

D2D Map Editor  
Beta 2.0.2  
Users Manual

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# Introduction

## About the D2D Map Editor

The D2D Map Editor enables the rapid creation of tile based map grids. It's easy to learn and can be used by programmers and non-programmers alike. The maps generated can be deployed in games and applications developed in C++, C#, Actionscript and XML.

D2D Map Editor has been developed in C# and is currently released as a Beta 2.0.2 version.

For the latest news and project updates visit:  
<http://www.dannylum.com/D2DProject/index.html>

To download the latest release visit:  
<http://sourceforge.net/projects/d2dmapeditor/>

## Already a D2D user?

If you've used D2D to develop a project, let us know and we'll be happy to feature your work on the D2D site. Submit your project details to the team leader:

[dannielum@users.sourceforge.net](mailto:dannielum@users.sourceforge.net)

# The License

## GNU General Public License (GPL)

This file is part of D2D Map Editor.

D2D Map Editor is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or any later version.

D2D Map Editor is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with D2D Map Editor. If not, see <http://www.gnu.org/licenses/>.

# Getting started

## System requirements

Supported operating systems:

- Windows XP Service Pack 2
- Windows Server 2003
- Windows 2000 Service Pack 3
- Windows ME
- Windows 98 Second Edition
- Windows 98

Required software:

- Microsoft .NET Framework 2.0 (see section 4.2)
- IE 5.01 or later
- Windows Installer 3.0 (3.1 or later is recommended)
- Windows Installer 2.0 (for Windows 98/ME)

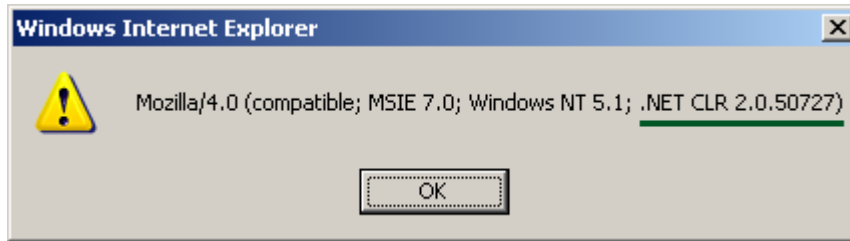
Disk space needed:

- 280 MB (x86)
- 610 MB (x64)

## Is the .NET 2.0 Framework installed?

To check which version of the Microsoft .NET Framework is installed on your machine, type the following line of JavaScript code into the IE address bar, press ENTER, and a you'll see a popup similar to the one below.

```
javascript:alert(navigator.userAgent)
```



*Fig 1. Pop up window - .NET 2.0 is installed*

.NET CLR 1.1.xxxxxx = .NET 1.1 is installed  
.NET CLR 2.0.xxxxxx = .NET 2.0 is installed

Note: Some machines might have more than one version of .NET installed.

## Pre-release versions of .NET Framework v2.0

**IMPORTANT:** Pre-release versions of the .NET Framework v2.0 such as Beta 1, Beta 2 or Community Technical Preview (CTP) must be uninstalled with Add/Remove Programs in the Control Panel before installing the final release version.

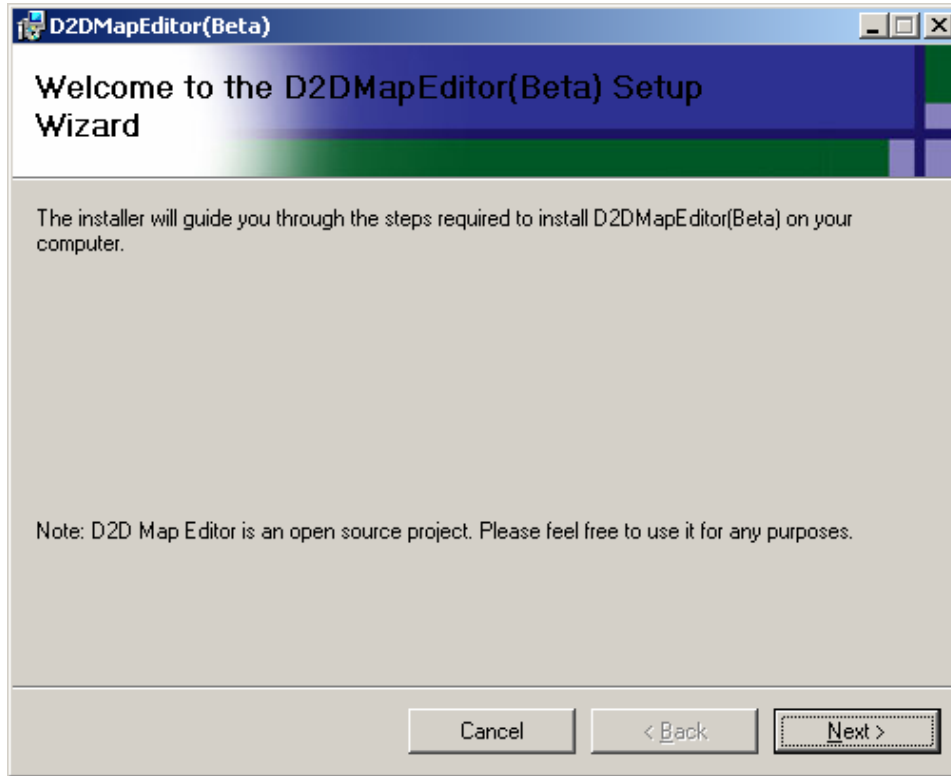
## Download the latest version

Before installing, check for the latest version of the application at SourceForge.net

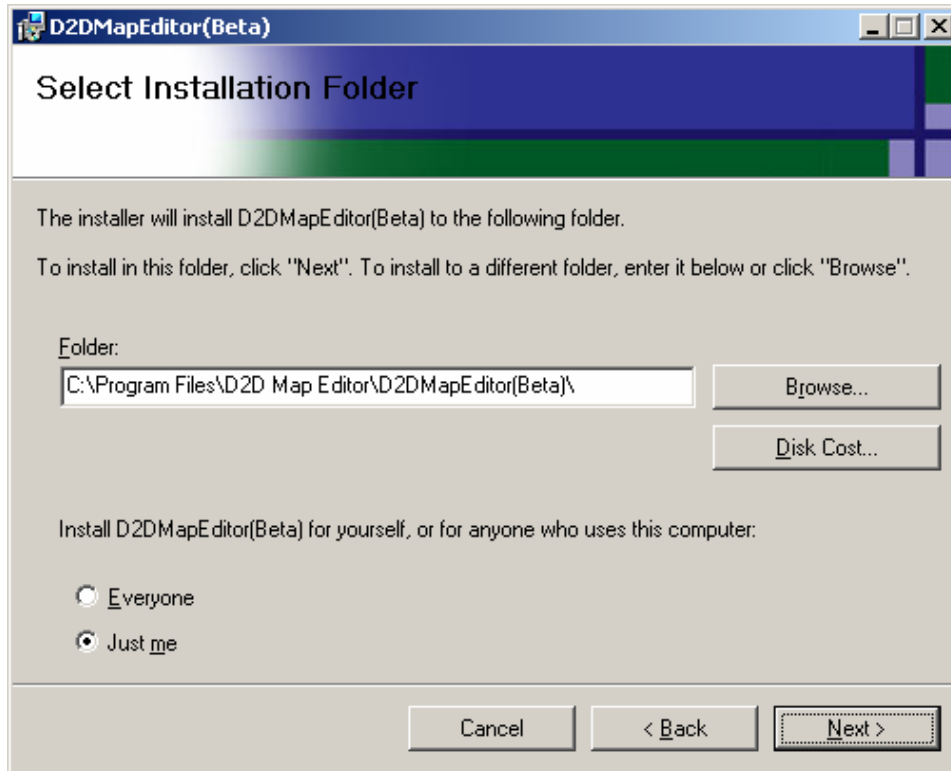
<http://sourceforge.net/projects/d2dmapeditor/>

# Installing the application

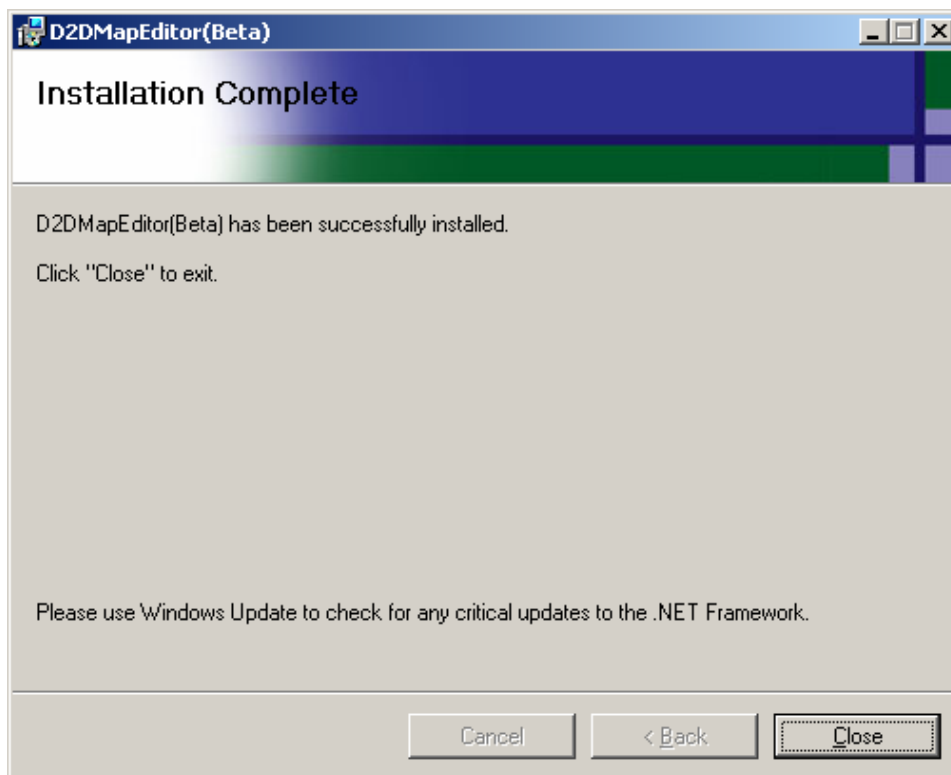
The wizard will guide you through the installation of the D2D Map Editor.



*Fig 2. Initial installation screen.*



*Fig 3. Installation screen - 'Browse' for a custom folder or 'Next' for the default selection.*



*Fig 4. Final installation screen - Installation successful!*

# Navigating the interface

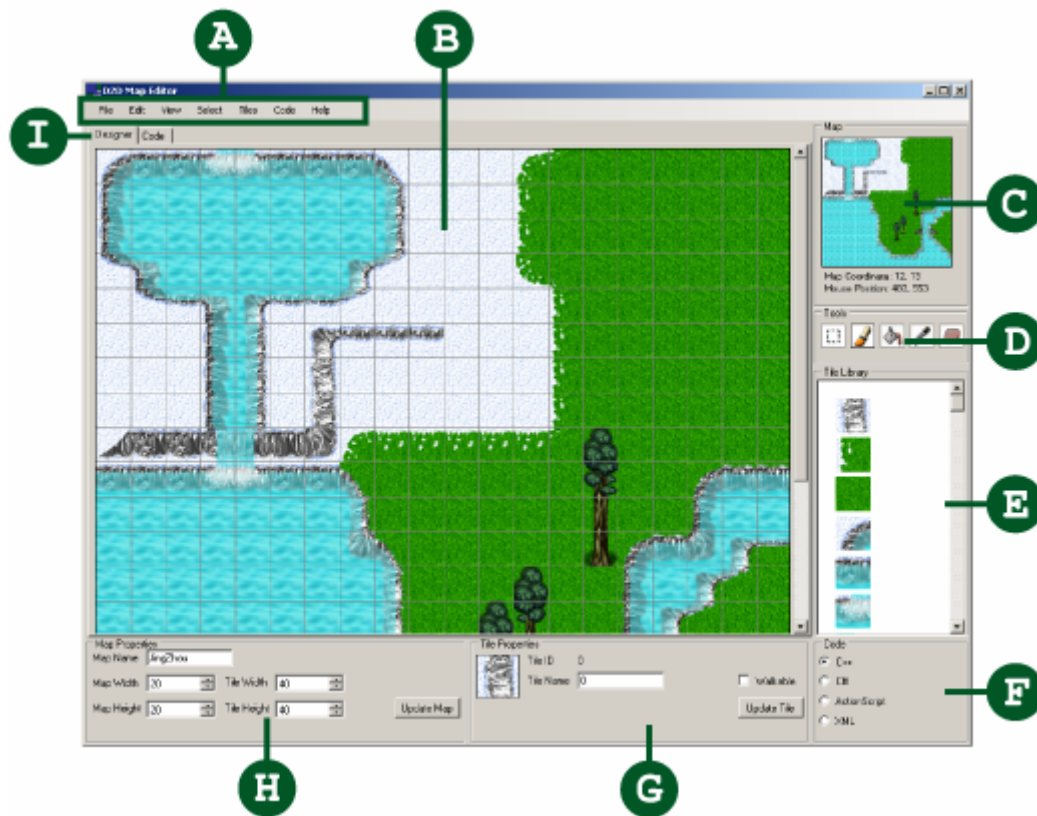


Fig 5. D2D Map Editor - JingZhou map loaded

**A. The main menu**

Access the main functions here.

**B. The Design view**

The main work area, where tiles are placed, selected and rearranged.

**C. The map**

This view shows the full extent of the map.

**D. The toolbar**

These tools are used to select, draw and delete the tiles in the design view.

**E. The tile library**

Displays all the tiles currently loaded.

**F. The code type**

The output code type is selected here.

**G. The tile property menu**

Properties set here effect the matching tile in the Library, and every instance of the tile in the Design View.

**H. The map property menu**

The size of the map and tiles are set here.

**I. The view tabs**

These tabs switch between Design and Code views.

# Common tasks

## Creating a set of tiles

The tile is the fundamental unit of all maps. Tiles are created from single graphic image, referred to as a Sprite Sheet.

A Sprite Sheet is imported into D2D which splits it into individual map tiles and generates an accompanying piece of XML - containing information about the properties of each tile.

To create a new set of tiles from a Sprite Sheet navigate to the main menu and select Tiles > Import Tiles.

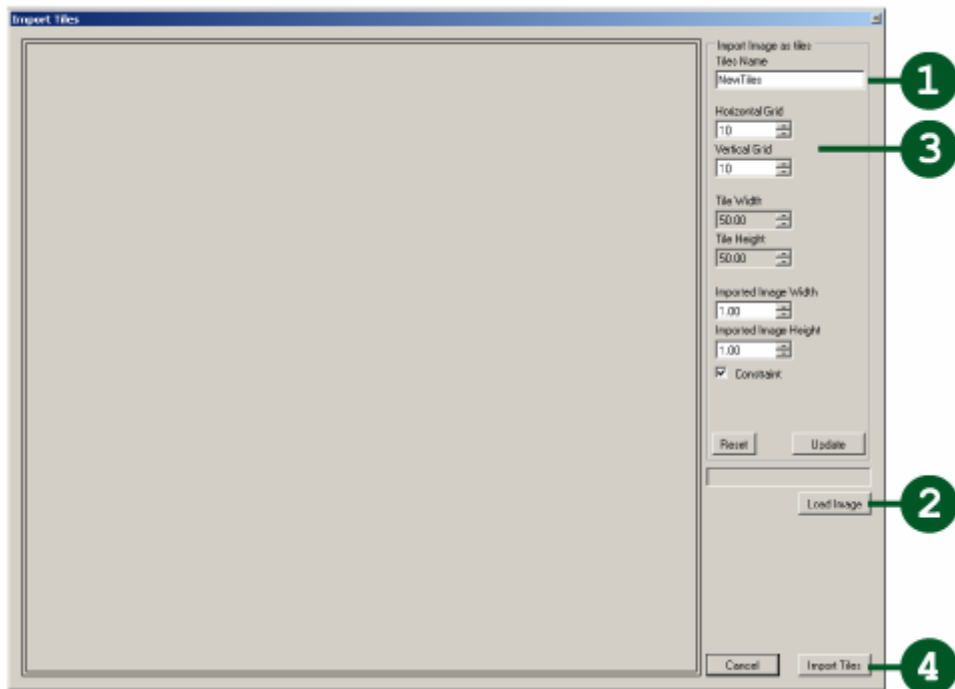



Fig 6. Import tiles screen

1. Name the new Tile Set.
2. Load the Sprite Sheet - D2D accepts .BMP, .Jpeg, .PNG and .GIF files.
3. Set the Vertical and Horizontal grid size.
4. Select 'Import Tiles'.
5. Browse to an appropriate folder or create a new one, select 'Yes' and the new Tile Set will be created.
6. D2D now gives the option to load the new Tile Set into the library of the current map.



Tip: If the Tile Set appears blurred, check that the Tile Width & Height in the Map Properties menu matches the size of the Tile Set in the library.

## Creating a map


### **Paste Tile into Map Cell**

1. Select a Tile from the Tile Library.
2. Use the Paint tool  to paste the Tile into a Map Cell.

### **Paste Tile into multiple Map Cells**

1. Select a Tile from the Tile Library.
2. Use the Selection tool  to draw a boundary around a group of tiles.
3. With the Fill tool  paste the selected Tile into all of the selected Map Cells.

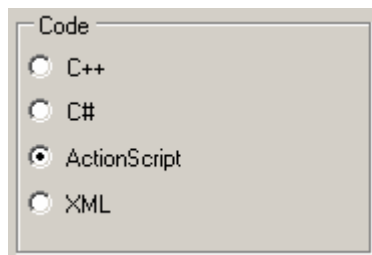
## Clearing the contents of Map Cells

1. Use the Selection Tool to highlight the Map Cells.
2. Press DELETE to remove all the tiles in the selected area or use the Erase tool  to clear the contents of a single cell.

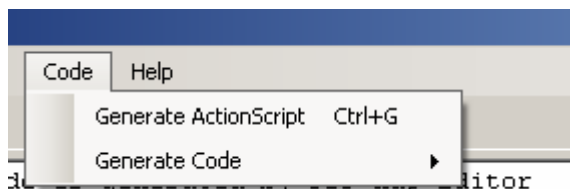
## Outputting the map code

Maps can be defined in four programming languages: C++, C#, Actionscript and XML. The language can be selected in a number of ways:

- Using the Code Menu



- From the Main Menu choose Code > Generate Code > [Select language]



# Credits

## About the developers

Danny Lum began working on the D2D Map Editor as part of a college project back in 2006. The project was a tile based game which required lots of map design. Without being able to see the map rendered graphically Danny had to 'draw' each tile in an array - slow work.

Enter the D2D Map Editor.

After completing a prototype version of the editor the decision was made to share it with the Open Source Community - in return for all the help received from other people over the years.

You can contact Danny at the address below with suggestions and feedback:

`danielum@users.sourceforge.net`

This manual was written and edited by Matthew Byrne. Any comments or amends please contact me at:

`matthewbyrne@users.sourceforge.net`