



Map Builder User Guide

Contents

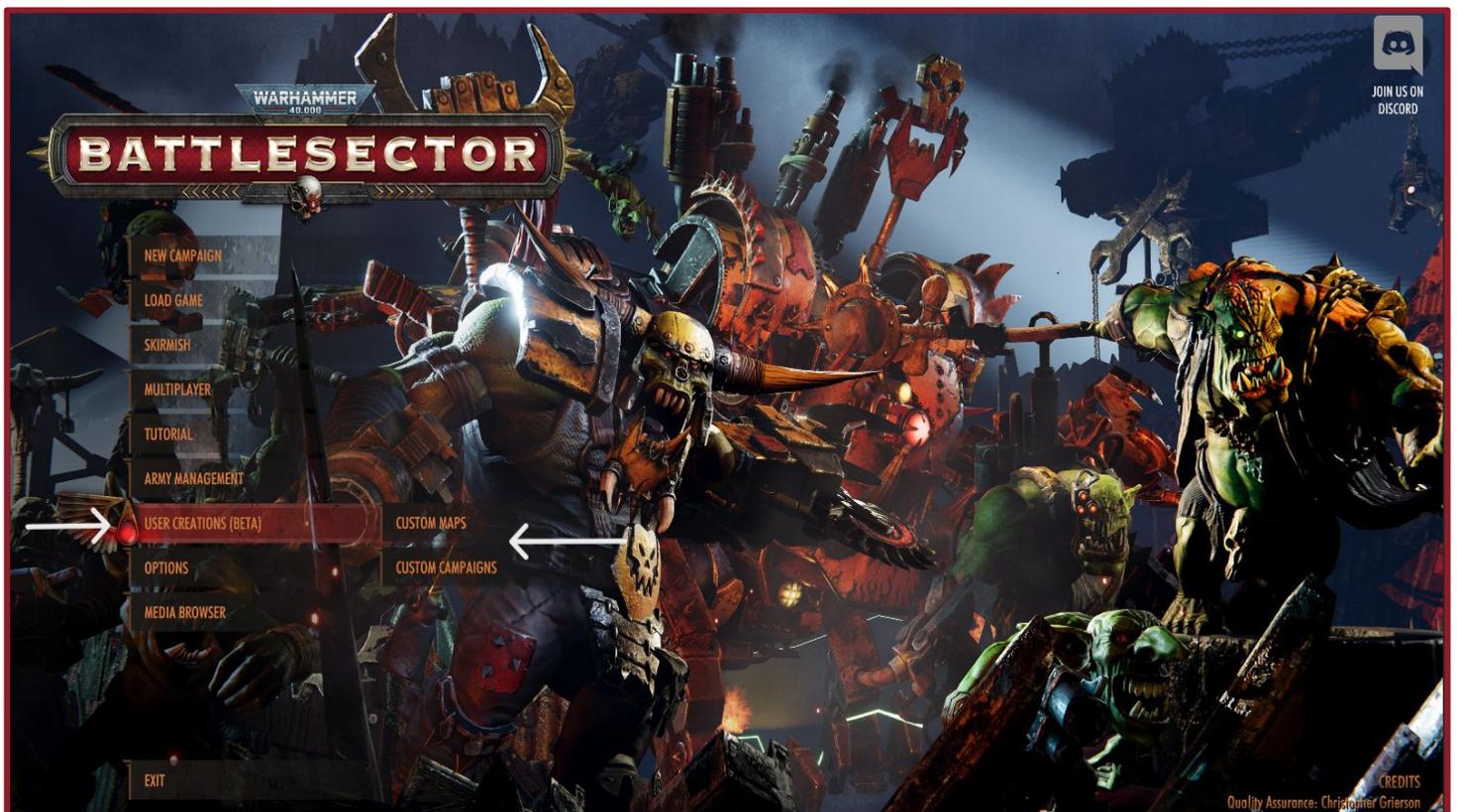
	Accessing Map and Campaign Builder	2
	Mod.io and Browsing Maps Online	3
	Creating a New Map	6
	Map Builder Editing Tools	7
	Terrain Tool	8
	Objectives Tool	10
	Tile Props	12
	Free Props	18
	Units Tool	19
	Dialogue Tool	23
	Atmosphere Tool	24
	Testing Your Custom Map	29
	Publishing a Map to mod.io	31
	Creating a Custom Campaign	34
	Uploading a Campaign to mod.io	37



Map Builder User Guide

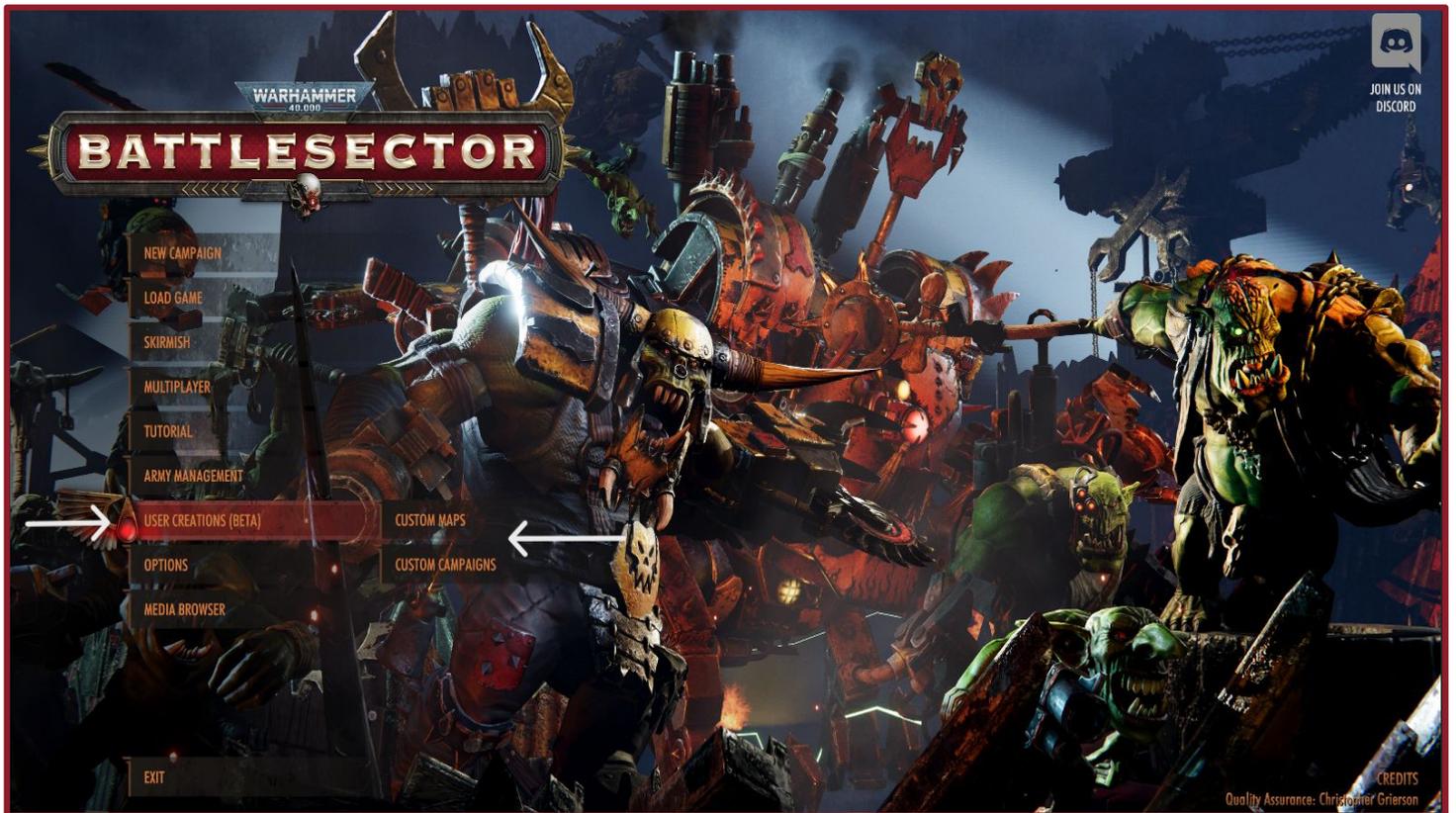
Accessing Map and Campaign Builder

In the main menu, navigate to the **User Creations** tab. To access maps, click **Custom Maps**. To access campaigns, click **Custom Campaigns**.

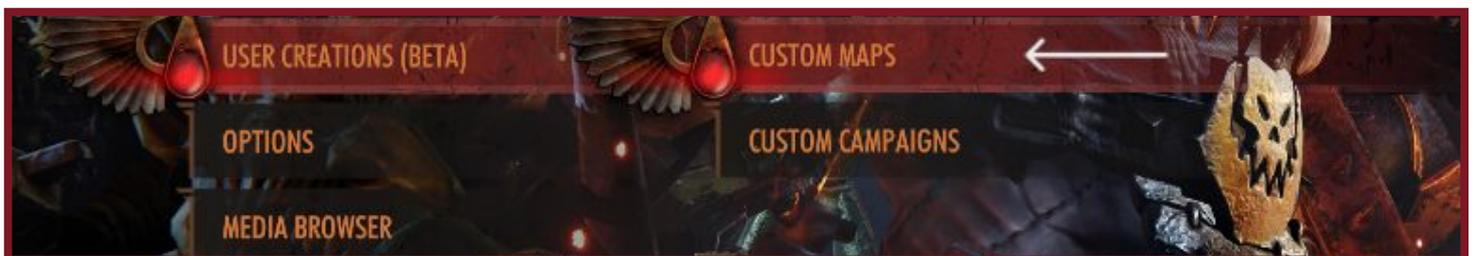


Mod.io and Browsing Maps

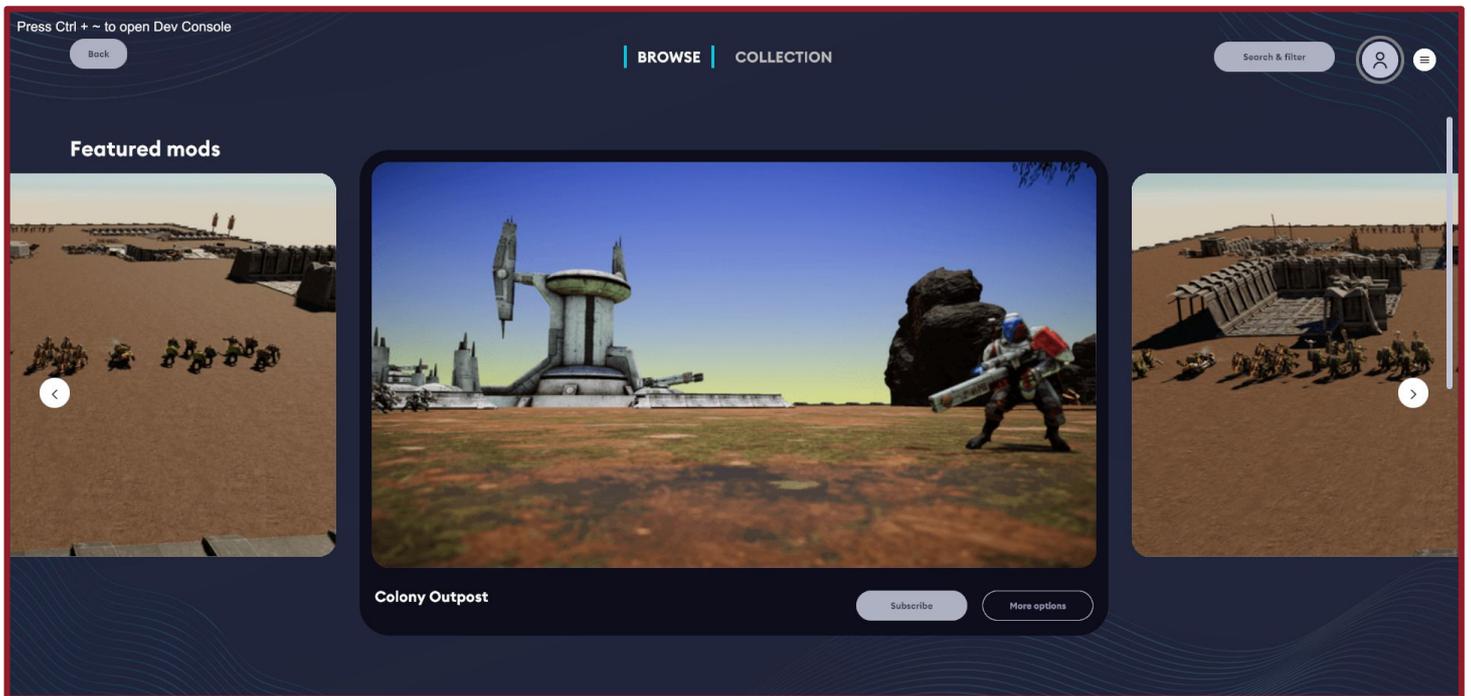
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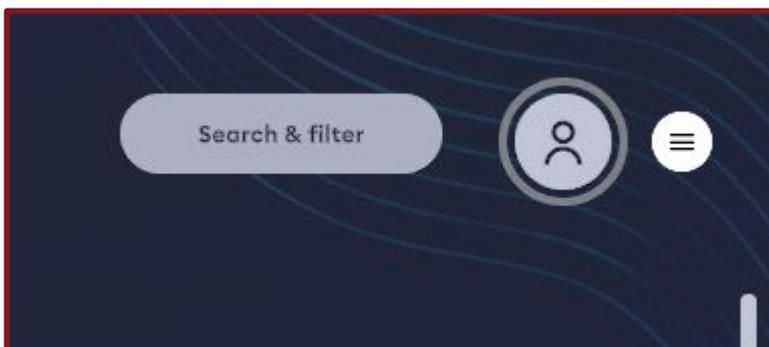
Navigate to the **User Creations** tab and click **Custom Maps**.



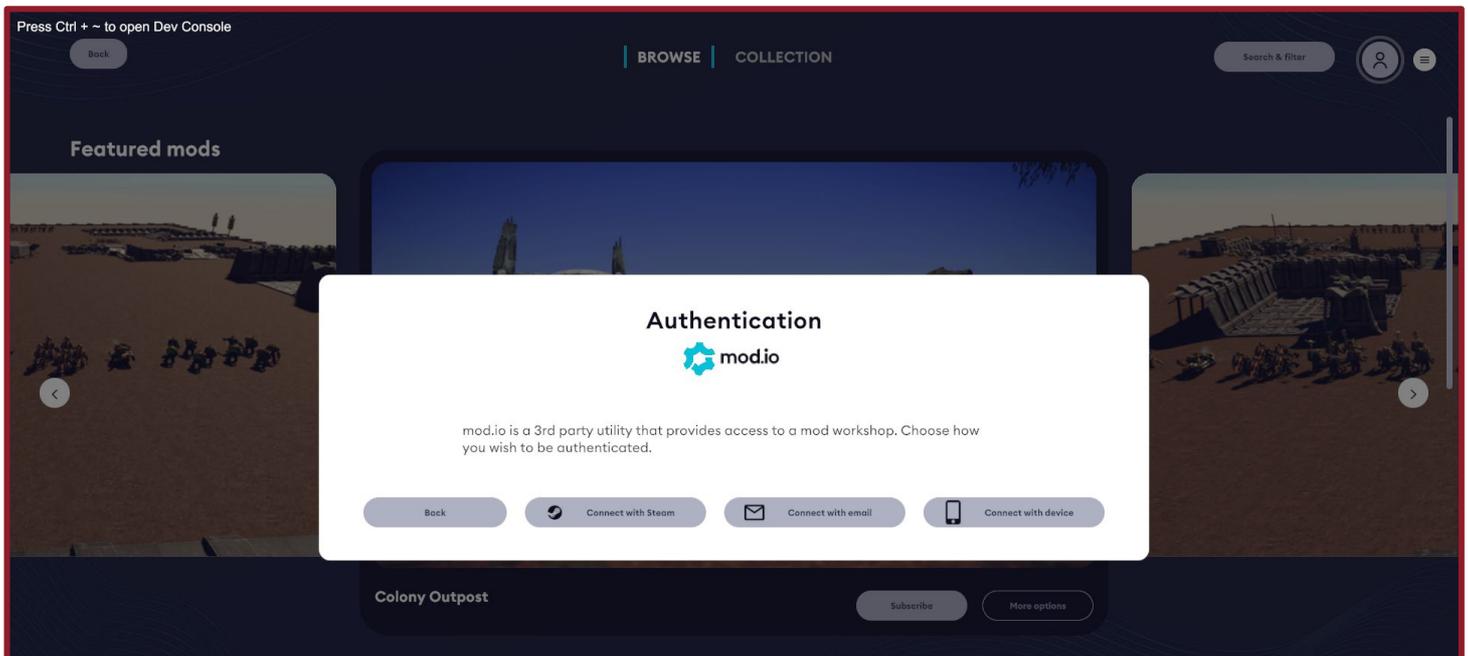
To access user generated maps and campaigns click **Browse Online**. This will take you to the mod.io website. In order to access these maps and campaigns a mod.io account needs to be created.



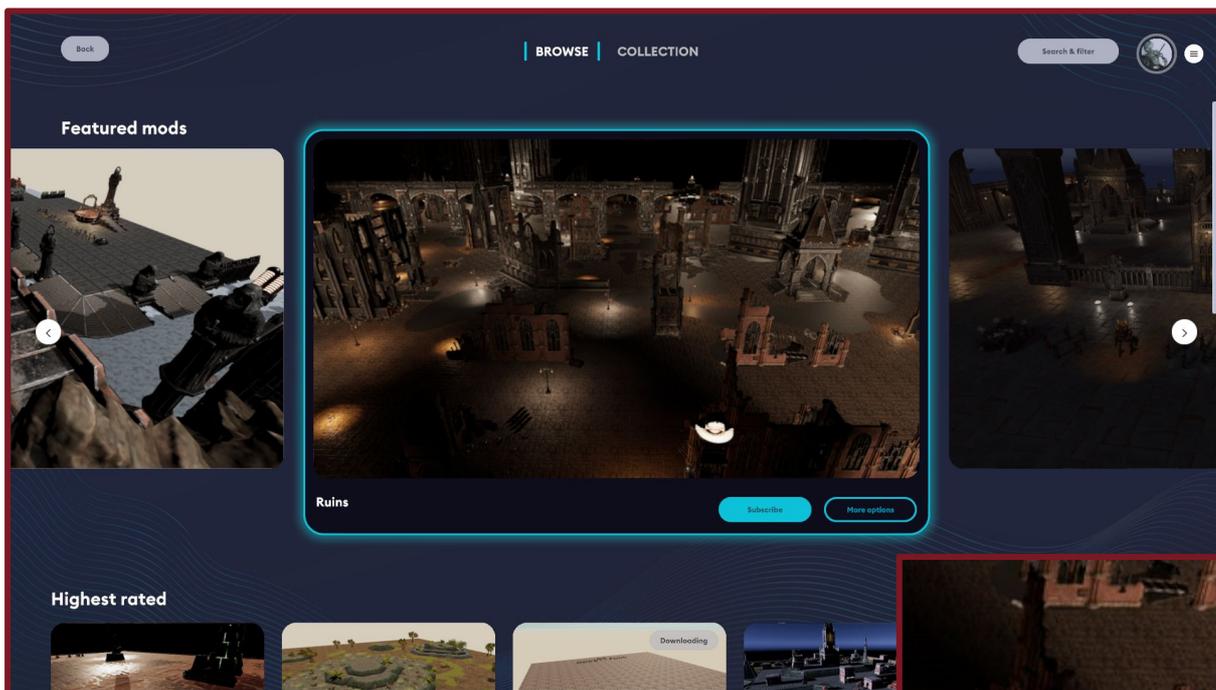
Click the top right button to be directed to creating a mod.io account



Create an account via Steam, email or through a device Once you have set up an account you can now download user created maps and campaigns. .

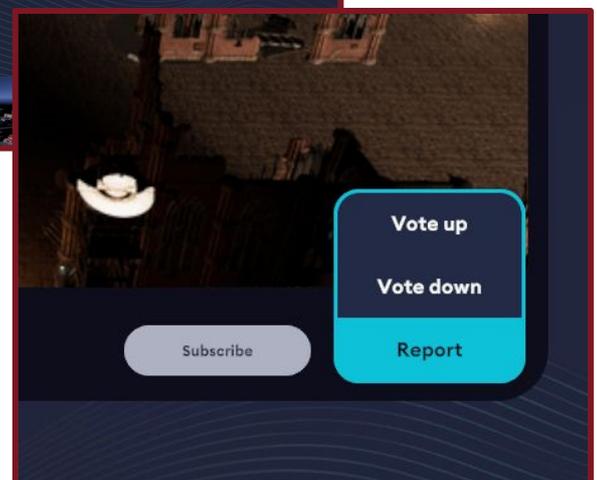


Maps and campaigns must be subscribed to in order to download them (and to download updates when they are edited), there are also options for upvoting, downvoting and reporting inappropriate content.



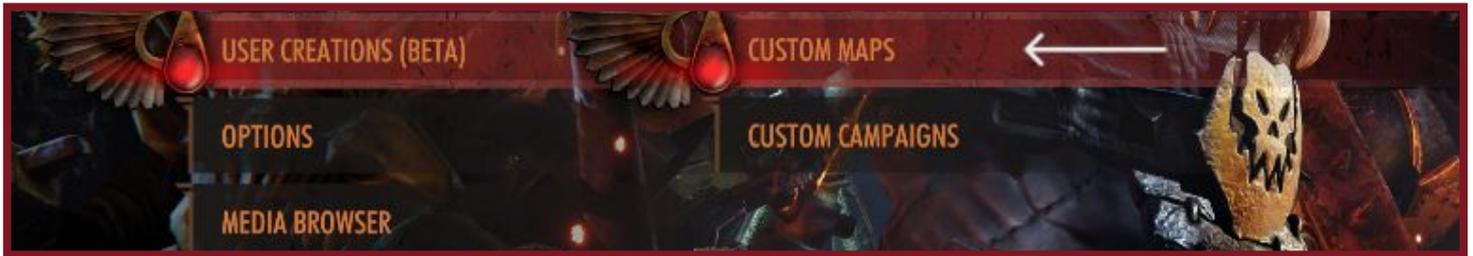
Note: When you download a campaign, all the relevant maps will be included. To play custom maps in multiplayer, both players will need to have subscribed to the map.

Maps and campaigns that have been uploaded to mod.io will need to be approved by moderators before it becomes available for subscription.

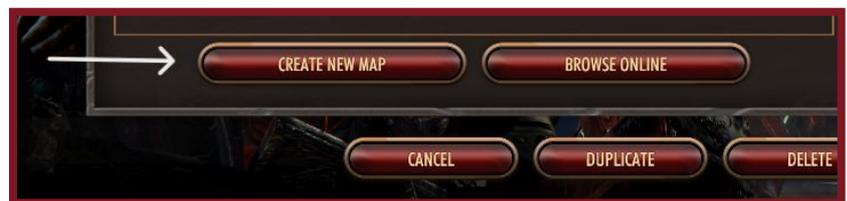


Creating a New Map

Navigate to the **User Creations** tab and click **Custom Maps**.



From the pop up menu, click **Create New Map**. A **Create New Map** menu will open.

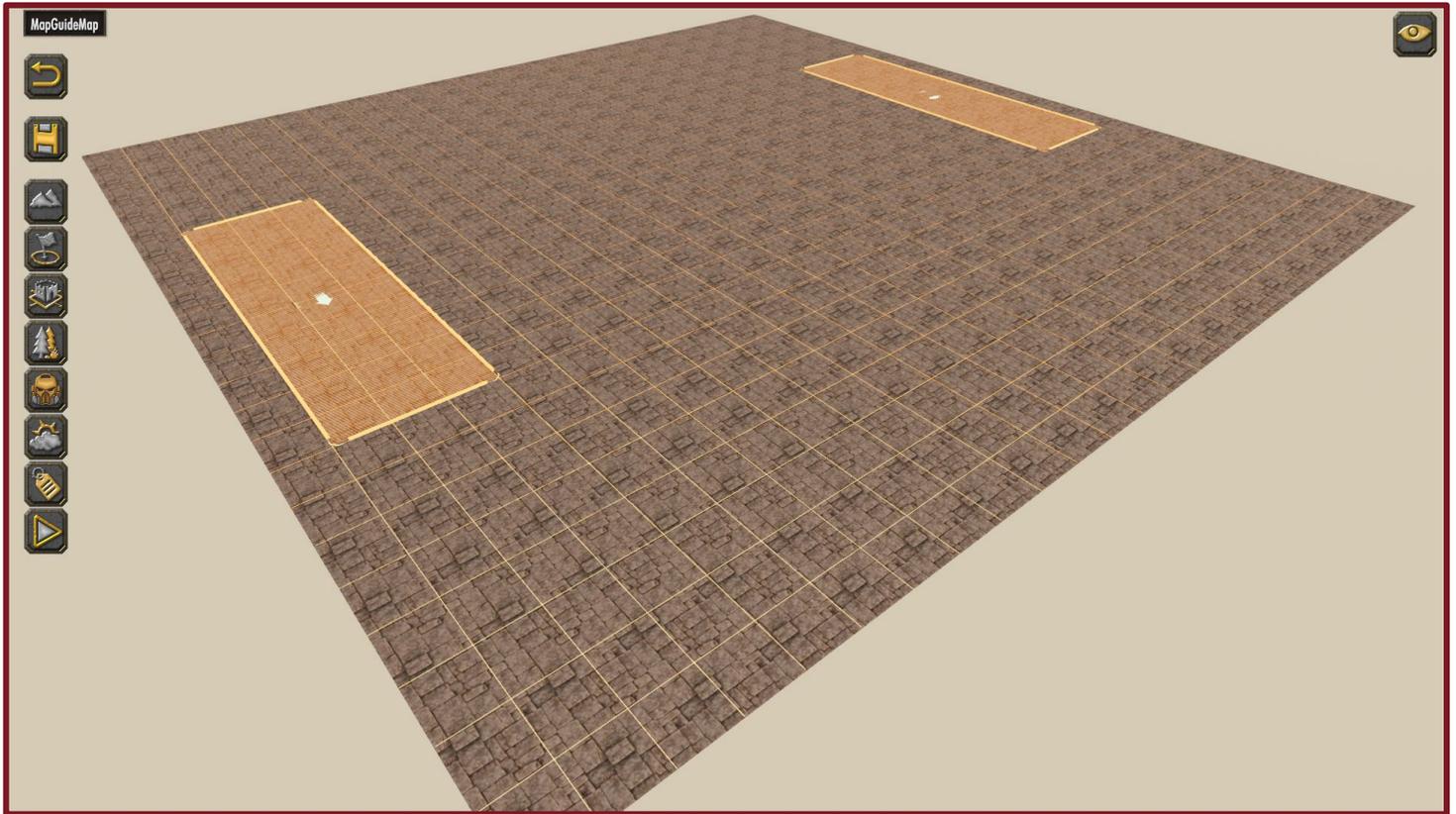


Here you can name the new map and choose the width, height and the terrain type (Note: these can be edited within the map builder later).



Map Builder Editing Tools

After clicking **Create** you will be taken to the map builder scene, with a starting map based on the previously chosen parameters.



The icon on the right-hand side of the screen allows for hiding aspects of the map currently being edited.



The map builder editing tools can be found on the left-hand side of the screen.

The yellow rectangles are the loadout zones, these indicate which player is on which side and what direction they are facing.



Map Builder Editing Tools



The first button is the **Undo** button. This erases the last edit made.



The next button is the **Save** button. Click this to save the current state of the map.

The next few buttons are the map editing tools.

Terrain Tool



The first is the **Terrain** tool. This allows for more in depth terrain painting and to change the map size if desired.

When clicking the terrain button a secondary menu appears that allows up to four terrain types to use.



The button on the **right** sets the **terrain type**.



The button on the **left** indicates which **terrain type is currently selected** for painting.



The topmost terrain type is the base layer and each subsequent layer can be painted on using the brush.

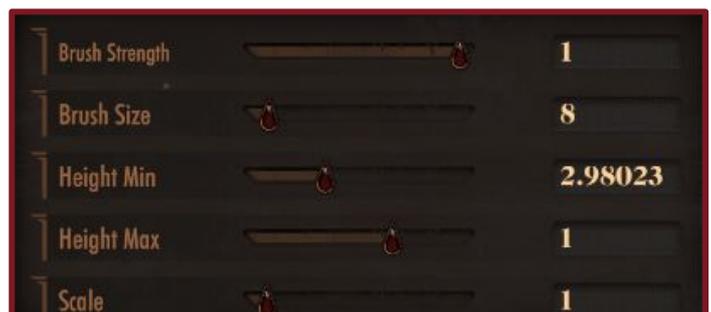
You can choose the size, strength and scale of the brush as desired by using the sliders on the right.

Brush Strength affects the intensity of the the material being painted on the surface

Brush Size affects the size of the brush surface

Height Min/Max affect the range of the brush size. The brushstrokes won't go above or below these settings.

Scale affects the size of the terrain material



The **Border** button provides a selection of map trims to complete the map look and the **Map Size** button allows for adjustments to the overall map size.

Map Size will resize the map from the edges outward if you make it bigger, or from the edges inwards if you want it smaller. Note: if you resize the map where objects are, the objects will be removed.



Map Builder Editing Tools

Objectives Tool



The next map editing tool is the **Objectives** menu. This is where the map objectives, game mode and units can be configured.



In the objectives menu the **game mode** can be selected by clicking on the flag button in the bottom right corner.

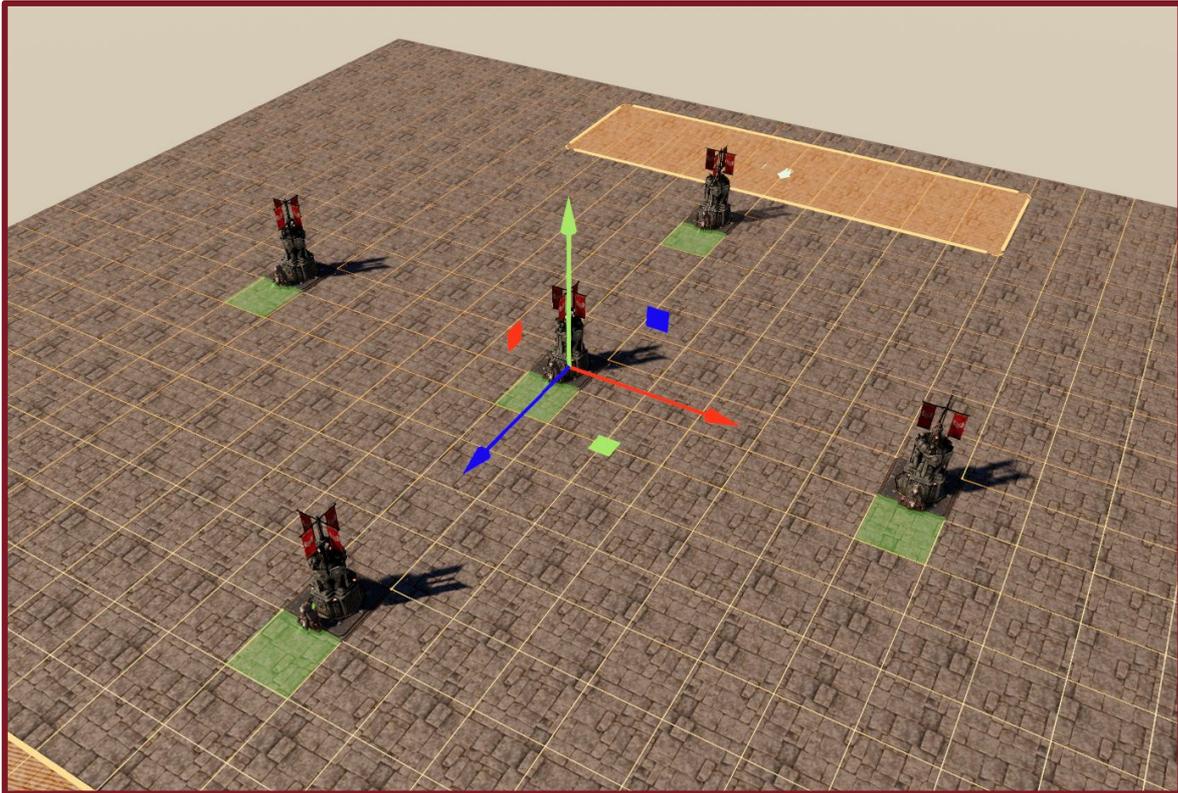
The default game mode is Exterminatus and will be supported on all maps. If all game modes are placed on the map they will be playable as objectives in skirmish and multiplayer. Please note, for a map to be used in Planetary supremacy, the Seize and Control mode must be included as the custom map could be used as a resource tile.

New Mode is an option to configure your own game mode for a single player map with the AI units



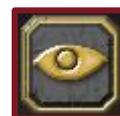
Map Builder Editing Tools

Depending on the game mode chosen, the objectives will appear and can be placed around the map as desired. The example shown is for the **Strategic Command** objective. Clicking on the objective will activate a widget that allows for placement and rotation.



All Modes	
Player 0	10 x 3 30 Tiles Available
Player 1	10 x 3 30 Tiles Available
Exterminatus	
Strategic Command	 





You can hide specific modes whilst working on other areas of the map by clicking on the eye icon.



Or you can delete it by pressing the X icon next to the undesired mode.

Map Builder Editing Tools

Tile Props

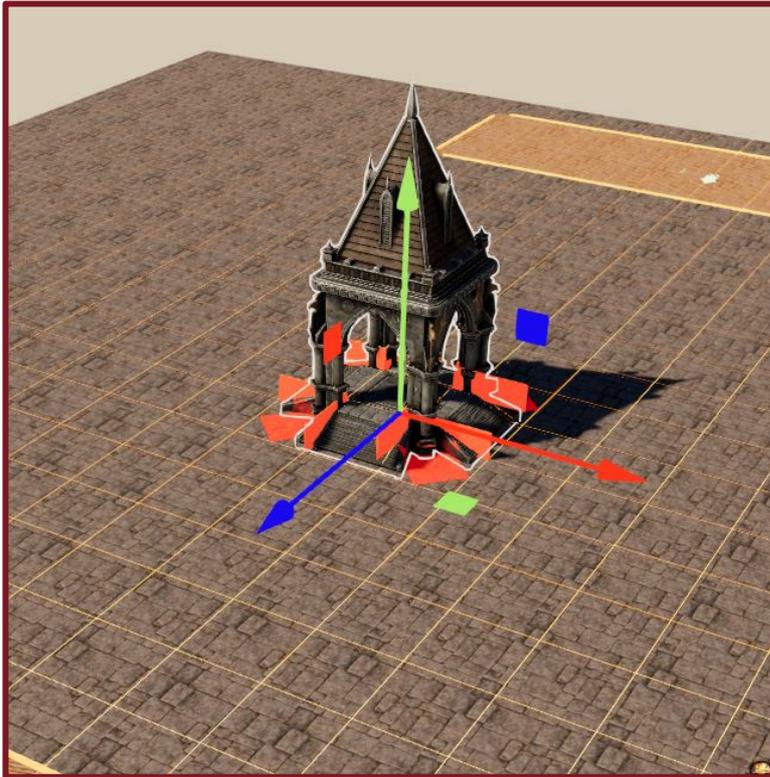


The next set of tools available are the prop tools. **The Tile Props** will snap to the grid on the tile map. These can be filtered by size, category and faction. There is also a search function to find specific props by name.



Map Builder Editing Tools

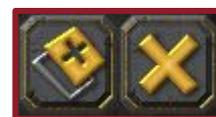
Once the tile prop is placed its position and height can be adjusted in the menu pop up, as well as whether it appears in all or specific game modes. Click on the prop to reselect it. To select multiple items, hold shift and click on the desired objects.



More editing options are available at the bottom of the screen. At this stage it is possible to duplicate, move, rotate by 90° increments and scale the tile prop. Right click will rotate objects.



Move Rotate Scale



Duplicate Delete

The **Duplicate** button copies the currently selected prop and creates a new one at the same location, it will already be selected for movement. Holding shift when placing a prop will also trigger a duplicate

Map Builder Editing Tools

To scale a tile prop, click the **Snap to Tiles** button. This converts the tile prop into a free prop that will no longer snap to the grid. To revert the prop back to a tile prop click on snap to grid. Note: this will revert the prop back to its original state.

Snap to Tile



Local Space

The **Local Space** button aligns the direction the prop moves with its rotation.

Once the prop has been changed as desired it is necessary to manually add grid tiles via the **Tile Props** menu for them to snap to the grid as desired, otherwise they will continue to be a traversable free prop (free props do not block movement). Under the **Tiles** category a number of options are available for grid tile placements. Note: these tiles affect traversability only.

Closed End Wall

Corner Wall

Double Side Walls

Non Traversable



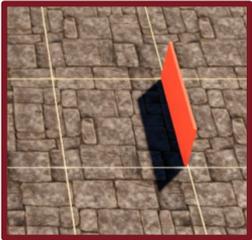
Diagonal

Single Wall

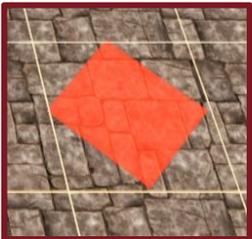
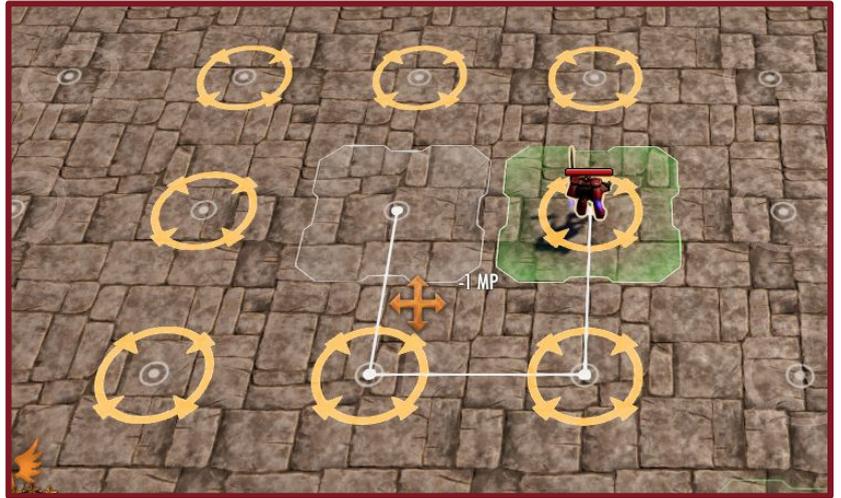
Unflyable

Map Builder Editing Tools

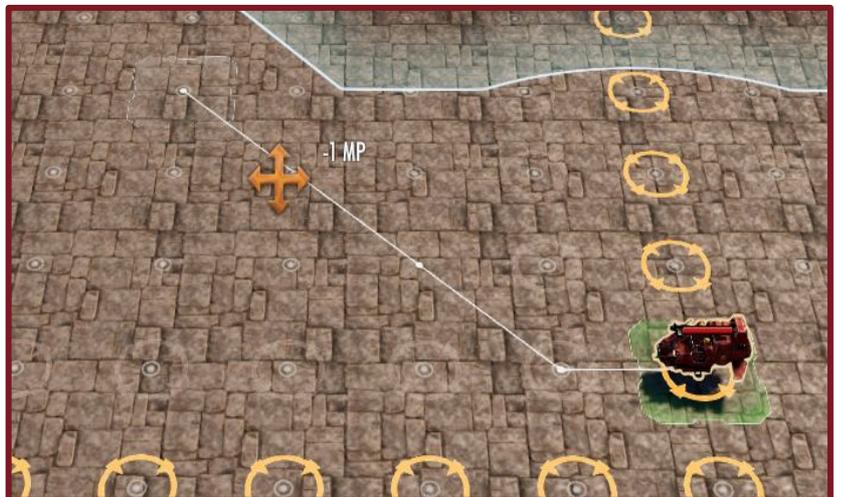
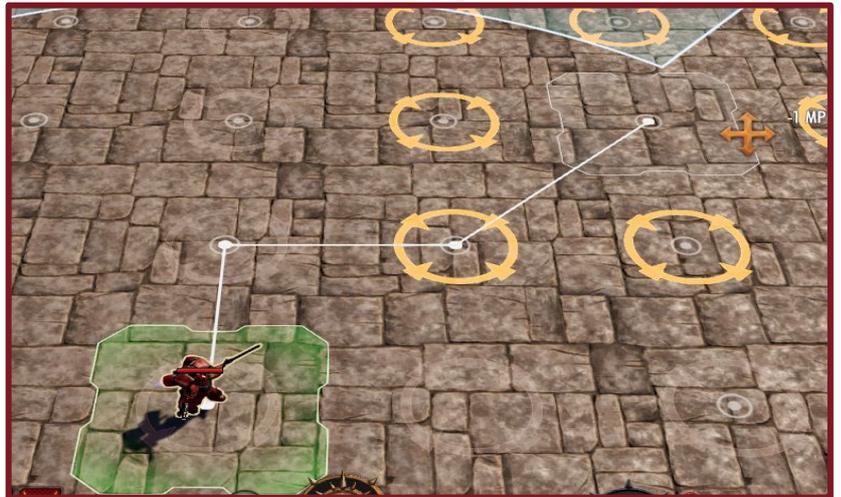
There are 4 main traversability tiles: walls, square, diagonal and unflyable.



A wall will block traversability on the edge of the tile that it is placed. An example of a use for these would be to create a pathway up ramps or stairs. Flying units are able to traverse these unless the tile is marked unflyable

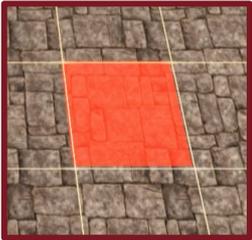


The diagonal tile is used when a prop does not quite fall entirely on a tile, this allows for units to diagonally cross the obstruction where seen fit.

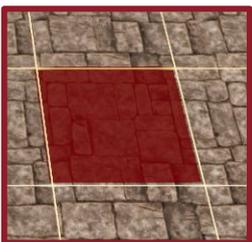
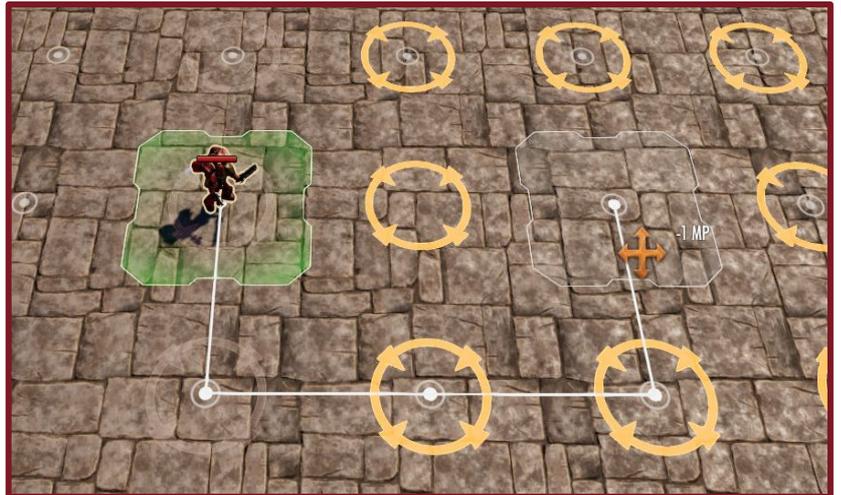


Map Builder Editing Tools

There are 4 main traversability tiles: walls, square, diagonal and unflyable.



The non traversable tile blocks movement on the entire tile and does not allow for a turn to end or begin on it or to be traversed diagonally. Flying units can fly over these tiles but not land on them.



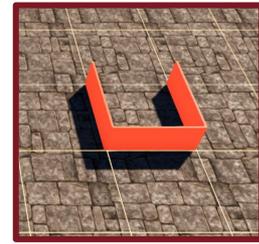
Unflyable means that even flying units cannot move across this tile. Units that can hover or fly do treat it as a diagonal crossing.



Map Builder Editing Tools



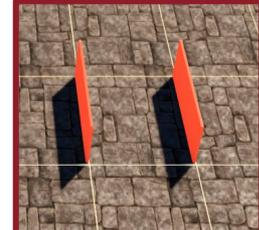
The closed end wall consists of 3 non traversable walls on a tile



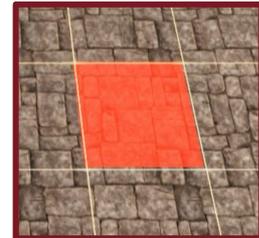
The corner wall consists of 2 non traversable walls on a tile that form a corner



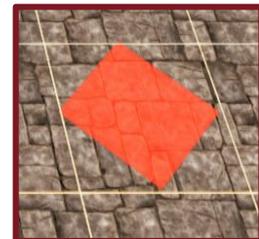
The double wall consists of 2 non traversable walls on parallel sides of a tile



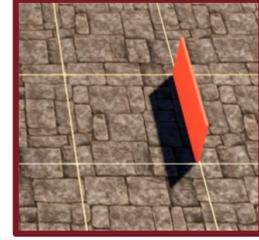
The non traversable tile blocks movement on the entire tile



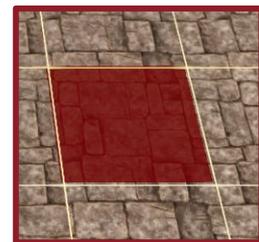
The diagonal tile blocks movement on the entire tile but allows for diagonal crossing



The single wall consists of 1 non traversable wall on an edge of the tile



Unflyable makes the tile non traversable for flying units



Map Builder Editing Tools

Free Props

The next set of props are the **Free Props**. These props do not snap to the tile grid and can move, rotate and scale anywhere rather than being restricted to the grid. Similarly to the **Tile Props**, the **Free Props** can be sorted by size, type and faction. **Note:** larger tile props work best when used with tile props.



Map Builder Editing Tools

Units Tool

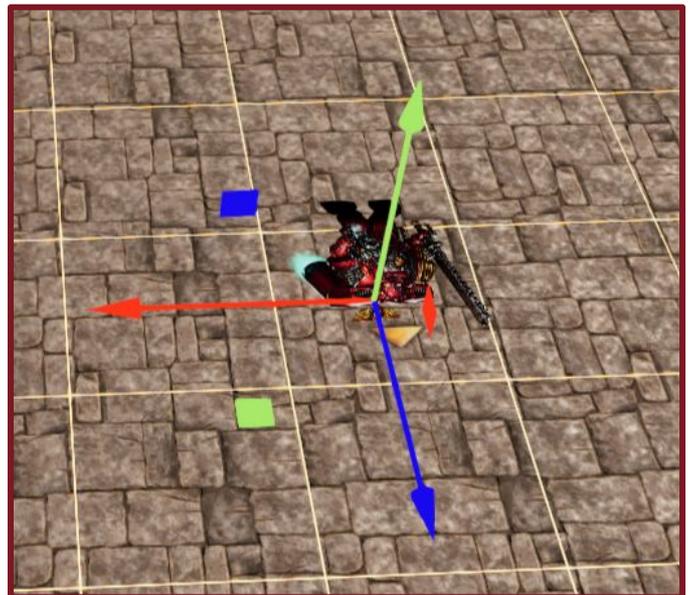


The next tool allows for adding units to the Custom Map. Click the **Add Unit** button and choose the faction and unit as desired and place it on the map.

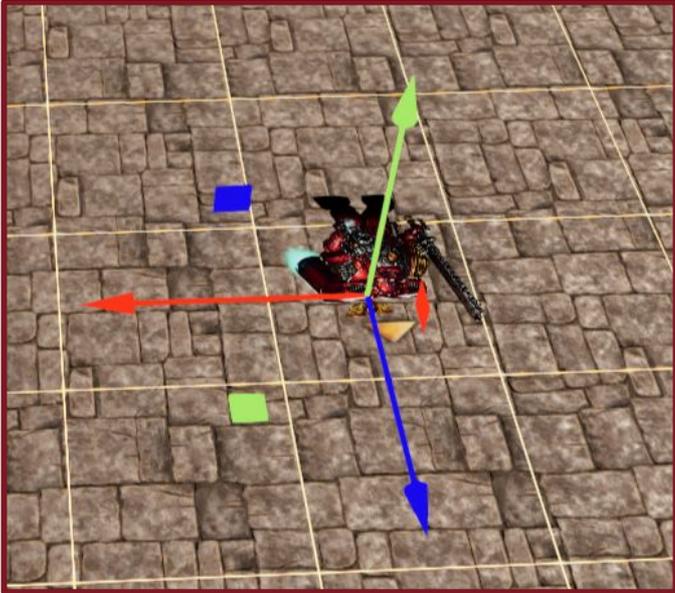


Placed units will appear in multiplayer, skirmishes as well as campaigns. The units will only appear on the map if their faction has been chosen as a playing team. Players choose their factions at the start of a match, similar to a usually skirmish or multiplayer match, not in the map builder.

You cannot specify which units will be for which player, they will default to belonging to Player 1 if both factions are the same



Map Builder Editing Tools



When a unit has been selected and placed a menu will appear that allows for changes in loadout, position, objectives and some small elements of behaviour.



In the loadout menu you can change the faction or unit as well as choose which weapons the unit will use when active on the map.

Map Builder Editing Tools



In the position menu you can change the location of the unit as well as which direction it is facing



In the **Misc** menu you can tweak some of the behaviours of the unit when it is played on the map (example, specify a unit that must be killed in order to win, or the AI units start the match visible or invisible depending on how you want the map to play out).

Map Builder Editing Tools



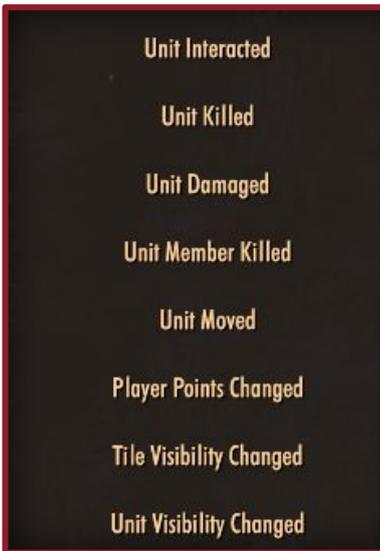
In the objectives menu you can select which game mode the unit will be active. The default is All Modes, toggle this off in order to specify game modes.

Map Builder Editing Tools

Dialogue Tool



This tool gives you option to add dialogue “flavour text” during gameplay events. To begin, press the **Add** button in the bottom right corner of the Gameplay Events menu.



Choose an event where the dialogue will trigger (e.g Battle Started or Unit Killed) and this will add it to the Gameplay Event menu. Press **Edit** to add dialogue details. At any point the gameplay events menu can be reordered, this does not affect the order that they trigger in but it is a way for you to keep track of your events in an order you best understand.

In the **Edit** menu you can rename the events and stipulate conditions for the event to trigger.

Conditions can be set by round or by turn and multiple dialogue triggers can be created. Note: There are two turns per round (Player 1 and Player 2 each have a turn) and there are an unlimited amount of rounds you could set the match for (usually about 10 per map)

The Dialogue will trigger for the chosen unit. For instance, a Lieutenant has a trigger to say a line of dialogue when the Unit Moves in round 3. When the match reaches round three and the Lieutenant moves, the dialogue will appear in the top right corner.



Display Seconds is how long the dialogue panel will display for after it appears

Wait Seconds refers to how long the display will hide for until the next dialogue panel is shown.

Map Builder Editing Tools

Atmosphere Tool



After the props and game modes have been configured the next available tool is the **Atmosphere** tool. This tool allows for editing of the world space and there are a number of elements that can be edited:



Sun Menu

The **Sun**'s position, intensity and colour can be configured at this point. The **Azimuth** determines the direction of the sun in relation to North. The **Zenith** determines the highest point the Sun is in the sky.

Intensity determines the brightness of the Sun. **Shadow** density can also be toggled. **Size** makes the Sun larger or smaller and **Blur** changes the size of the Sun's rays.



This button resets the values back to their default

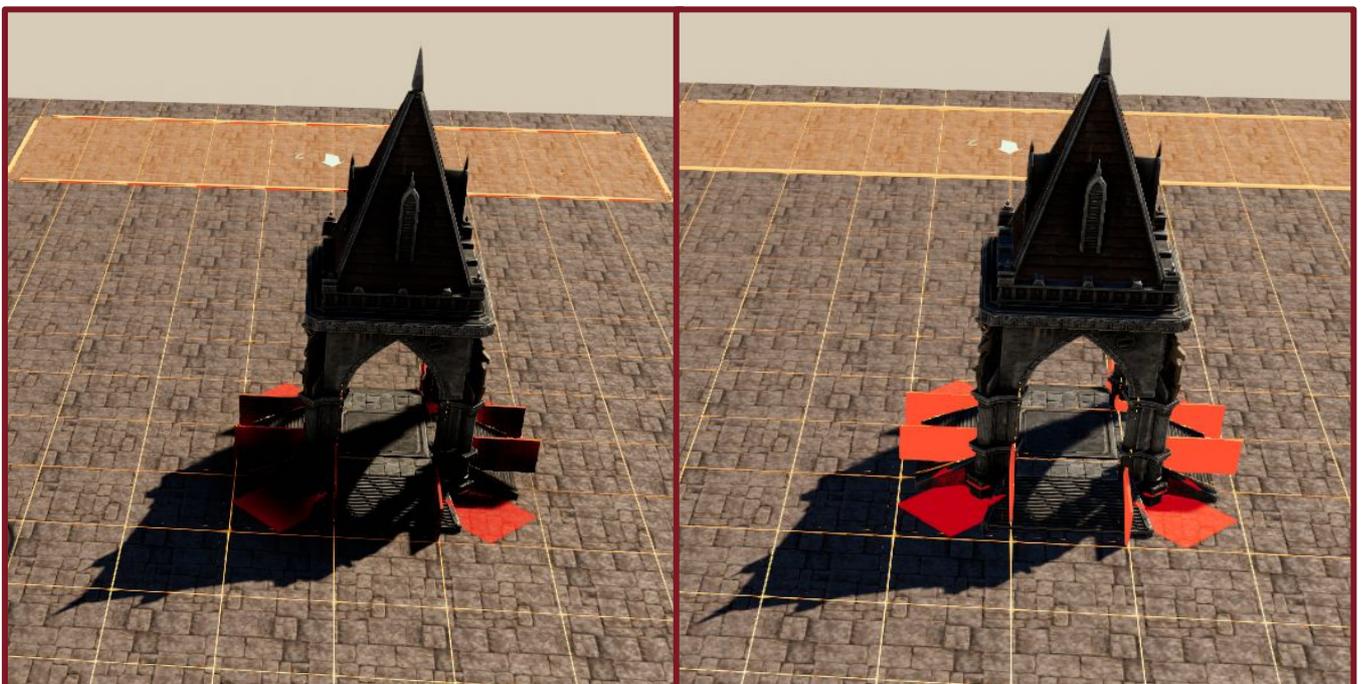
Map Builder Editing Tools



Sky Menu

The **Sky** and **Ground** can be configured in this menu. The intensity and brightness of both can be adjusted as well as the colour/hue. The Ground menu has the same options as the Sky menu but affect the bottom hemisphere of the space. The intensity and brightness of the hues can be adjusted accordingly.

Ambient occlusion simulates shadows and darkened areas where objects absorb or block light. This can be adjusted in the Sky menu. The images below show the difference, the image on the left is with the highest settings and the image on the right is with the lowest.

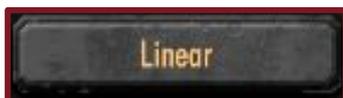


Map Builder Editing Tools

Fog can also be adjusted in the atmosphere tab. It can be enabled or disabled, the colour can be adjusted and there are types of fog to choose from.



Fog Menu



Linear fog gradually reduces visibility as objects move farther from the camera, creating a uniform decrease in clarity.



Exponential fog creates a more natural atmospheric effect when moving farther from the camera. This creates a rapid increase in fog density as objects move farther away, mimicking the behavior of fog or mist in real-world environments.



Exponential squared fog intensifies the atmospheric effect when moving farther from the camera. This creates a rapidly denser fog as objects move farther away.

Map Builder Editing Tools

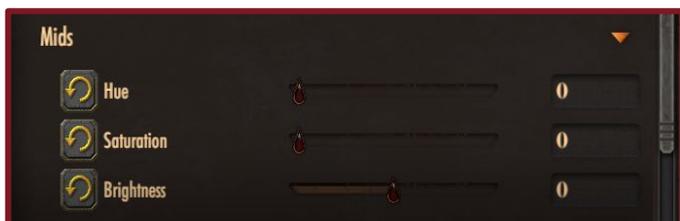
Post Processing can also be set up here. There are sliders available to adjust the white balance, colour and tone values.



Post Processing Menu



Lows, mids and highs are the different ranges of colour or brightness in an image. These ranges can be targeted separately in this menu.



Lows refers to the darker parts of the image, shadows and dim light.

Mids refers to the middle ranges, often the main details and textures.



Highs refers to the brighter parts of the image, the highlights or well-lit areas.

Map Builder Editing Tools

Sound is the final step in the **Atmosphere** tab. The Skirmish music is the default but this can be toggled off. Ambient sound and music can be added from the drop down menu after the skirmish music default has been turned off.



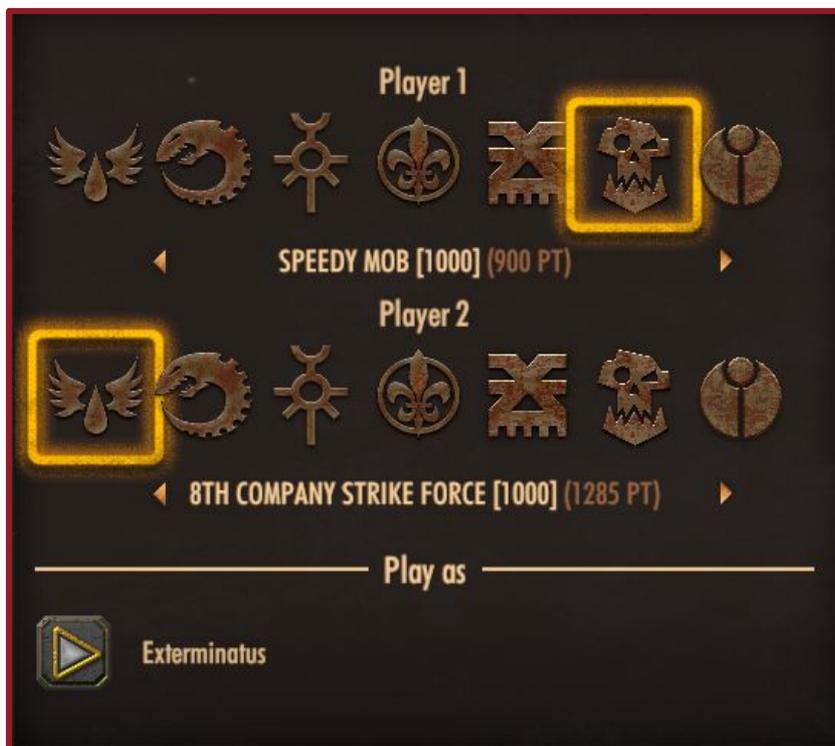
Sound Menu

Map Builder Editing Tools

Testing Your Custom Map



Throughout this process it is possible to test changes and settings via the **Gameplay** button. This will trigger a battle based on the current map settings.



Armies available in the army management menu will be accessible here to test how the map plays.



Press the Play button to start a battle

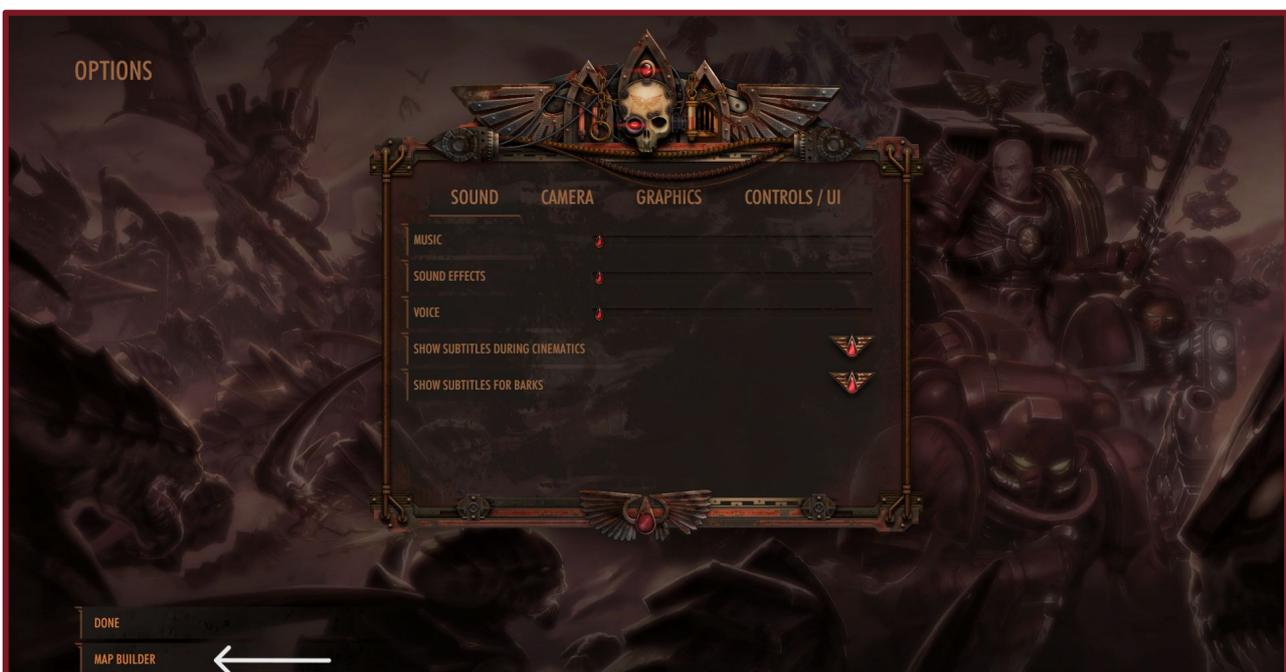
Map Builder Editing Tools

Testing Your Custom Map

When in play mode for the map, the photo tool that is available in the base game is accessible here. Press backspace to open photo mode. Here a photo of the newly created map can be taken and used as a thumbnail for the mod.io UGC sharing service



To exit this mode, press escape and then choose the map builder button in the options menu.



Publishing a map to mod.io

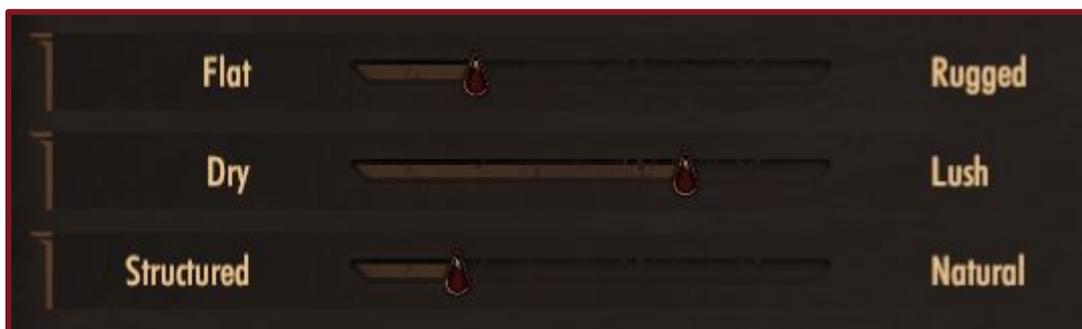


To begin the process of uploading a map to mod.io press the **Publish** button.

A map details menu will appear, here the title can be changed and a description for the map can be added. The image taken in photo mode earlier in the guide should appear here. Note: An image of your map must be taken in order to be able to publish. The camera icon at the bottom right will refresh the top down image with the changes. The top down image is automatically generated.



The sliders are for the map's use in Planetary Supremacy. Move the sliders to best describe the map from Flat→ Rugged, Dry→Lush and Structured→Natural. This will determine when it will appear in Planetary Supremacy. These are only relevant for Planetary Supremacy, if you want to play your map on your own and not publish, the map will appear under “**Local Maps**”

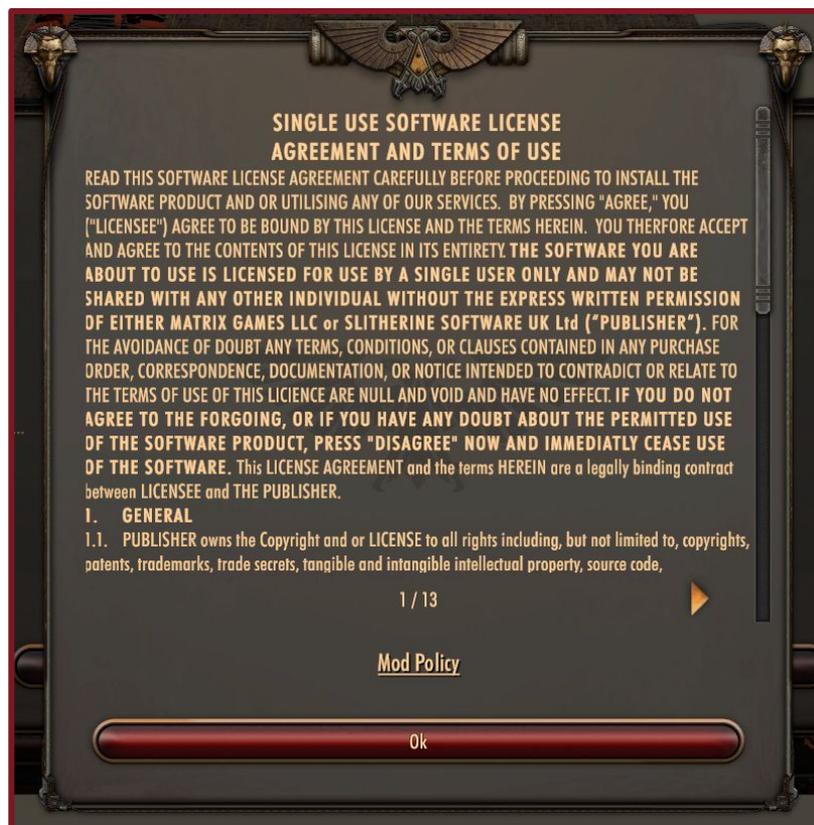


Publishing a map to mod.io

Once the finishing touches have been set up, click **publish**. This will lead to a “change log” prompt. This gives the opportunity to note down any updates from a previously uploaded map.



The EULA and Mod Policy button is important to read before publishing the map as uploading the map indicates agreement to those terms and conditions.



Publishing a map to mod.io

Note down any map changes, read the EULA policy, and then click publish. A **Success** prompt will appear when the map has been uploaded to mod.io



Creating a Custom Campaign

In the main menu, navigate to the **User Creations tab**. To access campaigns, click **Custom Campaigns**.



The menu pop up will have options for creating, editing and browsing custom campaigns. To create a new campaign, click **Create New Campaign**.



Creating a Custom Campaign

A pop up will appear for the new campaign to be named.



The next step is to set up the parameters of the campaign. The version number can be changed when the campaign is edited and republished. A campaign brief can be written at this stage to describe what the campaign entails and there is a toggle option for you to choose their faction and a setting for requisition numbers.

Creating a Custom Campaign

The next stage of set up is to add missions. The **Add** button will provide a menu of maps available. These consist of maps within the base game and maps created using the map builder. There is also a **Browse Online** button that will lead to the mod.io collection of maps available for download.

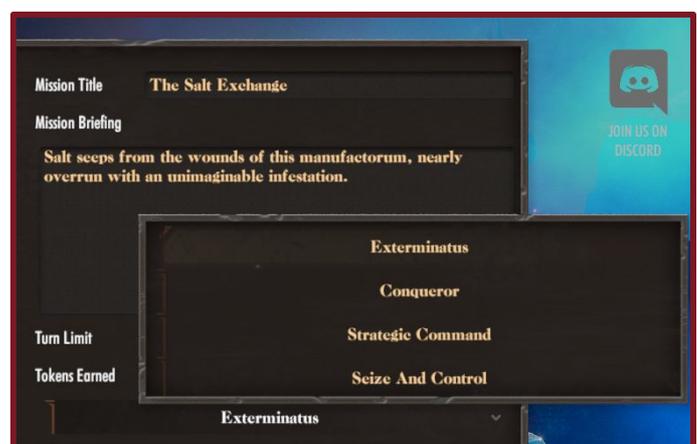


Mission order can be edited with the arrow buttons next to the list of added maps. Once the mission order and maps have been set up, click **Accept**.

An image for your campaign will be generated from the top map in your custom campaign order.

Game modes for specific maps can also be decided here, click on the map and set a mode from the drop down menu

Note: If each of your missions uses the same map but has different objectives, you will need to name the missions differently in order for them to work as intended.



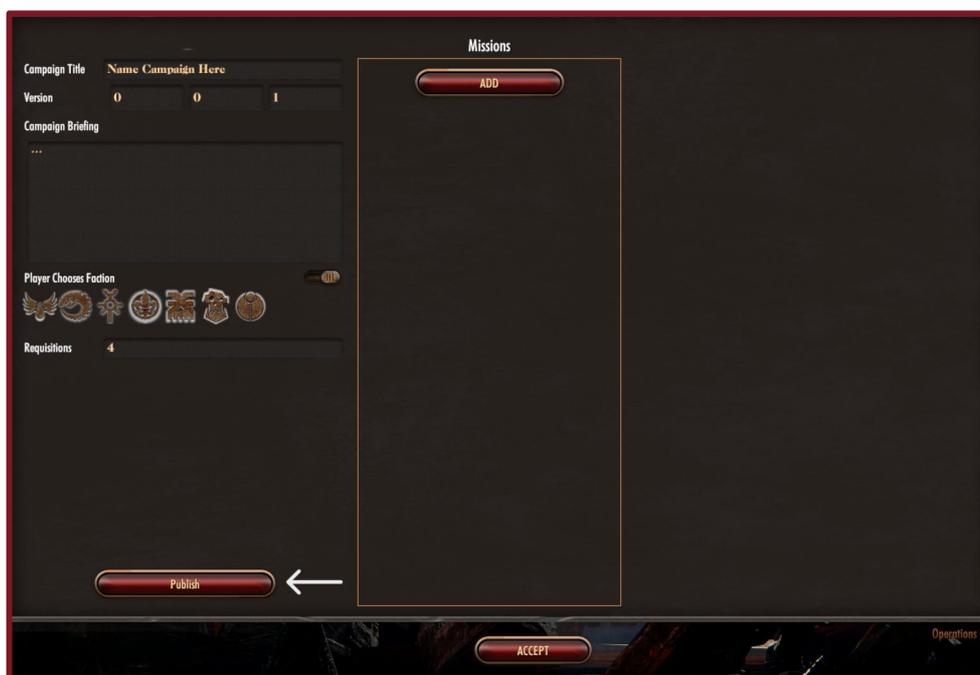
Creating a Custom Campaign

The campaign should now be an option to play in the **New Campaign** menu under **Custom Campaigns**.



Uploading a Campaign to mod.io

To upload a campaign to mod.io go to the **Create Campaign** menu, select the campaign and click **Edit**. Check to make sure the details are correct and then click **Publish**.



Player Chooses Faction can be toggled on or off depending on if you want your campaign played as specific factions, or if it is up to the subscriber of the campaign.

Requisitions is relevant if you want the custom campaign to reflect Planetary Supremacy. The requisitions are used to purchase upgrades through the campaign and the amount allowed during each round can be set here.

Creating a Custom Campaign

Similar to the process of publishing a custom map, a change log menu will pop up to tell other players what is new in this release. The EULA and Mod Policy is available to read and, as with the custom maps, by pressing **Publish** these terms and conditions are accepted. A success message will appear when the campaign has been successfully published to mod.io

