

ULTIMA VI MAP EDITOR

The editor comes up with the Map and Tilesset Windows on screen. In the Map Window (left hand side of the screen), you can draw tiles by clicking with either mouse button. The left-hand button will draw with the "foreground tile" (shown in a yellow border in the Tilesset Window), and the right-hand button will draw with the "background tile" (shown with a purple border.) To select different tiles for foreground and background tiles, there are two ways to do it: click on the tile in the Tilesset Window, or hold the Shift key down while clicking in the Map Window.

If you draw into the map with one of the "map tiles" (000-0ff), the tile number will go into the map, but all other tiles (200-4ff) go into a special "object list." There is still a map tile under the object, as you can verify by shift-clicking on it, but it is invisible under the object (unless the object is partially transparent.) To delete an object from the map, hold the Alt key down while clicking on the object. Deleting an object which contains other objects will cause that object's contents to be deposited onto the map.

To edit an individual tile, select it as the current foreground tile, and click on the tile with the yellow border in the Tilesset Window. This will bring up the Tile Editing Window, with a 16x16 grid of pixels for editing the tile, and a 256-color palette. Select foreground color with left button, background color with right button.

The last color in the palette is a "transparent color" that you can use to see past the edges of objects. The easiest way to create a transparent mask is to use the "FM" command (see below.) The transparent color is constantly changing on screen, making it clear that it is not an ordinary color.

The Shift, Ctrl, and Alt keys have a special meaning when you hold them down while clicking in the Tile Edit Window:

Shift: SELECT - select the color pointed to (in the 16x16 tile grid) as the current foreground or background color. Does not alter the tile.

Ctrl: SHADE - if the color is in a range between the current foreground and background colors in the palette, this will alter the shade of the color towards the foreground color if left button is clicked, or towards the background color if right button is clicked.

Alt: COPY - copy the corresponding pixel from the background tile into the foreground tile. This works with Replace Mode as well.

Clicking on the yellow bordered tile in the Tile Editing Window takes you back to the Tilesset Window. Clicking on the Undo Buffer (the tile right below the yellow border) undoes the last change made to the tile.

The arrows around the map and tileset windows allow you to scroll the map in all directions. The arrows around the Tile Editing Window shift the tile definition left, right, up, or down. The arrows under the yellow-bordered tile in the Tile Editing Window allow you to change the current foreground tile being edited. In all cases, clicking on the arrow with the left-hand button moves one at a time; the right-hand button moves as long as you hold it down on the arrow.

Here are the keyboard commands used in the editor:

- A - turn animation on or off.
- B - turn chunk boundaries on or off.
- C - copy tiles (large tileset window).
- D - diagonal flip (when editing tile).
- E - erase tiles (large tileset window).
- F - set fill mode. Asks for one of three modes:
 - 'O': fill mode off. 'F': fill mode on. 'R': replace mode. 'M': create transparent mask.

In fill mode, the next click will fill the area pointed to with the current color. In replace mode, the next click will replace all the colors that are the same as the one pointed to.

The "FM" command creates a transparent mask around an object by filling all black pixels with a transparent color except those adjacent to a colored pixel. This creates a black border around the object. Black holes in the middle of objects are also filled, which may or may not be desirable, so be sure to check the mask after it is created.

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76 G - goto (x,y) on the map. (ENTER to cancel).
77 I - import Ultima V tile. Select with +- keys, then press ENTER.
78 K - Klimb up/down levels.
79 L - load (Tileset,Map,Chunks,All).
80 M - enter map editor (if in large tileset window).
81 N - next frame of animation.
82 P - plop chunk (hex #) at current location on map. (ENTER to cancel).
83 Q - quit.
84 R - renumber tiles (large tileset window).
85 S - save (Tileset,Map,Chunks,All)
86 (or Select Foreground/Background tiles from large tileset window).
87 U - undo/undelete (in map window / large tileset window).
88 V - view/cancel view (chunks seen as single tiles).
89 (Ctrl-V sets the tile used in view mode for the current chunk.)
90 W - generate water animation masks. All transparent colors and blue
91 arrows in the partial water tiles (010-01b and 020-02b) become part of a mask
92 that is stored in a reserved area in bank 4 of the tileset.
93 X - flip tile horizontally.
94 Y - flip tile vertically.
95 Z - zap object out of the list. (Deletes the object in the center of the
96 map window. If there is more than one object, the top one on the list (the
97 one visible in the map window) is deleted.)
98
99 Arrow Keys (or numeric keypad): scroll map. (scroll tileset in the large
100 tileset window.)
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102 Esc - (in large tileset window: cancel a Renumber, Copy, etc.)
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106 Summary of Ctrl-Shift-Alt clicks:
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108 SHIFT: Select (left button=foreground, right button=background)
109
110 CTRL: Shade (in tile editor)
111 Select Object (in map editor)
112
113 SHIFT+CTRL: Enter Object Data
114
115 ALT: Background Pixel (in tile editor)
116 Extract (in map editor)
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