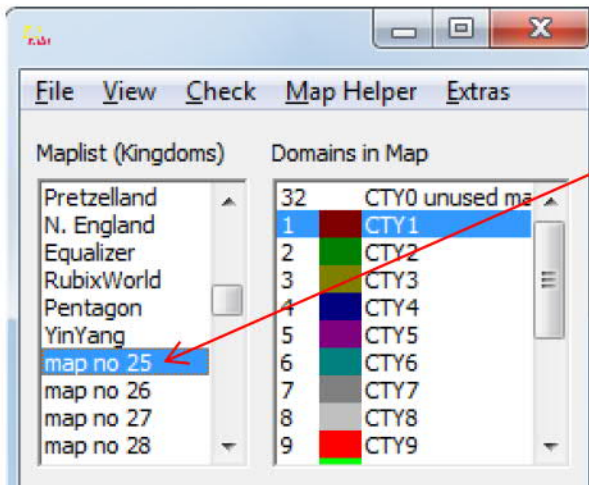


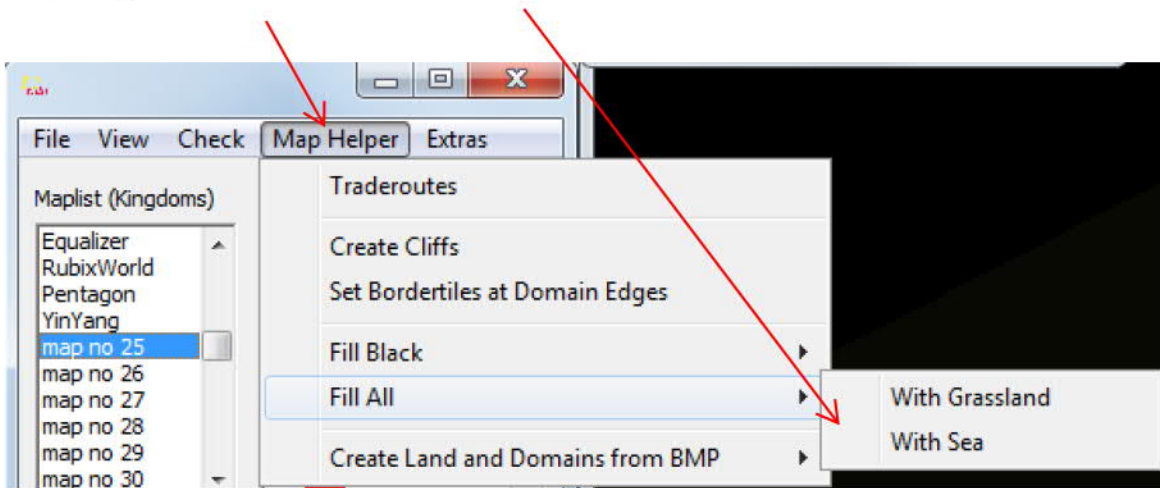
Quickstart Guide



To start your own map you will want to scroll down to an empty map and select it.

All the other windows will appear black, because there is nothing created yet.

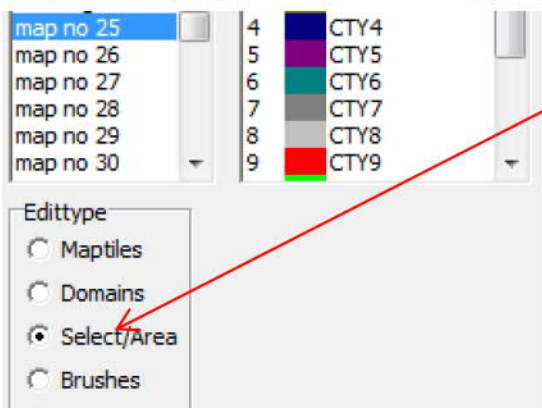
Maps are most often islands, so to get a general look at the map we can work with select the **Map Helper-> Fill All -> With Sea**



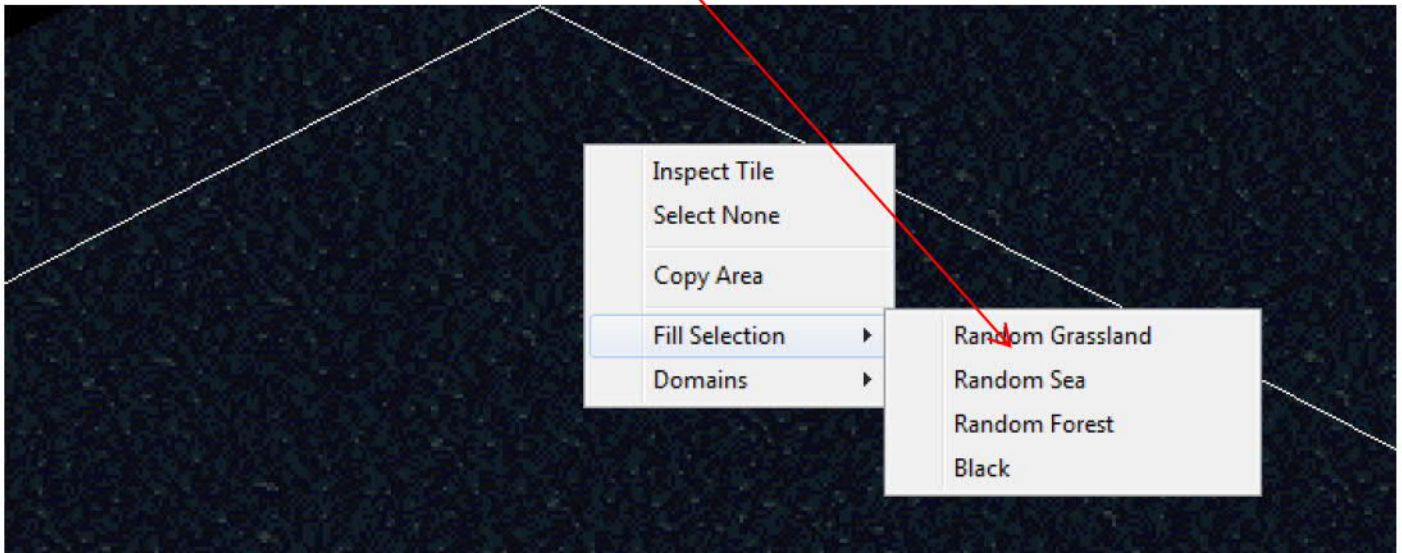
Now we have an entire map made of ocean. The Minimap will still be black because we have no domains set.

To create some landmass we need to move to the large map filled with sea. You can scroll the map with the arrow keys.

To get a larger piece of landmass you can use the **Select/Area** Tool:

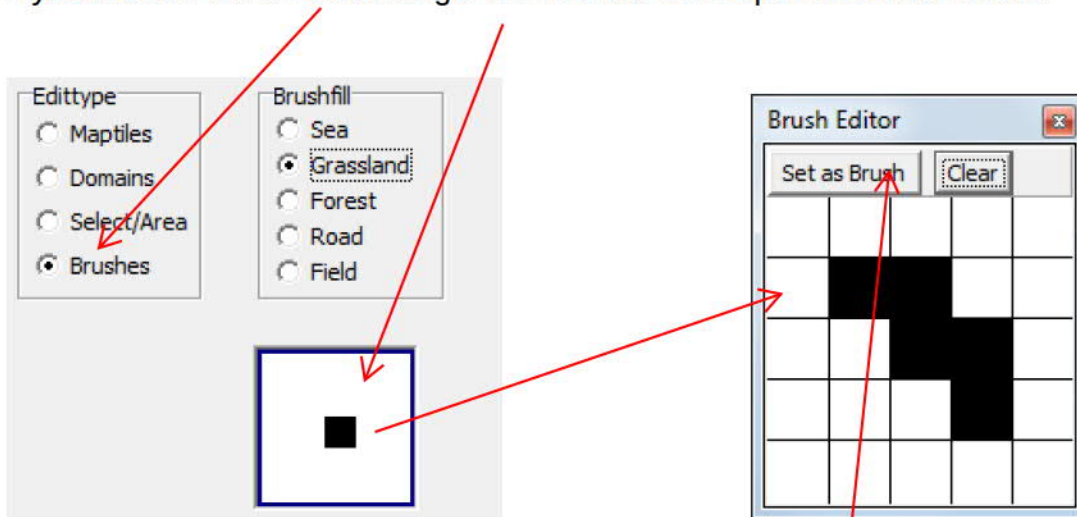


With this tool you can select a rectangular area. The right click menu will offer some options for the selection. Use **Random Grassland** to draw some land over the sea.



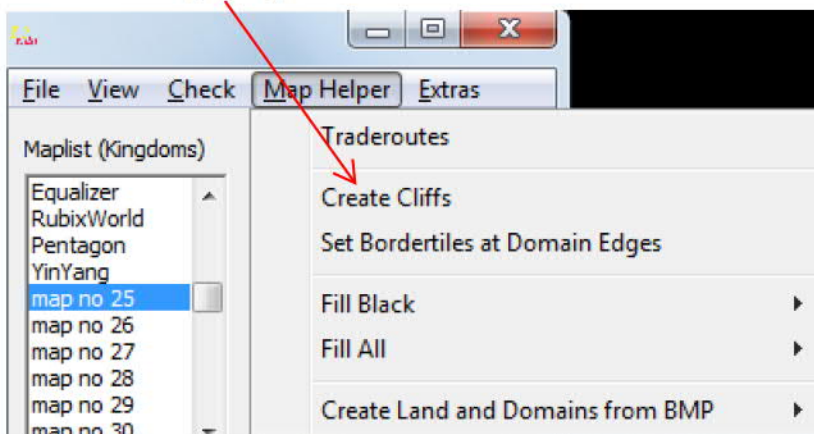
You can also use the **Brush Tool**.

If you click on the white rectangle with the dot it will open the brush editor.



In the Brush Editor you can create a mask for the tiles you want to place. Use right-click to mark a square and left-click to unmark a square. When you are satisfied, click on **Set as Brush**. Now you can paint with it on the map.

If you do not like how flat the grassland on the sea looks you can use the Cliff Creation tool from **Map Helper ->Create Cliffs**



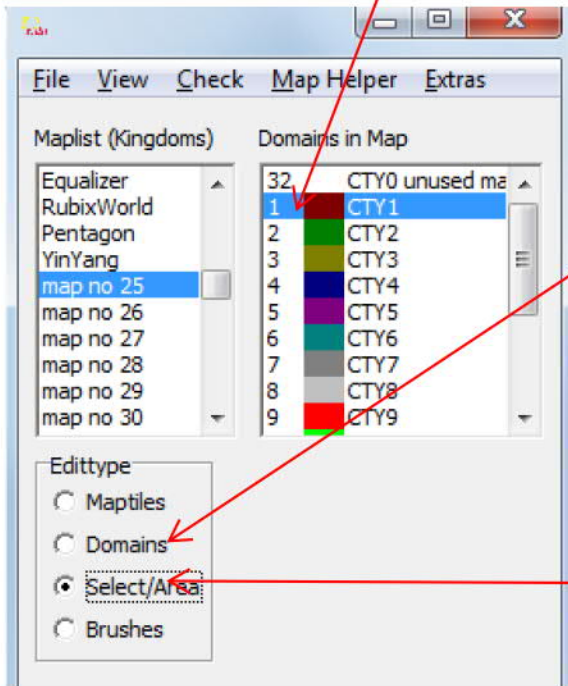
This tool will try to place proper cliff tiles where your land meets the sea.

You can use it again each time you have made changes to your landmass

Create some more land so there is enough space for a few areas.

Now would be a time to decide which part of the land will belong to which domain/county. To see what domains the area belongs to, switch to **View->Domain** Mode. It will still show the map but with an overlay of numbers for the domain that it belongs to. At the moment it will look the same because we have not defined any domains.

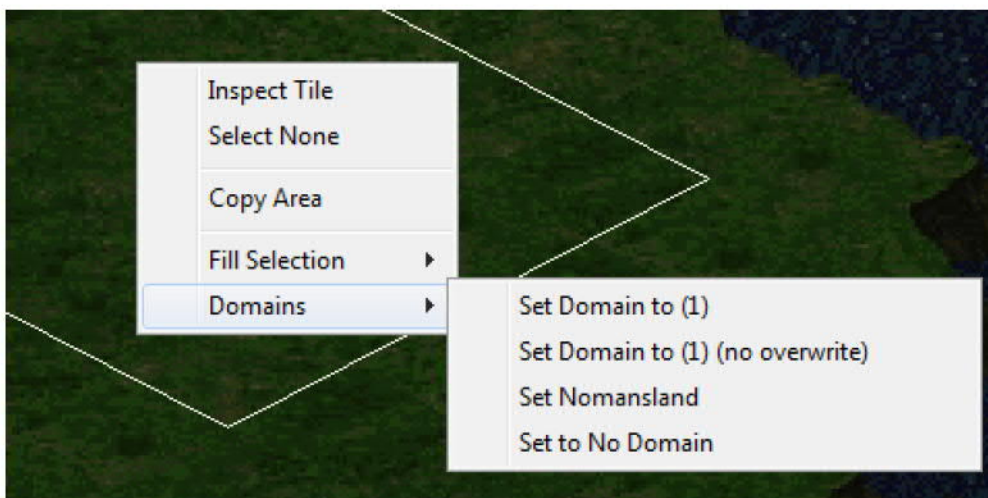
Select the domain numbered 1 from the list (the first, numbered 32, is reserved for nomansland - the area of land on the map that does not belong to any playable domain).



For details us the **Domain** tool.
You will only set one tile at a time in this mode.

To set larger areas to a domain, use the **Select/Area Tool**.

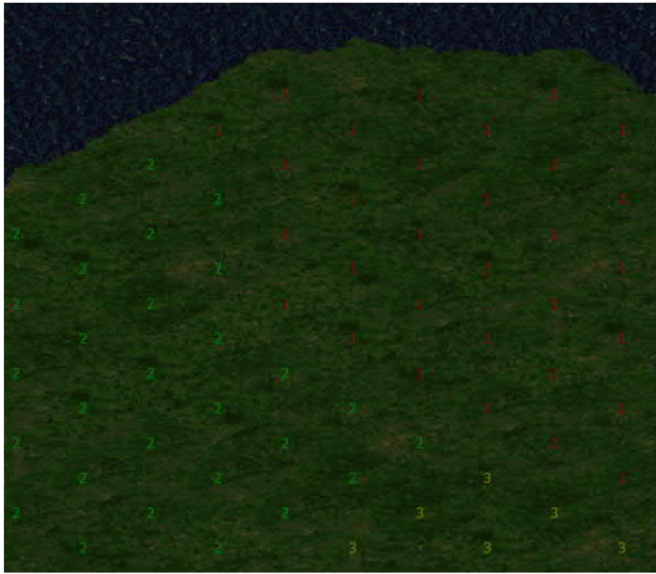
With the Selection Tool, select an area and use the right-click menu. **Set Domain to (#)** will set the area to the selected domain. (The no overwrite version means it will not overwrite an already placed domain. This is useful if you have already fleshed out an area and want to quickly set the domain for an adjoining area.



Go and create at least two domains.

After you have created some domains, try out the **Map Helper -> Set Bordertiles at Domain Edges** tool. This will place the corresponding tiles with borderstones for you. You can always use it again after you have changed something.

Before

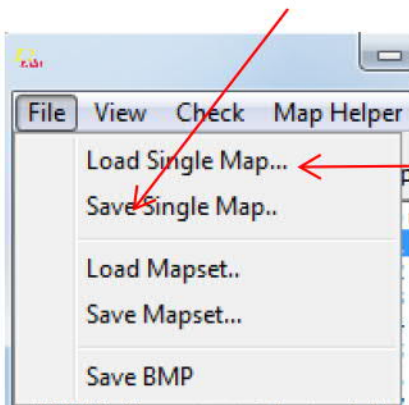


After



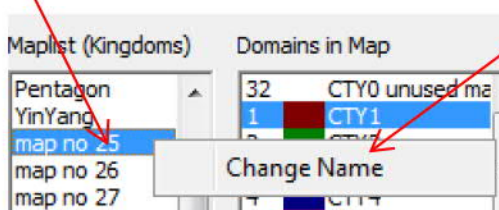
Before going on you might want to save your creation once. The editor has no undo function (and might still have some bugs), so it is best to save often.

Go to File -> **Save Single Map**, then select the directory and filename.



With Load Single Map you can load this file again. It will be loaded into the currently selected mapslot from the left list.

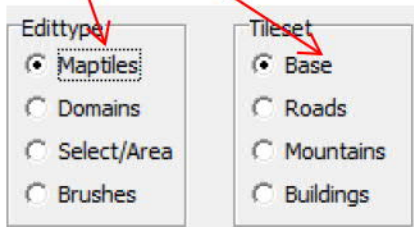
You can also give your map a name, so it is easier to recognize where you placed it. Right-click on the maplist and select **Change Name**. (A map name can be 11 characters long).



You can of course also change the names of domains in the right list in the same way. (Domain names can be 20 characters long).

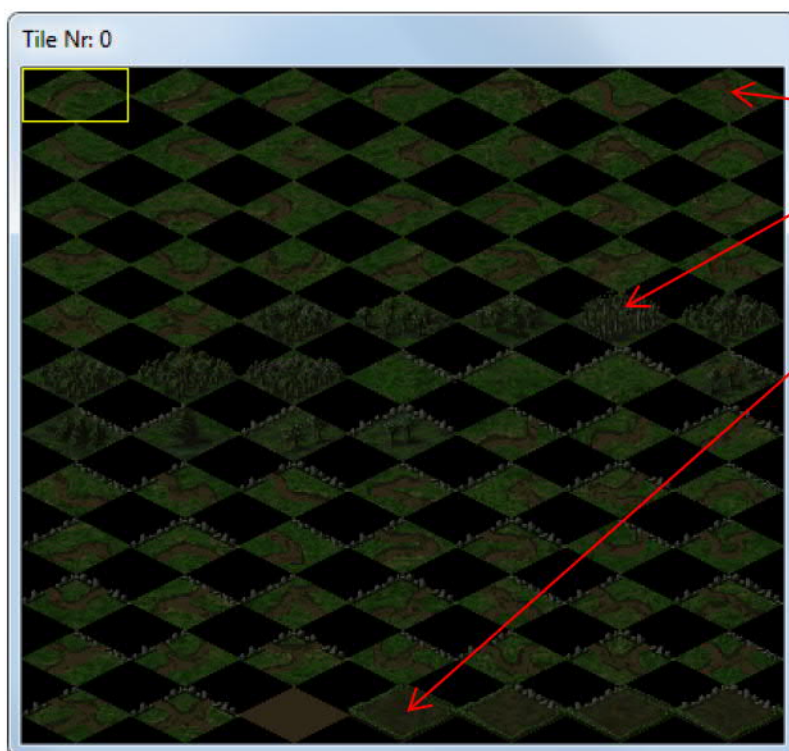
Now might be the time to make the map more interesting by placing some forests and mountains. For forests, roads and fields it is probably easiest to use the Brush Tool. (Roads can also be created with the Select Tool, but only if the selection is just one tile wide). The tools will try to connect adjoining roads automatically.

If you want to go into more detail, or want to start placing mountains and buildings, you need to go to the **Maptiles** selection. In it you can find the single tiles that the map is made of. There are four sets to choose from.



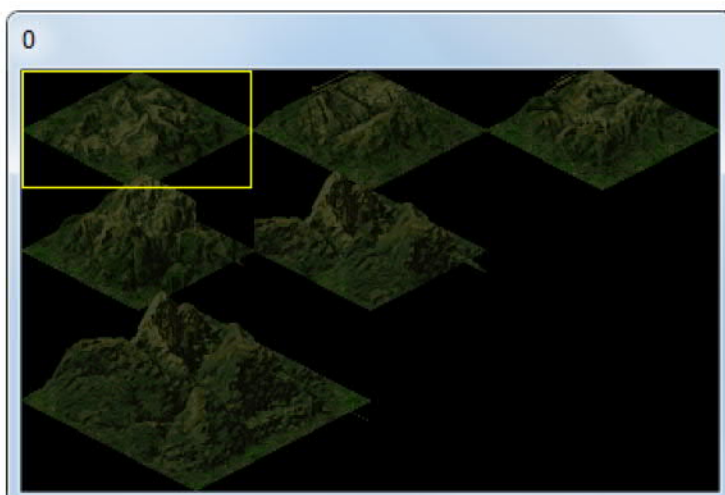
The Base tileset has grassland, sea and cliff tiles. You will probably not use it to place single tiles most of the time as the other tools make it a lot easier.

Roads



The Roads tileset includes roads, forest, all tiles with borderstones and fields (farm land)

Mountains

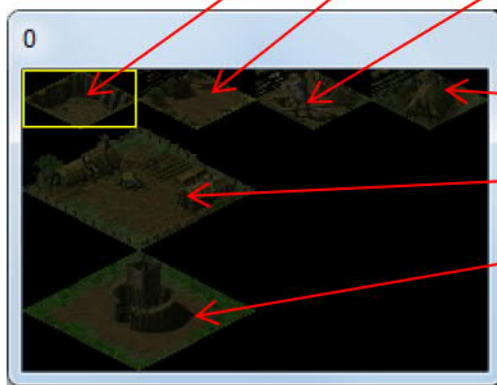


The mountains tileset has a few different mountains. (Mountains can be partially stacked over each other if you start from the top to place them)

Buildings

In the Buildings tileset you will find:

Resources (Quarry, Woodcutter, Mine)



And other buildings:

Village

Town

Castle (the castle is of course a placeholder, as the type of castle is determined ingame)

There are some rules for creating a map:

Each domain (except 32 of course) needs:

1 Castle

1 Town (with access to at least one traderoute)

4 Villages

1 or 2 resources (any more than 2 will not work)

some fields (farm land) - the usual number would be around 8-14

at least one free grassland so that the game can place the blacksmith (done automatically)

Finally you need to set at least two starting positions.

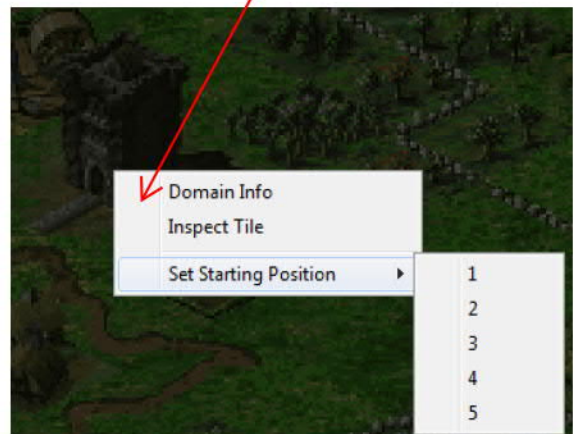
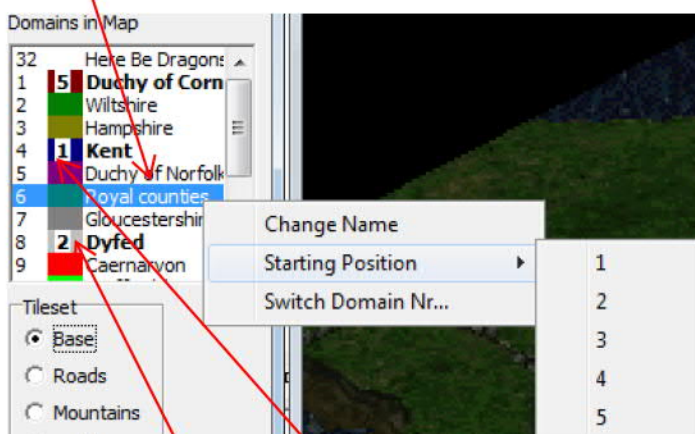
There is a way to check if all domains are created according to these rules:

Try **Check->Check Map for errors**.

This option will do the counting for you. It will warn if not all starting positions are set, but the minimum is two.

(The other check option is only for visual details. If cows are used on fields above some buildings they will clip into them which looks really bad on mines for example).

You can set **starting positions** in two ways: Either by right-clicking on a castle on your map and selecting a starting position from the menu, or by right clicking on the domain list and selecting from there.



You can see which domain has starting positions set by this number to their left.

Traderoutes

There are **six traders** that can appear on a map and at least one is needed.

Their traderoutes are defined by the towns they visit.

Each town can have a maximum of **three traderoutes** that explicitly stop there (which means the trader will stop at the town even if he could have moved further. Traders can move 10 tiles per turn, so they may also be in a domain not on their traderoute, but they will not make a point of stopping there.

There are multiple ways of setting a traderoute. You can place a traderoute by right-clicking on a town and selecting the trader you want to visit there. (In the View menu you can choose to have the numbers of the traders shown over the town)

Map Helper -> Traderoutes will open a new window with a small map as an overview. You can also set traderoutes in this window by selecting the trader on the left and placing a stop for his traderoute by right-clicking on a town on the map. Left-clicking will remove the trader from a town.

The selected trader/traderoute



After you have chosen traderoutes for your towns, the map is almost ready.

The game itself still needs some internal maps, but there is a tool for that as well. Go to **Extras->Create and Set all Submaps**

This will create the necessary internal maps from the map you have created. (e.g. the Minimap on the upper right in the game). You will need to use this again after you have made greater changes to landmass or domains.

There are options to change some of these as well if you don't like how they turn out, but for the first map you probably just want them created for you.

Getting the Map into the Game

Before you change the map files for the game you might want to backup the original versions. The files that are changed by saving the Mapset or importing a map are.

In the Lords2 directory:

L2_MAPS.DAT

L2.ENG

In the Subdirectory **PL8**

MAPS01.PL8 - MAPS06.PL8

MAPS11.PL8 - MAPS15.PL8

Now you should be ready to try your map out in the game.

There are two ways to do that: You can save the 'Mapset' directly from the editor. For that you go to **File->Save Mapset** and choose the Lords directory.

You can also use the **Map Importer (L2MapImport.exe)**, which will import a Single Map (.l2map file) into the game. The importer is probably the safer option, as saving from the editor will also save accidental changes to other maps.

Then you can go into the game and start your map.

If you imported the map into one of the empty slots (starting at 25) you will see the names of some empty maps as well, but these cannot be started (they either don't react or will return you to the main menu).