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Preface:

DarkSpace™ is owned and controlled by Palestar™ and Richard Lyle. This document was produced by myself, third party, and is not bound, supported, or liable to Palestar™ in any way.

I claim no liability for problems encountered or caused by use of any of the enclosed instructions. This document is Use at Your Own Risk and is provided only as a non-official Reference Document.

1. Purpose of DarkSpace Editor

With the initial launch of DarkSpace, the game has come with several maps created and supported by Palestar. These maps represent the “core” game universe and are directly tied to the games back-story.

The Editor allows you to step out of your ship and play creator. Using the editor you can create new systems and scenario’s to play out with others online. The possibilities are limited only by your creativity and imagination. From bizarre chaotic celestial bodies floating freely in space to uniform and ordered star systems.

Just as there are untold numbers of stars in the universe, there are limitless possibilities and combinations in the make up and design of a system. This guide is presented to you to help you learn the basics of the Editor. In no time at all you will be creating simple to complex maps and missions to play on with ease.

2. Launching the DarkSpace Editor

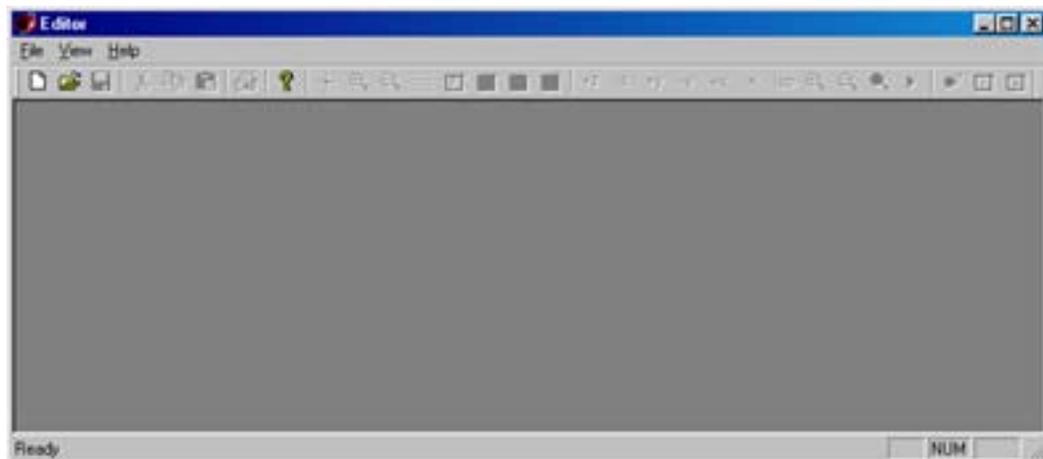
There are two ways to access the editor:

1. Double click on the “DarkSpace” icon  to start the game. Then select “Editor” from the toolbar above the graphics.

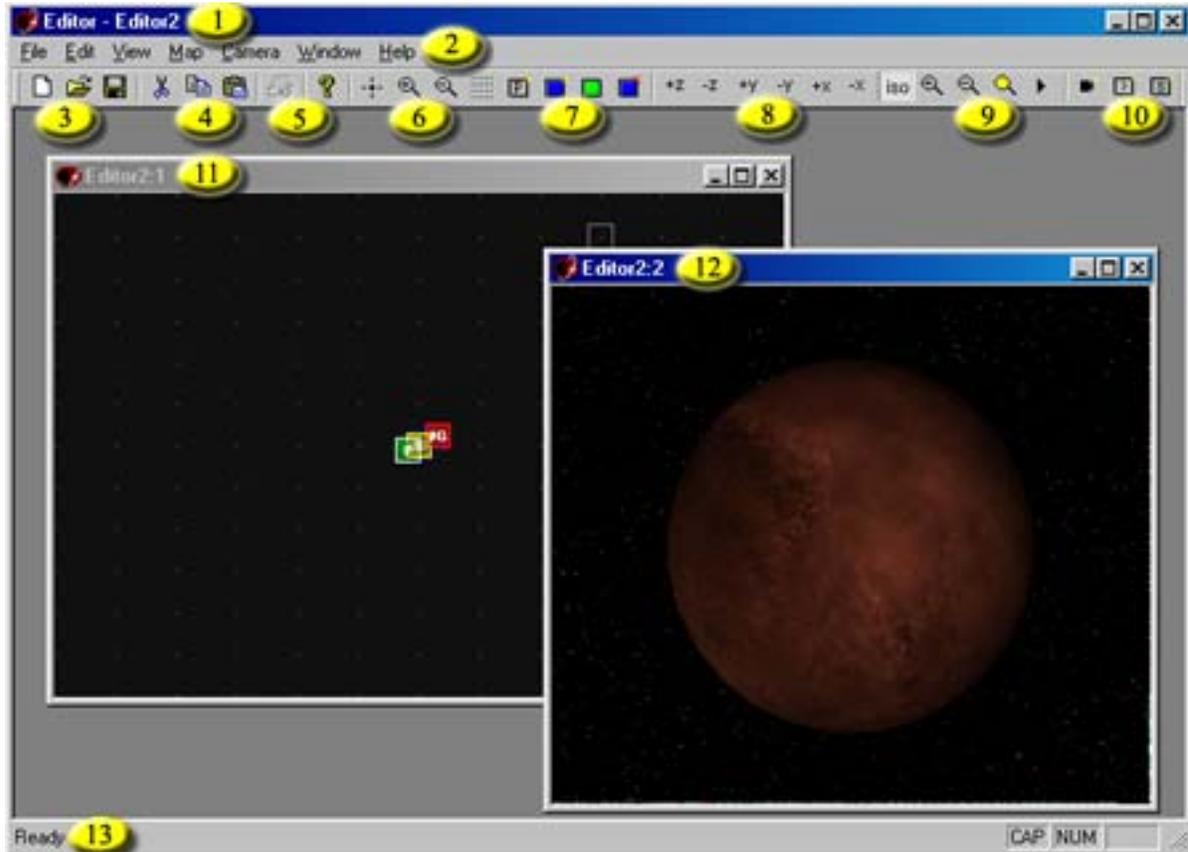


2. The second way is to browse to the directory you installed the game and either create a shortcut for, or double click on, “EDITOR.EXE”

A status window stating “Opening Data Folder...” will appear as the editor loads. Be patient, it may take a little while for the program to open. Once loaded you will see the editor program as such:



3. Introduction to Editor Interface



Above you see the Editor interface with all options shown. When you initially open the editor not all options will be available and will either be missing or grayed out. We have broken the interface down into 13 parts. We will briefly review the options and commands available in each section. More detailed explanations will be covered as we progress through the Editor.

(1) – Title Bar

Displays the title of the program “Editor” followed by the name of the map that you are currently editing.

(2) – Standard Menu Bar

Standard Menu bar for the interface. All of the commands and options available can be accessed here. Commands that are typically used more frequently are also located on the dockable “**Tool Bar**”.

File

New (Ctrl-N) – Start a new map

Open... (Ctrl-O) – Open a previously saved map

Close – Closes the currently selected map without exiting

Save (Ctrl-S) – Saves the currently selected map (*You should save periodically to avoid losing your work.*)

Save **A**s... - allows you to save the map to a different name (*this allows you to have different versions of the same map without overwriting your previous map. Ideal for making a Metaverse map into a Scenario map or vice versa.*)

Export – Exports the map to your server.

Export and **R**un (Fn7) – Exports the map to your server then launches the client so you can test out the map. While in this test mode, the server will not be advertised or accept other players. (*This is useful to find those objects that are moving to fast, identify extreme jump distances, or to see where you need better balancing of resources.*)

Print... (Ctrl-P) – *Printing is not enabled at this time*

Print **P**review – *Printing is not enabled at this time*

Print **S**etup... – *Printing is not enabled at this time*

1, **2**, etc... - Allows you to quickly open the most recently saved maps. After the number, the maps name will be displayed.

Exit – This exits the Editor, so does the “**X**” in the upper right corner.

Warning: The Editor does **NOT prompt you to save your work when you “Exit”. If you have not saved your work recently, then you will lose everything you just worked on.*

Edit

Undo (Ctrl-Z) – *Not enabled at this time*

Select **A**ll (Ctrl-A) – *Not enabled at this time*

Cut (Ctrl-X) – Deletes the selected item from the workspace and copies it to the clipboard.

Copy (Ctrl-C) – Leaves object on the clipboard while copying it to the clipboard.

Paste (Ctrl-V) – Pastes a copy of the object in the clipboard to the space selected on the workspace.

View

Toolbar – Turns the dockable toolbar on and off (removes)

Status **B**ar – Turns the Status bar on and off (removes)

Refresh (Fn5) – *Not enabled at this time*

Map

Center (Alt-Space) – Centers the map on the selected location or object

Zoom **I**n – Zooms map view in (*Smaller area*)

Zoom **O**ut – Zooms map view out (*Larger area*)

Grid **S**ettings – Brings up the “Grid Size” settings dialog

Map **P**roperties – Brings up the Map Properties Sheet (*Map name, description, objectives, type of map – scenario/combat/metaverse, time limit*)

Insert Noun (Alt-Insert) – Creates a new object at the selected location

Properties (Alt-Enter) – Brings up the properties sheet for the selected object (*Name, Faction control, resources, population, orbit speed*)

Delete Noun (Alt-Delete) – Deletes the currently selected object

Camera

Front – Front view

Back – Back view

Top – Top down view

Bottom – Bottom up view

Left – Left side view

Right – Right side view

Isometric – Isometric view

Zoom In – Zoom view in

Zoom Out – Zoom view out

Zoom Reset – Resets Zoom back to initial setting

Play – Play the motion of the map, allows you to view movement relation of objects without having to enter the game.

Window

Cascade – Places all opened workspaces/views open and overlapping so the title bar is selectable. The workspaces are covered by other workspaces lower on the list.

Tile – Tiles all the maps/views by arranging each of them open with equal viewable space. (*This can be a hindrance if you have several maps and views open at once.*)

Arrange Icons – Arranges minimized views and maps in an orderly fashion starting in the lower left corner of the Editor. (*Open maps and views are unaffected by this command.*)

Messages – Displays the “Message” dialog viewer

Script – Displays the Maps Script dialog, from here you can directly edit the Scripts associated with the map.

Camera – Opens the Camera view centered on the selected object.

1, 2, etc... – Displays the currently open maps/views in Editor. The **Check Mark** indicates the current “active” window.

Help

About Editor... – Opens dialog box stating Editor Revision number and Palearstar’s ownership of this product.

(3) – File Options (Toolbar)



– Create new map



– Open file, opens file browser dialog to enable you to search for the map you wish to open.



– Save the selected map

(4) – Copy/Paste Options (Toolbar)



– Cut, removes selected object from workspace and places in clipboard.



– Copies selected object to clipboard.



– Pastes object from clipboard to selected location on workspace.

(5) – Print/Help Options (Toolbar)



– Print, *Printing is not enabled at this time



– Displays “About” dialog

(6) – Workspace Grid Options (Toolbar)



– Centers map on selected location/object



– Zoom in workspace (view smaller area with more detail)



– Zoom out workspace (view larger area)



– Change grid size (displays Grid size dialog)

(7) – Map/Object Options (Toolbar)



– Map Properties (Set type, time, objectives)



– Insert Noun (Create new object on map)



– Noun Properties (Edit properties of object)



– Delete Noun (Delete selected object)

(8) – Camera Movement Control (Toolbar)



– Rotates object view about Z axis



– Rotates object view about Y axis



– Rotates object view about X axis



– Views object in Isometric perspective

(9) – Camera view Zoom/Animation (Toolbar)



– Zoom in



– Zoom out



– Reset Zoom

 – Run Scenario (**This command is misleading, it does not actually “run” the scenario, but it starts the Animation of the map so you can monitor the movement of objects in the map.*)

(10) – Window Options (Toolbar)

-  – Opens a camera view focused on the selected point or object
-  – Displays Message dialog
-  – Displays Script dialog

(11) – Workspace Window

You can have multiple maps open at once, to identify the map and view you are looking at the Title bar shows the maps name file name. If you have sub-views open such as camera, then a “:” and number will follow the maps file name. As Below:



In the left example there are multiple windows/views open for objects on the map. The editor has numbered them.

In the right example, only the workspace is open for the map so the editor does not number the view.

Thus in reading the views: **Map Name : View #**

(12) – Sub-view Window

As previously described, when a sub-view (Camera) or a dialog box (Properties, Message, Script) are open, a numbered view window is displayed utilizing the **Map Name : View #** format.

In the above example we are viewing a Planet “Noun”.

(13) – Status Bar

The Status Bar is located at the bottom of the Editor and can be “displayed” or “removed” via the **View** command.

The left side displays the description of Toolbar commands as you pass the mouse over them, and the Zoom setting and location (Grid coordinates) of object in Camera view mode.

The right side displays the Caps Lock, Num Lock, and Scroll Lock values (If option is off then box is clear – If options Name is displayed then it is activated.)

4. Creating a New Map

Now that you are familiar with the Editor interface, you're ready to play creator.

4.1 – Create New Map Workspace

Start by clicking on the New Document icon, 

A “**Create System**” dialog appears:

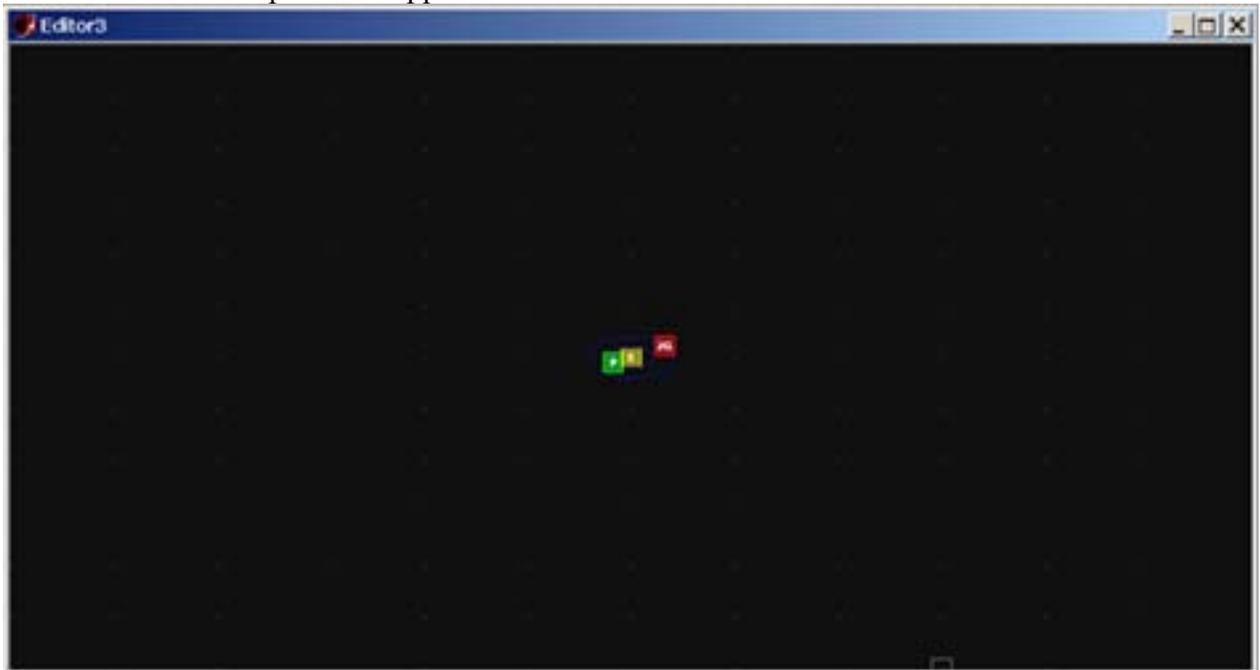


The purpose of this dialog is for you to edit an existing map that has already been exported to the “local” server. You can edit any of the official Palestar maps and scenarios to create your own scenarios.

If you select “**Import**” you will be given a scroll list (*seen grayed out above*) from which you can select the map you wish to import to a new workspace.

But we are here to learn how to make our “own” maps, so for now leave “**Import**” unchecked and select – “**OK**”

A new workspace will appear:



4.2 – Recognizing Objects on the map

You will notice there are already three objects located on the workspace. (Green, Yellow, Red) A Planet, a star, and a Jump gate. These three items are on every map initially. You can delete them, move them, or simply leave them and edit their base properties if you so choose.

Nouns

Every object on the map is called a “**Noun**”.

There are 4 basic classes of **Nouns**, which you will easily recognize on the editor lay out:



– Jump Gates/Wormhole

- This one icon marks the location for both “**Jump Gates**” and “**Wormholes**”
- There are two (2) types of Jump Gates: **Home** and **Link**
 - **Home** – This is where players spawn when entering a new map or after selecting a new ship. This is also where you return to in order to change ships.
 - **Team** setting determines which team this gate is “**Home**” for. (See Below)
 - **Link** – This Jump Gate is linked to another Jump Gate on the same map or to other maps. These create “highways” to travel quicker over long distances such as across the Metaverse or from one end of a large map to another.
- **Wormholes** function the same way as **Jump Gates**. **Jump Gates** are “artificial” devices constructed to enable long distant travel quickly, **Wormholes** are naturally occurring “tunnels” between two locations.



– Noun

- There are two (2) basic “**Noun**” types: Asteroid Belts and Nebulas.
- Asteroid Belts come in three (3) sizes: **Large**, **Medium**, **Small**
 - Placing an Asteroid Belt shows as one (1) object on the editor display, but creates 25 objects in the game.
 - By placing the Asteroids or Nebula near a planet or other object and assigning an orbit (see below), you can create unique and unusual effects.
- Currently there is only one type of “Nebula”
 - Nebula act as natural **ECM** allowing ships and objects to hide or evade pursuers.
- Use Nebula and Asteroids sparingly. Though they may look good, over use can cause a map to become extremely laggy.

P – Planets

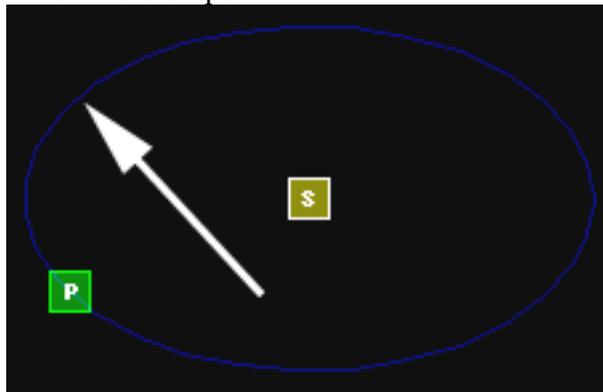
- There are seven (7) base types of planets: **Arid, Barren, Gas, Ice, Inferno, Ocean, and Terra**
- The base planet types come in three (3) sizes: **Small, Medium, and Large**
- There are nine (9) “**special**” planets used to create our own system – Sol.
- Some of the “base” planet types have different “views”. The Medium Terran 1 and Medium Terran 2 is the same “basic” planet, but the view in game is different. (This allows for diversity in the game.)

S – Stars

- There are three (3) base types of stars: **Blue, Red, Yellow**
- Stars also come in three (3) sizes: **Big, Medium, Small**
 - There are no **Big Red Stars**
 - There are no **Small Yellow** or **Blue Stars**
 - Star **size** affects how it is viewed in game, a Small Red Star cannot be seen when you are 25,000 gu away. But a Large Blue Star can be seen from 100,000 gu or farther.
 - Star **size** also affects the Stars “**Kill Radius**”. No ship can survive jumping through a star's **Kill Radius**. So be careful when placing planets *too close* to large stars.

Orbit Paths

Objects can be set to “**orbit**” other objects; the orbit path can be seen as a “**blue**” circle. In the center of the circle is the object being orbited. The object “Orbiting” is shown **on** the orbit path.



In the example above, a “**Planet**” is orbiting a “**Star**”.

- Any object can orbit any other object. (This means you could have a star orbit a planet if you wanted.)
- Two objects **can** orbit each other.

- If set to same orbit speed and direction, the two objects will move in a straight line across the map in a relative direction determined by their alignment to each other.
- If set to different orbit speeds, the objects will move in an arc across the map.
- If set to opposite orbit speeds (i.e.: Planet A: 20, Planet B: -20) The two planets will move towards each other until they collide. Two planet size objects will destroy each other.
- Orbit speed is compounded. Hence a moon orbiting a planet, which is orbiting a star, will be moving faster than the speed you set. While the moon might be orbiting the planet at only 2gu/s, if the planet is orbiting at 1gu, the moons actual speed will be closer to: 2.5 to 3.5. If the Star is also in orbit of the object, the moons speed could be **much** greater.

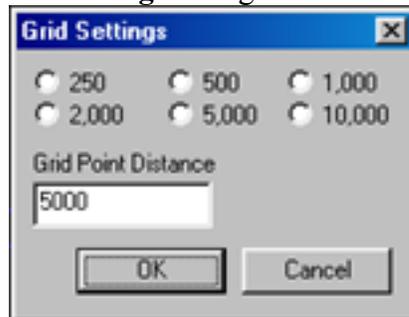
4.3 Manipulating Workspace Grid Size

In the map editor you cannot freely place objects. They must be placed on a set point of the **Grid**. The **Grid** is denoted by the **White Dots** on the Workspace.

When you first create your new map, the default **Grid Size** is 5000 gu. Undoubtedly you will want some of your planets, moons, and other objects much closer or further than 5000gu from each other. By manipulating the **Grid Size** you can set the range anywhere from: **50** to **10000**

*Note: If you set your grid size to 50 and attempt to zoom in too close, you may crash the editor and loose any unsaved work. Also, having the **Grid Size** set too small as you zoom out can cause your screen to go “Grey” or “White” as it attempts to render all the dots. This could severely slow your system down and/or possibly hang the editor.

To change the **Grid Size** – Click on the **Grid Settings** icon –  Which will display the **Grid Settings** dialog:



From this dialog menu you can select one of the predetermined grid sizes or manually edit a range of your own from 50 to 10000.

4.4 Creating Your First System

Thus far we have reviewed the basic interface commands, the icons you will see on the map, and how to adjust the size of the workspace. Now we are ready to create our first system.

For the purposes of this tutorial we will leave the three initial objects and add a few new ones.

4.4.1 Adjust Grid Size

This is not only the first step, but it's a step you will do continually through out creating your system. Adjusting the **Grid Size** will allow you to vary the distance between objects.

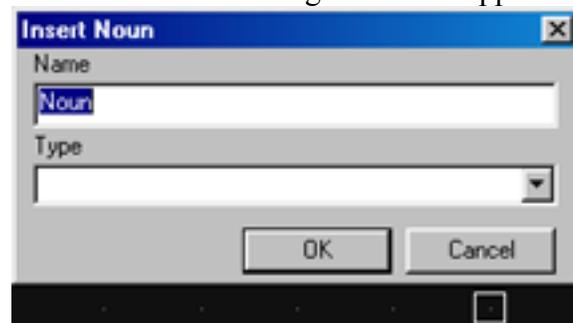
4.4.2 Placing a noun/objects

a. Planets

Select a point (White Dot) on the grid where you would like to place your new planet.

Next select the **Insert Noun** icon – 

The **Insert Noun** dialog menu will appear:



Enter a **Name** for the planet in the first box.

In the **Type** box scroll down to **Medium Terran1**

Then hit **OK**

A green Planet icon will appear on the map – 

Go ahead and create a couple of other planets.

*Make sure they are spaced out so when we assign orbits they don't cross over. As explained above, if two "Planet" objects collide, they destroy each other.
*Make sure to note what you set the "Type" to. You cannot change it later. Nor is it shown on the property page. You can view it view camera mode, but you need to know what the different planets look like.

b. Moons

Lets add a moon we can later have orbit our planet. Near where you placed your first planet, select another point on the grid and do another – **Insert Noun**, give it a name and this time select **Luna**

If you want to create satellites (moons) for other planets, feel free. But for the tutorial you may wish to keep it small and simple.

c. Jump Gates/Wormholes

Jump Gates are the spawning areas for player ships. Each Faction will need its own “**Home**” jump gate, which we will cover below. Jump Gates and Wormholes also can be used to create “Highways” between two points making the trip instantly instead of spending several minutes in a long jump. (Players quickly become bored of maps that are so large it takes to long to travel. A few well placed Wormholes and Jumpgates can lessen some of those issues.)

We started with one (1) jump gate already made for us. We will add three (3) more jump gates, one will become another **Home** gate, and the other two a small **Highway**.

Select a point some distance from the first gate.

Select the **Insert Noun** icon – 

Assign the new noun a **Name** (such as gate 2 or ICC Home)

Under **Type** scroll down to **Jump Gate**

Select – **OK**

A Jump gate icon will appear on the map – 

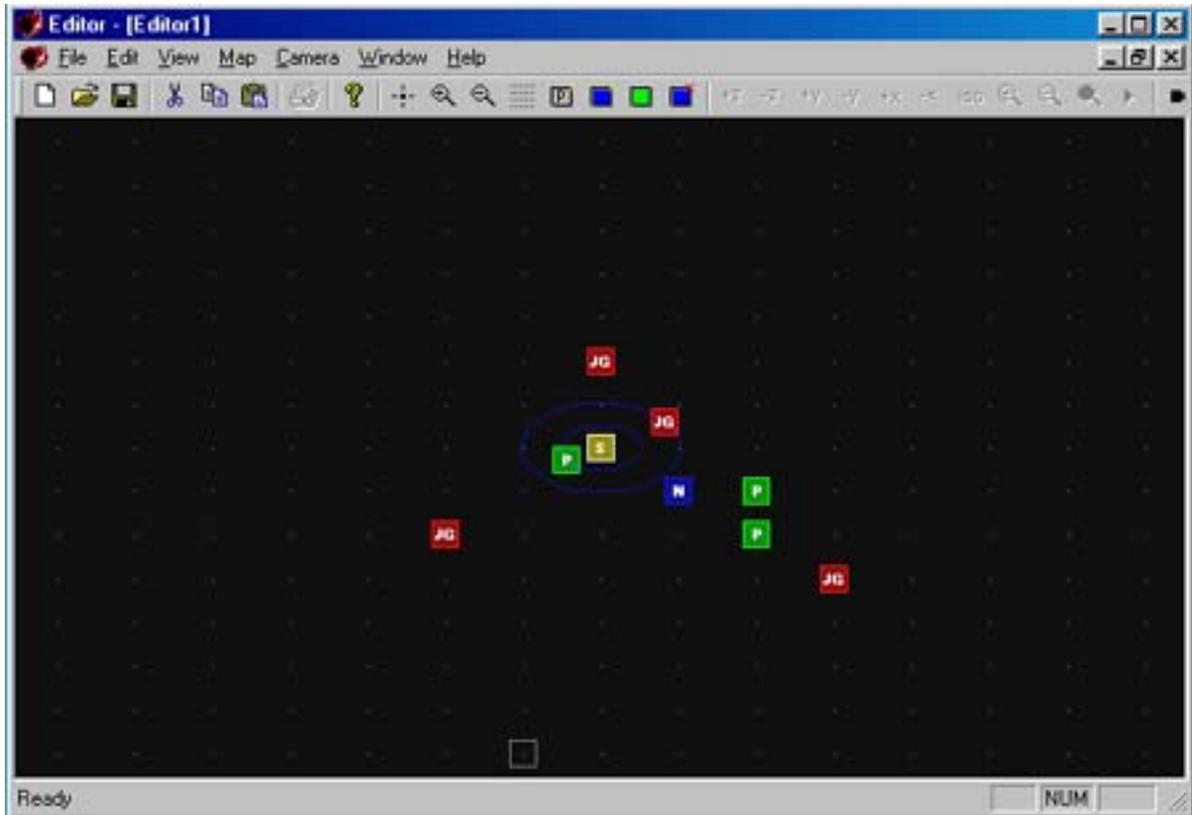
Create two more Jump Gates on the map some distance apart. Name them “Gate A” and “Gate B”. Later we will link them together.

d. Other

Creating other objects such as Asteroids, Nebulas, and other stars are created the same way.

Go ahead and create an Asteroid object somewhere on the map. This represents 25 Asteroids so to simulate a belt or ring around a planet. You do not need to add multiple icons. Doing so will actually increase lag on the map.

As you will learn below, Asteroids, Nebulas, and stars have a different property page than other objects.



Above you see how or map could basically look.

4.4.3 Assigning Orbits

To make a **Noun** orbit around another object:

Select the **Noun** that will orbit.

Hold down Control (Ctrl) and press the right mouse button

You will see a rectangle below the arrow and a circle above the arrow if you have done this properly.

While holding down Ctrl and Right Mouse button, drag to the object you wish to orbit around then release.



4.4.4 Copying/Moving

When Copying or Moving a Noun, all of its property settings are copied with it, including its orbit point.

To Copy an Object using Editor Options:

- Select the Object

- ❑ Click Copy – 
- ❑ Select a new location
- ❑ Click paste – 

To Copy an Object using the mouse:

- ❑ Select the Object
- ❑ Press and hold the right button
- ❑ Drag to new location, then Release.

To Move an Object using Editor Options:

- ❑ Select the Object
- ❑ Click Cut – 
- ❑ Select a new location
- ❑ Click paste – 

To Move an Object using the mouse:

- ❑ Select the Object
- ❑ Press and hold the right button
- ❑ Drag to new location, then Release.
- ❑ Select original Object then Delete – 

4.4.5 Deleting Nouns

There are times you will place an object on the map then realize its not what you wanted or where.

To delete unwanted objects:

- ❑ Select the Object
- ❑ Click on **Delete Noun** – 

4.4.6 Setting Noun Properties

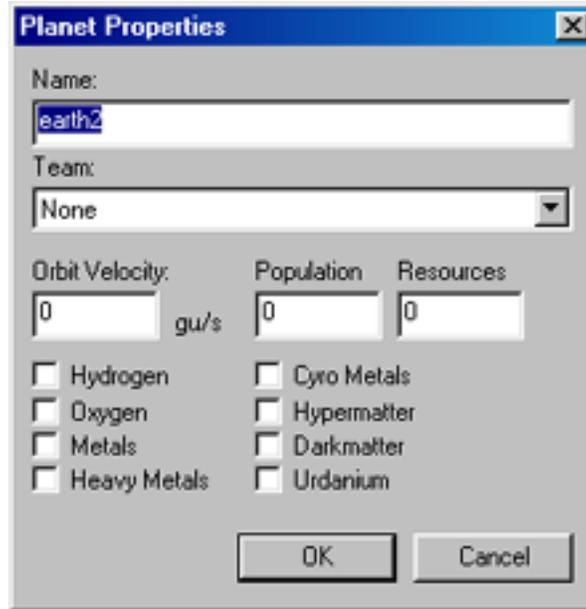
Now that we have populated the map with Nouns, we want to set their values.

Planets

Select the Planet Noun –  – you wish to edit

Click on the Noun Properties icon – 

Which will open the Noun Properties page:



Name:

Name of the Planet.

Team:

Team that controls the planet initially at start of map.

- Toggle through drop down list for teams. (The Team list is determined from the team settings under the Map Properties Page – see below.)
- If left at “None” then the planet is neutral at start.
- Generally **Inferno** and **Gas Giants** cannot be captured or controlled so should be left as **None**.

Orbit Velocity

Speed at which object travels along its orbit path in gu/s.

Population

Initial population of the planet.

- Planets gain 1 resource point per minute per population.
- Avoid setting initial population to high as they grow over time.

Resources

Initial starting resource points on planet.

- Avoid setting to high initially.
- These starting resources should be enough for an Engineer to start building the planet up. Not so much they can completely build the planet up before the mission is five minutes old.

Mineral Check Boxes

These check boxes are used to determine what Minerals, if any, are on the planet. See review of Mineral Types below for their effects.

*Important Reminder:

As stated above, once a Planet Noun is created, there is no way to identify it or change it through the property screen. You can use the camera mode to “look” at the planet and try to determine what type it is that way, but you will not be able to determine its size.

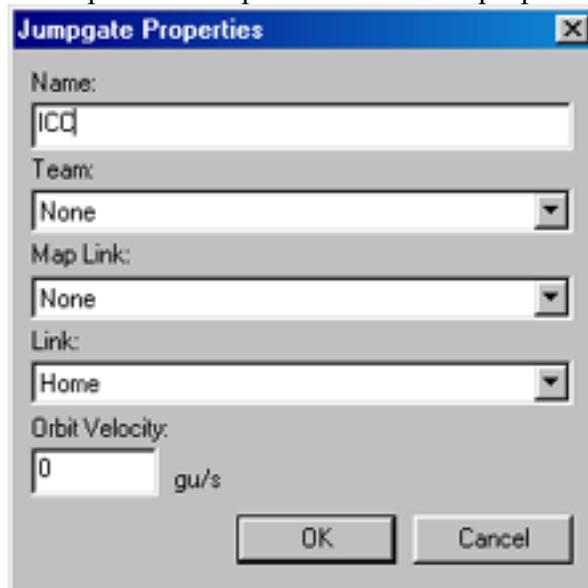
Jump Gates/Wormholes

Jump Gates and Wormholes properties sheet is different from those of planets.

Select the Jump Gate/Wormhole –  – you wish to edit.

Click on the **Noun Properties** icon – 

Which will open the Jump Gate/Wormhole properties sheet:



Name:

Name of Gate on Navigation Map and screen

- Typically you’ll assign a descriptive name to the gate such as: **ICC**, or **Sol Gate**.

Team:

Team the gate belongs to.

- Typically set for “**Home**” gates. This classifies the gate as a spawn point for that team.
- **None** typically signifies neutral Jump Gates to other systems or points on the map.

Map Link:

States map this gate links to.

- This is used for configuring multi-system maps like the Metaverse.
- For a normal game map this is left at **None**.
- To link to other maps on the same or other server, scroll through the list to select the appropriate map you wish to link to.
- If the “Linked” map is not running or a linked server running the map can not be located the Gate will fail to work.

Link:

This setting is used for linking two Jump Gates/Wormholes together to create “highways”.

Linking will be discussed in detail below.

Orbit Velocity:

Jump Gates and Wormholes can be set to orbit another Object.

This value determines the rate the Gate will travel along the orbit path in gu/s.

- Typically Gates are assigned an orbit path but orbit speed is left at zero – 0 –
- By assigning a Gate to orbit a planet that is in orbit of another object, you can assure players will always start within **X** units of the planet. But this may make it harder to return to the jump gate later.
- Assigning orbit paths and speeds can enable Gates to move, adding another aspect to the game.

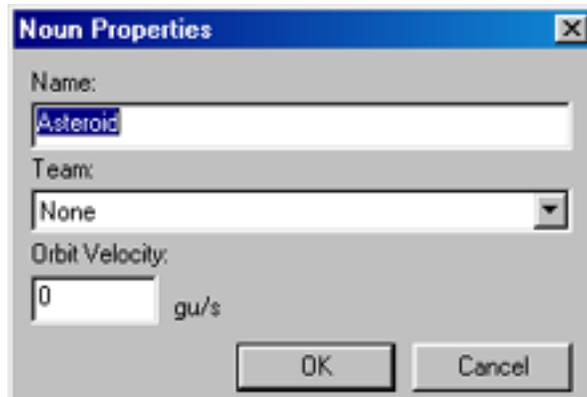
Basic Nouns/Stars

Basic nouns, typically Asteroids and Nebula’s, and Stars have their own properties page.

Select the Basic Noun –  or Star –  you wish to edit

Click on the **Noun Properties** icon – 

The Basic Noun Properties sheet will display:



Name:

Name (*if any*) of the Star or Basic Noun

Team:

Team that controls the object.

- Typically this setting should not be set as Stars and Basic Nouns are generally neutral objects that can not be captured or controlled.

Orbit Velocity:

Sets speed at which object travels about its orbit path in gu/s.

- Important – If star is orbiting another object, any object orbiting the star will orbit faster than indicated. Orbit speed tracks speed around base object. So if the base object is moving, the speed is compounded for each “orbit layer”.

4.4.7 Defining Links between Jump Gates/Wormholes

Sometimes you will want to create “highways” on the map to allow quicker movement. Especially on **LARGE** maps... We do this by “linking” the Jump Gates or Wormholes together.

While creating our first system we created two (2) extra jump gates (Gate A and Gate B). Now we are going to link them together.

Select **Gate A**

Click on the **Noun Properties** icon – 

Under **Link:** scroll down until you find **Gate B**

Select **OK**

Now do the same for **Gate B** and select **Gate A** as the destination.

Congratulations, you have just linked to in-system jump points and created a highway. Wasn't that hard?

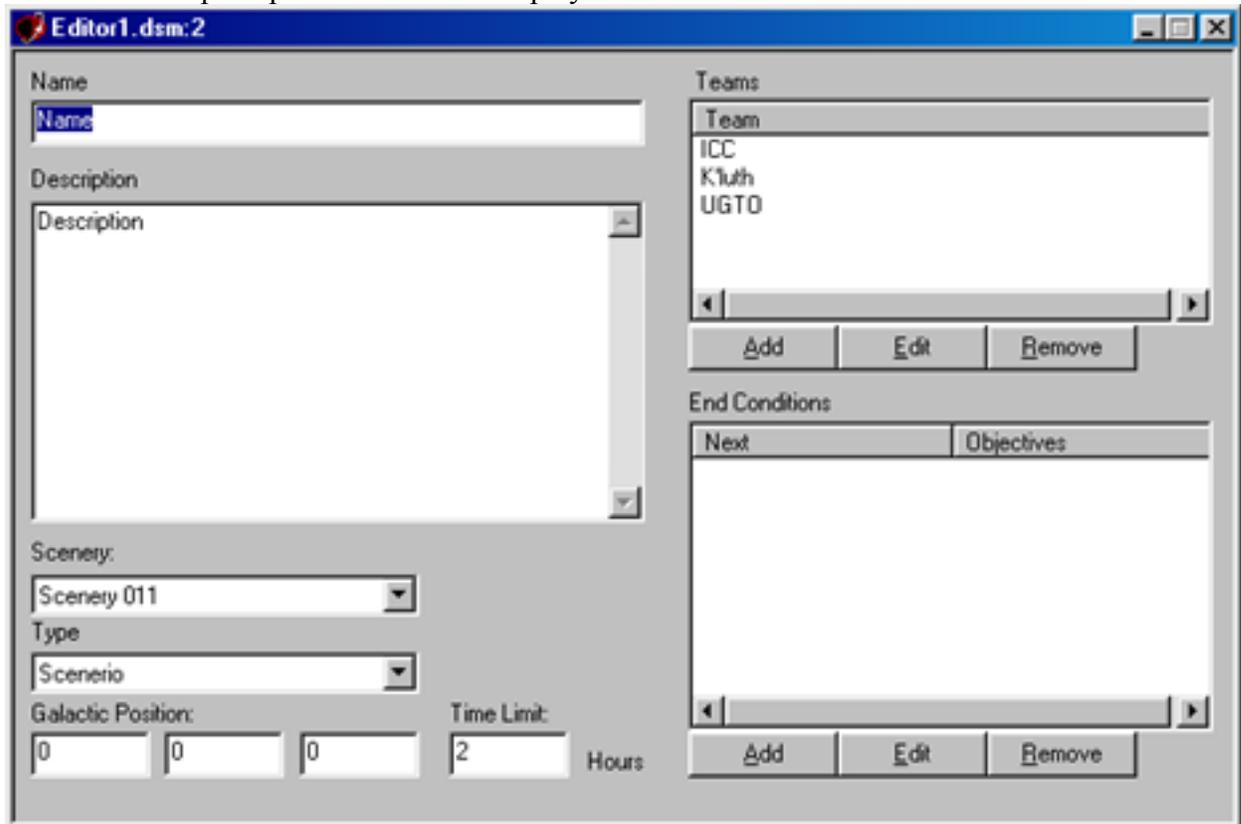
4.5 Setting Map Properties

Now that we have made our map, we need to configure the maps Properties – Description, Teams, Type, Objectives/Winning Conditions

4.5.1 Base Map Properties Sheet

Click on the **Map Properties** icon –  on the toolbar.

The Map Properties sheet will display as such:



The screenshot shows the 'Editor1.dsm.2' window with the following fields and controls:

- Name:** A text input field containing the text 'Name'.
- Description:** A large text area containing the text 'Description'.
- Scenery:** A dropdown menu currently showing 'Scenery 011'.
- Type:** A dropdown menu currently showing 'Scenerio'.
- Galactic Position:** Three separate input fields, each containing the number '0'.
- Time Limit:** An input field containing '2' followed by the text 'Hours'.
- Teams:** A list box containing three entries: 'ICC', 'K'luth', and 'UGTO'. Below the list are three buttons: 'Add', 'Edit', and 'Remove'.
- End Conditions:** A table with two columns: 'Next' and 'Objectives'. Below the table are three buttons: 'Add', 'Edit', and 'Remove'.

You see several Options appear:

Name:

Name of your map.

- Note: the first Star placed determines the name of your system. Name of Map is used to identify it on the server list.

Description

This is the description shown on the Server list and upon first entering the game.

- Try to keep this to a brief overview as long descriptions tend to be cut off on the initial Server View.

Sceneriy:

Determines the background color scheme of the map.

- Palestar has configured several different backgrounds to enable each map to have its own unique feel.

Type:

Determines the type of map:

Map Type	Overview
Scenario	Map has objectives and a time limit. Most player made maps are of this type.
Combat	Map is made for simple hack'n'slash combat. Prestige gain is disabled.
Clan	Map is made for Clan wars.
Metaverse	Map is designed for use as a persistent system. No objectives or time limits. Typically linked to other persistent maps to form the Metaverse.
Tutorial	Map is designed to help new players learn to play. New players are guided through exercises to help them learn the game. Use of the script system is required. Prestige Gain is disabled.

Galactic Position:

These three boxes determine the location of the map on the larger Metaverse grid.

- Unless you are linking maps together and forming your own Metaverse, these values will typically not be changed.

Time Limit:

Sets the duration of the map. Players have this long to complete the objectives before the map either resets or the server moves on to the next map in the sequence.

4.5.2 Configuring Teams

Each Faction in a game is a “Team”. The team works together to accomplish the scenario goals or to secure the system. If a team is not declared in this section, then a Home Jump Gate can not be assigned to them.

By default the server starts with three (3) factions: **ICC**, **K'luth**, and **UTGO**

(a) Adding New Teams

To add a new Team, click Add

The “*Team Properties*” window will open:



You see four (4) options:

Faction: Allows you to choose the faction for the team. Available options are: Neutral, UTGO, ICC, K'luth, UTGO/ICC Alliance, and Unknown. (As new factions are added to the game, they will become available here. In the case of the UTGO/ICC Alliance, its used for maps where the two sides must join up against the other factions such as the K'luth.)

Clan: Numerical value field only. This field is used for maps where multiple clans among a faction have different goals. As the clan assignment is numerical, you could not specify "ClanDog". Generally this field will not be utilized for a basic map.

Name: Name of the Team, generally you will use the Factions name (i.e. ICC or UTGO), but you are free to name the teams any way you choose. (Thus if creating a Map where ICC fights against ICC, you could name the two teams differently.)

Briefing: Once you select a team, you get the team specific mission brief. This is where you enter the briefing information., Typically a brief overview of the conflict and the key systems/objectives on the map.

(b) Editing Teams

Select the team you wish to edit then select: **Edit**
All property fields are as before in **Adding Teams**.

(c) Removing Teams

Select the Team you wish to remove then select: **Remove**

- Warning: It will remove the Team selected without prompting, so ensure you have selected the proper team.
- Note: Don't forget to remove or change properties of any Team aligned Nouns/Objects on your map.

4.5.3 End Conditions

On Scenario maps you have an “Objective” to achieve. Typically this is “Control Planets X, Y, Z”, though there are various other possibilities.

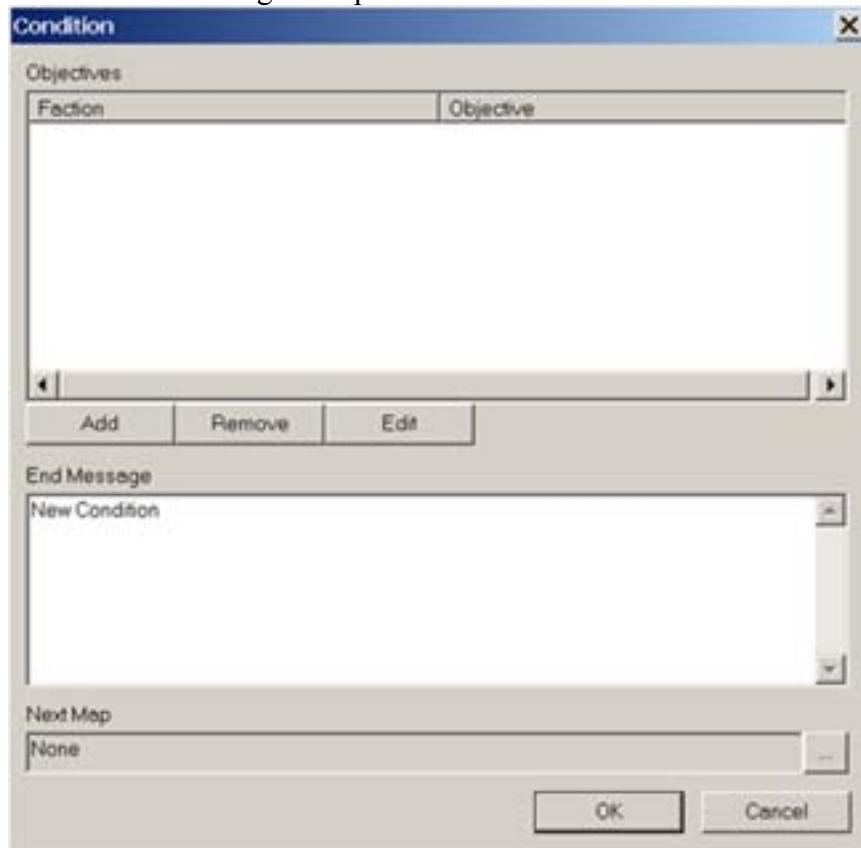
When setting objectives for the map, do not forget to create objectives for each team. The interface does not allow you to specify: “All planets must be controlled by the same team.” So you must create identical rules for each team on your map.

The End Conditions Section of the Map Properties states “Next Map” and number of objectives for quick reference. Each faction needs its own Conditions list.

(a) Adding New End Conditions

To create new End Conditions: under **End Conditions**, select **Add**

The “**C**ondition” dialog will open:

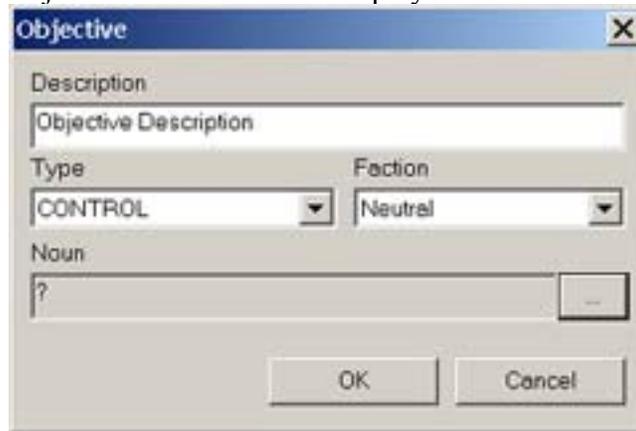


You see an Objectives List, options to Add, Remove, Edit, End Message, and Next Map to be loaded.

Add Objectives

To add an objective, click **Add**

The Objective Wizard will be displayed:

The image shows a dialog box titled "Objective" with a close button (X) in the top right corner. It contains three input fields: "Description" with the text "Objective Description", "Type" with a dropdown menu showing "CONTROL", and "Faction" with a dropdown menu showing "Neutral". Below these is a "Noun" field containing a question mark and a small button with three dots. At the bottom are "OK" and "Cancel" buttons.

Objective Description: Enter a brief description of the Objective (i.e.: ICC control AF)

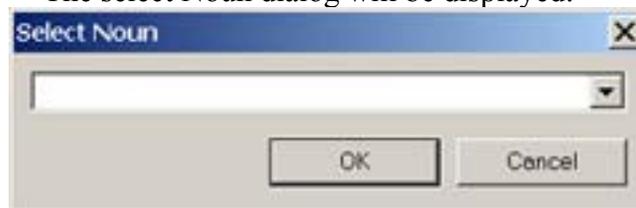
Type: This field determines the type of Objective. Available types are: *Control, Destroy, Protect, Orbit, Dock, and Patrol*
(Typically you will assign “Control” as your Objective type, Control will mark the planet with a “Flag” on your in game Navigation map.)

Faction: Faction that this Objective pertains too. (i.e.: ICC or UTGO)

Noun: Noun/Object the Objective pertains too. (i.e. Planet X)

To select the Noun, click 

The select Noun dialog will be displayed:

The image shows a dialog box titled "Select Noun" with a close button (X) in the top right corner. It features a large empty text box with a dropdown arrow on the right side. At the bottom are "OK" and "Cancel" buttons.

Click the down arrow, which displays a scrollable list of all Objects on the map.

Edit Objectives

If you decide you need to change an objective, you can easily edit it by selecting the objective and clicking **Edit**.

Removing Objectives

To remove an Objective from the list, select it and click **Remove**

End Message

In this box you place a message to be displayed at the end of the scenario. This is typically used to signify the back-story and act as a lead in to the next scenario.

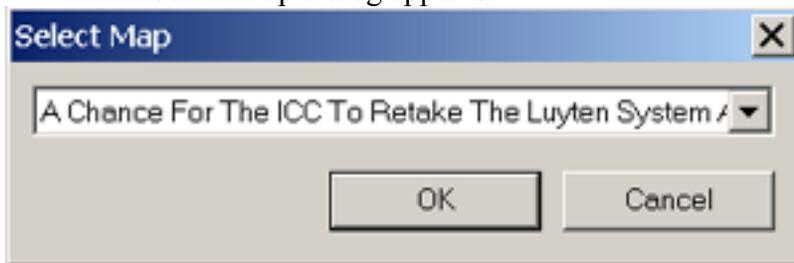
Next Map

This field is used to identify what map the server should load next in the event all victory conditions are met. (i.e. should the ICC meet all their conditions, then they might press on to the Sol Map... But under the UTGO's conditions you might state if they win, they push into the Epsilon Erdi map.)

Default is “None”

To select a map, click 

A Select Map dialog appears:



Scroll to the map you want to load next and select **OK**

(b) Editing End Conditions

To edit the End Conditions, select the set you wish to edit and click **Edit**. This brings up the same dialog as before “Conditions”.

(c) Removing End Conditions

If for any reason you wish to remove a whole set of Conditions (i.e.: you remove a faction from the map), you can remove the whole set of conditions by selecting the condition list and clicking **Remove**

(d) Important Considerations

Nothing will stop you from stating two different factions under the same conditions set, which can cause possible issues.

Remember:

1. Each Faction needs its own set of “Conditions”
2. Do not configure conditions for two separate factions under the same Conditions set. (Exception being during the UTGO/ICC Alliance missions.)
3. When assigning “Flag” planets, assure each faction on the map has the same “Control” objectives assigned.

5. Camera Controls

While creating your map, you will want to be able to view it without having to proceed through the steps of Exporting and Running your map. The Camera Views allow you to view the objects as they would appear in the game.

5.1 Activating Camera View

Select the object you wish to view, then click the Camera View icon – . A new window will appear with the object in the view mode:



5.2 Camera Movement Controls

-  – Rotates object view about Z axis
-  – Rotates object view about Y axis
-  – Rotates object view about X axis
-  – Views object in Isometric perspective

5.3 Camera Zoom/Animation Controls

-  – Zoom in
-  – Zoom out
-  – Reset Zoom
-  – Run Scenario (**This command is misleading, it does not actually “run” the scenario, but it starts the Animation of the map so you can monitor the movement of objects in the map.*)

6. Save Map

To save the Map, click the Save File Icon – 

If you wish to save the map to another name, Click – File, Save As

7. Export Map

To Export the map to the server, you have two (2) options:

Export – Sends the map to the local server. If another map with the same name exists, it will prompt you to overwrite.

Export and Run – Exports the Map to the server as above, then runs a “Local Server” allowing you to pilot a ship in the map for testing. The server is only available to you, does not connect to Palestar, and offers no Prestige Gain.

8. Porting Map to Other Servers

If you wish to port your Map to other servers, you need to send the file (.dsm file) to the remote server. Then you must load the Map into the Map Editor and export it to the server.

9. Deleting Maps From Your Server

Currently the DarkSpace Map Editor offers no way to automatically remove no longer want maps. You can overwrite a map with one of the same name, but to actually remove the map you have to be “Creative”.

To Remove the Map, use Microsoft Windows Search/Find command:

Open the File Search Dialog, (On Windows 9x, press Start, then Search, Select Files and Folders)

Where it states – **Look In** – Select your Darkspace Program folder.

In – **Contains Text** – enter the Name of the Map.

Leave – **File Name** – Blank

Click, **Search/Find**

The search will locate a numerically named .WOB file, that’s your map, simply delete the file and your map is removed from the server.

10. Recommendations

1. Do not place Home Jump Gates near Planets, this tends to infuriate players who rack up Friendly Fire trying to simply take the planet.
2. While asteroids and nebula's look great in the game, do not go overboard using them. They create lag issues when over used.
3. Make sure all sides have the same objectives for End Conditions on scenario's.
4. Do not place two opposing factions home jump gates to close to each other.
5. Do not create overly enormous maps. Players tend to quickly bore of maps where the "long" jumps exceed 2 minutes.
6. If you are creating a large map, consider using Jump Gates and Wormholes to create Highways for faster movement about the map.
7. If you create these Highways, do not have either end terminate to close to the central portion of any factions start territory or near their home Jump Gate.
8. Do not create "Monty Haul" maps. When you create a map full of exotic resources it devalues game play. While some players thrive on these excessive resource rich maps, most tend to bore quickly of them. These maps tend to quickly turn into slag fests.
9. Test your map, Tweak your map, Test it again, etc as needed.
10. Have other players test your maps and give you feedback before submitting the map.
11. For Game play, try to make realistic maps with back-stories. Especially if you hope to have it posted.
12. Hydrogen can refuel ships quicker, players expect to find this resource on Gas Giants.
13. Try to give each faction equal access to resources at start while more exotic resources can be distributed through out the map.
14. Do not give planets excessive Populations or Resources at start. As the game progresses, they will gradually raise. Population relates to +1 Resource Point per Population. Hence if you start a planet with 200 Population, they will make +200 resources each minute, quickly unbalancing the map.
15. Do not assign Gas Giants to any faction's control.
16. Do not assign Gas Giants as a Control/Flag Planet for End Conditions as troops cannot be landed Gas Giants.

Reference:

Minerals Table

Mineral Resource	Resource Units Produced (by Mine)
Hydrogen	+3
Oxygen	+3
Metals	+5
Heavy Metals	+7
Cyro Metals	+10
Hypermatter	+15
Dark Matter	+20
Urdanium	+50

Planet Max Population Table

Planet Type	Max Population
Gas Giant	0
Inferno	0
Barren	50
Arid	100
Ocean	250
Ice	250
Terran	500