# The Teach You How to Not Suck Page!
Mapping Tutorial

G'luck Kid! (You'll need it)---- Best Advice is to experiment yourself.

Well the first thing to realize is that Odyssey Maps, or the screens which you are on, are made up of set tiles, defined by there X. Y. Coordinates. 0-11 for X is left to right, and 0-11 for Y is top to buttom. Type /where to get your Map, X and Y coordinates. This means there are about 144 different tiles, or individual squares, on each map. This may seem like a lot, but it actually isn't. This makes it alot easier to place tiles and to create a unique artistic effect, when using different Tile Types, or different Layers to place more than one tile on a square.

The Buttons
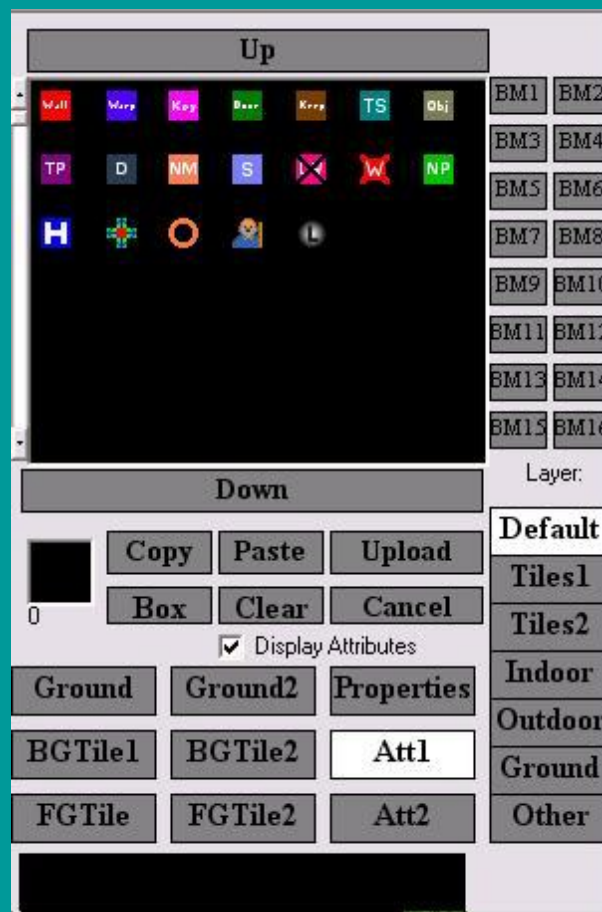
Left Click On The Map Used to Erase
Right Click On The Map Used to Place
Up Scrolls the tiles Up by one. Better use of the scroll bar on the left.
Down Scrolls the tiles Down by one. Better use of the scroll bar on the left.
Copy Copies the ENTIRE Map.
Paste Pastes over the current map with the previously copied map.
Upload Saves changes to the map and uploads it.
Cancel Exits the Editor without saving the changes
Clear Clears the selected Type (Ground, Ground2, Att, Etc..)
Box Allows you to use a box form when playing tiles. Double click to fill the entire Screen.
Display Attributes Either Displays, or Doesn't Display the Att1 and Att2 tiles.
BM1-BM16 BookMarks 1-16

Default----Other Different Tile Sets to choose from different tiles.
Properties Opens up the Properties Window *See Below*
Black Bar Thingy Below Everything Lets you choose from recently looked at tiles.

The Tile Types/The Layers

Ground The Lowest Tile Type. Very Very Very Bottom, Nothing is below it.
Ground2 The Second Lowest Tile Type. Used for roads, or generally things that can be walked over.
BGTile1 Used for Doors and things that cannot generally be walked through like Tree Trunks or statues.
BGTile2 Use with BGTile1 to show a small movement. This flashes. Each flash removes BGTile1 when BGTile2 is up. (Need to see for yourself)
FGTile Used for things that are above the player, if you walk over them you will see that the player will be under it, and not over it like all the other tiles.
FGTile2 The highest thing, just like FGTile but over it.
Att1 Attributes. Described Below.
Att2 More Attributes. Used so you can have two on the same Tile. Some attributes (The ones with a cross through them) do not function in Att2 however.

The Attributes

Attributes are the little squares that mean certain things. There picture doesn't appear on the map, they are used for showing things such as a tile that isn't able to be walked on, or a tile takes you to another place. There are many types of Attributes, here's a list of them and what they do.
Pengwy's much better defination of an attribute is: "Attributes, which are represented by little squares, give a tile different characteristics. For example, a Wall attribute prevents players from walking on that tile; an Object attribute causes items to spawn on that tile."

Wall Players cannot walk onto this, yet they can walk off of it.
Warp Players are whisked away to wherever you set for each warp.
Key A wall that needs a key used on it before it would open like a door.
Door Removes the BGTile1 when walked on, generally the tile with a door on it.
Keep Items will not disappear on this, used for storage.
News (Tilescript) Used for scripts, tilescript_0 through tilescript_99, activated when walked on, *not* when on.
Obj (Object) Places an object on the map, along with the amount you specify
TP(TouchPlate) Like a door, except this removes all Atts on one designated tile anywhere in the map. *If you set it to a Hall, the map becomes part of the guild hall with the same number, and only members of that hall can activate it.*
Damage Not Applicable Currently.9
No Monster A Wall, but for only Monsters
S (Script) Runs the script Map*MapNumber*_*XNumber*_*YNumber*, I.E. Map1_3_6.
Damageable Walls Not Applicable Currently.
Direction Walls Can change ability to walk on/off this tile from any direction.
NP (No Player) A Wall, but only for Players
H (Half Tile) Only used on FGTile or FGTile2. It changes it so part of the tile can be either invisible, or only half FG and such. Useful for things where you can walk behind, but also in front of it. *Very Useful*
Tile Shift A computer screen is made up of a grid of little squares of color called "pixels". Tile Shift shifts tiles a certain amount of pixels in certain directions of your choice.
Object Picture Displays an Object Picture, NOT pick-up-able. (Object is another term for an item)
Sprite Picture Displays a Sprite Picture in the direction you want it to be.
Light Attachment Pierces through darkness in a circular form varying by intensity and radius-- *Currently Disabled--*

The Properties

The Odyssey Online Classic [Map 1 Properties]

Name: Lake Nié

Midi: [slider] 21 [Preview]

Monsters: <None> | <None>
[slider] 0 | [slider] 0
<None> | NPC:
[slider] 0 | <None>

Exits: Up: 0 Down: 0
Left: 0 Right: 0

Boot Location: Map: 0 X: 0 Y: 0

Flags: ☑ Friendly ☑ Indoors ☑ Always Dark ☐ Monsters Start on Map
☐ Double Monsters ☐ Can't Attack Monsters ☐ Anyone can fight

Effects: ☐ Rain ☐ Snow ☐ Gray

Darkness: [slider] 54

[Cancel] [Ok]
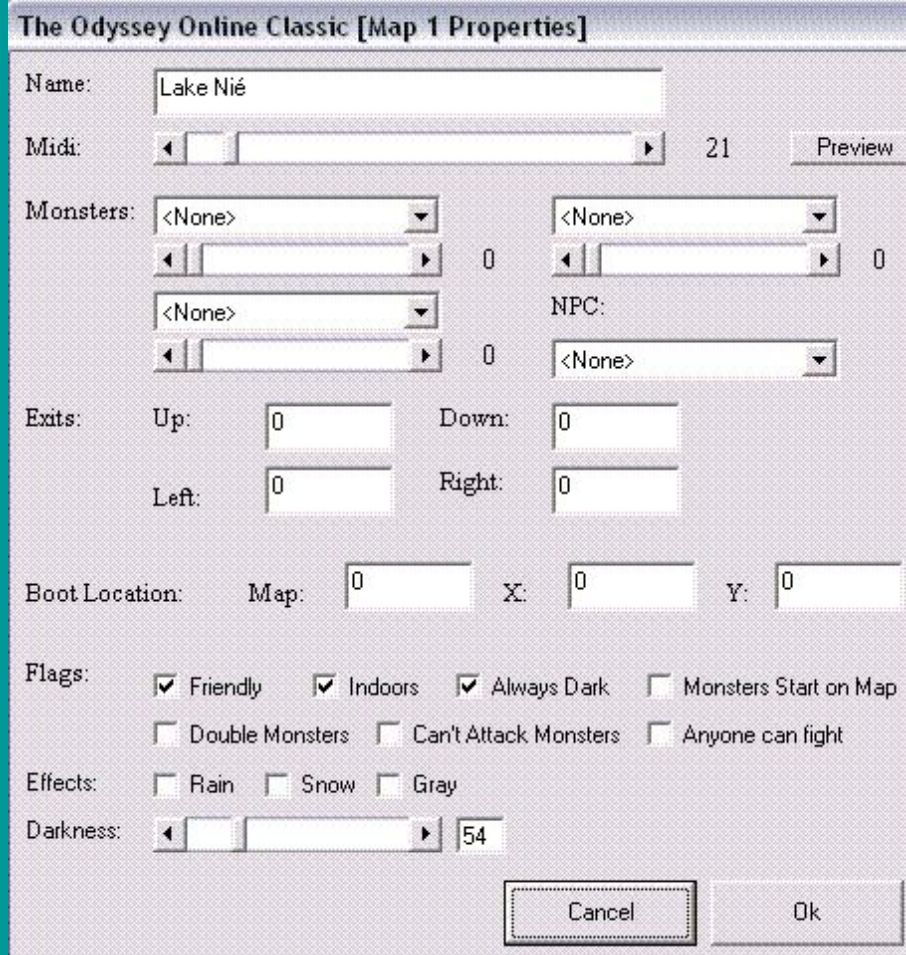
Ah the hated and loved Map Properties. Let's go through each thing by thing now.

Name: This is the map's name. Easy isn't it?
Midi: This is the music that will play on the map- the Midi file. You can preview them. I think we have up to 26? I am not sure. If you put a midi file that we do not have in the folder, there is a chance the server may crash, so be careful!
Monsters: Which ever Monster# will appear on this map automatically
Scroll Bar Under Monsters: This is Monster delay. I have no idea what it is in, (seconds after map entering maybe?), but it helps you with how long it takes monsters to spawn. It's GOOD to have this at 0, otherwise the player might run right through the map without the monsters ever spawning -- UNLESS you have Monsters Start on Map checked, but we'll get into that in a bit...
Exits: When you LITERALLY walk off the map, in pre-stated direction (The Up/Down/Left/Right), the player will automatically move to the Map # in the category. I.E. I put "Up: 2" then when the player goes Up off the map, he will go to Map 2. Be careful when mapping-- it is considered bad practice if the player goes off the map and walks on a wall. If you don't get what that means, you'll see when people complain abou tit.
Boot Location: Normally used with keeps or item-spawning locations. When the player leaves the game and joins the game, instead of appearing where he was on the map, he will appear at the boot location of his map. This protects the player from getting multiple items after only completing a quest once.
Flags:
Friendly - If this is checked, players cannot attack each other. If this is not checked, anyone in a guild can fight.
Indoors - If this is checked, the level of darkness will not change -- NEEDED for Always Dark
Always Dark - Requires Indoors to work. Will set the map automatically the number set in Darkness and will not be affected by time.
Monsters Start on Map - A monsters will load on the map even if there isn't a player. Monsters won't move without a player, but this means they can be spawned earlier on the map. This seems to be the only way for Delay to work, while not letting the player run past before the monster spawns. However this can cause more lag on the server if there are unneeded monsters spawned.

Double Monsters - If you didn't notice, three monsters really is not that much for a map. This allows you to Double the amount of monsters on the map - if there was 2, there will now be 4, etc... You can have up to 6 monsters on a map with this is checked.

Can't Attack Monsters - For when you are in an area where you have monsters such as NPCs, citizens, or some sort you do not want players to attack.

Anyone can Fight - This makes the map red, meaning anyone, in or out of a guild, can fight anyone else, in or out of a guild.

Effects:

Rain - Appears the "Rain" effect on a map.

Snow - Appears the "Snow" effect on a map.

Grey - Changes the color scheme of the map to be "grey". Good for flashbacks or "old" areas, memories, distorted places, etc..etc..

Darkness: This is the BASE darkness-- Meaning that if Indoors is not checked, this darkness will combined with the hour darkness. If Indoors and Always Dark are checked, this will be the amount of darkness in the map and it will not combine with the hour darkness. 255 is Max- Pitch Black, 0 is Min- No Darkness at all.

TIP: Be sure to click "Ok", not Cancel.

Well, that's all for the map editor. When you are finished editing, and you want to Save the changes, click Upload.

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Guilds and Guild Halls

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Godding Tutorial
Mapping Tutorial
Scripting Tutorial
Mapping Form

Editing The Interface