RPG

MAP EDITOR 2

- THE COMPLETE USER GUIDE -

DEEPNIGHT
GAMES

Written by Dhiren Pooran.

---

[1].This user guide is created for educational purposes and is not affiliated with Sébastien Benard or Deepnight Games.

Table of Contents

Preface

About RPG Map Editor II

RPG Map Editor II is a tabletop oriented map editor, designed for simple and clean map editing. This program is a creativity tool for a range of author types, from video game developers to casual artists. It was created to streamline the process of drawing for RPGs, which is usually a complicated task. The aim is to give authors the ability to create beautiful maps in a short amount of time.

About Deepnight Games

Deepnight Games is a one-man independent game studio created by game developer, Sébastien Benard, known for his work as lead developer on the popular video game *Dead Cells*. His games are known for their ambitious quality, polished feeling and unique game-play mechanics.

Sébastien Benard is senior game design consultant, graphic artist, programmer and game developer. His aim is to create popular video games and video game creation tools like RPG Map Editor II. He has worked on and published other tools like *LDtk*, a powerful 2D level editor, and *GameBase*, a tiny framework for game development.

RPG Map Editor II Versions

The most recent version of RPG Map Editor II is Version 16.2.

In it's lifetime, the program has undergone numerous changes outlined in a meticulous change-log. It started with very basic functionality and textures but grew with each iteration. Gradually, Deepnight Games added substantial changes like brand new interface designs, textures, UI updates, multiple language support, dynamic overlays, numerous platform support and optimization.

Update 16.0 added the most requested features:
- Image exports for popular VTT's (Roll20 & Fantasy Grounds).
- Importing custom images and icons.
- Individual object colors
- A large batch of realistic assets.
- Drafting and Final Preview support.

Update 16.0 contains numerous other requested changes. A full list of changes can be viewed in the official change-log.

RPG Map Editor II Platforms

RPG Map Editor II can be used both in browser and as a desktop application.

The desktop application currently supports Windows operating systems and can be installed through an application file. If you own a Windows based computer, the desktop version is recommended.

The browser version can be used without installation and is supported by most browsers. If you do not own a Windows based computer, the browser version is recommended.

Basic Map Editing Concepts

Below are several technical conventions used in identifying parts of the program interface.

Assets

Assets refer to any modifiable visual elements used in design.

They are the visual components that make up video games or game-based artworks. These can include 2D or 3D art, audio files, code, animations and UI elements. Any aspect that is considered part of a game or artwork's content is classified as an Asset.

Canvas

The Canvas is the virtual surface on which assets are placed.

It is the visual area in which the game assets are rendered and interacted. This is usually noted for an easel-like appearance upon which assets are placed. It provides a staging area for your visual elements and is considered the foundation for the game world.

Elements

An Element is basic visual building block, used to create a more complex visual.

Elements can be defined as the parts that make up a larger whole. These can be used individually or as part of a structure of Elements, called an asset. Examples of Elements are walls, icons, textures or any individual visual aspects.

Grid

The Grid is a structure of intersecting lines which serves primarily as a measurement framework.

Grids are used to divide a game world or canvas into a series of cells or tiles for the purpose of organization. It structures game content using identical sectioning, providing visual clarity during the creation process.

Skins

Skins are presets which instantly apply different overlays to your canvas.

Skins are usually known for adding cosmetic alterations to a game model, for the purpose of player differentiation or visual appeal. They serve a similar purpose in the context of game design or map design, augmenting the canvas with preset colors and UI customizations to fit a creative choice or simply the your preference.

Render Modes

Render Modes are system presets which allow for varying levels of visible effects.

Used mainly in the settings of video game, Render modes determine the level of asset presentation in a game. In RPG Map Editor II, this can be changed to allow for more or less detail. The varying degrees of visual presentation available to you can be determined by your computer graphical processing power.

Chapter 1 - Learning Map Editing Basics

This chapter will cover...

Starting RPG Map Editor II

You can choose between the desktop version and in-browser version of RPG Map Editor II.

To start the desktop program:

1. Navigate to the download page on the [Deepnight Games website](#).
2. Download the file by clicking the **DOWLOAD** button *(Figure 1.1)*.

Figure 1.1: Download Button

3. Navigate to the downloaded zip file *(Figure 1.2)* named "tabletop-rpg-map-editor-win-directx64.zip"
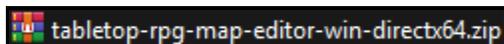

Figure 1.2: RPG Map Editor II Zip File

4. Extract the contents of the zip file *(Figure 1.3)* using a zip utility program.
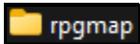

Figure 1.3: Rpgmap Folder

A folder named "rpgmap" is extracted.

5. Open the folder.

6. Double-click the application *(Figure 1.4)* named "rpgmap.exe"

Figure 1.4: Rpgmap Exe

The Map Editor opens.

To start the in-browser program:

1. Navigate to the RPG Map Editor II section of the [Deepnight Games website](#).

2. Navigate to the **RUN IN BROWSER** button *(Figure 1.5)*.

Figure 1.5: Run In Browser Button

3. Click on the **RUN IN BROWSER** button.

The Map Editor opens in the current window.

Using the Settings and Help Toolbar

RPG Map Editor II offers a wide selection of customizable settings. This section will explain what these settings do and what aspects of the program they change.

Understanding the Application Settings

The Application Settings window *(Figure 1.6)* contains options which change certain accessibility features.

Figure 1.6: Application Settings Icon

Interface Options

The Interface Options affect how certain aspects of RPG Map Editor II respond. These settings let you customize the look and feel of the Map Editor to fit your preferences. Everything from the toolbar layout to the speed of the zoom feature can be altered.

Performance Options

The Performance Options are used to increase the program's performance if it begins to slow down. Elements that affect or produce lighting are changed by this setting, allowing a short render delay to increase computer performance.

If this option is toggled, elements that affect of produce lighting are updated immediately. This provides a more high-definition image at the cost of your computer's performance.

Understanding the Help Settings

The Help Settings *(Figure 1.7)* provide useful information about the program itself. Upon opening this tab, you will be presented with the 2 sections below.

Figure 1.7: Help Settings Icon

Version History

The Version History is a compilation of all the changes that RPG Map Editor II has undergone in its lifetime. If you are looking for information about previous RPG Map Editor II Versions, clicking the "See latest changes" button provides a concise list of the updates.

To find specific updates, simply navigate to one of the update versions in the change-log navigation bar. Each tab opens a new page which details the technical aspects of the update version.

Additionally, if you would like to ensure you have the latest version of RPG Map Editor II, navigate to the "Check for update" button *(Figure 1.8)*.

Figure 1.8: Check For Update Button

Clicking this button will run an auto-checker to determine whether a newer version of RPG Map Editor II is available and ready to download.

NOTE: There is a visual bug which hides the 3rd update log title, however the actual content is still visible when opened.

Contributions

The Contributions section contains links to feedback pages, downloads, and reviews. There are 3 tabs in this section.

Donate - This tab will take you to the program's page on itch.io to donate money to Deepnight Games.

Feedback & Community - This tab will take you to program's forum page on itch.io, where other users of RPG Map Editor II can voice their concerns and assist with troubleshooting.

RPG Map on Itch.io - This tab will take you the program's page on itch.io, where you will find a full overview of RPG Map Editor II.

Using the File Management Ribbon

The File Management Ribbon acts as the control center of RPG Map Editor II. This toolbar contains essential tools for both the beginning and end of your project. A full explanation of the tools is outlined below.

Opening and Importing Map Projects

The Open/Import tab *(Figure 1.9)* allows you to open an existing project or import maps of another format. The list of supported map formats is provided in this tab.

Figure 1.9: Open/Import Tab Icon

Map Integration

To open an existing project:

1. Click the **Open/Import** tab.
2. Click the **Open/Import map** button *(Figure 1.10)*.
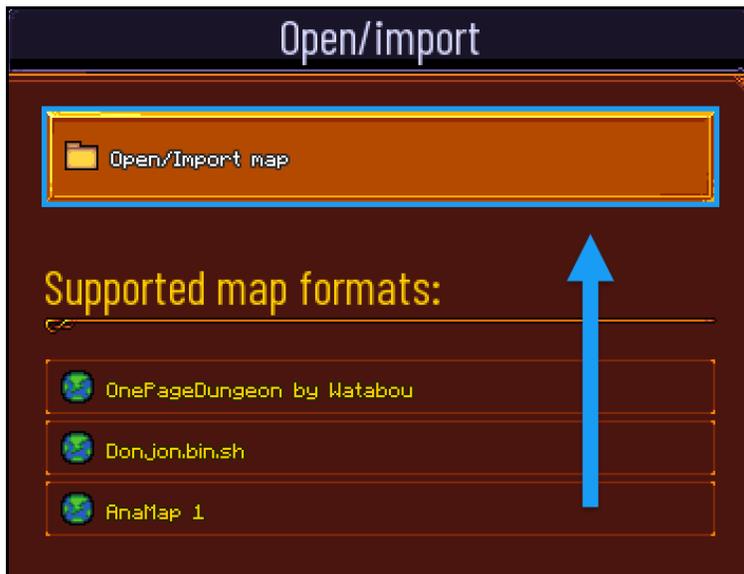

Figure 1.10: Open/Import Map Button

A File Explorer dialog box opens.

3. Navigate to your desired file.
4. Select the file by clicking it.
5. Click the **Open** button.

Your map is now loaded into RPG Map Editor II.

Supported Map Formats

RPG Map Editor II supports the following map formats:

- OnePageDungeon by Watabou
- Donjon.bin.sh
- AnaMap 1

Saving Your Map Projects with the Save Tab

The Save tab *(Figure 1.11)* allows you to save your work. The first time you save your project, you will be prompted to name your file and decide on a location for the file to be stored.

Figure 1.11: Save Tab Icon

WARNING: RPG Map Editor II does not support auto-save, so saving your work frequently is recommended to prevent data loss.

Saving Your Map Projects with the Save As Tab

The Save As tab *(Figure 1.12)* performs a function similar to the Save Tab. This tab allows you to save a copy of your work under a different name, essentially creating a second file.

This is useful for creating multiple versions of a project or simply experimenting while keeping a backup on hand.

Figure 1.12: Save As Tab Icon

Exporting your Map Projects

The Export tab *(Figure 1.13)* allows you to convert your project to either a PNG or JPG image.

Figure 1.13: Export Tab Icon

To export your project:

1. Click the Export Tab icon.

2. Ensure the options in the **Choose a preset** section are to your preferences.
3. Ensure the options in the **Advanced settings** section are to your preferences.
4. Navigate to the **Export image** button.
5. Click **Export image**.
   The image is exported.

For information on Export Presets and Advanced Export Settings, see the sections below.

Export Presets

Export Presets are predetermined sizing settings for the 2 VTTs (Virtual Tabletops) supported by RPG Map Editor II.

To change a preset:

1. Click the Export Tab icon.
2. Navigate to the **Preset** drop-down menu.
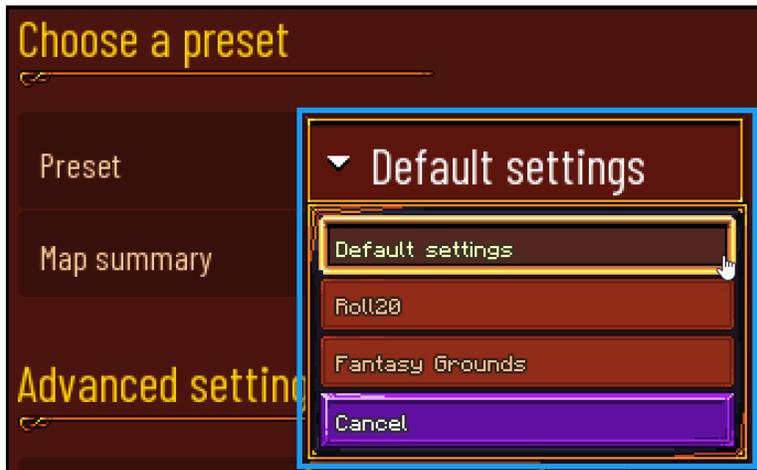3. Click the drop-down menu *(Figure 1.14)*.

Figure 1.14: Choose A Preset Drop Down Menu

The drop-down menu displays 3 options.

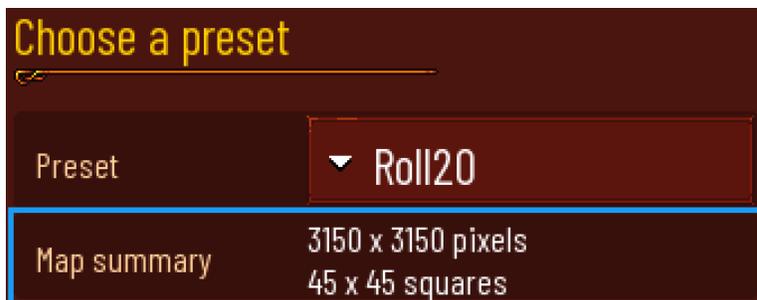4. Select an option depending on your preference *(Figure 1.15)*.

Figure 1.15: Map Summary Dimensions

The dimensions in the Map summary section update to reflect your choice.

5. Click **Export Image**.
   The image is exported.

Advanced Export Settings

The Advanced settings of the Export Tab allow for further customization of your image.

Format

This setting allows you to choose between exporting your image as a PNG or JPG.

Grid Visibility

This setting determines whether the grid is visible in your image after exporting.

Exported Grid Size

This setting changes the size of the grid independently of the steps outlined in the **Export Presets** section above.

WARNING: Changing this section may result in unbalanced grid sizing. Only alter if you are familiar with your VTT's grid sizing.

Cosmetic Displays

These options affect what visual elements are hidden or shown in the final export.

- **Show texts**: Hides or displays text boxes and their contents.
- **Show icons/images**: Hides or displays placed icons or imported images.
- **Increase contrasts**: Increases the contrast ratio of the exported image.

Selecting an Example Map

RPG Map Editor II provides pregenerated maps to be used as a base. You can select one of these maps from the **Examples** tab *(Figure 1.16)* in the File Management Ribbon.

Figure 1.16: Load Example Maps Menu

Creating a New Map

Creating a new map prompts you to save your existing work, if any, and start a new project.

To create a new map:

1. Navigate to the **New map** tab *(Figure 1.17)* in the File Management Ribbon.

Figure 1.17: New Map Tab

The **Create new map** window opens.
2. Ensure the options in the **General aspect** section are to your preferences.
3. Ensure the options in the **Map settings** section are to your preferences.
4. Select **Create new map**.
The new map is created.

Aspect Settings

The **General Aspect** section allows you to choose from a selection of **Skin** presets. These affect the look and feel of your map after exporting.

Map Settings

The **Map settings** section contains 2 sub-sections which affect the nature of your new map.

Map Size

The **Map size** sub-section allows you to change the map size to one of 3 options:
- Small - 20sq x 20sq
- Medium - 40sq x 40sq
- Large - 80sq x 80sq

Fill With Walls

This check box, when toggled, completely fills the new map with wall assets. This is useful for experimenting with negative space.

Undoing & Redoing Changes

The Undo and Redo buttons *(Figure 1.18)* are used to correct mistakes or reapply previous changes.
- Undo - Reverses the last action.
- Redo - Reapplies the last Undo action.

Figure 1.18: Undo (left) & Redo (right) Buttons

Understanding the Map Aspect Tab

The Map Aspect tab *(Figure 1.19)* allows you to adjust several settings which affect the look of your map/assets. These are used to give your map/assets different colors, change grid styles and increase fog intensity.

Figure 1.19: Map Aspect Tab

These settings range from General Aspect settings to customizing the intensity of Fog overlay applied to your map. Mastering these settings not only allows you to create more vivid maps but also streamlines the creation process itself.

For detailed information on customizing your Map Aspect settings, see *"Chapter 4 - Changing Map Aspect Settings" on page 41*.

Zooming In & Out of the Map

To zoom in and out of the map area, simply scroll the mouse wheel. The map scales in resolution to match your zoom intensity.

However, for exact zooming, navigate to the Zoom Tab *(Figure 1.20)*.

Figure 1.20: Zoom Tab

The zoom intensity can be altered using the methods below.

Fit

This option fits the entirety of your map in the center of your screen.

10, 25, 50, 100 & 200% Zoom Levels

Sets your zoom intensity to the selected percentage.

Customizing the Map Canvas

The Canvas can be shifted to view assets on a magnified level or resized to allow for a larger workspace.

Using Canvas Controls

Canvas Controls can be accessed using the 8 arrows positioned symmetrically around the Canvas *(Figure 1.22)*. Clicking these arrows allows for panning the Canvas in the specified direction.

WARNING: If you use the tool to move assets past the Canvas boundaries, the assets will be deleted. Use with caution *(Figure 1.21)*.

Figure 1.21: Warning Message On First Pan Attempt
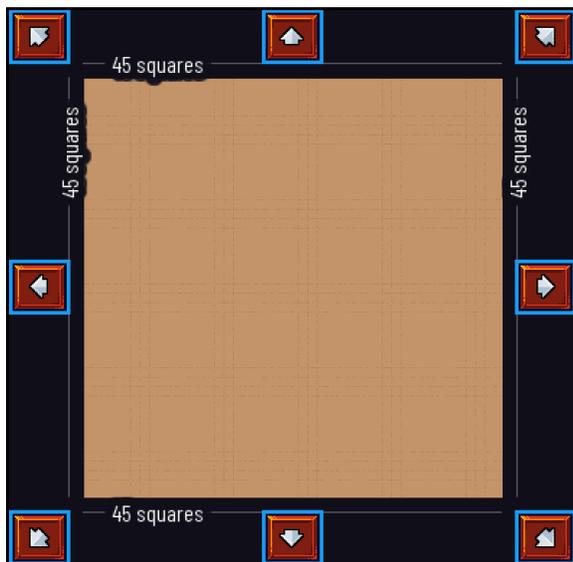

Figure 1.22: Canvas Control Arrows

Resizing the Canvas

Resizing the Canvas allows for a larger workspace and performing the expansion is a simple process.

Simply click and drag one of the arrows in Canvas Controls *(Figure 1.23)*. As you drag, the Canvas will extend and the measurement increments will actively reflect your changes.
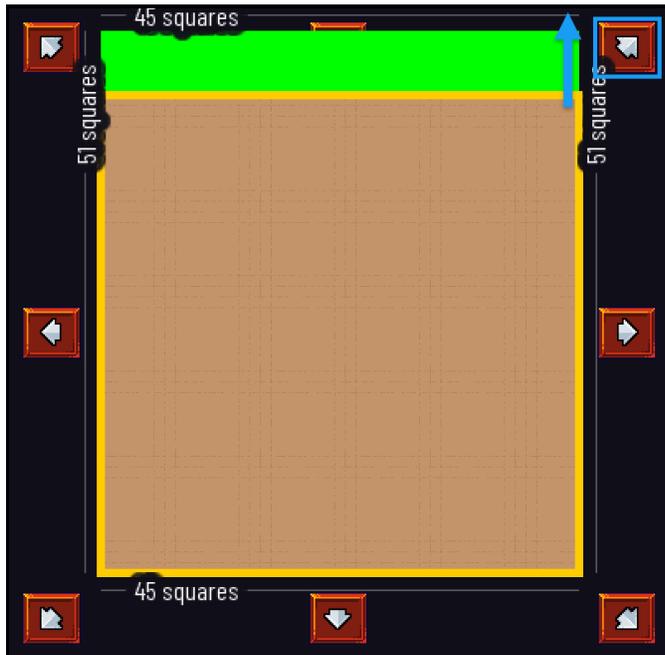

Figure 1.23: Resizing the Canvas

Chapter 2 - Getting to Know the Asset Library

This chapter will cover...

Learning About the Walls Tab

The Walls tab *(Figure 2.1)* contains a number of different Wall designs. Each Wall type offers a different visual appearance to suit different environments.

Figure 2.1: Walls Tab

Square Wall

The Square Wall *(Figure 2.2)* is the standard, straight-edged wall. These are useful for structures requiring clean, linear walls.

Figure 2.2: Square Wall Icon

Cavern Wall

The Cavern Wall *(Figure 2.3)* is jagged and irregular edged. These are useful for drawing caves interiors and exteriors.

Figure 2.3: Cavern Wall Icon

Diagonal Wall

The Diagonal Wall *(Figure 2.4)* is similar to a Square Wall with the addition of slanted edges. These are useful for angled hallways or futuristic structures.

Figure 2.4: Diagonal Wall Icon

Learning About the General Tab

The General Tab *(Figure 2.5)* contains a host of editing tools for multiple purposes. These tools are used primarily for increasing efficiency in map-making.

Figure 2.5: General Tab

Objects/Walls Eraser

The Objects/Walls Eraser *(Figure 2.6)* is used to delete all types of assets except ground textures. This is useful for deleting furniture or walls without affecting the background textures.

Figure 2.6: Objects/Walls Eraser Icon

Grounds Eraser

The Grounds Eraser *(Figure 2.7)* is used to delete all ground textures while leaving foreground assets intact. This is useful for deleting the background of a map without affecting the objects in the foreground.

Figure 2.7: Grounds Eraser Icon

Pick/Move Tool

The Pick/Move Tool *(Figure 2.8)* is used for selecting a placed asset for use, without needing to find it in the Asset Library. Additionally, the tool can be used to move placed assets to a different location.

Figure 2.8: Pick/Move Tool Icon

Duplicate Tool

The Duplicate Tool *(Figure 2.9)* is used for copying a placed asset so that you can place multiple instances of the same asset.

Figure 2.9: Duplicate Tool Icon

Move Map Tool

The Move Map Tool *(Figure 2.10)* is used for shifting the position of the entire map and its assets to create more room for drawing.

Figure 2.10: Move Map Tool Icon

WARNING: If you use the tool to move assets past the Canvas boundaries, the assets will be deleted. Use with caution.

Learning About the Objects Tab

The Objects Tab *(Figure 2.11)* is a collection of assets depicting common domestic objects. These are used to create maps with a more vivid and immersive feeling.

Figure 2.11: Objects Tab

Heavy Furniture

The Heavy Furniture asset *(Figure 2.12)* is a depiction of large-type domestic objects. This is used for representing furniture such as fridges, wardrobes, fireplaces, etc.

Figure 2.12: Heavy Furniture Icon

Low Furniture

The Low Furniture asset *(Figure 2.13)* is a depiction of medium-type domestic objects. This is used for representing furniture such as beds, desks, couches, etc.

Figure 2.13: Low Furniture Icon

Small Furniture

The Small Furniture asset *(Figure 2.14)* is a depiction of small-type domestic objects. This is used for representing furniture such as side tables, boxes, small appliances, etc.

Figure 2.14: Small Furniture Icon

Pile of Crates

The **Pile of Crates** asset *(Figure 2.15)* is a depiction of its namesake - a pile of crates. This can be used for representing clutter, mazes, etc.

Figure 2.15: Pile of Crates Icon

Door

The Door asset *(Figure 2.16)* merges into a Wall asset and morphs accordingly to represent an opening and entrance to another area.

Figure 2.16: Door Icon

Window

The Window asset *(Figure 2.17)* overlays onto a Wall asset and adds shadow effects to effectively represent a glass pane. The Wall asset remains visible when a Window is placed, unlike the Door asset.

Figure 2.17: Window Icon

Fence

The Fence asset *(Figure 2.18)* creates a visual boundary which links other Fence assets and magnetizes to nearby Wall assets.

Figure 2.18: Fence Icon

Heavy Rocks

The Heavy Rocks asset *(Figure 2.19)* is a depiction of generic, large-type rocks. This is used for overlaying rocks in a water pool, mountainous areas, large-scale debris, etc.

Figure 2.19: Heavy Rocks Icon

Small Rocks

The Small Rocks asset *(Figure 2.20)* is a depiction of generic, small-type rocks. This is used for areas around a pond, rocky trails, small-scale debris, etc.

Figure 2.20: Small Rocks Icon

Trees

The Trees asset *(Figure 2.21)* creates trees of varying sizes and designs. This used for populating parks, forests, mountains, etc.

Figure 2.21: Trees Icon

Bushes

The Bushes asset *(Figure 2.22)* creates bushes of varying sizes and design. This is used for populating parks, backyards, neighborhoods, etc.

Figure 2.22: Bushes Icon

Custom Image Tool

The Custom Image Tool *(Figure 2.23)* allows you to import your own artwork for use in the project or choose from a small library of existing assets.

Figure 2.23: Custom Image Tool Icon

Learning About the Pools Tab

The Pools Tab *(Figure 2.24)* is a collection of liquid effects used to represent water, slime, magma, etc. These assets mold to walls and objects on your map to create an immersive feeling.

Figure 2.24: Pools Tab

Clear Water

The Clear Water asset *(Figure 2.25)* possesses a wave-like pattern consistent with oceans. This is used to represent numerous bodies of water.

Figure 2.25: Clear Water Icon

Special Water 1 & 2

The Special Water 1 & 2 assets *(Figure 2.25)* possesses a slow-flowing pattern consistent with thick liquids. This is used to represent pools of dense liquids such as lava, slime, oil, etc.

The colors of these assets can be customized in the Map Aspect settings. It is recommended to use these Pools as presets once you have found a color you prefer.

Figure 2.26: Special Water Icons

Learning About the Grounds Tab

The Grounds tab *(Figure 2.27)* acts as customizable background for your map. The tab offers a selection of different patterns to fit your preference of environment.

Each Ground asset morphs and overlays with other Grounds, so placements always appear seamless between different patterns.
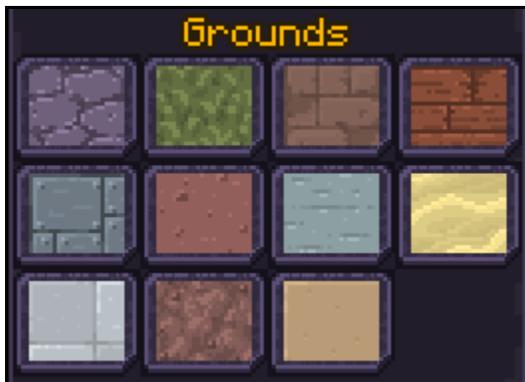

Figure 2.27: Grounds Tab

Learning About the Stairs Tab

The Stairs tab *(Figure 2.28)* provides staircase assets for all cardinal directions, so that they can fit into any environment. The Stairs asset also automatically clears any objects that it is placed on, except for Grounds and Pools.

Figure 2.28: Stairs Tab

Learning About the Others Tab

The Others tab *(Figure 2.29)* contains a collection of miscellaneous assets and tools for more nuanced areas of creation.

Figure 2.29: Others Tab

Text Tool

The Text Tool *(Figure 2.30)* allows you to add custom text to your map. The Text Editor provides you with options to customize your text such as:
- **Font** - This setting allows you to change the font of your text to one of the preset options
- **Size** - This setting allows you to change the size of your text to one of the preset options
- **Effect** - This setting allows you to change the visual effect on your text
- **Color** - This setting allows you the change
- **Display mode** - This setting allows you to change the way your text is displayed to the viewer
- **Game Master only** - Toggling this setting will only show this text on a 'Game Master' exported image

Figure 2.30: Text Tool Icon

Character Tool

The Character Tool *(Figure 2.31)* allows you to create a character for your map. The Character can be customized using the Character Editor to change the settings below:

- **Name** - This setting determines the name of the character
- **Description/stats** - This setting determines what is shown when the character's description is viewed
- **Mob type** - This setting determines the rank of your character

Figure 2.31: Character Tool Icon

Lighting Tool

The Lighting Tool *(Figure 2.32)* allows you to place a light source on the map which visually affects other assets within its range. The light source itself can be customized with the Lighting Editor to affect the settings below:

- **Color** - This setting sets the color of the light emitted from the source
- **Secondary color** - This setting sets the additional color emitted from the source
- **Intensity** - This setting determines the light's strength
- **Size** - This setting changes the light sources range of light.
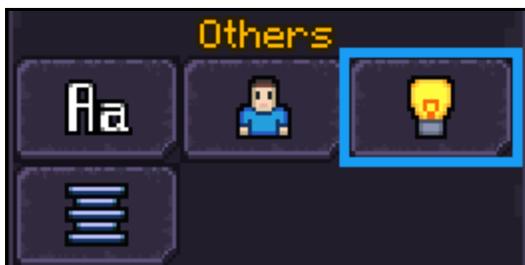

Figure 2.32: Lighting Tool Icon

Measure Tool

The Measure Tool *(Figure 2.33)* allows you to draw a rectangle which provides a measurement of each side. This is useful for ensuring assets are to scale or determining the exact size of an asset.

The measuring rectangle lingers after you have drawn, so that you can keep a note of the dimensions.

Figure 2.33: Measure Tool Icon

Render Mode Tool

The Render Mode Tool tab *(Figure 2.34)* is a quick-access menu to change the render mode. This is used to increase or decrease the resolution of the map, depending on your need.

Figure 2.34: Render Mode Tool Tab

Below are the different Render Modes and their benefits:

The Draft mode *(Figure 2.35)* provides the most performance and ensures the least amount of lagging. This is the setting that is recommended for lower-end computers or when encountering performance issues.
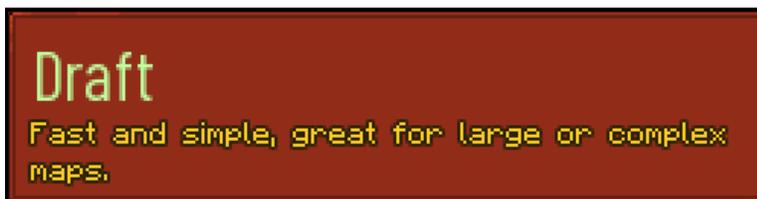
Figure 2.35: Draft Render Mode

The Normal mode *(Figure 2.36)* provides a balance of visual clarity and medium-performance processing consumption. This mode is set by default, as the internal settings fit most use cases in map making.
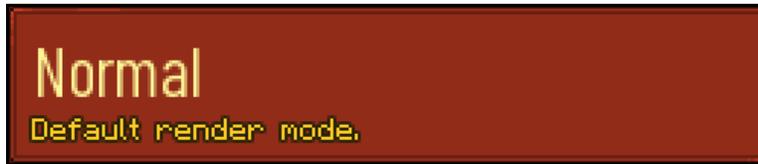
Figure 2.36: Normal Render Mode

The Best mode *(Figure 2.37)* refers to possessing the best visual quality at the expense of consuming more resources from your computer. This mode is not very practical and is only recommended for high-end computers which possess resources to spare.

Figure 2.37: Best Render Mode

Chapter 3 - Drawing with the Map Editor Assets

This chapter will cover...

Creating a New Map

When creating a new map, you are offered various customization options. The **General Aspect** and **Map Settings** can be customized.

Customizing the General Aspect

To customize the General Aspect of your map:

1. Navigate to the **New map** Tab *(Figure 3.1)*.

Figure 3.1: New Map Tab

2. Click the **New Map** Tab.

    The **Create new map** window opens.

3. Navigate to the **Skin preset** drop-down menu, in the **General Aspect** tab *(Figure 3.2)*.
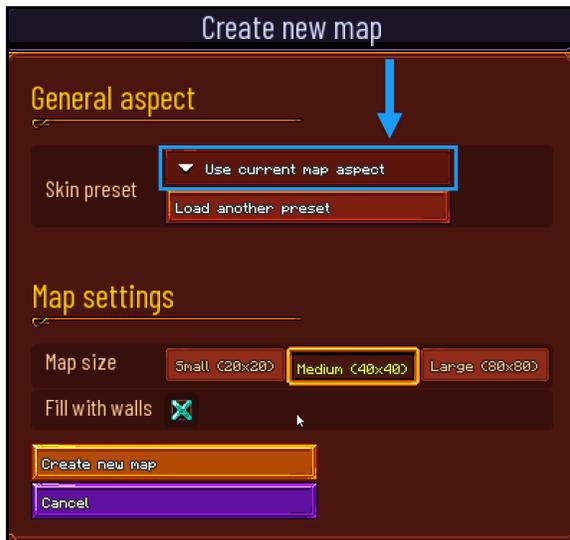

Figure 3.2: Skin Preset Menu

4. Click the **Skin preset** drop-down menu *(Figure 3.3)*.

    The **Preset menu** appears.
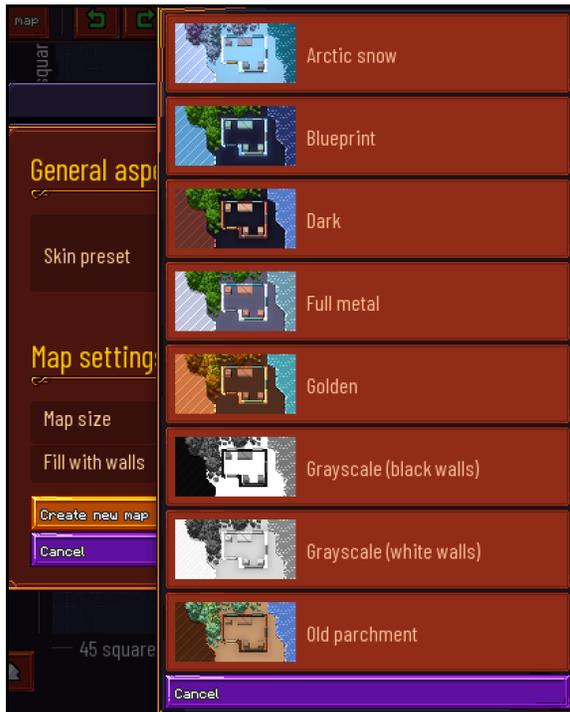
Figure 3.3: Preset Menu

5. Choose a preset from the list.

6. Click **Create new map** *(Figure 3.4)*.
   The new map is created.

Figure 3.4: Create New Map Button

Customizing the Map Settings

To customize the Map Settings:

1. Navigate to the **New map** Tab *(Figure 3.5)*.

Figure 3.5: New Map Tab

2. Click the **New Map** Tab.
   The **Create new map** window opens.
3. Navigate to the **Map size** section *(Figure 3.6)*.

Figure 3.6: Map Size Section

4. Choose the size you prefer for your map.
5. Click **Create new map** *(Figure 3.7)*.
   The new map is created.

Figure 3.7: Create New Map Button

Drawing Walls

In RPG Map Editor II, Walls make up the majority of your map content. Using them effectively allows you to create vivid environments like building interiors, cave systems and more.

Placing Walls on the Canvas

To place walls on your canvas:

1. Navigate to the **Walls** section of the Asset Library.
2. Select one of the 3 **Wall** types *(Figure 3.8)*.

Figure 3.8: Wall Types Icons

3. Perform one of the following actions while hovering over the Canvas:
   - Left-click once to place an individual Wall block.
   - Hold left-click + drag to place a Wall line of your desired length and width.
4. Release the left mouse button.
   The Wall is drawn.

Connecting Walls to Other Walls

RPG Map Editor II utilizes 'snapping' features to seamlessly connect assets.

To connect walls to other walls:

1. Repeat steps 1 - 3 above.
2. Make sure your cursor is within one square of another Wall.
3. Release the left mouse button.
   The Walls are connected.

Connecting Walls is essential for creating structures and interiors in RPG Map Editor II.

Using the General Tools

The General Tools perform basic and advanced editing functions. They are used for streamlining the map-making process and allowing you to quickly create complete maps.

Using Erasers

The Erasers are used to delete assets in single or bulk format. There are 2 types of Erasers outlined below.

Erasing Objects/Walls

The Objects/Walls Eraser allows you to delete Object and Wall assets but does not affect Ground assets.

To erase Object or Wall assets:

1. Navigate to the **General** section of the Asset Library.
2. Select the **Objects/Walls Eraser** tool *(Figure 3.9)*.

Figure 3.9: Objects/Walls Eraser Icon

3. Perform one of the following actions while hovering over an applicable asset:
   - Left-click once to erase an individual asset.
   - Hold left-click + drag to erase a selection of assets.
   The assets are erased.

Erasing Ground Textures

The Ground Eraser allows you to delete Ground assets but does not affect Object and Wall assets.

To erase Ground assets:

1. Navigate to the **General** section of the Asset Library.
2. Select the **Ground Eraser** tool *(Figure 3.10)*.

Figure 3.10: Ground Eraser Icon

3. Perform one of the following actions while hovering over an applicable asset:
   - Left-click once to erase an individual asset.
   - Hold left-click + drag to erase a selection of assets.

   The assets are erased.

Picking an Asset

The Asset Picker tool allows you to select a placed asset and begin using it, without the need to locate it in the Asset Library. Additionally, this tool allows you move an asset to a different location.

To use the Asset Picker:

1. Navigate to the **General** section of the Asset Library.
2. Select the **Asset Picker** tool *(Figure 3.11)*.

Figure 3.11: Asset Picker Icon

3. Perform one of the following actions while hovering over an asset:
   - Left-click once to select an asset and begin using it.
   - Hold left-click + drag to move an asset to a different location.

Duplicating an Asset

The **Duplicate** tool allows you to copy and paste a placed asset.

To use the Duplicate tool:

1. Navigate to the **General** section of the Asset Library.
2. Select the **Duplicate** tool *(Figure 3.12)*.

Figure 3.12: Duplicate Icon

3. Select a placed asset.
   The asset is copied and ready to be placed.

Moving the Canvas

Moving the Canvas is essential for making detailed edits to your map and can be performed by using the Move tool.

To use the Move tool:

1. Navigate to the **General** section of the Asset Library.
2. Select the **Move** tool *(Figure 3.13)*.

Figure 3.13: Move Icon

3. Hold left-click a point on the canvas + drag to begin moving the map.
   The map is moved.

Placing Objects on the Canvas

RPG Map Editor II uses simplified depictions of common RPG assets. These are categorized under the Objects tab. The Objects act differently than other assets; while other assets remain consistent when placed, Objects have multiple designs for variety purposes.

Placing Heavy & Low Furniture

Heavy and Low Furniture act differently than other Objects. These assets, instead of being placed one-by-one, are drawn as one Large Object.

To place Large Objects on the Canvas:

1. Navigate to the **Objects** section of the Asset Library.
2. Select a Large Object asset - either **Heavy Furniture** or **Low Furniture** *(Figure 3.14)*.

Figure 3.14: Heavy (left) and Low (right) Furniture Icons

3. Perform one of the following actions while hovering over the Canvas:
   - Left-click once to place an individual Large Object.
   - Hold left-click + drag to draw a Large Object to your desired size.
   The Large Object is placed.

Placing Doors & Windows

Doors and Windows function similarly, representing opening in Walls. Doors create openings in Walls while Windows overlay on top of Walls.

To place Doors and Windows:

1. Navigate to the **Objects** section of the Asset Library.
2. Select either the **Door** or **Window** asset *(Figure 3.15)*.

Figure 3.15: Door (left) and Window (right) Icon

3. Perform one of the following actions while hovering over a Wall:
   - Left-click once to place an individual Door or Window.
   - Hold left-click + drag to draw a Door or Window to your desired size.

   The Door or Window is placed.

Placing Fences

Fences are similar to Doors in that they clear space when they are placed. However, they also create visual connections to any Walls within one square.

To place Fences:

1. Navigate to the **Objects** section of the Asset Library.
2. Select the **Fence** asset *(Figure 3.16)*.

Figure 3.16: Fence Icon

3. Perform one of the following actions while hovering over the Canvas:
   - Left-click once to place an individual Fence segment.
   - Hold left-click + drag to draw a Fence to your desired size.

   The Fence is placed.

Using the Custom Icon/Image Tab

The Custom Icon/Image tab allows you to upload your own image or icon to be used as an asset.

To place a Custom Icon/Image:

1. Navigate to the **Objects** section of the Asset Library.

2. Select a **Custom Icon/Image** *(Figure 3.17)*.

Figure 3.17: Custom Image Icon

3. Click a point on the Canvas.

Figure 3.18: Custom Icon/Image Menu

The **Custom Icon/Image** menu opens *(Figure 3.18)*.

4. Scroll down until the **Import custom image** button *(Figure 3.19)* becomes visible.

Figure 3.19: Import Custom Image Button

5. Click the **Import custom image** button.

Your local File Explorer opens.

6. Navigate to your desired Icon/Image.

7. Select and open your desired Icon/Image.

8. Click **Save**.

Your Custom Icon/Image is now available.

Placing Other Objects

The remaining Objects in the Asset Library function similarly in that they are placed one-by-one. These are referred to as Single Objects.

To place a Single Object:

1. Navigate to the **Objects** section *(Figure 3.20)* of the Asset Library.
2. Select a **Single Object**.

Figure 3.20: Single Object Asset Icons

3. Perform one of the following actions while hovering over the Canvas:
   - Left-click once to place an individual Single Object.
   - Hold left-click + drag to place multiple Single Objects.

   The Single Object is placed.

Placing Pools

Pools are assets which represent large bodies of liquids. They function and are placed similarly to Walls but display underneath Objects.

To place a Pool:

1. Navigate to the **Pools** section of the Asset Library.
2. Select one of the 3 **Pools** options *(Figure 3.21)*.

Figure 3.21: Pool Icons

3. Perform one of the following actions while hovering over the Canvas:
   - Left-click once to place an individual Pool asset.
   - Hold left-click + drag to place multiple, connected Pool assets.

   The Pool is placed.

Overlapping Assets with Pools

Pools have different interactions with each asset type.

- **Walls** - Pools connect to any Walls within 1 square, morphing to fill any white space.
- **Objects** - Pools display underneath Objects, morphing to the Objects edges.
- **Grounds** - Pools display above Grounds, obscuring them from view.
- **Stairs** - Pools display underneath Stairs, becoming partially obscured.
- **Pools** - Pools react to other Pools in 2 ways:
  - If similar in pattern and color, Pools will connect seamlessly.
  - If different in patter or color, Pools will connect but split at their connection point.

Placing Grounds

Grounds act as backgrounds for your map, ranging from Earth patterns to Metal patterns. Grounds display behind all other assets and can be overwritten by Pool assets.

To place Grounds:

1. Navigate to the **Grounds** section *(Figure 3.22)* of the Asset Library.
2. Select one of the 11 **Ground** options.

Figure 3.22: Ground Icons

3. Perform one of the following actions while hovering over the Canvas:
   - Left-click once to place an individual Ground asset.
   - Hold left-click + drag to place multiple, connected Ground assets.
   The Ground is placed.

Placing Stairs

Stairs are used to denote entrances to ascending or descending floors. These assets can also be placed side-by-side to create larger staircases.

To place Stairs:

1. Navigate to the **Stairs** section *(Figure 3.23)* of the Asset Library.
2. Select one of the 4 **Stairs** directions.

Figure 3.23: Stairs Icons

3. Perform one of the following actions while hovering over the Canvas:
   · Left-click once to place an individual **Stair** asset.
   · Hold left-click + drag to draw a **Stair** asset to your desired size.
   The **Stair** is placed.

Overlapping Assets with Stairs

Stairs have different interaction with each asset type.

· **Walls** - Stairs will delete any Walls if placed on top of them, to make room for the asset.
· **Objects** - Stairs will delete any Objects if placed on top of them, to make room for the asset.
· **Grounds** - Stairs display above Grounds, partially obscuring them from view.
· **Pools** - Stairs display above Pools, partially obscuring them from view.
· **Stairs** - Stairs snap to other Stairs, creating longer or wider Staircases.

Chapter 4 - Changing Map Aspect Settings

This chapter will cover...

Customizing the General Aspect

The **General Aspect** settings allow you to change the look and feel of your map. This includes applying a skin to your map to fit your creative scope, modifying Canvas aspect settings for print efficiency, and customizing various map assets with hand-picked colors.

Choosing Skin Presets

This setting functions identically to the General Aspect settings *(See "Aspect Settings" on page 9)*. Choosing a skin for your map gives it a different appearance with which to work.

To pick a Skin Preset:

1. Navigate to the **Map aspect** tab *(Figure 4.1)*.

Figure 4.1: Map Aspect Tab Icon

2. Click the **Map aspect** tab.

Figure 4.2: Customize Map Aspect Window

The **Customize map aspect** window opens *(Figure 4.2)*.

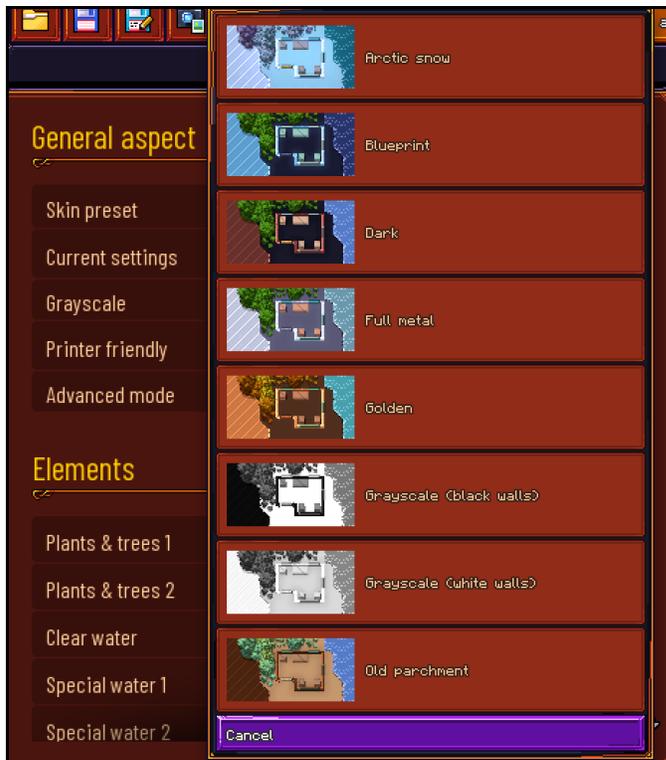3. Click the **Skin preset** drop-down menu in the General aspect section.

Figure 4.3: Preset Meu

The Preset menu appears *(Figure 4.3)*.

4. Choose a preset from the list.
5. Click **Save**.
   The preset is applied.

Toggling Grayscale & Printer-Friendly Mode

Grayscale

This setting converts all colors to grayscale values.

To apply Grayscale, simply click the **Grayscale** check box *(Figure 4.4)* in the General Aspect section.

Figure 4.4: Grayscale Check Box

Printer-Friendly Mode

This setting fills in all walls with white color to reduce the amount of ink required for printing.

To apply Printer-Friendly Mode, simply click the **Printer friendly** check box *(Figure 4.5)* in the General Aspect section.
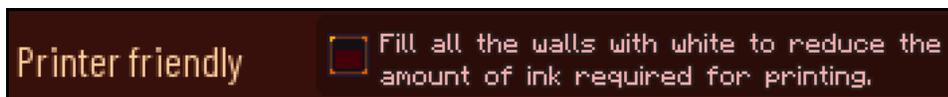

Figure 4.5: Printer Friendly Check Box

Toggling Advanced Mode

Advanced Mode enables the customization of additional elements, used for configuring the map palette for specific art.

To activate Advanced Mode, simply click the **Advanced mode** check box *(Figure 4.6)* in the General Aspect Tab.

Figure 4.6: Advanced Mode Check Box

Custom colors

These settings become available once Advanced Mode is toggled.

This section allows you to choose custom colors for assets *(Figure 4.7)*.

Figure 4.7: Advanced Mode Asset Colors

Wall Shadows

This setting becomes available once Advanced Mode is toggled.

This section allows you to choose a custom color for the shadows that Wall assets produce. Additionally, the intensity of the Wall shadows can be changed in 10% increments using the provided drop-down menu.

Reconfiguring Elements Settings

The Elements settings affect the color and behavior of the assets found in the Asset Library.

Changing Asset Colors

To change the colors of an asset:

1. Navigate to the **Customize map aspect** window *(See "Choosing Skin Presets" on page 41).*
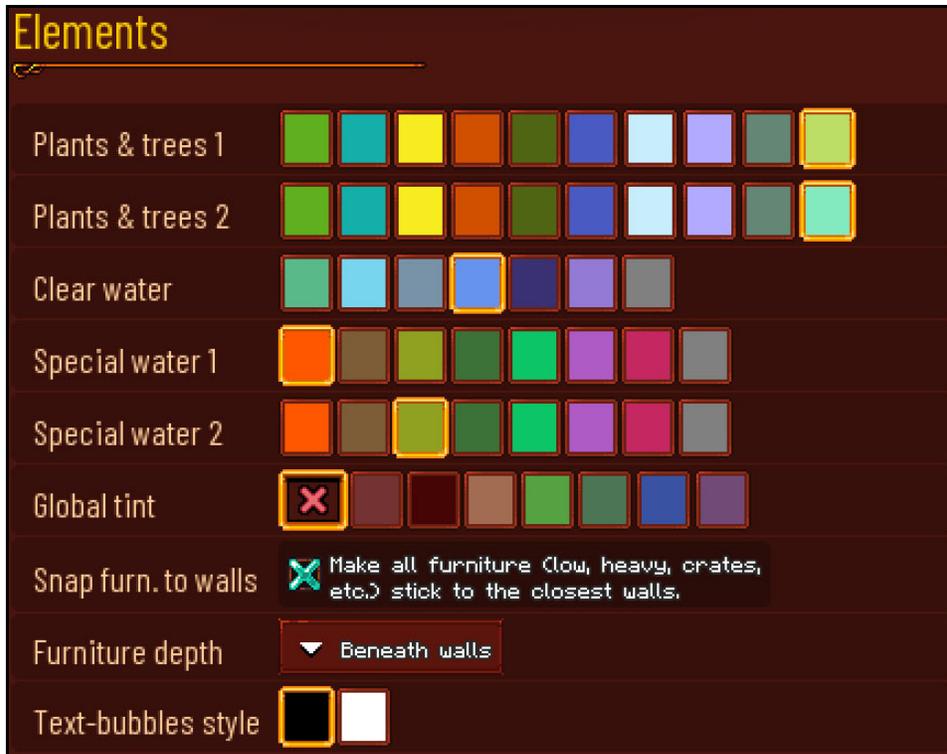2. Navigate to the **Elements** section *(Figure 4.8).*

Figure 4.8: Elements Section

3. Navigate to one of the listed assets of which you would like the color changed.
4. Select a color from the list provided.
   The asset color is changed.

Changing Global Tint

The Global Tint setting affects the tint overlay that applies to your map and UI. The setting is disabled by default for clarity.

To change this setting, simply select a color in the Global tint section *(Figure 4.9)* of the Elements menu.

Figure 4.9: Global Tint Options

Customizing Furniture

Furniture assets can be customized beyond color by affecting its behavior. You can change its behavior in 2 ways: Snapping Furniture to Walls and adjusting the Furniture depth.

To snap Furniture to Walls:

1. Navigate to the **Customize map aspect** window *(See "Choosing Skin Presets" on page 41).*

2. Navigate to the **Snap furn. to walls** option *(Figure 4.10)*, in the Elements section.

Figure 4.10: Snap Furniture to Walls Check Box

3. Click the **Snap furn. to walls** check box.

    Furniture assets now snap to walls.

The Furniture Depth menu provides options for the relative visual depth of furniture assets. The menu allows you to chose between either displaying furniture assets Beneath walls or Above walls.

To adjust the Furniture Depth:

1. Navigate to the **Customize map aspect** window *(See "Choosing Skin Presets" on page 41)*.

2. Navigate to the **Furniture depth** drop-down menu *(Figure 4.11)*, in the Elements section.

Figure 4.11: Furniture Depth Options

3. Choose 1 of the 2 options from the menu.

    The Furniture Depth is applied.

Changing Text Bubble Styles

This setting affects the color of the Text Bubbles used in the Text tool.

The Text-bubbles style options *(Figure 4.12)* allows you to swap between either black or white colored Text Bubbles.

Figure 4.12: Text-Bubbles Style Options

Formatting the Grid

The Grid is used both for organization and measurement. These settings affect the way the grid looks and feels, as well as the way assets interact with each other.

Changing Grid type

The Grid type refers to the lines that make up the grid.

To change the Grid type:

1. Navigate to the **Customize map aspect** window *(See "Choosing Skin Presets" on page 41).*
2. Navigate to the **Format** option *(Figure 4.13)*, in the Grid section.

Figure 4.13: Grid Format Options

3. Select one of the options in the list provided.
    The Grid format is applied.

Changing Grid Intensity

The Intensity of the Grid affects how visible the Grid lines appear.

To change the Grid Intensity, navigate to the **Intensity** drop-down menu *(Figure 4.14)*, in the Grid section. Then select one of the percentage options in the list provided.

Figure 4.14: Grid Intensity Options

Changing Grid Color

The Grid Color changes with a number of options, however you can set the color manually.

To change the Grid Color, navigate to the **Color** option *(Figure 4.15)*, in the Grid section. Then select one of the color options in the list provided.

Figure 4.15: Grid Color Options

Changing Grid Depth

The Grid Layer affects which assets the Grid lines overlay, increasing or decreasing visibility.

To change the Grid Depth, navigate to the **Grid Layer** drop-down menu *(Figure 4.16)*, in the Grid section. Then select one of the options in the list provided.

Figure 4.16: Grid Layer Options

Customizing the Fog Overlay

The Fog Overlay is a translucent tint that adds atmospheric immersion to your maps. This setting can be customized to fit specific environments or user preferences.

Changing Fog Intensity

The Fog Intensity affects how transparent the overlay appears, increasing or decreasing opacity.

To change the Fog Intensity:

1. Navigate to the **Customize map aspect** window *(See "Choosing Skin Presets" on page 41)*.
2. Navigate to the **Intensity** drop-down menu *(Figure 4.17)*, in the Fog section.

Figure 4.17: Fog Intensity Options

3. Select one of the percentage options in the list provided.
    The Fog Intensity is applied.

Changing Fog Color

The Fog Color can be customized by selecting from a range of colors. This sets the overlay to the chosen color.

To change the Fog Color, navigate to the **Color** option *(Figure 4.18)*, in the Fog section. Then select one of the color options in the list provided.

Figure 4.18: Fog Color Options

Chapter 5 - Troubleshooting Issues & Inquiries

This chapter will cover...

Fixing Common Map Issues

RPG Map Editor II works to make map creation simple and clean, requiring little processing power to ensure usability. However, it is still possible for bugs and glitches to arise. In these cases, refer to the following guides to resolve such issues.

Performance Issues

Performance issues are perhaps the most common issues in creative-based software. These problems can occur for any number of reasons but can be fixed by tweaking a few settings.

In RPG Map Editor II, these options are easily accessible and only require a small number of steps.

Program Lagging or Becoming Unresponsive

If your program begins to slow down or ceases to function, it could be due to an excessive number of visual elements in the project. However, even if your map is sparsely populated, the following may solve the issue regardless.

The most common solution is to change your Render Mode. This reduces the load on your computer so that it can handle more visual elements.

For information on the different Render Modes, see *"Render Mode Tool" on page 27*.

Lighting Effects Not Rendering Properly

Lighting Effects use generative beams to create the illusion of light on assets. If these effects don't render properly or if lighting seems inconsistent, follow these guides to resolve the issue.

Solution 1: Change Wall Shadows Intensity

The Wall shadows intensity determines how opaque the shadows cast by Wall assets appear. These shadows can have an effect on light sources and adjusting them can resolve your issue.

For information on changing the shadow intensity, see *"Wall Shadows" on page 44*.

Solution 2: Ensure Render Mode is Not Set to Draft

Setting your Render Mode to Draft will reduce the effect of light on assets increase performance. Setting the Render Mode to either Normal or Best can fix this issue.

For information on Render Modes, see *"Render Mode Tool" on page 27*.

Solution 3: Adjust Lighting Tool Settings

Light sources are subject to a set of parameters which can be changed in the Lighting Tool settings. Changing important settings such as Intensity or Size may fix the issue.

For information on changing Lighting Tool settings, see *"Lighting Tool" on page 26*.

Objects Not Rendering Properly

Objects in RPF Map Editor II are fully customizable and can be subject to any number of changes. If Objects are not rendering properly, appear incomplete or do not appear at all, follow the guides below to resolve the issue.

Solution 1: Change Furniture Depth Settings

The Furniture depth settings affects the layer in which an object appears. Changing this setting to display an Object further into the foreground may solve the issue.

For information on changing the Furniture depth, see *"Customizing Furniture" on page 45*.

Solution 2: Ensure Your Object was Not Placed Outside Map Boundaries

If an Object is placed outside the boundaries of the map or the map is moved to obscure the Object, it can be deleted.

Use the Canvas Controls to shift the map boundaries and ensure you have enough room to work on your project.

For information on using the Canvas Controls, see *"Using Canvas Controls" on page 11*.

FAQ

This section details common inquiries related to accessibility and technical questions. If you require additional information, check out the [community forums](#).

General Inquiries

These types of inquiries deal with accessibility in the program's settings.

Can I use this app on mobile & tablet?

Yes, RPG Map Editor II supports mobile and tablet interfaces. While there is no official app, the in-browser version of the program is compatible with most mobile and tablet browsers.

Where can I post feedback?

Feedback can be posted either in the [community forums](#) or by joining the [official Discord](#). server.

Technical Inquiries

Technical inquires may arise during use - this section details common accessibility questions on the technical side.

Can I create custom colors for each asset?

Yes, you can create custom colors for each asset.

To create custom colors for assets, see *"Custom colors" on page 43*.

Can I customize the program's UI?

RPG Map Editor II allows for a great deal of customization, such as changing the interface language, modifying the mouse-wheel zoom speed, etc.

For more information on where to find these options, see *"Understanding the Application Settings" on page 2*.

Appendix A

Common Keyboard Shortcuts

Below is a list of common keyboard shortcuts for the File Management Ribbon, geared toward increasing efficiency.

Name of Function	Shortcut	What It Does
Save	Ctrl + S	Performs a save of your current project
Save As	Ctrl + Shift + S	Saves your current project as a copy
Export Tab	Ctrl + E	Opens the Export Tab
New Map	Ctrl + N	Creates a brand new map
Undo	Ctrl + Z	Undoes the last action
Redo	Ctrl + Y	Redoes that last Undo action

Table A.1: File Management Ribbon - Keyboard Shortcuts

Below is a list of common keyboard shortcuts for the Asset Library, geared toward streamlining the creation process.

Name of Function	Shortcut	What It Does
Square Wall	W	Selects the Square Wall asset for drawing
Erase Objects/ Walls	E	Selects the Object/Wall Eraser
Erase Ground Textures	Shift + E	Selects the Ground Eraser
Asset Picker	Alt	Selects the Asset Picker
Duplicate	Ctrl + Alt	Selects the Duplicate tool
Heavy Furniture	F	Selects the Heavy Furniture asset
Low Furniture	Shift + F	Selects the Low Furniture asset

Table A.2: Asset Library Keyboard Shortcuts

Name of Function	Shortcut	What It Does
Pile of Crates	C	Selects the Pile of Crates asset
Door	D	Selects the Door asset
Window	O	Selects the Window asset
Heavy Rocks	R	Selects the Heavy Rocks asset
Small Rocks	Shift + R	Selects the Small Rocks asset
Tree	P	Selects the Tree asset
Bushes	Shift + P	Selects the Bushes asset
Custom Image/Icon	I	Selects the Custom Image/Icon tool.
Text	T	Selects the Text tool
Character	N	Selects the Character tool
Light	L	Selects the Light Source tool
Measure	M	Selects the Measurement tool
Render Mode	Tab	Cycles through Render Modes

Table A.2: Asset Library Keyboard Shortcuts (Continued)

Appendix B

Deepnight Games Supplemental Software

GameBase - Simple Game Engine

GameBase, a game development engine, was created to streamline the game development process. The program offers a clean and easy-to-understand layout to help new game developers quickly start working on their projects. It provides a minimal set of classes and tools while remaining decently powerful.

GameBase uses the Haxe language model and the Heaps.io engine. Additionally, it is an open source program made with adaptability in mind, so that it can quickly match your needs.

This game engine was used to create the hit video game Dead Cells and Nuclear Blaze.

Prospective game developers can download the software for free on the [official website](#).

Game dev - Game Development Tutorial

Game dev is a game development guide and set of tutorials written by Sébastien Benard of Deepnight Games. This is meant to be used in conjunction with RPG Map Editor II and other supplemental software in this section but can be helpful when used by itself.

These tutorials detail his programming methods, best practices, tips, tricks, templates, and troubleshooting. Additionally, he guides readers through the beginning stages of game development and coding.

Sébastien Benard's *Game dev* tutorials can be accessed on his [official website](#).

LDTK - Level Designer Toolkit

LDtk is a level designer toolkit created by Sébastien Benard of Deepnight Games. This program deals with creating maps similarly to RPG Map Editor II. However, this tool specializes in side-scroller game development while RPG Map Editor II specializes in top-down game development.

LDtk was used to create the hit video game Nuclear Blaze and was released to share the easy of accessibility with prospective game development.

LDtk level designer can be downloaded from his [official website](#).

Index

T

textures iii

troubleshooting 51
    common issues 51
    performance issues 51

U

using the file management ribbon 5

W

wall shadows 44

walls 13
    cavern 14
    diagonal 14
    square 14

walls, drawing 32
    connecting walls 33