



An unofficial Guide to the map editor

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I) Fill

This button brings up the actual hexes that make up the landscape of the map.

A) Left clicking with the mouse will alter the terrain hex. Use the right mouse button to form a marquee to select a larger area of hexes.

B) The main terrain buttons:



Use this row to select the elevation and features of a particular hex type.



The Various Hex Types of the worlds:

Tip: Mouse hover over terrain style will give added information about its features.

Row	Terran	Savannah	Polar	Core	Biochem
1	Deep Water	Deep Water	Deep Water	Deep Lava	Deep Acid
2	Water	Water	Water	Lava	Acid
3	Shallow Water	Shallow Water	Ice/frozen water	Shallow Lava	Shallow Acid
4	Depression	Wadi	Depression	Depression	Pit
5	Swamp	Quicksand	Swamp	Lava and Rock	Acid and Rock
6	Plains	Plains	Plains	Plains	Plains
7	Low Hill	Low Hill	Low Hill	Low Hill	Low Hill
8	Medium Hill	Medium Hill	Medium Hill	Medium Hill	Medium Hill
9	High Hill	High Hill	High Hill	High Hill	High Hill
10	Mountain	Mountain	Mountain	Mountain	Mountain
11	Scrub	Scrub	Scrub	Rubble	Rubble
12	Light Wood	Light Wood	Small Pines	Light Cover	Light Cover
13	Dense Wood	Dense Wood	Tall Pines	Heavy Cover	Heavy Cover
14	Rubble	same	same	same	same

There are 2 different styles for each world type. Hexes 1-6 use terrain style 1 and hexes 7-12 use terrain style 2. You may combine any of the styles any way you like and they will retain their features.



Terrain style 1 Hexes [1-6]

Terrain style 2 Hexes [7-12]

II) Height

This allows you to set up the heights of each hex. You may change the height of all ground [G-+5] and topping [T-+5] in meters.

III) Hit Points

This allows you to set the individual hit points for all cover and buildings. Using the utility you may choose to use default, double default, half of default or define an exact number.

IV) Player

This option allows you define the AI patrol patterns. You may also configure the arrival method. It also lets you define the Players Characteristics and the Player Behavior. If mandatory is set to yes then the defined enemy player will appear on the map regardless of the users squad size and makeup.

Player Behavior Types

Type	Move	Attack	Remarks
Patrol or chase enemy	Standard	Standard	
Hold position	Stand ground	Normal	a
Attack hostile titan	Standard	Attack titan	b
Approach field and destroy building	Move to hex	Attack hex	c
Follow friendly titan	Follow titan	Normal	d
Approach field	Move to hex	Normal	e

Behavior Remarks

- a) Stand ground titans will not leave their start hex if not allowed otherwise by the leave field and path behavior flag. See below.
- b) This will give AI lock priority for the target and will usually also effect movement as the standard AI move destination is the locked titan. Lock priority will not result in ignoring all other threats.
- c) Titans will approach the target hex and try to destroy any building. They will fight enemies on their way.
- d) Titans will follow their target but will fight enemies on their way.
- e) The Titan will approach a defined hex. Defined by left-clicking directly on the target hex/field.

Leave Field and Path behaviors

Release Condition	Remarks
None	Never leaves its position
Any enemy in line of sight of titan	when enemy titan is in LOS
After enemy hit table	when enemy is in line of fire
Any enemy in LOS of titan or any ally	when in the line of sight of it or an ally
Titan under attack during the last 100 secs	If the titan has been under attack during the last 100 seconds
Nearest enemy in LOS is 3 hexes or closer	Enemy must be within 3 hexes or closer
After time duration	define the number in seconds

Note: A titan will return its patrol or to his starting hex in case of stand ground if the release condition is no longer valid ! The After Time duration condition can be used to permanently release a titan.

To choose a field, left click on the exact map hex.

1) Titan and Jock Define

Defines the exact parameters of a titan such as armor, system condition, name and weight class. Choosing Random will let the Battle make its own choice.

2) Patrol

Defines the exact path that a titan will follow. You may decide what behavior the titan will choose when it completes the path. Stop, Return or Circle.

3) AI Block Any Hex marked with the AI Block will not allow any AI titan to pass into or over that Hex.

V) Global Settings

The Global settings allows you to change 3 very important things about a map.

1) Game setup

- Choose the map name or decide whether it will be a multiplayer, campaign or mission . You may also give the map a password.
- Choose the number of teams for the map. 2,3 or 4 players
- Next you may determine the ambient sound as well as the skill requirements. You may also set fog of war to on or off.

2) Environment

- Heat addition. This can be positive or a negative value. **Be careful about adding too much heat as some heat regulators cannot stand it. Assigning a high heat addition can cause Titan-AT to have engine explosions.**
- Movement factor. This is a multiplier of the movement speed. 1.0 is normal speed. c) Wind power. Sets the wind power, its direction and how often it changes in seconds.

3) Map Size a) Map size is in hexes determined in hex numbers by height and width.

- 22 x 22 is default. It is also the smallest size for a map.

VI) Text

Tags	text color	General usage [recommended]
&w	White	General
&y	Yellow	Technical
&r	Red	Important
&g	Green	Monetary
&b	Blue	Names
&leader	-	Callsign of the leader
&manager	-	Callsign of the business manager
&mechanic	-	Callsign of the Manager
&player	-	Callsign of the player
&squad	-	Squads name

VII) Info

A general information screen giving data about each individual hex.

VIII) Mark and Paste

Allows you to mark sections of the map for pasting elsewhere in the map.

IX) Save

Saves the map

X) Tips

Gives a help screen defining some sections of interest about the map editor.

XI) Credits

Send Comments and Suggestions to RosaryStudios@aol.com

Special thanks to :

Christian Haarmann for creating the Map Editor

[Vicious Byte](#) and [Matrix Games](#) for creating [Titans of Steel Warring Suns](#)

XII) Appendix

LoS = Line of sight

LoF = Line of fire

User = The actual human player

AI = Artificial intelligence.

Field = Hex

Topping = Cover, Wood, Pines and Buildings.