

click in chunk: put terrain tile into chunk

- <-Chunk-> Select chunk to be edited
- <-Find-> Find chunk on map, and Goto that location.

click on "T=xx": enter full-screen tileset window
click on map coordinates (xxx,xxx): enter map window

R: recover chunk from a temporary file in the art\temp directory.

OBJECT WINDOW

Sched: go to the NPC Schedule Window.

Num: xxx click on 3-digit number to

NPC address (file ea.doc)

arrows
vertical Mo tionless
horizontal Follow
click i can leada
XYZ/EQU fl
other: lk, qv, te, ??, sc, fp, 4
OWN
INV so, op, b1, b2, b3
BRO not editable
BLE
CUR Schedule modes
LIT sm, se, ss, sw stand
BER
PAR gn, ge, gs, gw guard
ASL
POI wander cn converse
DEAI lo iter th ief
CON
ATKI sl eep ri ngbell
ATKI si t brawl
S eat
D farm
I play
SE
DE
IE
HP

Anim(T) Plop chunk
Bounds(T) Qust
Copy (exp) Renumbr
ID Save
Erase (exp) Tile - undo by clicking tile
Fill
Goto Mask
Hide Obj (T) Water modes!
I undoes ??
J
K link
Load
Map
Next frame
O
frees

in ng/erine
im able-att but
doesn't move
not editable
Schedule modes
sm, se, ss, sw stand
gn, ge, gs, gw guard
wander cn converse
lo iter th ief
sl eep ri ngbell
si t brawl
eat
farm
play
Strength (3-18)
Dexterity (3-18)
Intelligence (3-18)
Strength Experience
Dexterity Experience
Intelligence Experience
Maximum Hit Points

Qual Quality of item (key/door number, spell type, or upper byte of 16-bit Amount).
Quan Quantity of item (0-255), or NPC number of object's owner.
Amt 16-bit Amount: combination of Qual and Quan.

Click on name (yellow=PC, purple=NPC): change NPC name.

FLOAT: move object to the top of the list.
EXIT: exit. Shift-clicking on EXIT will move the map to the location of the new object.

NPC SCHEDULE WINDOW

Keyboard commands (others disabled):