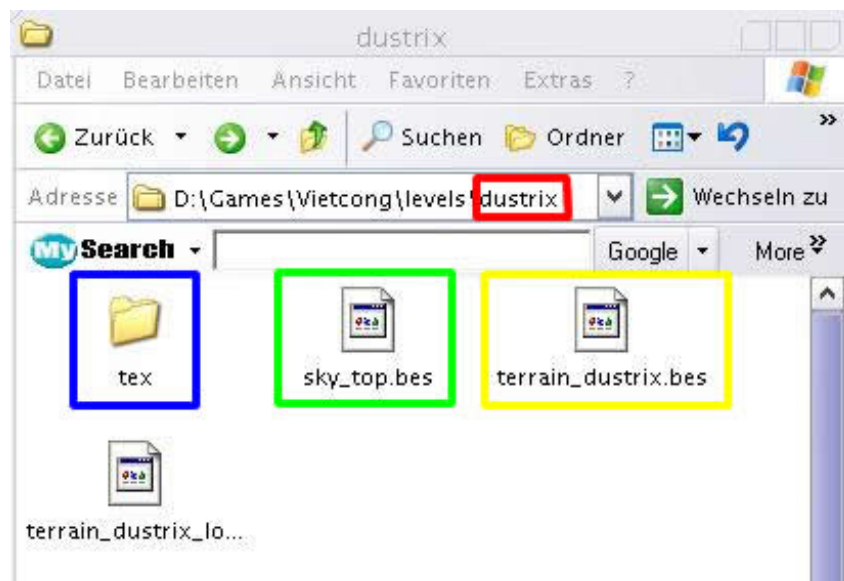
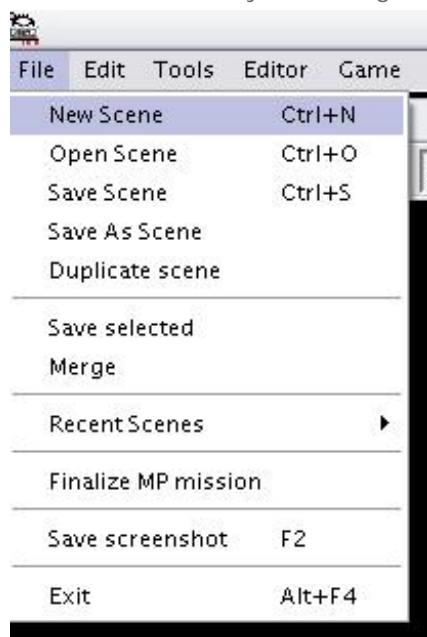


# How to make a map with editor - Tutorial - Part 1

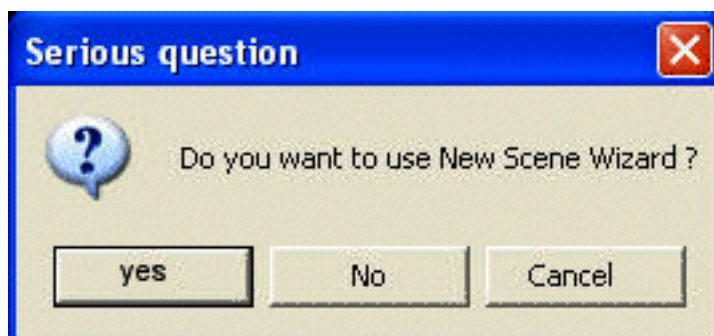
## I. Making a new scene



1. First you have to be sure you have all folders and files prepared. In the Map-folder(red)we put all folders and files a map needs. The sky (green) and the terrain (yellow). And in the "tex"-folder (blue) we put all textures. OK folders are ready, don't forget the map-folder shut be in your .../vietcong/levels folder.



2. Now open the editor and go to "File" and then on "New Scene".



3. Now you got asked to use the "New Scene Wizard", click on "YES".

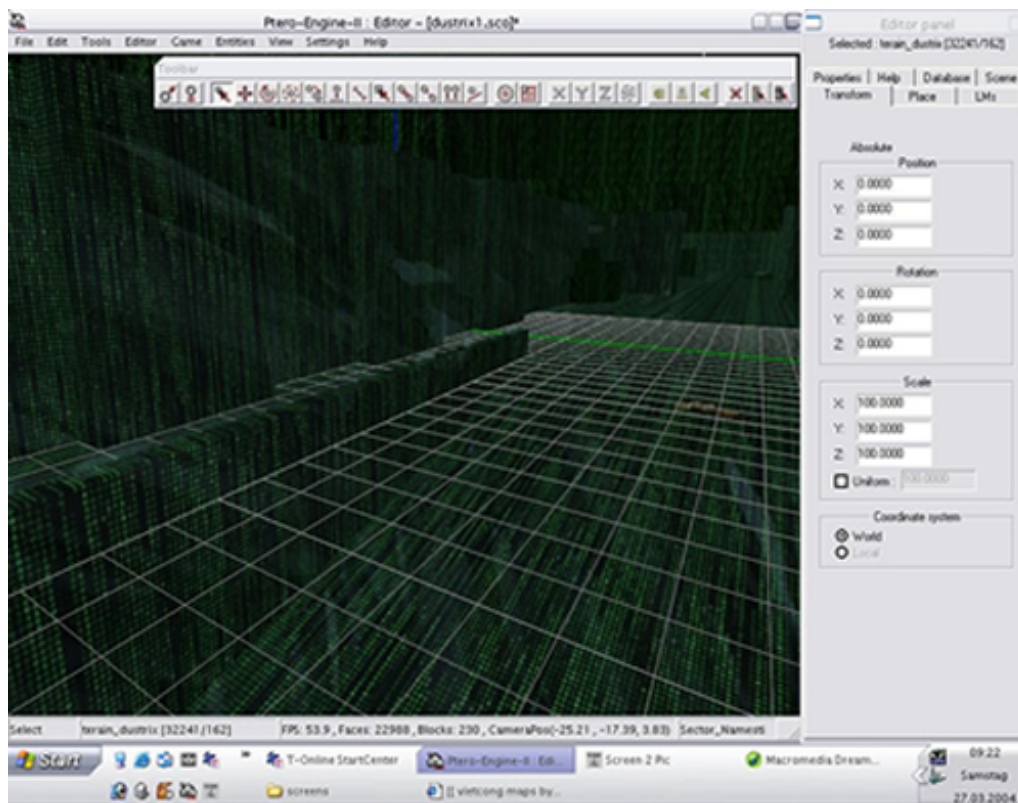


4. Ok the wizard is started. On the left you see the level directory (your folder vietcong/levels). We called our level dustrix1. Choose your level (red) and typ a Sub-level name (blue). The Sub-level name shut have no spaces, now click on "NEXT".



5. Here you can choose your sky (green) and your Terrain (yellow) . Than click on "Finish".  
Attention: The terrain and sky files allways shut be named like this:  
"terrain\_[NAME].bes and the sky "sky\_[NAME].bes" !!!

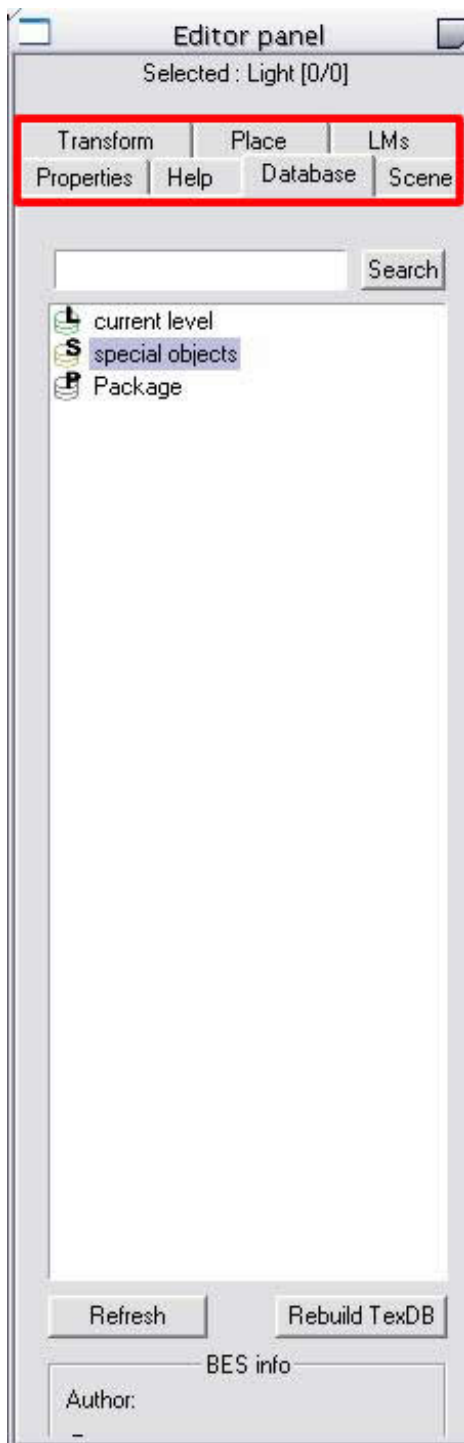
## II. The editor



1. This is the editor workplace screen.

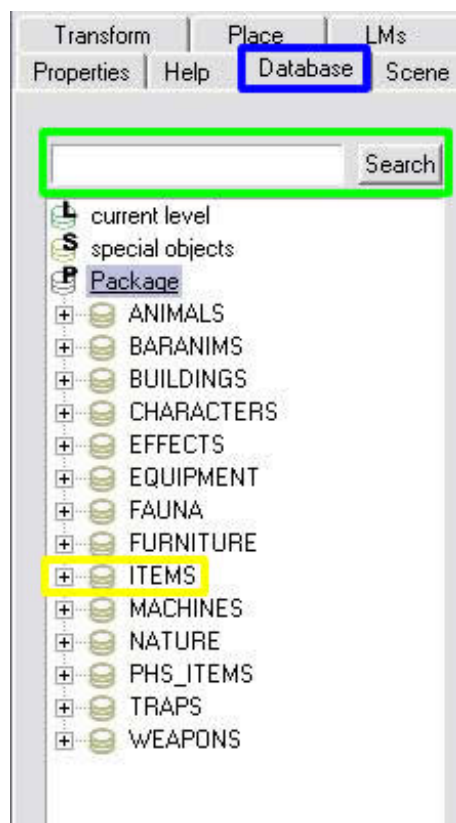


2.The Toolbar. Here are all important functions.

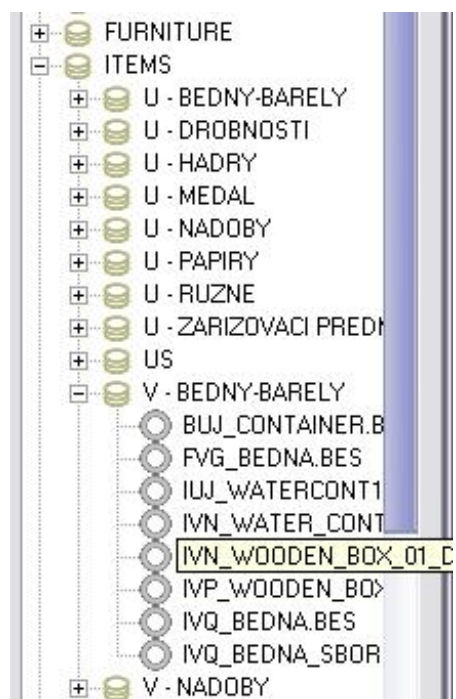


3. And at last the Editor panel. It also contains the data base (all objects) and here you can select all objects.

### III. How to place, move and rescale objects

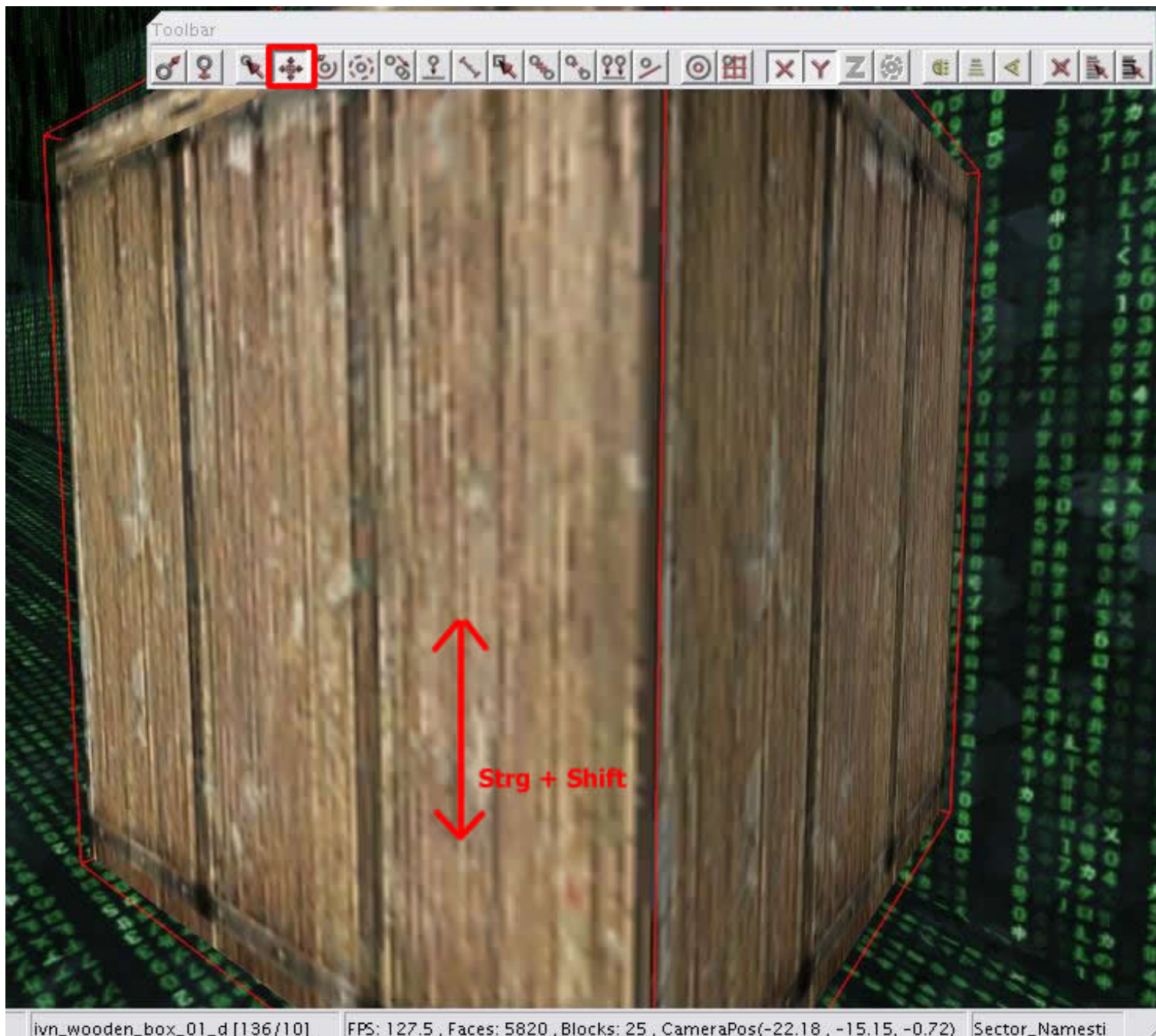


1. OK now we want to place a crate right next to the wall. To do this we go to the Editor panel / Database (blue) on "Package" and then on "Items" (yellow). If you have the first alpha Editor 1.50b there is a search option for objects, but for beginners not so interesting because most objects have Czech names.

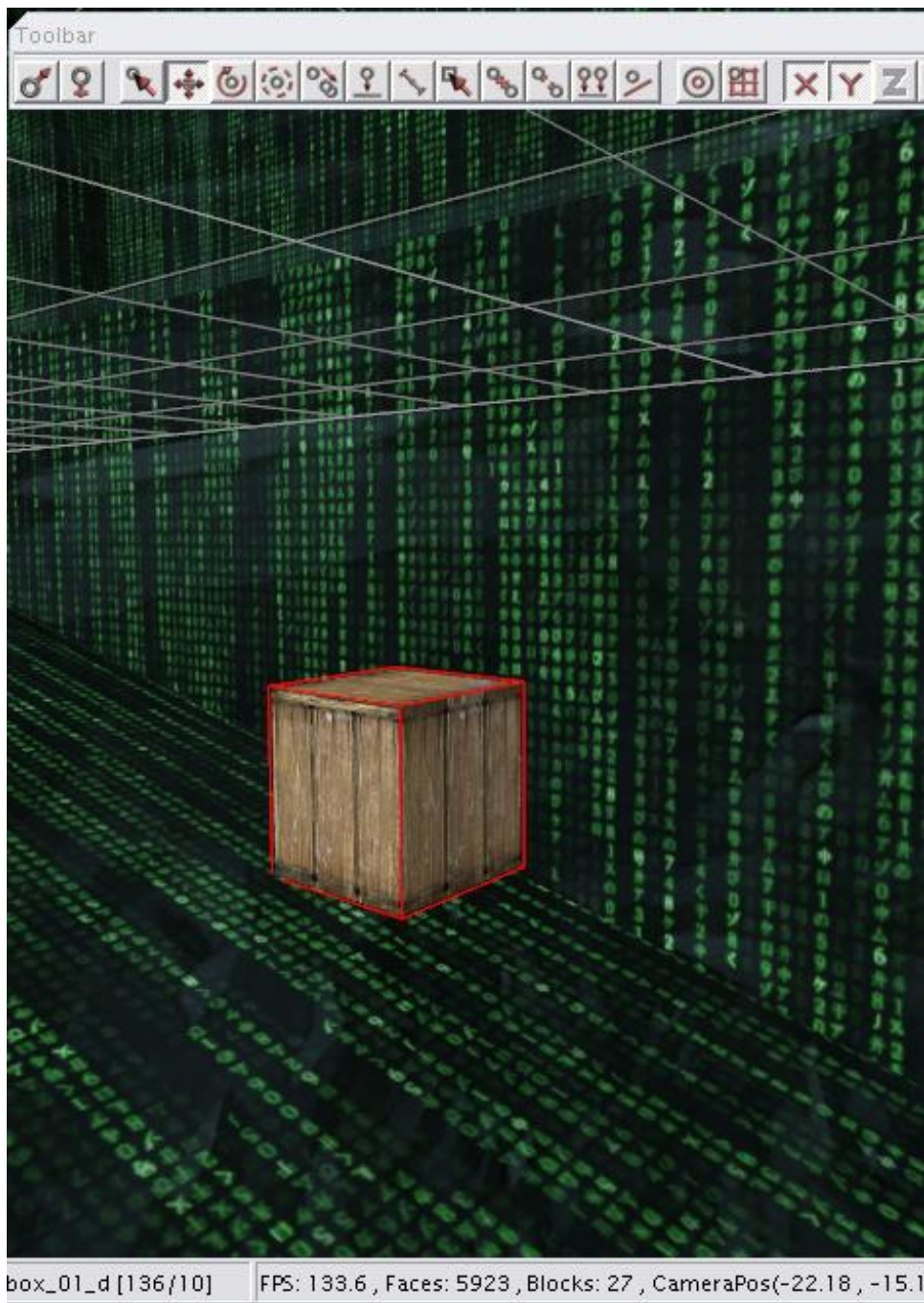


2. Choose "Items" then pick "V - Bedny-Barely" and doubleclick on IVN\_WOODEN\_BOX\_01\_D.BES. Now you see a wooden box on your map but it's flying in the air, so now let's try to place it.



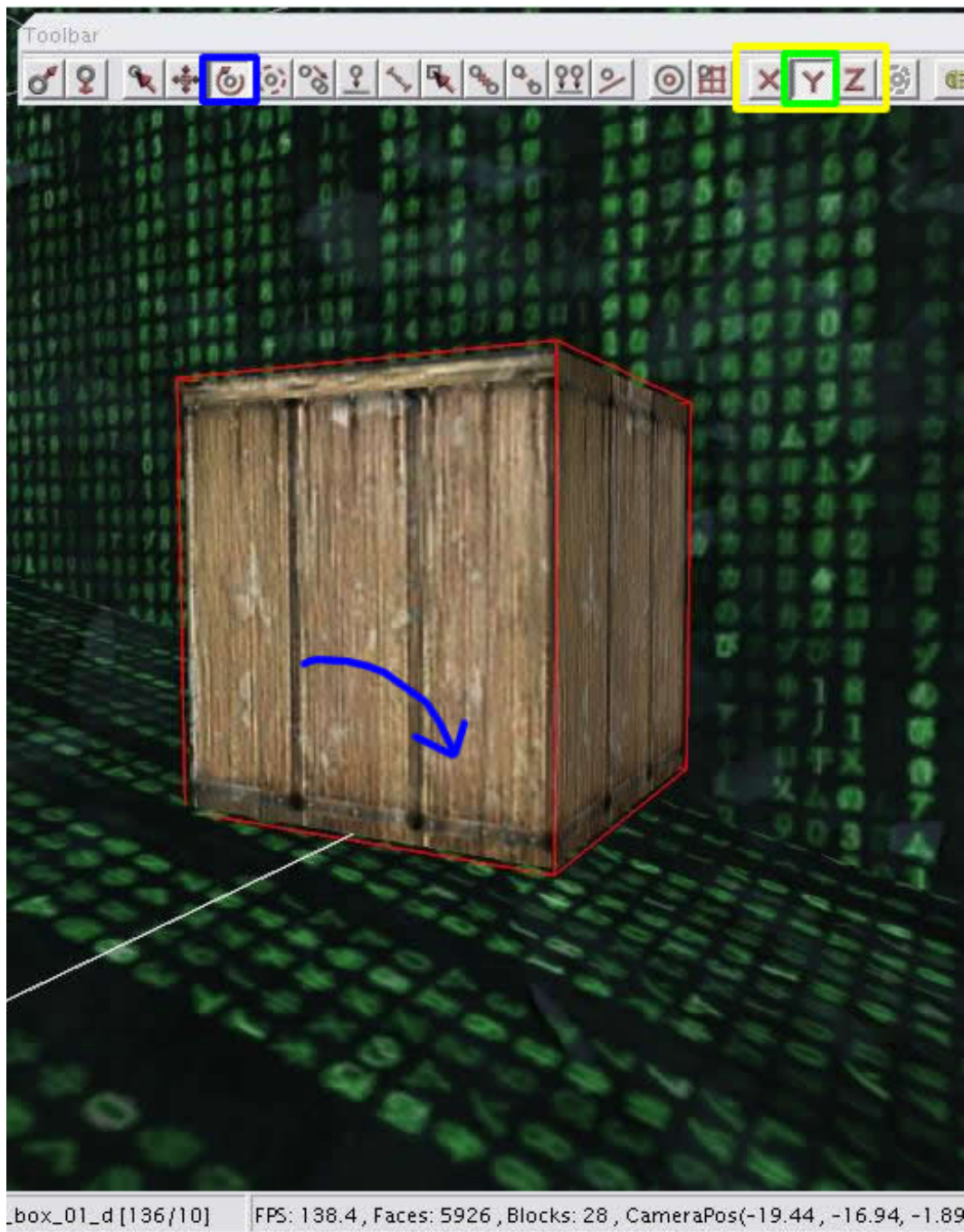


3. To do this we click move button on the Toolbar (or M on your keyboard) (see the red square), now you can move the box horizontal (to the left or right) (press your left mouse button and move your mouse). If we want to move the box vertical (up and down) you also have to press STRG + SHIFT (red arrow).



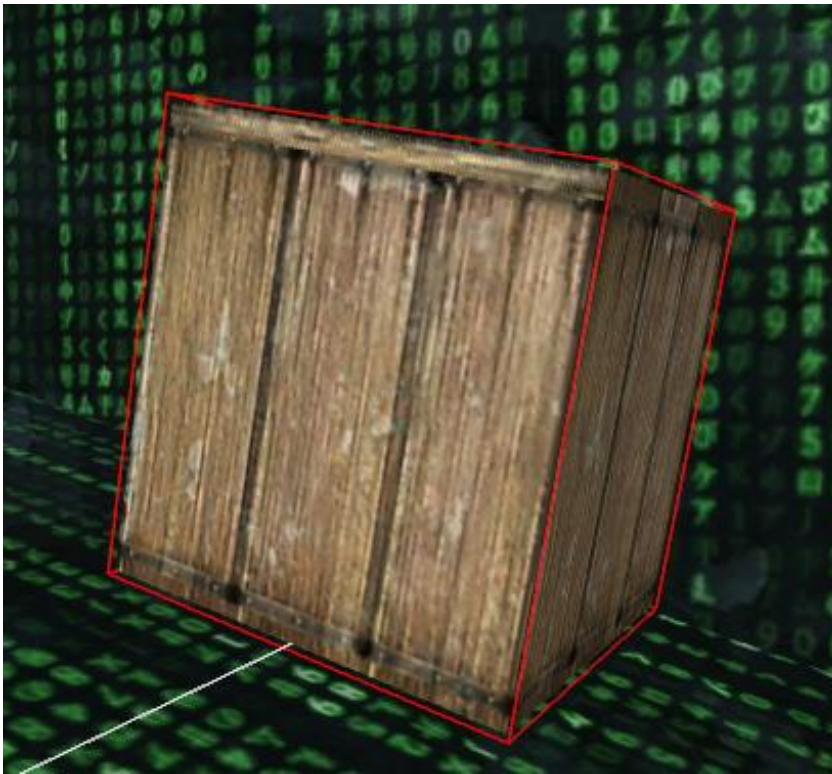
4. Now we placed the box on the ground only the angle is not right.



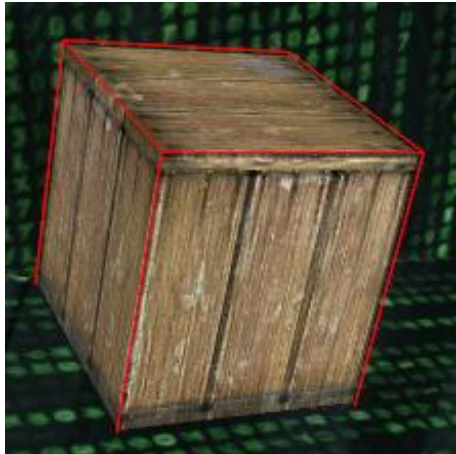
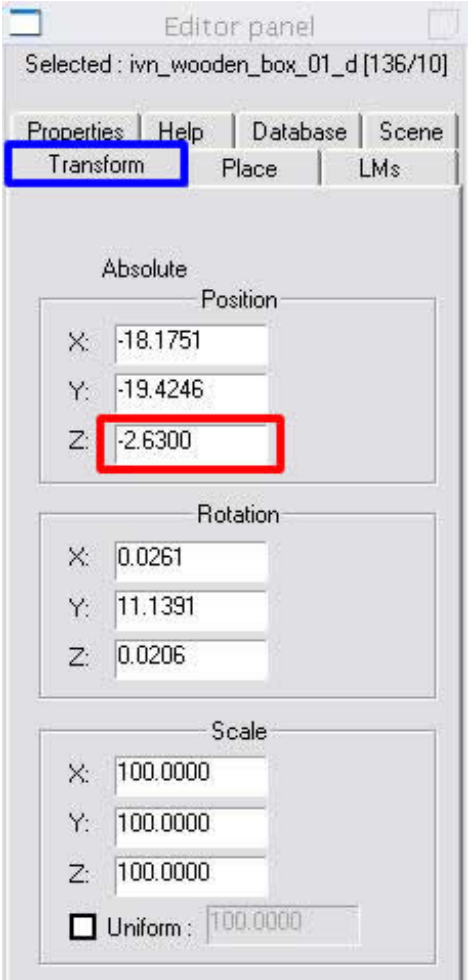


5. To do this we click on the Rotate-Button on the Toolbar (blue square) or R on keyboard.  
In the yellow rectangle we see 3 Buttons - the X, Y and Z Button. They show in witch angle you move the object.  
We have to move our box on Y axis, to do so we click on the Button Y (green).  
Now we can move the box by moving the mouse (blue arrow).





6. At the moment the box not hits the ground perfect, to change that we goto the the Editor panel, click on"Transform" (blue) here you can put manuall the correct Position (red).  
If you play around a bit I'm sure you get it on its place.

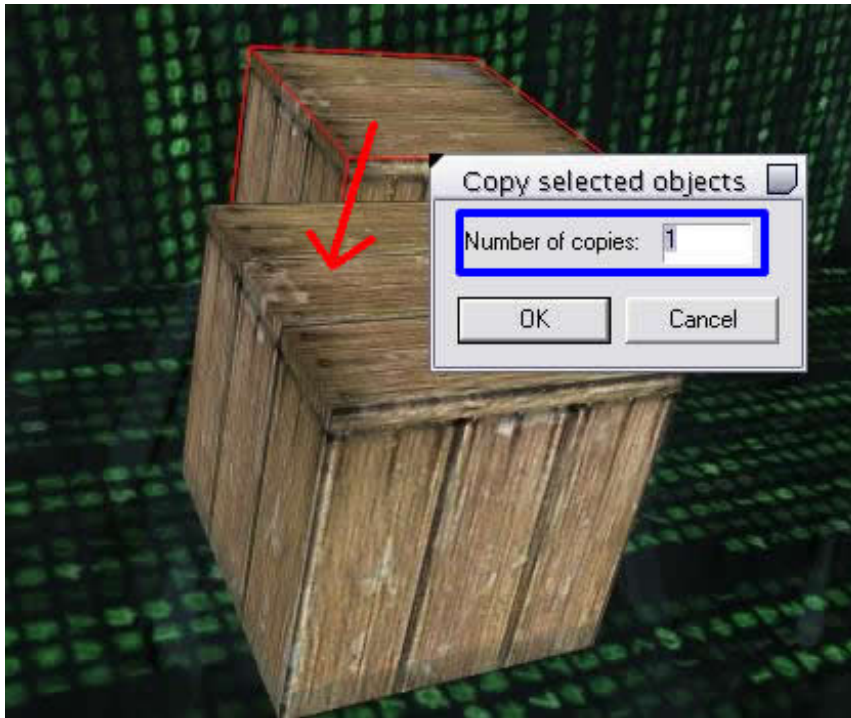


## IV. To clone and transform objects

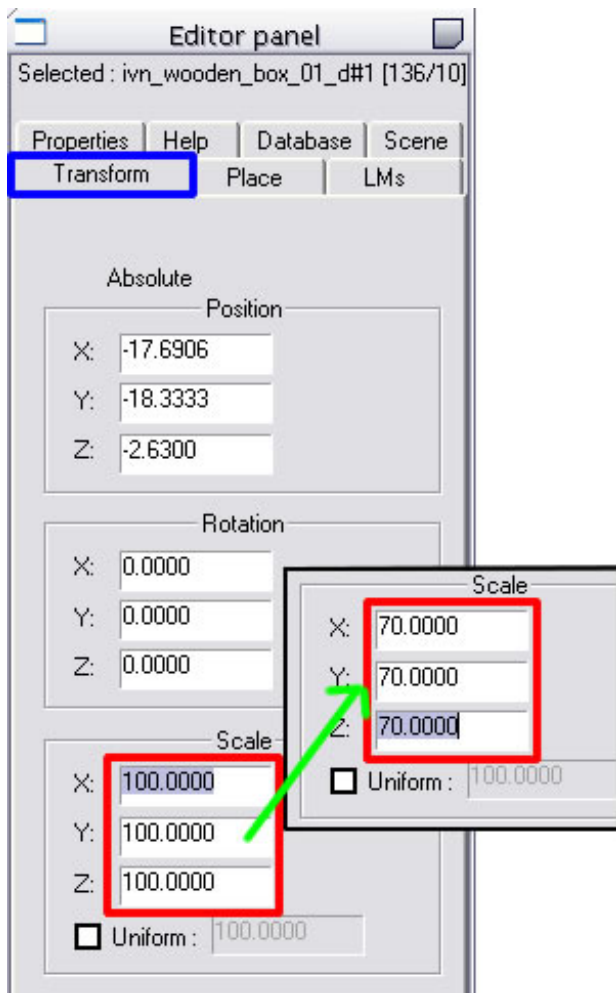
1. We have the box on the right place. Now we want to make a small brother next to the first box.



2. We click on the Duplicate-button on the Toolbar (red) or press D on keyboard.



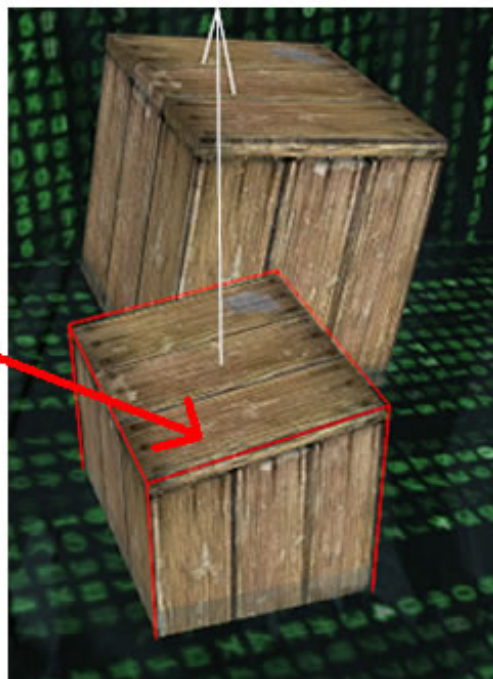
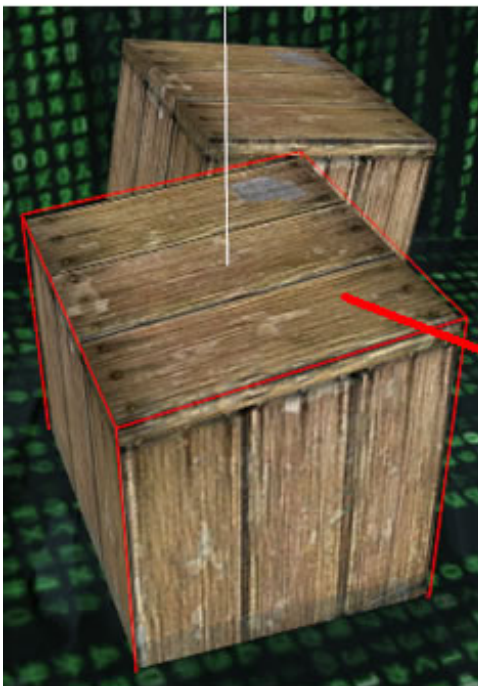
3. Now press your left mouse button, move your mouse keep it pressed till you have dragged it on the right place (red arrow). Now a window pops up and asks you how many copy's you want (blue rectangle). We let it on 1 and then on "OK".



4. But we want to make this box smaller than the first one, there are 2 ways to do so, the first is to click on rescale on the Toolbar.

But we also can click on transform on the Editor panel (blue).

In the box Scale (red square) the X, Y and Z values on 100, let's put it on 70 to make the box smaller.



5. As you see we have made the box smaller, try to position it like explained before in chapter III.