

Tutorial 1- Getting Started:

♦ First, you will learn how to find maps on your computer

Open “My Computer” -> Go to “C” (the C:// Drive) -> Go to “Documents and Settings”



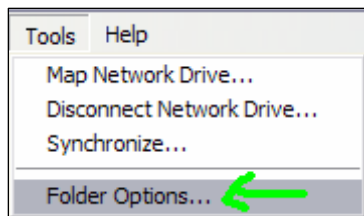
-> Open the folder of your **windows** name

-> Open “Application Data” (see NOTE if you don’t see this folder)

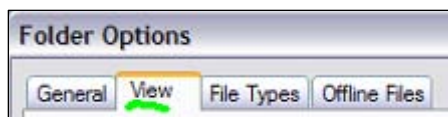
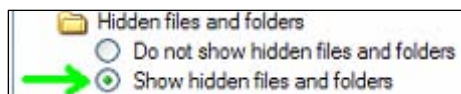
-> Open “My Battle for Middle-earth(tm) II Files”

-> Open “Maps”

In “Maps” are all of the Folders of Custom maps you have. When you download a map, put all of the files that came with it into a folder with the EXACT name of the map. If you don’t do exactly this, the map won’t show up in the game!



NOTE: To see hidden files and folders such as “Application Data”: go to “Tools” in any folder at the top -> Folder Options -> View -> Select SHOW hidden files and folders.



TIP: Before you start WorldBuilder, I recommend that you press **Ctrl+Alt+Delete**.



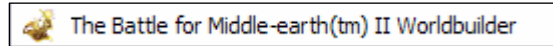
This opens the windows task manager. Minimize the task manager, and you still have a nifty window in your system tray that shows you how much CPU you are using (How busy the computer is). When it fills up with bright green, that means that your computer is VERY busy and that you shouldn’t keep working until it cools down from 100%. This might happen a lot when using WorldBuilder. Stay patient and don’t push your computer too hard or IT WILL CRASH! (That’s bad)



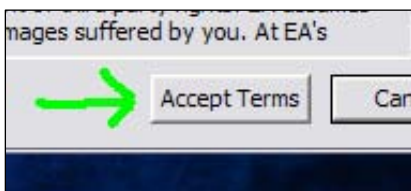
◆ Next you will learn how to start WorldBuilder, and open and save maps

To start the WorldBuilder program, click

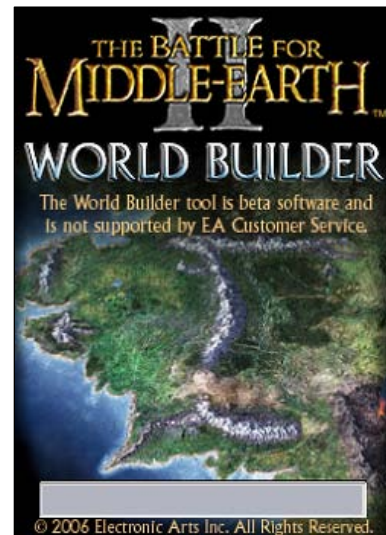
- > Start menu
- > All Programs
- > Electronic Arts
- > The Battle for Middle Earth (tm) II
- > The Battle for Middle Earth (tm) II WorldBuilder



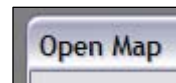
Click Accept Terms



Wait while it loads...

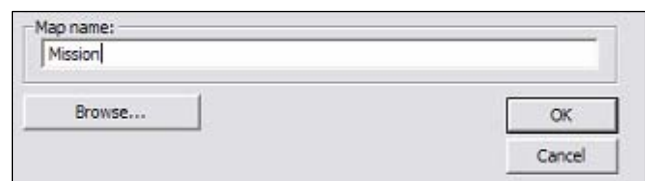


You should now be looking at a screen like this:



To open a map, go to File -> Open.
Select the map you want
and click OK.

Saving is very similar. Go to File -> Save,
and type in a name, and click OK.

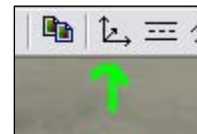


◆ Now you will learn how to look around in WorldBuilder.

Looking around is quite easy. Simply hold down the **Left Mouse Button** and drag. The map moves too. To rotate the camera, hold down the **Mouse Wheel** and drag. Now the map rotates. To zoom in and out, scroll up and down with the **Mouse Wheel**. Click the **Mouse Wheel** to reset the camera. If you want to move *all* the way across a map, it is faster to reset to normal zoom and then move. Zooming out and *then* moving slows down the computer and takes longer.

Also, in some maps, you will need to view the ground directly from above. Press Ctrl+F to switch into “Look Down” mode. Doing this uses more system resources, but you may need it sometimes.

◆ How do I put objects onto the map in WorldBuilder?



On the toolbar, look for this icon and click it. This opens up the object library on the side panel. Navigate the folders to find an object to put onto the map. Objects like buildings and units buildable in game are found

in the “ByNativeType” folder in the folder with the name of their faction. Once the object you want has been selected and shown in the sample window, move your mouse to the map window. The object appears with the cursor and will be placed on the map when you



Left Click the mouse. You can move/look around like normal while the object is selected, however, **Right Clicking** the mouse without moving it will deselect the object and put you back in normal mode. You can also go back into normal mode by clicking this (see left) button in the toolbar.

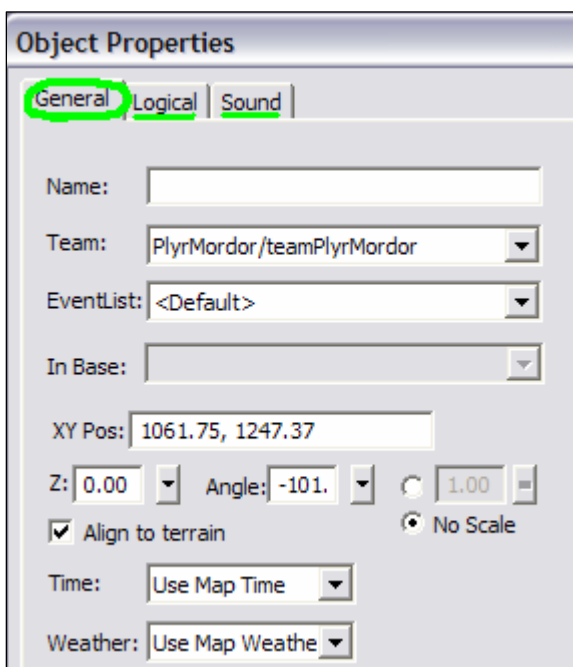
To rotate an object, hold down the left mouse button while placing the object. The object will rotate in the same way you can rotate a building in the game before building it.

NOTE: This troll can be found under:

ByNativeType -> Mordor -> Units -> MordorDrummerTroll

NOTE: If WorldBuilder asks, put the object on team “PlyrMordor/teamPlyrMordor”.

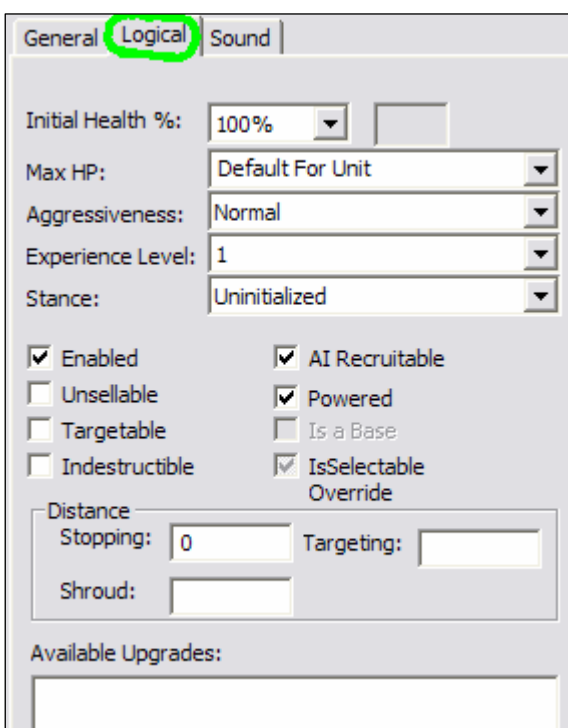
◆ How do I change an object once I place it in WorldBuilder?



Object properties can also be changed in world builder. If you select an object on the map, the window on the side will show that objects properties and allow you to change them. The properties are sorted into 3 sections:

General, Logical, and Sound.

Under the General category, the first property is the name of the object. The **name** of an object is used if you want to reference this object using scripts. The **team** is what team will own the object at the start of the map. **XY Position** is where the object is on the map (generally used to refer to using scripts, we'll discuss this later). **Z Position** is how high off the ground an object is. Be careful that you don't bury an object (if this value is negative), because units in the game will still move to go around an underground object even if you can't see it. **Angle** is the direction an object is facing. 0=East, and the object goes toward North as the value of this gets bigger. You can **Scale** an object by selecting the choice above "No Scale" and dragging the slider to make the object bigger or smaller, or typing in your own number.



Initial Health is how much health the object will have at the start (like 50%, etc.) Other changeables include **Max HP** (an objects health when not damaged), **Aggressiveness** (How aggressive an object, unit in this case, will be during the game), **Experience Level** (What level of experience an object will start at), and **Stance** is the stance the units will start at, like "aggressive" or "battle" stances.

In the clickable boxes below the drop down options, you can set if the object is:

Enabled (can move and respond to its environment),

Unsellable (the object can't be sold, use this if you don't want a player to sell a certain building),

Targetable (can be targeted by enemy units),

Indestructible (cannot be destroyed),

AI Recruitable (can be recruited to do things by an allied computer),

Powered (can animate ingame and do things. If something is not powered, it can't do anything),

Is A Base (can be built as a custom base. If this box is not checked for a base, once the base is destroyed, it cannot be rebuilt), and

IsSelectable Override (the object cannot be selected by a pointer. This is recommended for scenery).

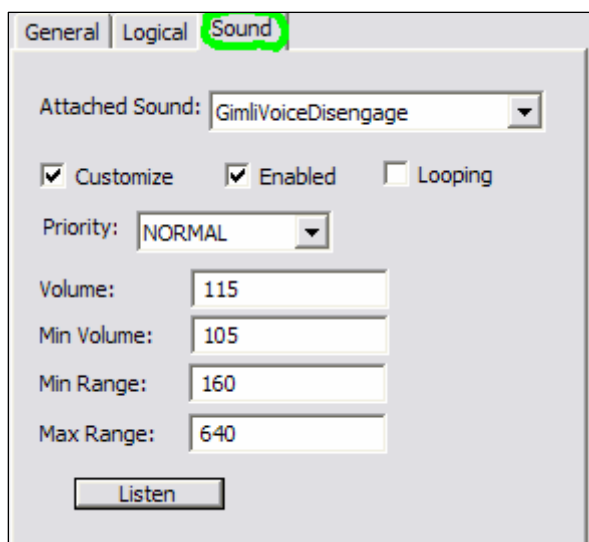
DISTANCE SETTINGS:

Stopping Distance changes the stopping distance is for moving units (Don't worry about this).

Targeting Distance is the maximum distance an object can be from something before it can target it (for example, you could set a catapult to only be able to attack something if it is 20 feet away).

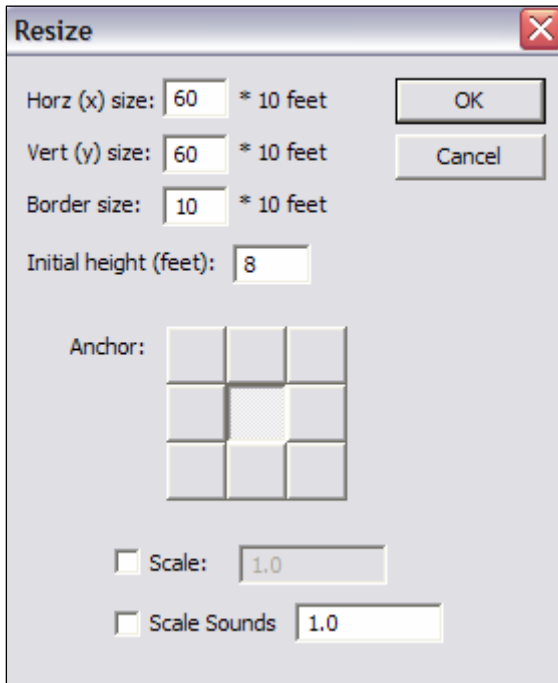
Shroud Distance is the maximum distance from the object that it can reveal/unshroud the map.

You can also use the **Available Upgrades** window to give units any available upgrades



Sound is an additional sound attached to the object. You don't really use this much. You can also select if the sound loops, or change volume settings for the sound.

◆ **How do I change the size of the map WorldBuilder?**



To change the size of the map in WorldBuilder, go to File -> Resize.



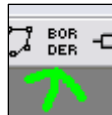
The resize window should come up. Enter the new dimensions of the map that you want, the border size and what height you want the terrain to start at. The anchor selection chooses where you want the objects from the old map to be placed on the new map. For example, select the middle to place old objects at the center of the new map, or select bottom-middle for the objects to be centered at the bottom of the map. (You may need to do some math if you are shrinking the map. I recommend taking away 50 ft. at a time from the

dimension you want to shorten. Choose the side-center spots across from the side you want to shorten. Try this a few times to get the hang of it.) If you check “Scale”, the objects will be placed on the scale of the previous map. Use this if you want to make a map bigger, but don’t want to manually move all the objects to their new places. “Scale sounds” does the same thing, but for sound objects.

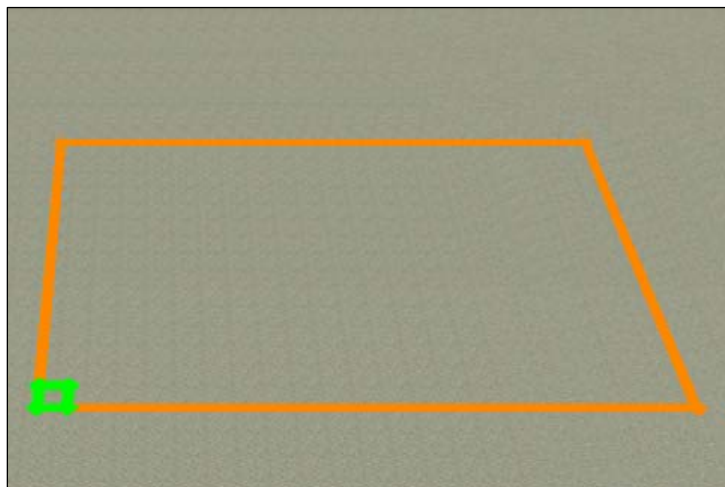
NOTE: Sounds will NOT be scaled if you check “Scale” but not “Scale sounds”.

◆ **How do I change the border of the map WorldBuilder?**

To change the border of the map, click the “Border”



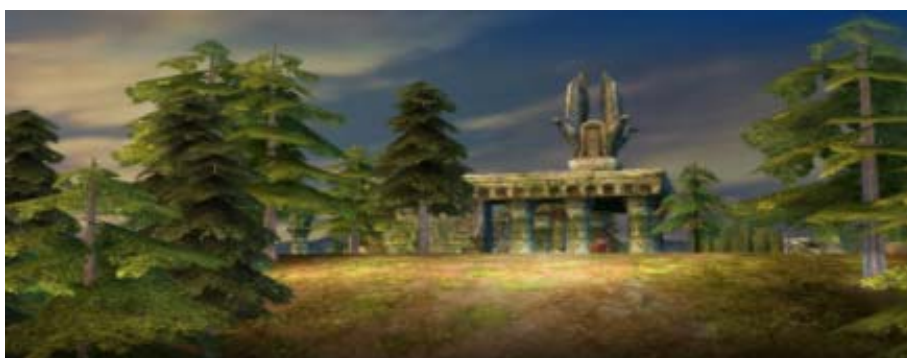
button. This gives you control of the border tool. Click and drag the orange border to change it. The border will stay square, and you will not be able to move the border from its spot in the bottom-left. To make a new border, click the bottom-left corner and drag away from the corner. This new border can be named and used with scripts to change the map while playing it.



TIP: If a map has a lot of objects, and you have a hard time because you keep accidentally selecting an object, click this button in the toolbar. It prevents you from selecting objects, and this may be helpful.



TIP: Remember to save often. WorldBuilder may crash a lot, and if it does, you'll lose a lot of work if you've forgotten to save the map.



To progress to the next tutorial:

- ✓ Create a new map named "Tutorial 1" at any dimensions.
- ✓ Resize the map to be only 20x20 feet, and have a border of 10 feet.
- ✓ Place 2 drummer trolls (objects) on the map next to each other. Look at the "NOTE" on the bottom of page 3 if you need help find the troll in the object library.
- ✓ Name one of the trolls "Talllaxguy1" and the other one your name or nickname.
- ✓ For the troll named "Talllaxguy1": make that troll float in the air, and be twice as big as the other troll. Make the troll with your name/nickname start with only 50% health, but make it indestructible.
- ✓ Move the orange border so that one troll is inside the border and one troll is outside of it (You may need to switch into "Look Down" mode).

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