

How to make caves with Dragon

Tools used:

Dragon 1.03.62

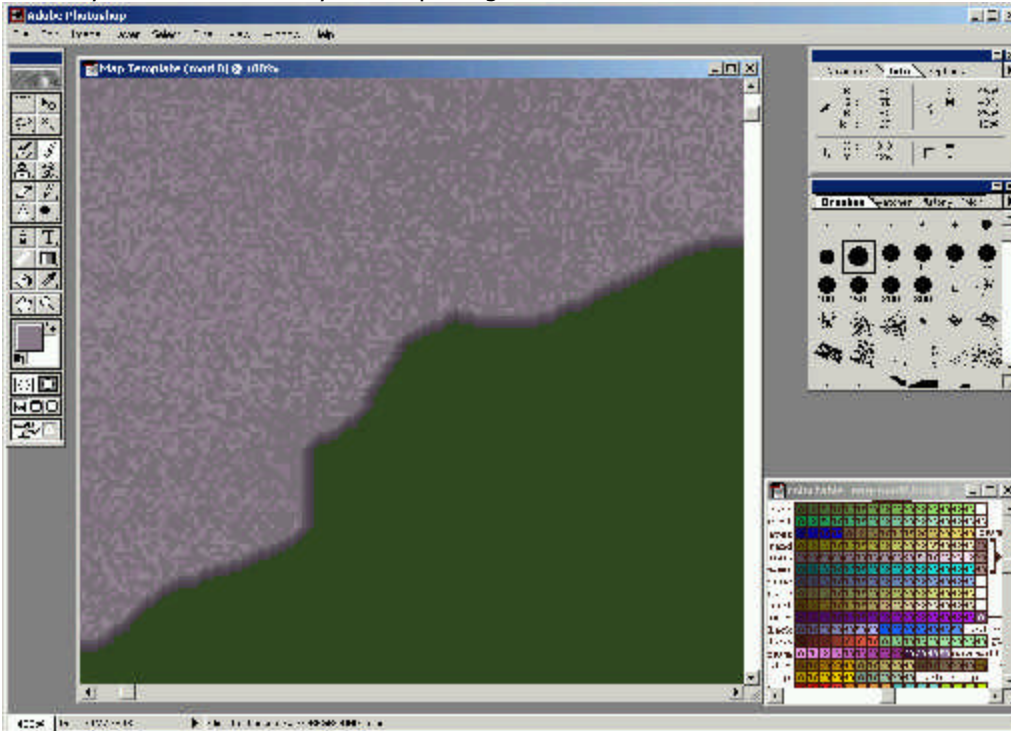
Ryandor Mod 8

Photoshop 5.5

WorldForge 6

I assume some knowledge regarding these tools. This will be a quick step-by-step guide on how to get a perfect (or close to it) cave.

First create you mountains that you'll be putting the cave in.

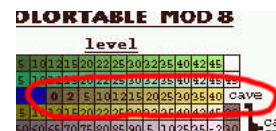


I'll use this basic mountain area for creating two caves.

Next, draw the caves you want using the cave floor colors. (circled in red)



Two caves to start. Notice the flat areas on the edges of the mountains. Those will be where the entrances will be.



Now I'll draw the cave entrances. (colors circled in red)



42	45	
42	45	45
35	4	Cave
42	5	20
35	2	30
42	5	40
42	45	
42	45	

A red circle highlights the "Cave" and "cave entrance" labels in the table, which are positioned to the right of the corresponding rows in the grid.

Notice I extended the caves to within 2 tiles of the entrance. I also used all three of the cave entrance colors. It is preferable to create the cave entrance at least 4 tiles wide.

Next, outline the cave with black 0. Use a border at least 3 tiles wide. Do not put black where the entrances will be.



0	2	5	10
0	2	5	10
0	1	20	30
0	1	2	4
0	1	2	5

A red circle highlights the "black 0" label in the table, which is positioned to the right of the corresponding rows in the grid.

The next step is to run the bmp through Dragon.

Set the paths to what you need and make the options match below:



Hit OK. Then hit Start. Your map will compile. It may take anywhere from 3 minutes to 20 minutes.

Now, you need to run DragonSP to include the statics that it creates.

When you run DragonSP, you'll see a list on the left side that has a bunch of scp's. For the cave make sure you select "cavenew.scp" and "cavenewdeco.scp" Make sure your paths are right to the statics above, then hit Start. When asked "Clear Statics?" most of the time you'll want to answer yes.

Once your map is complete, now is the time to make a backup of it just in case. Next step is WorldForge.

Go to the area of the cave and start drawing mountain over the cave area. Pick a height roughly equal to the surrounding mountain height, choose a brush size of 3 (the max) and select "random mountain" from the select mode list.



Once you done this, then it's time to fix up the entrance to the cave.
As below, the blue tile is already done, and the red tile I will do.

The screenshot displays a terrain editor interface. A grid of 10x10 tiles is shown, with numerical values in the top-left corner of each tile. The values are as follows:

57	57	57	57	57	57	57	57	57	57
65	57	57	57	57	57	57	57	57	57
65	65	65	65	65	65	65	65	65	65
50	54	48	49	47	51	47	50	50	50
30	30	30	30	30	30	30	30	30	30
20	20	20	20	20	20	20	20	20	20
0	0	0	0	0	0	0	0	4	4
0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0

The grid shows a cave entrance on the right side. A vertical strip on the right edge of the grid contains a list of tile images. A blue circle highlights a tile in the list, with a blue arrow pointing to a tile in the grid. A red circle highlights a tile in the list, with a red arrow pointing to a tile in the grid. The interface includes a 'Select mode' dropdown menu set to 'Selected tile from list', a file path 'mul and Art.mul C:\dev\~\wfclient\' with an 'Advanced...' button, and a status bar displaying 'Selected mode: Add 0 to current altitude - Selected tile=01 DA'.

The last step for creating this new cave is to place walk-able tiles through the entrance.

This is done in game.

This is what it should look like in game (*tele to the inside of the cave as it is easier to perform the next step)



Issue the command: **'tile 05 3c** . This will give you the ability to place a square to your sizing through the black area. You most likely will have to select an over large area, but you can always remove the extra.



Essentially, that is it. Final step would be to save, and freeze the wsc file to make the entrance part of the world.

If you have any other questions please contact me via the forums at

<http://www.paigelore.com/phpBB2/viewforum.php?f=22>

or email at ryandor@ryandor.com or ryandor@paigelore.com

20May02 :: 9:44 pm

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Template: C:\Documents and Settings\User\Application Data\Microsoft\Templates\Normal.dot
Title: How to make cave entrances
Subject: Map Making
Author: Ryandor
Keywords:
Comments:
Creation Date: 5/20/2002 7:32 PM
Change Number: 7
Last Saved On: 6/24/2002 2:57 AM
Last Saved By: Ryandor
Total Editing Time: 143 Minutes
Last Printed On: 6/24/2002 2:57 AM
As of Last Complete Printing
Number of Pages: 5
Number of Words: 521 (approx.)
Number of Characters: 2,241 (approx.)