KRYPTA

SECURE DUNGEON EDITOR
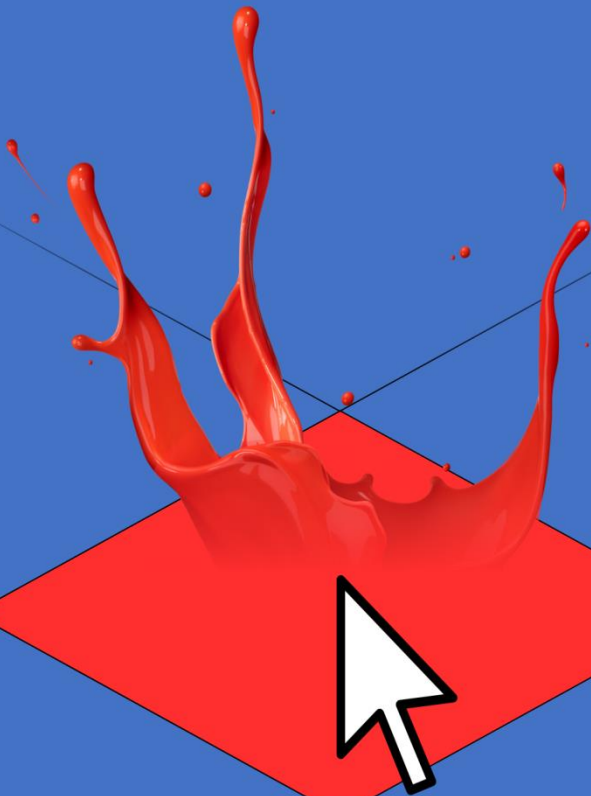
Manual Contents

What is the Map Editor?

The Map Editor

The Map Editor is an extension onto the Krypta game client that will allow you to create, modify and upload custom dungeon maps and floors. The editor is designed to provide you with a large range of tools that will allow users to craft and design their own puzzles and levels to challenge themselves and their friends.

This also allows for an online Krypta community to flourish by allowing users to extend the theme of the Krypta game content with their own.

System and Software Requirements

The game should be installed on any windows platforms from Windows XP onwards for both 32 and 64 bit machines.

Krypta Map Editor Requirements

The recommended system requirements for the Krypta package are:

- Processor: 1 GHz 32-bit or 64-bit processor
- Memory: 1 GB of system memory
- Hard drive: 4 GB of available disk space
- Video card: Support OpenGL 3.0+ Drivers
- Video RAM: 512mb minimum

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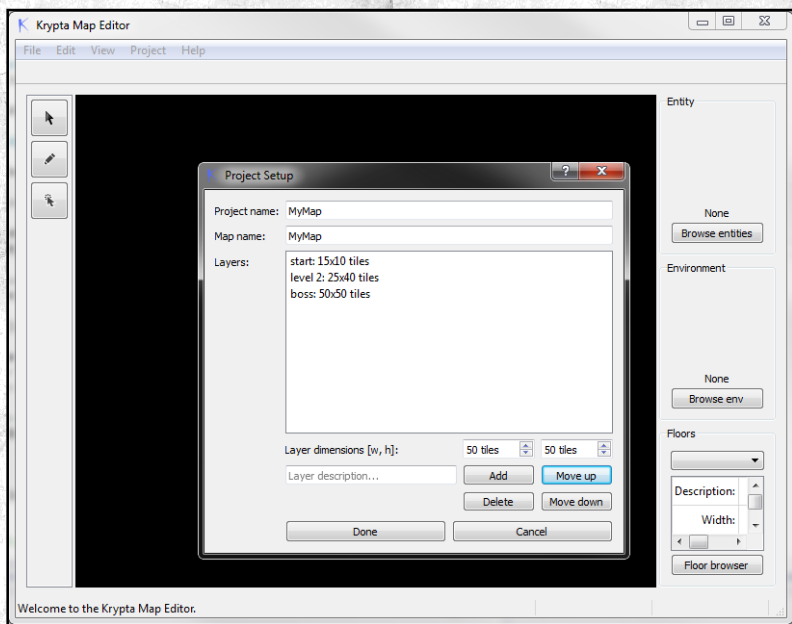
Quick Start Editor Guide

The Map Editor

The Map Editor will open which will appear the same as the screen depicted below. To create a new map, simply click File → New map. Just like creating any new document.
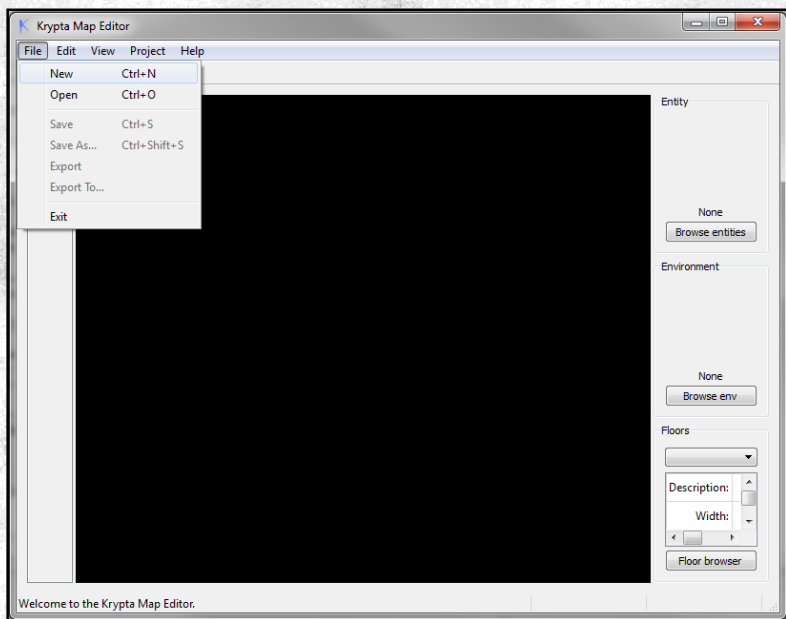
Quick Start Editor Guide

Create New Map

When creating a new map, you will be prompted for a series of inputs that will determine the properties of your map such as the project name, map name, dimensions of a floor, and the amount of floors you would like.
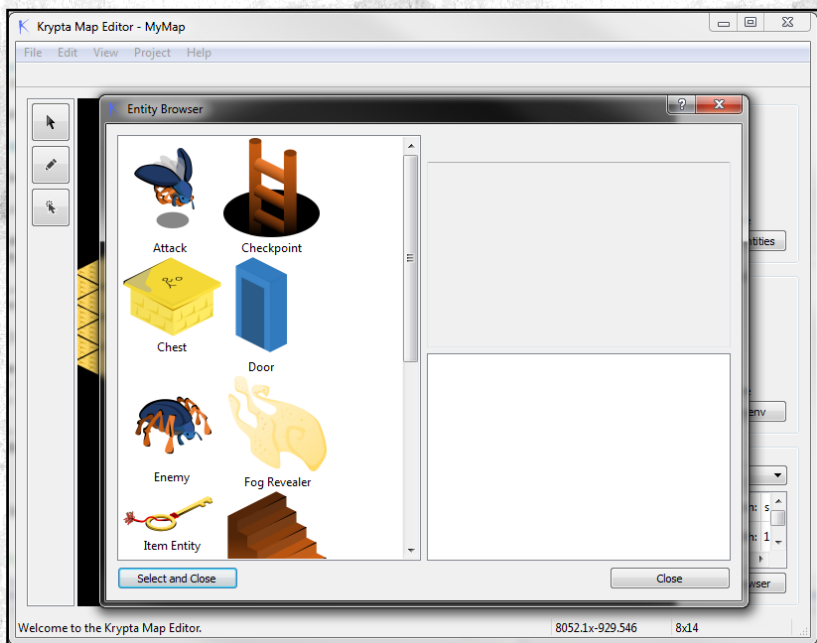
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Map Created

Once this process is complete a blank map will have been generated according to the properties. Floors can be navigated under the floor panel.
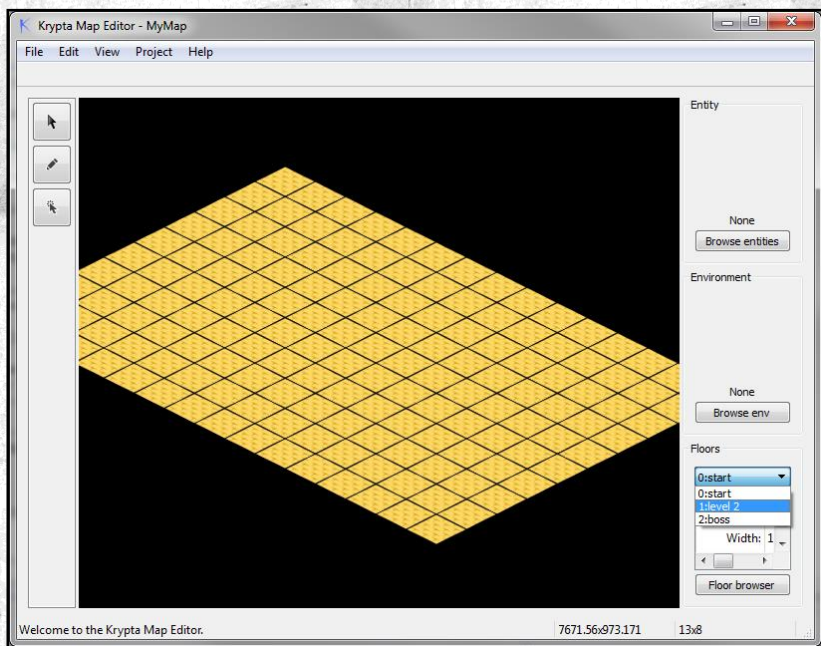
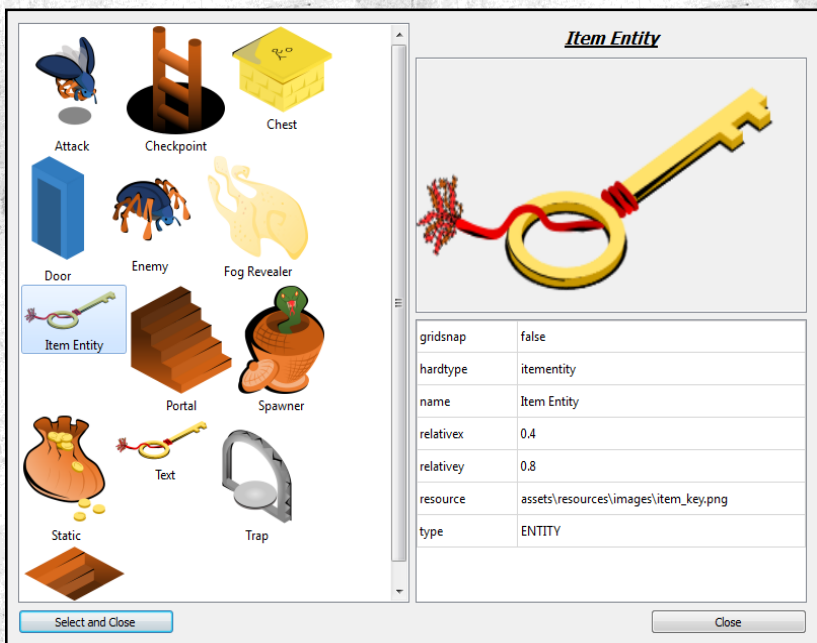# Quick Start Editor Guide

Adding Entities

Entities such as chests, enemies, checkpoints, portals, items and doors can all be viewed under the Entity Browser. Simply click to highlight an entity and to retrieve its details

Quick Start Editor Guide

Adding Entities

When an entity is highlighted it provides details on what the entity is such as its name, location, type, and positioning. When you have found the entity you desire, simply click **Select and Close** to add it to the map.


Item Entity	
gridsnap	false
hardtype	itementity
name	Item Entity
relativex	0.4
relativey	0.8
resource	assets\resources\images\item_key.png
type	ENTITY

Quick Start Editor Guide

Adding Environments

Environment pieces can also be added in order to create puzzles and decorate your dungeon. Design it however you like! Within the Environment Brower simply select the tile you'd like or import your own to place down. When ready simply click **Select and Close.**
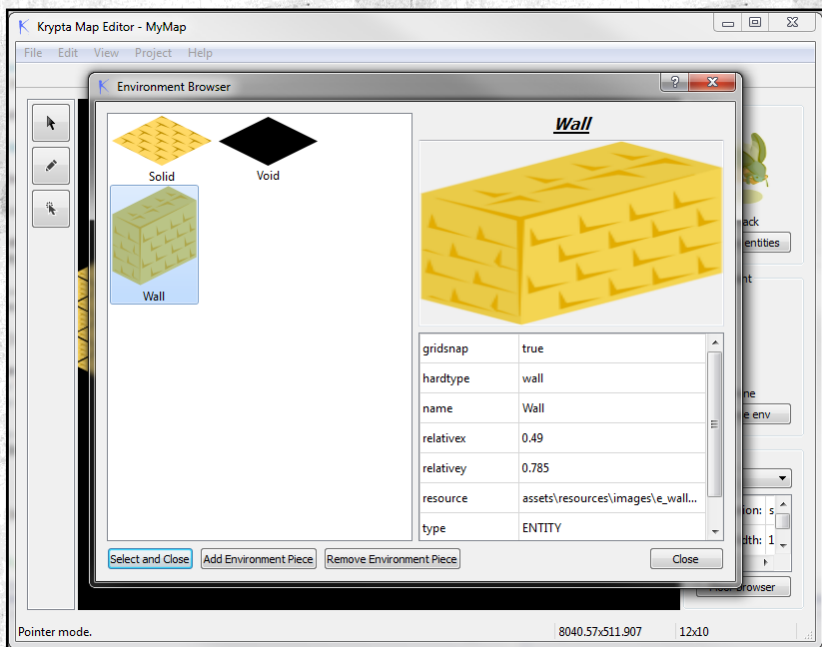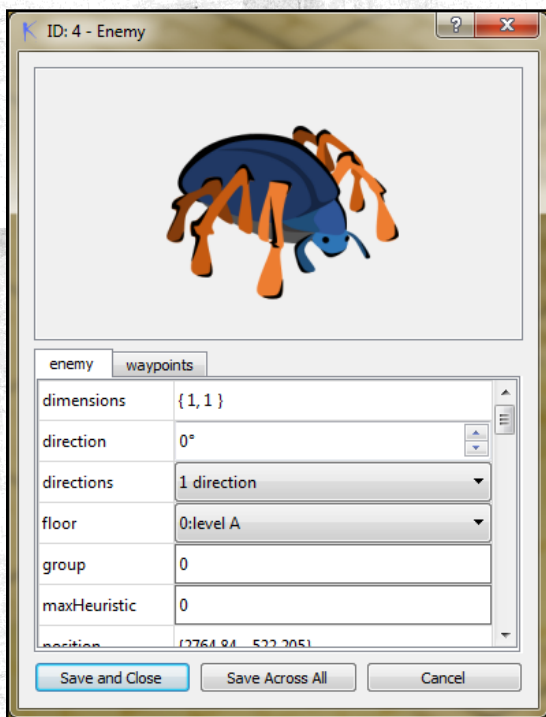
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Editing Entity and Environment Properties

In order to edit the properties of any entity or environment that has been placed down on the map. Simply right click the entity or environment you wish to change and click **Edit.**
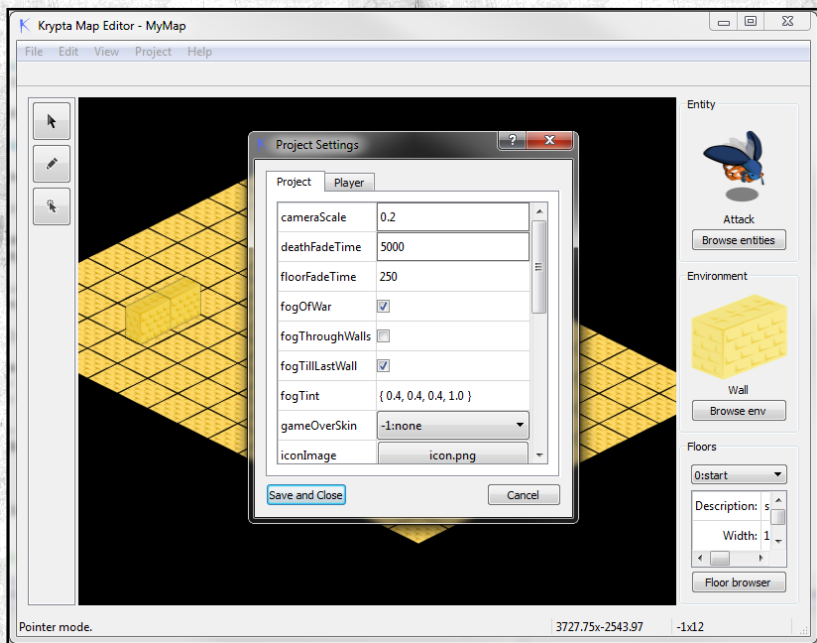
Note: The top of the window displays the entity ID.

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Editing Project Properties

In order to edit the properties of the current project, simply click on the Project tab in the tool bar and select **Properties** to bring up the properties menu.
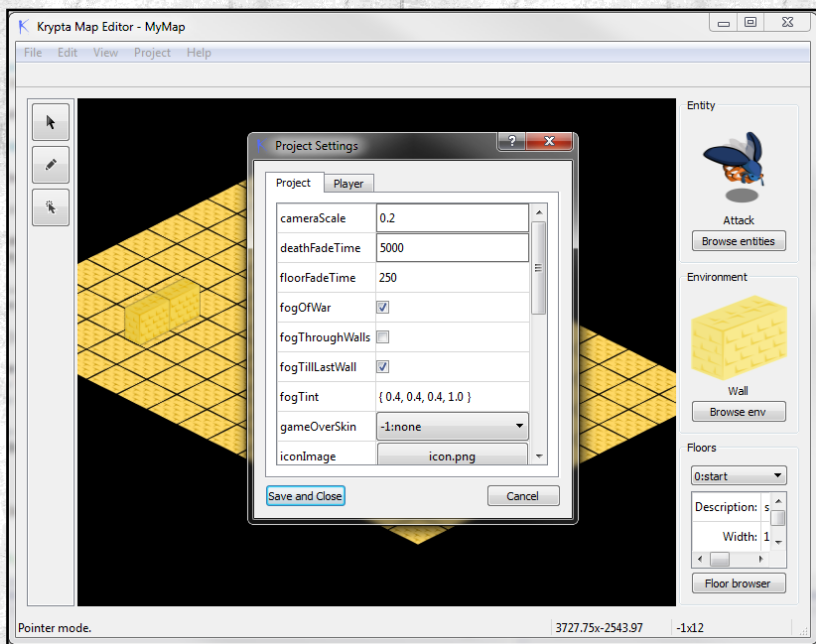
Quick Start Editor Guide

Using the Toolbar

The Toolbar shown down the left hand side of the editor provides three options that can be used to manipulate the map:

- **Pointer:** basic click tool.
- **Pain**t: paint something from the environment / entity browsers.
- **Select:** select large groups of entity's and environments to mass copy, edit or remove.

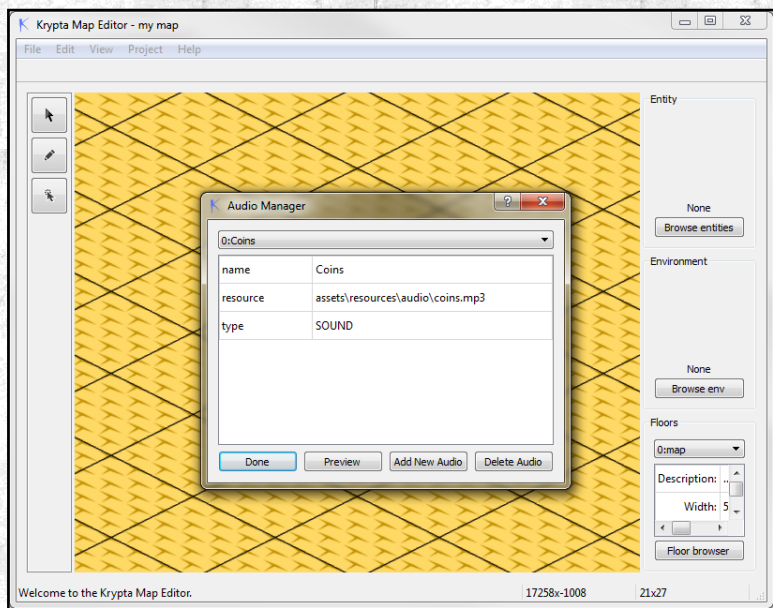# Quick Start Editor Guide

Using the Animation Manager

Entities can be animated through the animation manager. Simply load in the different frames through the image button, set the number of frames and set the frames per second and simply click animate!
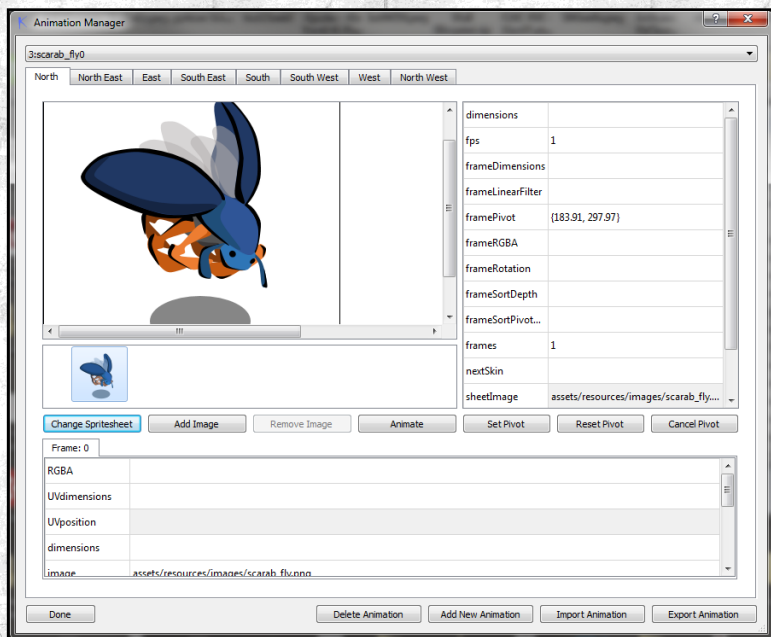
Quick Start Editor Guide

Using the Audio Manager

Entities can also contain audio tracks and sound effects applied to them through the Audio Manager. Within the Audio Manager simply **Add New Audio** to attach it to the Entity. From here you can either preview the track, remove the current track or save the track.

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Using the Item Manager

New Items can be created through the use of the Item Manager.
Simply click **Add Item** and define all of the necessary properties
for the new item and click **Done**. The Item will then be added into
the available entities.
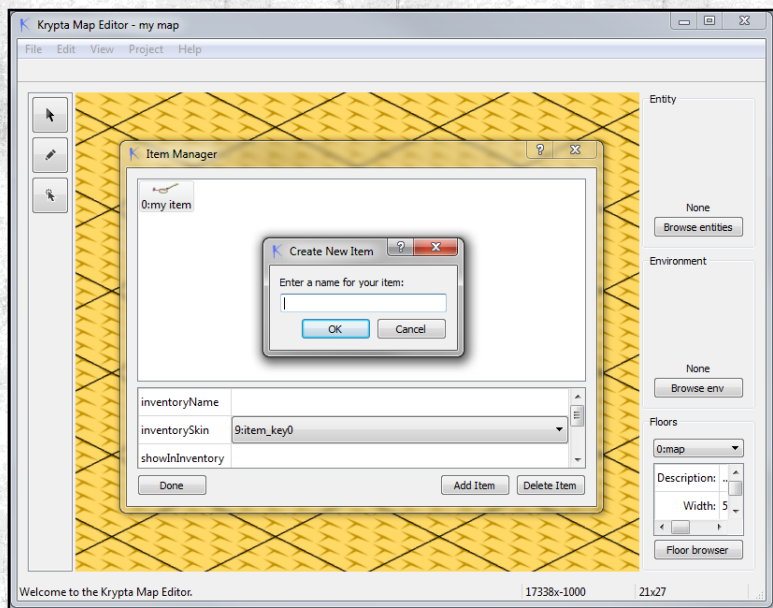
Frequently Asked Questions (FAQ)

How do I register for Krypta?

Registration isn't a necessary step, however it is in order to create and share custom made maps. You can join the community at: kryptagame.com/register

Do I need to register to play?

Not at all – Krypta can be played in full without registering for the game. Registering only allows users to be able to download and share maps through our community.

How do I create my own map?

Choose the "Map Editor" option in the main menu to enter the sandbox area in which you can select from a multitude of tools and settings in which you can create your very own Krypta map, ready to be played and shared among your friends and the community. You can have an in depth look at all of the tools outside of the client at: www.krypta.com.au/create

How can I share my map?

You can share your map by simply sharing the package file that is created for each map. There is a sharing section on our forum where you can give it to the whole community: krypta.com.au/forum

You can view your public profile, or anyone else's at: www.kryptagame.com

Notes

Glossary

Entity: An object that the user can interact with i.e. Scarab

Environment: The tiles and surroundings that the user cannot interact with i.e. Wall

Events – This refers to an action that has occurred i.e. on touch – that will warrant another action to occur i.e. pick up.

Floor: The different levels available in the dungeon.

Map Dimensions: The size of the map i.e. 25 x 20

Map File – The map file refers to the file containing the map data for custom and prebuilt maps.