

CentrED Manual

Version 0.3.7

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General

1. Introduction

CentrED stands for Centralized Editing. It is a Client/Server based map editor for Ultima™ Online. The intention behind this is, that the only available GodClient is rather old and was never really supported by any server emulator (at least not that I know), but I wanted the ability for several people to work on the terrain and statics together, without having to constantly transfer their current state.

2. Copyright

CentrED is developed and maintained by Andreas Schneider, who started this project in June 2007.

3. Disclaimer

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4. Overview

In the current version, CentrED has the following (main) features:

- Complete serverside map. All blocks are transferred on request.
- Modify Terrain
- Add, delete, move and hue Statics
- Change the altitude of Terrain and Statics
- Account management with four accesslevels (None, Viewer, Normal and Administrator)
- Integrated Chat
- Client list with ability to jump to other clients position
- Virtual Layer to ease working on roofs or in black areas
- Large scale editing (move/copy, delete, draw, insert whole areas of the map)
- Easily jump to locations stored in a list or via the radar view of the whole map
- Server and Client for 32bit Windows and Linux

Client

1. Requirements

To run the CentrED client, you have to meet the following requirements:

- i386 Windows or Linux
 - on Linux you need the GTK runtime libraries
- OpenGL capable hardware (or drivers which support software emulation)
- 256 MB of RAM
- an installation of Ultima™ Online and/or access to the necessary files (see below)

2. Login

The login window is the first thing you see after starting the client. It presents you the following form fields:

Host is the IP or Hostname of the machine, which runs the CentrED Server, followed by a field which is the port on which the server runs (default: 2597)

Username is the account name you use to identify yourself to the server.

Password is the accompanying (hidden) secret, to protect your account from misuse.

Data files contains the path to the directory which contains the necessary files to display items and other art to you. The list of necessary files to be in this directory contains:

- art.mul
- artidx.mul
- hues.mul
- tiledata.mul
- texmaps.mul
- texidx.mul

Profiles shows a list of saved presets containing host, port, username and the data file directory.

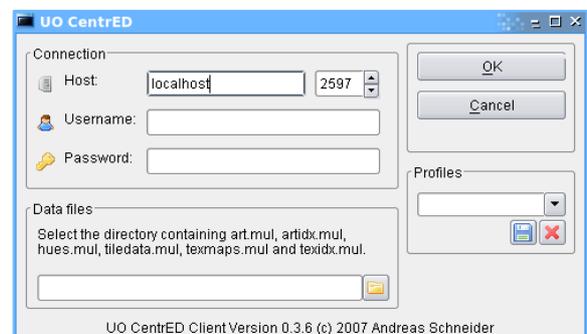


Figure 1: Login window

3. Main Window

3.1. Toolbar

The toolbar offers access to most of the tools and settings.

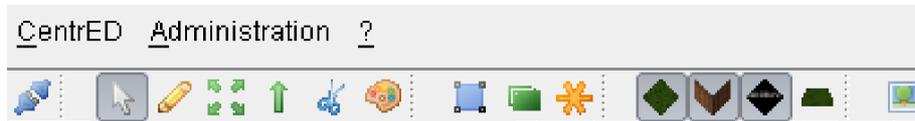


Figure 2: Toolbar

Actions

-  **Disconnect** cuts the connection to the server and returns to the login screen.
-  Shows the **Radar** – an overview of the whole map.

Tools

-  The **Select tool** is the default which allows to easily choose tiles from the map and to simply navigate without danger to accidentally modify something.
-  The **Draw tool** is used to put statics into the world and modify terrain.
-  The **Move tool** can change the position of tiles within a small radius into each direction.
-  The **Elevate tool** can raise and lower tiles and also set their altitude to a specific value.
-  The **Delete tool** removes statics from the world. It has no effect on terrain tiles.
-  The **Hue** is used to color static tiles.

Filters

-  **Boundaries** restrict the visible area altitude-wise. You can set a minimum and maximum Z value.
-  The **Virtual Layer** is a layer of semi-transparent tiles which are not really part of the world but can be used to ease placement of real statics.
-  A **Filter** can be applied to hide certain tiles either by selecting the ones to show (inclusive) or the ones to hide (exclusive).

Options

-  Toggle the visibility of **terrain** tiles.

- ▼ Toggle the visibility of **static** tiles.
- ◆ Toggle the visibility of **no-draw** tiles (specifically Tile ID 2).
- Toggle **flat view**. If it is activated, all tiles (static and terrain) are drawn with their altitude set to zero, i.e. $Z = 0$. You can still see the true Z value in the status bar when hovering the mouse over a tile.

3.2. Status Bar

The status bar gives information about the tile currently under the mouse cursor. It also shows the current coordinates of the tile in the center of the screen and allows to jump to other coordinates.



Figure 3: Status Bar

3.3. Tile List

The Tile List shows all tiles from art.mul. These tiles are used to actually draw the map – change terrain and place statics. From this list, you can also drag tiles and drop them into other tile lists – for example the Random Pool or the several lists in the Large Scale Commands window.

The **Filter** can be used to restrict the shown tiles by their name. It matches any part of the name case insensitive.

You can also select whether you want to show **Terrain** and/or **Statics**.

The IDs are shown as hexadecimal values and are numbered from zero onwards for terrain and statics individually.

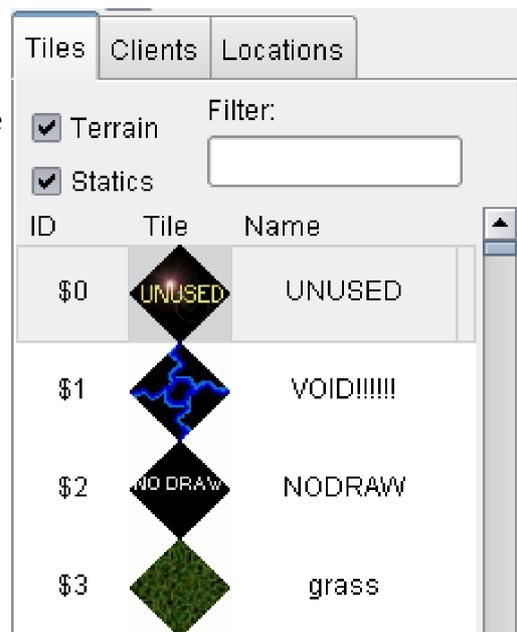


Figure 4: Tile List

Jump-To-ID

If you happen to know the ID of the tile you want, you can directly enter it while having the tile list focused. Just type it as decimal or hexadecimal (starting with „\$“) number. If you have both – Terrain and Statics – checked, you can refine the jump by appending an *S* for Statics or *T* for Terrain.

Server

1. Requirements

The CentrED server is a command line application which means that you should be able to handle the command line shell of the OS¹ you use. Apart from that, you should also prepare for the following:

- i386 Windows or Linux
- at least 100MB of RAM
- an open port on your machine and if necessary the ability to forward ports

2. Configuration

The server looks for a config with the same name as the server itself having the „.ini“ file extension. In the normal distribution, this should be called „cedserver.ini“.

On first start, i.e. when no such file is found, you will be guided through a setup assistant, which offers a default value for most of the options.

What you encounter will be something like this:

```
Configuring Network
=====
Port [2597]: _
```

This waits for you to enter the port. If you leave it empty and just press [Enter], the default value „2597“ will be used.

If you want to do the configuration manually, the config file will look like this:

```
[Config]
Version=2

[Network]
Port=2597

[Paths]
map=map0.mul
statics=statics0.mul
staidx=staidx0.mul
tiledata=tiledata.mul
radarcol=radarcol.mul

[Parameters]
Width=768
Height=512

[Accounts]
Admin=255:eca249a15ca85fb0b6a4e448130acad3:1600:1576
```

1 Operating System, e.g. Linux

The [Config] section can be safely ignored and has only to be modified, if it is mentioned in the changelog or upgrade nodes. The other sections are used as follows:

[Network] contains the network related settings:

Port is the port the server listens on. The default is 2597 and has to be accessible from any client, so you should adjust your firewall and/or router.

[Paths] contains informations on where certain files are to be found. They can be specified absolutely or relative to the working directory.

map, **statics** and **staidx** are the files for the map itself. They have to match each other, as they contain information relative to information of the other files.

tiledata contains information about statics, as for example their name and most important their height in the game world.

radarcol contains a tile ID --> color mapping which is used to generate the radar map.

[Parameters]

width and **height** specify the map size in blocks. A block consists of 8x8 cells. Some example map sizes are included in the Appendix.

[Accounts] contains a list of accounts in the form:

```
AccountName = AccessLevel : PasswordHash : LastX : LastY
```

You should not modify these entries by hand, only with the Account Administration dialog of the client.

3. Startup

The server is simply started from a commandline by invoking *cedserver*. Make sure that the specified port as well as the referenced map files are not in use by other programs. The map is loaded with exclusive read/write permissions which means, that no other program can access them at the same time. This is not the case for *radarcol.mul* and *tiledata.mul*.

Appendix

1. Map sizes

The following sizes are specified in Width x Height.

map0 (pre-ML²): 768 x 512

map0 and map1 (ML): 896 x 512

map2: 288 x 200

map3: 320 x 256

map4: 181 x 181

Your actual version may differ from these sizes, but you can usually look them up on the internet.