

How to create tiled maps?

(written by Csaba Zsadányi-Nagy, 2017-01-16)

1. select a battle map

Let's say you want to create a Battle of Wagram scenario for EFILE_SON. First step is finding a good battle map. There is a nice PNG map on wiki:

https://en.wikipedia.org/wiki/Battle_of_Wagram#/media/File:Battle_of_Wagram_5_July_1809_evening.png

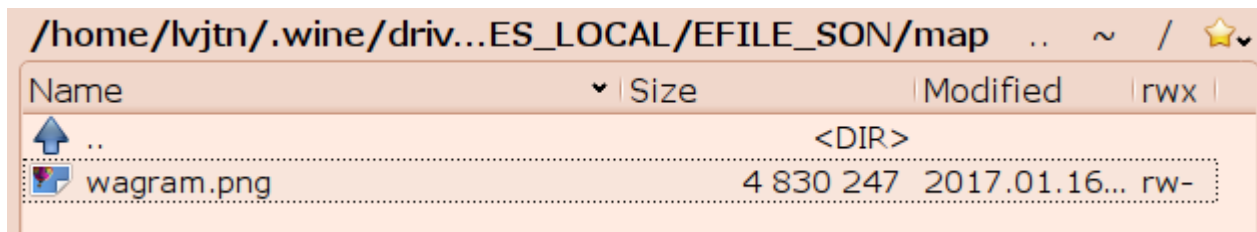
If you find no good battle map, a G**gle map (with terrain layer) is a good start, but remember, G**gle maps shows the current situation, so you might add more forests, swamps, and less cities for a 19th century scenario.

2. resize the map

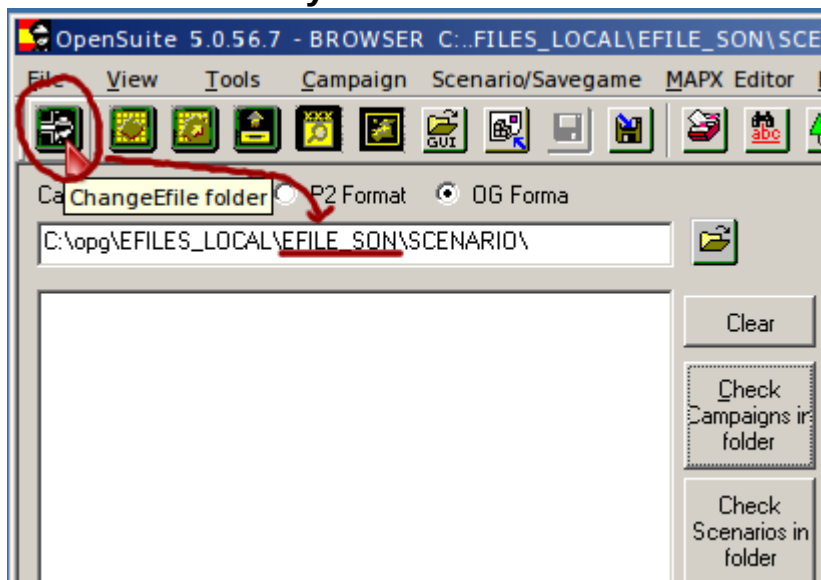
A hexagonal tile has roughly 45x50 pixel size. You have to decide what size of map you want, e.g. 60 columns and 40 rows, and calculate the pixel size. Now resize the battle map / G**gle screenshot what you have.

3. copy your new map to the local map folder

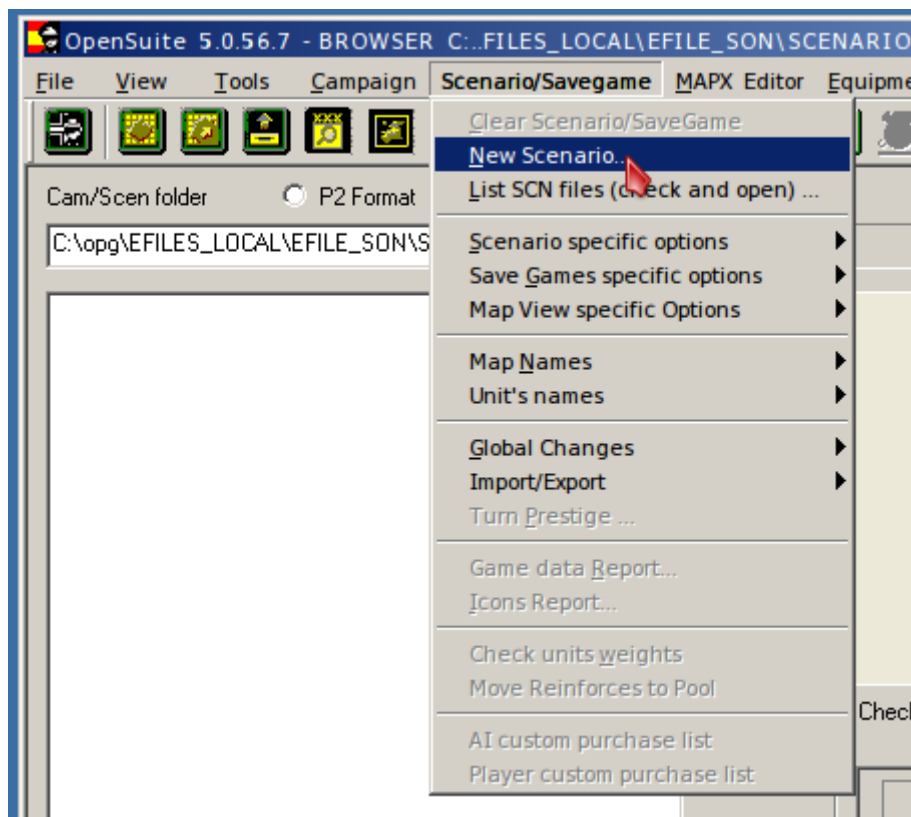
New maps can work from the main MAP folder too, but there are so many files in this folder, that it's better to create a MAP subfolder within the selected efile, and copy/move your new PNG file there.



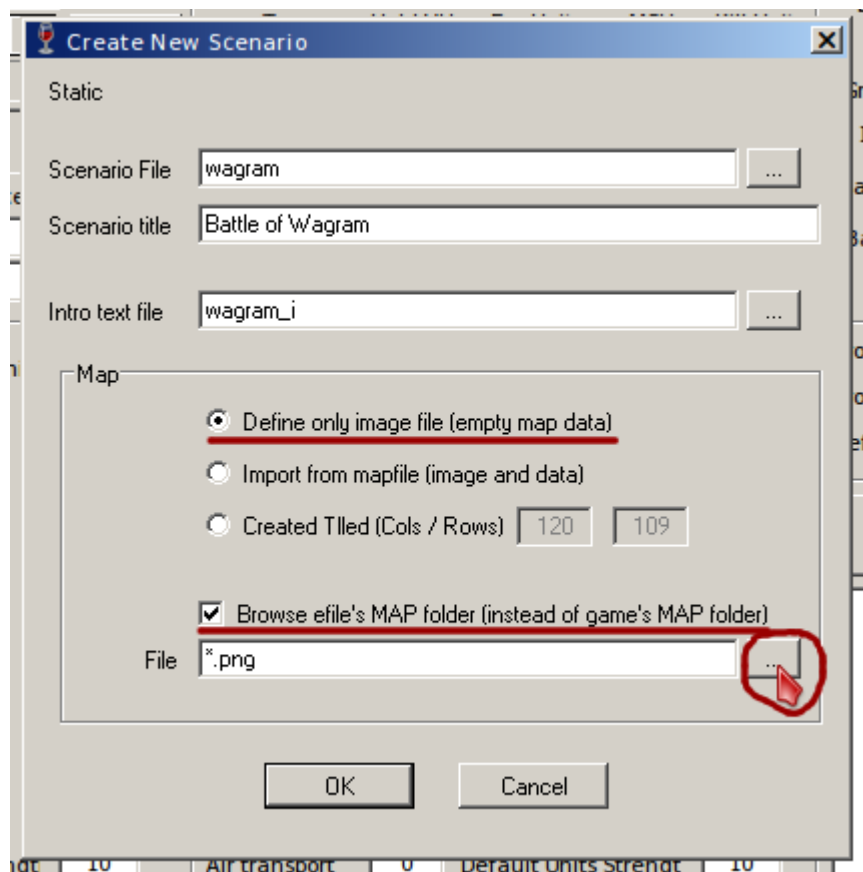
4. run OpenSuite and select your efile



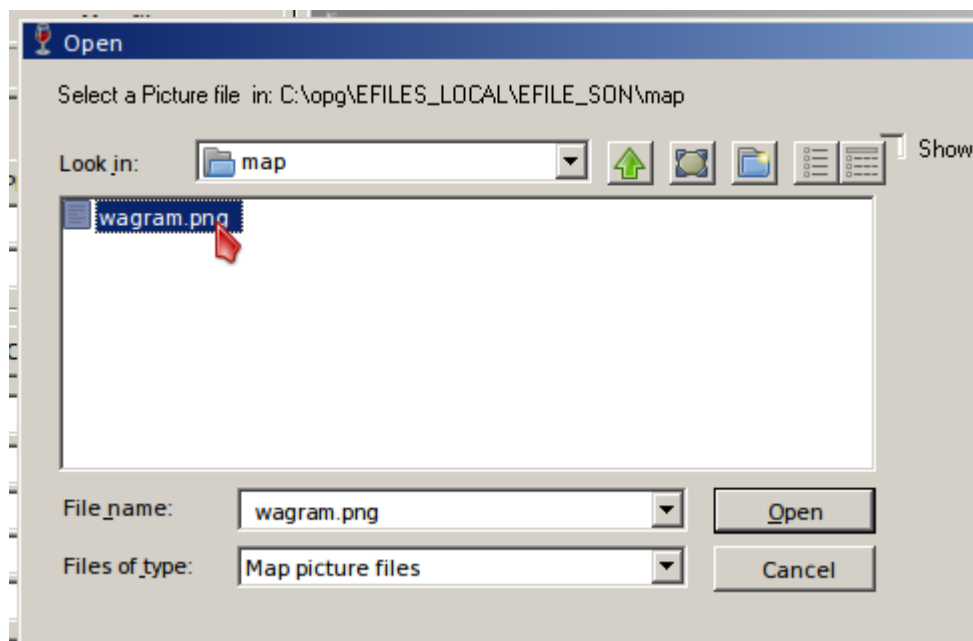
5. create a new scenario



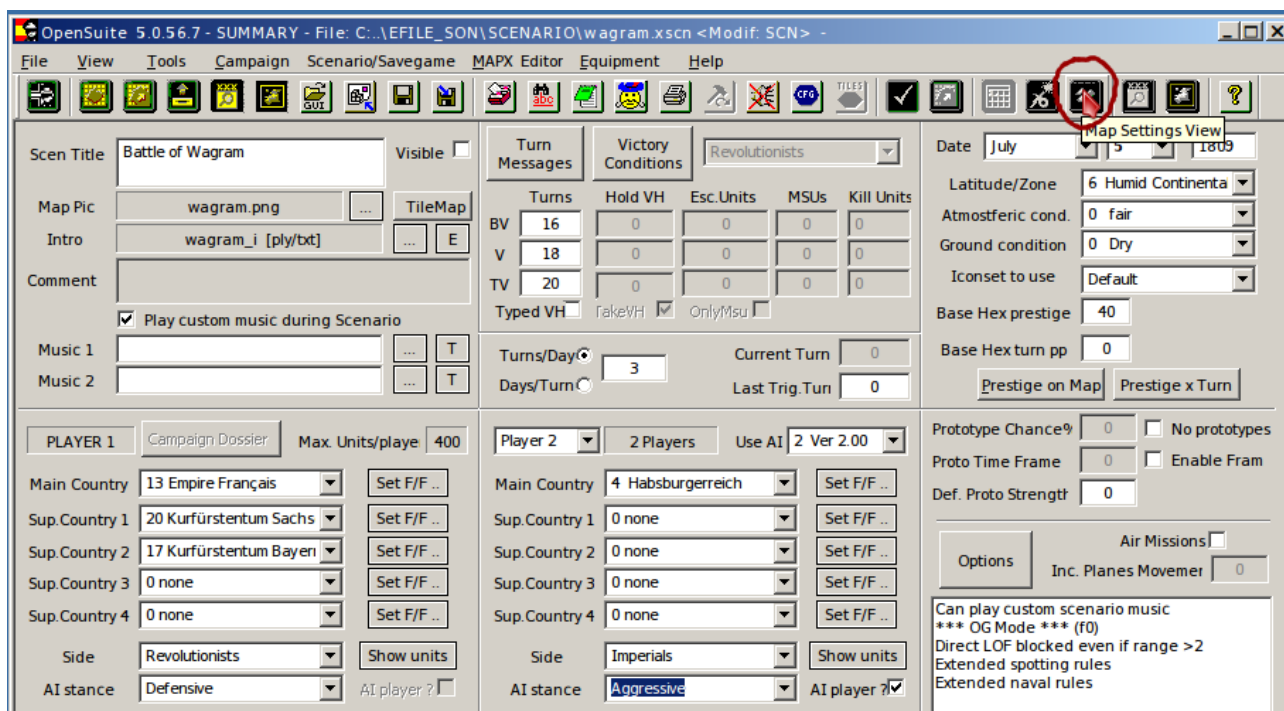
6. select an empty map using PNG from your local MAP folder



7. select your new png

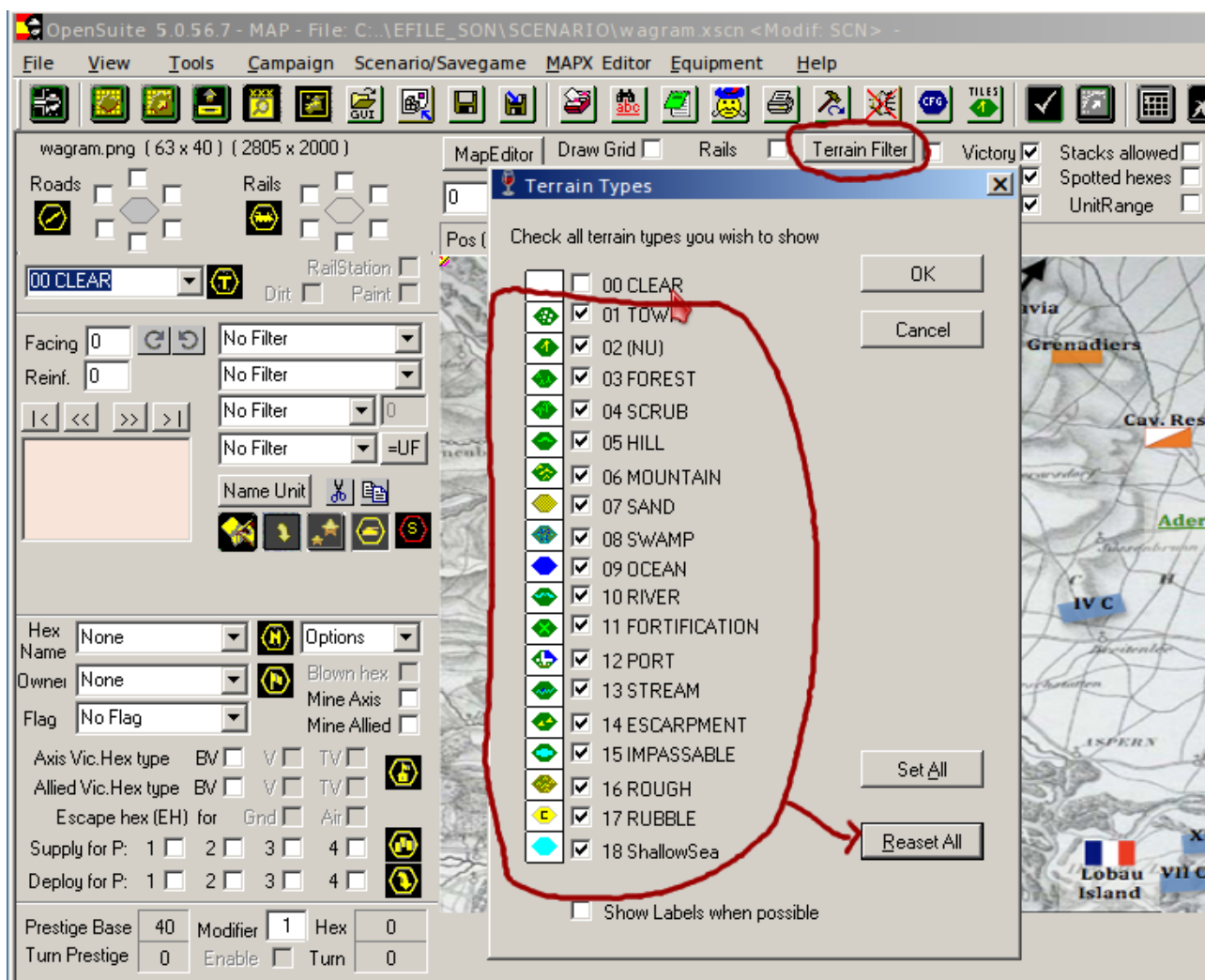


8. fill the scenario data and change to "Map Settings View"

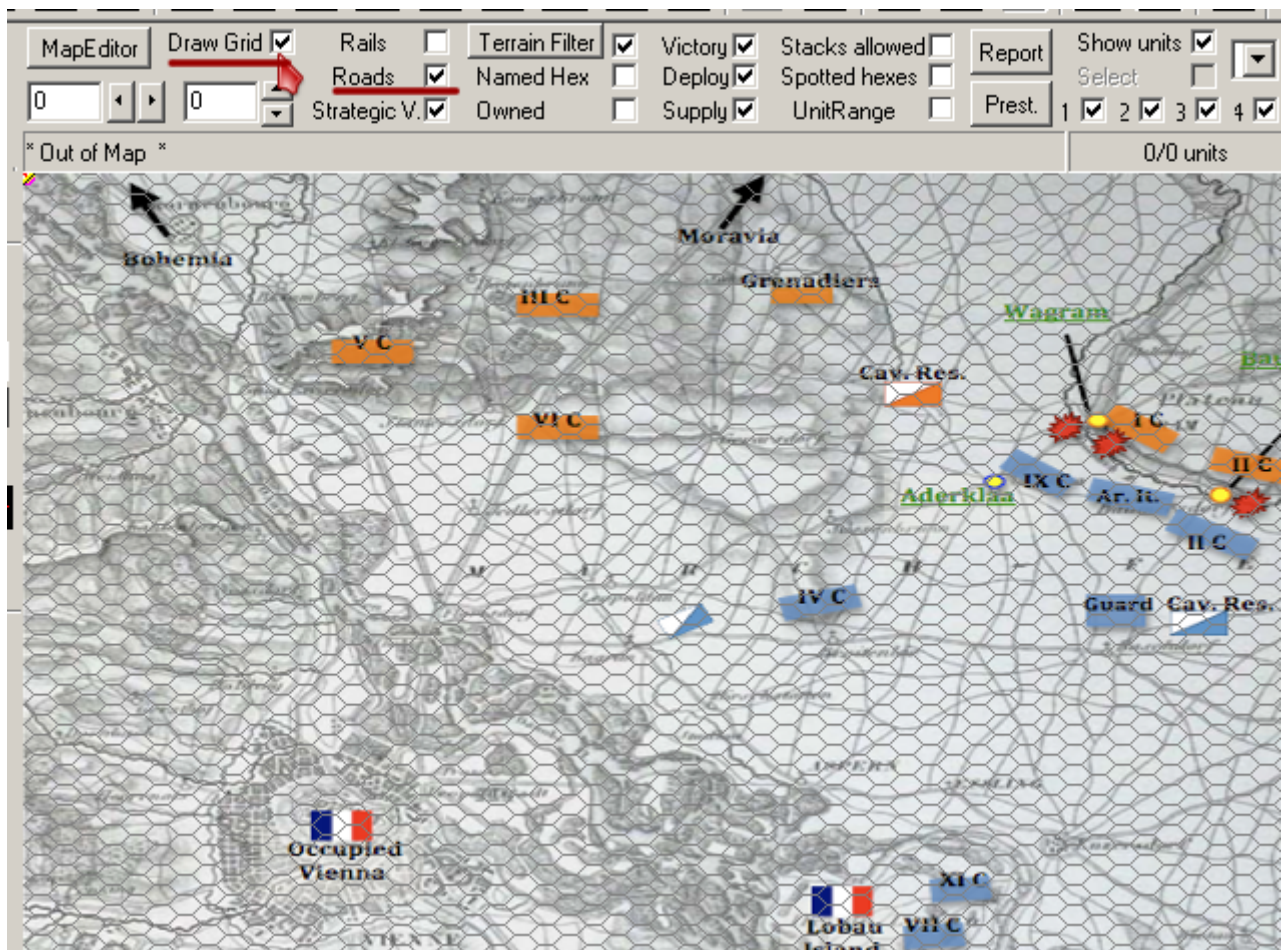


9. enable the terrain types

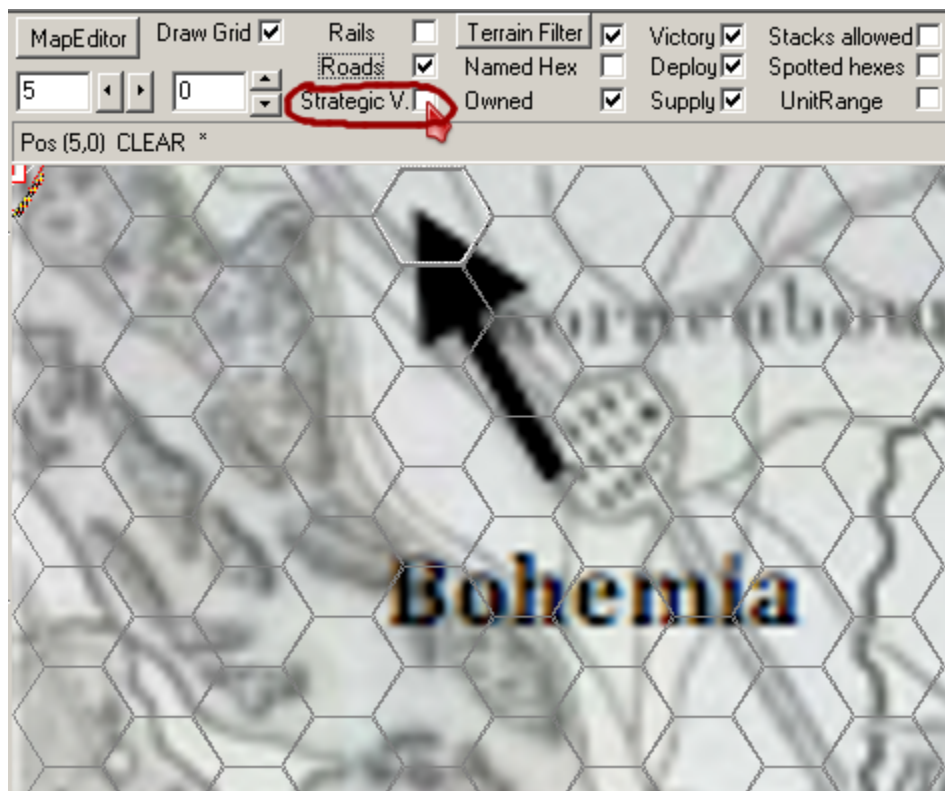
It is recommended to select all terrain types except CLEAR (which is the basic terrain when you create an empty map), so you will see all changed terrains immediately.



10. enable hex grids and road (maybe rw) layers



11. change to normal view

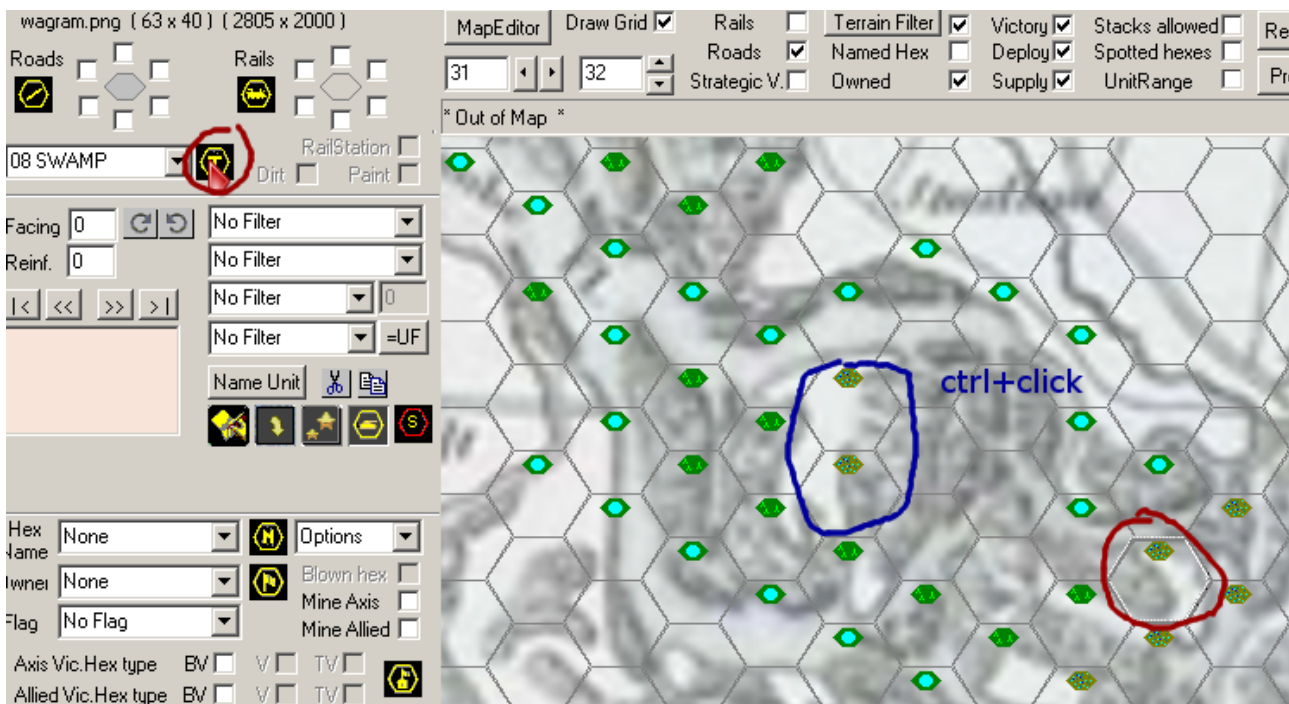


12. set the terrains



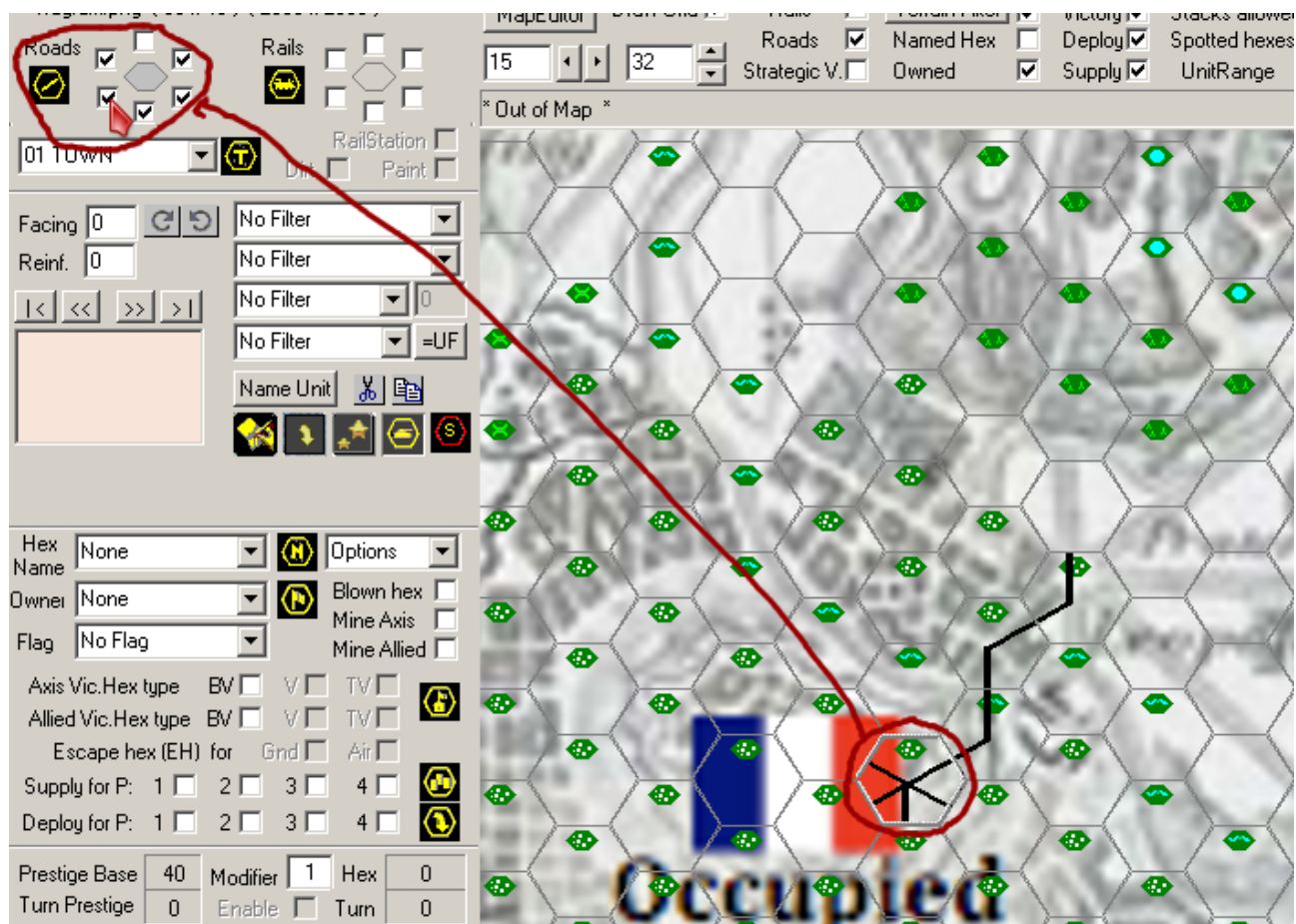
13. easy way to copy terrain

When you set a terrain type for a hex (e.g. SWAMP marked with red circle on the next screenshot), click on the "T" button right to the list of the terrains, go back to the map, and use the CTRL + click combination to copy the selected terrain type (e.g. for the hexes marked with blue circle). This copy works with roads, railroads layers and terrain names too.



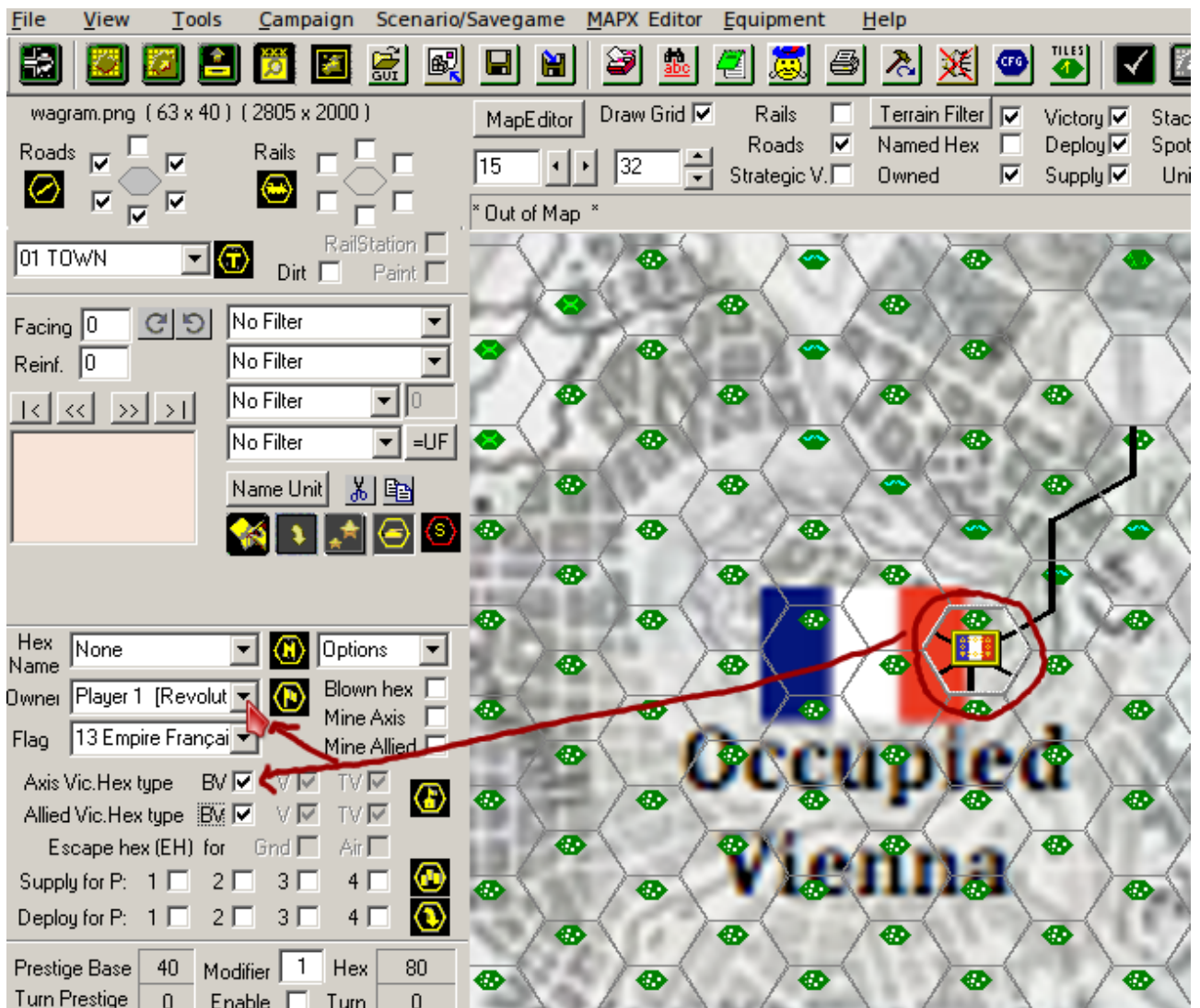
14. add roads layers

When you finished the terrains of the entire map, add the road and/or railways layers. There are six possible junctions, select what you need.

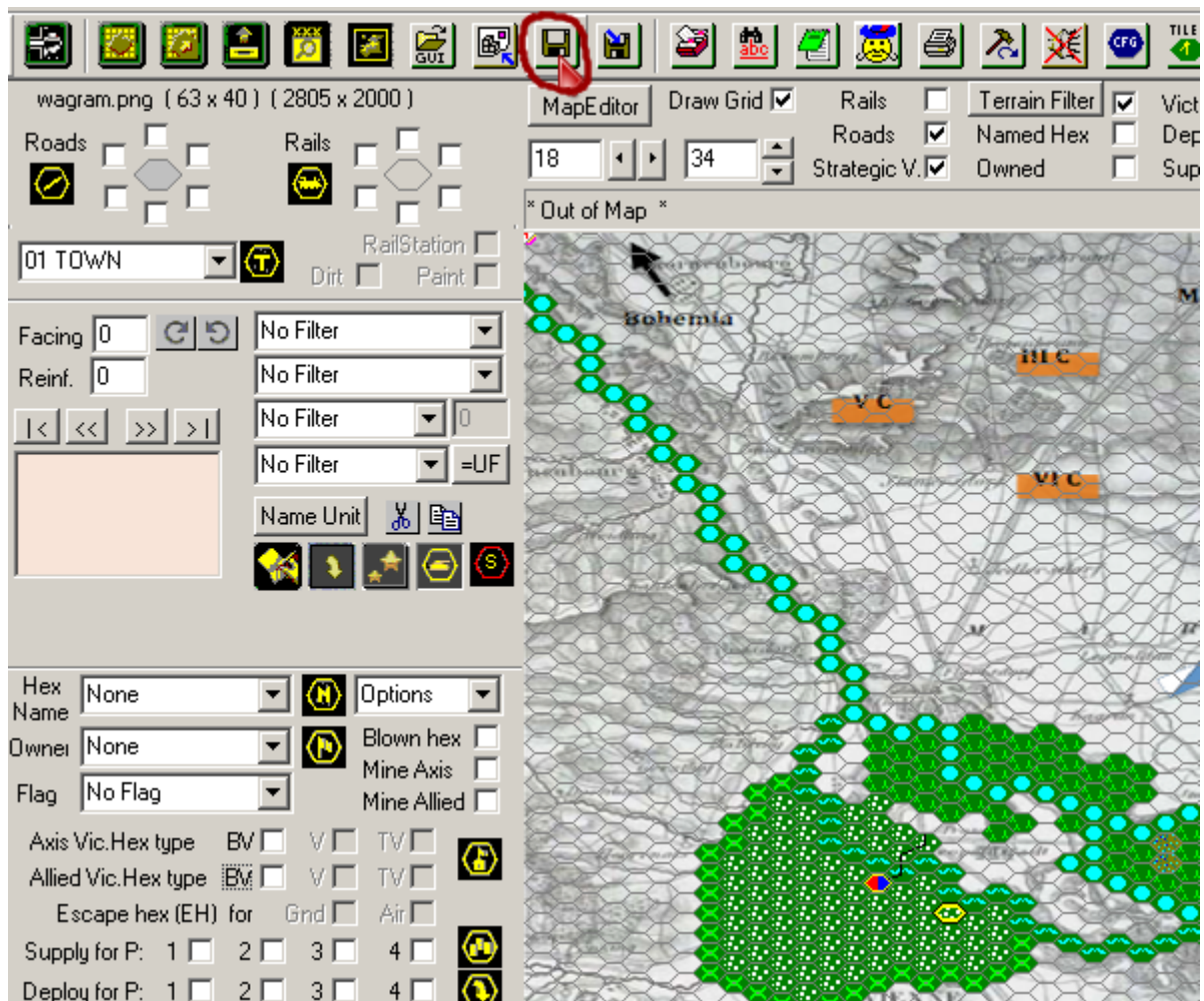


15. add the Victory Hex(es)...

...and/or the Supply Hex(es)

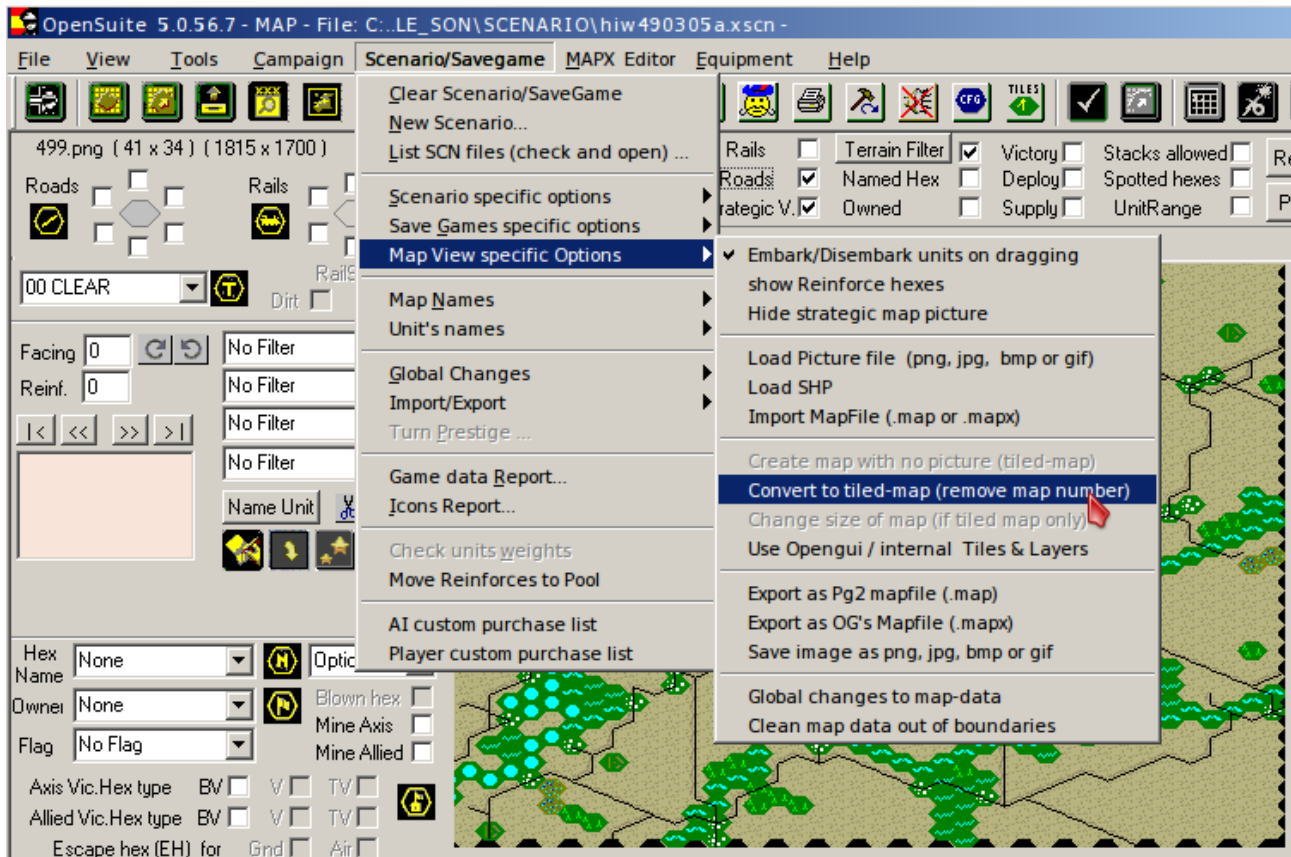


16. save the finished scenario



17. convert the scenario to tiled map

When you finished adding terrain types, roads, railway lines, minefields, special hexes (VH/SH/EH) etc. You can drop the PNG battle map.



18. continue editing the scenario

Now you have a fully workable tiled map, it's time to add units, victory conditions, prestige, special scenario settings, etc.

If you have any questions, ideas, suggestions, please post it on JP's Forums. There are kind and helpful people around.