

Chapter 1: Map Basics 101

Where to get it

<http://knucklecracker.com/creeperworld2/mapeditor.php>

All you need is the latest Creeper World 2 and the Adobe Air Extension installed.

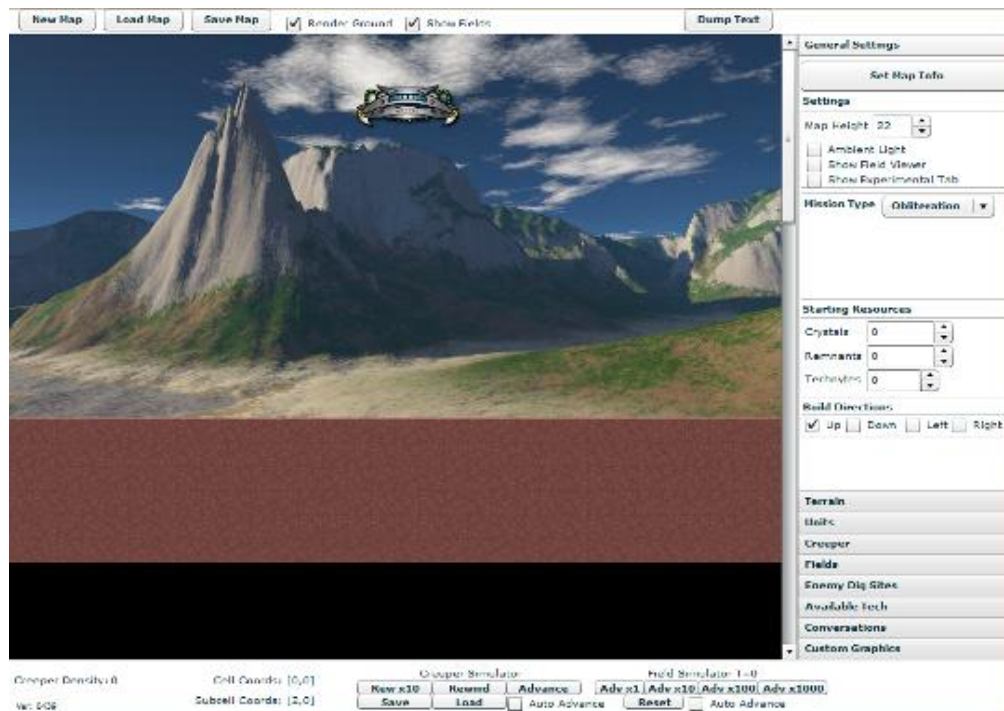
Before we dive into the many feature of the Creeper World 2 Editor, we first must cover some important information that you must keep in mind when building your very own map and or maps.

In this editor there are 30 frames in 1 second. Frames are used to define field movements, emitter timings, and the timing for Drone Gateways along with many other features. We will explain more about timing later in this manual.

When you open the editor do pay close attention to the map screen itself. If you notice, there is a scroll bar just to the right of the map. In CW 2 the map can be made quite large causing the player to have to scroll down on the map. We'll talk more about map height later in Chapter 3.

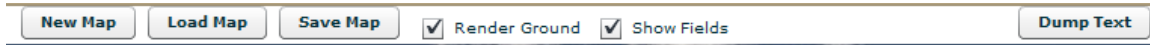
All units that can be placed on the map are moved around on the map by left clicking your mouse button on the unit and while holding down the left mouse button the unit can then be dragged around on the map. When you have found where you would like to place the unit, just release the left mouse button and the unit is then placed on the map.

So with that being said, let's dig right in and learn about all the cool features of this awesome editor.



Chapter 2: Top Buttons

Looking at the editor we will explain all of the buttons found at the top of the editor starting from left to right



1) New Map Button

When you push this button this feature will Clear the current map contents and load a fresh new map for designing.

2) Load Map Button

This feature loads existing maps that have been saved on your computer. For users of Windows XP, all saved maps are found at the following directory: C:\Documents and Settings\Your Username\Application Data\CreeperWorld2\customgames. For users of Windows 7 and 8, all saved maps are found at this following directory: %appdata%\CreeperWorld2\customgames. And for users of Mac computers, all saved maps are found at this following directory: /Applications/KnuckleCracke. You can also save maps in other places on your computer, no matter what operating system you use. The only downfall to doing that is that the saved map will not show up in the custom maps list found in the game.

3) Save Map Button

Clicking this button will open the save dialog box where you can save your custom maps to your computer.

There are two checkboxes found at the top center on the editor, Render Ground and Show Fields. These are only used for the editor and do not alter the map during game play. Below is a description of what each one is for.

4) Render Ground Checkbox

By default this box is checked. When this box is unchecked the terrain is grayed out.

5) Show Fields Checkbox

By default this box is checked. When this box is unchecked any fields created are not shown.

6) Dump Text Button

Clicking this button opens a saved dialog box where you can save a text file of your opening and closing conversations for your map.

Chapter 3: Right Side Tabs

(Next we will look at the right side tabs starting from top to bottom.)

1) General settings Tab

Here you will set most of the common game settings for the map. Below is a detailed description of each of these settings starting from the top of this tab to the bottom.

I) Set Map Info Button

(This information must be set for the map to be saved.) When you click this button a popup box will open with three text boxes. Below is a description of each.

A) Title Text Box

This is where you will name your map. (Note: You must fill in this box in order to save the map you are currently working on.)

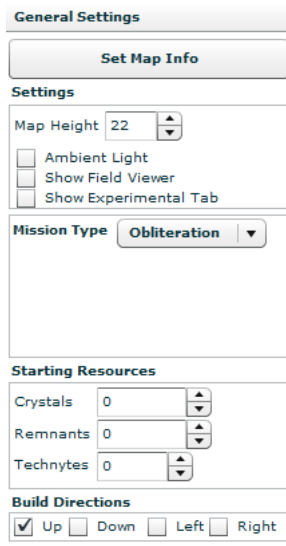
B) Author Text Box

Here you will place your name, code name, or whatever you want for the creator of the map. (Note: You must fill in this box, as well, in order to save the map you are currently working on.)

C) Description Text Box

This is where you place what you want people to know about your map. (Note: Even though this section is not required for the saving of your map, it is best to fill in this text box if you are looking to share your map with other CW 2 players. A well thought out description will help player decide whether or not to download and or play your map.)

II) Setting



A) Map Height Text Box

This feature decides how deep you want your terrain to be. The terrain is split up into individual cells. We cover more on terrain cells in the next section. The default setting is 22 cells deep. The highest setting is 80 cells deep. The value in the text box can be increased or decreased by one of two ways. You can add in a number in the text box or you can just push the up or down arrow buttons found just to the right of the text box. All maps are 32 cells wide and this setting cannot be changed.

Next you'll see three checkboxes, Ambient Light, Show Field Viewer. And Show Experimental Tab. By default none of these boxes are checked. Below is a description of what each of these features do.

B) Ambient Light Checkbox



When this feature is checked, the entire map will be lit up. Beacons are not required if this feature is enabled. You can find more on beacons in section 3 entitled, “Units”.

C) Show Field Viewer Checkbox

When this feature is enabled it allows players to toggle on or off the option of being able to see the field and or fields set in the map they are playing. In the game this feature is found just left of the speed control, which is near the bottom center of the game map.

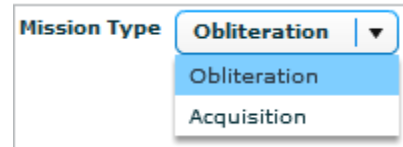
D) Show Experimental Tab Checkbox



When this feature is enabled it shows the experimental tab found in the bottom left corner next to the Systems and Weapons Tab. If all the units are unlocked in the experimental tab then the player can buy the Conversion Bomb, Dark Beam, and Dark Mirror. You can find more on those units in section 3 entitled, “Units”.

III) Mission Type Dropdown Box

Here you will find a drop down box with two settings to choose from, Obliteration and Acquisition. By default Obliteration is chosen. Below is a description of each of these features.



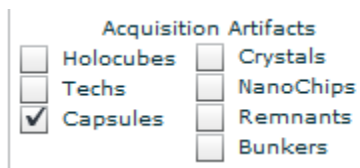
A screenshot of a 'Mission Type' dropdown menu. The menu is open, showing two options: 'Obliteration' (highlighted in blue) and 'Acquisition'.

A) Obliteration

In this setting you have to destroy all Creeper and enemy structures on the map.

B) Acquisition

In this setting you have to retrieve certain acquisition artifacts. There are 7 items you can choose from, Holocubes, Techs, Capsules, Crystals, Nano Chips, Remnants, and Bunkers. You can find more information on these units in section 3 entitled, "Units". Check which objects you want the player to retrieve, and once the unit and or units are retrieved, the player wins that map!



A screenshot of the 'Acquisition Artifacts' section. It contains seven checkboxes arranged in two columns. The first column has 'Holocubes', 'Techs', and 'Capsules' (checked). The second column has 'Crystals', 'NanoChips', 'Remnants', and 'Bunkers'.

IV) Starting Resources

Here you can set the amount of bonus crystal energy, ore reserves (Remnants), and technytes the player starts off with. The higher you set the number the easier the game will be for the player. These bonuses are shown near the top of the game screen.

By default these numbers are set to 0.

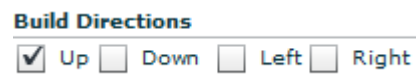


A screenshot of the 'Starting Resources' section. It contains three input fields: 'Crystals' (0), 'Remnants' (0), and 'Technytes' (0). Each field has up and down arrow buttons for adjustment.

V) Build Direction Checkboxes

Here you will find 4 checkboxes, Up, Down, Left, and Right. By default the up checkbox is checked.

Checking any of the other boxes will allow the player to build Reactors and Tech Domes in that selected direction on a terrain cell.



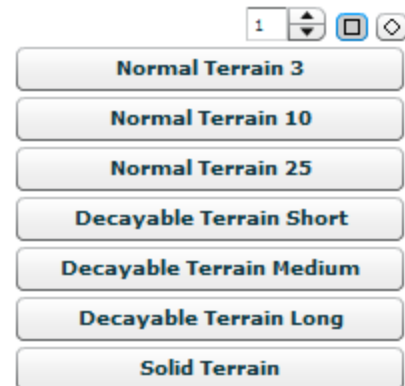
A screenshot of the 'Build Directions' section. It contains four checkboxes: 'Up' (checked), 'Down', 'Left', and 'Right'.

2) Terrain Tab

The terrain in CW 2 is split up into what is called cells or tiles. On the map there are a total of 32 individual terrain cells from left to right and you can have as little as 22 terrain cells to as many as 80 terrain cells from top to bottom. Each single terrain Cell consists of 9 sub cells. That is 3 sub cells across by 3 sub cells down, square. In total the map can hold 95 sub cells from left to right to a maximum of 239 sub cells from top to bottom.

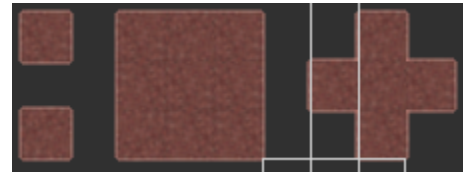
Terrain is one of the most important parts of a map.

Terrain can aid you in defending yourself from Creeper. But in some circumstances, terrain can also be a players worst enemy by hinder a players advances or by trapping a player in a pit with the Creeper. It's up to the creator to decide how the terrain will be used. Just like the last tab, here too we will cover a detailed look at all the features starting from top to bottom.



A) Brush Size Text Box

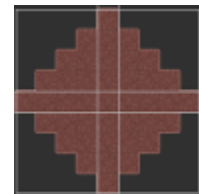
This feature is used to determine the amount of terrain cells to be placed on the map everytime you click your left mouse button within the map. Here you can set the brush size by one of two ways. You can rather add in a number in the text box or you can push the up or down arrow buttons found just to the right of the text box. By default the number in the text box is set to 1. The maximum brush size that can be set is 10.



B) Brush type Buttons

This feature allows the creator to choose between a square or diamond brush. By default the square brush is selected.

Below is a chart that shows how much terrain is placed on the map for every bush size based on the square brush type being chosen.



Brush Size	Number of cells painted in a Squared pattern	Brush Size	Number of cells painted in a Squared pattern
1	1 Cell	6	11 Cells By 11 Cells
2	3 Cells By 3 Cells	7	13 Cells By 13 Cells
3	5 Cells By 5 Cells	8	15 Cells By 15 Cells
4	7 Cells By 7 Cells	9	17 Cells By 17 Cells
5	9 Cells By 9 Cells	10	19 Cells By 19 Cells

C) Normal Terrain (3 / 10 / 25) Buttons



This is the most common terrain used in CW 2. The numbers shown on these buttons stand for how many packets the terrain costs to dig up. Packets are what are sent out by the Liberation ship and Drone Gateways. We'll explain more on packets, the Liberation Ship, and Drone Gateways in the next section. By default the map is loaded with normal terrain that takes 3 packets to dig up.

D) Decayable Terrain (Short / Medium / Long) Buttons



This is terrain that decays over time when Creeper is against it. The short terrain will decay in about 35 seconds, the medium terrain will decay in about 1 minute and 10 seconds, and the long terrain will decay in about 1 minute and 40 seconds.

E) Solid Terrain Button



This kind of terrain can't be dug up. To get on the other side of this terrain you must be able to dig around it or if that is not possible then you will need a Micro Rift to get to the other side. Micro Rifts are covered in the next section of this document.

F) Erase Button

This feature is used to remove terrain you placed incorrectly on the map.

3) Units

Units are important for every map created. In this tab we will explain each unit in detail along with every customizable feature that can be changed for each unit if it is placed on the map by the creator. Bellow we will start by explaining each unit starting along the top row from left to right followed by the second, third, and fourth rows.

[Top row; left to right]

I) Creeper Emitters



Emitters, for the most part are your enemy for they emit the nasty Creeper but they can also be set to emit Anti-Creeper as well (see Note). Emitters that emit Creeper must be tended to at all cost. When you select to place an Emitter you will see several customizable values that you can choose from.

A) Health Text Box

This feature tells the creator how many nullifier shots it takes to kill the emitter. We'll explain what Nullifiers are later in this section.

The default here is set to 1.

Selected Emitter Values

Health	1
Start	30
Density	100000
Max Density	1000000
Interval	15

B) Start Text Box

This feature tells the emitter how many frames to wait before spitting out Creeper.

The default here is set to 30 frames per second.

C) Density Text Box

Set this feature for how much Creeper is added to the map from the emitter on each interval.

The default here is set to 100,000.

D) Max Density Text Box

This feature tells the maximum amount of Creeper that can be emitted. As the density is approached, the emitter will start spitting out less or no Creeper.

The default here is set to 1,000,000.

E) Interval Text Box

This feature tells the emitter how many frames to wait between each burst.

The default here is set to 15.

Note

If the density and max density are both set to negative numbers then the emitter will emit Anti-Creeper. These kinds of emitters do not need to be nullified.

II) Drone Gateways



These types of gateways can do several different tasks depending on what you set this emitter to emit. Below are all the things these gateways can be set to do.

- Drone Gateways can be set to have the **ability to dig** through any terrain including solid terrain.
- Drone Gateways can be set to **emit Drones**. Drones are robot like creatures that can wage war on your structures and weapons. They **can also** be set to **carry Creeper**. When a Drone is destroyed they emit this Creeper.
- Drone Gateways can be set to **emit Phantoms**. Phantoms are missile like objects that fly through the sky and when they come into contact with one of your structures or weapons they turn into a blast of Creeper and wreck havoc on all surrounding items.
- Drones can also be set to **carry Anti-Creeper**.
- **Phantoms** can also be set to emit a blast of **Anti-Creeper** when they come into contact with one of your structures and or weapons.

When you select to place a Drone Gateway you have the ability to set several different values.

A) Health Text Box

This feature tells the creator how many nullifier shots it takes to kill the emitter. We'll explain what Nullifiers are later in this section.

The default here is set to 1.

B) Drone Limit Text Box

This feature sets the total amount of drones that are allowed on the map at any given time. The default here is set to 5.

C) Initial Dig Delay Text Box

This feature sets how many frames the drone gateway will wait before it starts to send out a dig packet.

The default here is set to 0.

D) Dig Interval Text Box

This feature determines how often the gateway sends out a dig packet. 0 means it doesn't send out a dig packet. 1 means it sends out 1 packet per frame (That's 30 packets per second. This is not recommended because that is very fast) Here is a quick chart to give an idea to the intervals. I will only do up to a 10 second interval but one can do longer intervals just by increasing the number by 30.

The default here is set to 0.

Health: 1
Drone Limit: 5
Initial Dig Delay: 0
Dig Interval: 1

Phantom Schedule

#	Delay	Num	Int	Rpt

Drone Schedule

#	Delay	Num	Hlt	Spd	Pld	Rpt

frames		seconds
0	=	No Dig packet
1	=	1 packet per frame (30 packets per second)
30	=	1 packet per second
60	=	1 packet every 2 seconds
90	=	1 packet every 3 seconds
120	=	1 packet every 4 seconds
150	=	1 packet every 5 seconds
180	=	1 packet every 6 seconds
210	=	1 packet every 7 seconds
240	=	1 packet every 8 seconds
270	=	1 packet every 9 seconds
300	=	1 packet every 10 seconds

E) Phantom Schedule List

The schedule is only click-/viewable after you select the already placed drone gateway.

a) The Up and Down Arrow Buttons

If you have more then one schedule set then use these arrows to rearrange them by clicking on the schedule you want to move up or down the list.

b) The + and – buttons

Clicking the blue + button will add a wave and clicking the red – button will delete a selected wave.

Health Drone Limit
Initial Dig Delay Dig Interval
Phantom Schedule

#	Delay	Num	Int	Rpt
1	233	2	50000	2
2	1800	1	50000	0

c) Delay Text Box

Here you can set how long the gateway waits before sending this wave. This value can be increased or decreased by clicking on the number and then adding in a new number in the highlighted text box.

The default here is set to 1800, which in real time is 1 minute.

Drone Schedule

#	Delay	Num	Hlt	Spd	Pld	Rpt
1	555	2	3	2	1	0
2	1800	1	4	1	0	0

d) Number of Phantoms (Num) Text Box

Here you can set how many phantoms are sent at one time.

The default here is set to 1.

e) Intensity (Int) Text Box

Here you can set how much Creeper each phantom drops when it hits a structure.

The default here is set to 50,000.

Note

If the intensity is set to a negative number then the phantom will emit Anti-Creeper when it hits a structure. Even if a Drone Gateway is friendly it still must be nullified in order for the map to be won.

f) Repetition (Rpt) Text Box

Here you can control how many times the game will loop through the wave before moving on to the next wave. The default here is set to 0. If there is more then one wave present and all have a setting of 0 then each wave will be done only once in session. This value can be increased or decreased by clicking on the number and then adding in a new number in the highlighted text box.

F) Drone Schedule List

The schedule is only click-/viewable after you select the already placed drone gateway.

a) The Up and Down Arrow Buttons

If you have more then one schedule set then use these arrows to rearrange them by clicking on the schedule you want to move up or down the list.

b) The + and – buttons

Clicking the blue + button will add a wave.

c) Delay Text Box

Here you can set how long the gateway waits before sending the selected wave.

The default here is set to 1800 which in real time is 1 minute.

d) Number of Drones (Num) Text Box

Here you can set how many Drones are sent at one time.

The default here is set to 1.

e) Drone health (Hlt) Text Box

Here you can set the health of the drones.

The default here is set to 4 meaning it will take 4 hits from a blaster to destroy the drone.

The higher you set this number the harder it is to destroy a drone.

f) Drone Speed (Spd)

Here you can set how fast a drone moves around the map.

The default here is set to 1. This setting means the drone moves extremely slowly. A setting of 5-10 is average.

g) Drone Payload (Pld) Text Box

Here you can set how much Creeper each drone carries. When a drone collides with a structure the Creeper held within the drone is released and then rages havoc on all surrounding areas.

The default is set to 0.

Note

If the Drone Payload is set to a negative number then the Drone will emit Anti-Creeper when it is destroyed.

The image shows two screenshots of a game's configuration interface. The top screenshot, titled 'Phantom Schedule', features four input fields with up/down arrows: 'Health' (set to 1), 'Drone Limit' (set to 5), 'Initial Dig Delay' (set to 0), and 'Dig Interval' (set to 0). Below these are two buttons, a blue '+' and a red '-'. Underneath is a table with the following data:

#	Delay	Num	Int	Rpt
1	233	2	50000	2
2	1800	1	50000	0

The bottom screenshot, titled 'Drone Schedule', has similar up/down arrow buttons and a blue '+' and red '-' button. Below is a table with the following data:

#	Delay	Num	Hlt	Spd	Pld	Rpt
1	555	2	3	2	1	0
2	1800	1	4	1	0	0

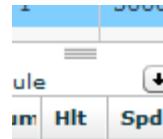
h) Repetition (Rpt) Text Box

Here you can set how many times the game will loop through a wave before moving on to the next wave if there is more than one wave set in the schedule list.

The default is set to 0. If there is more than one wave present and all have a setting of 0 then each wave will be done only once in session.

i) List Resizing Bars

This little feature of 3 little bars is found just in between the Phantom Schedule list and the Drone Schedule List. When you place your mouse cursor over these bars and then left click on them, while holding down on your left mouse button you can then drag up or down with your mouse to resize either of the two lists. This is a great feature to have if you want to make the Phantom Schedule list bigger or the Drone Schedule list bigger to see more of that list.



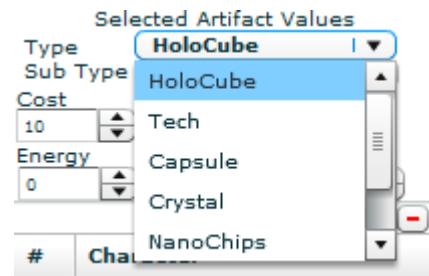
III) Artifacts Tab



These are items that can be placed on the map to give a player a bonus, to tell the player important information regarding the game, to unlock various technologies, or to rescue a character. Each artifact can be fully customized by setting its values which include its cost to get that artifact, the amount of bonus points you may receive, to the amount of bonus energy, ore, and tech points. The creator can even add an optional conversation from a character in the game.

A) Type (dropdown Box)

In this dropdown box you can choose what type of artifact you would like to place on the map. There are a total of 7 artifacts to choose from. Below is a list of all 7 along with a brief description of each one.



a) Holocube

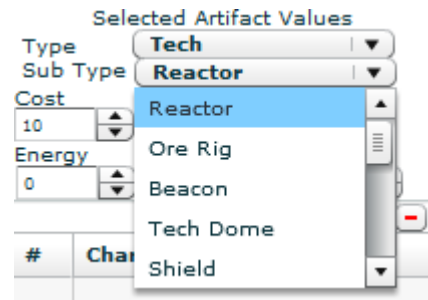


Hologram Cubes are cubes that contain important information from a character regarding the map you are on.

By default this artifact cost 10 energy and grants 100 bonus points.

b) Tech

Tech artifacts are used to unlock the various technologies found within the game. These include the **Reactor, Ore Rig, Beacon, Tech Dome, Shield, Micro Blaster, Nullifier, Blaster, Creeper Maker, Launcher, Phantom Coil, Repulsor, Conversion Bomb, Dark Beam, and dark Mirror.**



In the **Sub Type** drop down box you can choose which tech artifact you would like to place on the map.

By default this artifact cost 10 energy and grants 100 bonus points.

c) Capsule



These artifacts are used to usually rescue someone but you could also fill them with bonuses instead of a character. It's really up to the creator.

These artifacts can also be destroyed by Bad Creeper and Drones so keep that in mind when placing these.

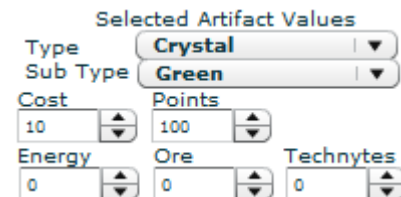
By default this artifact cost 10 energy and grants 100 bonus points.

d) Crystal



These are artifacts that grant bonus points and energy within the game. There are a total of 4 crystals to choose from. These are **Red, Green, Blue, and White Crystals.**

In the **Sub Type** drop down box you can choose which Crystal you would like to place on the map. Each crystal grants different bonus points and energy but each crystal can be fully customized to even grant more bonuses or less bonuses. Below is a description of the default settings for each color of crystal.



Crystal Color	Cost	Points	Energy
Red Crystals	6	100	60
Green Crystals	8	250	80
Blue Crystals	10	500	100
White Crystals	20	1000	200

e) Nano Chips



These artifacts grant bonus tech points that can be used to research various different technologies within the game.

By default this artifact cost 5 energy, grants 100 bonus points, and 15 tech points.

f) Remnants



These artifacts grant bonus ore that can be used to create Anti-Creeper within the game.

By default this artifact cost 20 energy, grants 100 bonus points, and 500 ore.

g) Bunkers



These artifacts are like storage units that hold all kinds of bonuses like built in defenses consisting of Blasters and Launchers that do not cost the player physical energy. Bunker artifacts are also a great way to help a player get a running start on a hard map.

By default, each bunker artifact costs 50 energy, grants 500 bonus points, 500 energy, 500 ore, and 15 tech points.

These artifacts can also be destroyed by Bad Creeper and Drones so keep that in mind when placing these.

Note

All Artifacts can have their respective cost value, bonus point value, energy value, ore value, and tech points value changed.

B) Adding a optional conversation to a artifact

Adding this feature is a lot like adding a phantom or drone schedule. After selecting an artifact to place on the map, decide what character you would like to address the player after gaining the artifact. You can do that by choosing a character in the dropdown box. Once you have a character selected, then just click on

the blue + sign to add that person to the character list. If you change your mind on the character you picked then just hit the red – sign to delete them from the list. You can add as many characters to this list as you like. If you have more then one character and would like to change the order they are listed in the character list, then just use the up and down arrow buttons to rearrange them by clicking on the character you want to move up or down in the list. The possibilities are up to the creator. Once you have the list set up then just click on the character's name in the character list and this will bring up the character on the map and a text box will become open where you can type in what you want the character to say. Once you have done that then you are all set to go.

#	Character
1	Cmd. Dax Joven

Character: Cmd. Dax Joven

SET THIS TEXT



SET THIS TEXT

IV) Ore



Ore is an essential unit. When you add ore the players can then place ore rigs on this block, and extract the ore up to use it to create Anti-Creeper. The default ore is set to 1000.

V) None [esc] Button

Pushing this button clears the existing unit you have selected.

[Second row; left to right]



VI) Beacons

These units project an energy field that allows other units to function. They also light up a part of the map that is darkened out. Additional beacons must be built to extend operational areas and to light up more of the map.

Units located outside the energy field of a beacon will remain inactive until beacon coverage is established (except you checked the “Ambient Light” checkbox in the “General Settings” tab..



VII) Reactors

These units are essential for generating energy. By utilizing the latest in miniature fractal space technology, reactors produce large quantities of energy in comparison to their compact size. Commanders are advised to build large farms of reactors to meet the demands of battle.



VIII) Tech Domes

Tech Domes produce technytes, which are used to acquire technological upgrades. These units require increasing amounts of processing power. For this reason, each additional dome costs progressively more energy to build.



IX) Ore Rigs

Ore Rigs extract ore from ore deposits. Ore is used by makers in the production of Anti-Creeper. Ore Rigs can operate in any direction, allowing up to 4 rigs to extract ore from a single deposit at the same time.

Note

Beacons, Reactors, Tech Domes, and Ore Rigs have the same 2 values that can be set. Below is a description of these two settings and what they do.

A) Unit Setting Checkbox

Here you find a checkbox that is checked by default. This checkbox allows the creator to enable or disable the unit if it is placed on the map by the creator. If the checkbox is unchecked then the unit will not be enabled until packets are sent to the unit from the Liberation Ship. We'll explain more on the Liberation Ship later in this section.

Unit Setting

☒ Enabled

Rotation

Up ▼

Up

Right

Down

Left

B) Rotation Dropdown Box (For Editor Use Only)

In this dropdown box the creator can set the rotation of the unit. There are 4 setting the creator can choose from. They are in order: up, right, down, and left. By default this is set to up but if the creator needs to place the unit on a side of a terrain or upside down then that can be achieved by just changing the rotation of the unit.



X) Shields

Shields resist the flow of Creeper, but slowly take damage while doing so over time. Anti-Creeper is also restrained by shields, but it does not cause damage to them. The player's units and packets may pass freely through shields.



XI) Micro Rifts

Micro Rifts form immediate links to other Micro Rifts, allowing for the rapid deployment of packets and units. Micro rifts allow commanders to improve the supply of energy to distant areas and to react quickly to unforeseen threats. It is advisable to build the first Micro Rift close to the Liberation Ship and additional rifts where circumstances demand.

[Third row; left to right]



XII) Nullifiers

These units are the only means of destroying enemy Creeper Emitters and Drone Gateways. Nullifiers cannot be moved and must be protected until they can deliver their timed payload that warps the enemy Creeper Emitters and Drone Gateways into another dimension.



XIII) Blasters

Blasters fire a heavy boson beam, which targets and destroys the nearest Creeper. Combining rapid fire capabilities with limited range, Blasters are best used as front-line units, and are most effective against low concentrations of Creeper. Blasters are useful for both attack and defense, and are the only units which can attack drones.

Blasters can also be set with target priorities, the default being to fire upon in-range drones first and then Creeper. But commanders may find special circumstances where other options are better applied.



XIV) Launchers

Launchers fire medium range explosive warheads. These units target the densest Creeper within their range, and their warheads can pass freely through Creeper. Launchers are good at thinning high density Creeper but are a poor choice as front-line units.



XV) Phantom Coils

These units are defensive weapons, which destroy the immaterial phantoms that rift through Drone Gateways. Phantoms turn into Creeper if they come into contact with structures. They can also wreck havoc on the Liberation Ship if not destroyed.

Note

Blasters, Launchers, and Phantom Coils have the same 2 values that can be set. Below is a description of these two settings and what they do.

Unit Setting Checkboxes

Here you find 2 checkboxes that are checked by default.

The first checkbox allows the creator to enable or disable the unit if it is placed on the map by the creator. If the checkbox is unchecked then the unit will not be enabled until packets are sent to the unit from the Liberation Ship. We'll explain more on the Liberation Ship later in this section.

The second checkbox allows the creator to arm or disarm the unit if it is placed on the map by the creator. If the checkbox is unchecked then the unit will not be armed and will not fire upon any nearby threats until armed by the commander.

Unit Setting

☒ Enabled
☒ Armed



XVI) Makers

These units use ore to synthesize Anti-Creeper. Anti-Creeper is a potent weapon, which attacks Creeper, damages drones, and blocks enemy packets. Makers can be set to make Anti-Creeper at single, double, or quadruple speeds; the consumption of ore increases in proportion to the rate at which Anti-Creeper is produced.

Makers normally emit Anti-Creeper as it is produced. But, if a maker is set to 'charge', the Anti-Creeper will be stored internally in a storage tank. This tank can be emptied, or 'burst' and the contents instantly released. This 'Burst' operation can produce a powerful wave of Anti-Creeper.

If during the game the weapon range is upgraded also the storage capability is larger.

Makers can also be set to 'Vacuum' Anti-Creeper and convert it back into ore. Commanders are urged to upgrade their ore storage to accommodate larger quantities of ore should this mode be used.

Makers have 4 different settings that can be set for play. These settings are as follows.

A) Maker Setting Checkboxes

Here you find 2 checkboxes that are checked by default.

The first checkbox allows the creator to enable or disable the unit if it is placed on the map by the creator. If the checkbox is unchecked then the unit will not be enabled until packets are sent to the unit from the Liberation Ship. We'll explain more on the Liberation Ship later in this section.

The second checkbox allows the creator to arm or disarm the unit if it is placed on the map by the creator. If the checkbox is unchecked then the unit will not be armed and will not fire upon any nearby threats until armed by the commander.



B) Rate Dropdown Box

Here the creator can set the speed by which the maker will produce Anti-Creeper if it is placed on the map by the creator. In the dropdown box the creator can select 1X (normal speed), 2X (double speed), or 4X (quadruple Speed). By default 1X speed is selected.

C) Mode Dropdown Box

Here the creator can set what the maker will do when the map is launched. In the dropdown box the creator can choose from Produce, charge, or Vacuum. By default produce is selected.



XVII) Repulsors

These units do no damage to the enemy but they do exert a gravitational force in the direction they are pointed. Although the primary use of Repulsors is to prevent Creeper from breaking through choke points, resourceful commanders may find other uses for these units. Repulsors can be orientated in any of eight directions and the length of their beam can be altered. Repulsors use energy in proportion to their beam length.

Repulsors have 4 different settings that can be set for play. These settings are as follows.

A) Repulsor Settings Checkboxes

Here you find 2 checkboxes that are checked by default.

The first checkbox allows the creator to enable or disable the unit if it is placed on the map by the creator. If the checkbox is unchecked then the unit will not be enabled until packets are sent to the unit from the Liberation Ship. We'll explain more on the Liberation Ship later in this section.

The second checkbox allows the creator to arm or disarm the unit if it is placed on the map by the creator. If the checkbox is unchecked then the unit will not be armed and will not fire upon any nearby threats until armed by the commander.

Repulsor Settings

☒ Enabled

☒ Armed

Direction

Up ▼

Length

Short ▼

Short

Medium

Long

B) Direction Dropdown Box

Here you will find a dropdown box where the creator can set the direction in which this unit will be facing on the map if it is placed on the map by the creator. There are 8 directions that can be set. They are in order: right, down-right, down, down-left, left, up-left, up, up-right. By default the direction is set to up.

C) Length Dropdown Box

Here you will find a dropdown box where the creator can set the length of the beam this unit will emit if it is placed on the map by the creator. There are 3 setting that can be set. They are in order: short, medium, and long. By default the length is set to short.

[Bottom Row; Left to Right]



XVIII) Conversion Bombs

These units are like time bombs in the sense that when their health runs out, that is when they do their damage. When Conversion Bombs detonate they convert nearby Creeper into Anti-Creeper.

These units should be flown into dense concentrations of Creeper for maximum effect.

Note

Shields, Micro Rifts, Nullifiers, and Conversion Bombs have the same single value that can be set. Below is a description of that setting and what it does.

Unit Setting Checkbox

Here you find a checkbox that is checked by default. This checkbox allows the creator to enable or disable the unit if it is placed on the map by the creator. If the checkbox is unchecked then the unit will not be enabled until packets are sent to the unit from the Liberation Ship. We'll explain more on the Liberation Ship later in this section.

Unit Setting

☒ Enabled



XIX) Dark Beams

These units fire a very destructive beam of dark matter that annihilates any and all Creeper it passes through. But be forewarned. The dark beam does not discriminate between friend and foe. Most friendly structures and units that happen to come in contact with the beam of dark matter will also be destroyed. Packets being small in size are not affected by the beam.

Dark Beam units have 4 different settings that can be set for play if this unit is placed on the map by the creator. These settings are as follows.

A) Dark Beam Settings Checkboxes

Here you find 2 checkboxes. The first checkbox allows the creator to enable or disable the unit. If the checkbox is unchecked then the unit will not be enabled until packets are sent to the unit from the Liberation Ship. By default this box is checked.

The second checkbox allows the creator to arm or disarm the unit. By default this box is not checked due to too safety reasons.

DarkBeam Settings

☒ Enabled

☐ Armed

Orientation

Up ▼

Up

Right

Down

Left

Barrel Rotation

Right ▼

B) Orientation Dropdown Box (For Editor Use Only)

In this dropdown box the creator can set the orientation of the unit. By default this is set to up but if the creator need to place the unit on a side of a terrain or upside down then that can be achieved by just changing the orientation of the unit.

C) Barrel Rotation Dropdown Box

In this dropdown box the creator can set the direction of the barrel for the unit that is being placed. By default the direction is set to the right but the creator has two other directions to choose from. Those are left and up.



XX) Dark Mirrors

These units are very useful for reflecting and thus changing the direction of a Dark Beam. Dark Mirrors are unaffected by the destructive power of Dark beams and can be orientated in four different directions.

Dark Mirrors have two 2 values that can be set. Below is a description of these two settings and what they do.

A) Dark Mirror Settings Checkbox

Here you find a checkbox that is checked by default. This checkbox allows the creator to enable or disable the unit if it is placed on the map by the creator. If the checkbox is unchecked then the unit will not be enabled until packets are sent to the unit from the Liberation Ship.

B) Rotation Dropdown Box

In this dropdown box the creator can set the rotation of the unit's mirror. There are 4 settings the creator can choose from. They are in order: Upper right, lower right, lower left, upper left. By default this is set to upper right.

DarkMirror Settings

☒ Enabled

Rotation

Upper Right

Upper Right

Lower Right

Lower Left

Upper Left



XXI) Nexus

This unit is by far the boss of all Creeper and to have this unit on a map can be a real stressful experience. When the Nexus spawns, it will almost destroy everything around it in a wide 29 cell radius. Just like Dark Beam units, the Nexus also does not discriminate between friend and foe. When the Nexus explodes it will destroy its own emitters but after doing so it will spawn 4 emitters around itself and start spitting out drones that have a health of 100. If you think hiding behind solid terrain will protect you from the Nexus then you better think again.

The Nexus will explode with such force that it will even destroy solid terrain.

With the Nexus there is only one unit setting that can be set and that setting is explained below. The Creator can also add an optional conversation. That feature is also explained below.

A) Nexus Settings

Activation Time Text Box

Here the creator can set the time it takes for the Nexus to spawn. For a Nexus to explode it must be submerged in Creeper. By default the time is set to 5000, which in real time is in 2 minutes and 48 seconds. The value in the text box can be increased or decreased by one of two ways. You can add in a number in the text box or you can just push the up or down arrow buttons found just to the right of the text box.

#	Character
1	Admiral Abraxis
2	Cmd. Dax Joven

B) Adding a conversation

Adding this feature is a lot like adding a phantom or drone schedule. After selecting a Nexus to place on the map, decide what character you would like to address the player. You can do that by choosing a character in the dropdown box. Once you have a character picked then just click on the blue + sign to add that person to the queue. If you change your mind on the character you picked then just hit the red – sign to delete them from the queue. You can add as many characters to this list as you like. If you have more than one character, then use the up and down arrow buttons to rearrange them by clicking on the character you want to move up or down the list. The possibilities are up to the creator. Once that is done then just click on the character's name in the queue and this will bring up the character on the map and the text box will become open where you can type in what you want the character to say. Once you have done that then you are all set to go.

XXII) Delete Button

By pushing this button a creator can delete any unit from the map except for the Liberation Ship.



XXIII) Liberation Ship

By default this is the only unit that is set on the center top portion of the map when the editor or when a fresh map is loaded. This unit cannot be deleted. In fact there is not even one value that can be changed for this unit. All that can be done with the Liberation Ship is that it can be moved around on the map by the creator and where it is set is where it will be located when the map is loaded in the game.

So what is the Liberation Ship? The Liberation Ship is proof that mankind's genius has not diminished with its numbers. Over the last twenty years, the finest human minds have focused their efforts on the Liberation Ship. The ship's systems include a miniaturized rift engine, a packet construction lathe, and an array of powerful internal reactors. With a fleet of Liberation Ships geared up and ready to take the fight to the Creeper, mankind may yet reclaim the scattered glory of its golden age.

The Liberation Ship is your source for the creation of all the units that are place on the map during game play. When a unit is placed on the map during game play the Liberation Ship will send out round ball like energy objects that are called Packets. There are two types of packets made by the ship.

Green Packets

These packets are used for the construction of the units a player has access to. Each unit requires so many green packets.

Red Packets

These packets are used to active the following units: Beacons, Tech Domes, Ore Rigs, Blasters, Launchers, Phantom Coils, Repulsors, and Dark Beams. When these units are activated or armed they require an endless supply of red packets to keep then working. Red Packets are also used to obtain all Artifacts.



4) Creeper Tab

This feature allows the creator to place Creeper and Anti-Creeper directly onto the map from the start instead of having to wait until Emitters create it. There are several values and settings that can be set for the placing of the two types of Creeper. Below we will cover each one in detail to give a better understanding of this feature.

I) Creeper Density Text Box

Here you can select the density of the Creeper to be created. The default setting here is 50,000.



II) Brush

A) Size Text Box

Here you can set the brush size by one of two ways. By default the number is set to 1 but you can choose a brush size as high as 10.



Do note that when placing this type of Creeper on the map the brush paints the Creeper and Anti-Creeper in by the sub cell and not by the cell. All 10 brush sizes are the same size as the brush sizes used for painting in terrain with the exception that all 10 sizes are measured in sub cells. This is done this way in the case that fields are to be used. Fields are covered in the next section of this manual.

B) Brush type Buttons

Here you can choose between a square or diamond brush. By default the square brush is selected. Refer back to Chapter 3; Section 3 entitled “Terrain Tab” to see a detailed description of the bush sizes using a square bush.



III) Creeper Button

Selecting this feature will produce enemy Creeper.



IV) Anti-Creeper Button

Selecting this feature will produce the good Creeper better known as Anti-Creeper.

V) Erase Button

Clicking this feature will allow the creator to delete any Creeper or Anti-Creeper from the map.

VI) Gravity

Here the creator can set the gravity for both types of Creeper. The numbers here can be set from positive to negative or visa versa by one of two ways. You can add in a number in the text box or you can just push the up or down arrow buttons found just to the right of the text box. There are two setting here to choose from.

A) Down +/- Text Box

This feature sets the gravity pushing down on the Creeper. The default setting here is +500. The higher this value is the denser the Creeper must be to push upwards. The lower this value is the less Creeper is needed.

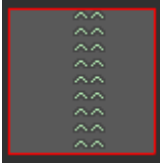
B) Right +/- Text Box

This feature sets the gravity pushing to the right or left on the Creeper. The default setting here is 0 meaning that Creeper is neither pushed to the left or right. The higher this value is the more the Creeper is pushed to the right. The lower this value is the more the Creeper is pushed to the left.

Tip: Creating Hidden Creeper

To create hidden Creeper, create some Creeper and or Anti-Creeper and then place terrain over top of the Creeper you just made. When a player digs up that terrain, they will unlock the Creeper and thus it will flow freely.

The image shows a software interface for configuring Creeper gravity. At the top, there are two sections: 'Creeper Density' and 'Brush'. The 'Creeper Density' section has a text box containing '50000' and two arrow buttons. The 'Brush' section has a text box containing '1', two arrow buttons, and two small square icons. Below these are two buttons: 'Creeper' and 'Anti-Creeper'. Underneath these buttons is a single button labeled 'Erase'. The bottom section is titled 'Gravity' and contains two rows of controls. The first row is labeled 'Down +/-' and has a text box with '500' and two arrow buttons. The second row is labeled 'Right +/-' and has a text box with '0' and two arrow buttons.



5. Fields Tab

This feature is a great way to make commands in the game for Creeper that can't be done by conventional ways. In Creeper World 2, fields are used to get Creeper and Anti-Creeper to do things that it normally wouldn't do by just placing an Emitter, Creeper, and or Anti-Creeper on the map. Basically in laymen's terms, fields are used to contain Creeper in ways that normally cannot be done. For example, you may want Creeper to follow a set out path. With fields that can be done. One could even create Creeper that will act like a barrier. With fields the ideas are endless. In this section we will explain each feature that is found under the Field Tab. Once you have read this section you will be able to create some pretty cool effects in the game for future players.

Starting at the top of the field tab you will see 5 buttons located just right of the word "Field Containers. Below we will start explaining the buttons from left to right.

I) Clone Button



After a field has been created the creator can push the clone button and an exact clone of the selected field is created. This feature comes in very handy if the creator would like to use the same field, that has just been created or a field that has already been created, in a different location on the map without having to redraw it out again. Everything is copied but the actions that are set for the field.

II) The Up and Down Arrow Buttons

If you have more than one field box then use these arrows to rearrange them by clicking on the field box you want to move up or down the list.

III) The + and – buttons

Clicking the blue + button will add a new field box to the map and a listing of the field in the Field Containers list just below these buttons. Clicking the red – button will delete a selected field box from the map and remove the listed field from the Field Containers list.

IV) Creating a Field

To create a field, press the blue + button. Once you do that you will be given a 9 by 9 Cell field box that is grayed out in the box and highlighted by a red boarder on the map. A listing of the new field is also placed in the Field Containers list. Whenever a field is selected it is always highlighted with a red boarder for easy identification. Only a field that is highlighted can be worked on.

This is where all your fields are kept. Here you can organize your fields by pushing the up and down arrows found just left of the + and – buttons. Here you will also see the stats for your field. The only column that can be altered here is the ID column. The other stats are just for informational purposes only.

Field Containers		
ID	Coords	Size
	42,30	9x9
	42,39	7x11

Location

↑

← 42,39 →

↓

Size

← →

↑ 7,11 ↓

Slide/Rot

↶ ↷

↵ ↻

↷ ↶

↶ ↷

VI) ID Column

If you're creating multiple fields on your map it is strongly recommend too name each field for organization. To name an existing field just click on the field under the ID Column.

VII) Location Arrow Buttons

Here you will see 4 arrow Buttons. If no field is selected then these buttons are grayed out. But when you create a new field or select an existing one, these 4 buttons will become active and you will see a number in the middle of them. That number corresponds to the top left sub cell or top left corner of the highlighted field box located on the map. To move the selected field box around on the map, just click the arrow buttons found there. By Default the starting location of every field box is 42 sub cells across by 30 sub cells down.

VIII) Size Arrow Buttons

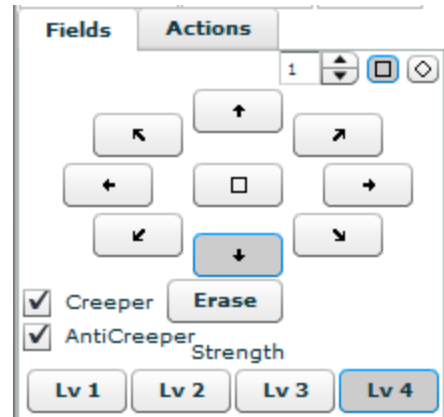
Here you will also see 4 more arrow Buttons. If no field is selected then these buttons are grayed out. But when you create a new field or select an existing one, these 4 buttons will become active and you will see a number in the middle of them. This number corresponds to the size of the selected field box. Here you can change the size of the box by just click the arrow buttons found there. By default every new field box starts out being 9 sub cells by 9 sub cells square. The minimum size for a field box is 1 sub cell by 1 sub cell and the maximum size is 96 sub cells by 240 sub cells.

IX) Slide / Rotation Arrow Buttons

The last set of arrows in this row of arrows is the slide and rotational arrows. These arrows are used to move the field markers around that are created inside the field box. We'll explain what field markers are next in this section. Here the markers can be slid in 4 different directions, up, down, left, and right and even rotated in 8 different directions, up, up right, right, right down, down, down left, left, and left up. These arrows are grayed out if no field is created and or selected.

X) Field Sub Tab

This sub tab is grayed out if no field is created and or selected. In this tab, this is where you will find all your features used to create the field markers for Creeper and Anti-Creeper. You must create field markers within the field box in order for the Creeper and Anti-Creeper to do what you want it to do otherwise the field box is pretty useless. Field markers are like impenetrable barriers for Creeper and Anti-Creeper. Without field markers Creeper and Anti-Creeper would just spread out in any direction.



A) Brush Size Text Box

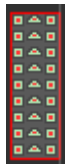
Here you can set the brush size by one of two ways. You can rather add in a number in the text box or you can push the up or down arrow buttons found just to the right of the text box. By default the number is set to 1 but you can choose a size as high as 10.

Do note that when placing Markers on the map the brush paints the markers in by the sub cell and not by the cell. All 10 brush sizes are the same size as the brush sizes used for painting in terrain with the exception that all 10 sizes are measured in sub cells.

B) Brush type Buttons

Here you can choose between a square or diamond brush. Refer back to Chapter 3; Section 3 entitled "Terrain Tab" to see a detailed description of the bush sizes using a square bush.

By default the square brush is selected.



C) Field Marker Directional Arrow Buttons

Here you will find 8 directional arrow buttons or directional field markers surrounding a center button called a pin direction button or pin field marker. By pressing one of these buttons you will be able to create a directional field marker in the direction you have selected. This feature is helpful for creating direction for Creeper and Anti-Creeper by pushing, containing, or even creating a passage for it.

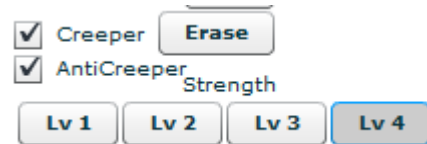
The pin direction or pin field markers will hold creeper in place. This feature has many uses, from creating frozen Creeper to creating evil space invaders. Usually strength of the pin field markers does not matter, as long as the field box is not moving. If the field box is moving then one will have to set the strength of the markers to determine how much Creeper and or Anti-Creeper the field can carry. Level 4 is recommended for all moving pin fields. We will explain field strengths in just a bit. To draw in a pin field, select the pin directional button and then draw in the field within the field box.

Note

For a more detailed description on how to create and draw different types of fields please refer to the following link: <http://knucklecracker.com/forums/index.php?topic=8996.0>

D) Erase Button

This button is used to erase any field markers you don't want. This feature comes in handy if you make any mistakes.



E) Creeper / Anti-Creeper Check Boxes

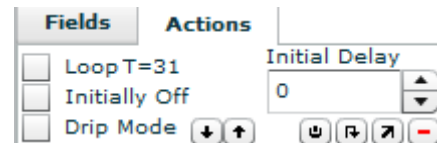
Here you will find two check boxes. Both boxes are checked by default. These boxes determine what type of field marker to be created. The bonus here is that there are 3 different field markers that can be created and each marker is color coded. A Creeper only field marker is blue in color and will only contain enemy Creeper. An Anti-Creeper only field marker is white in color and will only contain Anti-Creeper. A Creeper / Anti-Creeper field marker is green in color and will contain both types of Creeper.

F) Strength Buttons (Level 1, 2, 3, and 4)

The last feature on this sub tab is the Creeper strength buttons. Here you will find 4 buttons ranging from level 1 to level 4. A level 1 directional field marker, with no gravity, can hold back 5000 creeper, after which it'll pass through. A level 2 directional field maker can hold back 50,000 Creeper, after which it will pass through. A level 3 directional field marker can hold back 500,000 Creeper, after which it will pass through, and a level 4 directional field marker can hold back any amount of creeper.

XI) Actions Sub Tab

In this sub tab this is where the creator can set up different special actions for a field box. Each action set here will affect the entire field box, so it is a rule of thumb to not put all your fields in one box. Good creators will have many different field boxes so that the creator will be able to set up many different actions.



The first thing we will look at in this sub tab is the three check boxes located near the top left corner. By default none of these check boxes are checked.

A) Loop T = 0 Check Box

When this box is checked, all actions set for the selected field will repeat once the entire list of actions have played out. The T = 0 represents the time it takes for the action to play out in frames per second.

B) Initially Off Check Box

When this box is checked the selected field will be off and will stay off until the selected field is flipped on. This is done by a player activating the field during game play. This feature is handy for editing as well, since none of the fields will affect Creeper, or be shown in the editor.

C) Drip Mode Check Box

Do keep in mind that drip mode only applies to moving pin fields. When this box is checked, it causes the field to remember the amount of Creeper that it contains at the start of a movement. As it moves, the pin field will not pick up any additional Creeper that would cause it to exceed the original amount it contained. If you were to create a 'drip' that deposited Creeper in a pool, you would not want the drop to punch a hole into the pool as it descended. Drip mode prevents this from happening.

The screenshot shows the 'Fields' and 'Actions' tabs. Under 'Fields', there are checkboxes for 'Loop T=31', 'Initially Off', and 'Drip Mode'. To the right of these is an 'Initial Delay' field with a value of 0 and up/down arrows. Below the checkboxes is a table with two columns: 'Type' and 'Delay'. The first row in the table is 'Set State: ON' with a delay of 30.

Type	Delay
Set State: ON	30

D) Initial Delay Text Box

This feature tells the field box how long to wait before activating the very first actions. The number you set here is based on frames per second so do keep that in mind when setting this feature.

By default this is set to 0.

Do note that if the loop feature is selected then only before the field starts its actions will the initial delay have any effect.

E) The Up and Down Arrow Buttons

If you have more then one action in the action list then use these arrows to rearrange them by clicking in the action list on the action you want to move up or down.

F) Change State Action Button

This action can turn a field on or off. By default this is set to "ON".

a) State Dropdown Box

In this dropdown box you can choose on or off. When the change state is set to 'ON' the field will affect Creeper. When the change state is set to 'OFF' the field won't affect creeper.

The screenshot shows a table with two columns: 'Type' and 'Delay'. The first row is 'Set State: ON' with a delay of 30. The second row is 'Rotate: RIGHT 90' with a delay of 30. The third row is 'Move:[42,30] in 150' with a delay of 30. To the right of the table is a 'State' dropdown menu with 'ON' selected. Below the dropdown is an 'End Delay' field with a value of 30 and up/down arrows.

Type	Delay
Set State: ON	30
Rotate: RIGHT 90	30
Move:[42,30] in 150	30

State: ON

End Delay: 30

b) End Delay Text Box

Setting this feature will tell the field to wait so many frames after completing this action before it will move on to the next action. By default this is set to 30. The value in the text box can be increased or decreased by one of two ways. You can add in a number in the text box or you can just push the up or down arrow buttons found just to the right of the text box.

G) Rotate Fields Action Button

This action causes all the directional fields in the field box to rotate by so many degrees left or right. This is used to make changes in gravity. Do note this feature has absolutely no effect on pin fields.

a) Direction Dropdown Box

In this dropdown box the creator can choose the rotation direction, rather than being left or right. By default this is set to 'RIGHT'.

Type	Delay
Set State: ON	30
Rotate: RIGHT 90	30
Move:[42,30] in 150	30

Direction	Amount (Degrees)
RIGHT	90

End Delay
45
30

b) Amount (Degrees) Dropdown Box

In this dropdown box the creator can choose the degree of which the field will rotate. Here there is several setting to choose from. These settings range from 45, 90, 135, 180, 225, 270, and 315 degrees. By default the 90 degrees setting is set.

c) End Delay Text Box

Setting this feature will tell the field to wait so many frames after completing this action before it will move on to the next action. By default this is set to 30. The value in the text box can be increased or decreased by one of two ways. You can add in a number in the text box or you can just push the up or down arrow buttons found just to the right of the text box.

H) Move Action Button

This action moves an entire field box to a certain location in a set amount of frames.

a) X and Y Text Boxes

This is where you can set the location based on where you want the top-left sub cell of the field box to be when it's done moving. By default the numbers here are set to X = 42 sub cells from left to right and Y = 30 sub cells from top to bottom.

Type	Delay
Set State: ON	30
Rotate: RIGHT 90	30
Move:[42,30] in 150	30

X	Y
42	30

Time (frames)	End Delay
150	30

b) Time (Frames) Text Boxes

Here is where you can set the speed it takes for the field box to move. 1 frame per second will create an instantly teleporting field. *If you want your field to destroy buildings as it passes, then it's best to make the field travel slower.* If a field moves too fast, it can completely skip over cells, or even entire sub cells.

By default this feature is set to 150.

c) End Delay Text Boxes

Setting this feature will tell the field to wait so many frames after completing this action before it will move on to the next action.

By default this is set to 30.

d) Red – Button

Pushing this button will delete any selected action in the action list.



6) Enemy Dig Sites Tab

In this tab this is where the creator can designate terrain that can be dug up by Drone Gateways. Back in Chapter 3, section 3: Units: Drone Gateways, of this manual we went over the Dig Delay feature. In order for a Drone Gateway to dig up terrain there must be terrain marked off for digging. To create an enemy dig site, click on the 'Create Enemy Dig Sites' button and go to the map and draw out what terrain you would like the Drone Gateway to dig up. As you draw, blue X's will be placed over the terrain that can be dug up. If you happen to make a mistake then just click the 'Delete Enemy Dig Sites' button and then you can erase the blue X's from the map.



Note:

To create an enemy dig site over solid terrain do the following.

Place an "Enemy Dig Site" over "Normal Terrain" or "Decayable Terrain" then place solid terrain over the "Enemy Dig Site". Your Solid Terrain will now have a blue X in it and now can be destroyed by a Gateway.

7) Available tech Tab

In this tab this is where the creator can decide on what technologies will be available at the beginning of every map.

I) Availability Check Boxes

Here you will see a list of all the technologies split into three groups.

The top group is the System Technologies consisting of the Reactor, Ore Rig, Beacon, Tech Dome, Shield, and Micro Rift.

The next group down is the Weapons Technologies consisting of the Blaster, The Anti-Creeper Maker, The Nullifier, The Launcher, The Phantom Coil, and the Repulsor.

The last group near the bottom of this tab is the experimental Technologies. This group consists of the Conventional Bomb, the Dark Beam, and the Dark Mirror. To the left of each tech listed is a check box. By default all the technologies are checked meaning every technology is allowed at the beginning of the game.

Available Tech	
Availability	Limits (0 = unlimited)
<input checked="" type="checkbox"/> Reactor	0
<input checked="" type="checkbox"/> Ore Rig	0
<input checked="" type="checkbox"/> Beacon	0
<input checked="" type="checkbox"/> Tech Dome	0
<input checked="" type="checkbox"/> Shield	0
<input checked="" type="checkbox"/> Micro Rift	0
<input checked="" type="checkbox"/> Blaster	0
<input checked="" type="checkbox"/> Creeper Maker	0
<input checked="" type="checkbox"/> Nullifier	0
<input checked="" type="checkbox"/> Launcher	0
<input checked="" type="checkbox"/> Ph. Coil	0
<input checked="" type="checkbox"/> Repulsor	0
<input checked="" type="checkbox"/> Cnv. Bomb	0
<input checked="" type="checkbox"/> Dark Beam	0
<input checked="" type="checkbox"/> Dark Mirror	0

When a check box is unchecked beside a technology then that technology will not be available at the start of the game. In order for the unchecked technology to become available in the game the player must collect a Technology Artifact for that particular technology. Tech Artifacts are explained in detail in Chapter 3: Section 3 entitled: Units.

Make sure that if dark beams, conversion bombs, and or dark mirrors are allowed that the check box for the Show Experimental Tab is checked. You can find that check box under the General Settings Tab.

II) Limits Text Boxes

Another feature found in this tab is the ability to limit the amount of technologies a player can place on a map. Found along the far right of this tab, is a series of text boxes. There is one text box for each technology. In each text box you can increased or decreased the number by one of two ways.

The number you enter limits the player to only be able to build that amount of that unit. For example; if you were to set the Reactor to 25, then that would mean that the player could only build a total of 25 reactors on the map at one time. The lower the number the more challenging the game could be for the player. It's best to be fair about the numbers you set here based on the map you are creating.

The default setting for every technology on this tab is 0. This setting allows a player to build each unit with no limits.

8) Conversations Tab

In this tab the creator can add a conversation into the start or end of the map. The features in this tab are the same as explained earlier in this manual for adding a conversation for an Artifact and the Nexus. But in case you forgot how to do that, here is a review on how to add a conversation.

The first step is to decide on if you will be adding an opening or a closing conversation or both. It's always best to start with an opening conversation.

Once you have decided on that the next step is to decide what character and or characters you would like to address the player. You can do that by choosing a character in the dropdown box entitled, 'Character'. Once you have a character picked out then just click on the blue + sign to add that person to the Character List.

If you change your mind on the character you picked then just hit the red – sign to delete them from the list. You can add as many characters to this list as you like.

If you have more then one character in the Character list and you would like to rearrange them, then first click on the character you want to move up or down the list and then use the up and down arrow buttons to move the character.

The possibilities are up to the creator. Once you have your list of characters then just click on any of the character's name in the Character List and this will bring up the character on the map and a text box will become open where you can type in what you want the character to say. Once you have done that then you are all set to go. Do keep in mind that adding too many characters in a conversation will likely tempt the player to click that evil red box that says, "Skip All".

The image shows two screenshots of a software interface for creating conversations. The top screenshot is titled 'Opening Conversation' and the bottom is titled 'Closing Conversation'. Both have a similar layout: a table with columns '#', 'Character', and a set of three buttons (down arrow, up arrow, and a blue '+' sign) on the right. Below the table is a 'Character' dropdown menu and a text box labeled 'SET THIS TEXT'.

Opening Conversation

#	Character	
1	Admiral Abraxis	▲
2	Cmd. Dax Joven	▼

Character: **Admiral Abraxis**

SET THIS TEXT

Closing Conversation

#	Character	
1	Cmd. Dax Joven	▲
2	Admiral Abraxis	▼

Character: **Admiral Abraxis**

SET THIS TEXT

9) Custom Graphics Tab

This is the last tab on the right side of the editor and in this tab this is where the creator can customize some advanced feature of the map for game play. So lets get started explaining what you can do in here.

I) Background Image

This is where you can choose what background image you want displayed on a map.

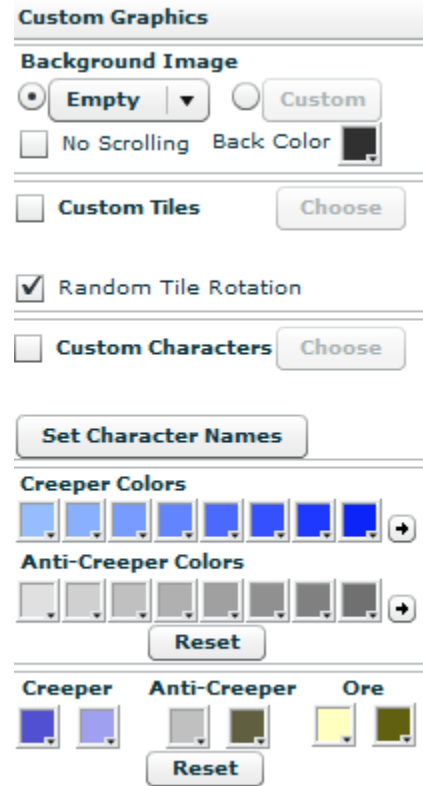
a) Preset Images Dropdown Box

In this dropdown box you can choose from 23 preset images that come with the game. By default preset image number 0 is chosen when you open a new map.

b) Custom Background Image Button

If you are not happy with any of the preset images then you can click this feature and upload your own background image found on your computer.

Just click the Custom button and your explorer box will open allowing you to search your computer for a custom image. The editor only allows Jpeg images so make sure the image you want to use is in that format.



The screenshot shows the 'Custom Graphics' tab with the following options:

- Background Image:** A dropdown menu set to 'Empty' and a 'Custom' button.
- No Scrolling:** An unchecked checkbox.
- Back Color:** A small colored square button.
- Custom Tiles:** An unchecked checkbox and a 'Choose' button.
- Random Tile Rotation:** A checked checkbox.
- Custom Characters:** An unchecked checkbox and a 'Choose' button.
- Set Character Names:** A button.
- Creeper Colors:** A row of six blue color swatches with a '+' button.
- Anti-Creeper Colors:** A row of six gray color swatches with a '+' button.
- Reset:** A button below the color swatches.
- Creeper, Anti-Creeper, Ore:** Three columns of color swatches. Creeper has two blue swatches, Anti-Creeper has two gray swatches, and Ore has two yellow swatches.
- Reset:** A button below the Creeper, Anti-Creeper, and Ore color swatches.

C) No Scrolling Check Box

By default this feature is not checked. When you scroll up or down on the map the background image you have, moves up or down with the terrain. If this feature is checked then when you scroll up or down on the map the background image stays stationary while the terrain moves up or down.

d) Back Color Button

This is where you can choose what the color of the ground will be underneath the terrain. When you click the little colored box a pallet of colors comes up where you can choose from many different colors or even enter in a color code if you have a color not listed. By default this color is set to gray (Color Code: 666666).

II) Custom Tiles Check Box

In this section of this tab, this is where the creator can choose to have custom terrain. A further detailed description of the terrain tiles can be found at the link below.



A screenshot of a settings panel. It contains two checkboxes. The first checkbox is labeled 'Custom Tiles' and is currently unchecked. To its right is a button labeled 'Choose'. The second checkbox is labeled 'Random Tile Rotation' and is currently checked.

Link: <http://knucklecracker.com/forums/index.php?topic=7725.0>

A great place to find already made custom terrain tiles is found at the following link below.

Link: <http://knucklecracker.com/forums/index.php?topic=7771.0>

By default this feature is not selected. If you happen to have a set of custom tiles then you can click the 'Choose' button and your explorer box will open allowing you to search your computer for the custom tiles you created or downloaded.

Random Tile Rotation Check Box

The other checkbox found in this section alters the rotation of the terrain tile itself. By default this feature is checked. Un-checking this feature causes each terrain tile to be lined up in one direction. Having this feature checked makes the terrain look more blended in with its surroundings.

III) Custom characters Check Box

This feature is where you can choose to have custom characters for the game. This feature is a lot like creating custom terrain tiles. So again I will supply a link to where one can go to learn how to create custom characters.



A screenshot of a settings panel. It contains two checkboxes. The first checkbox is labeled 'Custom Characters' and is currently unchecked. To its right is a button labeled 'Choose'. Below these is a button labeled 'Set Character Names'.

Link: <http://knucklecracker.com/forums/index.php?topic=7726.0>

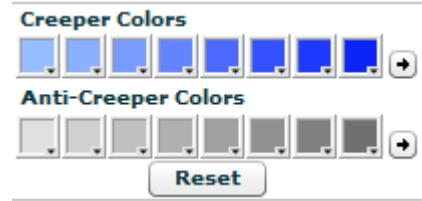
By default this feature is not checked. If you happen to have a set of custom characters then you can click the 'Choose' button and your explorer box will open allowing you to search your computer for the custom characters you created or downloaded.

Set Character Names Button

This feature allows the creator to change the character names within the game. There are 8 characters in the game. Their default names are, Admiral Abraxis, Cmd. Dax Joven, Lt. Varro Hale, Dr. Aliana Abraxis, Thrade, Styglek Consortium, Knuckle Cracker, and Nexus. To change a character's name, first click on the 'Set Character Name' button and a pop up box will appear. In the box click on the character's name you would like to change. In the text box enter in the new name for the character. Once done just push the 'OK' button at the bottom of the box.

IV) Creeper / Anti-Creeper Color Buttons

In this section of this tab, this is where the creator can choose to change the default colors of the Creeper and Anti-Creeper found within the game. Each creeper has 8 colors that can be changed. These 8 colors represent the density of that Creeper. The rule of thumb here is the darker the color the denser the Creeper is. The colors go from light on the right to dark on the left. To change any of the 8 colors for either of the 2 Creepers just click the little colored box and a pallet of colors will come up where you can choose from many different colors or even enter in a color code if you have a color not listed.



a) Color Sweep Buttons

To the far right of each color group is a small button. Pushing that button sweeps the colors of that group from light to dark. The way this feature works is when you pick your first color of a group you hit this button and the editor will sweep the color pallet and pick out the next 7 best colors that will match with the color you picked.

For example, you decide you want your Creepers to be red in color. You would click on the far right color under Creeper colors and in the color pallet you would pick the color red. Once you have done that you would then hit the color sweep button and the editor would sweep the color pallet and pick out the next 7 best colors that would match with the color red from light to dark.

This feature can help save time by taking out the guess work in trying to find the right set of 7 colors to match the first color you chose.

b) Creeper / Anti-Creeper Color Reset Button

Pushing this button will reset both color groups back to the default colors.

V) Creeper / Anti-Creeper / Ore Mist Color Buttons

Near the bottom of this tab we find 3 sets of color groups. The first two are for the Creepers. This is where the creator can change the color of the mist for when Creeper and Anti-Creeper are killed. There are two colors in each group that can be changed. Changing these colors is exactly the same as changing the colors for the Creepers themselves.



The last color group is for when the ore rigs dig up ore. Again there are two colors here that can be changed and again changing these two colors is exactly the same as changing the colors for the Creeper and Anti-Creeper.

Creeper / Anti-Creeper / Ore Mist Color Reset Button

Pushing this button will reset all these color groups back to their default colors.

Chapter 4: Bottom Buttons

Here in this chapter we will take a close look at all the features found at the bottom of the editor. Lets start from the left side of the editor and work our way right.

I) Creeper Density Number

This feature allows the creator to see what the density is of the Creeper and or Anti-Creeper on the map. This information can help in deciding how dense to make Creeper that you may want to place on your map.

Creeper Density: 0

Cell Coords: [3,19]

Ver: 0439

Subcell Coords: [9,59]

II) Version Number

This is found just below the Creeper Density number and is the version number for the Editor. Make sure you always have the most up to date version of this editor.

III) Cell and Sub cell Coordinates

It is best to look at this feature as your compass in the editor. As you move your mouse around on the map your position is shown here.

A) Cell Coordinates

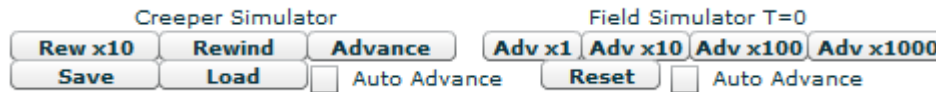
This feature shows your positioning on each cell or terrain tile. The first number represents your vertical positioning while the second number represents your horizontal positioning.

B) Sub Cell Coordinates

This feature shows your positioning on each sub cell within each cell. The first number represents your vertical positioning while the second number represents your horizontal positioning.

IV) Creeper Simulator

When you place Creeper and or Anti-Creeper on the map it is placed on the map in a frozen state. What this feature does, is it allows the creator to see what the Creeper and or Anti-Creeper will do once set in motion during game play. Let's now take a close look at the 5 button and one check box found here.



A) Save Button

When you place Creeper and or Anti-Creeper on the map you may want to see how it will act within the game. So before you go and activate the Creeper, hit this button to save the frozen state of the Creeper and or Anti-Creeper you just placed on the map.

B) Advance Button

Once you have saved the Creeper you have placed on the map, you then can do one of two things to see how the Creeper will advance in the game. One thing you can do is hit the Advance button. Hitting this button will advance the Creeper by one frame. Hitting this button again will advance the Creeper another frame. Every hit of this button from here on out will continue to advance the Creeper by one frame. This button is a great feature for having a controlled advancement of the Creeper.

C) Auto Advance Check Box

The second thing you can do for advancing the Creeper is by checking this box. By default this box is not checked. Once you have placed your frozen Creeper on your map, you can choose this feature over the Advance button if you would like to have an uncontrolled advancement of the Creeper. By clicking the check box here the Creeper will advance freely, just like in the game, allowing the creator to see what the Creeper would look like from a player's standpoint. As like with the Advance button, here too the Creeper will advance one frame per second until this feature is uncheck.

D) Rewind and Rewind by 10 times Buttons

When you advance Creeper you may decide to want to reverse the advancement if you see something that you may want to chance with the Creeper. These two features allow just that. Just like the Advance button, when you push these buttons you rewind the Creeper by one or 10 frames.

a) Rewind Button

Hitting this button will rewind the Creeper by 1 frame. Every hit of this button from here on out will continue to rewind the Creeper by 1 frame.

b) Rew x10 Button

Pushing this button will rewind the Creeper by 10 frames at a time. This feature is great for rapid rewind.

F) Load Button

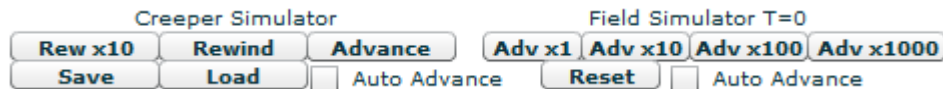
This feature allows you to load frozen Creeper that you placed on the map and saved when you pushed the save button. This feature comes in handy if you make changes to the Creeper you placed and then you realized you may have made some mistakes.

Note:

Here is a rule of thumb to keep in mind as you create your Creeper. Make sure to save your frozen Creeper often. If you happen to make a mistake, you can always reload your last saved Creeper instead of erasing your mistakes. Sometimes it's easier to just load your last saved Creeper then to try and remember where you last left off.

V) Field Simulator

The last feature of this editor is a feature that allows the creator to see how a field action will play out on a map during game play. Here you will find 5 buttons along with one check box. Below we will explain what each of these features do.



A) Advance by 1, 10, 100, or 1000 Buttons (Adv x1, x10, x100, x1000)

These following 4 buttons are very similar to the advance button found in the Creeper Simulator. When you set up a field action, you can see how that action will play out in the game by pushing one of these 4 buttons. These buttons are a great feature for having a controlled advancement of the Field and or fields.

a) Adv x1 Button

Pushing this button will advance the field action and or actions by 1 frame per second.

b) Adv x10 Button

Pushing this button will advance the field action and or actions by 10 frames per second.

c) Adv x100 Button

Pushing this button will advance the field action and or actions by 100 frames per second.

d) Adv x1000 Button

Pushing this button will advance the field action and or actions by 1000 frames per second.

B) Auto Advance Check Box

This feature is very much like the Auto Advance feature found in the Creeper Simulator. By clicking this check box the field box will advance freely, just like in the game, allowing the creator to see what the field action would look like from a player's standpoint. As like with the Advance buttons, here too the field and or fields will advance one frame per second until this feature is disabled meaning you uncheck the box. By default this box is not checked.

C) Reset Button

This feature allows the creator to reset the simulator after it has been advanced. You must reset the simulator before you can make any changes to the field and or fields. To know if the simulator has been reset, just look at the T=0 found just above the Adv x100 button. As the Field Simulator advances one frame per second the number found there will grow.

And finally send the map to knucklecracker.com

<http://knucklecracker.com/creeperworld2/uploadmap.php>