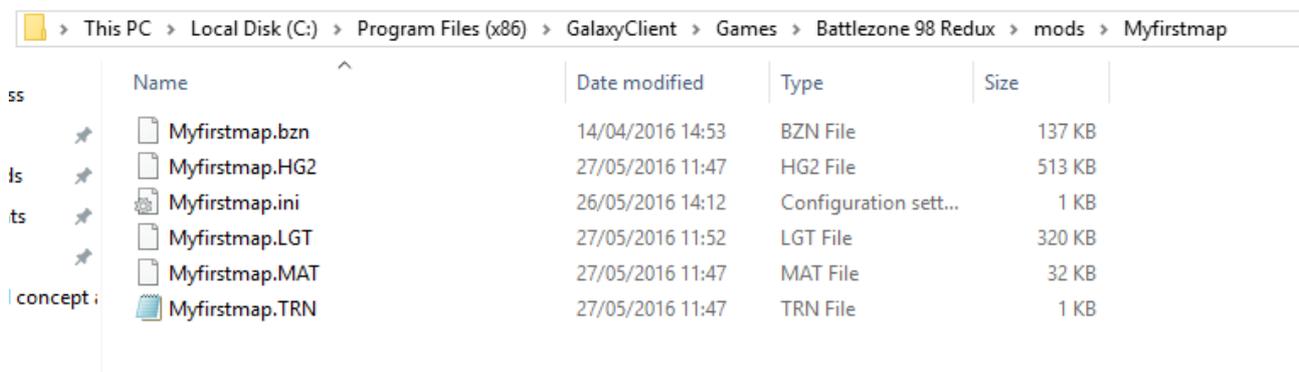
PLAYING YOUR MAP

To play your map simply move the contents of this folder to **C:\Program Files (x86)\GalaxyClient\Games\Battlezone 98 Redux\mods**

You will need to create a subdirectory within this folder with the name of your map.

For example **C:\Program Files (x86)\GalaxyClient\Games\Battlezone 98 Redux\mods\ Myfirstmap**

You will want to rename the contents to whatever you wish to call the map.

Name	Date modified	Type	Size
Myfirstmap.bzn	14/04/2016 14:53	BZN File	137 KB
Myfirstmap.HG2	27/05/2016 11:47	HG2 File	513 KB
Myfirstmap.ini	26/05/2016 14:12	Configuration sett...	1 KB
Myfirstmap.LGT	27/05/2016 11:52	LGT File	320 KB
Myfirstmap.MAT	27/05/2016 11:47	MAT File	32 KB
Myfirstmap.TRN	27/05/2016 11:47	TRN File	1 KB

Have fun!

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