Wall Tool

SUMMARY: The Wall Tool is used to place **wallpapers and the solid flooring, walls, and ceiling.** Wallpaper and walls **can only be removed under the 'Wall Tool.'** The 'Wall Tool' will be the tool you will most likely start every mission with. **Walls can be placed by dragging and holding the left mouse button.**

- Each wallpaper is differentiated into two types: one with **Walls,** and one with **Front.** As it says, the **Wall** type will add the corresponding four walls after placing the wallpaper, while the **Front** will not. The Front is used to add graphical depth to a room.
- Walls cannot be moved once placed, only removed

House

SUMMARY: The House tab contains **solid structures** that aren't the standard wall + wallpaper, **doors, elevators, staircases** and **ladders.**

- You can change variables in objects by **Right Clicking** to display the Dropdown Menu
- Staircases MUST be partnered with a matching staircase of the opposite direction either directly above or below. **If not, the game will CRASH!**

Music

SUMMARY: The Music tab places **Music Sources** on the map. The only purpose of **Music Sources** is to dictate when music should be muffled, or full volume. **Each music source is the same as the other – the only difference is aesthetics!**

Enemy

SUMMARY: The Enemy tab places **enemies** on the map! Each enemy has a **set of STATES that can be accessed by right clicking on them.** You can also set **Patrol Distances** via right clicking.

- Shamblers will assign themselves a corresponding head on the map. Always assign a Shambler a head!
- While all enemies can be placed upside-down via right clicking, Vampires should preferably be the only ones
- Many bosses are intended to work in their corresponding scenario – some may behave strangely in strange situations!
- **Cars** are also in the enemy tab. Cars can be loaded up by placing Enemies right on top
  - Cars arrive on **specific objectives.** The objective in which the car arrives can be **changed via right clicking.**

- o Enemies who arrive in cars will always head towards the players' current destination
- **Traps** must always have a corresponding **Trap Activator** to function
  - o Trap Activators can link to any useable, such as cover, doors, pressure plates, etc
- **Delay Spawn** prevents an enemy from spawning until a certain objective goal is met.

Cover

SUMMARY: Cover is used both for aesthetics and setting up defensive positions for both the player and enemies.

- Some cover pieces, like the Party Couches, have alternate looks that can be accessed by changing the Frame via right clicking.

Weapon

SUMMARY: The Weapon tab places guns and melee weapons on the map for the player to use to cleanse the undead.

- All weapons are affected by physics – however, **physics can be disabled** via **right clicking on the weapons**
- Mines can be set to active and armed via right clicking

Objectives

SUMMARY: Objectives are everything from the player himself to completing objectives.

- **Every map should have a player object!**
- Missions can be ended either by:
  - o Arriving at the car
  - o Transitioning to another level (via the "Level Transition" object)
    - For Level Transitions, you will need to include the name of the map to transition to via right clicking. This name is the file name (for example, "lv3_5.nc" or "untitled.nc")
  - o Walking to a point (via the "Level Finish" object)
- Each **Objective** requires specific **Objective objects** to work!
  - o **Assassination:** Mark targets for assassination by placing the "Mark for Assassination" object on top of an enemy
  - o **Find Drugs:** The "Coke Inspect" object must be placed
  - o **Burn Drugs:** The "Ash Burn" or "Ash Burn Large" object must be placed
  - o **Find Information:** The "Safe Box" object must be placed
- Some objects are story specific and may cause unintended behavior, especially if it has corresponding dialogue (dead candle, meat crate, etc)

Lighting

SUMMARY: Lighting adds light to a room! Each light type will either look aesthetically different, or cast a different cone, so try some out!

- Rooms by default have NO light. Lights must be placed!
- Light switches will turn off all lights in a room
- Lights are resource intensive, so make sure to use them with thought
- Lights can be either dimmed/turned off via the "Light Dimmer Control" or changed colors via the "Party Light Control" and placing on top of a light.

Venting

SUMMARY: Vents are used to move the player around the map. Vents can only be placed and removed in the Vent tab! **Vents can be placed in a line by dragging and holding the left mouse button.**

- Be sure to properly attach vents to exits, otherwise the player will get stuck
- Make sure to keep vent exits away from walls and ceilings

Miscellaneous

SUMMARY: Everything else! Including both aesthetic and functional pieces, this tab includes everything that doesn't fit in the previous tabs.

- Objects are resource cheap – place as much as you need to make your mission feel alive!
- Try to keep a theme on your map – gunshots probably wouldn't belong in a high class building.
- Many misc. objects have variables that can be changed by right-clicking

Trigger System

SUMMARY: Trigger systems can be used for basic logic and cutscenes. This works by attaching **TRIGGERS** (who activate at specific events) with **COMMANDS** (which are activated by **TRIGGERS**.)

- Trigger Delay triggers after a specific number of seconds has passed
- Trigger Destroy triggers after its **parent** has been destroyed
- Command Spawn will create a **child** after its **parent** has been triggered
- Command Cutscene will create a cutscene after its **parent** has been triggered
  - Linking multiple Command Cutscenes can make multi-staged cutscenes