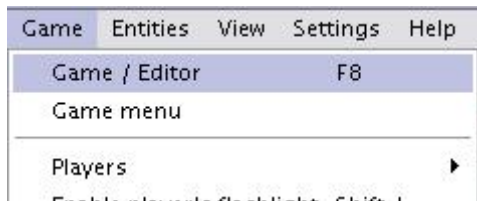


How to use the vc editor- Tutorial - part 2

I. To test / play your map in the Editor

1. You can test / play your map directly in the Editor. so you don't need to start up a new game to test changes you made



2. to do this click on "Game" --> "Game / Editor" or just press **F8** . and the map will start loading.(generating collisions)
When loaded press **F9** (tex and weapons get loaded) and you can test.



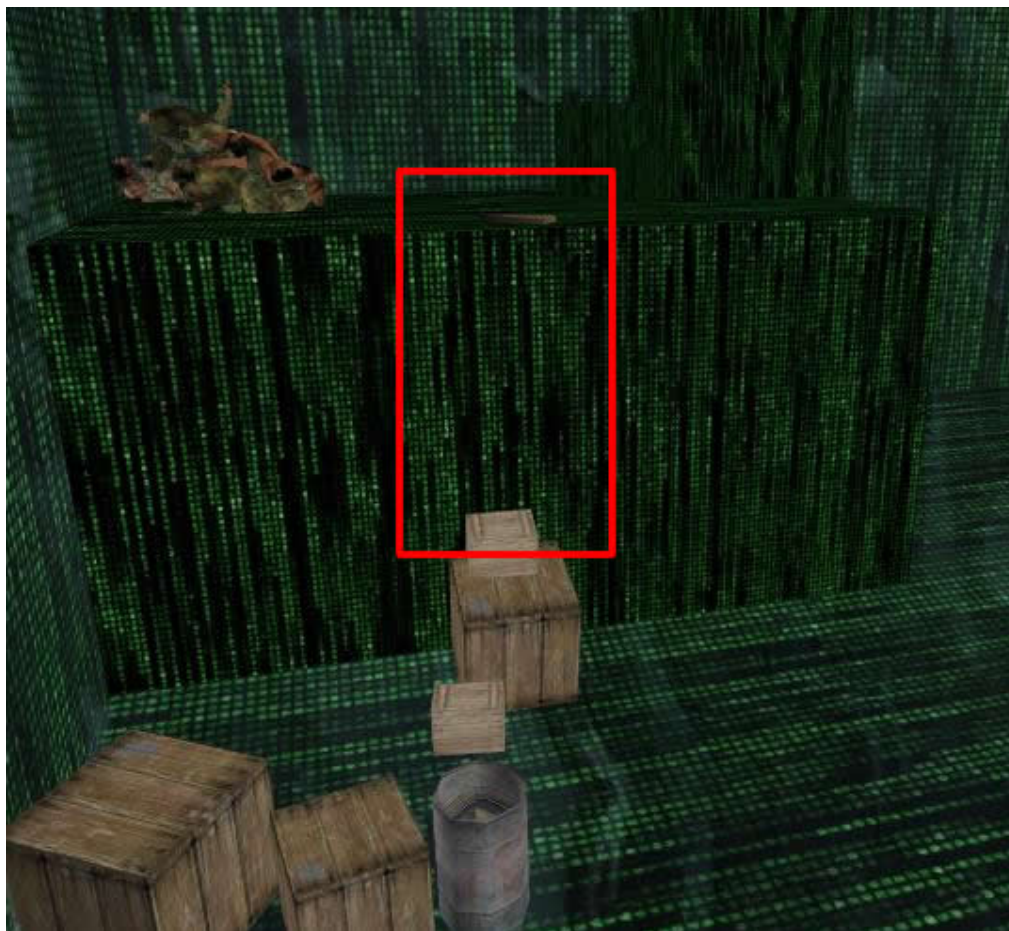
1. But you also can test/play your map lan /online with friends ,all this with the Editor



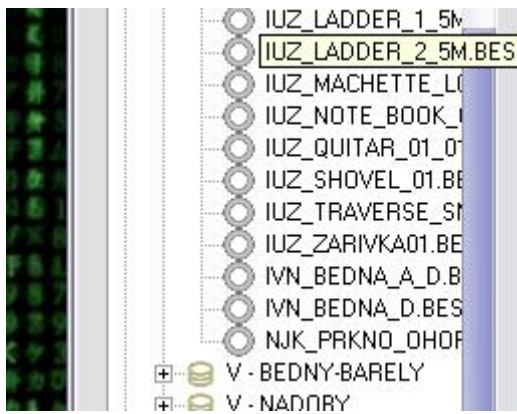
2. Just click on "Game" --> "Game menu". now you get the normal vc Gamemenü , from here you can do what you like.



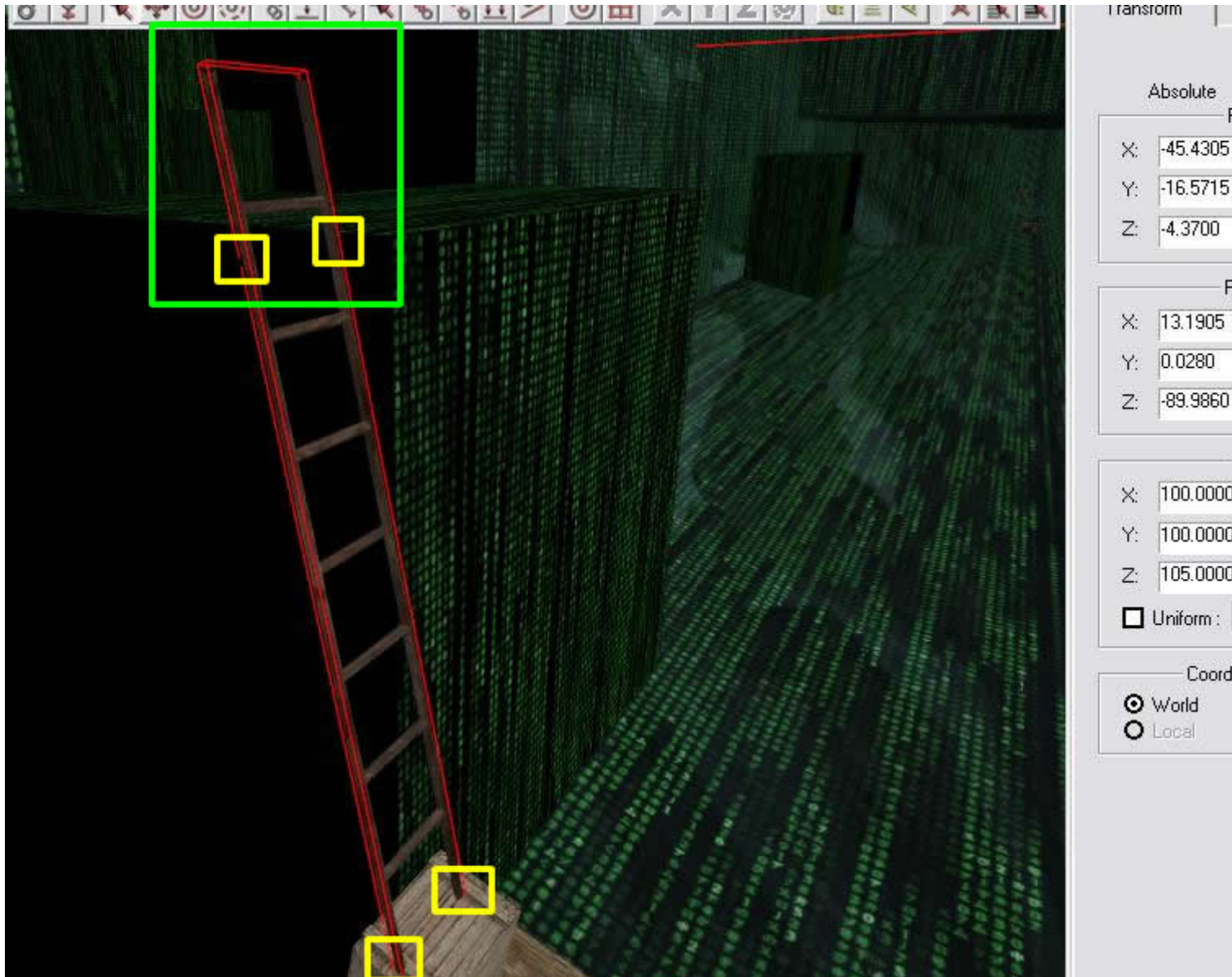
II. How to put in a ladder



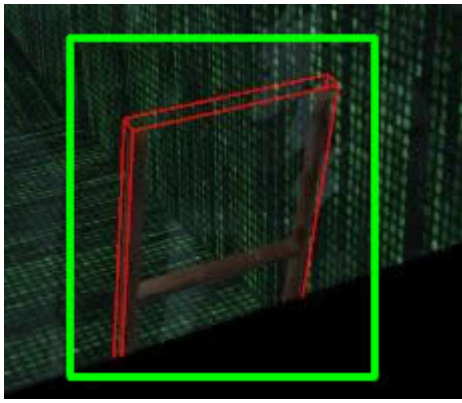
1. To get up there we have to put in a ladder (red).



2. The ladder we need we find in our Database / "ITEMS" --> "US". and click on "IUZ_LADDER_2_5M.BES" .



3. Beware you have to put the ladder so that on the top sticks over a bit (green) , and that the top and the feet of the ladder touch the ground or object you place it on (Yellow) , if not you will get errors testing/playing

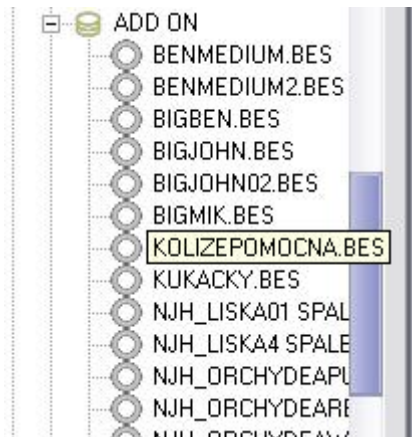


III. Collision objects

1. Some of the objects from the data base do not have any Collision set - (you can walk true them). To change this you can put in a invisible wall



2. here you have a bunch of corps, they all don't have a collision defined , but if we put a invisible wall for it you can't walk true them anymore .



3. you can find the wall in your Database --> "NATURE" --> "ADDON". pic the object "KOLIZEPOMOCNA.BES" .



4. Beware: the wall has only collision from one side .you can move , rotate , rescale and then you test it (F8/F9) but keep the wall selected till your satisfied , if not it can be hard to select again (invisible walls, you get it)



5. Ok now it we have a bunch of dead soldiers with collision (you can't walk true anymore) (Yellow) , the walls also can be used make borders in your map and to close holes.

All Screenshots and German text © 2004 by fRagiLeMOD - <http://www.vc-map.net/>
Us translation by Jedimaster - <http://www.vietcongnet.tk/>