MAP_EU Addon
(Editorupgrade)



Version:
V1.00

MAP_EU developed by:
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Testers:
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This Addon is build to get all the useful objects including Queens Gambit in the Editor !
but it's optimized for a best use in association with the MAP_3DE made by Silola !

Note: *The* ***MAP_Services*** *and* ***Queens Gambit*** *are required for the use of the* ***MAP_EU !***

Features:

- no bothering icons are spotable ingame, but full icon support in the Editor / 3DE
- optimized for best use association with the MAP_3DE made by Silola
- a useful object sorting in 14 categorys
- additional a lot of modified or repaired objects like rocks, fences, plants and buildings
- new beach themed objects
- added some new signs and a bridge
- added some new accesoirs
- provided as basis for a build kit
- added some new gras cutters in different sizes
- added some other helpful objects

The Object Categories:

- **Rocks** stones and rocks
- **Plants** gras, bushes and trees
- **Street** streets, roads and bridges
- **Sidewalks** sidewalks, tiles and grounds
- **House** civil buildings where people live in
- **Building** industry, commercial and other buildings and things
- **Military** military buildings, tents and emplacements
- **Fence** walls, fences and road
- **Build Kit** balks, stairs, doors, walls, ceilings
- **Interieur** furniture, electronics and drinks
- **Exterieur** containers, resources, water, playground, ...
- **Wreck** corpse, wrecks, ruins and rubbish heaps
- **Poles** signs, lights, poles and billboards
- **Statics** photoboxes, gras cutters, AI-pathes

Rocks :

Rock objects are sorted by roadway flag, name and ground size in m².

Roadway Flag:

- **n** Rock has no roadway (were units can walk above)
- **r** Rock has roadway

Note: Stacked objects with roadways can create some wierd engine-based height effects !

Plants :

Plants are sorted by subcategory and name.

Subcategories:

- **G** grass and flowers
- **B** bushes
- **P** palms
- **N** needle trees
- **L** leave trees
- **D** dry plants

Note: Some trees got limited LODs that cause effects when they are placed to deep in the ground !

Street :

Streets are sorted by subcategory, placement, name, form and lenght.

Subcategories:

- **S** streets and roads
- **A** airport runways and taxiways
- **B** bridges
- **R** road borders (the same objects can be found in **fences**)

Placement:

- **s** object is placed sloped to the ground
- **v** object is placed allways vertical

Note: All streets are centered to get a better handling with 3DE !

Sidewalk :

Sidewalks are sorted by subcategory, name, form and value.

Subcategories:

- **S** sidewalks
- **T** tiles

The ' **f** ' flags emblematize that this object lay flat to the ground !

Note: The original 3D sideways (without ' f ') got a unhandy placement on bevel terrain !

House :

Houses are sorted by style subcategory, name and infoflag.

Infoflags:

*	units can walk in the house
+	some parts are accessible

Subcategories:

EU	european
SEU	south european
ME	middle east
MEX	mexico
F	farming
L	lodging

Note: - nothing special -

Building :

Buildings are sorted by subcategory, name and infoflag.

Infoflags:

*	units can walk in the building
+	some parts are accessible
!E	animation works only when editor placed
!V	animation works only when visitor placed

Subcategories:

F	farming
S	shops
C	commercial
T	transportation
R	resourcing
M	misc
P	podests

Note: - nothing special -

Military :

Military are sorted by subcategory, name and infoflag.

Infoflags:

*	units can walk in the building
+	some parts are accessible

Subcategories:

US	US buildings
SLA	SLA buildings
T	tents
B	common buildings
E	emplacements
M	misc

Note: - nothing special -

Fence :

Fences are sorted by subcategory, placement and name.

Subcategories:
- **F** fences
- **W** walls
- **R** road borders (the same objects can be found in **street**)

Placement:
- **s** object is placed sloped to the ground
- **v** object is placed allways vertical

Note: Sloped fences can't be set 100% WYSIWYG ingame as placed in the Island *.wrp !

Build Kit :

Build Kit objects are sorted by orientation, name and infoflag

Orientation:
- **v** vertical
- **h** horizontal
- **d** diagonal (with angle)

Infoflags:
- * object is destructable !

Note: Build Kit objects except with infoflag ' * ' normally are indestructable !

Interieur :

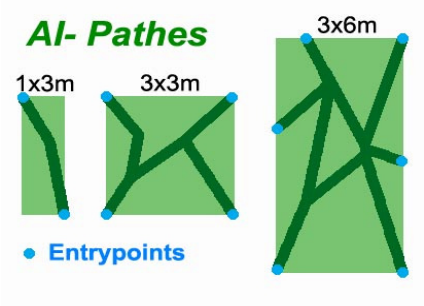
Interieur objects are sorted by subcategory and name.

Subcategories:
- **S** seats
- **T** tables
- **C** cabinets
- **B** beds
- **M** misc
- **E** electronics
- **D** drinks

Note: - nothing special -

Statics :

Static objects are sorted by subcategory, name and form..



Subcategories:
- **M** misc
- **C** clutter cutter
- **A** AI pathes

Form:
Q = square / **S** = sexangle (and edge lenght)

Note: AI Pathes help the AI to run through or below "blocking objects" !

Exterieur :

Exterieur objects are sorted by subcategory, name and Infoflag.

Infoflags:

#	object is automatical inflamed

Subcategories:

C	cargo
R	resources
W	water
H	helipads
P	playground
B	beach
G	graveyard
P	plates
M	misc

Note: Automatical inflamed objects work only when placed in mission and not in the island !

Wreck :

Wreck objects are sorted by subcategory, name and Infoflag.

Subcategories:

C	corpses
W	wrecks
H	hulks
R	rubbish heaps

Infoflags:

*****	units can walk in the building
+	some parts are accessible

Note: - nothing special -

Poles :

Poles are sorted by subcategory, name and infoflag.

Subcategories:

T	traffic
A	attention
H	hint
M	misc
F	flagcarrier
G	gates
L	lights
P	powerlines
B	billboards

Infoflags:

!O	old sign
!N	new sign
*****	editor placed works as volumetric light, island placed as streetlamp lightcone
+	works allways as volumetric light

Note: - nothing special -