

Fonline Mapper Manual

Hello and welcome to the FOnline Mapper guide. You will learn about its structure and layout, and hopefully, it will help you start creating maps of your own.

So, let's start from the beginning, with the mapper's interface. Please, launch mapper.exe



1. Map window. You can see the map itself here.
2. Console. Used for system commands input.
3. Bookmarks for objects used in your map. Categorized by type.
4. Object visibility panel.
5. Additional buttons.
6. Object selection on/off buttons.
7. Object selection field. Also used for information output.

Additionally, there is a special object edit panel, appearing when you place any object. It will be explained further down this guide.

OK, now, let's make things clear. We will review every single point of those stated above.

Console.

The console can be opened and closed by pressing the Enter button.

To create a new map, please type « ! » in the console.

To load a map, please type « ~[map_name] ». For example, ~denbus_large.

To save a map, « ^[map_name] » is used, as in: ^replicator .

To unload a map from the mapper, type « # ».

Bookmarks

Select one of the bookmarks. All objects of the selected category will appear in the object selection field.

What types do we have? Well, here they are:



Arm – Armor

Drg – Drugs, stimpaks, alcohol – all items that affect the player’s stats.

Wpn – Weapons. All kinds of weapons.

Amm – Ammunition.

Msc – Quest objects and explosives.

Msc2 – Quest objects and cars.

Key – Keys

Cont – Containers and all things capable of storing items inside them (Yes, including corpses).

Dor – Doors, and all things capable of temporarily blocking player movement.

Grd – Ladders, location-transfer and exit grids.

Gen – Landscape and interior objects, which cannot be interacted with by the player.

Wall - Walls.

Tile – Floor and ceiling.

Crit – Critter blueprints.

Object Visibility Panel



Tabs highlighted with white borders means that their corresponding category is visible to you. Those turned off are rendered invisible (at the current moment).

For example, roofs are invisible in this picture.

Additional buttons

Fast – Select most frequently used objects

Ign - Ignore. Objects selected are ignored on this map.

Inv – Inventory. View the inventory of a selected critter or container.

Lst – List of loaded maps. You can switch between them.

Object selection on/off buttons



The object selection panel allows you to choose which objects will be selected on mass selection, and which won’t.

For mass selection, you must press the left mouse button, hold it, and move to your desired location.

Pressing the Tab button will change selection type - from a square formation to a diamond formation.

To add something to your selection, hold the Ctrl button .

To edit a parameter in your group of selected objects, enable the «To all» function in the «object edition» panel.

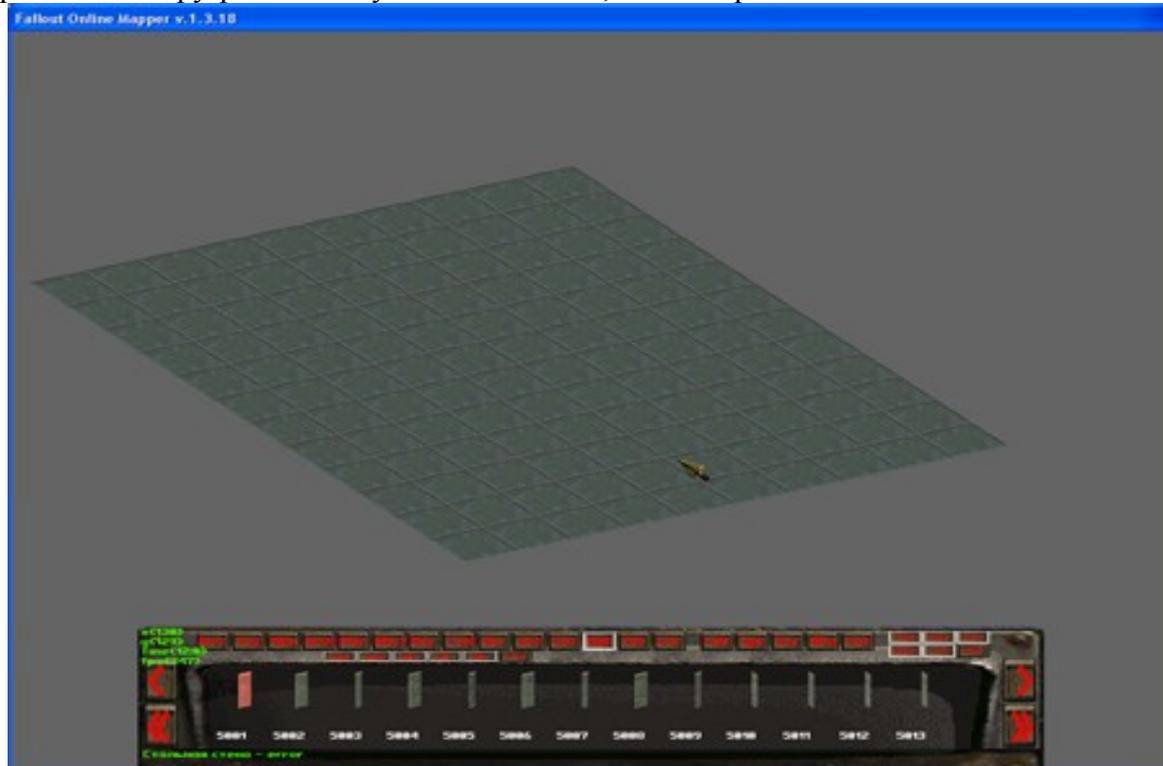
Creating a first map.

Alright, we are now ready for the action.

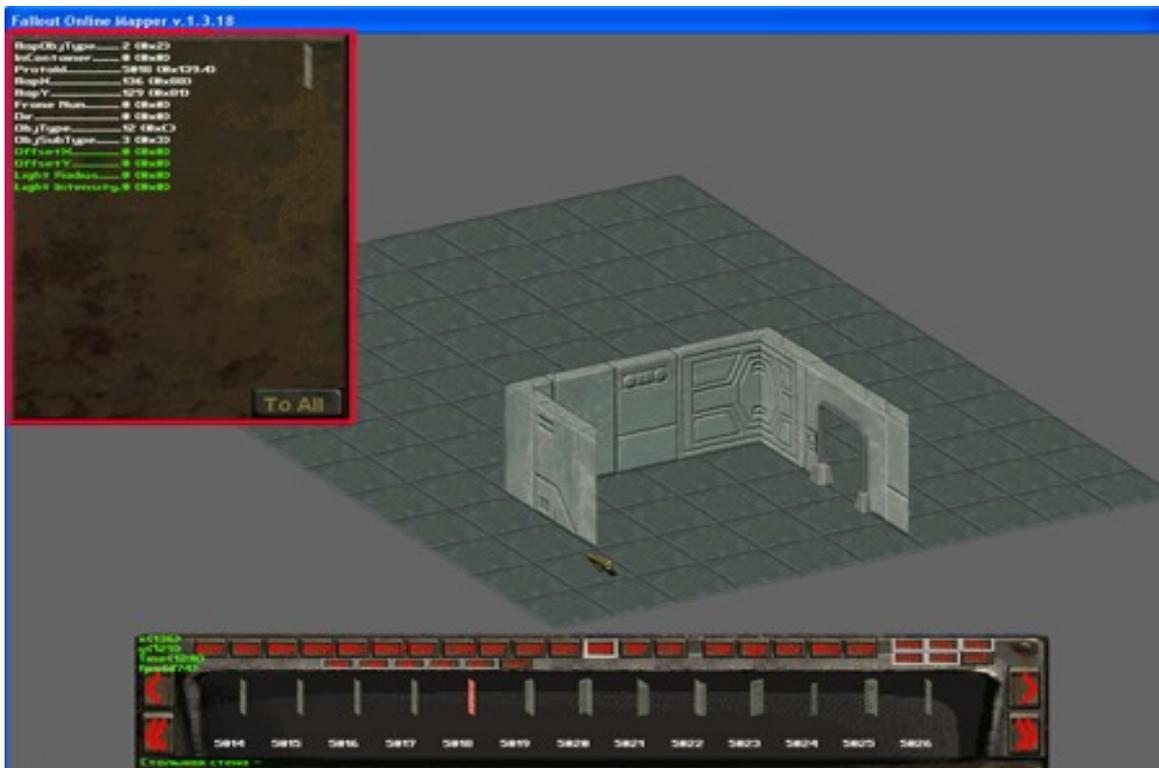
We will try to create a test map, so press Enter and type “!”



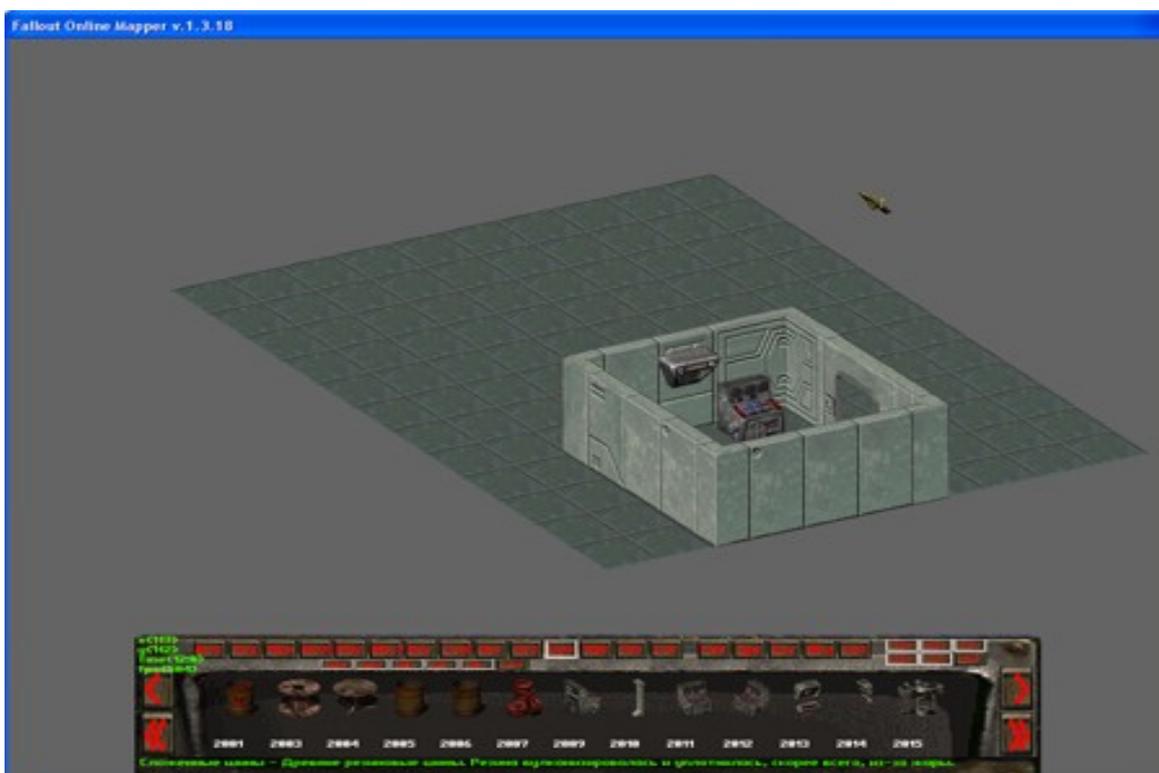
We will see something like this. Now, select the «Tile» bookmark, and select some tiles. Press the left mouse button on the tile icon, then the right mouse button anywhere on the map field. Remember that it is possible to copy-paste tiles by standard Ctrl+C, Ctrl+V operations.



Form something like this. Now, let's place walls. Press the «Wall» bookmark, and place some walls just as you did with the tiles. Remember that you will have to alternate long wall with short wall patterns.



Try to build a construction such as this as seen on this screenshot. Every time you place a wall, you will see a properties window (highlighted by a red border). You can close it by pressing left mouse button anywhere in your map. You can delete it with F9, too, but this is not recommended. Anyway, you will barely need to make any changes in wall properties. Place a few more walls, then switch to Gen and place some ventilation and a computer terminal.



Done? Great, now let's make a door. In « Dor » choose the door you like and place it in the passageway. A «Settings» window will appear. Let's review the most important fields in that window:



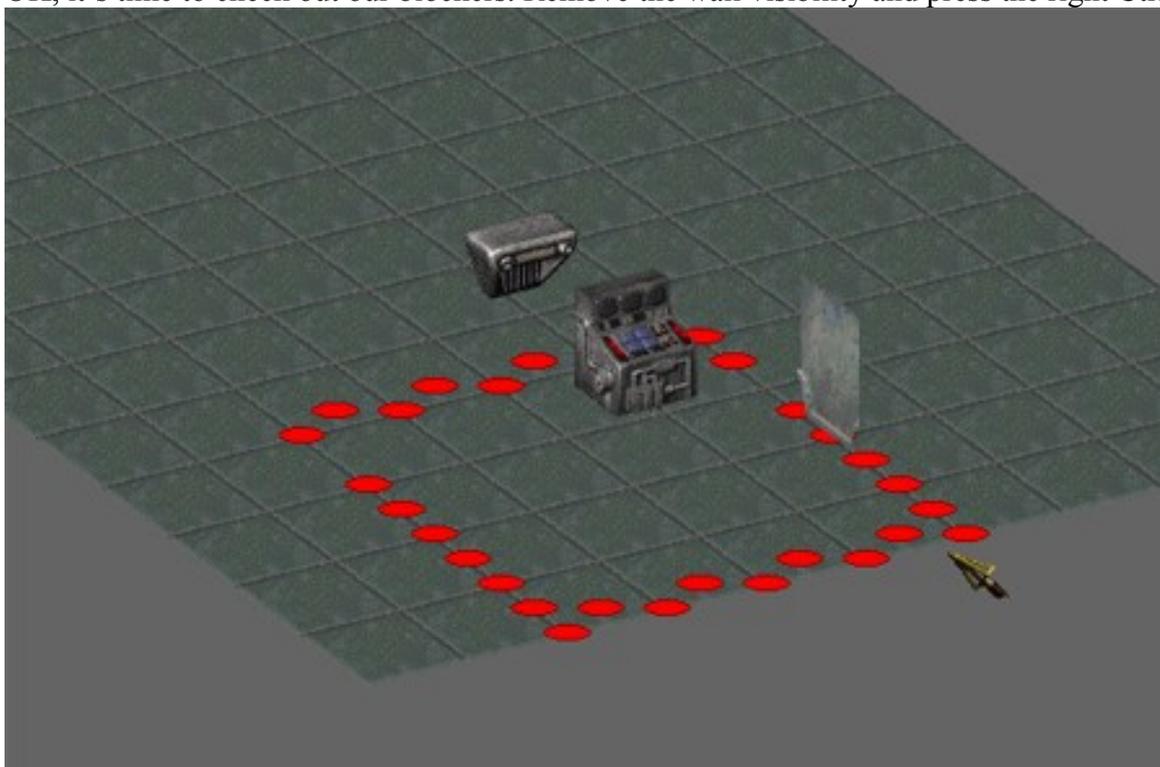
DoorId – this state is correspondent to the key number you will need to close/open the door in case it is locked.

If you want to give a number to some lock, contact the administration, please. They will give you a non-occupied number.

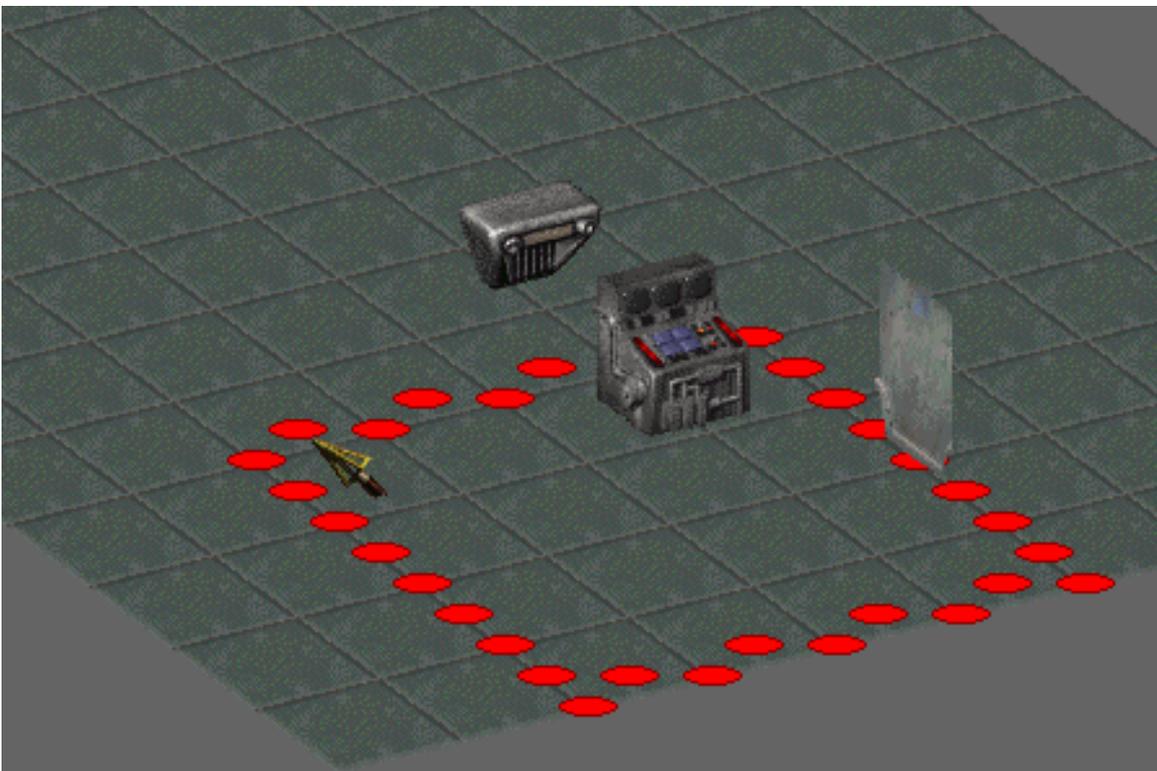
Complexity – The rate of, well, complexity on our lock. The maximum level is 95.

With default settings (DoorId=0) everybody can open the door, and no key is required.

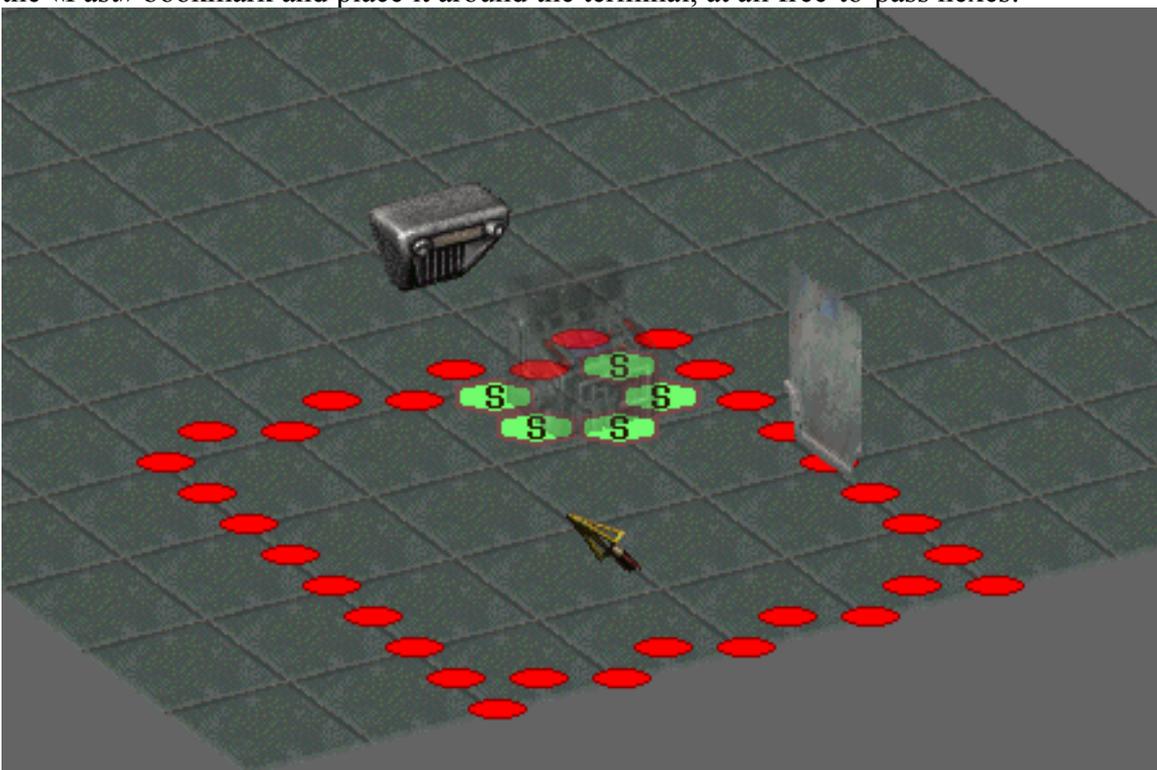
OK, it's time to check out our blockers. Remove the wall visibility and press the right Ctrl key.



As you can see, some hexes can still be walked through. That's because the object blocking setting spreads for only 1 hex. To make our room really isolated, choose the green hex with the W letter in the «Fast» bookmark and paint it over the walkable hexes.



Nobody is allowed to enter our room now. But don't forget that blocking is needed not only for walls, but for gen-objects(in our case, it's the computer terminal) too. Choose a bright-green hex with the S letter in the «Fast» bookmark and place it around the terminal, at all free-to-pass hexes:



The S blockers can be exposed to fire, unlike the W.

Now we can place some critters around our room.
For example, soldiers with Combat Armor.



When you select a critter, the inventory bookmark will open automatically. To add some items, click on your desired bookmark (Wpn, for example), and select some weapon while holding ALT. It will be added to the critter's inventory.

Also, a critter options window will appear.

ProtoId – NPC prototype number. All his stats and armor values are here.

DialogId – Dialog # number.

AiPacket - Information about the NPC's artificial intelligence, it is placed in AI.TXT. If 0, all info will be selected from the NPC's blueprint.

ScriptId – Script number, if any.

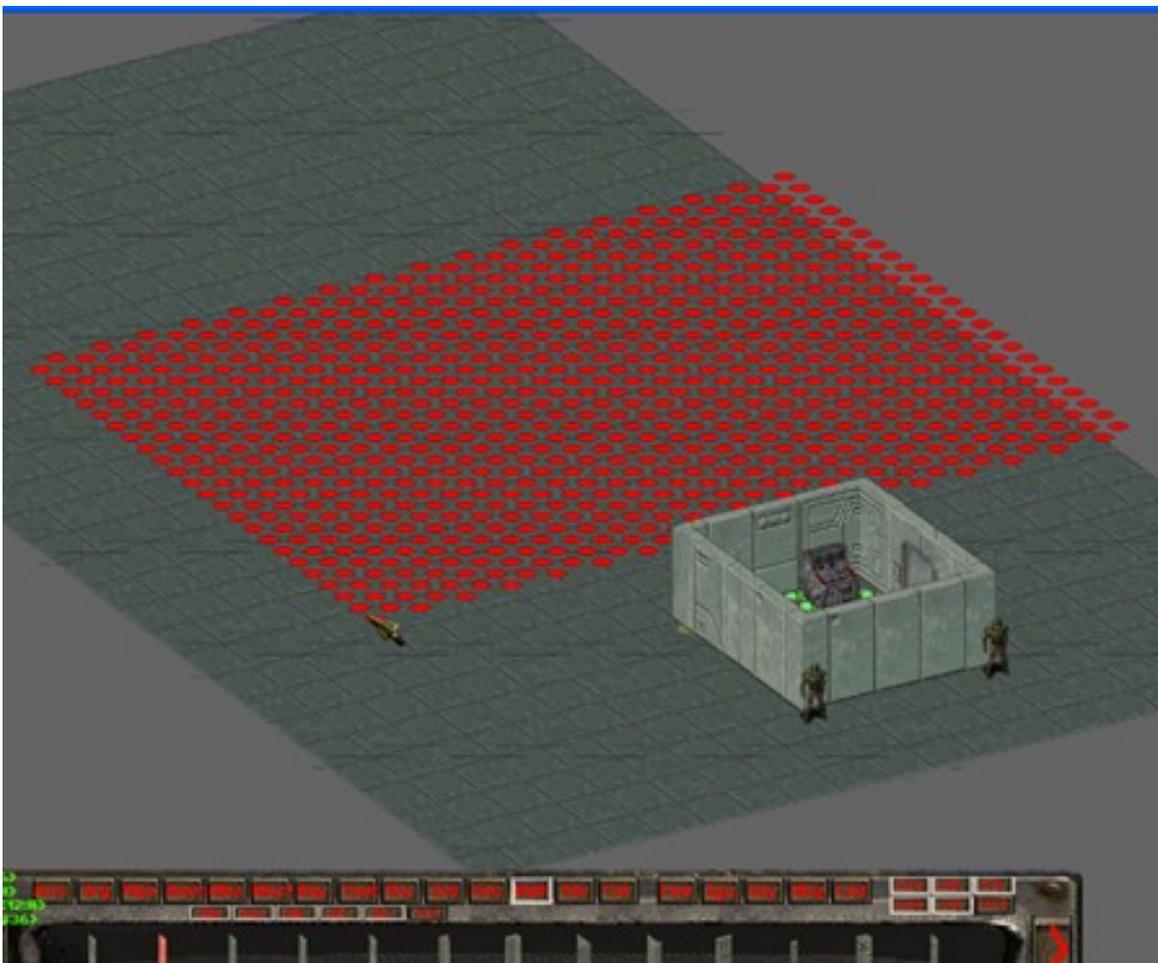
Cond и CondExt – Critter's default conditions, from _defines.fos.

IsMob – Is that NPC related to mobs (encounters)? If so, it will always attack our player, and it's field-of-view will be doubled.

BagId –NPC's inventory.

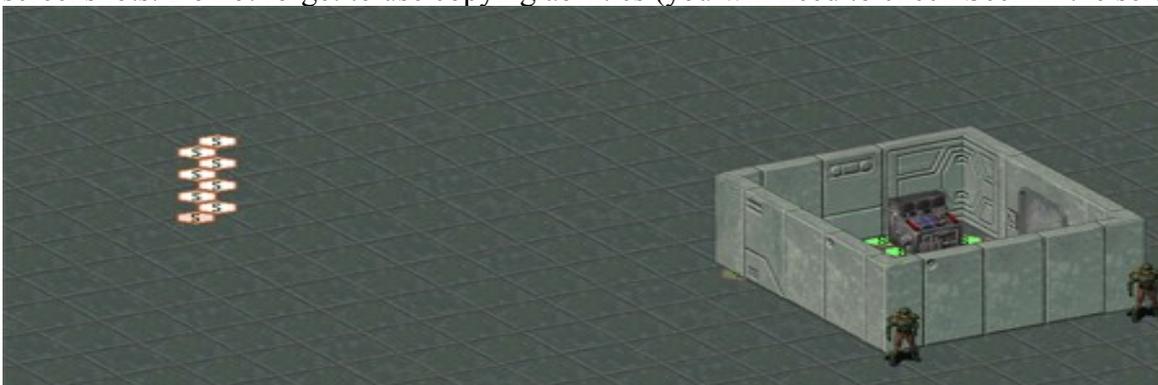
TeamId – NPC's command. Values can be found in Teams.txt. New commands can be created only after coordination between you and the administration.

Now, let's make a final creation of the floor.



Switch the selection mode by pressing Tab, check the Tile on the selection panel, and copy-paste your tiles on the entire map.

It is time to put some screenblockers, so that the player won't be able to scroll further than where the map ends. Select the white hex with the S letter in the Fast bookmark and place them in order as seen on the screenshots. Do not forget to use copying abilities (you will need to check Scen in the selection settings).



Having placed all the blockers, you should now add two more things - an entrance point, and select all exit points.

Special exit points:

0 - Default.

1 to 200 – Can be used.

241 – Start position on maps with no_log_off flag.

242 - Replication.

243 - Cars.

244 – Critters entering the area from cars.

245 – Big cars.

Every map must have one Scen and one Wall object. On desert maps you can place it far behind scroll-blockers to avoid having to use them.

Now, you are ready to be a mapper! Have fun!