

TUTORIAL – Create a new map for Commandos

Commandos Setup

Install Commandos.

Extract WARGAME.DIR (move everything from the extracted folder DATOS into the existing one)

Delete WARGAME.DIR

Delete the file DATOS\MISIONES\START.DAT (this step is optional)

Java Setup

Download and install a Java Runtime Environment (www.sun.com)

Get used to java (there are several guides and tutorials on the internet)

Create the Map

The following "variables" will be used in this tutorial:

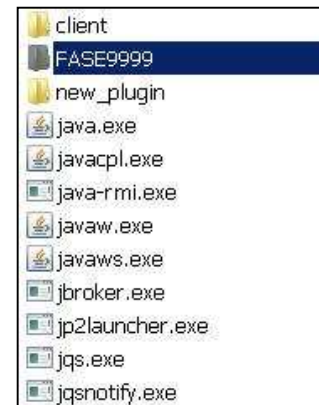
`comm_dir` = your Commandos installation path (like C:\Games\Commandos)

`java_dir` = the path where you'll find the java.exe (like C:\Program Files\Java\jre6\bin)

Create a new folder "FASE9999" in your `java_dir`.

Move all sprites you want to use in your map to this folder. You can use your own sprites or copy the sprites from the folder "TUTORIAL" except the files "BASE.BMP" and "MAPA0000.MIS". If you use your own sprites, please make sure that all images are 256-colors-bitmaps.

Copy the file "MAPA0000.MIS" from the folder "TUTORIAL" to the DATOS\MISIONES folder in your `comm_dir`.



Run ImageSlicer

Select "BASE.BMP" from the folder "TUTORIAL" and press "Open"

Accept Width and Height (128x128).

Save the file "BASE.TXT" on your desktop.

Wait until ImageSlicer terminates.

Now you should find the folder "BASE" and the file "BASE.TXT" on your desktop.

Move all sprites from "BASE" to the folder "FASE9999", then delete the folder "BASE".

Run WadCreator in your `java_dir`

Type FASE9999 and press enter.

Wait again.

Move the file "FASE9999.WAD" to the folder DATOS\RECURSOS\BMPS\MAP in your `comm_dir`.

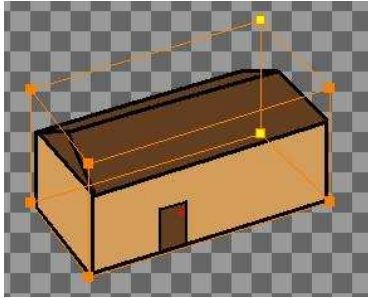


Run the Map Editor

Select "BASE.BMP" as the background image.

Press "F4" to switch between fullscreen and windowed mode.

Press "F8" and set the Width to 1280, the Height to 800.



Press "ADD POLY" and name it "CASA0000".

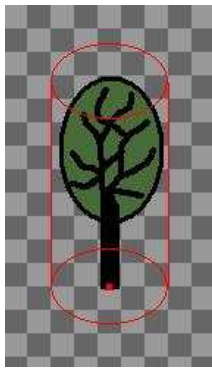
Press the green "ADD" button and select the sprite "HOUSE000.BMP".

Press the orange "ADD" button and move the point to the front right corner of the house.

Add three more points clock-wise (front left, back left, back right corner).

Set the "HEIGHT" to 90.

Press "DONE" and set the position of the item with the arrow keys (while holding SHIFT).



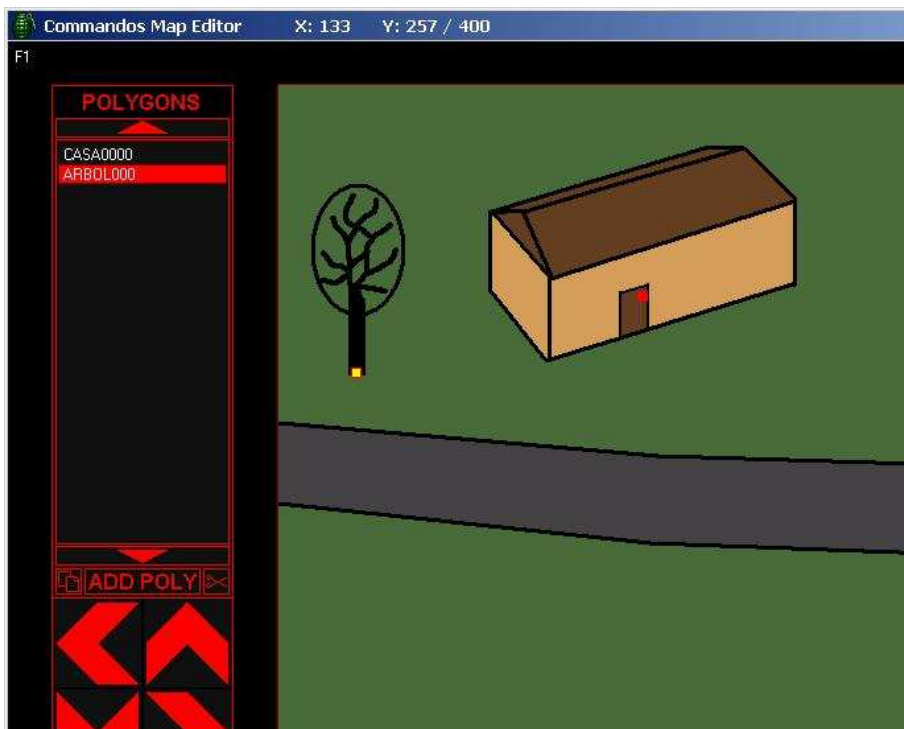
Press "ADD POLY" and name it "ARBOL000".

Add the tile "TREE0000.BMP" and move it up (the red point has to be where the tree meets the ground).

Set the "RADIO" to 40 and the "HEIGHT" to 140.

Add the tile "-RUINA00.BMP" and place it over the existing sprite.

Press "DONE" and move the tree to the place of your choice.



Press "F11" and save the file "MAPA9999.BMP" on your desktop.

Press "F12" and save the file "MAPA9999.VOL" on your desktop.

Exit the Map Editor (Esc).

Run SEC Creator

Load the background image "MAPA9999.BMP".

Press "F11" and load the file "MAPA9999.VOL".

Add a point at each corner of the map while holding CTRL.

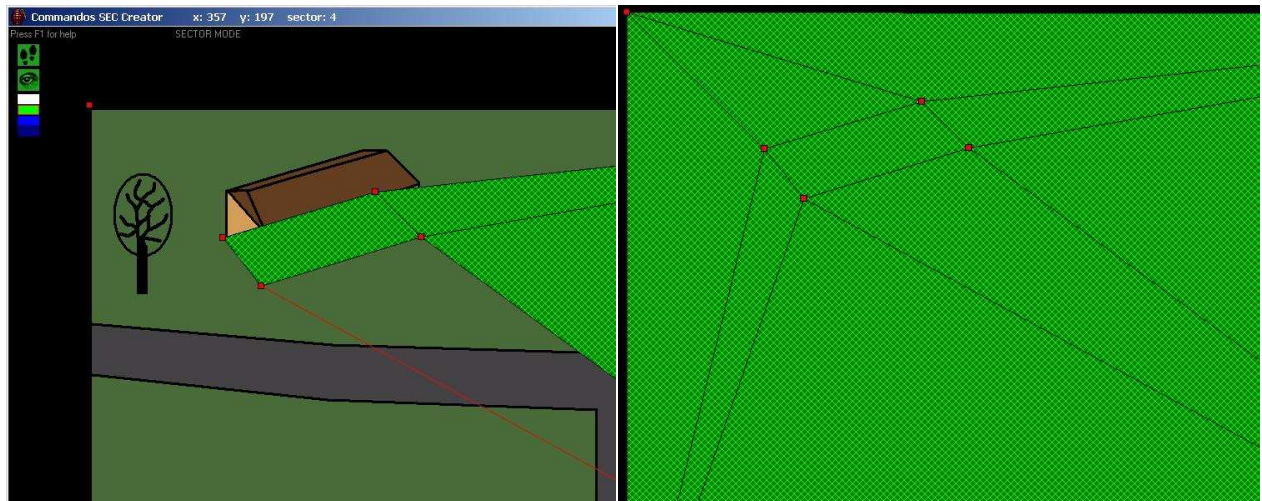
Press "Space" to switch to the sector mode.

Press "N" and add the inner four points to the sector (left-click the points clock-wise).

Create the other sectors by pressing "N" and clicking the points.

Press "F12" and save the file "MAPA9999.SEC" to your desktop.

Exit the SEC Creator (Esc).



Open the file "MAPA9999.SEC" with a text editor.

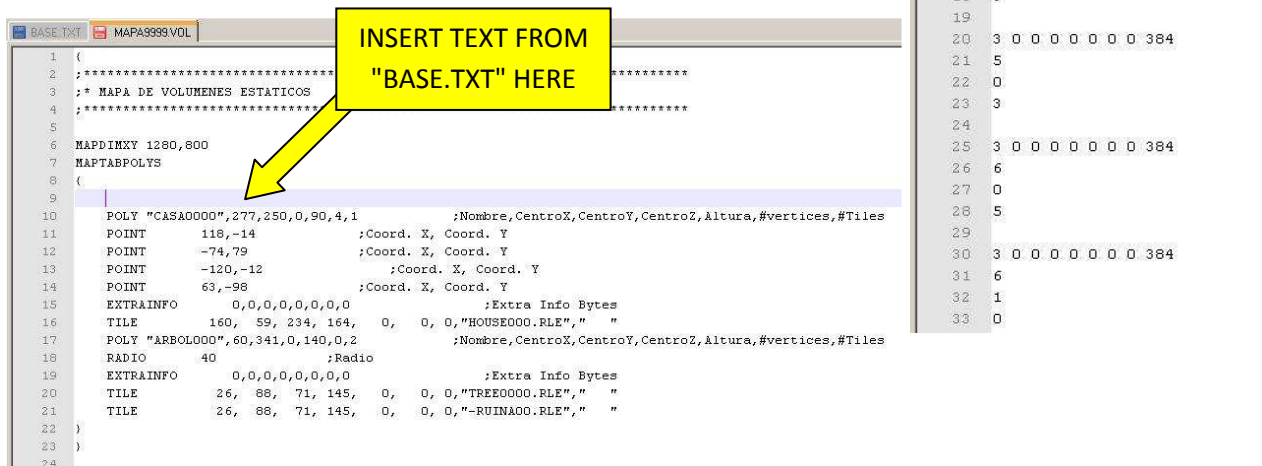
Change the first appearance of 384 to 276 and save/close the file.

Open the files "BASE.TXT" and "MAPA9999.VOL" with a text editor.

Copy everything from "BASE.TXT" and insert it before POLY "CASA0000" in the other file.

Save "MAPA9999.VOL" and close the two files.

Move "MAPA9999.VOL" and "MAPA9999.SEC" to the folder DATOS\MISIONES in your comm_dir.



That's it. Now run Commandos and start a new game.