

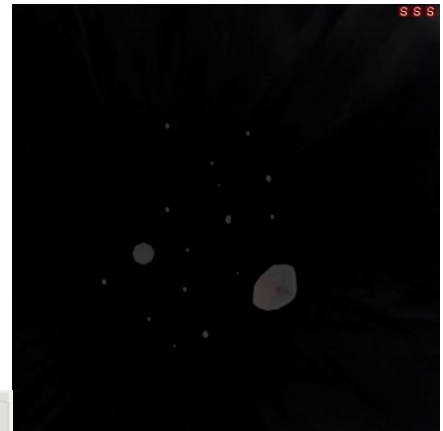
Mission Builder Instructions

The Zephyr Mission Builder is used to make missions for Zephyr: Tides of War. This tool was created by the developers and used to make the missions in the game. To begin creating your mission, run the Mission Builder tool and click on the “Map” tab in the top left corner.



Gamespace Map (top down, does not show the z value, z value must be manually changed)

The left side of the Mission Builder is the Gamespace Map. On this map, all the environmental objects are visible from a top-down perspective. At the center is the port, at (0,0). The other objects are spires and islands.



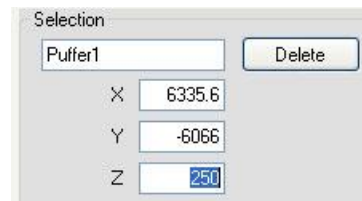
Player Start

The default player start location is (-150,150,100). That can be changed to any location by changing the values in the Player Spawn Point coordinate boxes.



Spawning Other Ships (Longnose must have a waypoint)

To add another ship to your mission, just click on the ship’s name in the Ship Attributes box. An icon for that ship will appear in the bottom right of the map. Drag these icons with your mouse to where you



want them to spawn. Since the map is a top-down view, you must manually change the Z (altitude) value of the ship in the Selection box while the desired ship is selected.

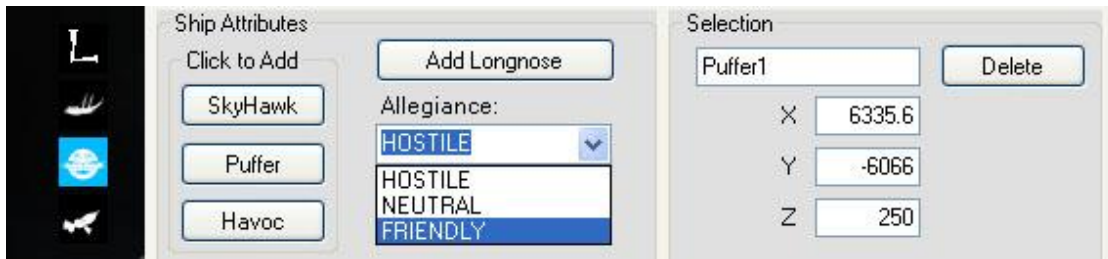
Spawning a Longnose (the flying animals of Zephyr) works in the same way as spawning another ship, except for the fact that a Longnose must be attached to a Waypoint. This will be covered shortly.

Enemy attributes

Allegiance

To Change the Allegiance of a ship, select the ship’s icon by clicking on it, and under the Allegiance menu of the Ship Attributes box, select HOSTILE, NEUTRAL, or FRIENDLY.

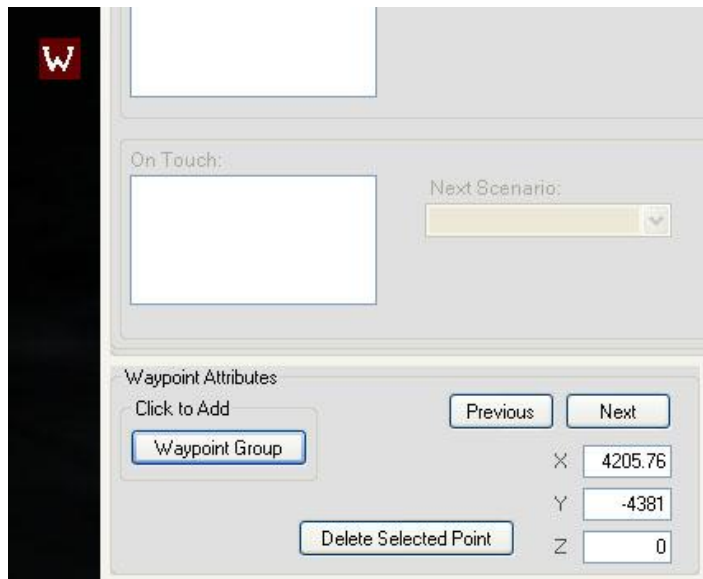
A HOSTILE ship will fight against the player's ship and any ships set to FRIENDLY. A FRIENDLY ship will fight against all HOSTILE ships. NEUTRAL ships will not fight at all.



Waypoints

Waypoints are locations in space that a ship may fly toward. After reaching the first waypoint, the ship will fly to each other waypoint in succession until it has reached all waypoints, at which time the ship will repeat the cycle. If a ship has a Waypoint Group, and an enemy comes in range, it will leave its Waypoints to fight the enemy. When the fight is over, the ship will return to following the waypoints.

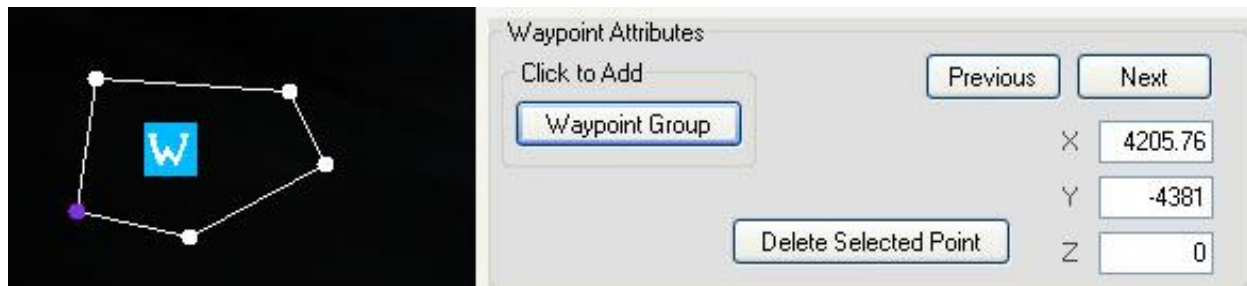
To create a Waypoint Group, click on the Waypoint Group button in the Waypoint Attributes box.



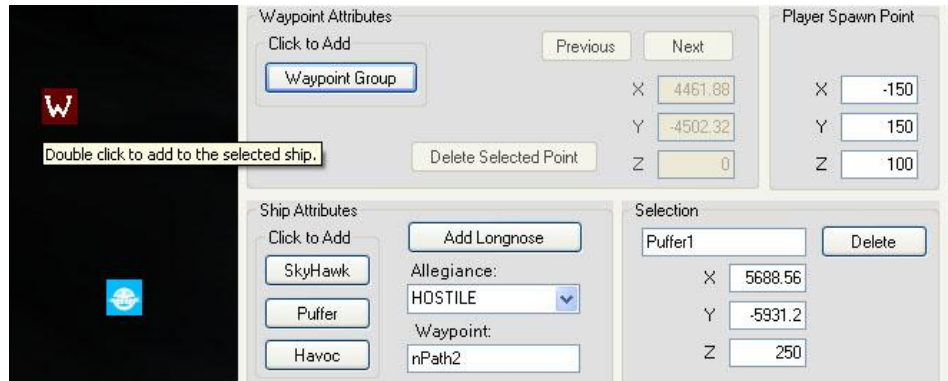
A box with a 'W' will appear on the right edge of the map. You can move the icon to any place on the map. Clicking on the map while the icon is selected will create a Waypoint for the Waypoint Group. You may add as many Waypoints as you desire. The order in which you create the Waypoints is the same order that a ship will follow the Waypoints. Once Waypoints have been added to the map, they will move in relation to the Waypoint icon if you chose to move the entire group.

To move an individual Waypoint, select the Waypoint Group icon and use the Next and Previous buttons located in

the Waypoint Attributes box to scroll through the individual Waypoints until the desired one is selected (it will turn purple). You then can change the location by editing the values in the coordinate boxes.



To make a ship follow a Waypoint Group, you must add the Waypoint Group to the ship. First select the desired ship. Then double click on the desired Waypoint Group icon. The name



of the Waypoint group will be added to the Waypoint box in the Ship Attribute Box. A ship may only have one Waypoint Group, and to change a Waypoint Group, just add a different group to the ship.

Scenarios

A Mission is made up of Scenarios linked together. All ships and events that happen in a mission are part of a Scenario.

LoadMission

When the Mission begins, this Scenario is automatically started.

WinMission

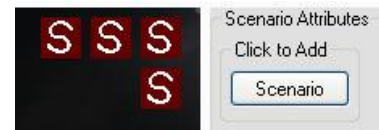
When you link to this Scenario, the Mission is over and the victory screen appears.

LoseMission

When you link to the LoseMission Scenario, the Mission is over and the defeat screen appears.

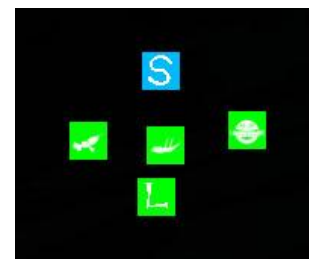
New Scenario

To add a new Scenario, just click on the Scenario button in the Scenario Attributes box. An icon with an 'S' will appear on the right edge of the map. These can be dragged with the mouse to any location on the map.



Adding Ships to a Scenario

A scenario with no ships in it will have no visible effect. To add a ship to a Scenario, first select the Scenario by clicking on it. Double click on a ship to add it to the Scenario. Double clicking the ship again will remove it from the Scenario. When the Scenario is selected, all ships in the Scenario will be shown in green on the map.



When a Scenario plays, all the ships in that Scenario will spawn. The name of each Scenario will appear in the Selection box when it is selected.

Scenario Completion

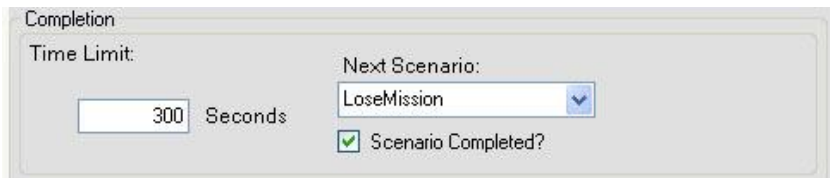
To link Scenarios together, select which requirements must be fulfilled to start a new Scenario. Multiple requirements can be set up, and in this way, multiple Scenarios can be made to run simultaneously.

You are not required to have any completion requirements for a scenario. If you choose not to, the Scenario simply will never end.

The Scenario Completed box will determine whether or not the Scenario ends when the requirement is fulfilled. If the Scenario ends, then all other checks for Scenario requirement will stop for the Scenario. If the Scenario does not end, then the game will continue to check for completion requirements. You may want to leave the Scenario running if you have multiple completion requirements and you want to trigger multiple Scenarios simultaneously. If you have multiple completion requirements, but you want the next Scenario to run depending only on which requirements are met first, then you should set the Scenario to be completed upon the requirements being met.

Time Limit

The default value for the Time Limit is -1 seconds. When that is the value for the Time Limit, then that completion requirement is deactivated. To use the Time Limit completion requirement,



Completion

Time Limit: Seconds

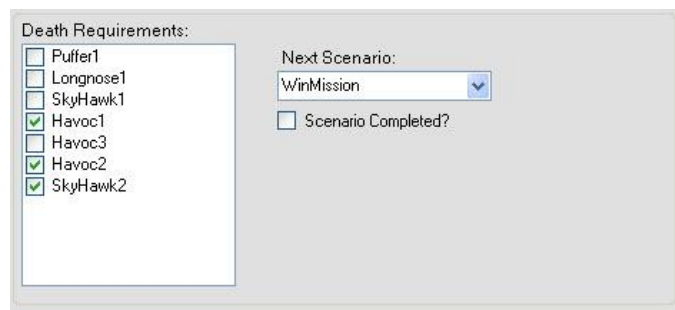
Next Scenario:

Scenario Completed?

change the value in the Time Limit box and select which Scenario will start when time runs out.

Death Requirements

When a Scenario is selected, all the ships in that Scenario will appear by name in the Death Requirements box. Initially, all of the ships have unchecked boxes beside them. To start a new Scenario based on the death of certain ships, check the box of the desired ships in the Death Requirements box and then select the next Scenario you want to start in the Next Scenario list.



Death Requirements:

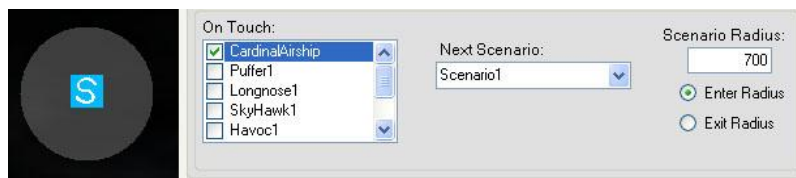
- Puffer1
- Longnose1
- SkyHawk1
- Havoc1
- Havoc3
- Havoc2
- SkyHawk2

Next Scenario:

Scenario Completed?

On Touch

The default value for the Scenario Radius is 0. When that is the value for the Scenario Radius, then that completion requirement is deactivated. To use the On Touch completion requirements, type a radius value in the Scenario Radius box. A circle will appear around the selected Scenario on the map.



Select the ship or ships you want to trigger the start of the next Scenario by clicking in the box beside the name of the desired ship or ships in the On Touch box, then select the Scenario you want to begin upon completion of the requirements.

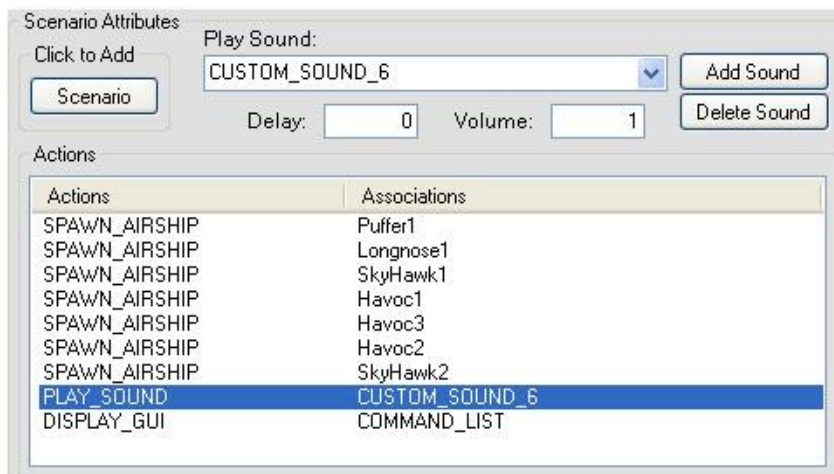
If you want the next Scenario to start when the selected ships are inside the radius of the Scenario, then select the Enter Radius option. If you want the next Scenario to start when the selected ships are outside of the Scenario radius, then select the Exit Radius option.

This completion requirement automatically ends the Scenario upon completion.

Play Sound

Sounds may be played at the start of Scenarios. To play a sound, select the desired Scenario on the map, and select the desired sound in the Play Sound list in the Scenario Attributes box.

Click the Add Sound button and the Actions list for the Scenario will automatically update to include the sound.



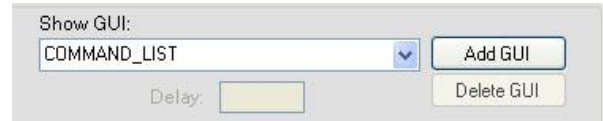
Select the sound from the Actions list and you can change the Delay and Volume of the sound. Delay is the number of seconds that will pass after the Scenario begins until the sound plays. Volume

determines how loud the sound will play. To delete the sound, click the Delete Sound button when the sound is selected in the Actions list.

To create your own sounds for a mission, find the custom sound tracks in the “Zephyr\Development Codeline\Zephyr\Data\Sounds\Voices\Scenarios\custom” folder. Record over a custom soundtrack file and select the CUSTOM_SOUND in the Play Sound list to play your sound.

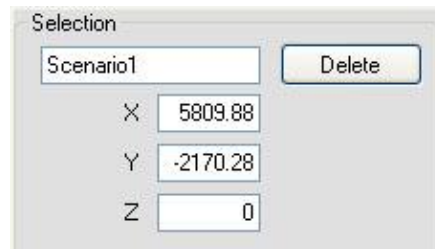
Show GUI

To show a part of the Graphical User Interface at the start of a Scenario, select the desired Scenario and select the desired GUI element in the Show GUI list, then click the Add GUI button. You can set how long of a wait there is from the Scenario start until the GUI element is shown by putting the desired number of seconds in the Delay box.



Deleting Objects

To delete an item from the map, select the item by clicking on it, then click the Delete button in the Selection box.



Saving Mission

To save your mission, open the File menu and select Save Mission.

Loading Mission

To load an existing mission, open the File menu and select Load Mission, and you can edit an existing mission or someone else’s mission.

Playing Mission

To play a mission that you have open in the Mission Builder, open the File menu and select Play Mission. Zephyr: Tides of War will automatically start. On the mission selection screen of Zephyr: Tides of War, select Set Sail without selection an existing mission. Your mission will load.

