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Fantasy General II Content Editor

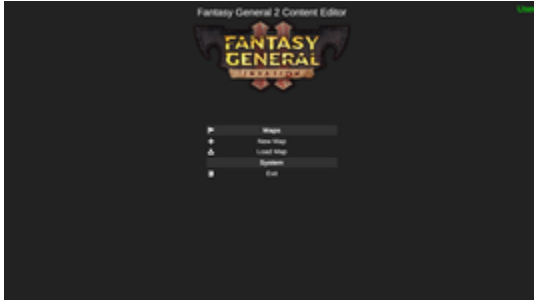
This manual will introduce you the controls and interface of the **Fantasy General II Content Editor** so you can create your own content for the game within minutes!

To start with, you need to download the Content Editor and start it from the game launcher.

Startup

This will open up your very fancy menu screen.

Initial Screen



From this screen you can now choose to

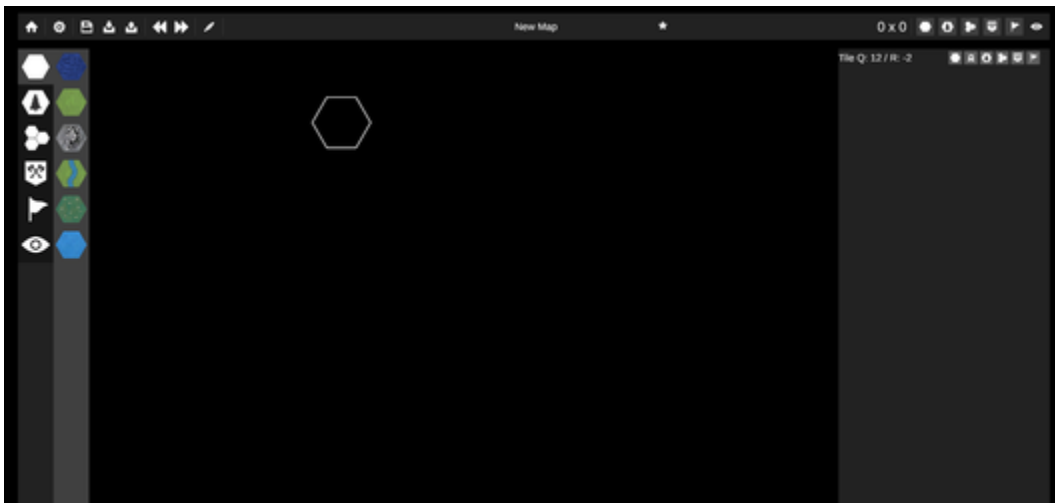
- Create a new map [Manual - Map Editor](#).
- Load an existing map [Manual - Map Editor](#).
- Exit the editor

Custom Content Location

- All custom content is located under **%Documents%\My Games\Fantasy General II\Content**
 - This will normally be the documents folder of your current user in Windows 10 (e.g. C:\Users\username\Documents\My Games\Fantasy General II\Content)
 - When you create a new package for your map, that will add extra sub-folders to the above according to how you created them.

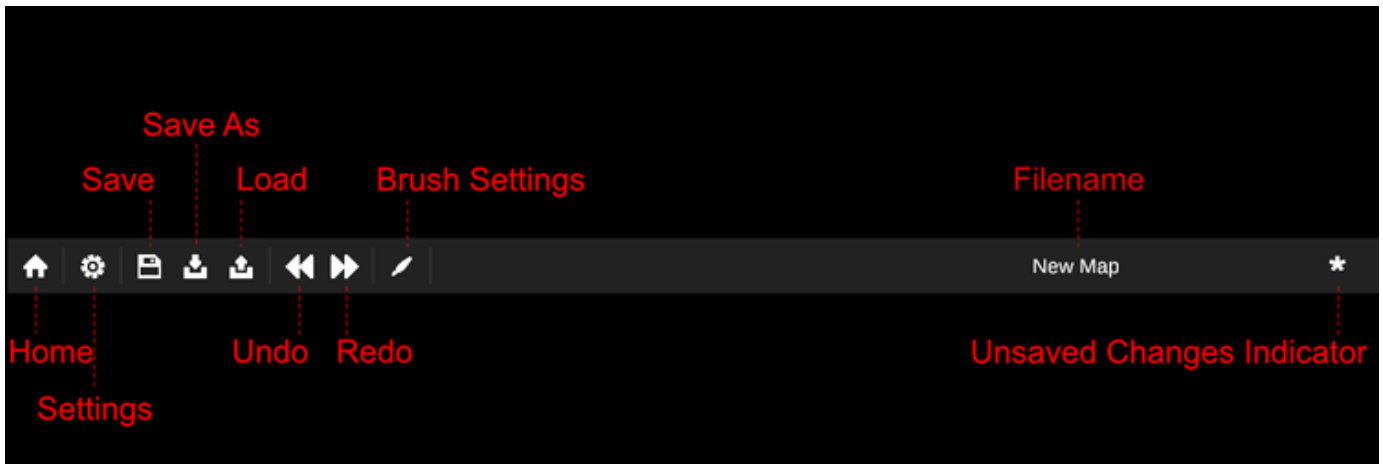
Manual - Map Editor

After either loading or creating a new map you will be presented with an empty canvas and the following screen which is the main user interface for creating new maps.

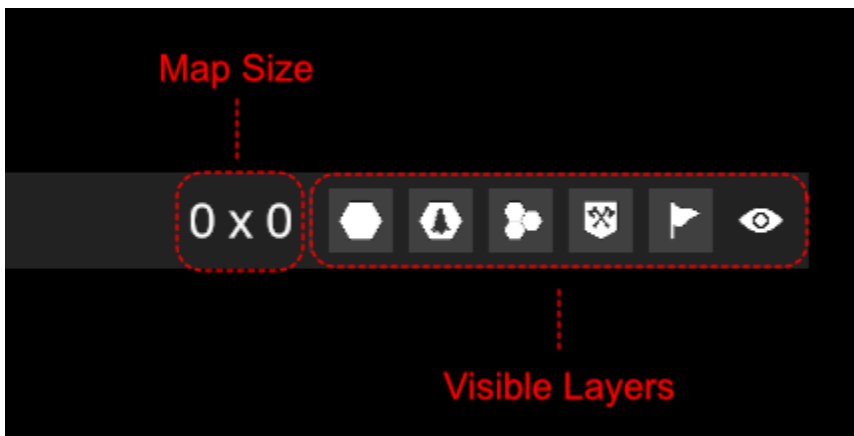


System Bar

All base actions of the editor are executed from this bar.



- **Home** Go back to main menu.
- **Settings** Configure settings for this map such as Factions and AI Budget
- **Save** Save the current file or ask for a file location if it hasn't been saved yet. See **Storage Location** for a description of where to put your map for the game to pick it up.
- **Save as** Save the map under a filename of your choosing. See **Storage Location** for a description of where to put your map for the game to pick it up.
- **Undo** Undo the last change you did. *Hotkey Ctrl + Z*
- **Redo** Redo the last change you undid. *Hotkey Ctrl + Y*
- **Brush Settings** Configure your brush size.
- **Filename** The current filename you are editing will be shown here.
- **Unsaved Changes Indicator** if this is shown you currently have unsaved changes.



- **Map Size** Shows you the extents of your map in tiles.
- **Visible Layers** You can toggle which layers are shown here.

Palette

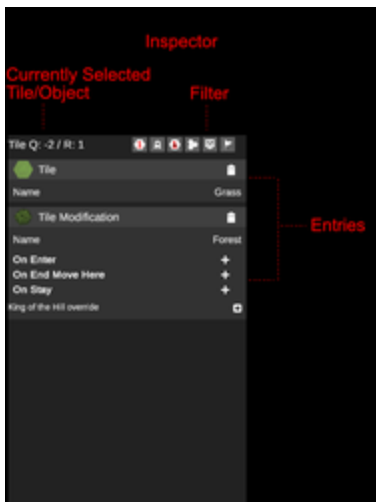
Here you can select what you want to paint using your brush.



- **Tiles** All available tiles you can choose from. *Hotkey T, use 1-0 to quickly select one of the first ten tiles. Only 6 tiles are currently defined, though.*
- **Modifications** All available tile modifications. Some tile modifications such as Fog can stack on others.. *Hotkey M, use 1-0 to quickly select one of the first ten modifications.*
- **Spawnzones** Here you can create and paint spawnzones where player and enemy units will spawn. *Hotkey O*
- **Spawnpoints** Here you can paint spawnpoints. Spawnpoints spawn a specific pre-selected unit on that point. *Hotkey P*
- **Quests** Configure quests for this map and paint quest locations on the map. *Hotkey Q*
- **Fog Of War** Here you can paint which parts of the map are already known to certain teams. *Hotkey F*

Inspector

Whenever you select anything in the editor this window will show you more information and more options.



- **Filter** You can configure which entries you want to see by toggling filters.
- Depending on what you have selected different **Entries** will be shown with more information and configuration options.

Navigation

- Use *mouse wheel* to zoom in and out of the map view.
- Drag while holding *middle mouse button* to pan the map view.
- Use the *arrow keys* to pan the map view.

Brushes & Painting

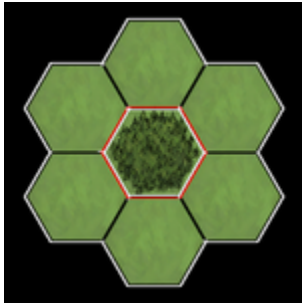
After you have selected any brush a cursor indicating the brush size and action will be shown while hovering over the map overview.

Using a combination of *ALT* and *CTRL* you can change between different cursor mode



- **Change / Add** on this tile
- **Remove the configured / selected** on this tile. *ALT*
- **Delete** on this tile. *ALT + CTRL*
- Using *SHIFT + mouse wheel* you can change the **brush size**
- *Left click* will **select** the tile
- *Right click* will **apply** the brush

The brush will turn red for tiles which aren't affected by the current brush.



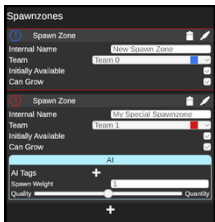
In this example we can't add trees into the middle hex because trees have already been placed there.

Spawnzones

Spawnzones define where you and your enemies can spawn. Choosing the Spawnzone button from the palette will open the configuration screen in the inspector.

Only one spawnzone can be placed on the same tile.

Spawnpoints placed inside a spawnzone are automatically associated with this spawnzone and will react to settings like "Initially Available"

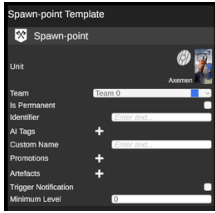


- Press **+** to add a new spawnzone
- **Internal Name** is used by other parts of the editor to reference this spawnzone (e.g. Quests)
- **Team** which team this spawnzone belongs to
- **Initially Available** if this spawnzone is available for initial spawns (e.g. if a player controls this spawnzone can he deploy units to it on map start)
- **Can Grow** A feature only supported for human players. If a player deploys an army that is bigger than the available number of initially available spawnzones the zones marked with can grow will grow in the same ratio as the spawn zone is cu
- **AI** only shows up if this team is configured to be an AI team
 - Each spawnzone creates a new AI group. All members of a group will act together.
 - **AI Tags** configures which behaviour the AI should exhibit
 - **Aggressive** After activation the AI will pursue any enemy which enters it's sight range
 - **Defensive** This group will defend the given spawnzone and not pursue enemies too far before getting back
 - **Capture** This group will immediately start pursuing all locations on the map which can be owned. (Villages, Shrines) and tries to capture them. The next target is chosen by nearest distance to all remaining units.
 - **Spawn weight** How the spawn budget is distributed when spawning units. e.g. if you have two spawnzones for a team which have a weight of 2 and 1, 66% of the spawnbudget is used for the first an 33% for the latter.
 - **Quality / Quantity** which units should be hired? Should units with higher costs or a lot of lower costs units be hired?
- Press **trashcan** to delete this spawnzone
- Press **pencil** to immediatly select the brush for this spawnzone
- If a spawnzone brush is selected the corresponding spawnzone will be outlined in red (see Spawnzone 1 in the example)

Spawnpoints

Using spawnpoints you can decide which unit spawns where to define a custom scenario with a fixed set of units.

Spawnpoints which are placed inside a spawnzone belong to this spawnzone and will be activated together with this spawnzone. **Initially available** of a spawnzone will also apply to all spawnpoints placed in it.



Select the spawnpoint button in the palette will offer you a configuration screen in the inspector to preconfigure all spawnpoints which you will be placing.

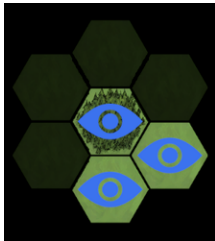
- **Unit** The unit which will be spawned there
- **Team** The team the unit will spawn into
- **Is Permanent** If this unit will persist after this map ended. This is only useful for campaign maps which persist your loadout over several maps
- **Identifier** This is an internal name which will be used by other parts of the editor to identify this spawnpoint. If this spawnpoint is placed in a spawnzone it would normally inherit the spawnzone identifier. If you enter anything here this identifier will override the spawnzone identifier. More than one spawnpoint can have the same identifier to allow e.g. respawn1 to be used on multiple spawnpoints without having to specify a separate one for each spawnpoint.
- **AI Tags** Defines the behaviour of units which are NOT in a spawnzone. See **Spawnzones**.
- **Custom Name** Define a name for this unit which will be shown next to it (Same as the ingame rename feature). If you enter a string which matches a localization key a green checkmark will appear and indicate that the localized text will be used for this unit.
- **Promotions** Give this unit additional promotions.
- **Artefacts** Give this unit additional artefacts.
- **Trigger Notification** Triggers a notification when this unit spawns
- **Minimum Level** This unit will start with the minimum level given here.

Quests

As quests is a bigger feature you can find all about it here [Manual - Map Editor - Quests](#)

Fog Of War

With this tab you can set which area of the map will be known to which human player. Known means not hidden in Fog of War but still greyed out.

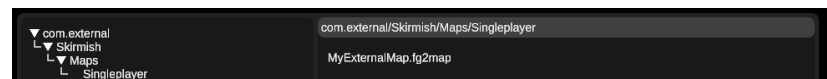


Use the corresponding colored icons to choose which team you want to paint and then use the normal brush rules to paint.

Storage Location

The game loads maps from certain sub folders of your packages for certain types of games. If you don't put them in the correct folder they won't be visible ingame.

Relative Path	In Game Location
Skirmish/Maps/Singleplayer	Skirmish

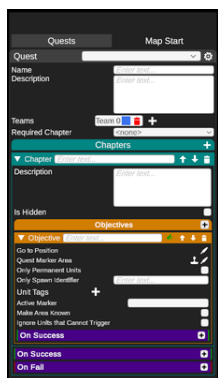


Manual - Map Editor - Quests

Quests are used to trigger different actions in reaction to the player to advance the story of the map. All map goals are generated through this system. **Without at least one winnable quest a map cannot be won or lost.**

Basic Concepts

- Each team can have multiple quests.
- Each quest tracks it's state uniquely for this team (a quest specified for team 0 and 1 will independendly track the state for those teams).
- Each quest contains one or more chapters.
- Each chapter contains one or more objectives.
- All objectives of a quest step are active at the same time.
- Each objective is in exactly one of three states: Pending, Success, Fail.
- If any objective fails the whole quest (NOT STEP) fails.
- If all objectives of a quest chapters have succeeded the quest chapter succeeds and the next chapter starts.



- **Quest Internal Name** Internal identifier for quests
- **Quest Name** Enter a name for the quest. This is currently not shown in the ingame ui.
- **Quest Description** A description for the quest. This is currently not shown in the ingame ui.
- **Teams** which teams will have this quest. Each time as a unique quest with the same chapters.
- **Required Chapter** This quest will only start after the given chapter of the given quest is completed for any team.
- **Chapter +** Click this button to add a chapter.
- **Chapter Up / Down** Click these buttons to reorder chapters.
- **Chapter Trash** Click this button to delete the chapter and everything in it.
- **Chapter Name** This will be shown as header for this particular quest when this chapter is active.
- **Chapter description** Description for this chapter. Currently not shown in UI.
- **Chapter OnSuccess / OnFail** These effects will be executed on success / fail of this chapter.
- **IsHidden** This chapter won't be shown in UI. Can be used for hidden questlines which only start after for example entering an area.
- **Objectives +** Click this button to add an objective.
- **Objectives Thumbs Up / Down ("Final State")** Determines if this objective fires a success or failure event upon completion. Not all objectives support this button. It is meant to give more flexibility to defining Win / Loss goals by reusing the same logic with a different outcome.
- **Objective Up / Down** Click these buttons to reorder objectives.
- **Objective Trash** Click this button to delete this objective.
- **Objective Name** The name of the objective. Will be shown to the user if the objective is active.
- **Objective OnSuccess / OnFail** These effects will be executed on success / fail of this objective.

Manual - Map Editor - Objectives

Go To Position Objective

This objective completes when all units matching the filters are inside this area (If the unit count doesn't match the position count all units that fit need to be in there)

- **Go To Position** Use the pencil to activate a brush to draw the area for this objective
- **Quest Marker Area** Defines the area where the camera moves to when you use show objective from the quest log. If there are multiple disconnected areas you can click on the quest log multiple times to visit each area.
 - Use the **Stamp** to copy all position already set in **Go To Position**.
 - Use the **Pencil** to activate a brush to define where the quest marker area should be.
- **Only Permanent Units** Should only units which don't have the **Mercenary** flag be permitted to count towards this objective
- **Only Spawn Identifier** Only units which have the given spawn identifier (from a spawnzone or spawnpoint) count towards this objective.
- **Unit Tags** Only units with any of the specified tags count towards this objective
- **Active Marker** Places the given marker on each **Go To Position** tile when this objective is active. (e.g. Visual Flags shown for end zones)
- **Make Area Known** make this area known (at least greyed out instead of invisible in fog of war) when this objective becomes active
- **Ignore Units That Cannot Trigger** Don't count units which have the **Cannot Trigger** promotion