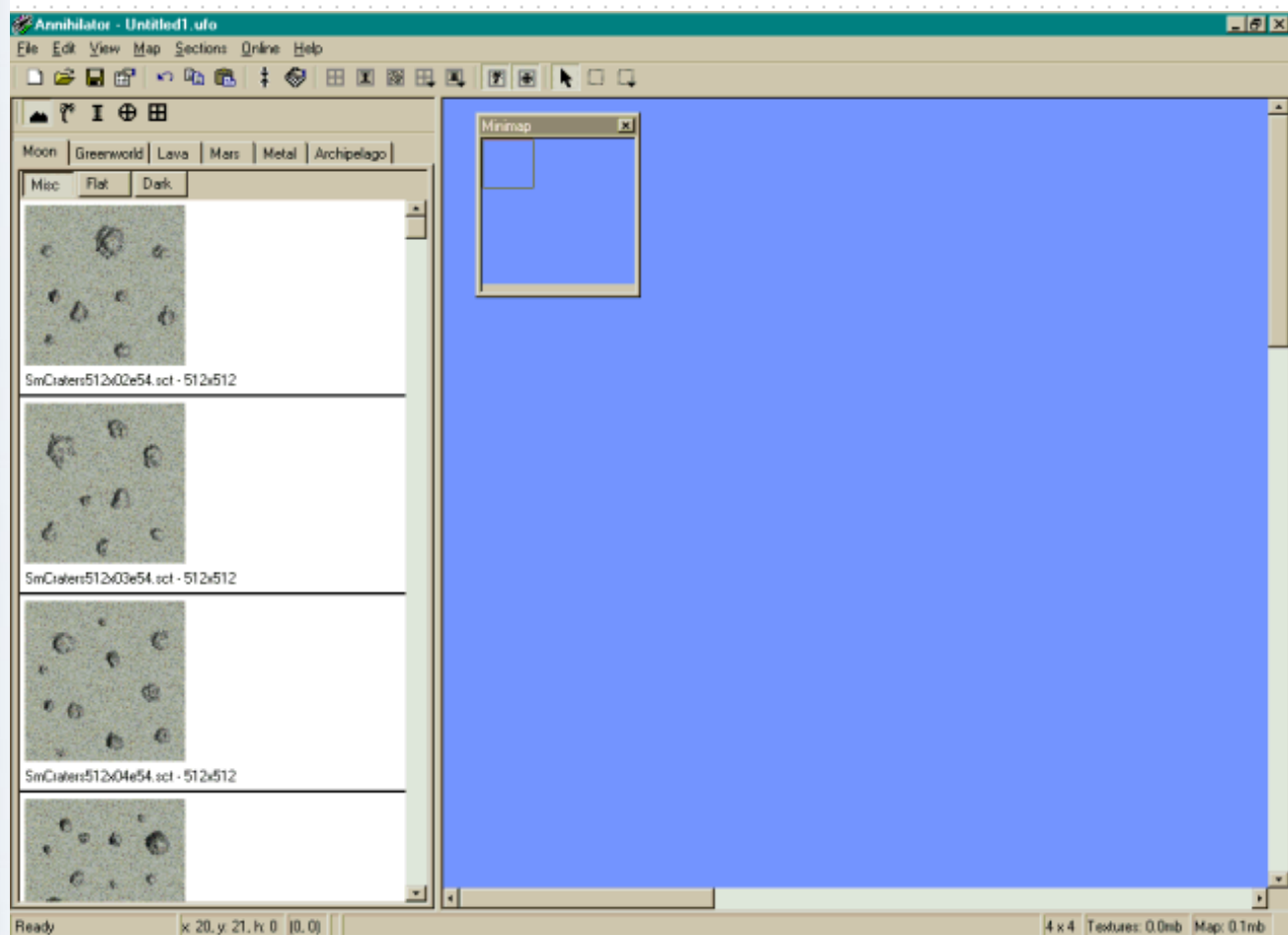# HOT LIZARD

Annihilator 1.0 Help Guide

The Basics:

This help guide will provide an overview of the features of Annihilator 1.0 by Hot Lizard Software. Annihilator 1.0 is used to create and edit maps and other features for the game Total Annihilation, by Cavedog.

In this section we'll go over the basic stuff like the layout, tools, toolbars and menus. There will be breif explaination of the functionality of each of these. A more detailed explanation is provided in the **Getting Started** section of this guide.

Learning the screen layout

- This is the main window, where you will spend most of your time. The workspace consists of the main menu, the toolbar and toolbox, the selection palette, the status bar and the minimap. Take some time to get familliar with the layout.
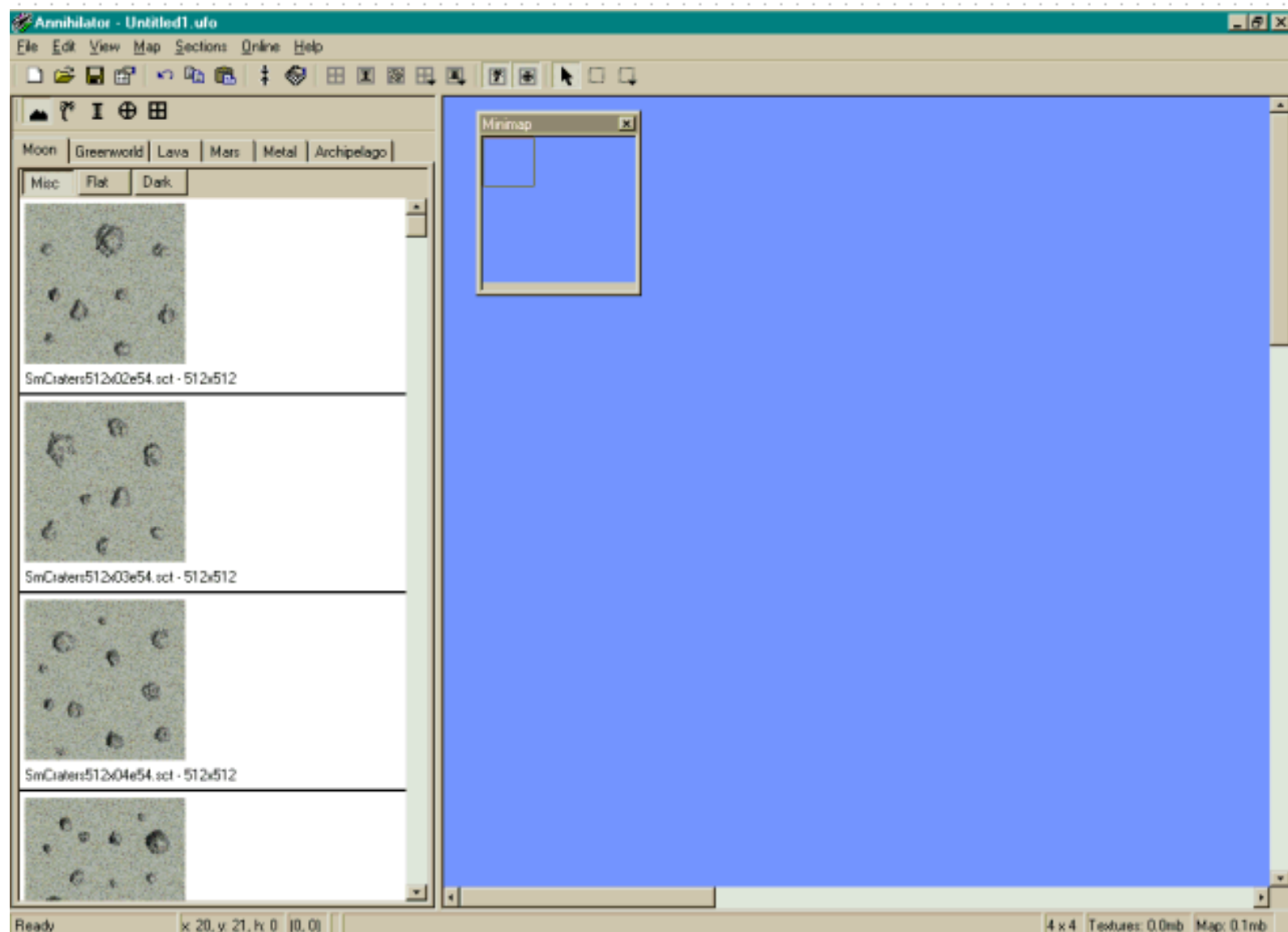
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This help guide will provide an overview of the features of Annihilator 1.0 by Hot Lizard Software. Annihilator 1.0 is used to create and edit maps and other features for the game Total Annihilation, by Cavedog.

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Learning the screen layout

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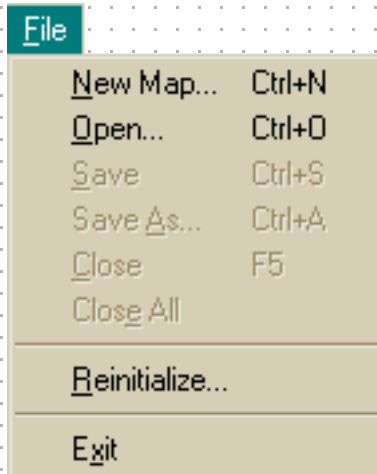
The Main Menu

This is the main menu where you will select the tools and features you wish to use to create or edit your masterpiece. Below is a breif explanation of each of the menu items and what they do. The specific menu items will be broken down and explained in depth in subsequent chapters.

File   Edit   View   Map   Sections   Online   Help :

- Selecting the File menu option will enable you to start a new map, close one or all of your open maps, open a previously saved map, save the map you are working on, reinitialize the defaults, and exit the software.

File

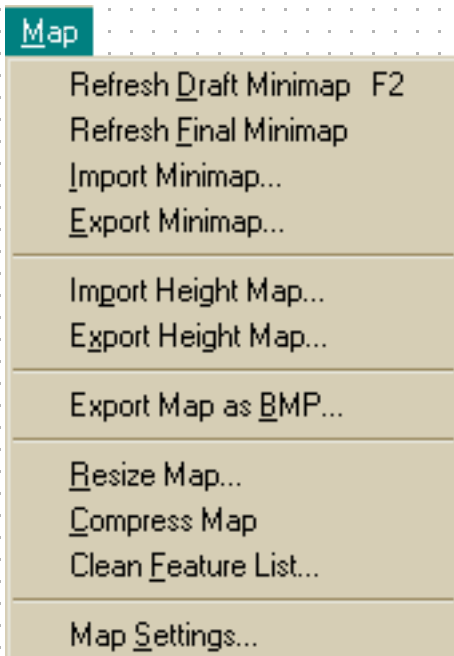| New Map... | Ctrl+N |
Open...	Ctrl+O
Save	Ctrl+S
Save As...	Ctrl+A
Close	F5
Close All	
Reinitialize...	
Exit	

- Selecting the Edit menu item will give you various editing capabilities. You can cut and paste sections to and from the selection palette, as well as delete them. You can also choose to undo your previous operation from this menu as well.

Edit

Undo	Ctrl+Z
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Clear	Del
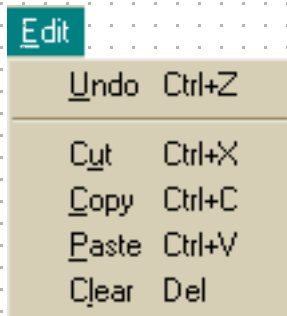
- The View menu item will allow you to selectively display the toolbar, status bar, toolbox and minimap. It will also allow you to configure the various options of Annihilator 1.0

View

✔ Toolbar
✔ Status Bar
✔ Toolbox   F4
✔ Minimap...   Ctrl+M

Minimap Size   ▶
Grid Size   ▶

Annihilator Options...
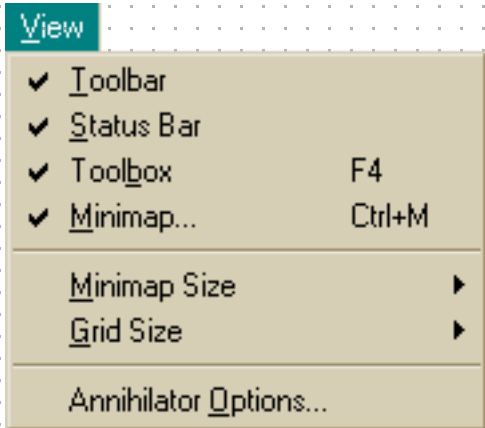
- The Map menu list will provide you with choices for doing map related things, including importing and exporting greyscale height maps, and exporting the entire map as a bitmap. It is here where you will adjust the various map settings like wind speed and sea level. You can also choose to resize your map, compress it, or edit the features list.

Map

Refresh Draft Minimap F2
Refresh Final Minimap
Import Minimap...
Export Minimap...

Import Height Map...
Export Height Map...

Export Map as BMP...

Resize Map...
Compress Map
Clean Feature List...

Map Settings...

- The Sections menu allows you to import bitmaps as a section, and allows exportation of selections as a bitmap. Annihilator 1.0 also will allow you to save a section group for later use, as well as edit an existing section group.

Sections

Import BMP...
Export BMP...

Export Section Group...
Edit Section Groups...

- The Online menu contains links to the latest news and Annihilator files and updates. There are also links to some of the more popular Total Annihilation internet sites. There is also a bug form in the unfortunate instance that you encounter a bug in the software

Online

Annihilator News...
Download Annihilator Files...

TADD: TA Design Division
Annihilated.com
Annihilation Center
Cavedog Entertainment - Total Annihilation
TAMEC Maps

Report Annihilator Bug...

- The Help menu will allow you to see the various help topics that are availabe, as well as the version of the software and any legal terms of using it, if any.

Help

Annihilator Help Topics...   F1

About Annihilator Map Editor...
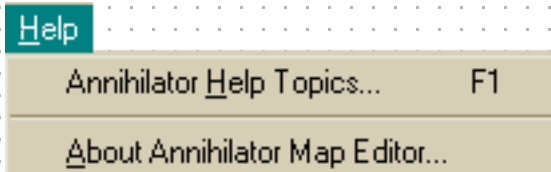
The Toolbar

The toolbar contains many items that will help you to create or edit your map. You can toggle between different display options, including the map grid, the heightfeild and the contour map. You can also adjust grid and height options as well as choose between the default and selection tools.

The Skinny:

	The New Map icon is used to start a new map
	The Open icon is used to open an existing map
	The Save icon is used to save the map you are working on.
	The Options icon is used to set options for Annihilator 1.0
	The Undo option will undo your last action
	The Copy icon will copy a selected area to the currently active section palette
	The Paste icon will paste the current selection to the workspace
	The Compress Map icon will let you compress a map to reduce file size and speed up the overall efficiency of the map.
	The Map Settings icon will allow you to specify map settings such as sea level, wind speed, surface metal and other game play options.
	The View Grid icon will allow you to view the map grid.

	The View Heightfield icon will display the height field grid.
	The View Contour icon is used activate the contour map
	The Grid Options icon will allow you to adjust the grid options such as grid spacing.
	The Height Options icon will let you adust the height options
	The View Map Features will toggle the features on and off in the workspace
	The View Starting Positions icon will toggle the startign positions on and off in the workspace
	The Default Tool is used for selecting and placing features and sections in the workspace.
	The selection tool is used to select an area on the workspace
	The selection filter is used to adjust what gets selected when using the selection tool.

The Toolbox

The toolbox consists of 5 major components. The Sections palette, Features Palette, Height Editing, Starting Locations, and Tiles.

- Depending on which tool you have selected, you will be able to place selections or features on your map, as well as adjust the heightmap and starting positons for up to 10 players. You can also choose to display the individual tiles that make up the map.

- The Section Palette is used to place the sections of your map on the workspace. There are tabs to switch between the many worlds. Annihilator 1.0 will automatically retrieve any compatible .hpi tileset archives and make them available to place.
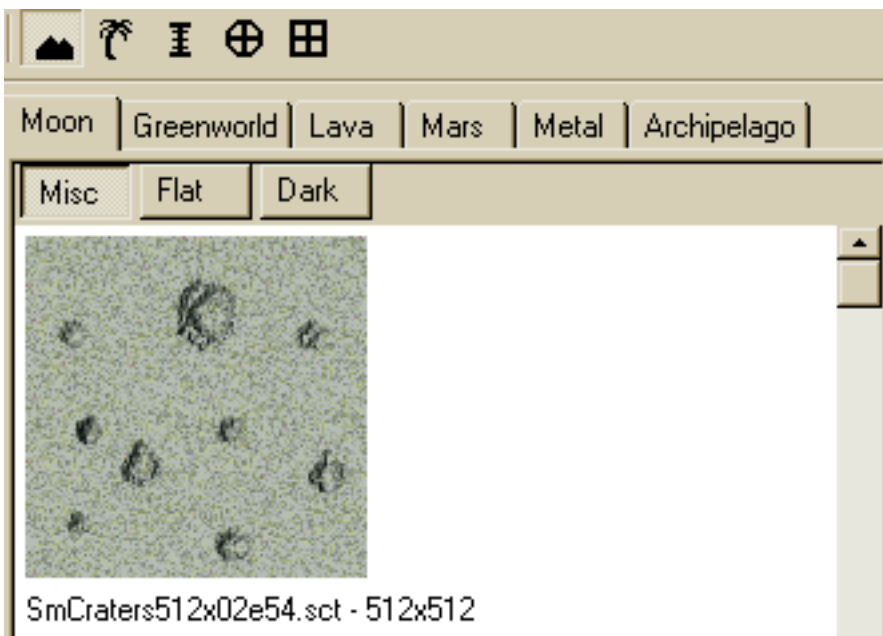
- The Features Palette is used to place features such as trees, rocks, steamvents and the likes on your map. There are tabs to switch between the different features of each world. Annihilator 1.0 will automatically find any available features that are in its configurable path and make them avialable to place on a map.

- The Height Editing tool is used to edit the height of your map. When creating your maps, sometimes 'seams' between tiles of different heights occur. You can use the heigt editing tool to smooth out the seams and make the heights match the graphics. You can also adjust the sea level , the interval that each click of the mouse will either increase or decrese the height values, set voids and choose the way the height tool affects the height values.

- The Starting Positions menu contains circles with the numbers 1-10 representing each starting player.

The Toolbox

⛰ 🌴 � ⊕ ⊞			

⊕
Player 1

⊕
Player 2
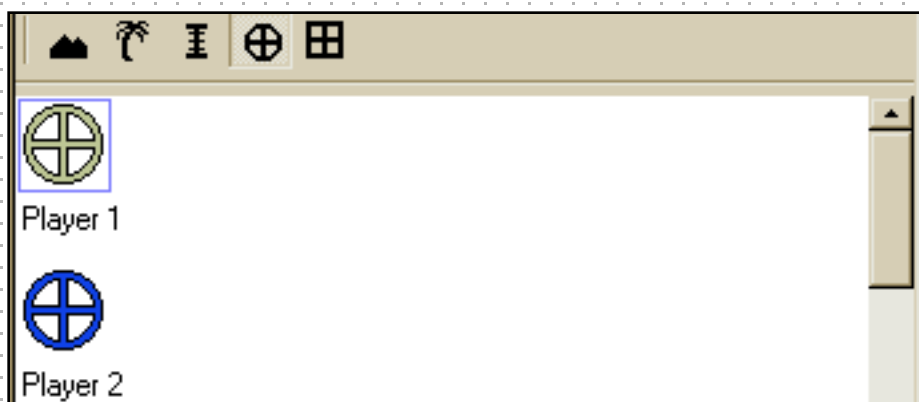
The Minimap

The minimap, or radar map, is a thumbnail of the whole map. It contains a small window which you can use to navigate your workspace. To use it, left mouse click in the minimap and hold the button down while moving the cursor around inside. The minimap is 'floating' and can be placed anywhere on the screen. To close the minimap, press the x in the top right.

The Status Bar

The status bar can be broken down into two parts.The left side of the status bar shows x, y and height coordinates, as well as selection dimensions, and the right side displays size and memory usage.

- | Ready | x: 32, y: 10, h: 0 | (0, 0) | |

  This is the left side, where it displays x, y, and height values as well as the size of the current selection.

- | 4 x 4 | Textures: 0.0mb | Map: 0.1mb |

  This is the right side, where it displays total map size, texture and map memory requirements...

Getting Started

This portion of the guide will provide a more in-depth explanation of the features of Annihilator 1.0. The following topics will be covered

- Creating A New Map
- Placing Sections
- Placing Features
- Editing Height
- Starting Positions
- Map Settings
- Saving a map

Creating A New Map

To Create a new map, press the ▯ *New Map* icon or select **File** and then **New** from the Main Menu.

- You can adjust the width and height individually with the spinners or by typing in the values. Annihilator 1.0 will automatically calculate the correct size of the map in "screens" for you. Press OK to create the map at the desired size.

New Map

Map | Bitmap

Width (tiles) | 64 | ▲▼
Height (tiles) | 64 | ▲▼

Size:
4 x 4

OK | Cancel
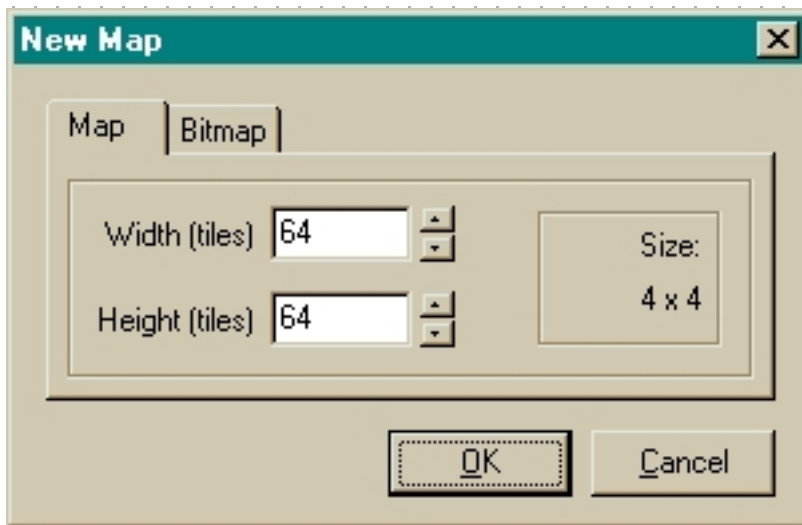
- Annihilator 1.0 will allow you to generate a map by importing a bitmap. Select the tab marked 'bitmap' and you may either browse for the bitmap or type in the path.
- **Height Maps** must be in 256 color greyscale or greenscale format. In order for the heights to line up correctly, the size of the heigt map should be 1/16 that of the main bitmap.

New Map

Map | Bitmap

Bitmap | C:\Swamplands\swamp4.BMP | ...
Height Map | C:\Swamplands\swamp4gs. | ...

OK | Cancel
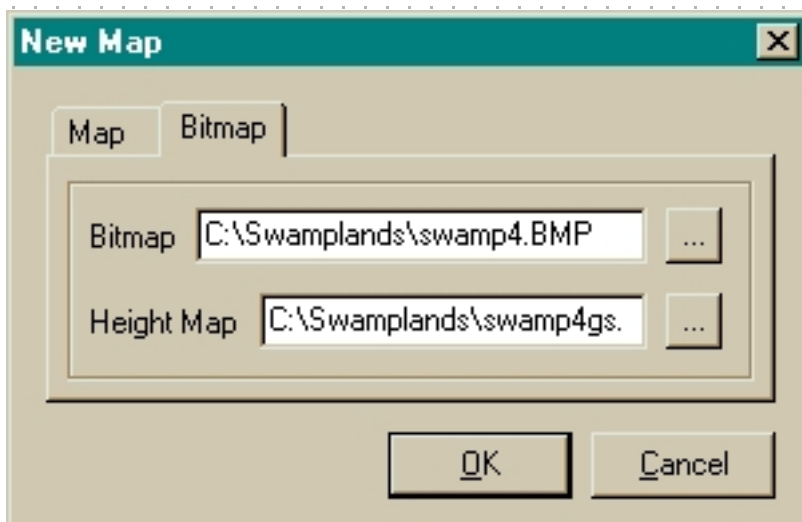
- **NOTE: When importing bitmaps, the bitmap must be reduced to the TA color palette. There are two palette files included with Annihilator 1.0, one for Photoshop and another for Paint Shop Pro.**
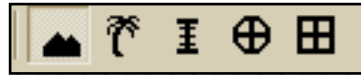
Placing Sections

To place a section, you must first [Create a new map](). Once your map is created, make sure you have the

'Section' tool selected in your toolbox

The Section Palette is used to place the sections of your map on the workspace. There are tabs to switch between the many worlds. Annihilator 1.0 will automatically retrieve any compatible .hpi tileset archives and make them available to place.
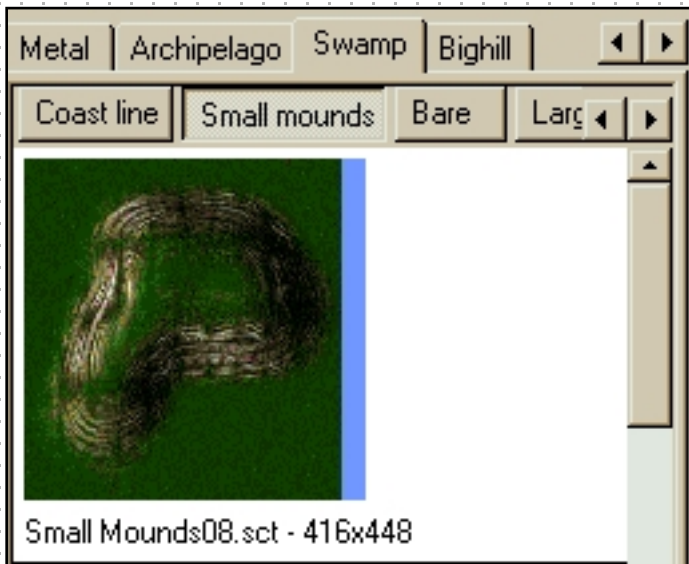
- To place a section on the map, either double click the section you want to place with your left mouse button and the seciton will appear in the main workspace with a dashed line around it .You can either choose to place section by clicking outside of the dashed line, or you can move it by moving the mouse until you see a cursor with 4 arrows , once you see this icon, press and hold the left mouse button and you can position the section where you want. Click oustside the dashed line to permanently place the selection.

- Alternately , you can click on the selection once in the selection palette and move your cursor into the workspace and you will see an outline of your section. You can either choose to permanently place the section by placing the outline where you want the section to appear on the map and then clicking once.
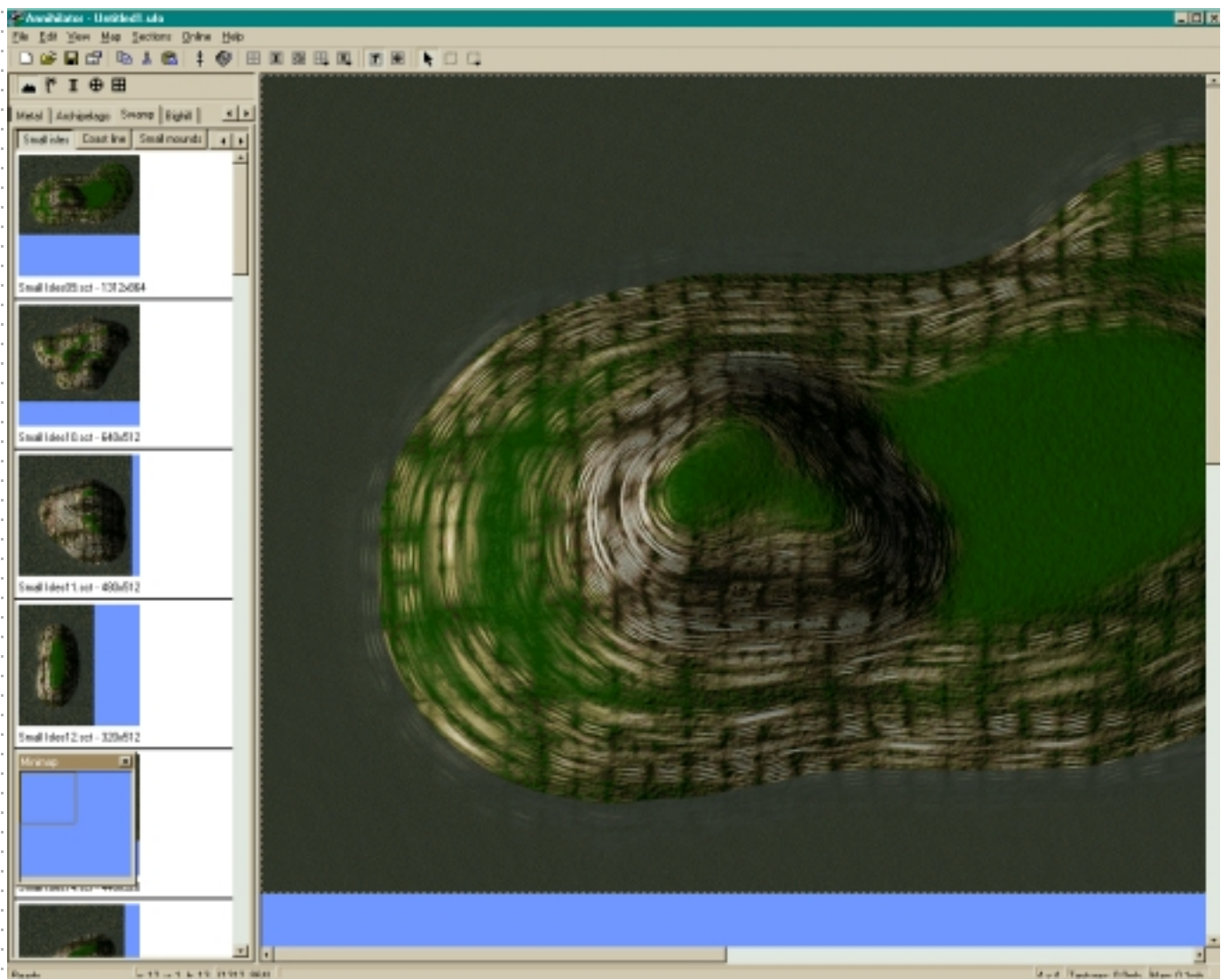
Placing Features

- The Features Palette is used to place features such as trees, rocks, steamvents and the likes on your map. There are tabs to switch between the different features of each world. Annihilator 1.0 will automatically find any available features that are in its configurable path and make them avialable to place on a map.

- To place a feature on a map, highlight the feature in the palette, then left click on the map over the area you wish to put it. To remove a previously placed feature from the map, right click on it .

  o Rigth clicking on a feature will allow you to select how many copies of each feature you wish to place at once. If you have an area selected on the map, then you can fill the entire selected area with a feature and control the density by which it is filled.
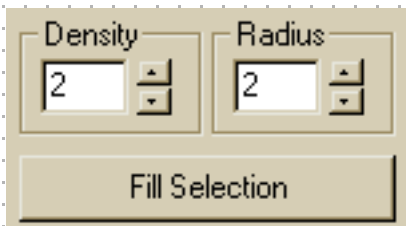
Height Editing

The Height Editing [I] tool is used to edit the height of your map. When creating your maps, sometimes 'seams' between tiles of different heights occur.

You can use the heigt editing tool to smooth out the seams and make the heights match the graphics. You can also adjust the sea level , the interval that each click of the mouse will either increase or decrese the height values, set voids and choose the way the height tool affects the height values.

- Dragging the sea level slider control will adjust the sea level in real-time.
- Adjusting the area editing works the same way
- To adjust the void settings check the box next to the word 'Void'
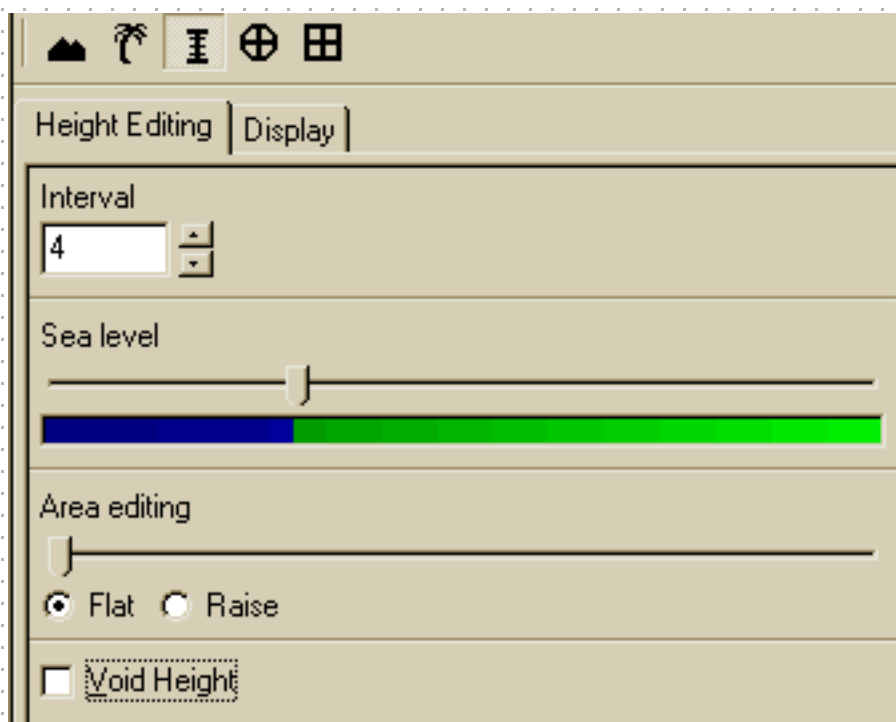
- **Viewing Modes**

Annihilator 1.0 will allow you to view the hieghts in 2 different way. Either by displaying a contour map, or a heightfieild grid.

- To adjust the height values in eiether of the 2 modes, select the *default* [cursor] tool from the toolbar. You will see a small square with an arrow pointing up and down appear in your workspace. Left clicking will icrease the height by the interval selected in the toolbox, while right clicking will decrease the height by

the same interval. You can adjust the aperture size by dragging the **Area Editing** slider from left to right.

○ The Contour Map:

To view the contour map, press the *Contuour* button. The map will be displayed showing the contour lines.
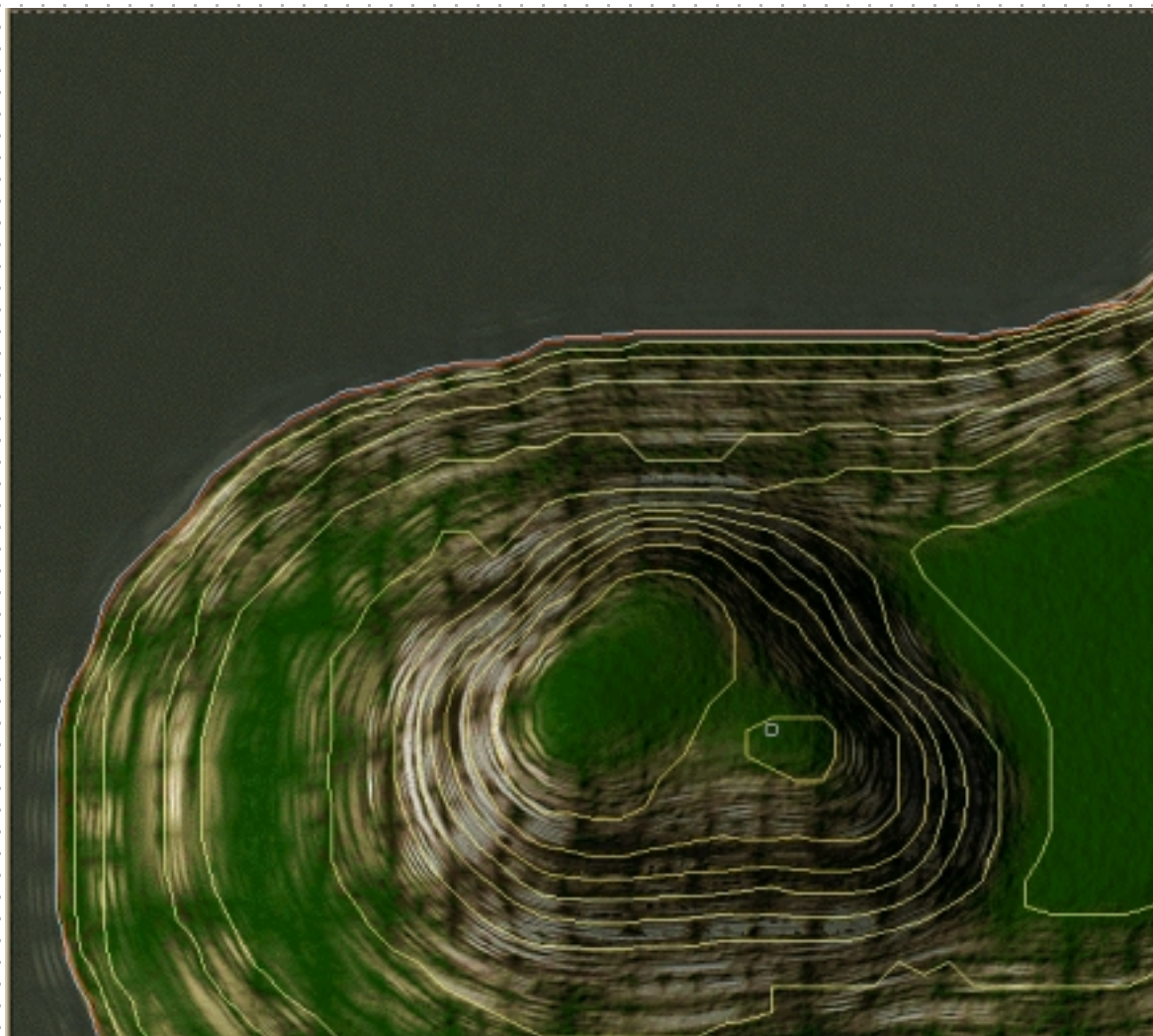
○ The Heightfeild Map:

To view the heightfeild map, press the H*eightfeild Map* icon. The heightfield grid will be displayed, simillar to the way TAE displays it.
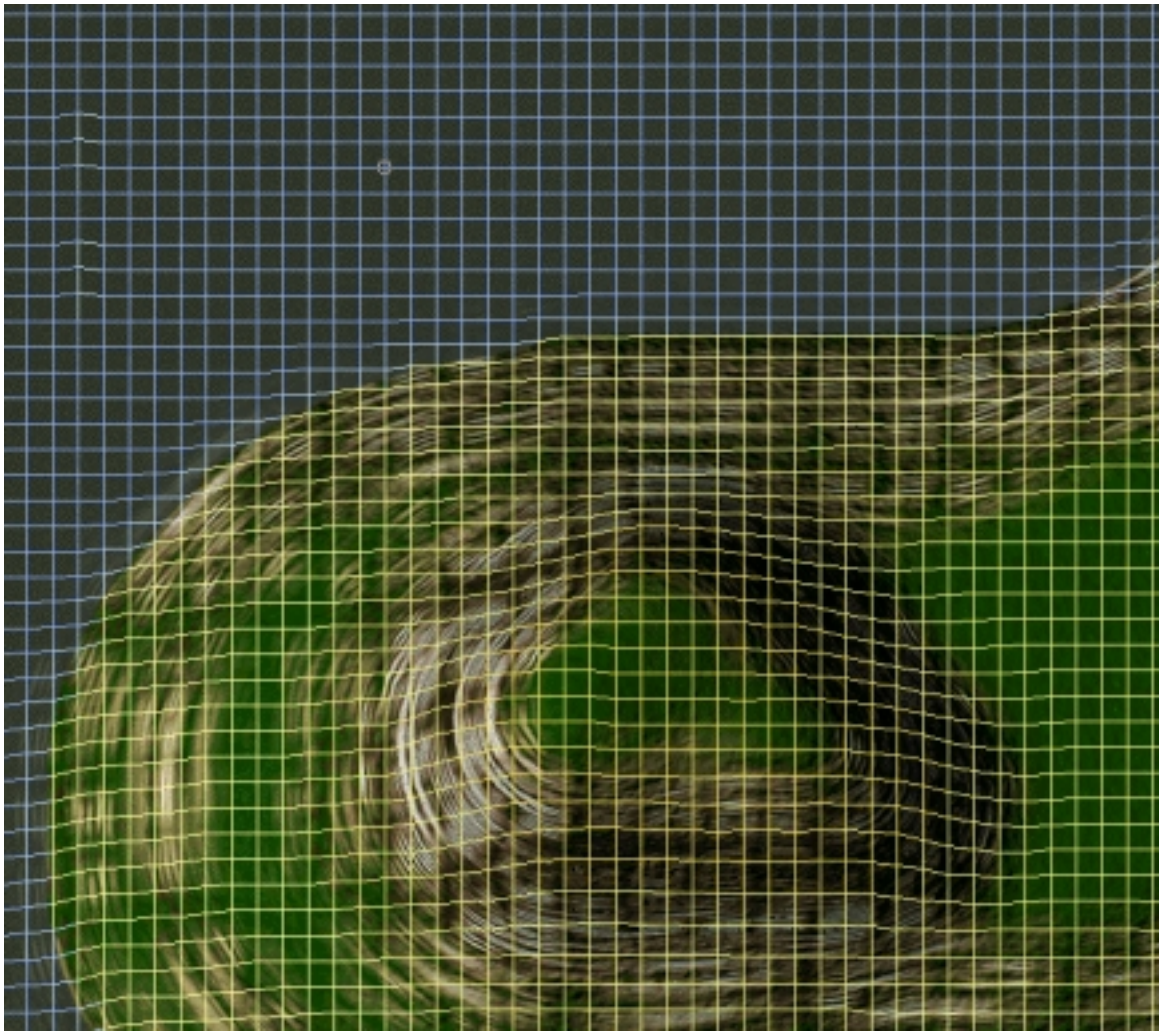
Starting Positions

- The Starting Positions menu contains circles with the numbers 1-10 representing each starting player.

- To place one, hightlight the desired starting number, then place it by clicking on the map in the area you wish that player to begin. To delete a placed starting postion, right click on it.
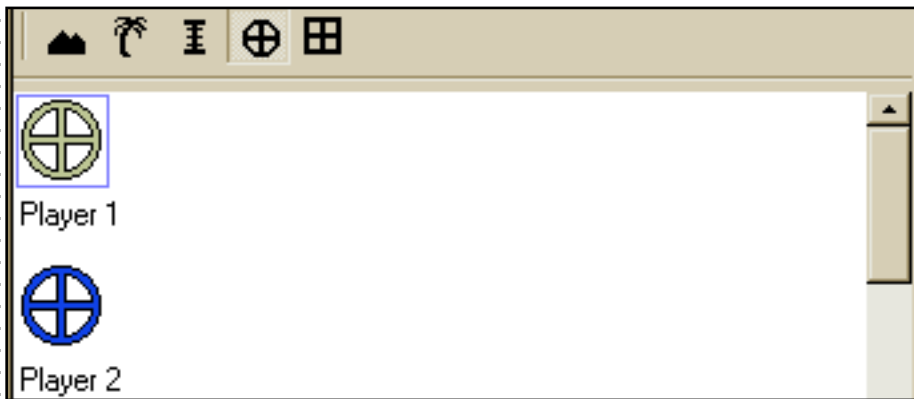
Map Settings

The map settings control things like sea level, AI profile, Surface Metal, windspeed and tidal strenght, among other things. To access the map settings, click on the either the *map settings* icon or select **Map** and then **Settings** from the Main Menu.

There are three main tabs in the map settings dialog they are:

- ## Map

  This is where you enter in basic information about your map, such as the Mission Name and description, the number of players and the planet.

Map Settings

| Map | Settings | Special |

Mission name
Untitled Map

Mission description
4 x 4 Map

AI profile

Planet

Players
2
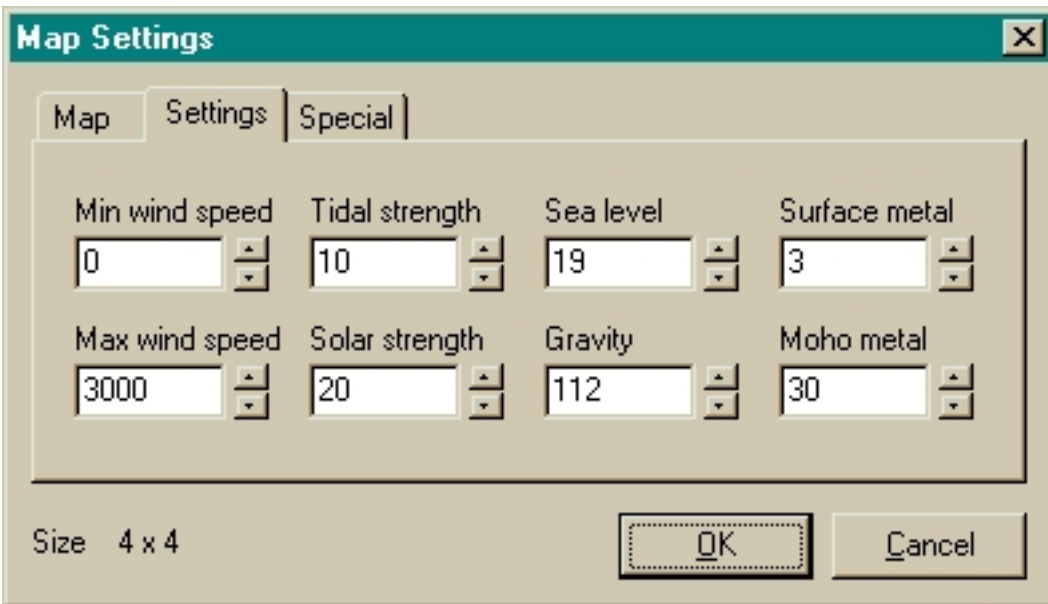
Size   4 x 4   OK   Cancel

- ## Settings:

 This is where you enter in more pertinent information, such as sea level, surface metal, and gravity. To adjust each of these, use the spinners to increase or decrease the values. You may also type in the value as well.
    - **Note on Gravity:** the lower the gravity, the faster your units will move overall, and the less accurate they will be when firing ballistic weapons, such as plasma cannons.

Map Settings
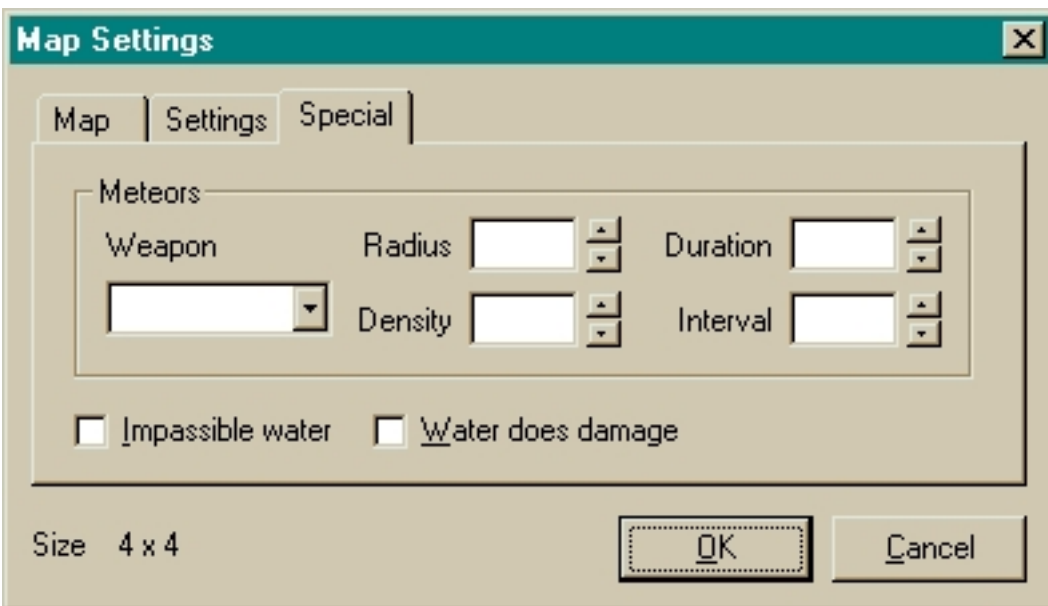
Map | Settings | Special |

| Min wind speed | Tidal strength | Sea level | Surface metal |
| 0 | 10 | 19 | 3 |

| Max wind speed | Solar strength | Gravity | Moho metal |
| 3000 | 20 | 112 | 30 |

Size   4 x 4

OK   Cancel

- **Special**

This is where you specify any additional parameters such as water damage, impassable water, and any kind of meteor settings, such as falling meteors, or earthquakes. Simply check the appropriate boxes and fill in the values you wish for your meteors.

Map Settings

Map | Settings | Special |

Meteors

Weapon   Radius [   ]   Duration [   ]

[▼] Density [   ]   Interval [   ]

☐ Impassible water   ☐ Water does damage

Size   4 x 4

OK   Cancel

Saving Maps

- To save a map once you have all the sections and features placed, click on the *Save* 💾 icon, or select **File** and **Save** from the main menu.

  The following dialog will appear, asking you to specify a location for the file. In order for the map to be availabe while playing the game, be sure to save it in the x:\cavedog\totala directory, where **x** is the drive on which you have Total Annihilation installed.

Save As   **?** **X**

Save in: 📁 Totala ▾   ⬆️ 🗁 ▦ ▤

📁 Backup	📁 Bitmaps	📁 camps	📁 Cc
📁 Chris	📁 Docs	📁 gamedata	📁 Maps

File name: Oxigen11.ufo   **Save**

Save as type: TA:CC map ▾   Cancel

☐ Open as read-only
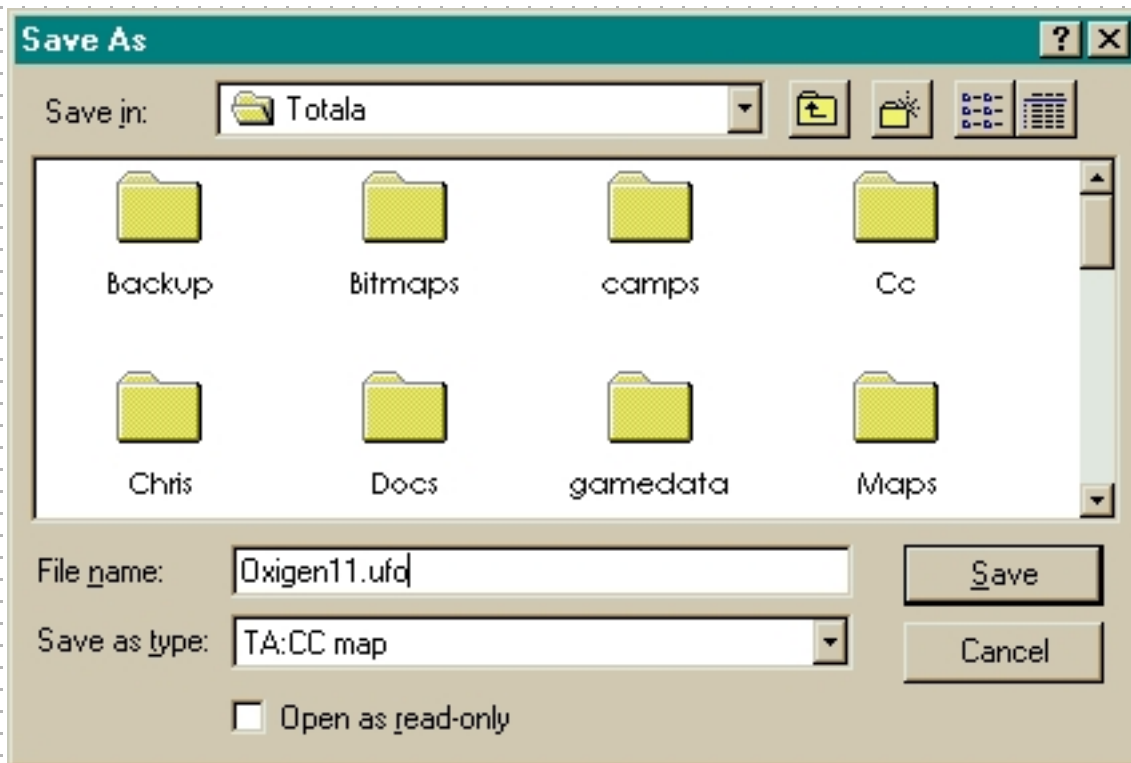
Importing and Exporting Bitmaps and Height Maps

Annihilator 1.0 will allow you to import 2 kinds of bitmaps, a 256 color bitmap for section graphics and a 256 color greyscale or greenscale bitmap for height mapping. It will aslo export a bitmap and a greyscale heightmap.

- Importing Bitmaps

  To import a bitmap as a section, you must have a map started. Then go to the **Sections** menu and choose **Import Bmp.** You will be presented with a dialog asking you to specify a path for the bitmap and height map You may either browse for the images, or type in the path

  NOTE:. A height map is not required to import a bitmap.

  ![Import BMP dialog box with Bitmap and Height Map fields, OK and Cancel buttons]
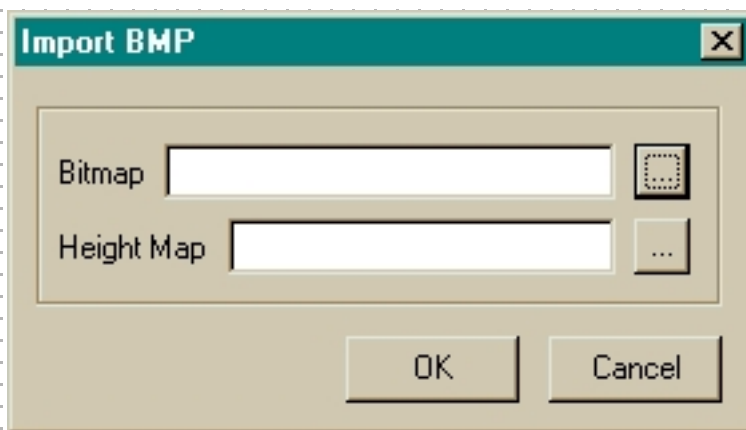
  - Importing a heightmap for the whole map

    To import a heightmap for the whole map, go to the **Maps** menu and choose **Import Height Map** from the list. The height map MUST be 256 color gray or greenscale and be 1/16 of the size of the map for it to work correctly.

- Exporting Bitmaps

  To export a bitmap, select an area in the workspace . Go to the **Sections** menu and choose **Export Bmp** and you will be prompted to specify a location for the bitmap. Choose a name and directory and then press save to save the bitmap.

You can also export a bitmap of a section in the Section Palette by right-clicking on it and choosing **Export BMP** from the pop up menu

- Exporting a height map

  There are two different ways to export a height map. You can either choose to export the height map for the entire map, or you can choose to export the height map for a section.

  - Exporting a sections' height map

    To export a sections height map, you must right-click the particular section you want in the Section Palette. You will get a pop-up menu that will allow you to do several things,but the one we're concerned with now is the export height map item.
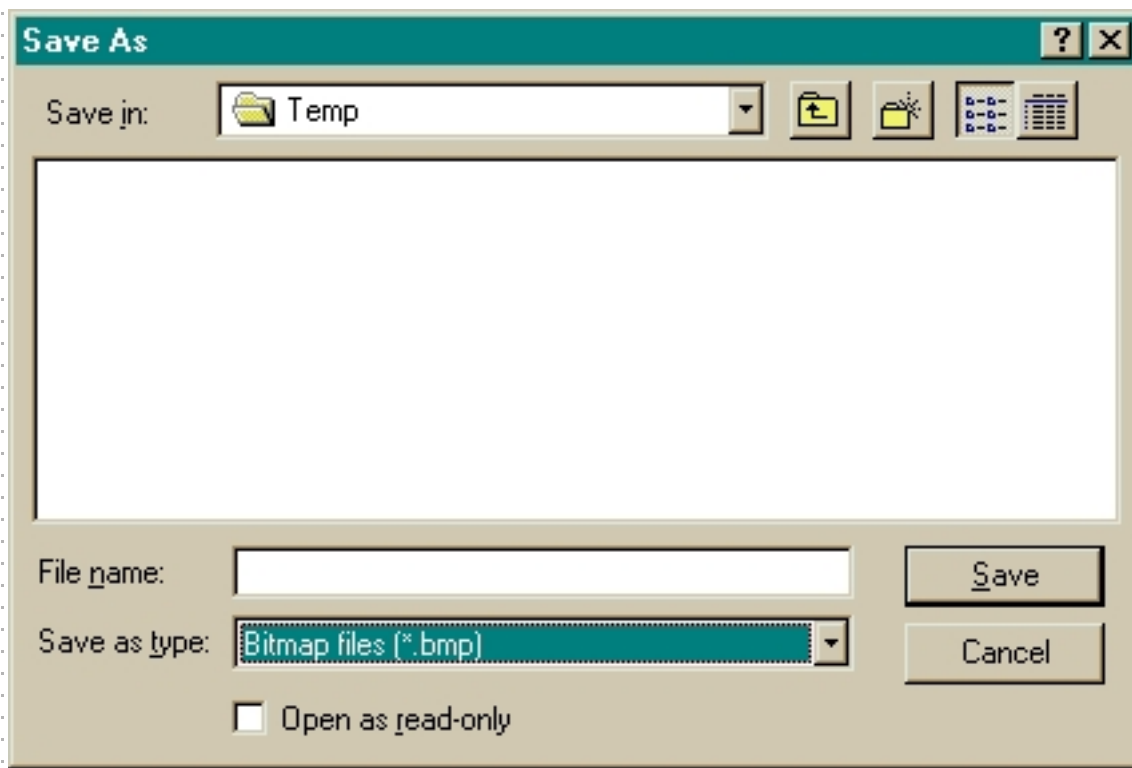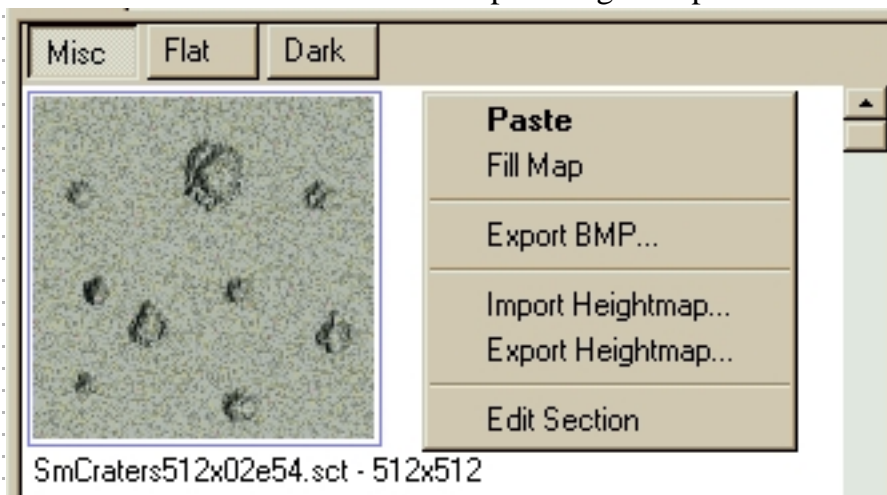
○ <u>Exporting the heightmap for the whole map</u>

To export the heightmap for the whole map, go to the **Maps** menu and choose **Export Height Map** from the list. It will again prompt you to name the file and give it a location.

Save As   ? ✕

Save in: 📁 Temp ▾ 🔼 📁 ▦ ▦

File name: [＿＿＿＿＿＿＿＿]   **Save**

Save as type: Bitmap files (*.bmp) ▾   **Cancel**

☐ Open as read-only
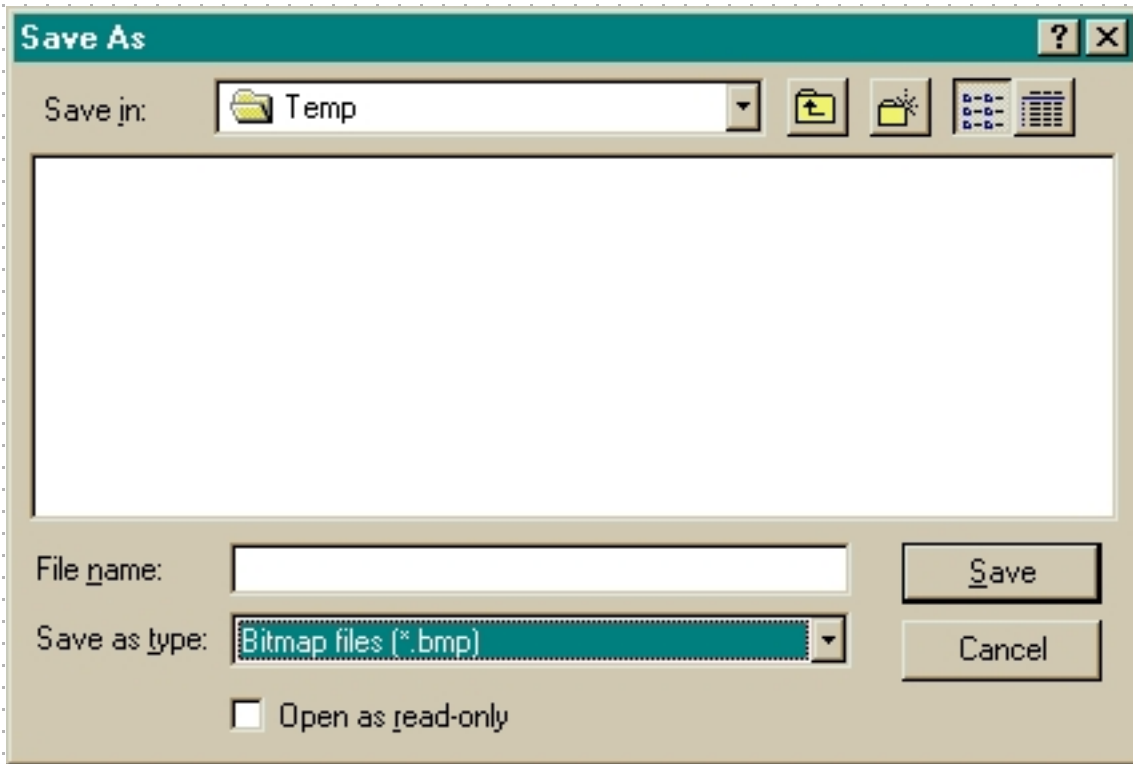
Editing Section Groups:

    Annihilator 1.0 will allow you to add, remove, edit and export section groups (tilesets). To edit an existing section group,select **Sections** from the [Main Menu](#) and then **Edit Section Groups**. 1

Edit Sections

```
Moon
Greenworld
Lava
Mars
Metal
Archipelago
Swamp
Bighill
```

Add Group
Add Category
Remove
OK
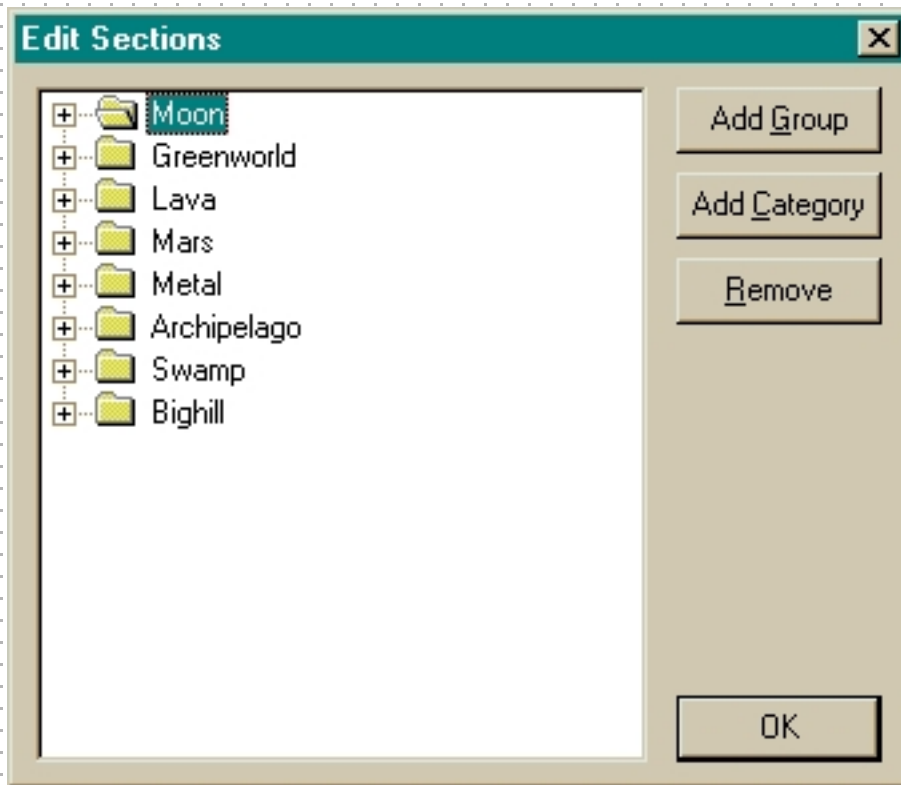
- **Adding a Section Group**

    To add a section group, press the **Add Group** button. The process is very simillar to creating a new folder using Windows Explorer.There will be a new item at the bottom of the list with the name 'untitled'. Type in the name and press **Enter**.

Edit Sections

```
[+] 📁 Moon
[+] 📁 Greenworld
[+] 📁 Lava
[+] 📁 Mars
[+] 📁 Metal
[+] 📁 Archipelago
[+] 📁 Swamp
[+] 📁 Bighill
    📁 Untitled
```

Add Group

Add Category

Remove

OK
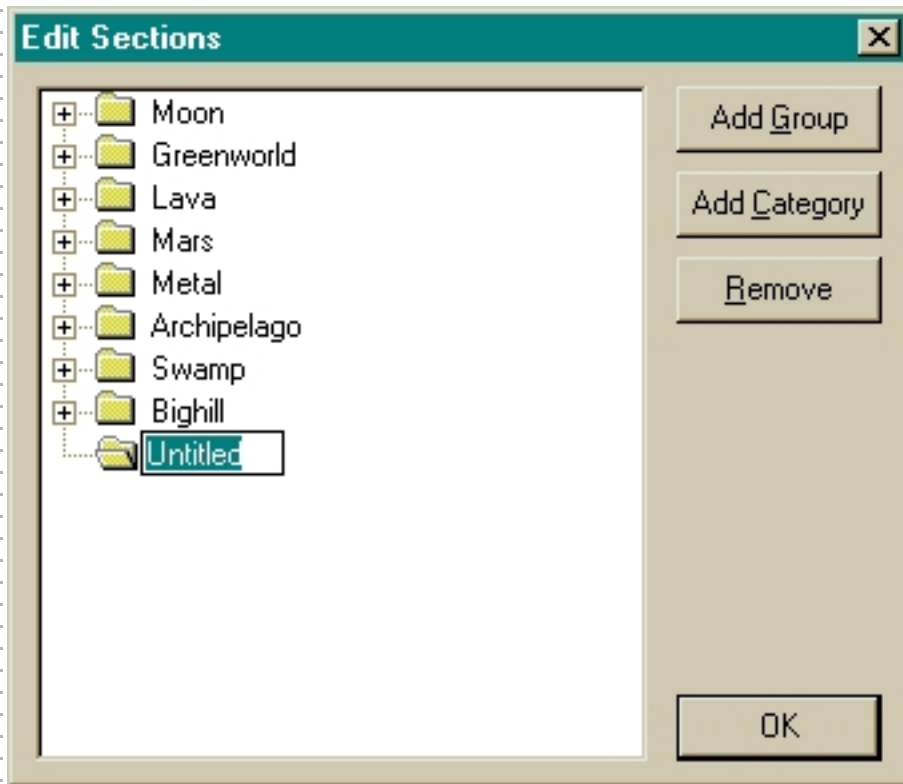
- **Adding a Category**

After creating a new section group, you will want to break the world down to categories such as 'Hills' , 'Shoreline', 'Mountains', 'Bare' , etc.... To create a new category for a section group, hightlight the group you want to add to and press **Add Category** . A new folder will be created under that group , and it will be waiting for you to name it.
You can add as many categories as you think you need.

Edit Sections

```
┌─────────────────────────────────────────────────────┐
│  Edit Sections                                  [X]   │
├─────────────────────────────────────────────────────┤
│  ┌─────────────────────────────┐   ┌──────────────┐  │
│  │ ⊞ 📁 Moon                   │   │  Add Group   │  │
│  │ ⊞ 📁 Greenworld             │   └──────────────┘  │
│  │ ⊞ 📁 Lava                   │   ┌──────────────┐  │
│  │ ⊞ 📁 Mars                   │   │ Add Category │  │
│  │ ⊞ 📁 Metal                  │   └──────────────┘  │
│  │ ⊞ 📁 Archipelago            │   ┌──────────────┐  │
│  │ ⊟ 📂 Swamp                  │   │   Remove     │  │
│  │     ⊞ 📁 Small isles        │   └──────────────┘  │
│  │     ⊞ 📁 Coast line         │                     │
│  │     ⊞ 📁 Small mounds       │                     │
│  │     ⊞ 📁 Bare               │                     │
│  │     ⊞ 📁 Large isles        │                     │
│  │     ⊞ 📁 Pools              │   ┌──────────────┐  │
│  │ ⊞ 📁 Bighill                │   │     OK       │  │
│  └─────────────────────────────┘   └──────────────┘  │
└─────────────────────────────────────────────────────┘
```
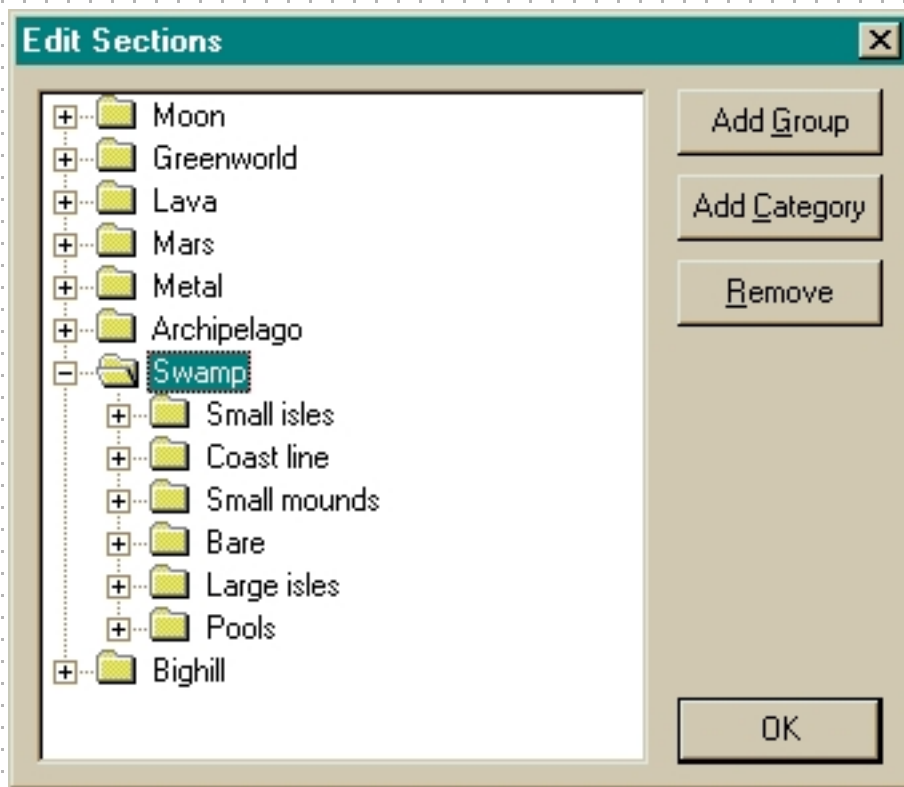
- **Removing a Category, group, or section**

  You can remove a category, group, or section by selecting the desired item and pressing the **Remove** button.

Exporting HPI Tilesets

- Annihilator 1.0 can export .hpi tilesets. To export a tileset, press **Sections** and then **Export Tileset**. A dialog will open asking for a location of the .hpi file. In order for TAE to find it,it must be in the x:\cavedog\totala directory. where **x** is the letter of the drive on which Total Annihilation is installed.

Save As

Save in: Totala

Backup	Maps	worlds.hpi
Bitmaps	Savegame	
camps	Tae	
Cc	Tamme	
Chris	CAP.hpi	
Docs	largemounds.hpi	
gamedata	totala1.hpi	

File name:

Save as type: HPI files (*.hpi)

☐ Open as read-only

Save

Cancel