MIGHT & MAGIC

HEROES VI

A Quick Start Guide to the Scenario Editor

Version 1.0
October 18, 2011

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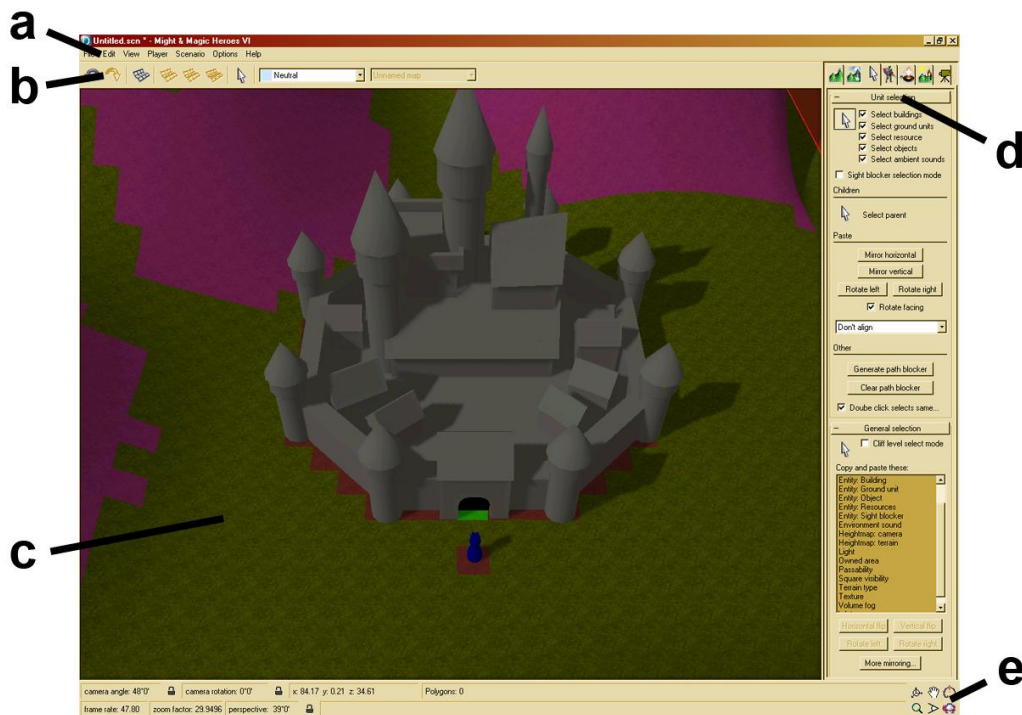
Introduction

The present guide will teach you the main functions of the Scenario Editor in order to create a Multiplayer map.

1. Getting Started

You can find the Scenario Editor in your Start menu, in *Ubisoft > Might & Magic Heroes VI > Start the Heroes VI Scenario Editor*.

When you open the Scenario Editor, you'll see the following things:

a. A **Menu bar** with the File, Edit, View, Player, Scenario, Options and Help menus.

b. A **Tool bar**.

c. The **Edit view**, where most of the work is done (this part will be black when no map is loaded)

d. Seven **panels** on the right.

e. The **status bar** with the camera controls on the right.

Most of the tools you need are located in the seven **panels**. From left to right, they are:

i. The **Terraforming panel**, which allows you to change the relief of the map.

ii. The **Terrain Painting panel**, which allows you to paint your map with textures, combat map zones, and areas of control.

iii. The **Selection panel**, which allows you to select and manipulate the units and props of your map. This is also where you can place Map Locations (Events) and Starting Locations.

iv. The **Entity Library** panel, which contains all the entities (units, buildings and props) you can use to populate and decorate your map.

v. The **Lights & Sounds panel**, which allows you to place custom Light sources and Environment Sounds.

vi. The **Advanced Environment Panel**, where you can set the ambient fog and a variety of other advanced options.

vii. The **Cutscene Editor** panel.

Each panel contains several **drawers** that can be opened or closed.

You can scroll up and down the contents of a panel by left-clicking on the panel's background and moving the mouse up or down while maintaining the button pressed.

Hint:

Here are some shortcuts that will come in handy:

Right-Click on the Edit view reverts to the default mouse mode (terraforming).

F4 toggles the display of the grid.

F6 shows the passability of the tiles: pink tiles are impassable due to relief or obstacles; cyan tiles have been manually sent to impassable, deep blue tiles are water tiles, yellow tiles are interactive tiles (usually the entrance of a building), and green tiles are entrances through which the Hero can step.

F7 toggles the display of ground units.

F8 toggles the display of resources.

F9 toggles the display of buildings.

F10 toggles the display of scenery objects (trees, rocks, etc.)

F11 displays the Edit View in full screen.

Space will automatically put you in "Select" mode.

C allows to switch between free camera and in-game camera.
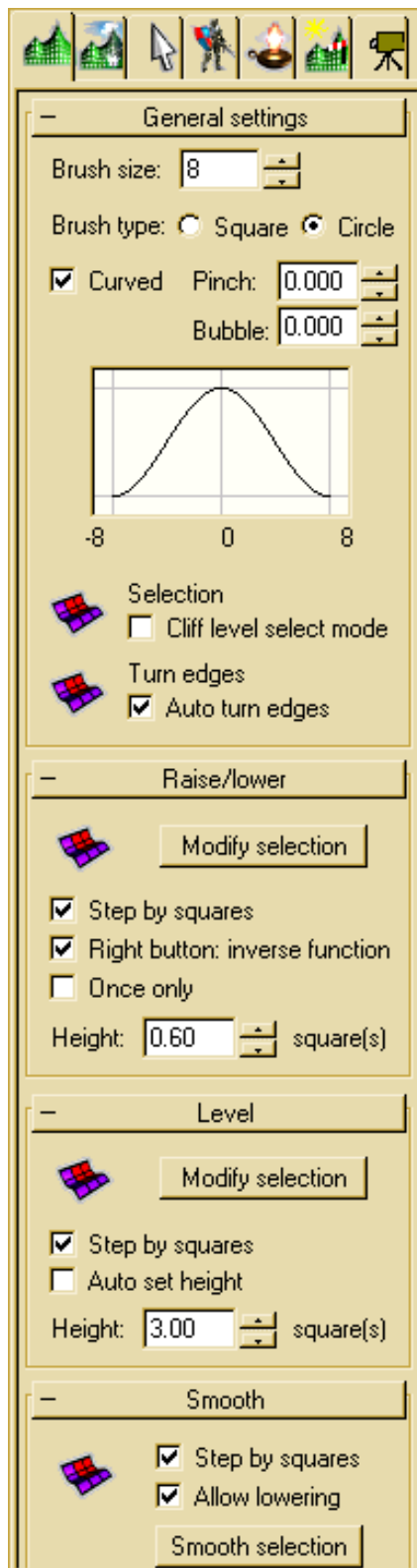

Also, when one or more entities are selected :

Enter opens the Properties window of the selected entity.

E allows to rotate the entity.

R allows to scale the entity (change its size).

W allows to move the entity (default mode).

General settings

Brush size: 8

Brush type: ○ Square ● Circle

☑ Curved   Pinch: 0.000

Bubble: 0.000

-8   0   8

Selection
☐ Cliff level select mode

Turn edges
☑ Auto turn edges

Raise/lower

Modify selection

☑ Step by squares
☑ Right button: inverse function
☐ Once only

Height: 0.60   square(s)

Level

Modify selection

☑ Step by squares
☐ Auto set height

Height: 3.00   square(s)

Smooth

☑ Step by squares
☑ Allow lowering

Smooth selection

To begin, let's create a new map.

Click on *File > New*

You are prompted with a window where you can enter the size of the map in tiles. A tile is the basic unit of a Heroes VI map - this is the space occupied by 1 unit.

In Heroes VI, you are not limited to square maps and can create maps of any size or shape.

When you're satisfied with the size, click OK. The map will be generated.

You can use the tools from the **Terraforming panel** to edit the relief of the map. The basic tool is the *Raise/Lower* tool. Once selected, you can left-click to raise the terrain and right-click to lower it.

Go in the **Terrain Painting panel** and scroll down to find the *Water drawer*. This allows you to put bodies of water in the map. Bodies of water will be enclosed by the surrounding relief, which allows you to set different bodies of water at different heights. Below the list of the bodies of Water present in the map you'll see various options to customize each one to suit your map, from the color of the water to the strength of the current.

Advanced technique: Importing Height Maps

If you have access to picture-editing software, you can create a Height Map.

Height Maps are TGA files with RGB colors, with the size in pixels of the Height Map being equal to the size in tiles of the map (i.e. for a 92x92 tiles map you'll need a Height Map of 92x92 pixels).

Paint your Height Map with shades of grey. Black areas will be the lowest areas of the map, White areas will be the highest points of the map.
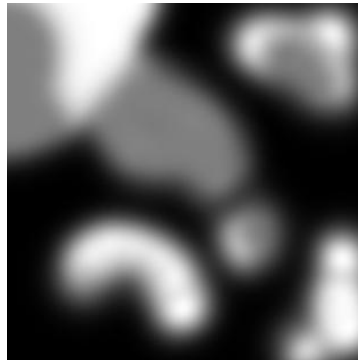
When imported, Height Maps are flipped vertically (what is north on the picture will be south in the map). Keep that in mind when designing your Height Map.
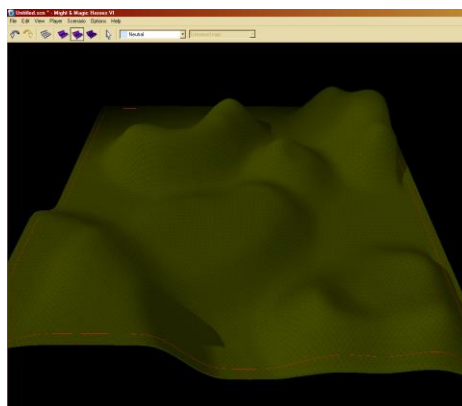
Once you have your TGA file, return to the Scenario Editor and open your map.

Click on *File > Import > Height Map*.
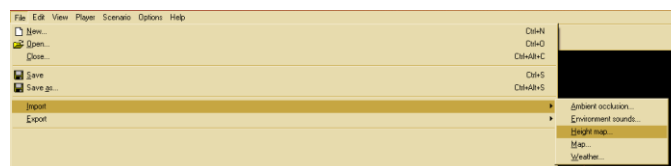
Select your TGA file in the field by clicking the "…" button.

You can reduce the Height Scale in the corresponding box. By default the value is 0.1, but you can reduce it to 0.05 or lower if you think the relief is too strong.
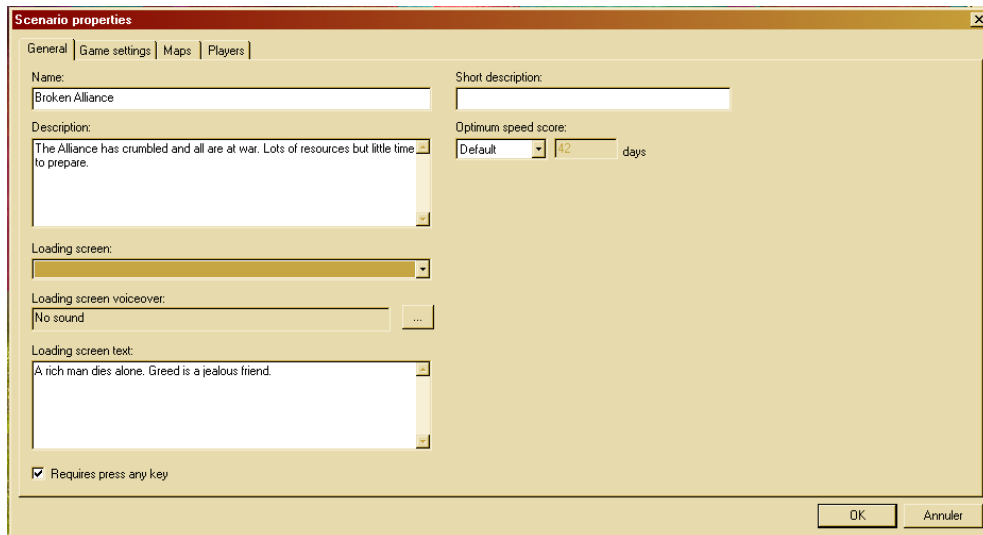
2. Setting the general properties of the map

Click on *Scenario > Properties*.

These are the general properties for the map. There are four panels: Scenario Properties, Game Settings, Maps, Players.

In **Scenario Properties** you can change the name of the map, its description, set a loading screen picture and text.


In **Game Settings** you can set the game mode. Use Custom for Scenario maps and Melee for multiplayer maps. Since we are doing a MP map in this guide, let's select Melee. You can select a Custom difficulty level if you want your map to use very specific settings and bypass the difficulty setting chosen by the player.
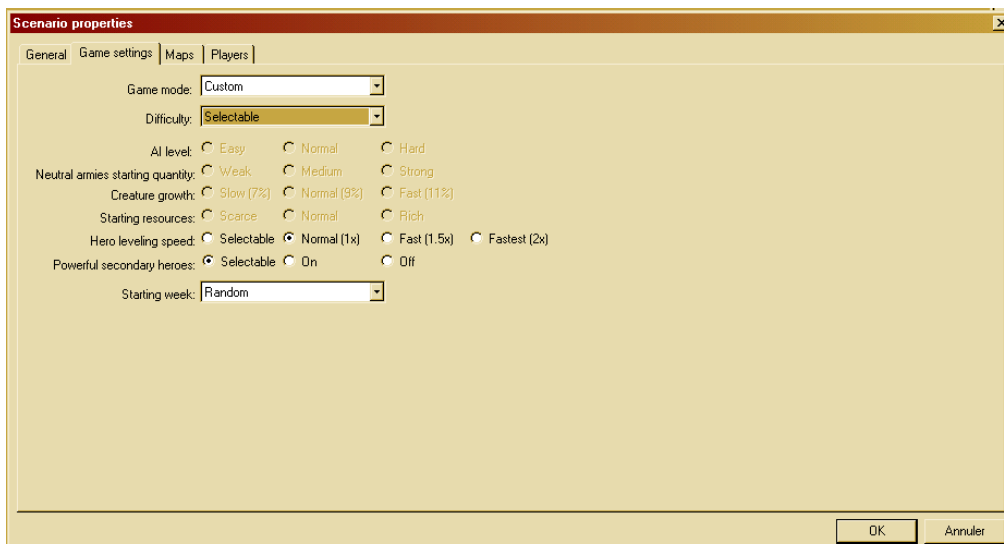
In **Maps** you can review the different levels composing the map.

In *Players*, you can set up the players found on the map: if they are controlled by the Human player or AI, if they are part of a team, set their starting hero and starting town (once you have placed heroes and towns on the map), choose their colour, etc.
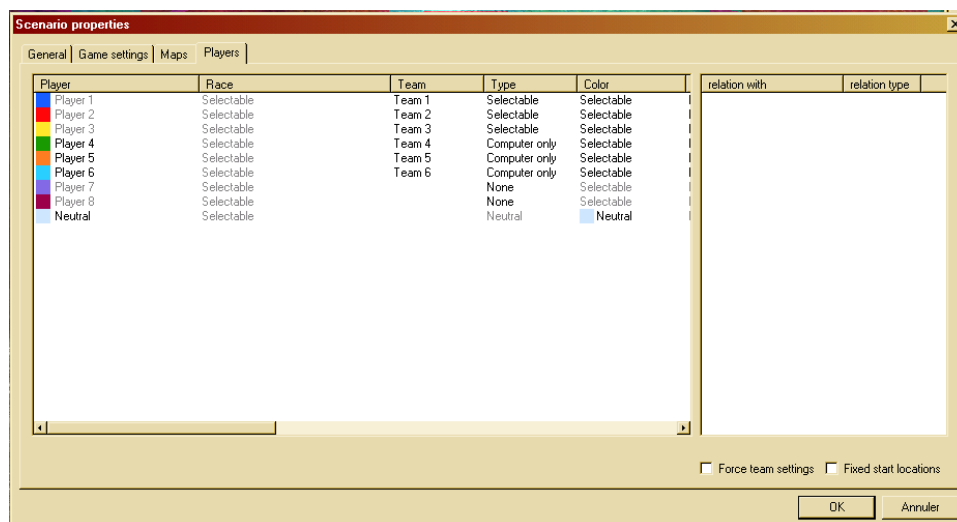
Advanced technique: Adding Underground Level

Some Heroes maps do not have just a Surface level, but have also an Underground level. To add a secondary Underground map, follow these steps:
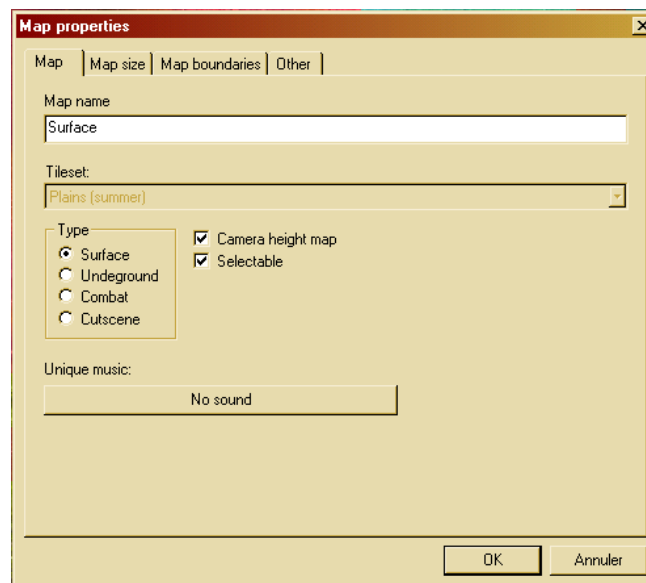
Click on *Scenario > Map > Add Map*
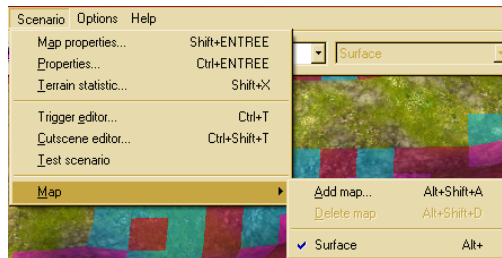
Choose the size of your secondary map as before.

Click on *Scenario > Map Properties*.

Here you can give a name to that level (it will only appear in the editor). In Type, select Underground.

You can only have 2 levels per map, but there are no limitations to the kind of environment you can use in each level, which means you can create a map composed of 2 Underground levels or 2 Surface levels if you want. Just make sure one of the levels is marked as Surface and the other as Underground.
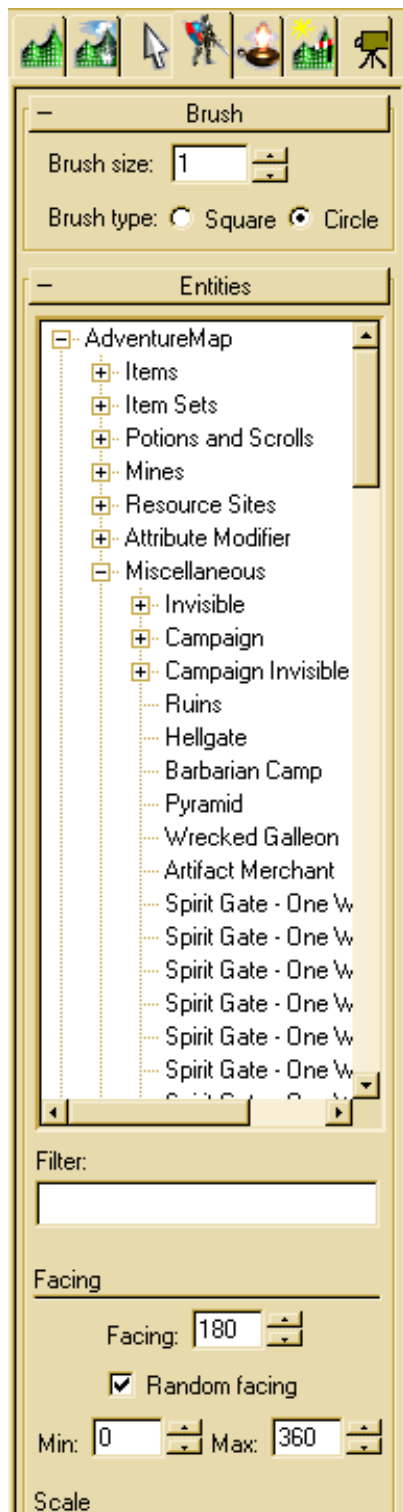
3. Setting the players

To put a player on the map, select him by either clicking on the Player menu or selecting him in the Tool bar. Select Player 1 for instance.

Usually in the MP maps of Heroes VI, the players are free to select their starting hero. To allow it, you need to put an entity called *FactionHero* on the map. In the Scenario Editor it looks like a chess piece. In game, it will be replaced by the starting hero of that player.

Click on the **Entity Library panel**, select the entity *FactionHero* and place it on the map.
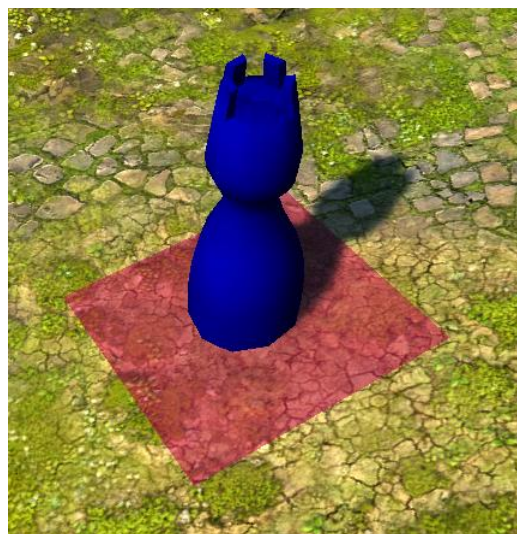
Hint:

In the *Entities drawer*, there is a field named *Filter*. Here you can type the name of the entity you're looking for to find it more rapidly.

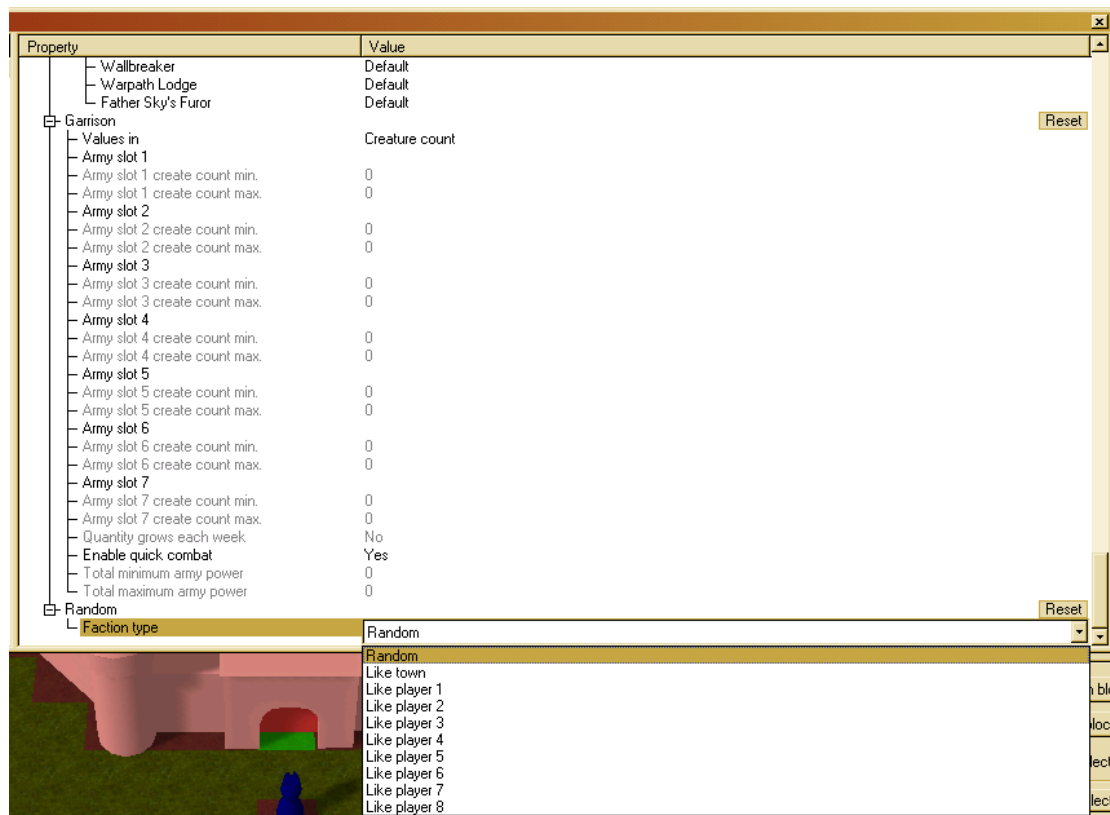In most MP maps, players have also a starting town corresponding to the faction of their starting hero. Select the entity called *Random Town* and place it next to the FactionHero.

Click on the RandomTown to select it, and press Enter to open its *Properties window*.

At the bottom of the window, you'll see a field called *Faction type*. Here you can select *Like player 1*. You might want to reproduce this step for any Random dwelling located in the Area.

Hint:

If you need to change the properties of a lot of objects quickly, press Ctrl+A to select all the objects of the map then press Enter to open the Properties window. All the selected objects will be listed by categories, allowing you to quickly access the ones you want to change. You can even change a field for several objects at once as long as all objects have that specific property.
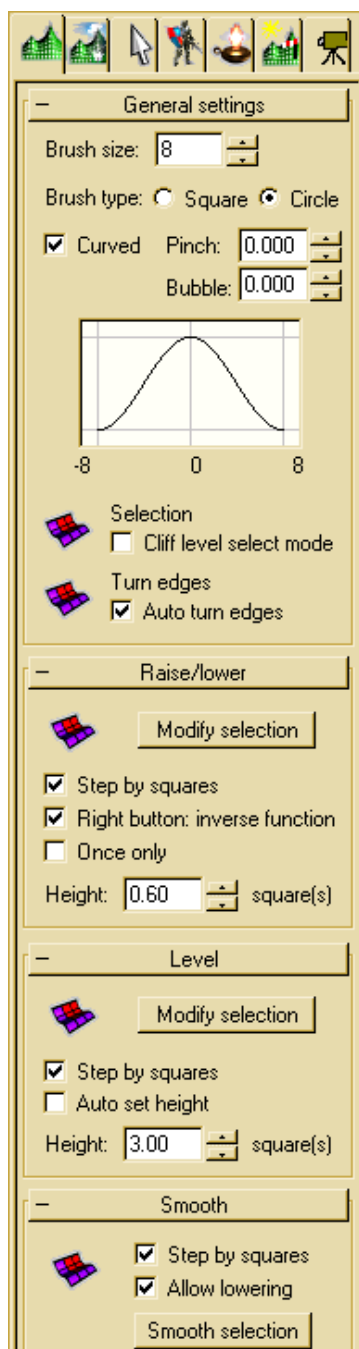
Now that we have the starting hero and town, we need to set the Starting Location for that player. Go the Players tab in Scenario > Properties.

One of the parameters is *Start Camera*. By default it is set *"On Avatar"* (which means the camera will be centered on the main hero when the game starts). When you save your map, the editor will ask you to confirm the Start Location. You just need to click on *Generate* in order to do so.

We now need to set the victory conditions for the map. Click on *Scenario > Trigger Editor*.

The **Trigger Editor** is a powerful tool that allows you to set up advanced settings for the map. In MP maps, we only use some very basic triggers.

Right-click on **Event trigger** and select *Add trigger*.

Name the new trigger *MeleeTriggers*.

bInitiallyOn should be set on true.

bDisabled should be set on false.

pCondition should be set on Nothing.

pAction must be set on *Array*. This means this trigger will actually do a series of actions in a row.

An item called *pElements* has appeared below *pAction*. This is where you'll put the actions.

Right-click on *pElements* and select *Insert Element*. An Element called *Element[0]* appears.

Click on the field right to *Element[0]* and select *Scenario > Scenario_SetAutoVictory*.

Make sure the field *State* is set on *Enable*. This trigger means the map will end in Victory for the remaining player if all the others have been Defeated.

Now right-click on *pElements* again and add new items, one for each player on the map. They will appear as *Element[1]*, *Element[2]*, etc.

Set those Elements as *Scenario > Scenario_SetAutoDefeat*.

There is a field called *Player* below each Element. Make sure each one is bound to a different player (for Element[1] set Player as Player 1, for Element[2] set Player as Player 2, etc.)

Make sure the *State* property is set on *Enable*. This trigger means a player is defeated if he has no remaining heroes or town.

We'll add another classic condition. Again, insert new elements under *pElements*. Set the new elements as **Scenario > Scenario_SetDefeatInWeekWithoutTownOrFort**.

It means that if a player does not control any town or fort during more than seven days, he'll lose the map.

Like *Scenario_SetAutoDefeat*, one element must be set for each player of the map.
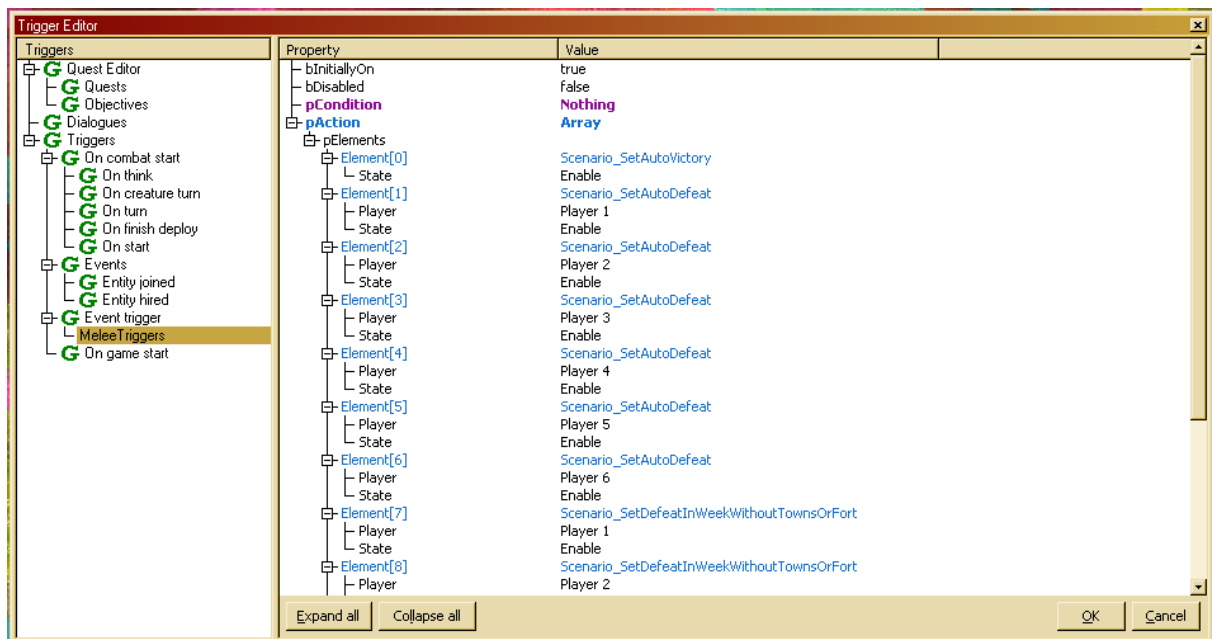
When you have more experience with triggers, you'll be able to set different victory/defeat conditions for each player if you like.
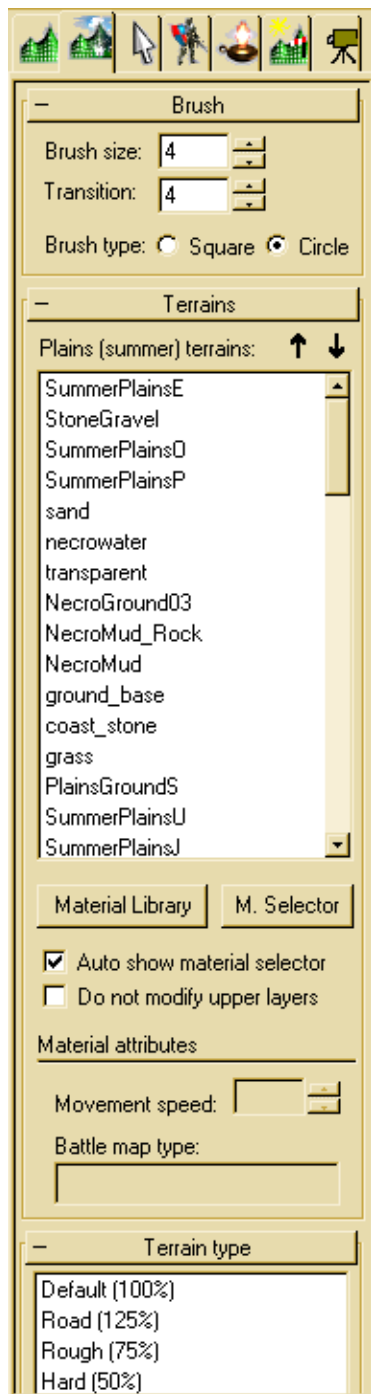
4. Terrain painting and decoration

Decoration is probably the most enjoyable part of mapmaking, but can also be a long process.

Click on the **Terrain Painting panel**.

The *Brush drawer* allows you to control the size and shape of the brush you'll be using to paint the terrain of the map.

The *Terrain drawer* lists the textures used on the map. By default it only contains the "base" (grass) texture.

To add new textures, click on *Material Library* below the list.

The new window will show you the various textures available to use.

If you see a texture you like, right-click on it and select *Use material on map*. The texture will be added to the list shown in the Terrain drawer.

Hint:

Once you're done browsing the Material Library, you might wish to uncheck the box titled Auto show material selector.

Once you have chosen the materials you wish to use, you can start painting your map.

But textures are not enough to make a map, you need to decorate as well.

Go to the **Entity Library panel**. In the *Entities Drawer*, you'll see all the objects you can use in your map.

Hint:

Make sure you select the "Neutral" player before putting mines and buildings on the map.

Expand the AdventureMap category to find all the items you can use for decoration, but also all interactive map locations like resources, treasures, mines and adventure map buildings.

You can increase the size of the brush in the *Brush drawer* if you want to paint a whole area with the same item. If you wish to do so, it might be a good idea to check the *Random Facing* and *Random Scale* boxes to add some variety.

To help you decorate your map, you can go into an item's property and set *Allocation* on *Disabled*. It will permit you to set several objects on the same tile. Another method is to check the « force place » checkbox below the Entity library to be able to place objects on a blocked square.

5. Setting the Areas of control, movement penalties, combat maps and music

One you have your map fleshed out with the players, terrains and decoration, it is time to set the Areas of Control.

An Area of Control contains a Town or Fort, but not both. In-game, the player will have to capture that Town or Fort in order to control the mines and dwellings of that Area.

Go to the **Terrain Painting panel**, and scroll down until you find a drawer called *Owned Area*.

Click on *Add*. A new item called "Unnamed" appears.

While it's not obligatory, it is recommended to rename the Areas, making it easier for you to identify which is which.

Each Area is associated with a color (which you can change). When an Area is selected, you can left-click in the Edit View to paint the terrain with that color, defining the boundaries of the Area of Control.

Hint:

Press Shift while clicking to go in "Eraser mode", allowing you to "unpaint" colored tiles.

You are not forced to use Areas of Control in your map. If you don't, mines will behave like they did in previous Heroes games.

You must also select which music will be played in each Area. There are two musics for each Area : the *Terrain Music* and the *Water Music*. If there is no water in the Area, you only need the former. Terrain music will be played on land, while Water music will be played once a Hero climbs into a boat (or rides the waves if he's a Sanctuary hero).
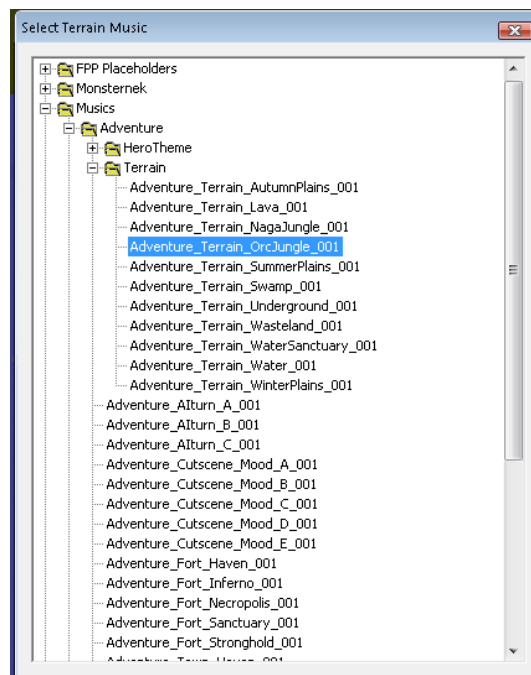
Scroll down the **Terrain painting panel** to find a drawer named ***Combat map painting***. This allows you to set which Combat maps are used in the map. It works similarly to the Area of Control painting.
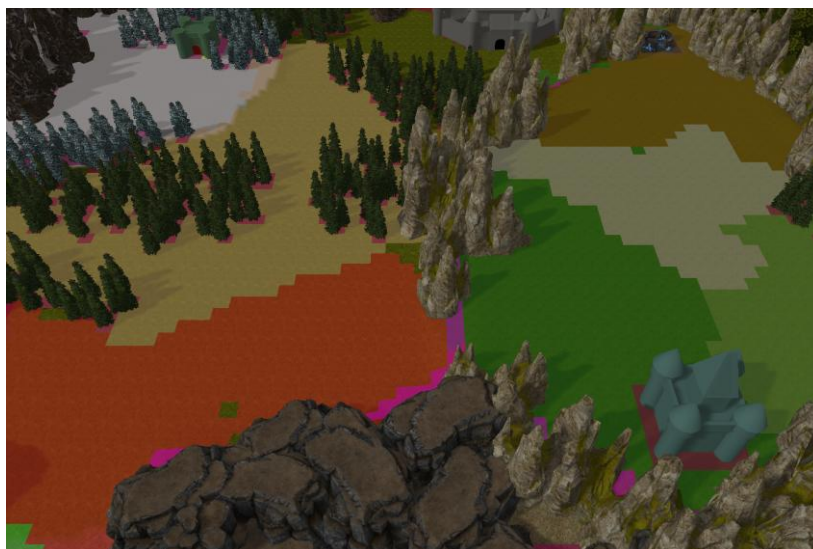
One last step is to put movement penalties. Scroll up the panel to find a drawer called ***Terrain Types***. You have access to various types of terrain (Default, Road, Rough, Hard…), all of which impact on the movement speed of the travelling Heroes.

6. Last tweaks

Most of the work is now done, it's time to put the finishing touches to the map.

In the **Terrain painting panel**, you'll find a drawer named ***Passability***. It allows you to set some tiles as impassable, thus better controlling where the players can move or not. As for the Area of Control painting, you can press shift while clicking to "unpaint" a tile.

You can also set some tiles as "water". It means these tiles are only available to Sanctuary heroes or boats.

Last but not least, you can also put monsters and treasures on the map. You'll find all you need in the ***Entity Library panel***.

You can now test your map, by clicking on *Scenario > Test Scenario*.

Once the map is finished, you can save it to *My Document > Might & Magic Heroes VI > Scenario*. It will appear in the game at the bottom of the map list.

Have fun !

Appendix: Complete list of shortcuts

Description	Hotkey
Brushes	
Brush resize	\<Shift> + \<Middle Mouse Button>
Change brush type	\<B>
Camera	
Pan	\<Middle Mouse Button>
Rotate	\<Ctrl> + \<Middle Mouse Button>
Perspective	\<Ctrl> + \<Alt> + \<Middle Mouse Button>
Zoom (soft)	\<Alt> + \<Middle Mouse Button>
Zoom in	\<Mouse Wheel Up>
Zoom out	\<Mouse Wheel Down>
Reset camera to default	
Take screenshot from viewport	
Edit	
Copy	\<Ctrl> + \<C>
Cut	\<Ctrl> + \<X>
Paste	\<Ctrl> + \<V>
Undo	\<Ctrl> + \<Z>
Redo	\<Ctrl> + \<Y>
Select all	\<Ctrl> + \<A>
Select none	\<N>
Invert selection	\<Ctrl> + \<I>
Sheet: terrain	\<1>
Sheet: terrain texturing & cliffs	\<2>
Sheet: selection & map locations	\<3>
Sheet: units	\<4>
Sheet: lights	\<5>
Sheet: weather	\<6>
Widget: Selection mode	\<Q>
Widget: Move mode	\<W>
Widget: Rotate mode	\<E>
Widget: Scale mode	\<R>
Cycle between widget modes	
File	
Open	\<Ctrl> + \<O>
New	\<Ctrl> + \<N>
Close	\<Ctrl> + \<Alt> + \<C>
Save	\<Ctrl> + \<S>
Save as	\<Ctrl> + \<Alt> + \<S>
Import map	\<Ctrl> + \<Shift> + \<W>
Export minimap	
Lights & Material	
Light edit	\<L>
Change light color intensity	\<Ctrl> + \<Alt> + \<L>
Options	
Options	\<Ctrl> + \<P>

Player	
Player 1	<Shift> + <1>
Player 2	<Shift> + <2>
Player 3	<Shift> + <3>
Player 4	<Shift> + <4>
Player 5	<Shift> + <5>
Player 6	<Shift> + <6>
Player 7	<Shift> + <7>
Player 8	<Shift> + <8>
Player Properties	<Enter>
Scenario	
Add map	<Alt> + <Shift> + <A>
Delete map	<Alt> + <Shift> + <D>
Toggle next map	<Tab>
Toggle previous map	<Shift> + <Tab>
Properties	<Ctrl> + <Shift> + <Enter>
Map Properties	<Shift> + <Enter>
Map Locations	<M>
Trigger editor	<Ctrl> + <T>
Nis camera editor	<Ctrl> + <Shift> + <T>
View map 1	<Alt> + <1>
View map 2	<Alt> + <2>
View map 3	<Alt> + <3>
View map 4	<Alt> + <4>
View map 5	<Alt> + <5>
View map 6	<Alt> + <6>
View map 7	<Alt> + <7>
View map 8	<Alt> + <8>
View map 9	<Alt> + <9>
Selection # map locations	
General selection	G
Terrain	
Color clear selection	<Ctrl> + <Alt> + <K>
Color modify selection	<Ctrl> + <Shift> + <K>
Color region	<Ctrl> + <K>
Interpolate region to terrain height	<P>
Interpolate selection to terrain height	<Ctrl> + <Shift> + <P>
Level modify selection	<Ctrl> + <Alt> + <M>
Level region	<Ctrl> + <Alt> + <R>
Pick color	<I>
Raise/lower modify selection	<Ctrl> + <Shift> + <R>
Raise/lower region	<R>
Raise/lower selection	<Ctrl> + <Q>
Smooth color region	<Ctrl> + <H>
Smooth color selection	<Ctrl> + <Shift> + <H>
Smooth region	<S>
Smooth selection	<Ctrl> + <Shift> + <S>
Turn edge	<Ctrl> + <Shift> + <Q>
Terrain texturing & cliffs	
Decal	

Level selection	<Shift> + <K>
Passability	<Shift> + <W>
Square visibility	
Volume fog	
Water placing	
Trigger Editor	
(in trigger editor window) Expand	<Right Arrow Key>
(in trigger editor window) Collapse	<Left Arrow Key>
(in trigger editor window) Expand All	<Shift> + <Right Arrow Key>
(in trigger editor window) Collapse All	<Shift> + <Left Arrow Key>
(in trigger editor window) Search	<Ctrl> + <F>
(in trigger editor window) Search next	<F3>
(in trigger editor window) Search previous	<Shift> + <F3>
Units	
Unit selection	<Space>
Delete selected entities	<Delete>
Create duplicate of selected entities and move it	<Shift> + drag entities with movement widget
View	
Always show lights	<Ctrl> + <Shift> + <G>
Always show map locations	<Ctrl> + <Shift> + <M>
Always show volume fog	<Ctrl> + <Shift> + <U>
Cancel full screen	<Esc>
Edit window	<Shift> + <E>
Full screen	<F11>
Pathing	<F6>
Refresh	<Ctrl> + <R>
Set camera mode	<C>
Set camera target to entity selection	<Shift> + <C>
Statusbar	<Shift> + <S>
Terrain grid	<F4>
Toggle entity resources and artifacts draw mode	<F8>
Toggle entity building draw mode	<F9>
Toggle entity unit draw mode	<F7>
Toggle entity object draw mode	<F10>
Toggle sight blocker draw mode	<Alt> + <F2>
Toolbar	<Shift> + <T>
Special Commands (not configurable)	
Select entity	<Left Mouse Button>
Open properties window	<Enter>