

# 1. American Conquest Editor

Use the from Cossacks known and further extended editor included to create your own maps.

## 1.1. Editor Interface

Firstly you should become accustomed to the interface of the editor you are going to create maps with. In the left part of the screen you will see a bar with a set of buttons (this is called the left toolbar).

The upper buttons enable you to switch between various editor modes (editing the surface of water, trees etc.). The  button allows you to deactivate any of these modes. If none of the modes is active, you can control units, attack enemies, construct buildings, etc. in the editor the same as you would in the game.

In the lower part of the left toolbar are a set of buttons which allow you to access various menus or switch between the editor modes.

In the right part of the screen is a bar with a number of coloured rectangles on it (called the right toolbar). This is where information regarding the editor modes is displayed.



1. Left toolbar
2. Selected mode highlighted by yellow frame
3. Right toolbar
4. Upper scrollbar (defines brush radius in water editing mode)
5. Lower scrollbar (defines coast width in water editing mode)
6. Select nation's colour here
7. Brush radius (indicates the size of the area which will experience changes)
8. Coast width indicator (for water editing mode)
9. Mini-map

Using the F12 key, you can access the Main Menu of the editor, where you can save or load a map, change game settings, or return to the Main Menu of the game. Pressing F11 will let you take a screenshot, which will be saved as screenX.bmp (where X is the screenshot's number; this will increase if you take several screenshots).

## 1.2. Creating Landscapes

Naturally, the first stage of making a map is to create a landscape. Decide where to place mountains, plateaus or hills, and where to have vast seas or rivers winding their way through the scenery. (To make this part easier, you can sketch your future map on paper

first.) When you have finished this part, click on the  button in the editor interface. This will open a relief generation window where you can add basic landscape elements to your map.



Note that left-clicking adds a relief to the map while right-clicking removes it.

Clicking on the  button will enable you to add hills to your map. These are marked white on the map. The  button activates the water editing mode. (Water is marked blue.)

The  button allows you to apply slopes to the map. Slopes are mostly added to the edges of white areas, as they create a path of ascent for your units to reach a plateau on your map. Slopes are depicted red. Using the upper scrollbar you can change the size of the brush in any of these modes.

You can use the  button to add forests. These are represented by green specks on your map. The lower scrollbar enables you to choose how dense you want your forests to be.

Clicking on the  button changes the height of the hills generated. Point your cursor at a hill and hold down the right mouse button. The white area underneath your cursor will become darker. The darker the colour, the lower the hill. The lower scrollbar in this mode alters the radius of the dark area.

The  button allows you to undo any changes you have made. Click on **Save Bitmap** to save images created in this way. To load a previously created image, click on the **Load Bitmap** button. Click **Generate** to create a map based on your image.

**Note:** Generating this map will delete all objects previously located on the map. If you do not want to create a map, click the **Cancel** button.

### 1.3. Relief Editing

Now that the basic landscape elements have been created, it is high time to change the map relief. Using the editor tools, you can create steep mountains or slanting hills, small ravines or fathomless pits.

The  button activates the altitude changing mode. Point your cursor at a map area you want to change the height of. Press the left mouse button to raise an area or the right button to lower it. Holding down a mouse button and smoothly moving the cursor across the scenery creates a mountain ridge or a ravine. On the panel in the right part of the screen is a scrollbar you can use to change the size of the brush.

Another altitude changing mode can be activated by clicking the  button. The difference between this and the previous mode is that this one creates an elevation with a flat summit.

The  button activates the area levelling mode. Point your mouse cursor at the map area you want to level, and press the left mouse button. The whole area under your brush will be transformed into a plain equalling the central point in height. In this mode, you can use the right mouse button to add random irregularities to the landscape. Press the right mouse button to see the area of the map under your brush gradually be covered by small elevations and slopes.

The smoothing mode turned on using the  button gives the area a more natural appearance. Smoothing allows you to get rid of sharp angles and lessen slopes that are too steep. Point your mouse cursor at an area you want to smooth and left-click. The area under the brush is gradually smoothed. Pressing the right button in this mode creates ledges on mountain slopes.

The  button activates the relief area editing mode. Left-click on the edge of the area you want to change. A yellow line will expand as you move the mouse cursor away from the place where you clicked. By left-clicking you can encircle the area you want to select with the yellow line. To end the selection of a map area, close the polygon or click with the right mouse button. An action selection menu will appear on the screen:

- Cubic - Create a slanting hill in the area within the yellow line. You can specify its height in the lower menu string.
- Squad - Create a steep hill in the area within the yellow line. You can specify its height in the lower menu string.
- Smooth - Smoothen the area within the yellow line.
- Road1, Road2, Road3 - Draw one of three types of road along the yellow line.



You can make use of one more handy instrument for relief editing by clicking on the  button. A screen showing the altitude map of the area (green - lowlands, yellow-brown - hills, brown-grey - mountains) will pop up on the screen. A set of scrollbars allows you to regulate the parameters of the elevations generated:



Height of Eminence - the height of the eminence  
 Radius of Eminence - hills' radius  
 Width of Crossing - the length of the slope  
 Number of Jags - the number of ledges  
 Depth of Jags - ledges' length  
 Phase of Jags - the phase of ledges  
 The lower buttons are divided into several groups:

Type of Jag - the type of slope. You can select one of the types of slopes available:



- regular



- concave



- convex



- tapering



- uneven

Pressure Type - the method of surface decline



- sharp eminence



- smooth



- smooth incline



- smooth decline

Brush – select hill type



- smooth



- with ledges

Height



- measure altitude of the area under cursor

Having made the settings needed, left-click on the changed map area. You will see the colour of the map change under your cursor. Using your cursor like a brush, you can create mountain ranges or oblong hills. Click the **Generate** button to apply all the changes you have made to the map. You can optimise the map surface using the **Smooth Hills** button. In this case, the rear boundaries of all mountains and hills will be smoothed to allow faster work with the map in future. Select **Cancel** if you want to undo all the changes you have made.

#### 1.4. Water Editing

If you want to change the generated water surfaces or create new reservoirs manually, you can use the water editing buttons.

Clicking on the  button activates the water drawing mode. Two scrollbars will appear in the right toolbar. Using the upper one, you can change the size of the brush, while the lower one allows you to adjust the width of the surface line. Left-click to fill the area under your brush with water.

Make sure the area you are filling with water is even and not above the zero line to avoid flooding.

Click on  to remove water. In this mode, the water will be removed from the area under your brush if you left-click with your mouse.

Manually created water zones have a somewhat unnatural look due to the absence of sunlight glistening on them. The brightness and size of light spots can be adjusted using the scrollbar in the right toolbar. Left-click on the surface of the water to create a reflection centred on the position your cursor is pointing at.

You can delete glints in the water darkening mode, which is activated by clicking on the  button. In this mode, a left-click will delete any water glints under the mouse cursor. You can adjust the size of the area darkened with the scrollbar in the right toolbar.

If you need to create reservoirs or rivers with intensive current, you can use the current editing mode. Click on the  button. You will see lilac grid pop up on the screen. Each section of the grid allows you to specify the direction of the current. Select one of the sections above the water surface and left-click inside it, at the point you want the water to flow towards. An arrow will appear in the middle of the selected section, pointing in the direction you specified. Clicking with the left mouse button lets you move the arrow in any direction. By right-clicking you can delete the current arrow in the section needed.

**Note:** Currents can be set not only for the sea, but for other water structures as well.



1. Set currents as displayed above.

## 1.5. Applying Textures

Now that you have placed water and eminences, it's time to cover the land with various sorts of territories. Let grass green thrive in valleys, stones cover mountain slopes, and sand lie on the steps. A realistic set of textures allows you to create the world as you like.

Click the  button to activate the texture mode. In the lower part of the right toolbar a set of various applicable textures appears. The editor allows you to use a blend of different textures, randomly applied from the set indicated.

In order to cover an area with a texture, left-click on the texture you want to use (this frames it). Then left-click on the map area to paint the surface under your brush with the texture selected. With the scrollbar located in the right toolbar you can change the size of the brush. If you want to attain a mix of textures, you can select several by clicking on them while holding down the Ctrl button. Numbers will appear in windows of the corresponding textures. These numbers signify the probability of this texture appearing during the filling process. By clicking on a texture with the left mouse button, you can increase the probability of its appearing. Alternatively, you can use the right mouse button to decrease the probability. Having set the required number of textures, fill the area needed by left-clicking. To preserve your sets of textures, find the special **Texture**

**Set** list. If you are considering using the set of textures created again at a later date, select a **Texture Set** with any number and assign it to your set. You can now always select this set of textures from the list.

Selective texturing settings will allow you to quickly fill the required areas with textures. Setting minimal and maximal altitudes enables you to cover all the map areas whose altitude matches the framework set with textures (for instance, mountain peaks), while the other parts of the map will not have this texture applied to them. By setting corners of filling, you can cover slopes and areas alike with certain textures.

If you need to fill an area of a complex shape with a texture, hold down the Shift key while you left-click. The cursor will be followed by a line which you must use to encircle the area you want to fill. Clicking with your left mouse button without holding down the Shift key will fill the selected map area.

Sometimes elevations can block your view of areas you want to apply textures to. In this

case you can use the flat mode. Clicking on  makes all the mountains on the map flat, so that you can freely texture the map in the areas that were hard to reach so far. A second click on this button will return the map to its initial appearance.



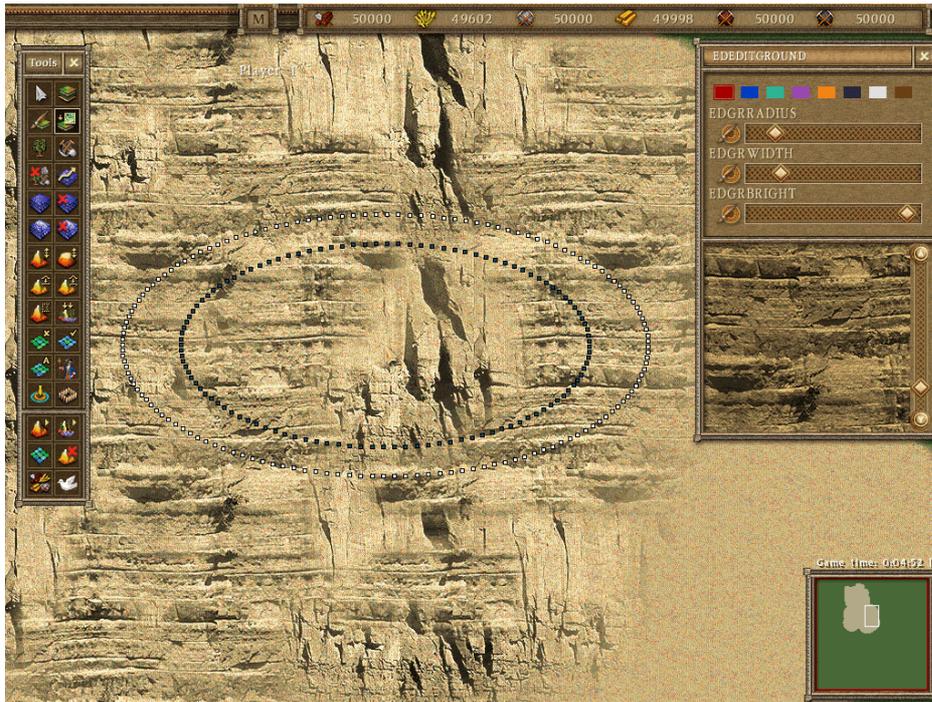
1. Select a combination of textures.
2. Vast deserts are just a matter of several clicks.

### 1.6. Applying patterns.

To provide the landscapes with photorealistic look after a map has been textured, you

can apply patterns to it. To enter the pattern applying mode, press the  button. The currently selected pattern is shown on the right tool panel. To select another pattern, use the scroll bar next to the pattern view.

By left-clicking on the map you paint the area under the cursor with the selected pattern. Clicking with the right mouse button erases all the patterns under the cursor. To change the mouse cursor size, use the upper scroll bar on the right tool panel. The lower scroll bar adjusts the level of pattern edge blurring.



When applying patterns to the map, you can choose the exact section of the pattern you want to have displayed. After that, hold the left mouse button and use the arrow keys on your keyboard to change the pattern under the mouse cursor, "moving" them into the direction pointed by the arrows.

Please note that patterns are applied to the map without taking relief into account, so their application in flat mode will result in incorrect look of the map in relief mode.

### 1.7. Drawing shadows.

You can darken the needed parts of the map using the shadow-drawing tool. To enter

this mode, press the  button. Using the upper scroll bar on the right tool panel, you can set the width of the drawn shadow spot. The lower scroll bar adjusts the shadow intensity. Left-click on the map to draw a shadow with parameters selected in the area under the mouse cursor. Right-clicking in this mode will remove the shadows you drew.

### 1.8. Placing Objects of Nature

Having placed textures you need to add various natural objects to the map. These are the sources of your resources in the game.

Trees can be placed on the map by clicking on . In the lower part of the right toolbar images of various trees will appear. Select a tree you are going to place on the map and left-click on it. If you'd like to put different types of trees on the map, you can select several by holding down the Ctrl key and clicking on them. Thus, the selected trees will be framed. If you want to deselect a tree, click on it with your right mouse button. To place trees on the map, left-click on the respective area. The part of the map under your brush will be filled with the trees selected by you. The size of the brush can be adjusted using the scrollbar in the right toolbar.

Click on the  button to turn on the stone and deposit placing mode. In the lower part of the right toolbar, images of stones and deposits will appear. Select a stone or deposit to place on the map and left-click on it. If you want to place different stones on the map, you can select several of them by clicking on them while holding down the Ctrl key. The

selected stones will be framed. Right-click on a stone or deposit to deselect it. Having picked the required set of stones, place stones on the map by left-clicking on the respective areas. You can adjust the size of your brush using the scrollbar located in the right toolbar.

Note that the game is not designed for massive blocks of stones, which means an excessive number of stones on a map can lead to undesired consequences.



1. Adding stones is child's play.
2. Adding resource deposits is no problem at all.



Click on the  button to turn on the object deleting mode, where you can delete unnecessary trees, stones or deposits. Point the mouse cursor at an object you want to delete and left-click on it. All the natural objects under your brush will be deleted. The size of the brush can be adjusted using the scrollbar located in the right toolbar.

Apart from placing environmental objects, you can make use of the ready-made components. The library contains a multitude of finished landscape items - hills, forests,

mountains, ravines etc. To use a library element, click on the  button. In the lower part of the right toolbar, a list of objects will appear. Click on one of the objects with your left mouse button to see its image in the centre of the map screen. Pick the element you require, select a place on the map where you want it to be set and left-click.

## 1.9. Accessibility Editing

Your map has been created and you can prepare for the game. The accessibility of map areas is a highly important issue for any map, and this section will give you a hint on how

to change map accessibility. First of all, click on the  button, which allows you to adjust the accessibility settings for the map landscape. Thus, you can make inaccessible zones accessible.

The  button turns on the blocking mode. In this mode, left-click with your mouse to make an area under your cursor impassable (it is marked with a red cross).



The  button turns on the unblocking mode. In this mode, left-click to make an area under the cursor passable (it is marked with a green cross). The  button activates the default blocking mode. Left-click with your mouse in this mode to make a map area under your cursor accessible or inaccessible, depending on the relief (deletes red and green crosses).

When editing the accessibility, try to avoid narrow passageways, as units may often become stuck in such places. If a narrow passageway has been created, place flags on either side to make it easier for your units to find their way (the flag is the last element in the list of trees, see section 5). Crosses and flags are for editing only, and will not be displayed during the game.



1. Create inaccessible zones.
2. This indicates the position of the next unit obstacle.

### 1.10. Placing Units, Starting Conditions

Once the accessibility has been set, the map is fully prepared for playing. The only thing left to do is to populate it. In the editor, you can create simple starting conditions for players by allocating a group of peasants to each side, building up towns and fortresses, or placing immense armies.



Click on the  button to turn on the unit placing mode. From the right toolbar, select a colour the created units will belong to. Under the colour bar is a pull-down list of nations you can add to the map. Further below is a list of units and buildings. Select a unit or building you want from the list and click on it with the left mouse button. The selected icon will be framed white. After that, left-click on the map area where you want the object to be placed. If several units are to be set, continue clicking the mouse - each time you click a unit will appear on that spot.



1. Find the available units here.
2. Place units on the map.

If a unit or a building does not appear when you click, make sure you have enough resources for creation (if not, add resources using the 'Money' cheat code). A building may not be placed on the map if there are surface irregularities or objects (stones, trees, other buildings) in the way. In the editor, it is useful to erect buildings with peasants, as in the game itself. You can build walls and palings with peasants only.

If you need to place several units of different colours nearby, you should turn on the peace mode by clicking the  button. If you omit to do this, the units will begin attacking each other. A second click on this button will turn off this mode. Take into account that when loading such a map, the peace mode must be switched on before the map is loaded.

Apart from placing units for each of the opposing sides, initial resources should be set.

The resource setting menu is accessed using the  button. Here you can allocate a set of resources for each side to start the game with. The same sets of resources are given to every side when the map is loaded in the editor.



If you are considering having the AI control one side in the game, ensure the following conditions have been met for this nation:

Place peasants on the map. Their location will serve as a starting point for the AI to begin building up its base.

The starting point should be located in an open area, so that the AI has enough space for building.

There should be wood and stone close to the starting point, and at least one deposit of iron and gold. It is best to place 2 deposits of each kind.

**Note:** The AI develops poorly in enclosed areas. You should also try not to create too narrow passageways on the map. For your AI to work normally you should provide it with a lot of food (about 5000 units).

### 1.11. Hot Keys for Editor

Ctrl + O - display right toolbar

Ctrl+T - display left toolbar

M - toggle mini-map modes

Outline an area and Ctrl + C - create pattern

Ctrl + V - insert pattern

S - switch between forced blocking, default blocking, forced unblocking modes

V - toggle map illumination modes

N - delete an object

G - screenshot of one screen

H - screenshot of the whole map

C - water placing mode (Ctrl + (1-9) - set width of coast)

F2 - texturing mode (hold Ctrl and click on textures to select several)

F3 - surface changing (Num Pad: '/' - level surface; '-' - lower surface; '+' elevate surface; '\*' - smooth surface)

F4 - stone and deposit placing mode

F5 - field placing mode

F6 - relief editing mode

F7 - remove mountains and rivers

F8 - tree editing mode

F7 - set sun glints on water

F8 - remove sun glints on water

1-9 - set a mode/area to implement change within (for all F modes)