Rogue Spear Editor Basic Functions for v2.52. Copyright of Rogue Spear Gamers Europe, edited by Barry Muff.

To use the RS editor, you will find it in the root rogue spear folder on your primary hard drive (s).

Basic Functions. The most basic function that most games players use the RS editor for it to modify (mod) games arenas. These range from adding walls where there is not normally one, to changing the start positions of each team for multiplayer games. It is also possible to modify weapons, armour and kit items, however these are extremely simple to do and do not need explaining.

! Note prior to beginning modifying. Before you begin modifying missions, please read the tips under the final notes heading at the end of this document. The tips provided will help you out greatly and avoid corrupting files or making mod maps impossible to use.

How to begin. To begin modifying a map, first open the RS editor and give it time to completely load. The default setting of the editor is **1024*800**, but if you maximise the window it will overlap to fit your desktop if your resolution is less than **1024*800**. Once the editor is loaded, the first thing you will need to do is open a map to modify, then followed by the corresponding multiplayer mission. To do this, open your editor, and then follow the simple instructions outlined below. These instructions follow what is needed to add one wall to the first mission of rogue spear, the Met museum.

- On the standard toolbar, click file, open map. A box will appear with room folders in, open the ' **rm01** ' folder, then double click on the ' **rm01.map** ' file to open it. A map of the level will appear, within which if you click the 3D button on the editor toolbar will switch the map to a three dimensional view. To move around in the map, use the w and s keys to move forward and backwards. Hold the right mouse button to move your viewpoint around. You may notice that different levels of the map are missing, to move between them, go back to the two dimensional map and press the up or down arrow keys to change floors.
- To start adding objects, once the map is open, on the file menu click open mission. A box will appear with all the missions you have contained on your hard drive. As this is a multiplayer map we are modifying, scroll to the ' **RM01_MUL.mis** ' file and double click upon it. This will open a mission that is used primarily for multiplayer games. Once the mission is open, change your view to 3D, and move your viewpoint into the main hallway of the museum, close to the ground.
- Before you begin. Before going any further, you need to state the mission's properties. On the standard toolbar click mission, then general properties. This will open a box with four tabs on it. In the mission name box, enter a mission name for your map. This name will appear in your host map list when playing games, so make sure that it is recognisable. Then in the flags box, make sure the ' **is adversarial mission** ' box is checked and then click OK. The general properties menu lets you alter variants of the map, such as backgrounds, sounds on start of mission, fog colours and view distances. Use the tools in this box at your own risk, as some may crash or corrupt the map that you are modifying.
- Adding an object. To add the your first wall to the map, make sure you are in 3D view, then on the editor toolbar (next to the viewing window, you will see tabs with headings on them, character, vehicle, landmark so forth) move tabs by clicking the arrow buttons to the ' **mission objectives** ' tab and then click on it to activate it.
- Objects. In the mission objectives tab you will see a window containing 2 objects named ' **bluebomb** ' and ' **goldbomb** '. These objects are ones that can be modified, however, we recommend you <u>never alter or delete these 2 objects</u> as they are relied upon to make the map work successfully. To add a new object simply click NEW. In the object window a new object will appear named **[None]**. Now highlight the new object, and in the Unique Name box enter a name for that object. A name is necessary to distinguish between objects, in case of object ambiguity. These names can simply be numbers from 1, 2, 3, 4 and so forth, so that each object has a unique object name or number. Now in the Unique name box delete the word **[None]** and enter **1**. Notice that the object in the list will now be called ' **1** '. With the **1** object highlighted, click browse on the **Actor Filename** box.
- Choosing an object type. In the box that appears (this should be in the **actor** folder), scroll across to the file named ' **mod_wall_4m.mso** ' and double click it to open it. This will return you to the objects list. Now to add the wall to the map, simply click twice anywhere on the floor in the view window. A wall will now appear, if it does not, make sure you are in 3D view, and try again, If it still does not appear, repeat the process, but click delete to delete the object from the list first.

- Customising the object. When your wall is in the map, use the letters and angle buttons to move the wall around to your satisfaction. For example to move the wall forwards backwards or side to side, click the arrows button (tooltipped as **Translate Object**) and the **XZ** button. Then hold the left mouse button and move the mouse around to move the object around on its XZ plane. By playing around with different planes and translate or rotations you can get the object to any position or angle or height you wish. It's even possible to add a roof to outdoor areas.
- Now repeat the process to add more walls or objects such as fuel drums, office furniture, barriers and even pictures.
- Once finished, save your mission by clicking file, save as, then name your mission a file name and save it to the missions file where you first opened the **MUL.mis** file. Then click OK.

Editing Team Insertions

When creating a multiplayer modified map it is often compulsory to edit where each team starts within the map. This is simply done by editing **Bases**. A base is defined as where both teams start, with each team having a description of which side of the base they are inserted into. To illustrate this, open the mission you saved as above, and follow the simple steps below in order.

- Adding new bases. Once your mission your are modifying is open, scroll the editor toolbar to the tab named ' **Multi plr** '. This is where you edit where you would like each team to start in your map. For every man for himself games, the insertions are random and do not require editing. In the **Multi plr** tab, you will notice a list with bases numbered from **base0** upwards. Each base includes both starting points for each team. So in effect, to enable a host to switch between teams starting at different ends a new base would need to be created.
- Beginning a new base. To start editing your base insertions, first highlight any bases in the **Multi plr** base list, and click delete on the toolbar above the list. If the list disappears, simply click the ' **Edit base pairs** ' button on the **Multi plr** tab. To add your own personal base, simply click **new**. A new base will appear numbered as the next base in list. If you deleted all default bases, the base name will be **base0**.
- Naming the base and insertions. Now click the **base description** button. A dialogue box will appear prompting a name to be entered to name the bases. If you are modifying your mission you created as outlined above, enter where you would like each team to begin. For example in the Met museum enter ' **Doorway & Stairs** ' and click OK. This means that one team will begin in the doorway, and the other at the stairs.
- Defining team insertions. Now click the **blue** button below the base description button, followed by the side description button. In the box that appears enter the word **Doorway** and then click OK. This defines that blue team will begin in the doorway. Now click once in the main view window to enable it. Move your viewpoint in 2D view to the doorway of the museum. Then hold the left mouse button and drag a box open, much like you would in Windows to select more than one item. This will create a blue box, which is where the blue team will begin in the mission. Now you need to do the same for the gold team. Click the **gold** team button and then the **side description** button, enter **Stairs** and then click OK. Then on the map, move to the stairs opposite where blue team begin and drag a golden box open much like you did for the blue team. As you may have figured out is that you need only one base in the base list for 2 insertions, 1 for each team.
- Now save your mission the same as normal, select file, save as, and overwrite your old map or if you haven't saved your modified map before create a new file and save.
- To make it possible for the host of a game to switch between insertions for teams, there needs to be more than one base in the base list, see the equation below.

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1 BASE (in base list) = 2 INSERTIONS = 1 GOLD AND 1 BLUE INSERTION

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So to make it possible for the blue team to start at the stairs and the gold team to start at the doorway you need to create another base in the base list and define in the opposite way around where each team will begin, and drag new boxes where you have described where they will begin.

With practise and the help of friends to help you test your maps you create you can eventually create reliable maps that offer all the options that a professionally made map would offer.

Extras

Adding other objects are also possible by using the same process as outlined above but in the different tabs. You can add sounds, characters such as hostages or terrorists (fun to shoot, as they don't make any difference in a multiplayer game), and vehicles. The only differences really are the options available for each type of variant in the map, such as in vehicles you can choose car type, and in sounds you can select sound type and where it is emitted. This basic help only gives information on how to build a new mod map, and not how to use the mechanics of the game. If you wish to learn more visit www.roguespear.org, or www.redstorm.com. These will give you information on how to mod maps and where to get ones modded by other games players. However the developers of Rogue Spear strongly advise against the use of MOD's as they can often crash rogue spear, leading to the user having to delete the maps, or in extreme cases reinstall the game.

Final notes

When adding vehicles, the viewpoint needs to be in two-dimensional view to add them, not 3D.

Always make sure the adversarial box is checked in the general properties window before saving the map.

Ensure the map has a recognisable name for example name your map: ' (your name)_Museum_war '
As this will be needed to see what the map is, as by default the map is named the same as a normal map, such as Met, Oil tanker and so forth.

Ensure you label the start bases for each base, otherwise they will both appear the same or as default in the insertions box, and you will not be able to tell the difference.

If you are going to use the editor often, create a shortcut to your start menu rogue spear file to save time going into the redstorm root directory. Or otherwise select run on the start menu and type the command .exe to start the editor every time.

In some territories, the RS editor will only work if Rogue Spear is installed fully and not typically or compacted.

Never overwrite default files in the map or mission folders, as this will make Rogue Spear crash when attempting to start a mission or in some cases starting up Rogue Spear from scratch. There is also a limit to how many MOD's you can save in the missions file, however the number varies from territory to territory.

Remember that modified maps take longer to load for guests and create more lag effect.

If you play around with the editor, but cannot figure out how to do something, such as how to make vehicles move or emit sounds from objects, simply open up a single player mission and study what the developers have done in the toolbar tabs. This often gives clues as to what to do if you don't know how to make something happen. Single player missions are described as simple .mis extensions. For example the 747 mission is described as ' RM05.mis ' in the missions list.

Enjoy creating MOD's!