

Map Generator



Introduction

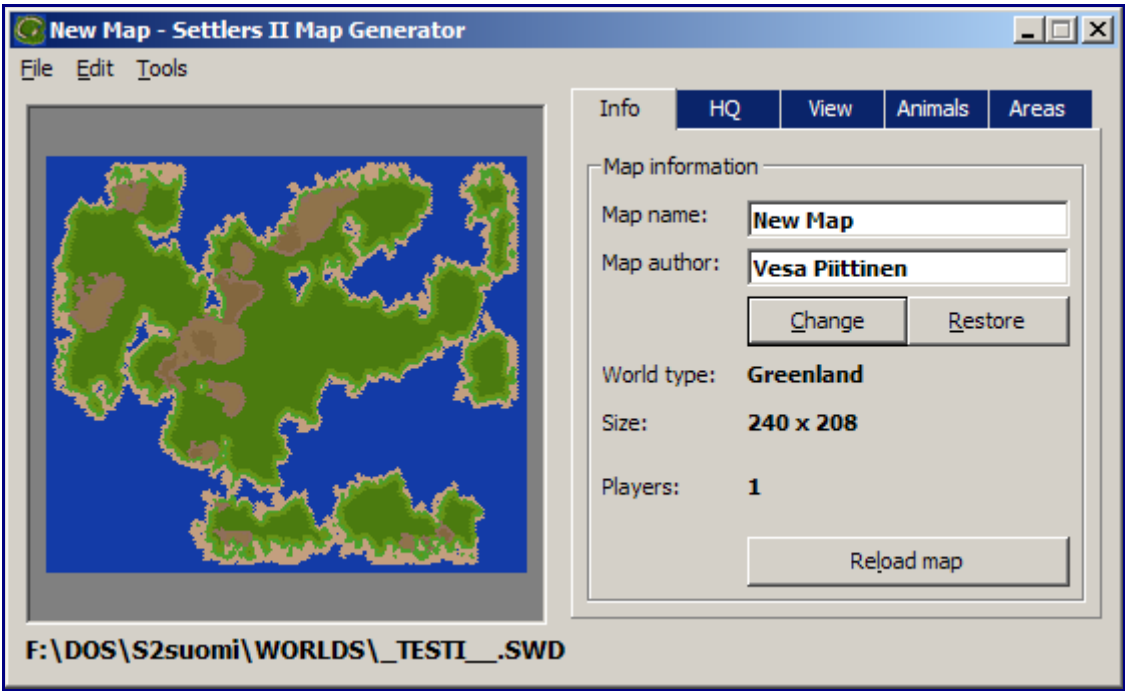
After trying out some map generators, I found out there really was none to my liking. The maps generated looked too much like they were randomly generated: the shapes of the mountains, the forests, the granite areas, pretty much everything looked too clearly random generated. The shape of the lands seemed also rather basic, no map really seemed exciting or worth a play.

I've long had on my mind to do the map generator for this old, classic game. I did the first versions of my generator in 2004. My main goals were simple: generate maps that seemed as if they could exist in the real world and maps that don't look computer generated. If you ask me, I'd say I've achieved this goal.

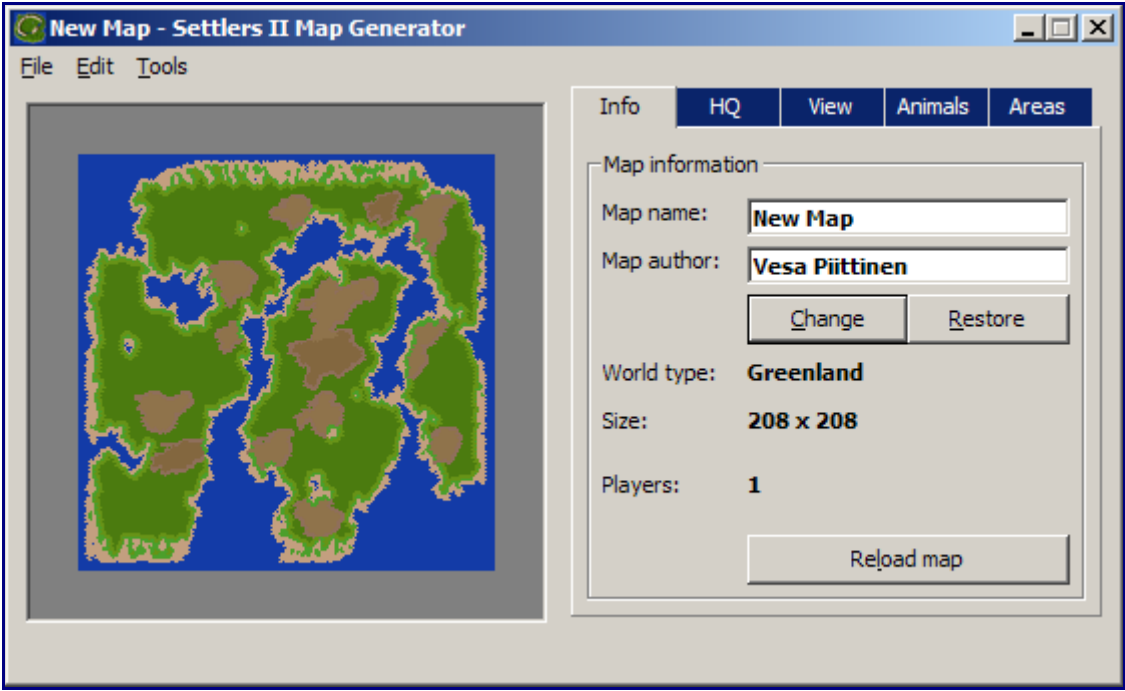
Samples

These screenshots below are done simply by clicking File > New from the menu and then taking a screenshot. You can click on the image to see what the map looks like in The Settlers II Map Editor. The maps haven't been touched at all in the editor.

Sample 1



Sample 2



What it generates?

The maps generated aren't perfect and playable right away. This means you must complete the work yourself. This is what the map generator does for you:

- A random shape of the world
- Beach areas
- Mountains
- Randomized heights: no more flat land for your maps!

What you must do yourself:

- Position the players
- Add forests and granite deposits
- Raw materials (gold, iron ore, coal, granite)
- Animals
- Other miscellaneous objects

However, the amount of work and time you need to spend on map making is halved! Your maps also will look much more professional.

Other features

Coastal castle fix in the Tools menu allows you to create maps with harbor sites. You can now create your own expedition maps! However, you must replace a campaign map in order to be able to create ships as expeditions are disabled in Unlimited Play mode.

There is also remove animals in the Tools menu, so if you now add too many animals when you make a map, removing them is now far easier.

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