

## ULTIMA VII- THE BLACK GATE

World Editor Document- 5/29/91

by Jack Herman

NOTE: There have been a lot of changes made in the World Editor since the last Ultima. This new World Editor is an ever-evolving beast and this is by no means a definitive record of it. As various commands become functional and other are compressed altered or deleted there will be updates made to this document. In the meanwhile please keep a note of any bugs discovered. Address all Editor questions to Herman, Tony or Ken. Thank you.

The World Editor is comprised of a variable view map of the game world (occupying the left two thirds of the screen), a drawing display (in the upper right hand corner of the screen), a series of inventory windows occupying the lower portion of the right third of the screen, and a series of menus of commands. The two main menus are the GLOBAL menu, which covers the making of the world map, and the EDIT menu, which covers the specific sub-sections of world creation.

### GLOBAL menu

ANIM- This command is currently non-functional. It will be used to turn on and off animation. The keyboard shortcut to this command is A.

SET TIME- This command is currently non-functional. It will be used to set the date, day and hour in the game and will move all NPCs and items to their proper place at that time. The keyboard shortcut to this command is Alt-T.

GO TO- This function brings up the world map. Pointing and clicking the mouse button zooms into a closer view of any particular area on the map. The keyboard shortcut to this command is G.

LEVEL- This command is currently non-functional. This is a "zoom in" function like GO TO only it is used to drop in and out of multiple levels of altitude, such as various levels in a dungeon. The keyboard shortcut to this command is Z.

BOUNDS- This command places cell and chunk boundaries over the world map. The keyboard shortcut to this command is B.

LOAD- This command restores everything in the editor to its last saved position. The keyboard shortcut to this command is Alt-L.

SAVE- This command saves all changes made in the editor including all art and scale changes, map and inventory changes. The keyboard shortcut to this command is ~~X~~ Alt-S.

SCALE CHUNKS- This command incorporates smaller scale map

changes into the larger scale world map. It remakes the GO TO world map. The keyboard shortcut to this command is ~~Alt~~ Alt-C.

EXIT- This command returns to DOS. Warning: It does not currently ask if any changes are to be saved, so the SAVE command must be utilized before exiting from the Editor. The keyboard shortcut to this command is Alt-X.

#### EDIT menu

EDIT WORLD- This command calls up the WORLD menu, where chunks can be found, renumbered, merged and copied. The keyboard shortcut to this menu is Ctrl-W.

EDIT TERRAIN- This command calls up the TERRAIN menu, where you can paint cells of terrain and generate walls and rivers. The keyboard shortcut to this menu is Ctrl-M.

EDIT ITEMS- This command calls up the ITEMS menu, where items can be found, selected, deleted, edited and cloned. The keyboard shortcut to this menu is Ctrl-I.

EDIT TYPES- This command calls up the TYPES menu, where types can be edited, added, renumbered and merged. The keyboard shortcut to this item is Ctrl-T.

EDIT SHAPES- This command calls up the SHAPES menu, where shapes

can be generated and imported into the editor. The keyboard shortcut to this menu is Ctrl-S.

WORLD menu (Keyboard Shortcut: Ctrl-W)

FIND CHUNK- This command is currently non-functional. It will locate all specific occurrences of a chunk. The keyboard shortcut to this command is F.

RENUMBER CHUNK- This command is used to rearrange and reorder specific chunks. The keyboard shortcut to this command is R.

SWAP CHUNK- This command is used to swap the positions of specific chunks on the map. The keyboard shortcut to this command is S.

MERGE CHUNK- This command is used to replace all instances of a specific chunk on the map (from) with a new chunk (to). The keyboard shortcut to this command is M.

COPY CHUNK- This command is currently non-functional. It will be used to copy data from one chunk onto another. The keyboard shortcut to this command is C.

TERRAIN menu (Keyboard shortcut: Ctrl-M)

GRAB BRUSH- This command is used to grab a "brush" of cells framed in the yellow rectangle and painting those cells onto the map. Click and drag with the mouse to pick up and paint with the brush. The keyboard shortcut to this command is Y.

FIND SHAPE- This command is currently non-functional. It will

be used to find a specific occurrences of a shape on the map.  
The keyboard shortcut to this command is F.

WALL MODE- This command (currently non-functional) is used to select a type of wall and draw it onto the map by clicking and dragging the mouse pointer. The keyboard shortcut to this command is W.

HIDE ITEMS- This command is currently non-functional. It will be used to make all items that have been placed on the map disappear. The keyboard shortcut to this command is H.

RIVER TOOL- This command is currently non-functional. It is designed to work exactly like WALL MODE only it is used to draw rivers onto the map.

#### ITEMS menu (Keyboard Shortcut: Ctrl I)

FIND NEXT- This command is currently non-functional. It is used to find the next selected occurrence of a selected item. The keyboard shortcut to this command is F.

SELECT ITEM- This command is used to select an item from the map. The keyboard shortcut to this command is M. The keyboard shortcut to this command is S.


DELETE ITEM- This command deletes all instances of a specific item from the map. The keyboard shortcut to this command is D.


ITEM FLAGS- This command is used to edit the specific flags of an item. The keyboard shortcut to this command is E.




CONTENTS- This command is used to display the specific contents of a container. It calls up a special sub-screen with numerous unique functions. *The keyboard shortcut to this command is K.*


#### CONTENTS Icons and Functions


 (Search Up) This command is used to move up through a pile of objects that are stacked one on top of the other.


 (Search Down) This command is used to move down through a pile of objects that are stacked one on top of the other.

CONTENTS- This command will fill a series of display boxes with the various items that are held within a container.

 (Beginning Of List) This command moves the display to the beginning of the list of items in a container.

 (Scroll Left) This command scrolls the display to the left through the various items in a container.

 (Scroll Right) This command scrolls the display to the right through the list of various items in a container.

 (End Of List) This command moves the display to the end of the list of items in a container.

DELETE- This command switches the cursor to the shape of a gun. Pointing and clicking the mouse at any item in the display boxes will eliminate it from the inventory.

EDIT- This command will change the cursor to a magnifying glass. It is used to edit the type flags of any object in the inventory.

CLEAR- This command wipes out the entire contents of a container.

EXIT- This command will exit out of the inventory of a container currently being examined. This will return to world map and the ITEMS menu unless the container being examined is inside of another container. In which case, it will zoom out into the next level of container complete with its inventory.

NPC LIST- This command is currently non-functional, but will be used to call up a list of all the NPCs in the world. The keyboard shortcut to this command is N.

SCHEDULER- This command is used to create daily schedules for NPCs. The keyboard shortcut to this command is Y.

~~SET GAME TIME- This command is currently non-functional. It is identical to the SET TIME command in the GLOBAL menu.~~

SPECIAL FX- This is a test bed for new special game effects such as weather. Right now it is to be left alone.

CLONE ITEM- This command is used to make duplicates of an item right down to the position of all of its flags. The keyboard shortcut to this command is C.

TYPES menu (Keyboard Shortcut: Ctrl-T)

Note: All of these commands effect the currently selected type. Use the pg-up and pg-dn keys scroll through the types inventory.

Use shift plus pg-up and pg-dn to scroll through a screen at a time. There is a window in the types inventory that reads ADD FRAME. Selecting this will duplicate the use of the ADD FRAME command in the TYPES menu. ~~The keyboard shortcut to this command is F.~~

ADD FRAME- This command is used to add a frame to a type.

The keyboard shortcut to this command is ~~X~~ F

COPY SHAPE- This command is used to copy a shape onto another shape, even between types. The keyboard shortcut to this command is C.

EDIT TYPE- This command is not currently functional. It will be used to set type flags. The keyboard shortcut to this command is E.

ADD TYPE- This command is not currently functional. The keyboard shortcut to this command is T.

MAINTENANCE- This command is used to review a list of types and insert types on the list. The keyboard shortcut to this command is Y.

RENUMBER- This command is currently non-functional. It will be used to change the order of types. The keyboard shortcut to this command is R.

MERGE- This command is used to replace one type with another. The keyboard shortcut to this command is J. The keyboard shortcut to this command is M.

SHAPES menu (Keyboard Shortcut: Ctrl-S)



Note: Hold down the Alt key while drawing to scrape away the foreground view and replace it with background view whenever necessary when working on an altitudinal view.

ERASE- This command is currently non-functional. This will most likely be identical to the Erase Icon under SHAPES menu Icons. The keyboard shortcut to this command is E.

IMPORT- This command is used to take a shape drawn in Deluxe Paint and import it into the Editor by clicking and dragging the rectangle to be imported. Importing is always done into the currently selected frame. The keyboard shortcut to this command is I.

REPLACE COLOR-

~~REPLACE~~ This command is currently non-functional but will be used to replace one color with another. (See the Replace Color icon under SHAPES menu Icons.) The keyboard shortcut to this command is R.

PIXEL DRAW- This command is used to draw a line one pixel wide. (See the Pixel Draw icon under SHAPES menu Icons.) The keyboard shortcut to this command is P.


LINE DRAW- This command is currently non-functional. It will be used to create a straight line between two selected points. (See the Line Draw icon under SHAPES menu Icons.) The keyboard shortcut to this command is L.


RECT DRAW- This command is currently non-functional. It will be used to draw through the arranging of color-filled rectangles.


(See the Rect Draw icon under SHAPES menu Icons.) The keyboard shortcut to this command is D.


BORDER- This command is currently non-functional. It will be used to surround a selected item with a black border.


#### SHAPES menu Icons


 (Fill) This function is used to fill the pixels in a certain area of space within the display to a certain color.


 (Replace Color) This function is used to replace one color with another over the shape currently in the display.

 (Pixel Draw) This function is used to draw with a line one pixel wide.

 (Line Draw) This function is used to create a perfectly straight line between two points.


 (Rectangle Draw) This function is used to draw with arrangements of color-filled rectangles.


 (Foot Pad) This is currently non-functional. It is used to create a rectangle that surrounds the base of a shape.


 (Shade Up/Down) This function is used to draw a line that can be darkened or lightened along the scale of shades between


the background and the line's original color by using the mouse buttons.


+ (Hot Spot) This is not currently functioning. This will give a close up view of where and how a character is holding a specific readied weapon.


 (Diagonal Flip) This function is used to flip a cell diagonally in the display.


 (Left/Right Flip) This function is used to flip a cell left or right in a display.

 (Up/Down Flip) This function is used to flip a cell up and down in a display.

 (Scroll Up- Types) This function is used to scroll up through the types inventory.

 (Scroll Down- Types) This function is used to scroll down through the types inventory.

 (Scroll Up- Frames) This function is used to scroll up through the frames directory.

 (Scroll Down- Frames) This function is used to scroll

The following commands now have keyboard shortcuts:

|                    |                 |                             |
|--------------------|-----------------|-----------------------------|
| A: *anim on/off    |                 |                             |
| B: bounds on/off   |                 |                             |
| C: copy chunk      | clone item      | copy frame                  |
| D: delete item     | !draw rectangle |                             |
| E: edit item flags | *edit type      | !erase shape                |
| F: *find chunk     | *find shape     | *find next item   frame add |
| G: goto            |                 |                             |
| H: +hide items     |                 |                             |
| I: import shape    |                 |                             |
| K: contents        |                 |                             |
| L: line draw       |                 |                             |
| ctrl-I: edit items |                 |                             |
| M: merge chunk     | merge shape     |                             |
| N: +NPC list       |                 |                             |
| P: pixel draw      |                 |                             |
| R: *renumber chunk | *renumber type  | !replace                    |
| S: swap chunks     | select item     | !shade                      |
| T: type add        |                 |                             |
| V: view mode       |                 |                             |
| W: wall mode       |                 |                             |
| Y: grab brush      |                 |                             |
| Z: *level          |                 |                             |

ctrl-M: edit terrain  
ctrl-S: edit shapes  
ctrl-T: edit types  
ctrl-W: edit world  
alt-C: chunk scaling

alt-L: load  
alt-S: save  
alt-T: \*time set  
alt-X: exit

\*this command is not implemented.

+this command is implemented on the menus, but not yet from the keyboard.

!this command is currently available only as a button.

Some commands are only activated in the appropriate editor mode(s).