

Map-Eddi 2 manual

Hello and welcome to Map-Eddi 2.

This tool has been coded in 1992 as an in-house tool for the never released vertical shooter Lethal Xcess. For those who have never heard of the Amiga or Atari ST original: It was a technically very impressive game, famous for the vast quantity of objects on screen and a fabulous Jochen Hippel Soundtrack. If you are interested, please visit the official site: <http://www.edv-rudolf.de/lethal-xcess/main.htm>. The C64 version was a complete disaster. I quit the project after three months citing economic reasons. This also caused the termination of the whole project. After years in oblivion I decided to release the available stuff to public. The level editor was a bit problematic, because it required a special adapter for an Amiga or Atari ST mouse. But finally a version exists for a 1351 mouse !!!

I would like to thank the following guys who made this possible:

Mario Knezovic who developed and allowed to release the original tool.

Wolfram Sang (Ninja/The Dreams) for his ultra-fast quality implementation to use the Commodore mouse.

Marco Baye for his 1351 mouse driver.

Danjo Rummler, who developed the first Map-Eddi.

Ok, then. I hope you will enjoy this tool.

Oliver Lindau/Veto

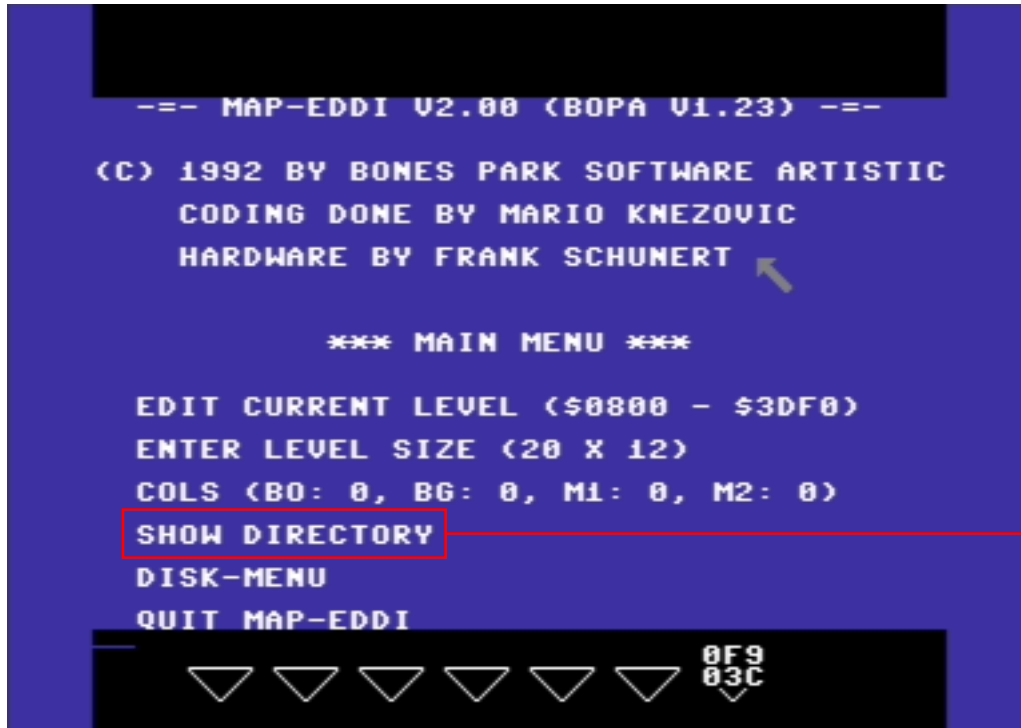
People involved in this project

Mario Knezovic/Bones Park:	Concept & code
Frank Schunert:	Original Amiga-/AtariST-mouse-adapter
Wolfram Sang (Ninja/The Dreams):	Adaption for Commodore 1351 mouse
Oliver Lindau (Veto):	Additional concept, manual & level map

System requirements

Commodore 64/128: Please plug Commodore 1351 mouse in joystick port 2

Vice 2.x mouse configuration: Please check if the mouse option is set to "Port 2"
Please check if the joystick is set to "Port 1"



This is the main menu where you can set basic preferences and of course the disk-menu and the editors.

It is possible to change colors or the level size afterwards, but save your map first to be safe in case of losing parts. Btw it is better to use the Inst/Del menu in the map editor.

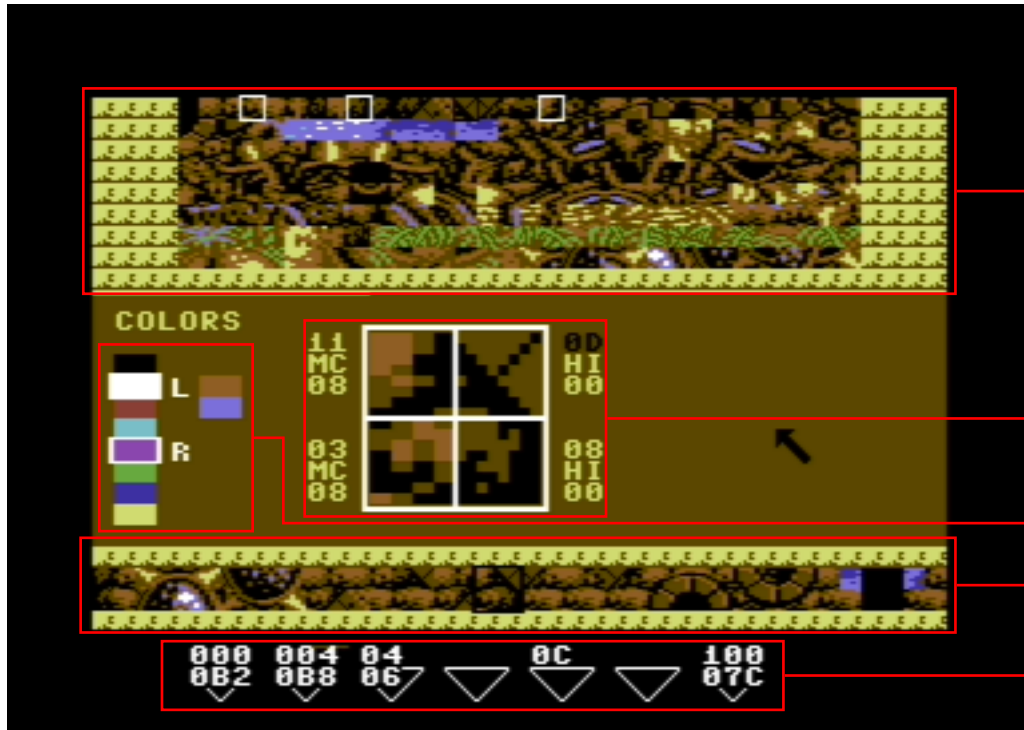
To pass the level size menu confirm each entry with the "return" key. To leave the color menu press the right mouse button.



Please note: The adapter for the Amiga-mouse shares the serial port, which requires to to reinitialize the disk drive before using the disk menu. This can be done with the directory entry in the main menu. It is not necessary when you use the 1351 version.

The disk menu shows the directory and some commands. Just click on the command you want and then on the filename. If a file has been loaded the same session the default entry is "replace". Good for workflow but this may contribute to accidents. So I would recommend to save two files per map at least.

Mouse: Left button "confirms selection"
Right button "calls main menu"



- Current character set: overview of all available 256 characters. Selected chars are highlighted with a frame
- Zoomed block view: Definition of char, resolution and color option. Also drawing tool for the selected character
- Color selection: First column selection of the optional color. Second column selection of the fixed colors.
- Current block set:: 256 blocks per character set possible. Current selection is highlighted with a frame.
- Status bar:
 1. Upper left block position (on map view)
 2. Position pointed block (on map view)
 3. Relative pointed block (on map view)
 4. blank
 5. Number of selected block
 6. blank
 7. Screen position of mouse pointer

Block definition and character editor in one place. Combine chars to a block set, build a set for the levelmap.

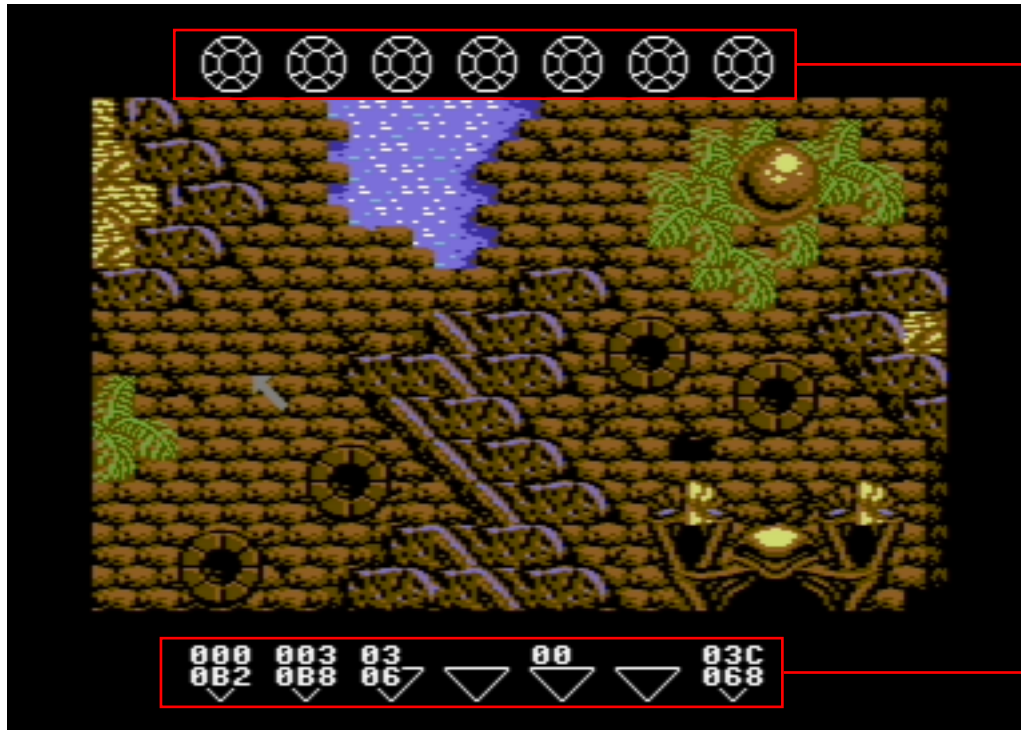
Two basic definitions exist for the mouse buttons according the drawing section or the other parts of the picture.

Block editing: By selecting colors the user defines the color for each mouse button. These definitions can be used to set the pixel colors in the zoomed block view.

Common definition: Left button means "confirm selection"
Right button in the blank field next to the zoomed block means "switch to map editor"

To exit the block editor move the arrow to the top-left position outside the screen and click on the right button.

Please note: There is a problem with the screen refresh according the colours... eg. after setting the basic or char colors. Right after the selection the chosen colors are not visible in the block editor (which is a bug actually). You can pass this effect when you switch once between the block and the level editor.



Button bar:

1. Move one block
2. Move four blocks
3. Move one screen
4. Move four screens
5. Move twelve screens
6. Move to the end
7. Call Inst/Del menu

Status bar:

1. Upper left block position
2. Position pointed block
3. Relative pointed block
4. blank
5. Number of selected block
6. blank
7. Screen position of mouse pointer

This screen is to create a map. Just pick up the block right from the map and paste it anywhere you want.
For a basic selection switch to the block editor and select it there.

Common definition:
Left button means "confirm selection" and "paste block"
Right button - short click means "pick up block"
Right button - long click means "switch to block editor"

To exit the block editor move the arrow to the top-left position outside the screen and click on the right button.

*** SPLIT EDITOR ***				
POS.	LINE	WHAT	VALUE	
19	005B	1	MC1	08
1A	005D	3	CHR	00
1B	006C	2	MC2	0D
1C	0073	3	MC2	0E
1D	0073	3	CHR	01
1E	0076	3	CHR	00
1F	0076	2	MC2	0D
20	0079	3	CHR	01
21	0079	2	MC2	0E
22	0094	1	MC1	08
23	0094	0	BG	09
24	0095	3	CHR	00
25	009C	3	CHR	01
26	009C	2	MC2	0C
27	009D	0	BG	09
28	009D	2	MC2	0E
29	00A6	2	MC2	0E
2A	00A7	3	CHR	00
2B	00AA	2	MC2	0D

*** INST/DEL - MENU ***	
1)	INSERT LINE(S)
2)	DELETE LINE(S)
3)	INSERT COLUMN(S)
4)	DELETE COLUMN(S)
CHOOSE OR <ESC> TO QUIT	

Tada! You need some more flexibility than the native character mode offers? Then splits are your friend. A split manipulates a predefined blockline in the level map. Basic colors or even the character set can be switched.

Check the status bar in the map view to get the line number. A maximum of 2 splits per line are allowed.

Valid entries:

0: BG	Background color	value 00-0F
1: MC1	Multicolor 1	value 00-0F
2: MC2	Multicolor 2	value 00-0F
3: CHR	Character set	value 00-02

To leave this menu press the arrow-to-left-key " ^ " (or in Vice "^").

The name is the game. Use this menu if the map is a bit too small or too large.

If you want to cancel your operation or leave this menu press the arrow-to-left-key " ^ " (or using Vice "^").