

Ja2 Editor - tutorial

First off, the editor will work with all the official Jagged Alliance 2 versions, but not with Unfinished Business. And this tutorial won't explain the editor in all its details, but is created to point out some specific functions you won't find in the UB-editor. We also added some stuff we just found useful.

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1. Getting started



Start the editor by clicking the **ja2beta.bat** file in your Talonsoft/Ja2 folder, or where you installed Jagged Alliance 2 AND the editor.

Make sure you use the ja2beta.bat file, or you'll just start a game in German.

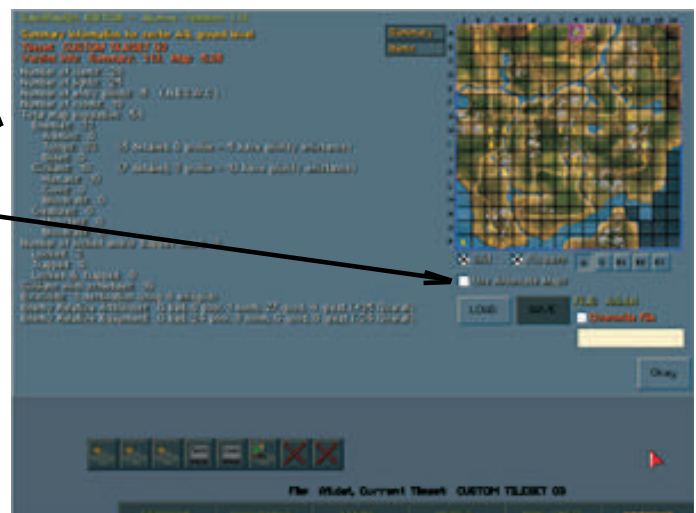
2. World summary

In the editor: you can press **F5** at any time to have the game world summary pop up. In it you can click on maps to work on. Select a map in the overview, click **load** and press **ok**. Click on **All**, **Ground**, **Basement1**, **B2** or **B3** to switch between levels.

Keep an eye on the number of enemies here. You always need to place 32 of them in your map.

Check this box to access alternate _a maps you stored in the /maps folder.

Up until now, basement levels can only exist at existing basement locations. (Check the data/maps dir)

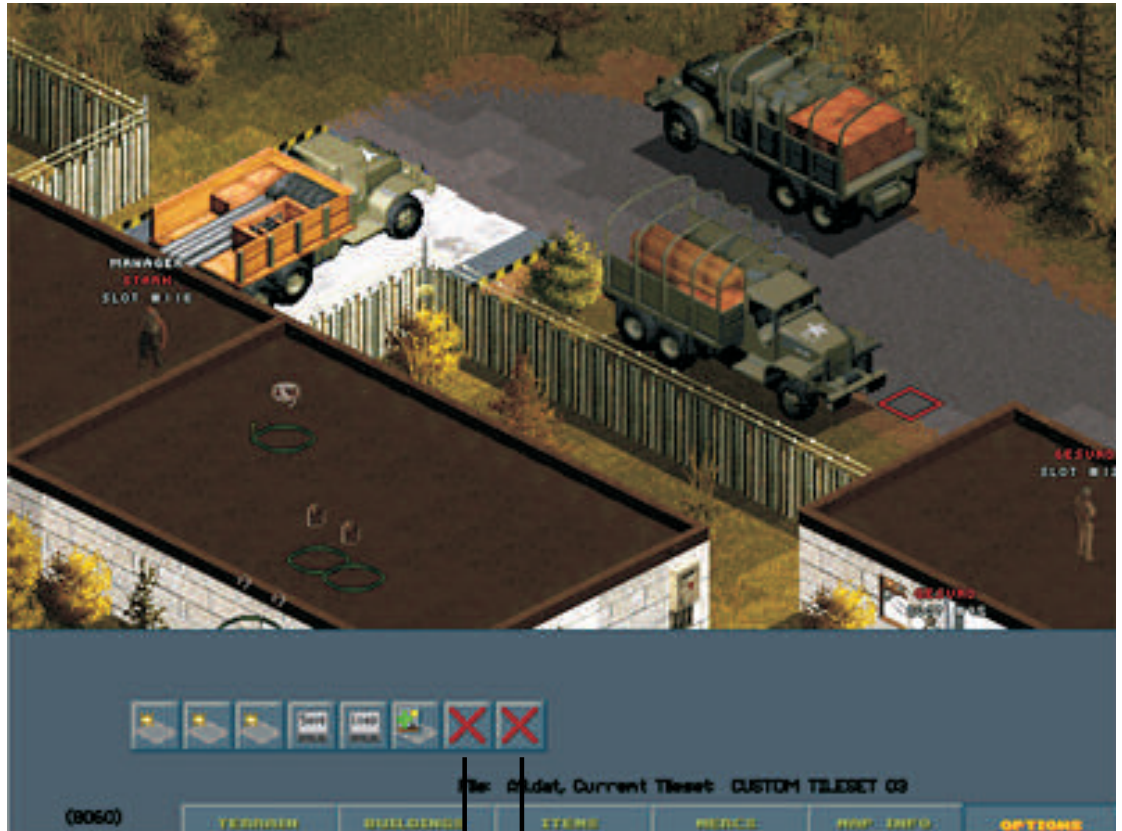


3. Options tab

The options tab accomodates general commands.

General comments:

- Hover the mouse over the various buttons to obtain function descriptions.
- Save often as the editor crashes with monotone regularity :(!



Exit the editor (go in-game)

Quit to desktop

Testing your work (excerpt from the Ja2 UB editor manual)

When you start a new game, the program will check for map files in the ja2/data/maps folder (which is where you have to place your edited or created maps) and add them to the game's list of sectors. If there are any errors or missing information in the sector map files, you will receive messages to that effect. You can also load a saved game as long as it was made before any of your mercs entered the customized or new maps you wish to test. Make sure you don't load a save where your mercs have already entered the pertinent map(s) or you won't be able to test your latest changes.

4. Map info tab

In this tab you'll mainly set lights, entry points and exit grids (teleports). Nothing new here, except for the restricted scroll ID thingee, of which I have no clue as to what it does. Restrict your scrolling I guess.

Teleports: to create specific teleports to other sectors. Like the mine entries in Ja2 or the subway teleports in UC:

Select the button, and first enter the desired destination sector, the level (0 for ground floor, 1 for first underground level, 2 for second underground level, 3 for the third) and destination grid* in that sector. (*Look it up first in the other map)

After that place the grid on the map. If you want a two-way teleport, do the same in the other map.

Oh, and make sure you have at least 6 free squares to place your mercs.



Don't forget to add entry points when finishing your map.

I believe the central entry point to be the one that defines where you arrive if you enter the sector by chopper.

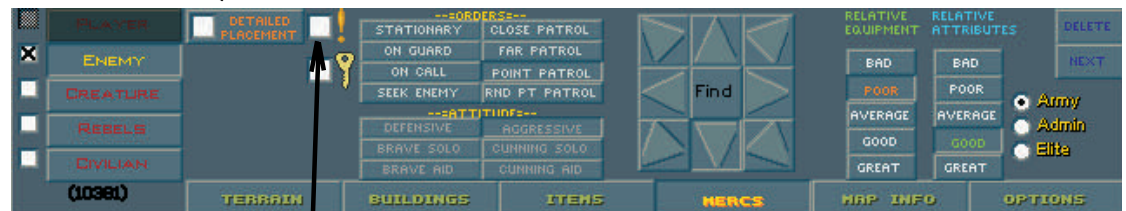
5. Mercs tab

Via the merc tab you will populate your map. You can place enemies, civilians, various crepus, bloodcats and specific non-recrutable and recruitable characters. (npc's and rpc's).

5.1 Enemies

Click on one of the buttons on the left and click on the map. The figure will be placed on the map, and you can now edit and specify it. It's all quite self-explanatory really.

Check detailed placement for detailed settings, or use the general options to place most of your enemies.



Check the exclamation mark to ensure the unit to appear on the map. You might want to do this for specific enemies like a rooftop sniper or a guard at a gatehouse. Don't do it for the majority of the enemies though. As mentioned before, you need to place 32 enemies on the map. Other than in the UB-editor, the actual number of enemies that will appear in the game is set via **JA2SME** by Azrael. Not checking the box will randomize the appearance of those enemies and thus increase replayability.

5.2 Detailed placement

Check the box to manually equip characters, set their stats and outfit, and place npc's and rpc's. Explore the buttons to find out.



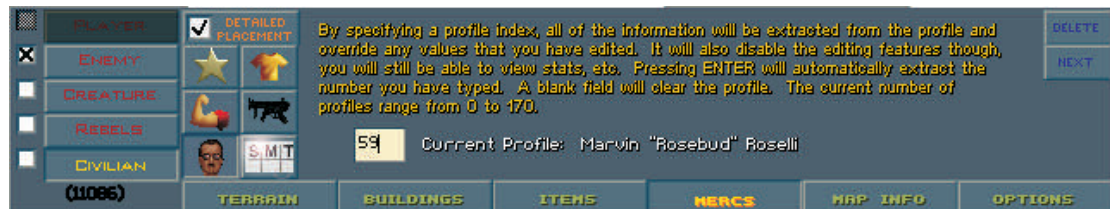
- Edit inventory
- Set action schedule
- Place npc/rpc
- Edit stats

The most right button in your detailed merc/enemy/civilian tab sets faction affiliation for your baddie or civilian.

Note that killing a character from a specific faction usually triggers hostility for the rest of the faction members, and that encountering hicks faction people at night does the same. Oh, and as for all stats, setting town affiliation for npc's isn't done here but in ProEdit.

5.2.1 Place npc's/rpc's

To place a character with a profile: place a civilian or enemy on your map, go via the detailed placement tab to the profile tab (see pic below) and enter a valid character ID number. You can alt+tab to switch to Windows and look up the value in the prof.dat, managed by **ProEdit** (Ja2/data/binarydata/proedit.exe).



There isn't much more to it. All detailed values for these characters are set in ProEdit. Do note that for all characters with a character-number, a map of appearance must also be set via ProEdit, or they won't show. (In Proedit: Edit hidden -> sector)
To make a character roaming,(so it can appear in different maps like for instance Carmen the bounty hunter, or Mickey) place him/her in different maps and set the sector location in ProEdit to "@". (In the field where you'd place the map letter).

5.2.2 Action schedule



To be honest I don't exactly know how this works. It looks like a cool feat though, doesn't it? :))

5.3 Setting creatures and bloodcats

Place an animal on the map and scroll the bar to switch between bloodcats or various Crepitus. You can't place cows here.



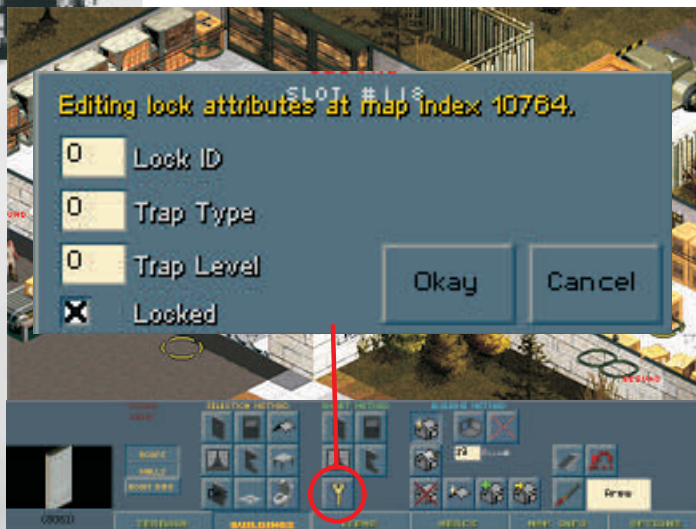
6. Buildings tab

Here you'll create houses, add furniture and roomnumbers, and set lights. A new functionality is the "place lock" function.

Select the key icon, click on a door or openable (crates, lockers,...) and the 'lock placement window will pop up.

Each lock ID has it's own toughness, of which the ID description should give you an idea. Each ID/lock type also corresponds with a specific key which you can place via the 'items' tab.

The editor does not however let you place locks with timers on, like the civilian houses or the shops that open and close at night.



Trap type:

- 0 no trap
- 1 explosion trap
- 2 electric trap
- 3 siren trap
- 4 silent alarm
- 5 none, it seems
- 6 super electric trap

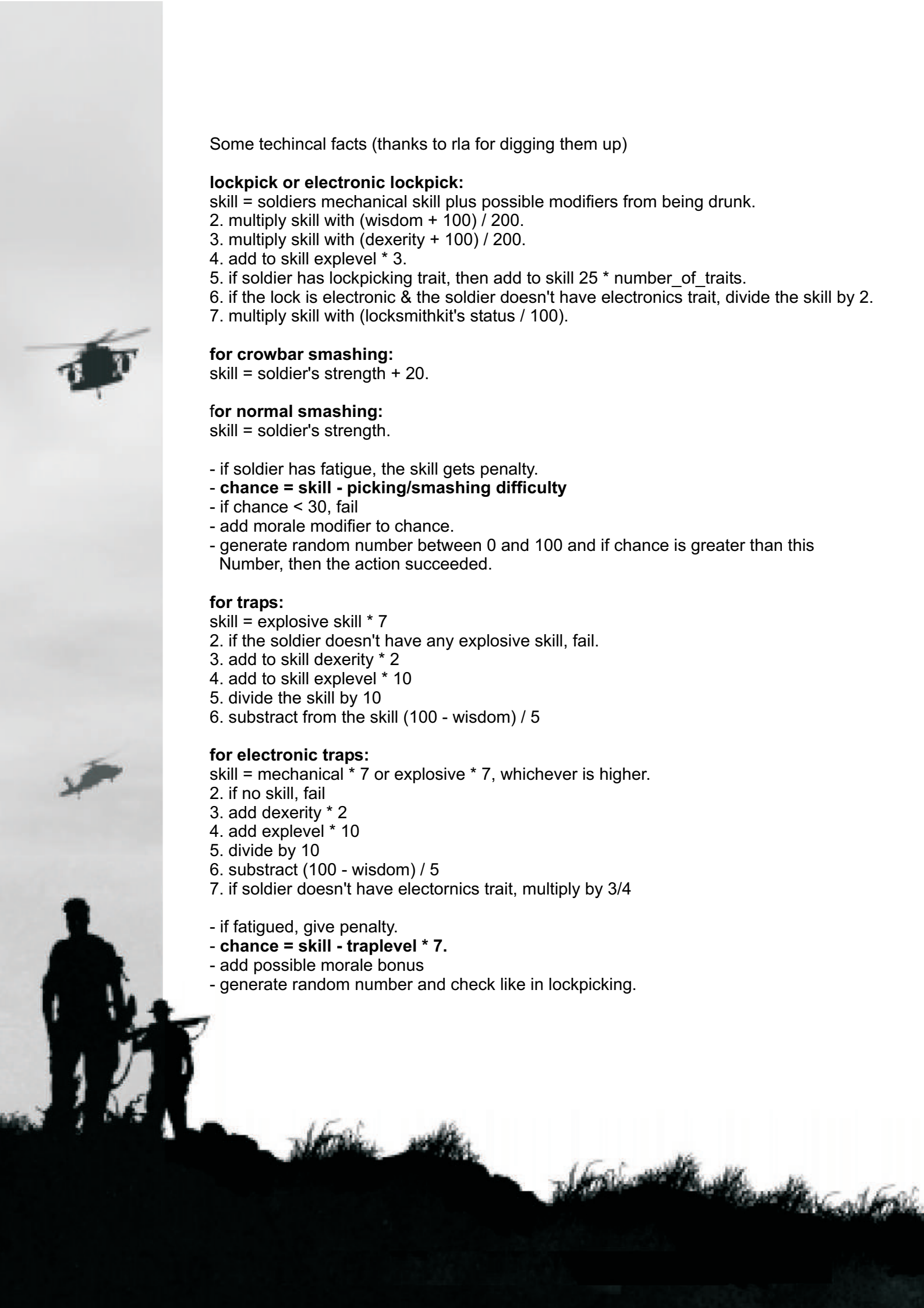
Trap level: determines toughness of the trap. From 1 to 20. Traps of level 10 and above are too tough for any merc to unset. I think 4 to 6 is a decent average, which you better test in-game.

# Editor description	Pick	Smash
0. crate	10	25
1. tough crate	15	56
2. Queen's basement metal door	75	100
3. cheap house	17	56
4. house	24	58
5. metal door	50	80
6. padlock	30	75
7. Avg electronic	40	70
8. Queens' basement	80	80
9. pass normal	50	74
10. pass tough	75	80
11. passcard Orta K4	254	254
12. Brothel back door	65	65
13. Tixa cells	60	120
14. Solid house	36	75
15. ACA cells	30	70
16. San Mona hotel	32	68
17. very tough crate	36	74
18. Alma cells	65	95
19. Warden's office	55	80
20. Alma metal door	75	95
21. Alma garage door	40	76
22. Alma entrance	95	95
23. Alma guardrooms	20	50
24. Tixa Metal door	38	80
25. Orta basement	254	254
26. Orta control door	75	120
27. Orta pass Ernest	75	80
28. San Mona desk	55	110
29. Medical Warehouse	60	120
30. Delivery warehouse	50	120
31. Shooting range	60	120
32. Doreens stash	50	120
33. Grumm Nmap warehouse	90	120
34. Grumm Smap ACA stash	80	120
35. Meduna Air barracks	90	120
36. Meduna SAM barracks	80	89
37. Palace door	85	120
38. Hick's crate	25	56
39. Alma metal door	55	90
40. ->63 unused in Ja2.	0	0

Lock ID

Pick= picking difficulty

Smash= smashing difficulty



Some technical facts (thanks to rla for digging them up)

lockpick or electronic lockpick:

skill = soldier's mechanical skill plus possible modifiers from being drunk.

2. multiply skill with (wisdom + 100) / 200.

3. multiply skill with (dexterity + 100) / 200.

4. add to skill experience * 3.

5. if soldier has lockpicking trait, then add to skill 25 * number_of_traits.

6. if the lock is electronic & the soldier doesn't have electronics trait, divide the skill by 2.

7. multiply skill with (locksmith's status / 100).

for crowbar smashing:

skill = soldier's strength + 20.

for normal smashing:

skill = soldier's strength.

- if soldier has fatigue, the skill gets penalty.

- **chance = skill - picking/smashing difficulty**

- if chance < 30, fail

- add morale modifier to chance.

- generate random number between 0 and 100 and if chance is greater than this Number, then the action succeeded.

for traps:

skill = explosive skill * 7

2. if the soldier doesn't have any explosive skill, fail.

3. add to skill dexterity * 2

4. add to skill experience * 10

5. divide the skill by 10

6. subtract from the skill (100 - wisdom) / 5

for electronic traps:

skill = mechanical * 7 or explosive * 7, whichever is higher.

2. if no skill, fail

3. add dexterity * 2

4. add experience * 10

5. divide by 10

6. subtract (100 - wisdom) / 5

7. if soldier doesn't have electronics trait, multiply by 3/4

- if fatigued, give penalty.

- **chance = skill - traplevel * 7.**

- add possible morale bonus

- generate random number and check like in lockpicking.

7. General stuff

7.1 commands I forget all the time

Press “i” in any tab to get a complete map overview. If you’re in this view and you go to the world summary and back (F5), the editor might act a bit weird. If so, don’t panick but just presss “i” again.

Press F4 to listen to nice Ja2 music while you are working on those maps. :))



7.2 Generating radar maps

Radarmaps are the small sector-overviews you see in the bottom-right corner of your combatscreen. For every new map you add, a radarmap has to be placed in `ja2/data/radarmaps/`

If you started from a clean ja2 install, you won’t have that folder already, so create it.

Radarmaps are 88x44 size single-page sti’s.

7.3 Updating world info.

Make sure this is checked when saving your map. Or at least when saving your finished map. On older machines you might want to uncheck it during the creation of your map, to save on saving time. On newer machines you won’t notice the difference.

If you still have questions, and I know some of you still have, don’t hesitate and pose them at the Bear’s Pit @ www.ja-galaxy-forum.com.

Oh, and one more time, thé golden editor-rule: **SAVE OFTEN!**

Happy editing,
Wodan.