

# TUTORIAL – Create a new map for Commandos

v2

## Commandos Setup

Install Commandos

Extract WARGAME.DIR (→ <https://sites.google.com/site/commandosmod/tutorials/extract-wargame-dir>)

## Create the Map

(Here you'll find all the tools: <https://sites.google.com/site/commandosmod/downloads>)

### Run ImageSlicer

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

Accept Width and Height (256x256).

Save the file "BASE.VOL" to your desktop.

Wait until ImageSlicer terminates.

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

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

### Create the WAD

Drag & Drop the folder "FASE9999" onto the **WadCreator**.

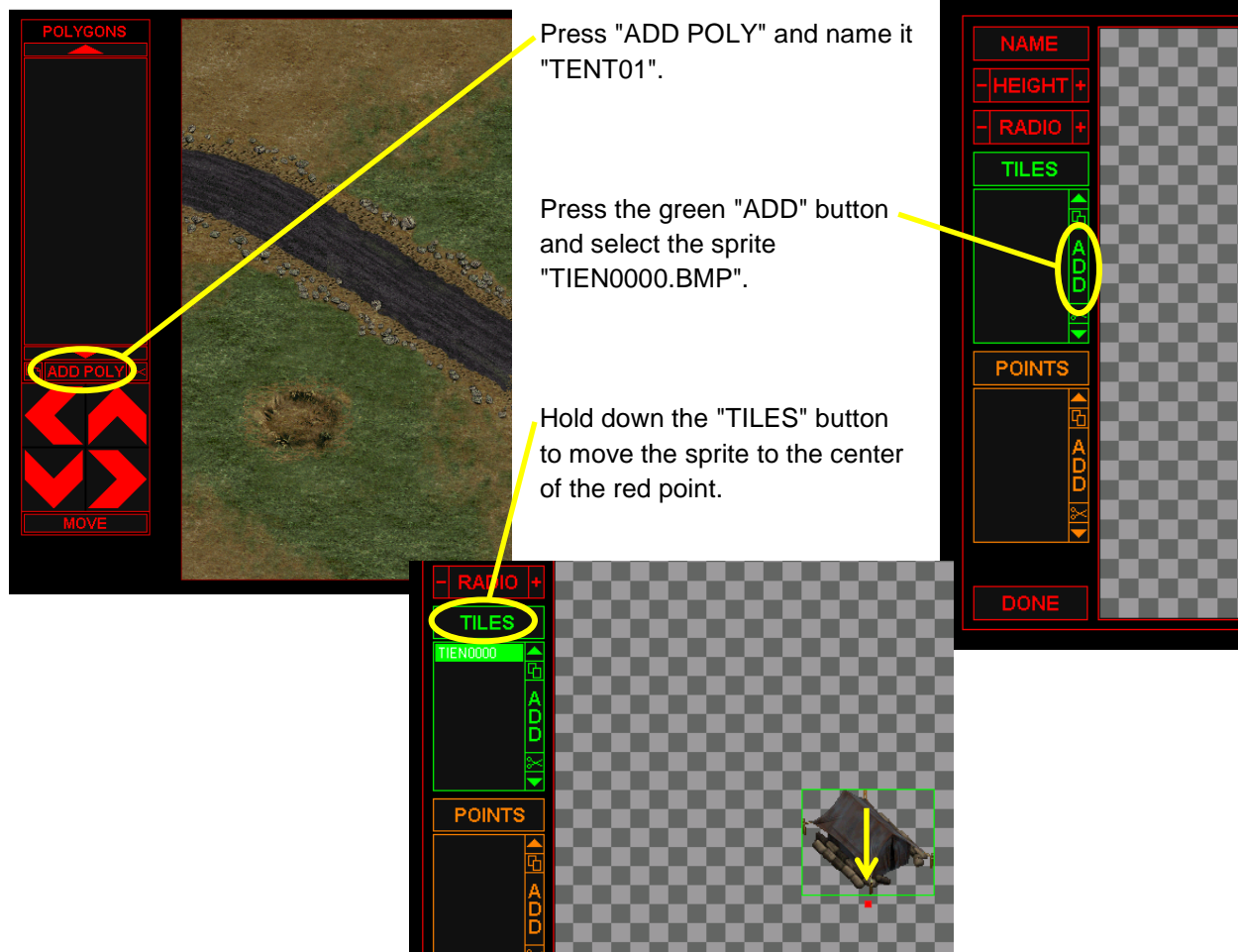
Move the file "FASE9999.WAD" to the folder DATOS\RECURSOS\BMPS\MAP of your Commandos directory.

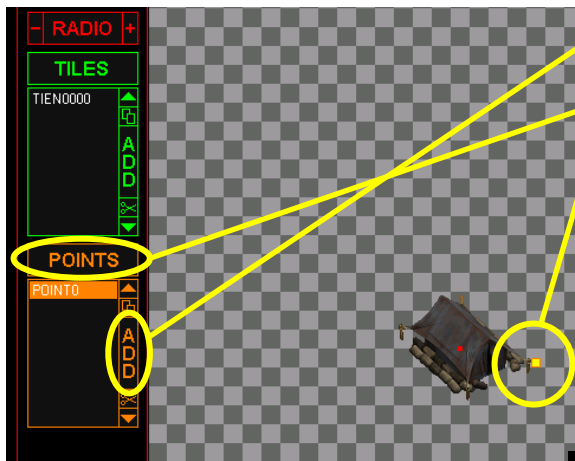
### Run the Map Editor

Select "BASE.BMP" as the background image.

Press "F4" to switch between full screen and windowed mode.

Press "F8" and set the Width to 800, the Height to 600.

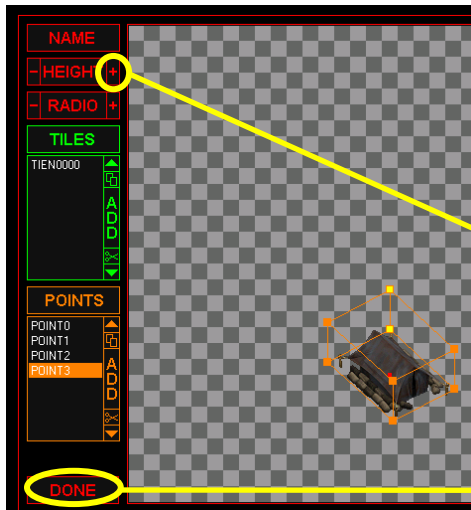




Press the yellow "ADD" button.

Hold down the "POINTS" button and move the point to the front right corner of the tent.

Add three more points clock-wise and move them to the correct position (front left, back left, back right corner).



Right-click the "+" button four times to set the height to 40 (or click the "HEIGHT" button and set it manually).

Press the "DONE" button.



Hold down the "MOVE" button to change the position of the poly.



Press "ADD POLY" and name it "ARBOL01".

Add the tile "ARB20000.BMP" and move it up (the red point has to be where the tree meets the ground).

Set the "RADIO" to 60 and the "HEIGHT" to 125.

Add the tile "-RUINA08.BMP" and place it over the existing sprite.

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



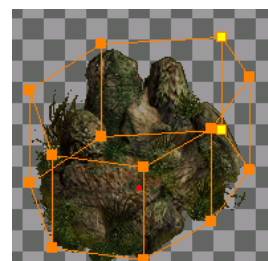
Press "ADD POLY" and name it "ROCKS01".

Add the tile "ROC10011.BMP" and move it to the correct position.

Add seven points clock-wise.

Set the "HEIGHT" to 70.

"DONE"



To edit a POLYGON select it in the list and hit the space bar or enter.

Select "TENT01" and click the COPY button. Move the tent to another position, press enter. Press the "NAME" button and change the name to TENT02. Press enter.



Press "F11" and save the file "MAPA9999.BMP" to your desktop.  
Press "F12" and save the file "MAPA9999.VOL" to your desktop.  
Exit the Map Editor (Esc).

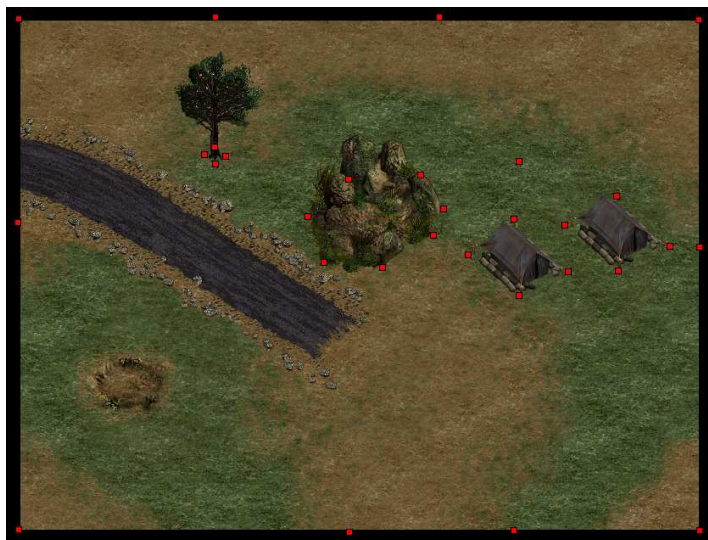
### Run **SEC Creator**

Have a look at this PDF (especially page 2):

<http://sites.google.com/site/belcommandos/Home/SECCreatorReadMe.pdf>

Load the background image "MAPA9999.BMP".

Add the points (as shown on the following image) while holding down CTRL.

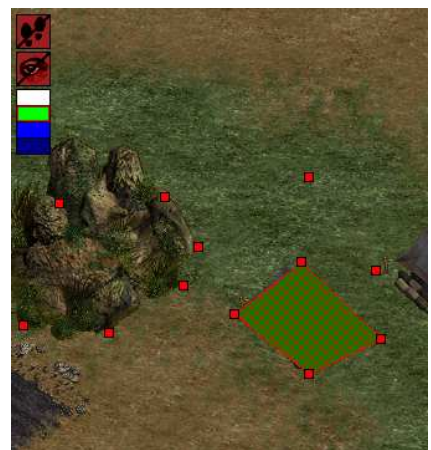


Press "Space" to switch to the sector mode.

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

Press the keys "Q" and "W" to set the attributes of the sector.

The two icons in the upper left corner will change from green to red, that means you can't walk on this sector anymore and you can't see through this sector.

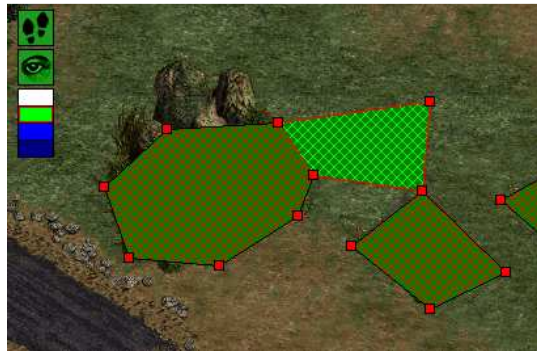


Create the sectors of all other solid objects by pressing "N" and clicking the points.



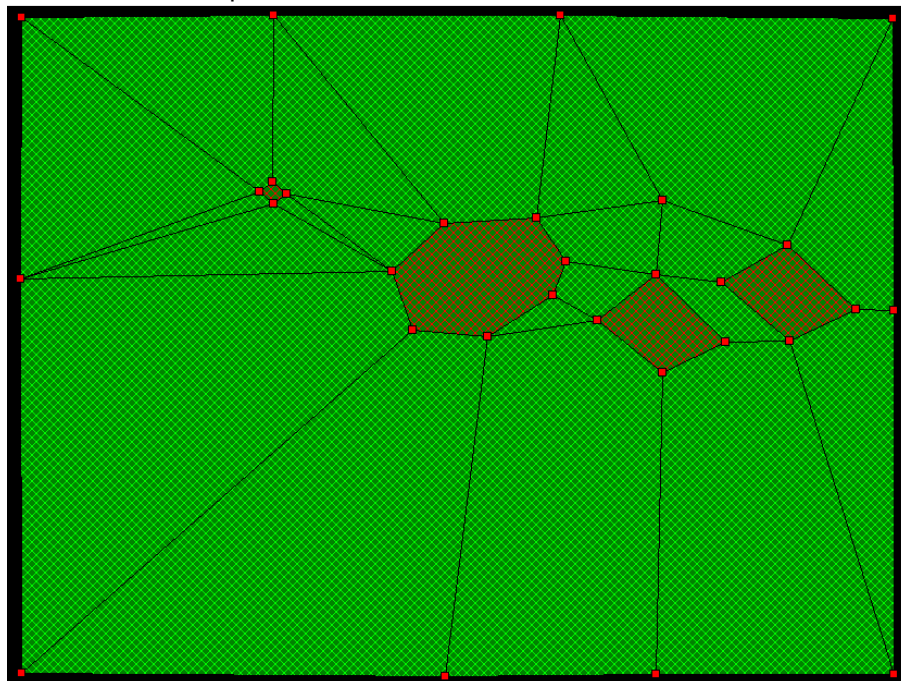
Now create another sector and don't forget to press "Q" and "A" again, the icons change from red to green, the sector is accessible and visible.

(By the way, pressing "A" changes the terrain of the current sector: land, water, deep water, snow/sand)



Create all other sectors.

The final sector map should look like this:



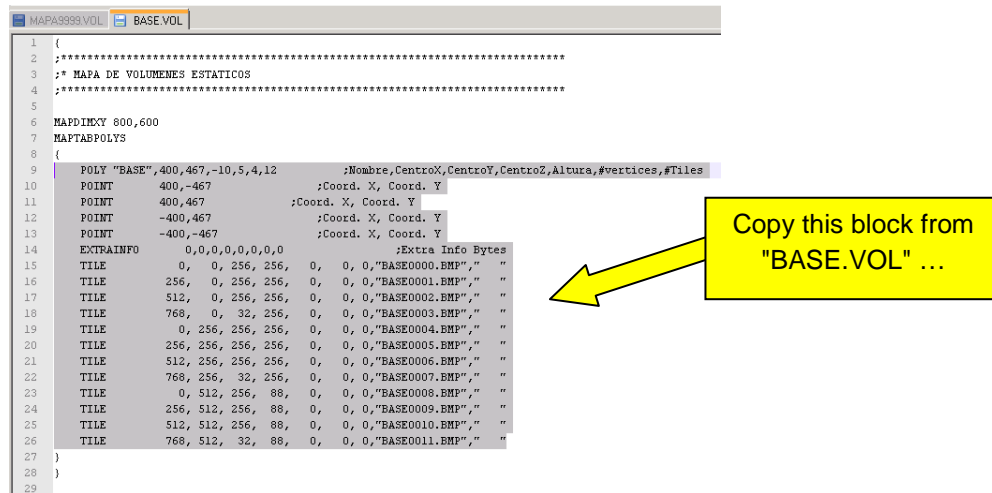
Press "F12" and save the file "MAPA9999.SEC" to your desktop.  
Exit the SEC Creator (Esc).

Note: Use the SecEditor to edit any existing SEC file.



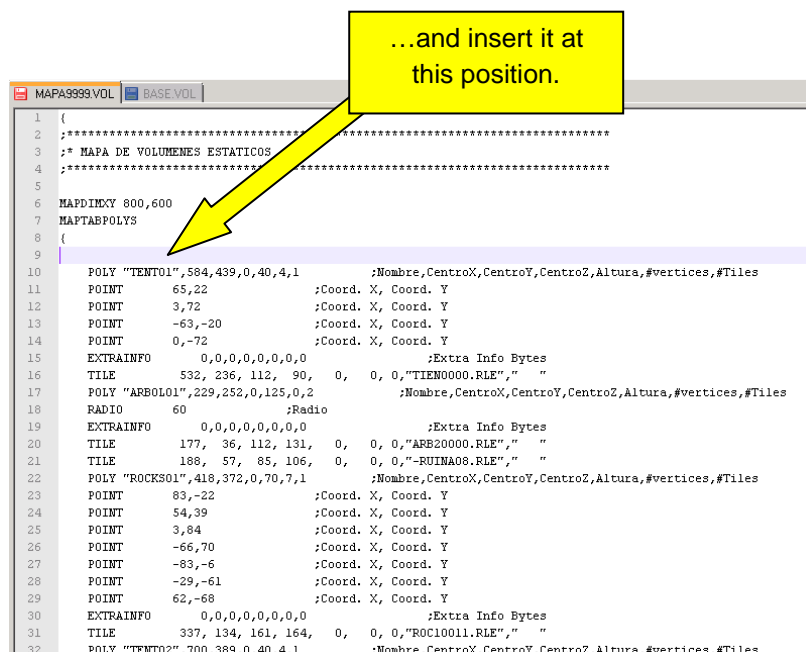
Open the files "BASE.VOL" and "MAPA9999.VOL" with a text editor.

Copy the text block between { and } from "BASE.VOL" and insert it before POLY "TENT01" in the other file.



The screenshot shows the 'BASE.VOL' file in a text editor. A yellow callout box with the text 'Copy this block from "BASE.VOL" ...' points to a code block between lines 9 and 27. The code block is enclosed in curly braces and contains the following text:

```
{
9  POLY "BASE",400,467,-10,5,4,12      ;Nombre,CentroX,CentroY,CentroZ,Altura,#vertices,#Tiles
10 POINT      400,-467                ;Coord. X, Coord. Y
11 POINT      400,467                 ;Coord. X, Coord. Y
12 POINT      -400,467                ;Coord. X, Coord. Y
13 POINT      -400,-467               ;Coord. X, Coord. Y
14 EXTRAINFO   0,0,0,0,0,0,0,0        ;Extra Info Bytes
15 TILE        0, 0, 256, 256, 0, 0, 0,"BASE0000.BMP"," "
16 TILE        256, 0, 256, 256, 0, 0, 0,"BASE0001.BMP"," "
17 TILE        512, 0, 256, 256, 0, 0, 0,"BASE0002.BMP"," "
18 TILE        768, 0, 32, 256, 0, 0, 0,"BASE0003.BMP"," "
19 TILE        0, 256, 256, 256, 0, 0, 0,"BASE0004.BMP"," "
20 TILE        256, 256, 256, 256, 0, 0, 0,"BASE0005.BMP"," "
21 TILE        512, 256, 256, 256, 0, 0, 0,"BASE0006.BMP"," "
22 TILE        768, 256, 32, 256, 0, 0, 0,"BASE0007.BMP"," "
23 TILE        0, 512, 256, 88, 0, 0, 0,"BASE0008.BMP"," "
24 TILE        256, 512, 256, 88, 0, 0, 0,"BASE0009.BMP"," "
25 TILE        512, 512, 256, 88, 0, 0, 0,"BASE0010.BMP"," "
26 TILE        768, 512, 32, 88, 0, 0, 0,"BASE0011.BMP"," "
27 }
```



The screenshot shows the 'MAPA9999.VOL' file in a text editor. A yellow callout box with the text '...and insert it at this position.' points to the line containing 'POLY "TENT01"'. The code block between lines 9 and 27 from the previous file should be inserted here.

```
1 {
2 ;*****
3 ;* MAPA DE VOLUMENES ESTATICOS
4 ;*****
5
6 MAPDIMXY 800,600
7 MAPTABPOLYS
8 {
9
10 POLY "TENT01",584,439,0,40,4,1      ;Nombre,CentroX,CentroY,CentroZ,Altura,#vertices,#Tiles
11 POINT      65,22                    ;Coord. X, Coord. Y
12 POINT      3,72                     ;Coord. X, Coord. Y
13 POINT      -63,-20                  ;Coord. X, Coord. Y
14 POINT      0,-72                   ;Coord. X, Coord. Y
15 EXTRAINFO   0,0,0,0,0,0,0,0        ;Extra Info Bytes
16 TILE        532, 236, 112, 90, 0, 0, 0,"TIEN0000.RLE"," "
17 POLY "ARBOL01",229,252,0,125,0,2    ;Nombre,CentroX,CentroY,CentroZ,Altura,#vertices,#Tiles
18 RADIO       60                      ;Radio
19 EXTRAINFO   0,0,0,0,0,0,0,0        ;Extra Info Bytes
20 TILE        177, 36, 112, 131, 0, 0, 0,"ARB20000.RLE"," "
21 TILE        188, 57, 85, 106, 0, 0, 0,"-RUINA08.RLE"," "
22 POLY "ROCKS01",418,372,0,70,7,1     ;Nombre,CentroX,CentroY,CentroZ,Altura,#vertices,#Tiles
23 POINT      83,-22                   ;Coord. X, Coord. Y
24 POINT      54,39                    ;Coord. X, Coord. Y
25 POINT      3,84                     ;Coord. X, Coord. Y
26 POINT      -66,70                   ;Coord. X, Coord. Y
27 POINT      -83,-6                   ;Coord. X, Coord. Y
28 POINT      -29,-61                  ;Coord. X, Coord. Y
29 POINT      62,-68                   ;Coord. X, Coord. Y
30 EXTRAINFO   0,0,0,0,0,0,0,0        ;Extra Info Bytes
31 TILE        337, 134, 161, 164, 0, 0, 0,"ROC10011.RLE"," "
32 POLY "TENT02",700,389,0,40,4,1      ;Nombre,CentroX,CentroY,CentroZ,Altura,#vertices,#Tiles
```

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

Move "MAPA9999.VOL" and "MAPA9999.SEC" to the folder DATOS\MISIONES in your Commandos directory. Also move "MAPA0000.MIS" from the tutorial folder to DATOS\MISIONES.

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

Check out this PDF for the whole functionality of the Map Editor:

[https://sites.google.com/site/belcommandos/Home/MapEditor\\_QuickReference\\_v107.pdf](https://sites.google.com/site/belcommandos/Home/MapEditor_QuickReference_v107.pdf)

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