
SandBox 2 Editors- Tutorials

Posted by Vairo - 2007/11/13 01:57

I have done some research and found few good Tutorials made by others so i decided to make them all up and post a small guide for noobies. Thanks to xxxgamer from www.maxedgaming.com and a DaveTurnbull from www.crysisgamers.com ;)

*Using vegetation brush

If you follow this tutorial you can't go wrong for sure :D

Start up the editor and load one of your maps.

1. Select Terrain in the rollup bar.

http://www.vairox.com/out.php?i=21_terrainselect.jpg

2. Click on vegetation and add vegetation category.

http://www.vairox.com/out.php?i=22_vegcat.jpg

Then name your category trees

3. Now with your trees category selected click on add vegetation object.

http://www.vairox.com/out.php?i=23_addveg.jpg

4. Select the natural folder, Navigate to trees > jungle_tree_thin, select all

and click open.

now you should have this in your trees category

http://www.vairox.com/out.php?i=24_catview.jpg

5. Now click on the trees category and check that all are selected.

now just choose your brush radius and click paint objects.

Now just paint on your map and you will get this:

http://www.vairox.com/out.php?t=42_treesfinal.jpg

If this is a bit too dense? to fix it go into the options for the category and set the density to 30. (for this tutorial)

http://www.vairox.com/out.php?i=27_densityoption.jpg

Now hit enter and paint on your map again and you should get something like this:

http://www.vairox.com/out.php?i=28_endresult.jpg

*Creating Your First map

Creating your first map

This tutorial will show you how to create your first basic map in the sandbox editor 2.

The maps in crysis are all based on heightmaps which are simply a flat image, with only shades of black and white in them.

The white areas reflect the highest points, and the black areas represent the lowest points, along with everywhere in between

Create a new map folder and file

1. Start up the editor and select the file menu

http://www.vairox.com/out.php?i=29_newfile.jpg

2. Enter a name for your map and press ok.

http://www.vairox.com/out.php?i=31_firstmapname.jpg

3. Now you should see something like this:

http://www.vairox.com/out.php?t=39_firstresult.jpg

4. Adding Terrain to your map, Now we have an empty map. All we need now is some terrain to walk on. This can be easily automatically achieved.

To create some click on the terrain menu, then select edit terrain

http://www.vairox.com/out.php?i=33_terrainselect.jpg

5. Next, click tools and generate terrain

http://www.vairox.com/out.php?i=34_generateterrain.jpg

This will open up a generation window. For the purpose of this tutorial just keep the default settings and click ok.

6. Now you should have something like this:

http://www.vairox.com/out.php?i=35_terrainviewgenerated.jpg

7. Now close the terrain window by pressing ok and you will see the changes in the 3d view.

http://www.vairox.com/out.php?t=40_3dview.jpg

8. Putting a surface texture on your terrain, click on the file menu and choose generate surface texture.

http://www.vairox.com/out.php?i=37_gensurftext.jpg

a "select texture dimensions" Box will appear but for now just click ok and leave it as it is. After it has finished the calculations you will end up with something like this:

http://www.vairox.com/out.php?t=41_result.jpg

You have now created your first map. To run around in it save the map. Close the editor and start it again. Load your map and press Ctrl-G and you will spawn in it.

*Removing Water from your map

1. Open the map you want to remove the water from. (or create a new one, Surface texture etc..)

2. Go to the Terrain menu and choose Edit terrain.

http://www.vairox.com/out.php?i=43_editterrainmenu.jpg

3. Choose modify and then click Remove water.

http://www.vairox.com/out.php?i=44_removewater.jpg

All you have to do now before pressing ok is choose Modify and then click set water level and put it to 0 or if you want to keep it but not so much just change it to less.

http://www.vairox.com/out.php?i=45_waterheight.jpg

And your map is ready!

Wanna Create a Tornado? Here is how and what you have to do

Turns out it is really fun to do and mess around with a tornadoes. Simple as this, just load up a map in the editor, this time island.cry and follow this quick tutorial.

1. In your rollup bar navigate to Entity
http://www.vairox.com/out.php?i=46_rolbar.jpg

2. Now in the browser choose Enviroment> Tornado and drag it into the viewscreen.

http://www.vairox.com/out.php?i=47_browser.jpg

Now you should get a real tornado in your map, watch it and see it destroying everything what is on its way :D

http://www.vairox.com/out.php?t=48_result.jpg

*Modifying Terrain

This will help you learn how to modify your terrain!

1. In the rollup bar select modify

http://www.vairox.com/out.php?i=49_rollmodify.jpg

2. You can play with your brush options as well!

http://www.vairox.com/out.php?i=50_modoptions.jpg

3. There are 3 types of brushes you can use

http://www.vairox.com/out.php?i=51_types.jpg

Play around and see yourself, explanation is under!

*The Flatten brush will make any piece of terrain completely flat, at a predefined height.

*The Smooth Brush makes sharp terrain smoother and softer. Activate the smooth brush in the same menu as the flatten brush

*The Rise/Lower Brush will allow you to increase or reduce the height of the terrain, to make natural terrain structures, like hills and Mountains. Activate the smooth brush in the same menu as the flatten brush

We hope it will help at least for few of you guys ;), and once again we would like to say thank you to xxxgamer from maxedgaming.com and a DaveTurnbull from crysisgamers.com !

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Re:SandBox 2 Editors- Tutorials

Posted by satan666 - 2007/11/13 11:11

Great post...big thnx

Always nice to have some basic tutorials..

The tornado is fun to put in one of the small villages in the demo map :)

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Re:SandBox 2 Editors- Tutorials

Posted by Haze - 2007/11/13 11:35

another big thanks.. :)

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Re:SandBox 2 Editors- Tutorials

Posted by XxR3zD3ViLxX - 2007/11/13 15:28

Great post Vai,

I not familiar with modding that much, so this is a great start off :D

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Re:SandBox 2 Editors- Tutorials

Posted by UNDF_slibknot - 2007/11/14 17:49

Gonna build my first map,thxs Vai for the tutorial.
Looks great.

grts UNDF-slibknot

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Re:SandBox 2 Editors- Tutorials

Posted by Vairo - 2007/11/14 19:13

UNDF_slibknot wrote:
Gonna build my first map,thxs Vai for the tutorial.
Looks great.

grts UNDF-slibknot Good luck with that :silly:

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Re:SandBox 2 Editors- Tutorials

Posted by XxR3zD3ViLxX - 2007/11/19 18:10

Another CryEngine2 Sandbox2 Basic Tutorial, Its organized and well detailed:

<http://konakona.nbtathcx.net/sb2/>

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