

MODDING 101 - FOR BEGINNERS

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Posts: 722
Back to top

Message

PostPosted: Mon Mar 14, 2005 9:47 pm Post subject: Modding 101 - For Beginners

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The first tip I will offer for anyone who is thinking about beginning a mod, either a simple one level, or a more complex web of deception, should be to get an idea of the purpose of your mod, and to draw it out on Graph Paper (ideally without being numbered initially, in case you want to use wrap-around magic.)

Anyone who is just converting an existing game (such as what I am doing for Bard's Tale) should have an advantage since the maps may already be out there for you.

So, anyone who is interested in taking this little tour should put something down on graph paper and let me know when you are ready for step 2. Very Happy

Last edited by origen on Fri Apr 01, 2005 1:19 pm; edited 1 time in total
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Author
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Back to top

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PostPosted: Mon Mar 14, 2005 9:59 pm Post subject: Reply with quote

READY! :wink:

(got a couple small 5x5 (& lil bigger) dungeon-style maps been using to introduce RPG's to my niece & neph)

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PostPosted: Mon Mar 14, 2005 10:54 pm Post subject: Reply with quote

The next step will be to define our walls textures. There are two different ways of doing this file, and they both work the same way. The first way is to have 1 wall file for each level you are building. The second way is to have 1 wall file for all of your mods. The differences are as follows:

For the individual level wall files (usually names xxxwall.cfg, with xxx representing the name of the level), should only contain the wall textures that will be in that one level.

For the wall file that will be used for all levels (which I name allwall.cfg), it will include every wall texture that is included in the game.

To see the names of all of the wall textures, you need to go to your pics/walls folder inside your Devil Whiskey folder. Because these are dat files, you can not see what these pictures look like (as far as I know) until you put them in the game.

For each texture you are using, you need to put the following information (and note that each different texture requires it's own line)

```
<WallName> <texture pic file> <collision-integer> <special type> <height>
```

Wall Name is the name that you will use to refer to this wall texture. You can make it anything you want, but remember that punctuation does matter, there can not be any blank spaces, and you can not have more than 1 wall texture with the same name.

The texture pic file is the path and name of the texture file.

Collision Integer can be set to either 0 (the player can pass through, i.e. doors) or 1 (the player can not pass through, i.e. walls)

Special type represents one of the following: 0 = Standard 1 = Secret Door (-1) = Floor Tile (Do not include the parenthesis)

Height is any value from 1 to 4. If no value is given, it will default to 1.

A brief example of what this might look like is:

Code:

```
CaveWall1 pics/walls/cave1.dat 1 0 1
```

```
CaveDoor1 pics/walls/cave_door.dat 0 0 1
```

This will provide us with 1 wall texture (which can not be passed through), and 1 door texture.

One thing to remember about height is that if the map does not define a ceiling (an outdoor map), the height will be calculated as the height from the floor. If the map does define a ceiling (a dungeon or castle, for example) the height is the distance from the ceiling, not the floor.

Most of this was taken out of the Maps tutorial, since this is pretty basic stuff. You should define as many wall and door textures as you feel you need. The height may need some adjusting, since some textures are naturally 4 heights, and will look unnaturally squished if the height is set to 1, and some textures are naturally 1 heights, and will look abnormally stretched if the height is set to 4.

Any questions so far? If not, then create your Wall file and save it in your maps folder. You can always look at an existing Walls file if you want to see an example of a complete walls file.

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Back to top

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PostPosted: Tue Mar 15, 2005 9:41 am Post subject: Reply with quote
Excellent step-by-step....how's this for a basic Walls Texture getup?

file= "allwall.cfg" & it goeth in the 'maps' folder

Code:

#Standard Cave Wall

CaveWall_1 pics/walls/cave1.dat 1 0 1

CaveDoor_1 pics/walls/cave_door.dat 0 0 1

CaveDoor_2 pics/walls/cave1.dat 0 1 1

Should any 'floor/ceiling'-related info go here?

& where you describe:

<special type> represents:

0 = Standard

1 = Secret Door

-1 = Floor Tile

Is '-1/floor-tile' basically an empty space which you can walk 'into' or across?

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Author

HGamer

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Posts: 166

Back to top

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PostPosted: Tue Mar 15, 2005 8:03 pm Post subject: Reply with quote

To be annoying, I wonder if how you would handle an outdoor (i.e. no ceiling) square that the party is supposed to walk underneath. Like a castle gate. The way DW does it now, at least as seen in Rennibister, is to put a 1-high open gateway "wall" there. I think if a wall texture was made that was 2 or more units high, and transparent (or mostly transparent) on the lowest unit, it would do what I'm after. But for now, I'll use what's available.

Good tutorial so far, the part about the graph paper and wraparound is oh-so-true. I use Excel to do my maps, once I set up a square-sized cell in the spreadsheet, and just draw using the cell borders in different thicknesses and colors (& patterns if necessary). Because you can insert more rows or columns as needed, it makes resizing the map easy compared to paper.

Growler, so far so good. This "allwall.cfg" file is just to define what a typical wall, door, etc. look like. Origen will get to another file that defines the floor and ceiling soon.

1 point 21 jigawatts!

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[Back to top](#)

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PostPosted: Tue Mar 15, 2005 9:41 pm Post subject: Reply with quote

So far, so good, Growler. As HGamer said, we will get into the other files a little later, which will define your ceiling and wall textures.

The -1 floor tile is used for any place where the floor will be different than the default floor. A good example of this is the Path that leads from the Adventurers Hall to the gates in Renibister.

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Back to top

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PostPosted: Tue Mar 15, 2005 10:15 pm Post subject: Reply with quote

Okay, moving on, the next file we will create is the Cells file. As with the walls file, you can create a standard file that you can use for all of your maps, but there is the possibility that it can get confusing. For my maps, I use a different calls file for each map, but I try to keep all of my cell names consistent, as I am sure I have repeated many times. The cell file (usually named "xxxcell.cfg"), is what is used to define each individual cell in youe map. A cell can have a wall at any of the cardinal directions (North, South, East, and West), as well as a special floor texture, or a single garnish that is placed in the center of the cell. The DW format is to start by defining the North Wall, then West, South, and East (working counterclockwise). A line from a cell.cfg file will appear like this:

Code:

```
<Cell name> <N Wall> <W Wall> <S Wall> <E Wall> <type> <floor> <garnish>
```

The cell name is only the name that you will refer to each cell. This name will be used by the main map config file.

For each of N Wall, W Wall, S Wall, and E Wall, this represents what will appear on the respective side of the cell. If there will be no texture on any wall, you should use "NULL" to define that side.

The cell type will be defined as either 0, 1, or 2. 0 means a normal cell, 1 is a cell with a special floor texture, and 2 is a cell that has a garnish.

The floor texture, if type 1 or 2, give the texture that will be shown on the floor, or "NULL" is default.

For the garnish texture, if type 1 or 2, give the garnish texture that will be displayed, or "NULL" if default.

For each texture that you use, it must be used in your walls.cfg file. Here is a sample of what a cells file will look like:

Code:

```
DEFAULT NULL NULL NULL NULL 0 NULL NULL
```

```
NWall CaveWall1 NULL NULL NULL 0 NULL NULL
EWall NULL NULL NULL CaveWall1 0 NULL NULL
DoorN CaveDoor1 NULL NULL NULL 0 NULL NULL
DoorE NULL NULL NULL CaveDoor1 0 NULL NULL
```

All cells files MUST include a line labeled DEFAULT, as above. This is what every cell will look like unless you define otherwise. For this file, you need to determine every type of cell you will use. For my cells files, I only define the North and East walls, and work from there. In that case, you would need to define the following cells:

```
NWall
EWall
NEwall
DoorN
DoorE
DoorNE
DoorNWalle
WallNDoorE
```

So, if there are no questions at this time, then create your cells file and save it in your maps folder. This is another basic map, but we are starting to get to the good stuff.
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PostPosted: Tue Mar 15, 2005 10:21 pm Post subject: Reply with quote
An interesting note about the floor textures and garnishes is that a cell with a garnish can not be walked on. But, if you define a special floor texture that is actually a garnish, then you can walk on that cell. I believe it was HGamer whi figured that one out.
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PostPosted: Tue Mar 15, 2005 10:22 pm Post subject: Reply with quote
For the monsters file, at this point you don't need to know anything, except to make a file that looks exactly like this:

Code:
0 0

and save it as xxxmon.cfg

This will create a monsters file with no encounters, so we can test the cells, walls, and textures without being distracted. We will go more in depth into this file later.
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PostPosted: Wed Mar 16, 2005 7:05 am Post subject: Reply with quote
Garnishes?? What's this---Cooking with Style 409?! :twisted:

Think I'm getting the general drift here...it's like a construction set:
make some walls,
use walls to make cells,

use cells to make maps,
use maps to make worlds,
use worlds to control universal destiny!

ok, all seriousness aside...
HGamer, you mind sharing that groovin' maps-spreadsheet? Very Happy
(happy to host-post it if so)

Origen, how do you get by with just defining N & E walls?
Guessing a N wall from one cell = a S wall from an adjacent (northern) cell?

So a 'NE Wall' cell simply means a cell defined by having a wall to N & a wall to E..?
Then, to close it off, say, you could have another 'NE Wall' cell placed just to the SW of
the original one?
If this is correct, it seems both counter-intuitive, yet apparently efficient?

That way you don't have to establish all 4 sides to every single cell--just 1 or 2 for one
cell, then finish the boundaries/walls from adjacent cells?

But this way would seem to require an 'extra' outer perimeter (at least on the SW side) in
order to complete a dungeon's outer rooms (cells), right?

I'll use the Cell parameter/names you suggested for now..& maybe later implement stuff
like 'SecretDoorNWalle'.

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PostPosted: Wed Mar 16, 2005 7:41 am Post subject: Reply with quote
Assuming the xxxmon.cfg file also goes in the Maps folder?
Can this file be named:

TESTCELLmon.cfg ? ~ or does it need to match my 'allcell.cfg' as in 'allcellmon.cfg' ?

If it'll work, got TESTCELLmon.cfg (text= '0 0') in maps folder along with allcell.cfg which contains:

```
[code:1:e3f88e1d0c]#<Cell name> <N Wall> <W Wall> <S Wall> <E Wall> <type>
<floor> <garnish>
DEFAULT NULL NULL NULL NULL 0 NULL NULL
Nwall CaveWall_1 NULL NULL NULL 0 NULL NULL
Ewall NULL NULL NULL CaveWall_1 0 NULL NULL
NEwall CaveWall_1 NULL NULL CaveWall_1 0 NULL NULL
DoorN CaveDoor_1 NULL NULL NULL 0 NULL NULL
DoorE NULL NULL NULL CaveDoor_1 0 NULL NULL
DoorNE CaveDoor_1 NULL NULL CaveDoor_1 0 NULL NULL
DoorNwallE CaveDoor_1 NULL NULL CaveWall_1 0 NULL NULL
DoorEwallN CaveWall_1 NULL NULL CaveDoor_1 0 NULL NULL
```

See any probs with my altering a few of the Cell Names?

Just thought it'd confuse me later if I had a Cell named: 'NWall' ...after a few pints, might think a magic NorthWest wall had emerged! Razz

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PostPosted: Wed Mar 16, 2005 8:36 am Post subject: Reply with quote

You bring up some good points. First, the monsters folder does go in the maps folder as well. And the names do not have to have any consistency on the map, so that name works.

But your description of the map files to control universal destiny is right on point.

The cell names you used are not a problem, as long as they make sense to you. You can add as many as you would like.

I will go more into why we only define the North and West after I return from work.
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PostPosted: Wed Mar 16, 2005 10:48 pm Post subject: Reply with quote
Any Excel spreadsheet could be used for drawing maps, the only one that I have available right now is all the maps for The Bard's Lore as separate sheets for each map. Sort of like what Origen did for his mod, but drawn graphically. I find it easier to work with the map visually, then do the conversion to "only N & W walls" while typing into the .cfg file. You could also use a Word table with square cells, but it wouldn't be as easy to manipulate.
Origen promises to explain why only N & W soon, but it could be any two sides as long as they aren't opposite directions.
You can use anything for your cell names, even "George", as long as you're consistent between the various files. Underscores ("_") are OK, but spaces are not.

1 point 21 jigawatts!

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Author
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Message

PostPosted: Thu Mar 17, 2005 7:29 pm Post subject: Reply with quote

I will mention that 1 thing I do not like about these new forums is that if there is an error ehrrn you try to submit what you typed, it erases everything and you have to start from scratch. So, instead of retype this long port whish I just tried to send, I will give you the gist of it.

1. As HGamer mentioned, you can use any 2 walls, as long as they are adjacent. Whatever you use, however, make it consistent. This only has to make sense to you, not anyone else.
2. If you define all of the walls in each cell, it would cause overlapping (The East Wall and West Wall of adjacent cells will actually be the same wall) and would make the game run slower on some computers.
3. For my mod, I had my maps on graph paper, and then converted them to my excel spreadsheet.

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Author

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[Back to top](#)

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PostPosted: Thu Mar 17, 2005 7:59 pm Post subject: Reply with quote

Thanks for the add'l tips, Origen...sorry your longer piece got nullified! :cry:

Would it be worth it to tap it out in a word processor 1st, then cut'n'paste it into the forum?

Btw, I'm piecing together & saving your on-going/interactive 'tutorial' (w/ HGamer's tips added) in a single document...easier to read/follow & there's a backup of your efforts if the forum ever--Surprised--goes down again.

I'll post it for others when it's fini.

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[Back to top](#)

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PostPosted: Thu Mar 17, 2005 8:20 pm Post subject: Reply with quote

Okay, I'm a little pissed about this now, as I just lost my second post, which described the main cfg file. So, I will post that again later, as I am not in the mood to do this again.

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Message

PostPosted: Fri Mar 18, 2005 10:37 am Post subject: Reply with quote

Um, I thought I heard a terrible rumbling of thunder last night brightening the Northern sky!

Cut'n'paste is my friend..?

Quick Quest ion to get ya back in the good, moody loot :D

Can ya make a 1-way door/passage by making one cell with a Door to its West, then an adjacent cell with a Wall to its East?

And/or is it a matter of how you define the Collision-integer on each side...as in, '0' (can pass) on one side & a '1' (can't pass) on the other side?

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[Back to top](#)

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PostPosted: Sat Mar 19, 2005 5:37 pm Post subject: Reply with quote

To answer your specific question about a 1 way door, I don't have the answer yet. I tried to make one, but it originally was not successful. I need to experiment more to get it to work properly, if it even is possible.

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Message

PostPosted: Sat Mar 19, 2005 6:00 pm Post subject: Reply with quote

Well, lets try this again. I just need to remember to copy before I submit, just in case.

So, we have made our cells, walls, and a blank monsters file. That leaves only 2 files left. We will start with the main configuration file, which will use the information that we defined in our cells.cfg. For the main file, you can name it whatever you want (ie jail.cfg) and do not have to worry about any special ending such as wall, cells, or mon.

The format for this file is:

Code:

```
<map name> <map width> <map height> <default floor> <default ceiling> <title bar  
image>  
<walls file> <cells file> <events file> <monsters file>  
SPECLITS fr fg fb fd lr lg lb  
audio/config <number of audio files>  
<audio file name> <audio start time> (repeat once for each audio file. Must match  
number of files in the line above)  
SPECCELL <stair x> <stair y> <number of traps>  
<trap x> <trap y> <trap type> <trap number> (repeat once for each trap. Must match the  
number of traps in the line above)  
RANDITEMS <number of random items>  
<item name with underscores> <relative frequency> (repeat once for each item. Must  
match the number of items in the line above)  
<map x> <map y> <cell name> (repeat for each cell in your map)
```

Originally, I gave my own descriptions for each of these files, but I will just copy from the tutorial, since they did a good job with this part.

First Line:

Map name – the name to represent this map (unique from other maps)
map width – the width in cells of the map
map height – the height in cells of the map
default floor – path to a default floor texture – will be used in all cells unless a floor texture is specified for a cell in the walls.cfg file
default ceiling – the default ceiling texture for all cells
title bar image – this is an image that contains text or whatever you'd like to go above the Upper Left window (navigation window)

Second Line:

Walls file – the name of the walls.cfg file for this map (ie – maps/mywalls.cfg)
Cells file – the name of the cells.cfg file for this map (ie – maps/mycells.cfg)
events file – the name of the events.cfg file for this map (ie - maps/myevents.cfg)
monster file – the name of the monster.cfg file for this map (ie - maps/mymon.cfg)

SPECLITE line:

The keyword SPECLITE followed by the lighting values, 7 real numbers ranging from 0.0 to 1.0 (inclusive) - with values for the following fog/colors:

fr - fog color - red
fg - fog color - green
fb - fog color - blue
fd - fog density (0.0 is no fog)
lr - ambient light - red
lg - ambient light - green
lb - ambient light - blue

audio/config 1: This line states that the audio config files for this map are contained in the audio/config directory, and that there is only one audio config. It can be '0' if no ambient audio is used, or more than 1 if you use multiple time-based audio config files (see 'rennibister.cfg' for an example).

audio file name/ start time - the name of the audio config file, and the time to start this config. If there is only one audio config, then the value will be '0' (for 'start at midnight'). If there is more than one, then this is the hour (24-hour day) that the particular config will become 'active'. There will be exactly the same number of config-file lines as specified in the config count (on the line above).

SPECCELL line:

The Keyword SPECCELL

stairX - the x location (cell wise) of the ENTRY stairs

stairY - the y location (cell wise) of the ENTRY stairs

numOfTraps - the total number of traps in this map

special note - the stairX and stairY line are needed for the RELO spell

Trap Lines:

trapX - the x location of the trap

trapY - the y location of the trap

trapType - the type of trap, 1 for normal (script based), 2 for spinners, 4 for anti-magic, and 8 for darkness traps

trapNum - needed if trap is of type 1, calls the corresponding numbered trap script (trap000x) so setting this to 2 would call script: trap0002.py

RANDITEMS line:

The keyword RANDITEMS

numOfRandItems: an integer value, that specifies the total number of unique items you are about to list

Item lines:

The name of the item, as given in bl2d_items.txt, with spaces replaced by underscores '_' so a Dwarven War Axe is listed as Dwarven_War_Axe.

Spelling and capitalization matter

relativeFreq - The relative frequency of the item drop. A larger number relative to the numbers given for other items listed means this item drops

more often.

The actual map definition:

mapX – the x coordinate of the cell

mapY – the y coordinate of the cell

cellName – the name of the cell to place at this x/y location

Here are some hints and tips:

1. When you are first making the map, do not include any random item drops or traps. Test the way the map looks first, and add these features later.
2. Give some extra room around the edge of the map. I usually number the bottom left corner of my maps 10, 10. I also add an extra 10 spaces to the total number of cells. For example, if my map is 22 x 22, I would set my map width and height at 50 x 20. This would give me plenty of room around the edge of the map that I can use for wrap-around, or anything else I may need.
3. Wrap-around magic is done by using scripts, which we will get into later. While testing your maps, the wrap-around is not necessary, as long as you understand that anything you see outside of your normal map are will not be seen by the normal users.
4. Any blank cell does not need any definition. It will use the default that you set up in the cells.cfg file.
5. When first testing a map, set your lights to a high number, so you don't have to worry about casting light spells.
6. The trap scripts are defined as follows:

- 1-falling rocks
- 2-poison needles in floor
- 3-poison darts
- 4-non-poison darts
- 5-poisonous gas
- 6-noxious gas (from Growler?)
- 7-spiked hammer
- 8-spiked roller
- 9-jets of flame

That is all for this file. This would leave us with only 1 more map file to define. Pretty soon, we will be able to test the maps we made, and see what we did wrong.

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Back to top

Message

PostPosted: Sun Mar 20, 2005 3:29 pm Post subject: Reply with quote
GRAAAHH! I lost a long post just now for not following the "copy before submit" rule myself. Mad Exclamation

Quickly then, some advanced topic sidebars:

1. One-way doors and walls that appear behind the party are possible, but I did it using a teleporter defined in the file that Origen hasn't gotten to yet and another piece of map. If there's another way, please tell us.
2. Title bar image starts as 420*40 pixels but needs to be flipped vertically so it will come out correct in DW. I'd like to have the font and background used in the game so our mods will look consistent, but haven't heard anything yet.
3. Additional traps can be written in scripts named trap####.py, but I don't know if all the way up to 9999 is supported.

1 point 21 jigawatts!

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Message

PostPosted: Sun Mar 20, 2005 5:55 pm Post subject: Reply with quote

Tis a lot to digest...but you've laid it out nicely.

Couple o' ?'s:

Origen sez: "Give some extra room around the edge of the map. I usually number the bottom left corner of my maps 10, 10. I also add an extra 10 spaces to the total number of cells. For example, if my map is 22 x 22, I would set my map width and height at 50 x 20."

If your map is 22x22, then how do you get 50 x 20 for the map W x H?
(typo?)

50 W seems too big & 20 H seems too small??

Seems like it would be roughly set to 32 x 32 if your starting point is 10,10.

Also, don't quite know what/how ya "add extra 10 spaces to total # of cells"??
Like if you multiply $(W \times H) + 10 = (22 \times 22) + 10 = 484 + 10 = 494$?
But if so, then how/where do you put/add that?

..or is the extra '10' spaces added as 10 extra 'cell-code-lines' in this part:

Code:

<map x> <map y> <cell name> (repeat for each cell in your map)

..so you have 10 extra lines like the above...basically blank for future fill-in?

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PostPosted: Sun Mar 20, 2005 5:58 pm Post subject: Reply with quote

HGamer wrote:

..Additional traps can be written in scripts named trap####.py, but I don't know if all the way up to 9999 is supported.

Now that would be a devilicious dungeon...one big & bad 'nuf to 'support' 9,999 Berserker traps! :o

One might hope to pick up a few clean loincloths after all that.. Rolling Eyes

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Author
origen
Stalker

Joined: 10 Feb 2005

Posts: 722

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Message

PostPosted: Sun Mar 20, 2005 10:22 pm Post subject: Reply with quote

Okay, here are a few answers:

I set my maps at 50 x 50, not 50 x 20. This is 22 for the Map, and 10 to each the North, South, East, and West. So the exact size of the map will actually be 42x42 (22+10+10), but I like round numbers. This gives me a lot or extra room to work with, which I like.

In order to get the extra "buffer room", I don't start my map at 0, 0, but at 10, 10. That is how you get the extra spaces (by not defining anything less than a 10. So you don't have to actually "add" anything, just leave that extra room unprogrammed.

I tried defining back to back walls for a one way door, but that didn't work, as HGamer said. The only downfall about his method of creating them is that it messes up the automap, because you are being teleported to a place where you haven;t been before, instead of actually just taking 1 step.

I found a font called "Celtic Garamond the 2nd" online somewhere, and that is as close as I found. The T's and O's look exactly the same. I also did some phoneshop editing of the background file, so all you have to do is put the words on the file and then Mirror the words (but not the image). I will e-mail the pic to Growler so he can host it (we will fill all of those links, yet!!!)

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Author
Growler
Stone Cleric

Joined: 15 Feb 2005
Posts: 1067
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Message

PostPosted: Mon Mar 21, 2005 11:29 am Post subject: Reply with quote
here's the link to the file Origen sent:

Title Bar image template (.psd ~ photoshop file format)
<http://www.nothersistor.com/324.html>
(only 400+ links to go!)

Confused about whether to 'flip vertically' (as HGamer sez above) or 'mirror' (as Origen sez, as mirror typically means to flip horizontally)?
Maybe, 1+1, we're supposed to do both!?
Oy, feel like I'm 'bout to flip out. :o

Either way, I've got to go back to my 'practice sample' title bar image, cuz I mirrored (flipped horiz) the Whole image & not just the text as Origen specifies above..

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Author
HGamer
War Monger

Joined: 10 Feb 2005
Posts: 166
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Message

PostPosted: Mon Mar 21, 2005 9:40 pm Post subject: Reply with quote
ork pudding ork pudding ork pudding! That's twice it got me... Mad

- Please post a .PNG version of the image, as I have no software that will open a .PSD.

- In Micro\$oft Paint, it's Flip Vertical. Changes a "V" to a "^".

- I was using fonts called "FinalRoman" and "KelmScott Regular" before. CG2 looks good except for "T". Still want to know what the DW devs used, though.

- Extra room on all sides is a good idea, as it's essentially free and also the DW display engine starts to do strange things if you can see off an outdoor map.

- Any trap script can be used multiple times on a map, as long as you're willing to put entries for it in the trap list in the map's .cfg file. I hope Growler was just joking.

1 point 21 jigawatts!

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Author

Growler

Stone Cleric

Joined: 15 Feb 2005

Posts: 1067

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Message

PostPosted: Mon Mar 21, 2005 11:19 pm Post subject: Reply with quote
Here's yer PiNG version...

Title Bar image template (.psd ~ photoshop file format)

&, new'n'improved PinGie versionary mod/e:

<http://www.nothersistor.com/324.html>

So...right now I take it that Origen is a bit daft re: the meaning of mirror?
(vaguely recall an extended disgustion re: this very issue on old forum)

My first modest dungeon will have a spatial Berserker-trap* in every single square of its 101x99 floorplan.

And that's just the warm-up lev.. :twisted:

*basically, each square will hit you first with a random booby-trap (not the soft, life-giving kind--the Other sort), then you'll be attacked by 4 groups of 9,999 Berserkers, then before you can say, "Whoo-weejus!" -BLAM-A-LAMA! -yer crew will suffer a 2ndary BT (Booby-Trap) ...ready for the next square?

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Author
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Stalker

Joined: 10 Feb 2005

Posts: 722

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Message

PostPosted: Tue Mar 22, 2005 8:35 pm Post subject: Reply with quote

Well, as you may have figured out, mirror was not the right word. You should flip it vertically, as HGamer said. Embarrassed

As for the font, it seems to use the same cross type "T" as in the game. Maybe I am mistaken, though.

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Author
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Joined: 10 Feb 2005

Posts: 722

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Message

PostPosted: Tue Mar 22, 2005 8:44 pm Post subject: Reply with quote
Are we ready for the next steps, yet? Or are we still working on the main cfg file?
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Author

HGamer
War Monger

Joined: 10 Feb 2005

Posts: 166

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Message

PostPosted: Wed Mar 23, 2005 12:24 am Post subject: Reply with quote
Press on, man! They'll catch up eventually.

- Your font is actually better than the one used in DW. There's a "text test" in the Cheater's Stronghold that finally proved to be useful, and it's obvious that the DW font has no descenders; characters like "y" don't extend below the rest like you'd expect.
- Probably a MSIE glitch, but the PNG file doesn't display properly in the browser. If saved, it can be used though.

1 point 21 jigawatts!

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Author

Growler
Stone Cleric

Joined: 15 Feb 2005

Posts: 1067

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Message

PostPosted: Wed Mar 23, 2005 1:48 am Post subject: Reply with quote
The PNG image pops up fine in FireFox--but, yeah, IE (my 5.5v anyway) can't render it...you guys should def. be using FireFox...more secure & tabs are more useful/fun than barrels of beggans.

Speaking of game-text: at some point my DW stopped showing Caps for the char's names! Confused It did for my original crew, but along the way decided that all lowercase worked for it. Even with a fresh install (for playing Origen's BT mod) from original v2.0 download files.

Origen, I'm afraid you've managed to separate the men from the boy-monkeys here! Rolling Eyes Getting my head 'round that main config file may require multiple life-cycles.. So please move ahead at your own pace & rest assured you're doing the Lord's work for the Devil's whiskey.. Razz

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Author
Growler
Stone Cleric

Joined: 15 Feb 2005
Posts: 1067
Back to top

Message

PostPosted: Wed Mar 23, 2005 6:41 pm Post subject: Reply with quote
How's this look?
Well, except for the 3 items enveloped by ?-marks..which I hope someone can shed light on?
Btw, not always sure whether a null/zero/0 needs to be included in some of the lines?

MainConfigFile.cfg (file below)
allcell.cfg
allwall.cfg
TESTCELLmon.cfg ('dummy/empty' monster file)

Code:
Want a 8 x 8 map = 20x20 with buffer added

TestMap 20 20 ?default floor&ceiling--ok to leave blank? DW Title Bar.JPG

allwall.cfg allcell.cfg ?events? TESTCELLmon.cfg

SPECLITS 0 0 0 0 .8 .8 .8

audio/config 1
DwarfCaves.dat 0

SPECCELL 10 10 0

RANDITEMS 0

10 10 <--{is this where u usually start w/ 10, 10 ?} ?=cell name?

sorry if the extra #-signs are annoying--but they sho' hep me keep it separated!

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Author
origen
Stalker

Joined: 10 Feb 2005

Posts: 722

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Message

PostPosted: Wed Mar 23, 2005 8:22 pm Post subject: Reply with quote

A few things.

1. To the best of my knowledge, you can not leave the default floor and ceiling blank.
2. For the events file, you can put the name in for now (ie Testevents.cfg"
3. You can, however, put NULL for the title bar image.
4. For the Special lights, it should be SPECLITE, not SPECLITS. Not sure how it came out that way in my post. Also, those values must be 0.0 and 0.8

Other than that, it looks good. I will give you a little more time to make these edits before I really go into the events files.

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Author
Growler
Stone Cleric

Joined: 15 Feb 2005
Posts: 1067
Back to top

Message

PostPosted: Thu Mar 24, 2005 12:48 pm Post subject: Reply with quote
{edited code after SK's post below}
Decided to make a tiny map--2x2--for testing purps..

Code:

```
# Want a 2 x 2 map (20x20 with buffer added)
```

```
TestMap 20 20 pics/walls/cave_floor.dat pics/walls/cave_ceil.dat  
pics/other/DW_Title_Bar.JPG
```

```
maps/allwall.cfg maps/allcell.cfg maps/Testevents.cfg maps/TESTCELLmon.cfg
```

```
SPECLITE 0.0 0.0 0.0 0.0 0.8 0.8 0.8
```

```
audio/config 1  
DwarfCaves.dat 0
```

```
SPECCELL 11 11 0
```

```
RANDITEMS 0
```

```
11 10 Nwall  
12 10 Nwall
```

```
10 11 Ewall  
11 11 Nwall  
12 11 DoorNwallE
```

```
10 12 Ewall  
11 12 DoorEwallN  
12 12 NEwall
```

so if a 2x2 map requires 8 cells defined, then a 3x3 map needs 15 cell defs..&
7x7 --> 63
8x8 --> 80
10x10 -> 121
20x20 --> 440 cells defined!

Formula appears to be (where X & Y are your map's basic dimensions)
 $(X*Y) + (X+Y)$

gotta be some way to automate this process...so that if you have your map 'drawn out' (say, in a spreadsheet or ??) then these 'cell def' values can be auto-out-putted.. Very Happy

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Last edited by Growler on Thu Mar 24, 2005 6:29 pm; edited 1 time in total
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Author
ShadoKnight
Townie

Joined: 21 Mar 2005
Posts: 23
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Message

PostPosted: Thu Mar 24, 2005 5:01 pm Post subject: Lots of info [Reply with quote](#)

This is a pretty long response, addressing a number of questions here. I'm taking them (mostly) in reverse order (since that's the order the little topic review window is in Wink)....

First, someone commented that if you only define N and E (or any two non-opposing sides), you *must* have at least one square border. This is true, but it's also true that it's better to have at least one square border anyway - while it's technically possible to have things work right up to the edge, there are a couple corner cases where the code may not behave quite correctly, and it's easy to have a bug and not find it. Having 10 squares around the edge may be a little excessive - but probably not an issue on modern PCs. The bigger your map, the more memory it will require, and the more polygons will be drawn

(though we're not talking huge poly counts anyway). Anything up to 1000x1000 should be very easily handled by any semi-modern PC.

As for floor and ceiling texture - you **MUST** point to a valid texture for the floor, the ceiling may be 'NULL', in which case you get no ceiling (you get sky, such as in Rennibister). You cannot leave either blank, as the parser is position-based and requires at least name, x, y, and floor (if you want a title bar, you **MUST** put something for ceiling). Also, I notice your title bar file name has spaces in it - this won't work (it will interpret this as a set of keywords, ignoring the last ones and trying to open a file 'DW' for the title bar). Spaces in filenames are broken anyway - don't do it ;-)

As for spacing in the cell listing - you can add blank lines or comment lines between cell definitions (IIRC - at one point you couldn't, but I'm fairly sure I added blank-line skipping to the map file parser), and within a cell definition you can add any non-newline whitespace between fields (i.e., spaces or tabs). That's it, though.

As to fonts - I don't remember which font we used on the title bars, but the font in the game is a hand-generated bitmap font, so you won't be able to match it exactly. That's why there's no descenders ;-)

As far as I remember, there is no limit on how many trap scripts can be written, really, it's just that it uses a %04d as the format specifier when loading the file.... in any case, you can at least get up to 9999 trap scripts, but remember, each one can be used more than once - you only need a new script for a new effect, not for a new instance of the same effect.

There's no built-in mechanism to handle one-way doors. It's not impossible to add to the code, but since I'm no longer part of Shifting Suns, I won't be doing it and I can't comment on whether or not they will. I **think** you could implement one-way doors using scripts, but I'll have to think about it...

As for secret doors, there's nothing special here, except that they're doors (i.e., walls with collision set to 0) that also have type 1 so spells can detect them (Origen already talked about that a little bit).

Cell types are a little off in Origen's description - there are actually 5 cell types. The default cell type, '0', is a standard cell. Cell type 1 is a cell with a special floor and/or garnish that can be entered by the party (i.e., the bushes in Rennibister, which have garnishes (the bushes), but can be walked in, or just about anywhere with a special floor). Cell type 2 is a cell with a special floor and/or garnish that cannot be entered by the party. Cell type 3 is a cell with a special floor and/or garnish, that is a non-standard height, that can be entered by the party. Height, for a cell, you ask? Well, if you have non-standard height walls in a dungeon, and you want the ceiling to also be higher than 1 unit up, you need a non-standard height cell. Cell type 4 is to 3 as 2 is to 1 (that is, cell with floor and/or garnish and non-standard height that cannot be entered - think a grand column in a

giant underground dwarven city...). For cell types 3 and 4, there's an additional field at the end, <height>, which is 1-4 (just as for walls).

One last comment - someone asked about gateways and such in a city, and the answer they gave is exactly right - you simply provide a 'door' with a texture that has a large transparent area. Not only should that do the right thing as far as visibility, but it should also do the right thing with regards to shadows Wink.

SK

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Author
HGamer
War Monger

Joined: 10 Feb 2005
Posts: 166
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Message

PostPosted: Thu Mar 24, 2005 11:35 pm Post subject: Reply with quote
Wow Very Happy
Lots of info there!

Growler, you don't end up defining ALL the cells in the map. At least, not usually. Only cells that have at least one wall or door in one of the directions that you're using, or need something besides the default ceiling and floor. For instance, the 10 by 10 "buffer" doesn't need cell definitions except where there's a wall around the whole dungeon. And then only on the sides that really need it, so only for the x=10 row & y=10 column cells that are next to the other dungeon map cells.

The formula is more like (# of horizontal cells in dungeon +1)*(# of vertical cells in dungeon +1) - (# of cells that don't need a cell definition).

I hope that made sense...

1 point 21 jigawatts!

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Author

Growler
Stone Cleric

Joined: 15 Feb 2005
Posts: 1067
Back to top

Message

PostPosted: Fri Mar 25, 2005 2:02 am Post subject: Reply with quote

Thanks guys for all the pointers, tips, hints, helps & quips! :P

Some of SK's more technical info sailed over my pate, but suspect it'll prove very helpful as the hazy path ahead crystalizes...

HGamer, I might have to challenge ya on the formula! Wink
(only to see if I'm missing something)

See your point re: not defining any basic 'open/unbound' cells, thus needing to subtract those unnecessary cells...but still seems the first part of the formula should be:
 $(X*Y) + (X+Y)$ rather than $(X+1)(Y+1)$

let's assume all cells need to be defined for a 3x3 map which ='s 9 'primary/interior' cells + 3 adjacent cells to the left of map (for defining the outer left perimeter) + 3 adjacent cells to bottom of map (for defining the outer lower perimeter), so $9+3+3=15$, right?
And the formula $(X*Y) + (X+Y)$ yields 15.
 $(3*3)+(3+3)=9+6=15$

But if we use the $(X+1)(Y+1)$ formula, we get 16.. $(3+1)(3+1)=4*4=16$

Then, as you say, we'd need to subtract any unnecessary cell defs...

This may be a clumsy way to do a 1-way door, but how 'bout if you make 2 identical maps (except for any 1-way doors!), then anytime you pass thru a 1-wayer a script? switches ya to the Other map (which is same except now the door you just passed thru has been replaced by a solid wall...but this may be harder to implement than I'm thinking possibly due to tracking stuff in each map??

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Author

ShadoKnight
Townie

Joined: 21 Mar 2005
Posts: 23
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Message

PostPosted: Fri Mar 25, 2005 10:36 am Post subject: Reply with quote
While that could work (i.e., achieve the desired effect), there are a couple flaws:

- 1) Load time - you'd have to switch maps when you walk through the door, which is noticeable to the user
- 2) Automap - it wouldn't keep up (you're on a new map, so the old automap info wouldn't be there).

What I'm thinking is a creative use of scripting - you'd put scripts on all the squares around the one-way door - not just immediately to either side, but also all squares leading into those immediate neighbors. Then, you can figure out where you're coming from, and if you're supposed to be allowed through the door (similar to performing the collision computation yourself). It'd be kludgy in scripting, but I think it would give the cleanest user experience....

Maybe, if I get adventurous, I'll hack up a one-way door example level and patch to put it in Rennibister somewhere.... we'll see Wink.

SK
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Author
HGamer
War Monger

Joined: 10 Feb 2005
Posts: 166
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Message

PostPosted: Fri Mar 25, 2005 12:07 pm Post subject: Reply with quote

I coded a one-way wall by putting an event with a teleport in the cell on the far side of the wall-that-supposedly-just-appeared-behind-the-party. Teleport script just sends you to a new part of the map. Unfortunately, this messes up the automap, and complicates map coding. Also need more teleports to get back to the rest of the level unless the one-way is basically into a large trap.

When Origen gets into wraparound magic, this should make more sense as it's the same principle.

If you can get the DW engine to tell you where the party came from, or at least which way they're currently facing, SK's way of scripting a one-way door or wall could work. I didn't know that you could get that information though. The best that I know of at present is to figure out from setting user flags in nearby cells and looking at lflagS values to determine the party's current location. Facing doesn't seem accessible except as a write-only via setExit(). But I await the words of the master in the hopes of attaining wisdom. (really, I do!)

Perhaps this deserves its own thread, so we don't clutter Origen's tutorial prose.

1 point 21 jigawatts!

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Author
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Stalker

Joined: 10 Feb 2005

Posts: 722

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Message

PostPosted: Fri Apr 01, 2005 1:35 pm Post subject: Reply with quote

Well, I am not sure how far along Growler is, but lets move on to the last cfg file of MOD creation: the events file.

The events file itself is fairly simple, but is by far the most importantsnt. This file is what determins what will happen in your maps. Everything from Entry and Exit stairs to chests, to scripted battles, to messages, and everything in between is defined in this map. For each event, you need the following information:

Code:

<trigger X> <trigger Y> <event processor>

<rebound X> <rebound Y> <rebound face angle> <script name>

The first line is the location where this event will take place. The first 2 are the X and Y coordinates on the map. The third value, known as the event processor, will usually be 2000. This means that the game will use the python interpreter that handles scripts. There are also some standard defined event processors, which require no additional efforts on your part. They are:

Code:

- 1000 - Adventurers Hall
- 1001 - Elium's Energies
- 1002 - Temple of the Redeemer
- 1003 - Collegium of Magika
- 1005 - Order of the Lyre
- 1006 - Melkoran's Tavern
- 1007 - The Green Bard
- 1008 - Hughter's Owl
- 1009 - The Chiccasaw
- 1010 - The Marauder's Hole
- 1011 - Starfire Swords
- 1012 - Imperial Weapons
- 1013 - Arms of Valor
- 1014 - General Store
- 1017 - Landru's Craft Supply
- 1018 - Guard's Barracks (However, most barracks in the game are scripted)
- 1022 - Casimo
- 1023 - Arcanium
- 1050 - Generic Stranger's House
- 2000 - Python Interpreter for python scripts

The second line includes the rebound location (X and Y coordinates, as well as the face angle, or direction the party will be facing). This is used if the script terminates with a false (0) result. An example of this is when a person enters a house, they will be "rebounded" back outside when the script terminates. The Face Angle is represented as either 0 (North), 90 (West), 180 (South), or 270 (East)

The final parameter, known as script name, is the exact name of the .py file that is located in your data>scripts folder, although you will not put the .py extension. So, if you are calling a script called ExitStairs.py, you would put ExitStairs for the script name.

Here is an example of an event file:

Code:

```
10 10 2000
11 10 270 ExitStairs
```

This will call for a script names ExitStairs, which will be called when the party enters the location 10, 10. If the script returns a false value (the party does not take the stairs), they will be rebounded to 11, 10, and facing East (270).

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Author
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Posts: 722

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Message

PostPosted: Fri Apr 01, 2005 1:51 pm Post subject: Reply with quote

Okay. So now we have some basics on the events file, so we need to define two seperate events. The first event is an entry location, so we can enter our map. The second event is an exit location, where we can exit our map.

Here is a simple example of an entry script:

Code:

```
from eventAPI import *
from APIUtils import *

def fireEvent(e):
    showPicture(e, "Palace")
    if (poseYesNo(e,
        ["Will you enter through this mysterious doorway?"])):
        tickGame(e, 60)
        setExit(e, "maps/dkjail.cfg", 11, 15, 270)
    return 0
```

All you need to edit on this is the name of the map file (dkjail.cfg), as well as the entry location in your map (11, 15) and the direction you would be facing (270)

A simple example of an exit script is:

Code:

```
#Default Exit
from eventAPI import showPicture, tickGame, setExit
from APIUtils import poseYesNo
```

```
def fireEvent(e):
    showPicture(e, "Palace")
    if (poseYesNo(e,
        ["There is a door here, leading out into Rennibister.",
         "Do you leave?"])):
        tickGame(e, 60)
        setExit(e, "maps/renibister.cfg", 21, 28, 90)
    return 0
```

This will leave you right outside of the house that can be used as the cheaters stronghold. I usually test all of my maps out at that location. There does not need to be anything changed in this script.

Now, we have to make these two scripts accessible from the game. First, in your maps events file, you need to define your exit stairs event. You can refer to the previous post if you are having difficulties.

Next, you need to define your entry stairs in the renevents.cfg file. All you have to do is change lines 27-30. For lines 27 and 28, you need to put a # at the beginning of each of these lines.

For lines 29 and 30, you first need to remove the # sign from both of these lines, and then you need to replace the work cheat with the name of your entry stairs script. It should look something like this:

Code:

```
#22 28 1050 1
```

```
22 28 2000 1
```

```
21 28 90 EntryStairs
```

We are now ready to test our map!

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Author
origen
Stalker

Joined: 10 Feb 2005

Posts: 722

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Message

PostPosted: Fri Apr 01, 2005 1:57 pm Post subject: Reply with quote

A few tips on testing your map.

1. Create a new game and start your testing with a new party.
2. First, walk up to the cell that you will be using as your test point, and save your game before you proceed.
3. If the game crashes, take note of when the game crashes. It may help you determine what went wrong.

There is usually something that will go wrong the first try. So don't be discouraged if the game crashes to desktop when you try to enter. It usually takes a few tries before you get it right. Since everything is text based, 1 small punctuation mark or space that is in the wrong place will cause the game to crash.

So, did it work?

If so, then walk all over your map. Since we have not defined any scripts, traps, or monster encounters, it should allow you the freedom to make sure that everything looks as you want it. If there is anything you don't like, this is the time to change it.

Let me know how this goes, and then we will get to the more complicated stuff.

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Author

Growler

Stone Cleric

Joined: 15 Feb 2005

Posts: 1067

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Message

PostPosted: Sun Apr 03, 2005 7:35 am Post subject: Reply with quote

Since my modest effort is failing miserably (when I attempt to enter me modungeon the entire game window simply disappears), and I can't figure out what's wrong...figure I'll see if Origen is at fault! :twisted:

Q: why does your ex. of an Entry script lack several of the 'eventAPI & APIUtils' imports that Are found in your ex. of an Exit script?

First few lines of your Entry script code are:

```
from eventAPI import *  
from APIUtils import *
```

versus your Exit script beginning with:

```
from eventAPI import showPicture, tickGame, setExit  
from APIUtils import poseYesNo
```

-do the asterisks* following the 2 'import' lines indicate for ALL of the options (such as: showPicture, tickGame, setExit, & 'poseYesNo') to be 'imported'?
...like a wildcard*.* used for searches?

If so, then O-man is likely off-the-hook, slangily so...& I owe him a sorry so. Wink

No Contraries : No Progression. Thank Goodness.

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Author
origen
Stalker

Joined: 10 Feb 2005

Posts: 722

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Message

PostPosted: Sun Apr 03, 2005 9:37 am Post subject: Reply with quote

The * do include all of the possible parameters, so that is not the problem.

This first thing you should do is check your main cfg file for punctuation. Make sure it is exactly like the Cells file. Also, make sure that all of the cells you use in the main cfg file are defined in the cells file.

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Author
Growler
Stone Cleric

Joined: 15 Feb 2005

Posts: 1067

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Message

PostPosted: Sun Apr 03, 2005 11:24 am Post subject: Reply with quote
Ok, apologies for doubting the validity & veracity of your Entry script.. :oops:

Think it may be screwing up when it tries to read the .jpg of my title image file...don't imagine the game engine can read a jpeg image...so reckon it's got to be converted to either .pic or .dat format, eh?

Gonna check some existing main config files for syntax &/or what files/types they're using...& try NULL instead for now.. Confused

No Contraries : No Progression. Thank Goodness.

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Author
origen
Stalker

Joined: 10 Feb 2005

Posts: 722

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Message

PostPosted: Sun Apr 03, 2005 12:09 pm Post subject: Reply with quote

You are right that it can not read a jpg file. I will go into the creation of images later on, if you like. but for now, you may be better off using NULL.

If you are still having difficulties, post your files (or link it from your website) and I can take a look.

Author
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[Back to top](#)

Message

PostPosted: Sun Apr 03, 2005 12:30 pm Post subject: Reply with quote

Well, the NULL (in place of pics/other/DW_Title_Bar.JPG) didn't seem to make any difference...tho I'm guessing that's at least 1 issue out of the way...

Here's my main config file (incl path):

DevilWhiskey\maps\TestMainConfig.cfg

**(edited as per Origen's suggestion to remove the '#' between the first 2 lines--so it all works now!)

Code:

```
TestMainConfig 20 20 pics/walls/cave_floor.dat pics/walls/cave_ceil.dat NULL
maps/allwall.cfg maps/allcell.cfg maps/TestEvents.cfg maps/TESTCELLmon.cfg
```

```
SPECLITE 0.0 0.0 0.0 0.0 0.8 0.8 0.8
```

```
audio/config 1
```

```
DwarfCaves.dat 0
```

```
SPECCELL 11 11 0
```

```
RANDITEMS 0
```

```
11 10 Nwall
```

```
12 10 Nwall
```

```
10 11 Ewall
```

11 11 Nwall
12 11 DoorNwallE
10 12 Ewall
11 12 DoorEwallN
12 12 NEwall

names & paths of related files:

DevilWhiskey\maps\allwall.cfg
DevilWhiskey\maps\allcell.cfg
DevilWhiskey\maps\TestEvents.cfg
DevilWhiskey\maps\TESTCELLmon.cfg
&
DevilWhiskey\data\scripts\TestEntry.py
DevilWhiskey\data\scripts\TestExit.py

allwall.cfg

Code:

#Standard Cave Wall

CaveWall_1 pics/walls/cave1.dat 1 0 1

CaveDoor_1 pics/walls/cave_door.dat 0 0 1

CaveDoor_2 pics/walls/cave1.dat 0 1 1

allcell.cfg (the Real allcell.cfg file!)

Code:

```
#<Cell name> <N Wall> <W Wall> <S Wall> <E Wall> <type> <floor> <garnish>
DEFAULT NULL NULL NULL NULL 0 NULL NULL
Nwall CaveWall_1 NULL NULL NULL 0 NULL NULL
Ewall NULL NULL NULL CaveWall_1 0 NULL NULL
NEwall CaveWall_1 NULL NULL CaveWall_1 0 NULL NULL
DoorN CaveDoor_1 NULL NULL NULL 0 NULL NULL
DoorE NULL NULL NULL CaveDoor_1 0 NULL NULL
DoorNE CaveDoor_1 NULL NULL CaveDoor_1 0 NULL NULL
DoorNwallE CaveDoor_1 NULL NULL CaveWall_1 0 NULL NULL
DoorEwallN CaveWall_1 NULL NULL CaveDoor_1 0 NULL NULL
```

TestEntry.py

[code:1:0eb6fa6409]#Default Entrance

from eventAPI import *

```
from APIUtils import *

def fireEvent(e):
    showPicture(e, "Palace")
    if (poseYesNo(e,
        ["Will you enter through this mysterious doorway?"])):
        tickGame(e, 60)
        setExit(e, "maps/TestMainConfig.cfg", 11, 11, 270)
    return 0
```

TestExit.py

Code:

#Default Exit

```
from eventAPI import showPicture, tickGame, setExit
from APIUtils import poseYesNo
```

```
def fireEvent(e):
    showPicture(e, "Palace")
    if (poseYesNo(e,
        ["There is a door here, leading out into Rennibister.",
        "Do you leave?"])):
        tickGame(e, 60)
        setExit(e, "maps/renibister.cfg", 21, 28, 90)
    return 0
```

edits to lines 27~30 in "renEvents.cfg"

Code:

```
#22 28 1050 1
```

```
22 28 2000 1
```

```
21 28 90 TestEntry
```

any thoughts?

(my hair's all gone & in a big pile all around me)

Be helpful if instead of simply crash-disappearing, there was some sort of error log...I caught a Very brief glimpse once of a message in one of the small windows about "error opening...such'n'such.." -prog vanishes just as I hit 'Y' in response to the entry-script question, "Will you enter through this mysterious doorway?" (got a screen shot of the error message below)

No Contraries : No Progression. Thank Goodness.

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Last edited by Growler on Sun Apr 03, 2005 2:51 pm; edited 2 times in total

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PostPosted: Sun Apr 03, 2005 1:21 pm Post subject: Reply with quote
Finally managed (with a 24 DX & 37 LK Cool) to hit 'PrintScreen' a split sec after the 'Y' for a screen-capture before it all vanished!
But not sure this'll be helpful partly cuz it's pretty cryptic & also there might've been prior or post- error message/s...but what I got was this..

smaller DOS-style window (not main game window) had these 2 messages:

```
ERROR: Could not open file: #  
ERROR: Could not open file: cV
```

the little 'c' before the 'V' had a accent-thingie on the bottom.. Confused

No Contraries : No Progression. Thank Goodness.
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Author
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Message

PostPosted: Sun Apr 03, 2005 2:12 pm Post subject: Reply with quote

Can you repost your allcell.cfg? You posted the allwall.cfg twice.

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Author

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Joined: 10 Feb 2005

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Message

PostPosted: Sun Apr 03, 2005 2:28 pm Post subject: Reply with quote

I believe your issue has to do with the blank line (#) that is in between the first and second line on the main cfg file. Delete that line, and it should work. At least, it worked for me.

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Author

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Joined: 15 Feb 2005

Posts: 1067

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Message

PostPosted: Sun Apr 03, 2005 2:46 pm Post subject: Reply with quote

Great catch!

Thanks...in trying to make it more readable/comprehensible, I forgot that the first line of code is a Single, if rather long, string of variables that can't be broken by a #/remark line... Entry, exit, walking, turning all seemed to work fine with that one tiny but vital change!

Even tho' it's a super-simple, micro-dungeon layout--I must admit it's kind of a kick to uh, kick around in your own mod! Razz I'm itching to expand it now...& no it ain't fleas this time. :D

Anyone thinking about it should try it!
Playing Origen's BT mod is further incentive, btw.. Wink

No Contraries : No Progression. Thank Goodness.
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Author
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Townie

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Message

PostPosted: Mon Apr 04, 2005 10:28 pm Post subject: Reply with quote
I humbly apologize to you all for the really poor parser used to load the Map config files, especially the main map config. Believe it or not, it's a *lot* better than it was in the beginning - initially, it didn't support comments or blank lines at all! Anyway, relly the only place left that I can think of that will do bad things with a comment in between are those two first lines in the main config file. Again, sorry!

SK
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Author
Growler
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Joined: 15 Feb 2005
Posts: 1067
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Message

PostPosted: Tue Apr 05, 2005 4:27 am Post subject: Reply with quote
SK, you know..a little humility goes a long way Smile especially from a crackerjack programmer...we're just Glad you're here & sharing secret knowledge from the inner sanctum..

So 11 Cool cheers for SK & the risinig Order of the New World Knights Templar (that would include Origen & HGamer)!

-but boy, those vows of poverty & chastity must be Hellish!

No Contraries : No Progression. Thank Goodness.

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HGamer

War Monger

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Posts: 166

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PostPosted: Sat Apr 09, 2005 10:53 pm Post subject: Reply with quote

It helps quite a bit for debugging if you run DW from a Windows command line. That way, if the parser starts to choke, you might get an error message instead of just the DW window closing.

1 point 21 jigawatts!

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Author

origen

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Posts: 722

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Message

PostPosted: Fri Oct 06, 2006 2:37 pm Post subject: Reply with quote

I will bump this topic a bit since someone else is beginning to do some modding. Also, as I mentioned on another thread, I will probably begin working on an items and monster tutorial.

I reject your reality, and substitute my own.