

Cartograph

By Arkanix Labs

What is Cartograph?

Cartograph is a native Commodore 64 application created for designing tile-based maps/levels. This versatile tool allows you to create maps and levels for your games, matrices and data for demos and tools and much more.

It works by importing a standard 2 kilobyte character set created with the user's favorite editor, and allows the user to create a level as small as 40x25 (1x C64 screen) all the way up to 256x128. It supports both hires and multicolor 8x8 pixel tiles.

This application was created as an internal devtool for Arkanix Labs. We're using Cartograph extensively with our Crimson Twilight Trilogy (tile-based CRPG) and Damned: Out Of Hell (side scroller).

Distribution of Cartograph

Cartograph is 100% free and may be distributed by any ftp/forum/website as long as the software remains unchanged and in its original .d64 file along with all help/example files. A link referring back to our website would be appreciated but isn't required.

Credits

Coding: Dustin "Fuzz" Chambers

Testing & Ideas: Ray "Warlock" Lejuez, Jon "Moloch" Mines, and Robin "Macbeth" Harbron

Found a bug? Report it to cartograph@arkanixlabs.com

Want to learn more? Visit the Cartograph Forum at <http://www.c64dev.com/forum>

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Cartograph Editor

Animations

- Shift + A* to set animation zone 1 (Row 4, Tiles 1-9)
- Control + A* to set animation zone 2 (Row 5, Tiles 1-9)
- Shift + S* to set animation zone 3 (Row 8, Tiles 1-9)
- Control + S* to set animation zone 4 (Row 7, Tiles 1-9)

Auto Fill

- Shift + F* fills with the tile selected in the tileset window

Changing Colors

- Joystick fire + move up/down* to cycle through foreground colors
- Joystick fire + move left/right* to cycle through background colors (multicolor mode after seventh color)

Color Modes

- Shift + C* toggles between hires and multicolor modes
- In multicolor mode you need to change the tiles created for multicolor to the eighth through fifteenth color to have the multicolor feature turned on. This is handled this way so you can have hires and multicolor together on one map.

Cursor Mode

- F1* sets the cursor to 1x1 mode
- F2* sets the cursor to 2x1 mode
- F3* sets the cursor to 2x2 mode
- F4* sets the cursor to 1x2 mode

Data Mode

- Shift + D* toggles between regular editor mode and data editor mode
- Shift 1 – 9* specifies a value for the highlighted character
- In data mode, highlight a character in the tileset window with the cursor and assign it a value by pressing shift and a number on the keyboard. This data can be saved in a file and used by a programmer however they wish. To the right is a table which shows the value assigned to a character based upon which color it appears in the editor

Editing Map

- Joystick fire* places objects on map
- The current object being plotted is highlighted in the tileset window
- Joystick moves the editing cursor around the map/level
- Pressing numbers *1-4* will move the cursor to each corner of the window
- Pressing *5* will center the cursor on the window
- Pressing *6* will jump to the exact center of the map
- Pressing *A – Z* will type the corresponding letters on the screen
- Pressing *Space* will erase a character on the screen

Font Mode

- Shift + X* scrolls through the three available fonts: uppercase ROM charset, lowercase ROM charset, and custom charset

Menu

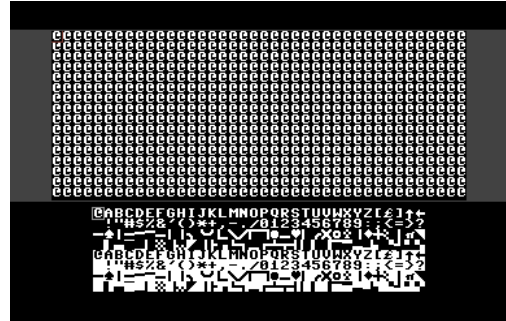
- Shift + M* to open the menu

Preview Mode

- Shift + P* to start preview mode
- Use *Joystick* to move around map
- +/-* keys control animation speed
- Press **⬅** to escape preview mode

Switching Windows

- Press **⬅** or in tileset window hold *Joystick fire* for half second
- The cursor pulsates to let you know which window you are working in



1	White
2	Red
3	Light Blue
4	Purple
5	Green
6	Blue
7	Yellow
8	Orange
9	Brown

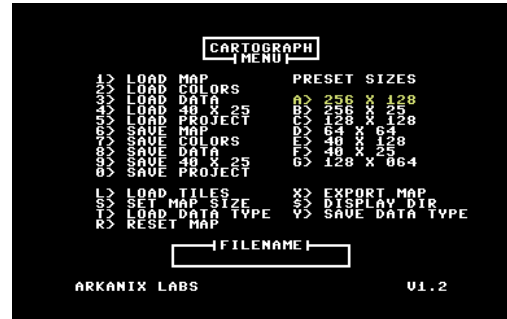
Cartograph Menu

Exporting The Map

Press "X" to export your map from the Cartograph type to a smaller file. By default, Cartograph saves all maps in 256x128 format

Using the Export feature will convert the map to whichever size is selected under the Preset Sizes and save it to disk

WARNING: The map in memory WILL be deleted
Please save your work before exporting



Loading Tiles

Press "L" to load your tileset

Loading Options

Press 1 to load map (extension "tmap.")

Press 2 to load colors (extension "cmap.")

Press 3 to load data (animation info/map size, extension "data.")

Press 4 to load 40X25 (text screen only, extension "4025.")

Press 5 to load project (loads map, colors, and data all at once)

Press T to load data mode values (a value of 1-9 for each char, extension "type.")

Return To Editor

Press **+** to escape the menu

Reset Map

Press "R" to reset map/clear data

WARNING: If you have a map in memory this will delete your data. There is no "undo" feature to restore a map which has been reset.

Saving Options

Press 6 to save map (extension "tmap.")

Press 7 to save colors (extension "cmap.")

Press 8 to save data (animation info/map size, extension "data.")

Press 9 to save 40x25 (text screen only, extension "4025.")

Press 0 to save project (saves map, colors, and data all at once)

Press Y to save data mode values (a value of 1-9 for each char, extension "type.")

Selecting Map Size

A for 256x128

B for 256X25

C for 128x128

D for 64x64

E for 40X128

F for 40x25

G for customized map size

Setting Map Size

Press "S" to enter a custom map size

Use +/- and *Return* to select your customized map size

A map must be between 40x25 and 256x128 characters in size

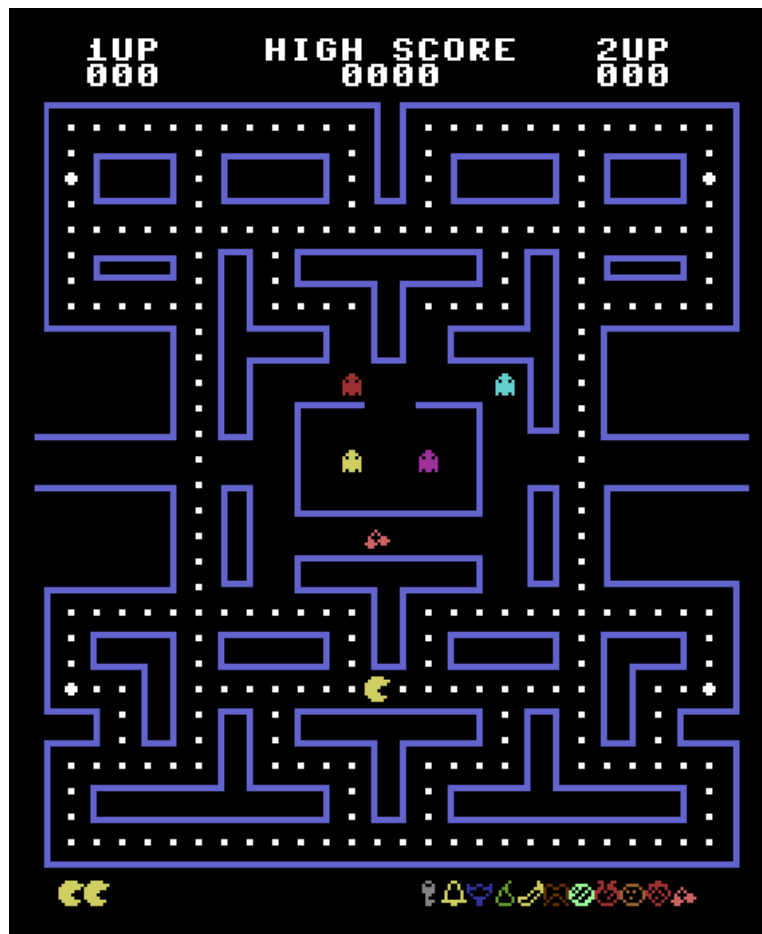
View Directory

Press "\$" to display a directory of the current disk inserted/attached to drive #8. During directory listing, hold down space to pause the screen output.

NOTE:

Load/Save Project use an in-built extension for each file saved; because of this you're limited to eleven characters in your filename.

Examples created using Cartograph

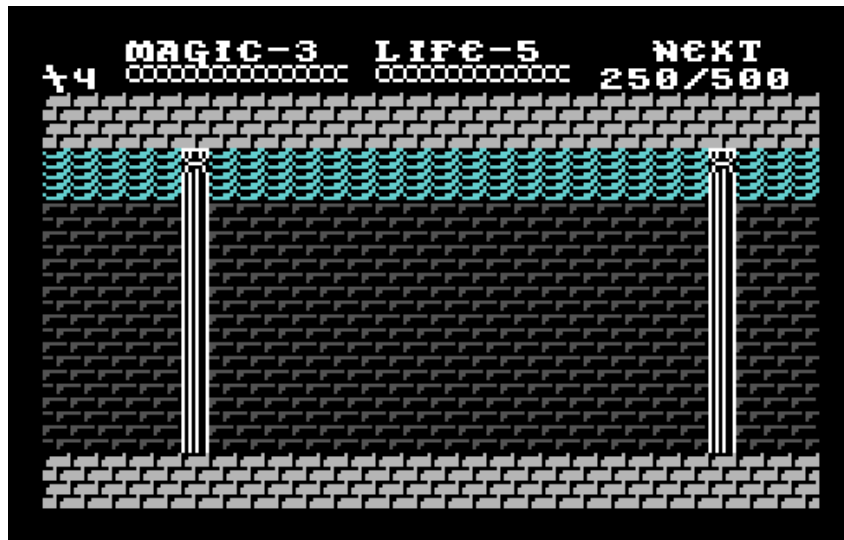


Pac-Man



2D Side Scroller

Examples created using Cartograph



Zelda on C64?



MMORPG on C64?

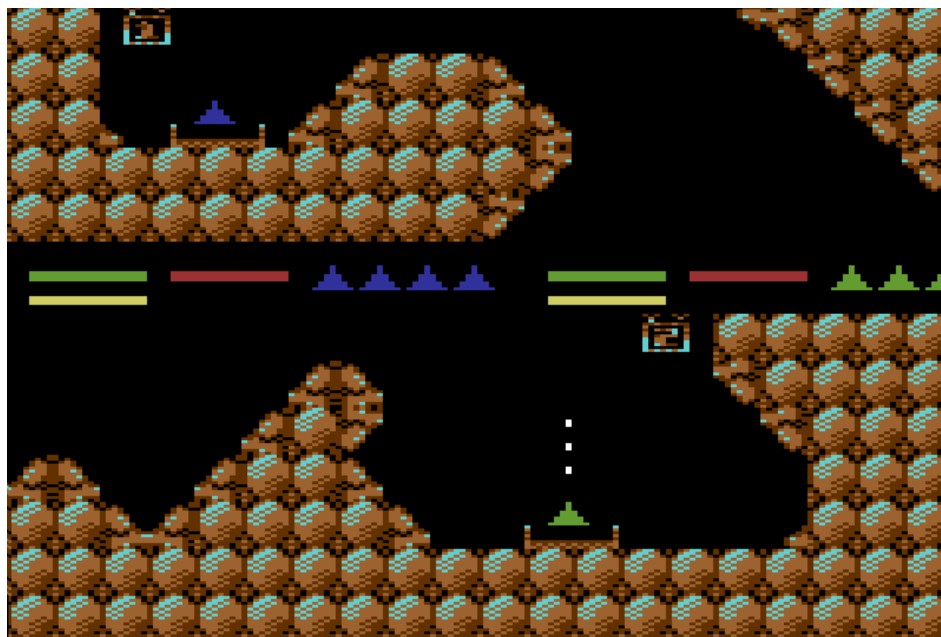


Isometric

Examples created using Cartograph



Tile Based CRPG



Havok by Arkanix Labs