

Isaac's 3D Blades of Avernum Editor for Windows

(based on Windows version of Blades of Avernum Editor v1.0.3)

Original text by Isaac, revised by Notus for Windows port


Install



To install, put "BoA3DEditor" folder to anywhere as you like on your hard disk.

- a) "BoA3DEditor.exe" and "3DEditorGraphics" folder should be copied to the same folder.
- b) On the first start up, this application asks you to select "Blades of Avernum.exe" to memorize the position of BoA graphic files once.
- c) If "BoA3DEditor.exe" and "3DEditorGraphics" is copied to "Data" folder within "Blades of Avernum" folder, this application will start up without any dialog, but it memorizes the position of BoA graphic files.
- d) Once this application memorizes the position of BoA graphic files, you can move this application ("BoA3DEditor.exe" and "3DEditorGraphics" folder) to anywhere on the disk. It never asks you otherwise the original "Blades of Avernum" folder is moved or deleted.

New features (and other comments)

- Main new feature: Edit in 3D! You will start out in 3D editing mode. To switch between 2D and 3D, press **Tab**

key or use this button: 

- In 3D, the "zoom in/out" button  is replaced with the "turn realistic mode on/off" button . When realistic mode is turned on, you see almost exactly what you would in the game. There is a ghostly looking character in the center that you see from (that is, you see what you would if you had a character there). However, that is not the best mode for editing, so it is off by default. Either in 2D or 3D, that button is triggered by pressing **CONTROL-TAB** key.

- When in 3D, holding down **SHIFT** and a **keypad** direction or holding down **SHIFT** and clicking on a **scrolling button** (see below) moves 7 squares. (I put this in because the normal speed is too slow, due to the large amount of time it takes to display every time the screen moves.)

Scrolling buttons on the four corner of the edit screen:



- You can now (in 2D or 3D) scroll all the way to the edge of a town or outdoor sector. If you try to scroll off the edge of an outdoor sector, it takes you to the next one, asking you whether to save you have unsaved changes in the current outdoor sector. Also, **CONTROL-direction** now scrolls to the very edge, instead of 4 spaces away.
- Be careful when editing in 3D - clicking on a slope detects it as if you clicked on the floor beneath it, despite what the grid shows. Generally if you click in the wrong place, it will beep and nothing will happen, so don't worry about it. Also related, to select an item or creature, you have to click on the floor it's on - clicking on a giant's head won't work!
- If you use **Right Mouse Button** while clicking on a space, the view will center on it instead of changing the terrain or whatever. Also, if you do this in zoomed-out mode, it will automatically zoom in.
- The colored rectangles around creatures in 2D, that show their attitude and hidden class, are translated in 3D as

simply an outline or halo of that color around the creature. The colors have been slightly modified in 3D to make them easier to understand.

- There is an error in corescendata2.txt: terrain 331, an underground cave entrance, should import 106, not 116. Also, terrain 332 should import 112, not 122. If not fixed, this may make some town boundaries, etc using these terrains look weird in this editor.
- To avoid looking weird and blocking sight, solid stone and cliffs in it aren't drawn in 3D (but the grid is, and there's a black background, so it usually looks the same).
- You can now change the outdoor dimensions of your scenario! Go to the bottom of the Scenario menu and choose Change Outdoor Size. You can add or subtract sectors in any direction, north, south, east or west. If you remove the sector that includes the party's starting location, it will be set to the center of the new sector 0,0. Note that saved games may put the party in odd locations outdoors afterwards, because what is stored in the savefile is the x,y sector location outdoors. If you change the size to the north or west, the party's position will change (and possibly end up inside a wall, if you have on in the wrong place). If you subtract sectors and your party's x or y is large enough, you may end up in a place that does not exist! Consider carefully where you save your game (if you have one) before changing outdoor size. Being inside a town will not protect you, because as soon as you leave, you're back outdoors, at the potentially incorrect location.