

Transport Giant

Editor

1. Starting the editor

The editor is started via the link in the Start menu under Start/All programs/JoWood/TG Editor .

The Display Mode window is opened in which you can choose the optimum resolution for your monitor. You can choose between 1280x1024 or 1024x768 under Resolution .

Subsequently confirm with OK.

Now you see an empty map and a command bar at the top left with two icon bars. You can either load an existing map or save one you created yourself under File .

2. Basic Settings

2.1 Map size

Specify the desired basic size for your map under Editor/New map . Both numbers must be multiples of 32 and must also be identical (square).

Thus, e.g. 256x256 or 512x512. You must then confirm again via OK.

2.2 Regional settings

You can determine the continent via the menu option Editor/Starting Year . This determines which vehicles are at your disposal in the game.

Europe = 1

USA = 2

Australia = 4

2.3 Setting the starting year/conditions for winning

You can omit this point if you want to create an endless map.

The starting year must be set under Editor/Starting Year in addition to the settings described in point 2.2 in order to create missions.

The dialog for determining the conditions for winning can be activated with the key combination cntrl + e .

3. Map design

You can design your own dream map for commercial success using the two button bars at the top left.



3.1 Defining the terrain

You can determine which type of terrain your map should contain by a left-click on this icon.

Two windows are now opened below. The terrain type can be defined in the upper window, e.g. grass, sand or gravel. The lower window is used for defining certain grass, sand or gravel types for example in more detail.

Now keep the left mouse key pressed and pull the terrain parts onto the map by positioning the mouse over any desired section.

You can paint the terrain by simultaneously pressing the shift key (a mouse click is not necessary in this case).



3.2 Adding water

This is where you can decide which water areas should decorate your map via a left-click and drag and dropping the areas as described above.

For example let's say you choose a water type from the main group. Perhaps you may decide for the color "Blue Caribbean Blue". Now you can choose your favorite color from four different shades of blue.

You can also click on a certain water texture in the window below and add this to the map in the same way as you would add a landscape.

Please do not select set 0 (this set is only intended for programmers for test purposes ist!).

You can also paint the water by simultaneously pressing the shift key.

You can also paint by simultaneously pressing the ctrl key, whereby existing banks are not drawn over.



3.3 Activating wave movements

If you click on this icon, you will animate your water areas. There are seven different wave types available per map.

You should select one and assign it a certain form in the window below. Then move over the respective area of water with the mouse key depressed and it becomes animated.



3.4 Creating and modeling mountains and hills

Mountains can only be created on land i.e. with a solid foundation.

You can reshape and enlarge a large thanks to these carefully designed parts by fitting them together like a puzzle.

You can delete mountains again with right mouse-click.



3.5 Making the clouds drift

Just as with all other icons select the type of cloud you prefer from a range of possible cloud types.



3.6 Create woods

Here you can plant a number of tree types. One click on the map corresponds to one tree.

First you once again select the tree type, e.g. palm tree. Then you click on a specific palm type etc.

If you want to plant several trees or in other words a wood in one go mark the area desired with a depressed left mouse-key.

You can delete trees again with right mouse-click.



3.7 Defining roads

If you want certain roads to appear on your map from the beginning click on this icon and proceed as described above.

This type of road cannot be removed by a player.

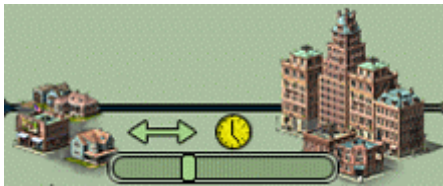
You can delete roads again with right mouse-click.



3.8 Founding towns

By clicking on this button you can begin again at the top by selecting a certain town style. You can decide e.g. in favor of a northern ambiance with skyscrapers. Here you also determine the town size.

Five sliding bar controllers can also be found at the bottom left, which when moved can heavily influence the growth of your town.



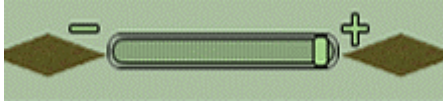
Use the bar to set how quickly your town should grow. The further right the slider is located, the quicker the town grows.



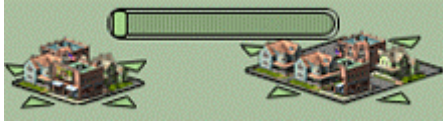
Here you can determine the building density, i.e. how many buildings can be built on a certain town area.



Here you decide to what extent the expansion of your town follows existing roads.



The higher you set this slider, the more the town growth conforms to the predefined terrain.



Here you can set the maximum expansion of your town, i.e. you can decide whether it becomes a small town or a huge city.

Naming a town

If you want to give your town a name, click on a building with the left mouse-key whilst simultaneously depressing the shift-key. Now a menu should open in which you can name the town or let it grow.

Enter the desired name under "Rename city".

You can delete the town again with right mouse-click on a building.



3.9 Building a special building

There are a number of different churches available here to make your town more attractive. These must be located bordering onto a town road.

You can delete a building again with right mouse-click on it.



3.10 Factories, terminals and sights

Select the factories which should appear on your map from the beginning under Factory . Here you can also find sights such as the Eiffel Tower or Fort .

Click on a factory with the left mouse-key whilst depressing the shift-key. This activates a menu in which you can determine the monthly production and resource quantities.

You can delete a building again with right mouse-click on it.



3.11 Loading/saving map sections

Here you can cut any section of the map out and relocate it at a different part of your map. Or you can also copy the desired section onto another map.

However it is only possible to move terrain, woods and mountains. This is not possible for towns and other buildings!

An example:

Saving:

Create a mountain, click on "Save" and mark the area on your map with the left, depressed mouse-key. As soon as you let go, a window appears in which you can name your mountain and save it.

Loading:

Click on "Load". A window appears in which you can select the saved mountain names. Now they are located on your map. Now decide on the area where you would like your copied mountain to be located. The mountain is situated on the map via a left mouse-click.

If you select `Editor/Save Island` in the menu bar, the entire map is saved as a map section and can then be inserted into a larger map as described above.

Please note: map sections CANNOT be located over mountains.

4. Saving the finished map

You must first click on entry `Reset Factoryproduction` in the menu bar `Editor`.

A save dialog is activated under the menu option `File/Save Game` in which you can name and save your map.

In order to be able to play your new map as an **endless map**, you have to save it in the respective folder in the subdirectory `\Transportgigant\maps`. (aus, eur or usa for the various continents)

You can save a **Mission map** in the subdirectory `\Transportgigant\missions`