

Making Your World -- the world building tutorial

The goal of this tutorial is to build the foundations for a very simple module and to ensure that you've picked up the necessary skills from the other tutorials.

In this tutorial we will build an outdoor area including a building with an area transition, an indoor area with an entrance, a main room, a treasure room, three levers, and one NPC.

The player is a wandering adventurer who happens upon a tower in the wilderness. Inside the tower, the player finds a friendly Guardian who tells the player about the magic levers. If they are pulled in the right order, the vault opens and the treasure may be obtained.

Author's Notes:

- 1) Any time I put things in ""'s (for example: "Door Properties" window), I am indicating the exact title of some menu, button, tab, window, etc.
- 2) Aurora Toolset may be shortened to AT or Aurora.
- 3) In both AT and ScriptEase, there are many-leveled commands that involve expanding menus or dropdowns. If you are required to navigate down several layers, the path will be indicated by arrows (-->) or simply commas between each layer (for example: in the "Properties" window, under the "Advanced" tab, choose "Orange" or as in ScriptEase, New Specific Encounter-->Placeables-->Placeable use).

Getting Started:

- 1) Open the Aurora Toolset (double-click on the "Neverwinter Nights Platinum Edition" icon and click the "Toolset" button).
- 2) Create a new module and call it "LeverMagic1".

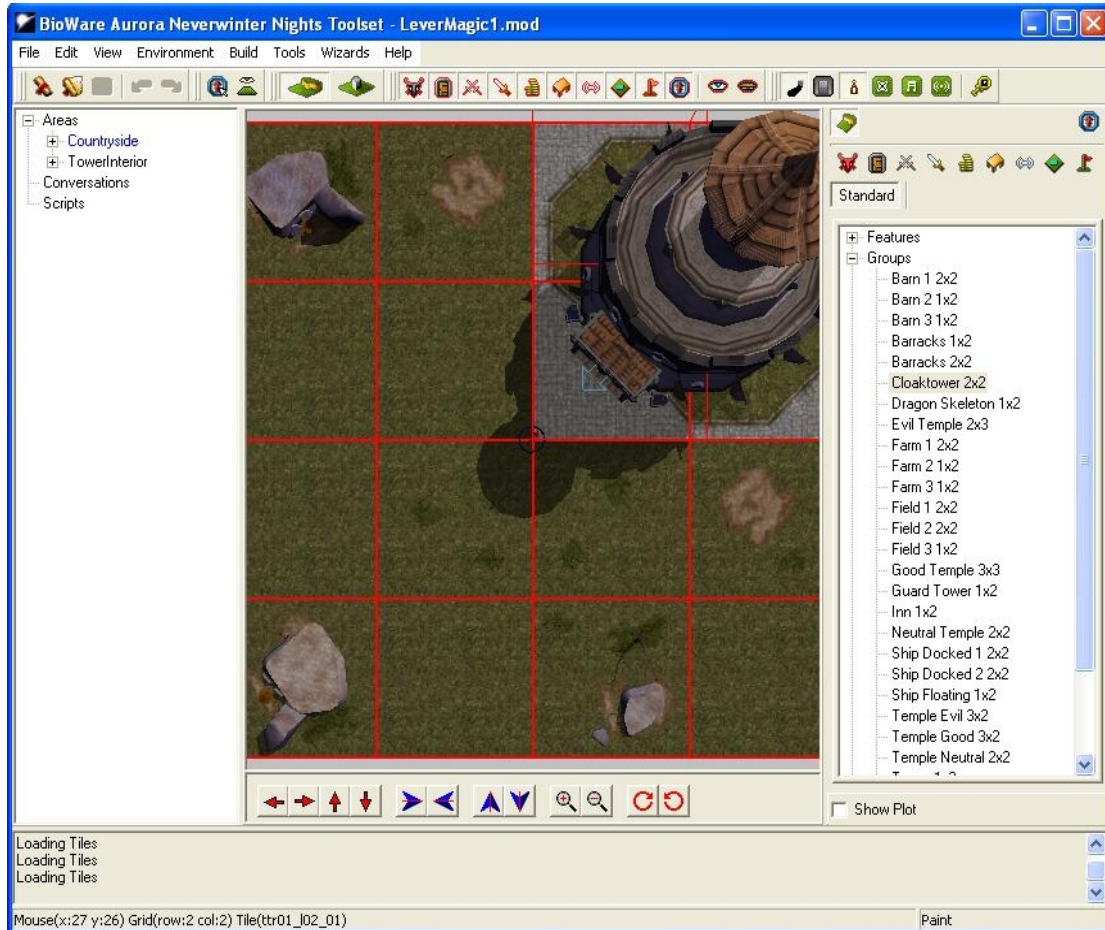
Placing Terrain:

Areas:

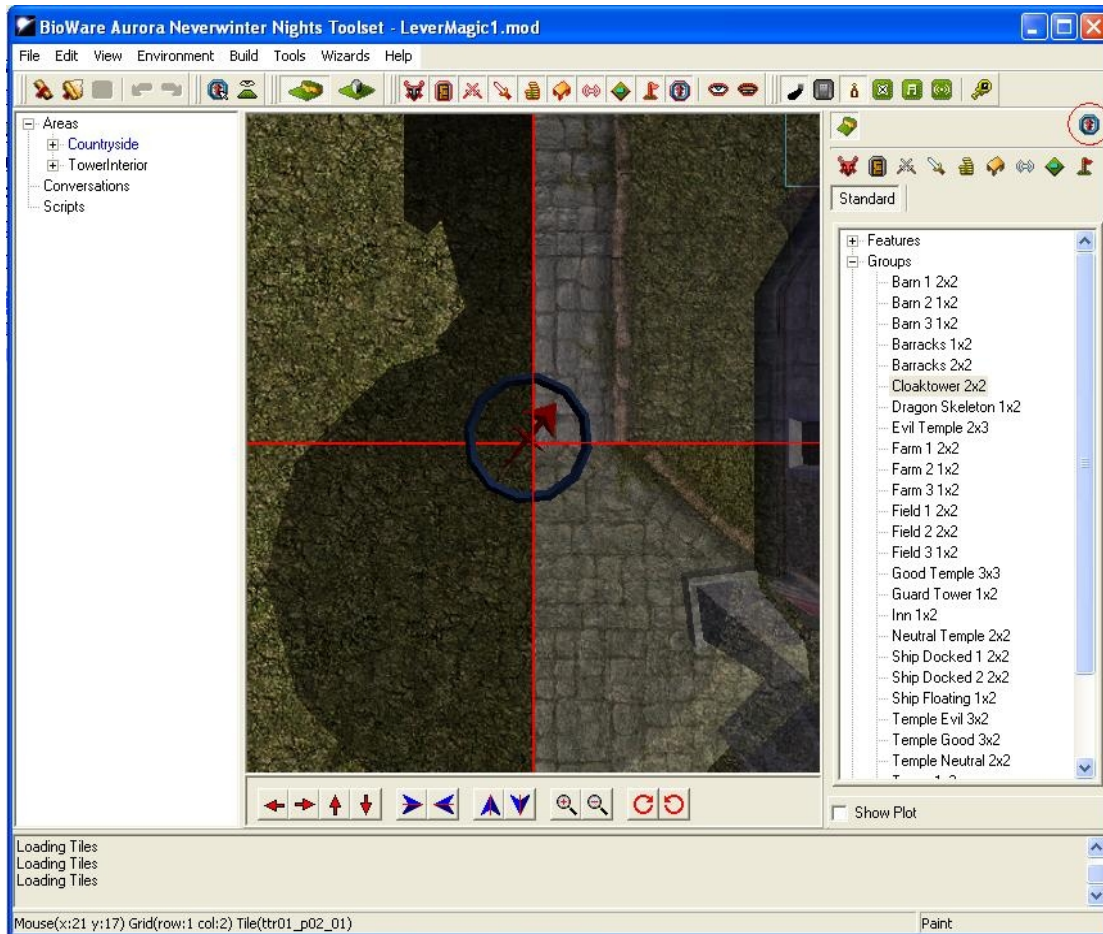
- 3) Using the area wizard, make a new area called "Countryside", using the Rural tileset, and make it 4x4 (small).
- 4) Using the area wizard, make a new area called "TowerInterior", using the Castle Interior tileset, and make it 8x8 (medium).

Buildings and rooms:

5) Select the “Countryside” area. In the standard terrain palette, you'll find three subcategories: Features, Groups, and Terrain. Under Groups, select Cloaktower 2x2 and place it in the top right corner. Make sure the entrance faces the center of the map. See the final resting place for the tower and its location in the tool palette.



6) Directly in the center of the map, you'll see a blue circle with a red arrow in it. This is the starting location for players entering the module. The Aurora Toolset paints this in by default in your first area. We're not going to do much with it as it's in a pretty good place to start, but we are going to reorient it. Using the “Paint Start Location” tool, we're going to rotate the current start location so that it points to the entrance of the tower. After selecting the tool, click on the player start location (it should already be in the module in the center of your “Countryside” area) to select it. The now familiar green square will show you that you've selected it. Using the rotation buttons on the bottom of the “Area Viewer”, point the arrow (the direction the player is facing when they start) at the entrance to the tower. The figure below shows a close-up of the above image focused on the start location, and the “Paint Start Location” tool has been highlighted with a red circle.



7) This might be a good time to talk about moving the view around in the “Area Viewer”. You can use the buttons on the bottom of the viewer, but the better way is to use a combination of your mouse, the Ctrl key, and the numeric keypad (that group of buttons on the right end of your keyboard that looks like a calculator). By holding down the Ctrl key and your right or left mouse button while your mouse cursor is inside the “Area Viewer”, you can move the camera in many different ways. You can get similar results by using the numeric keypad (just the numbers though, the other keys don’t do anything). Try both ways to see which you prefer. Once you’re comfortable with moving the camera around, press the ‘5’ key on your numeric keypad to reset the camera to its default position. This is actually a good time to save as you’re done with the outside area for now.

8) Select the “TowerInterior” area. In the standard terrain palette under “Terrain”, choose “Stone”. This is the default floor tile for this tileset. Use this floor (by selecting it and “painting” more floor by clicking in the black area) to make your existing room 3x3 (by default, AT should have drawn a 2x2 room using the “Stone” floor tiles. Don’t be confused, in Step 3, I asked you to make an 8x8 area, but now I’m saying it is 2x2. The black area around the room is the full 8x8 space and AT has only covered 2x2 of it with floor tiles). You may also notice that your lighting does not look the same as mine

does in the screenshots (Figure 9.1, for example). Don't worry, when you add more floor, AT doesn't bother lighting them. If you close and reopen the module or restart AT, the lighting will be done correctly.

9) Also under "Terrain", choose "Doorway" and paint a doorway on the top center of your room. Once you click on the "Doorway", your mouse cursor in the "Area Viewer" should become a green rectangle. Position this rectangle so that it is half in your existing room and half in the undrawn black part (this is shown in figure 9.1. When your rectangle is in the proper place (and properly oriented), left click and a small room with a doorway to your big room should be drawn. The doorway you've just drawn will function as the door to the treasure room. Using the same technique, add another doorway on the bottom center of your room. This will be the entrance to the tower. Figure 9.2 shows both doorways drawn correctly.

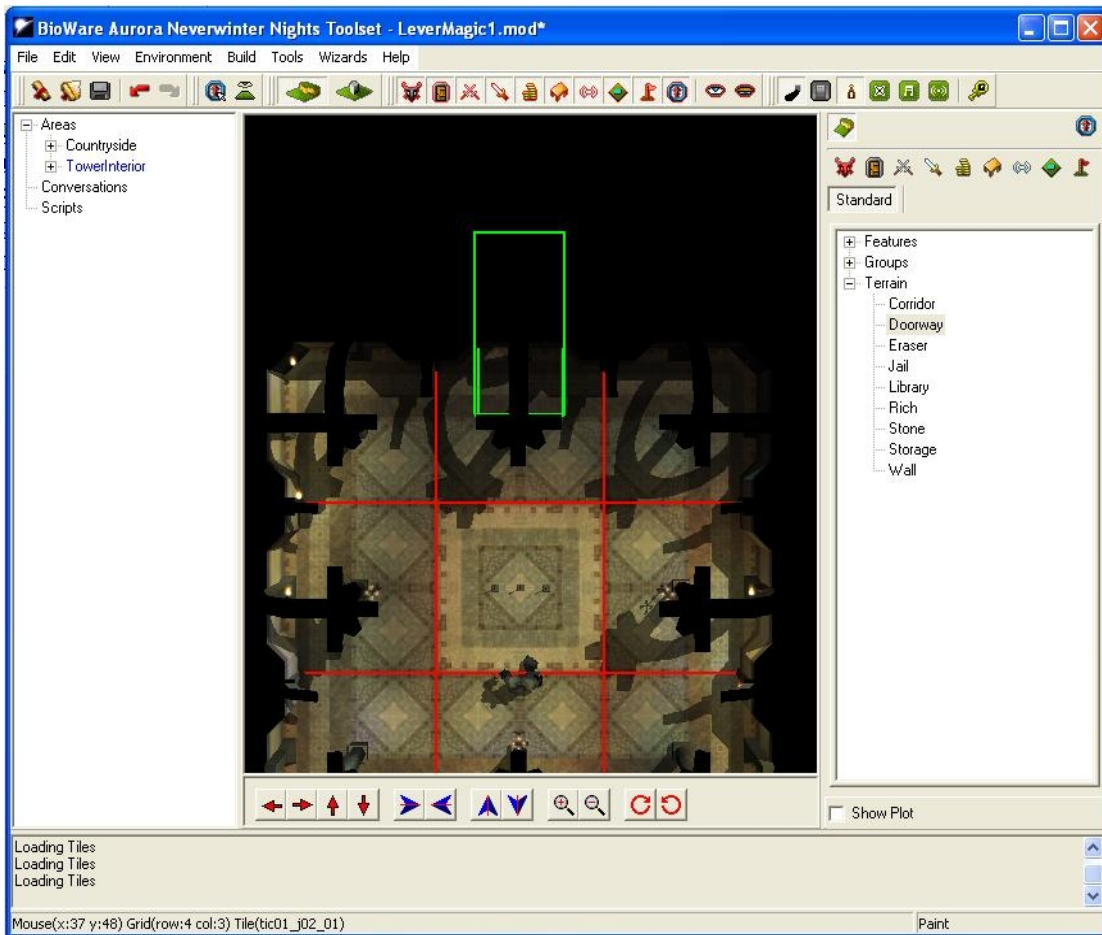


Figure 9.1

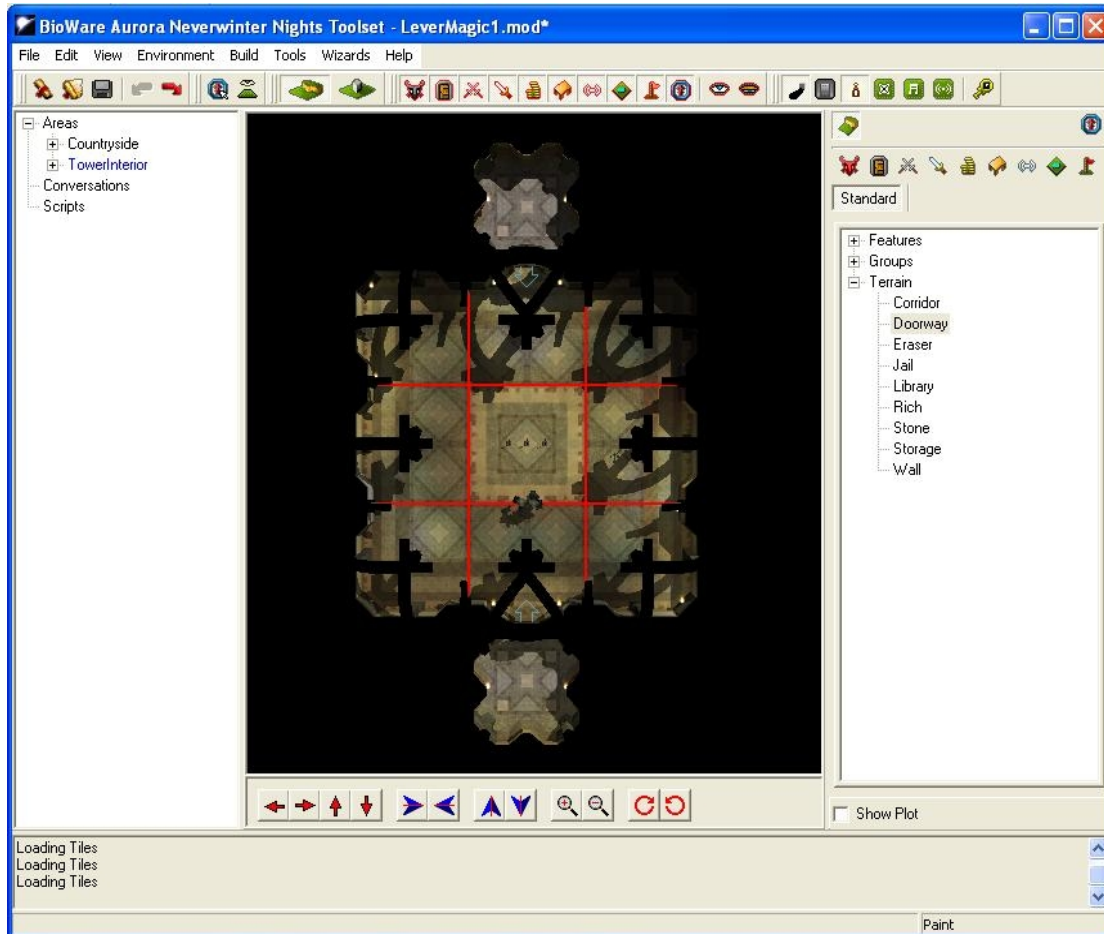


Figure 9.2

10) This concludes the big terrain placement section. Feel free to add whatever you want in either area to make them look a bit more realistic. For now, stick to things in the standard terrain set. We'll be moving into placeables next.

Placing Placeables:

Doors:

11) Select the "TowerInterior" area. From the "Paint Doors" palette, choose "Universal", "Stone", and "Edit Copy" of one of the doors.

12) In the "Door Properties" window, change the name to "Tower Exit" and change the tag to "towerexit" then click "Ok".

13) Place the door in the doorway at the bottom of your room. Make sure that the green arrow pointing out from the door is pointing toward the center of the room. The easiest way to control the direction of the arrow is to position the "Area Viewer" camera in the room you'd like the arrow to point toward before you paint the door. This positioning of

the camera seems to indicate to AT where you'd like the door to "point." There are two purposes for this arrow: indicating which way the door opens and indicating the direction the player enters if the door is used for an area transition. Area transitions will be discussed later in the tutorial.

14) Repeat these steps (Name: Vault Door, Tag: vaultdoor) to create another door for the top room.

15) Right-click on the "vaultdoor" you've just added and choose "Properties" from the menu.

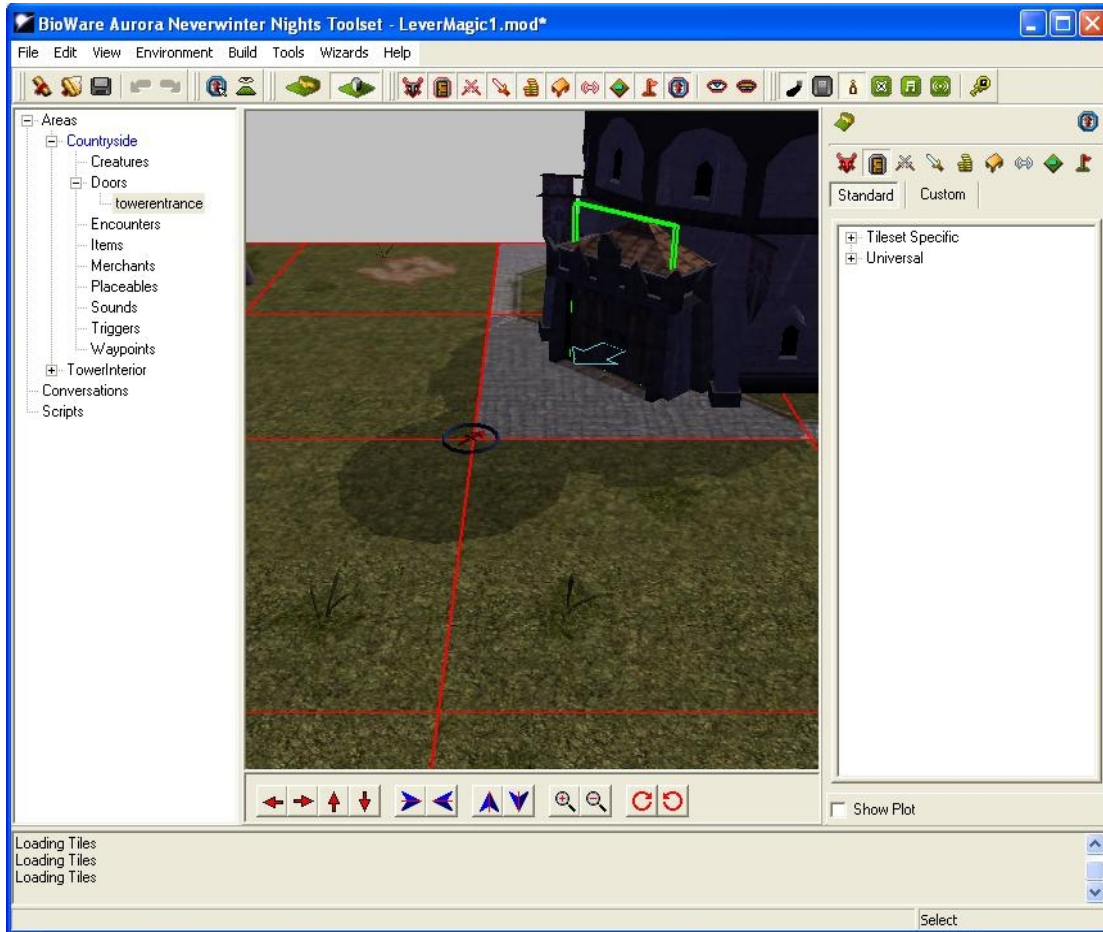
16) In the "Door Properties" window that opens, under the "Lock" tab, check the "Locked" box and the "Key Required to unlock or lock" box. There is no need to identify a key because the door will not be opened with a key.

17) This is a good time to test your module, by pressing **F9**. Open NWN and have a look around. Make sure the tower is in the right place and the starting location is pointing in the right direction. Hopefully you'll notice that you can't go in the tower door. On to the next section...

Area Transitions:

18) To change areas (from "Countryside" to "TowerInterior"), we need to tell NWN where the transitions should be and how they should work. Select the "Countryside" area. Make sure that the "Paint Doors" tool is selected. Click on the entrance to the temple and you should get a green rectangle around the door to let you know you've got the right door.

19) Right-click on the selected door (should be called "DoubleDoors") and choose "Properties" from the menu. These doors can be a bit difficult to click on. To help you discern where to click, the doors are shown selected in the figure below.



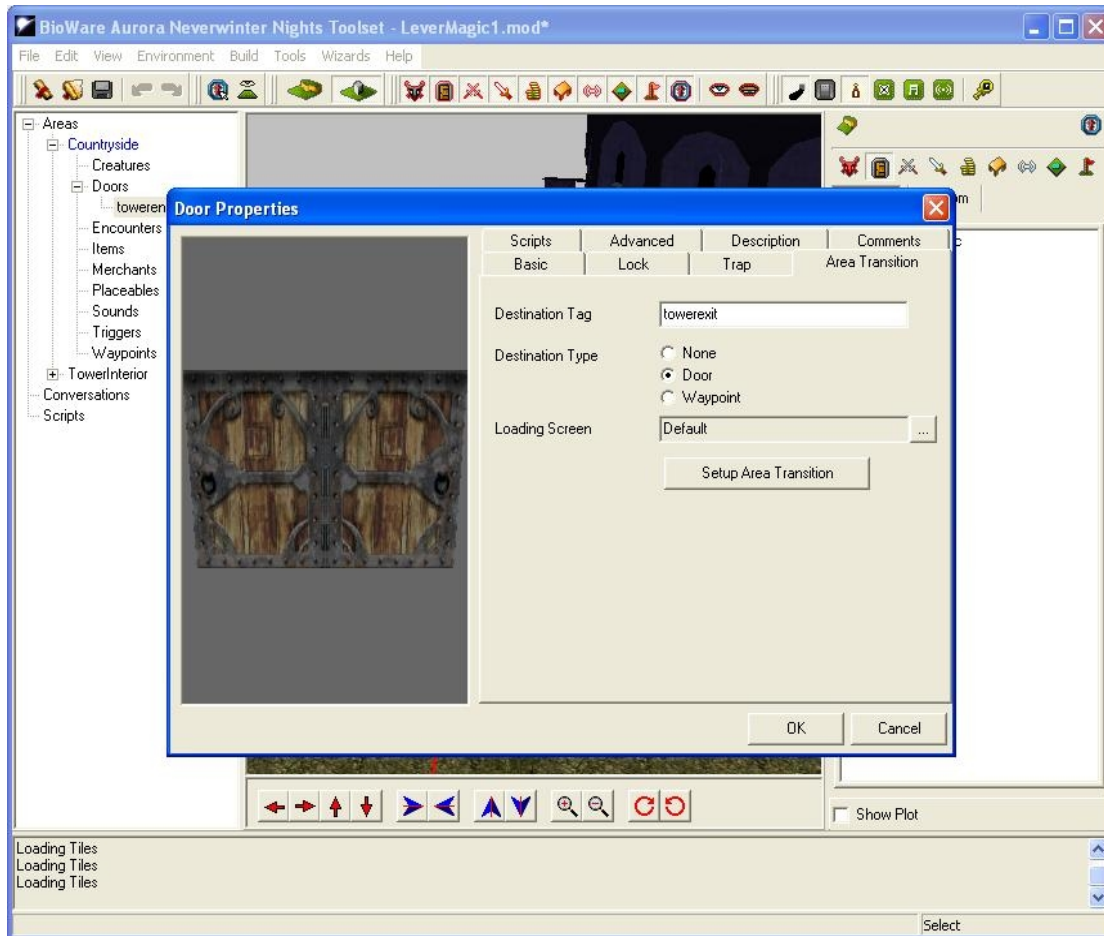
20) In the “Door Properties” window, change the name of the door to “Tower Entrance” and the tag to “towerentrance”.

21) Still within the “Door Properties” window, click the “Area Transition” tab and click the “Setup Transition” button.

22) In the “Target Area” dropdown, choose “TowerInterior”.

23) “Target Type” should be “Door” and “Connection Type” should be “Both Ways”.

24) When all this has been done, “towerexit” should appear under “Available Doors”. Select it from the list, then click “Ok”. Your “Door Properties” window should now look like the figure below. Click “Ok” to continue.



25) Open your module in NWN and test your new area transition.

Creatures and Levers:

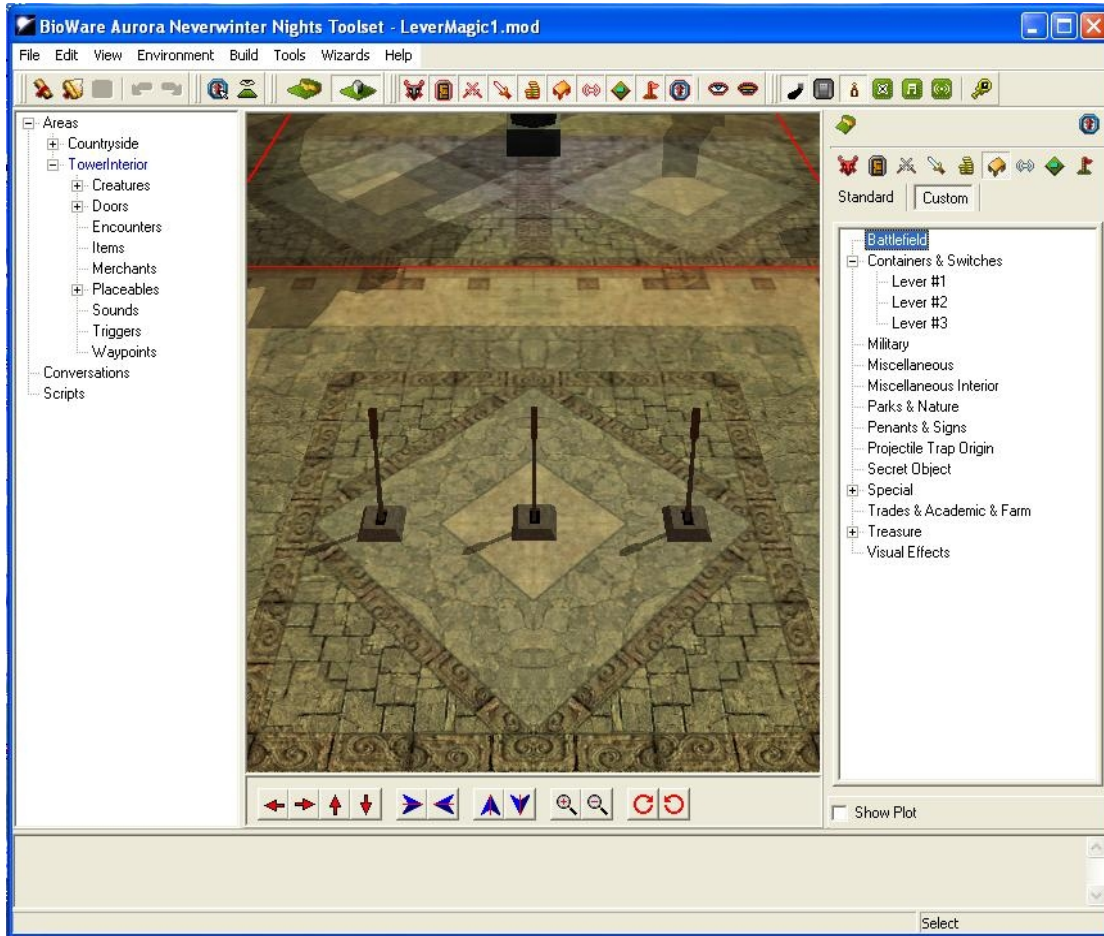
26) We need an NPC (non-player character) to explain to the Player what these levers are all about. Using the “Paint Creatures” tool, “Standard” palette, “Monsters”, “Constructs”, “Edit Copy” of the Iron Golem.

27) In the “Creature Properties” window that opens, change the first name to “Guardian” and the tag to “guardian”. Under the “Advanced” tab, using the “Faction” dropdown, change the Guardian's faction to “Defender” then click “Ok”.

28) Paint your Guardian inside the temple, near the front door so it’s the first thing the player will see when they enter.

29) Now for your levers. Using the “Paint Placeables” tool, under the “Standard” palette, “Containers & Switches”, make three copies of the first “Floor Lever” (using the “Edit Copy” technique). Change their names and tags in this manner: Name: Lever #1, Tag; lever1. Repeat this for levers 2 and 3.

30) Place the three levers you've created in the middle of the main (largest) room. The figure below shows the "Custom" placeables palette with your three levers and their placement in the "Area Viewer".



31) For each of the three levers, right click on it and choose Initial State--> Deactivated. The levers will flip to the "off" position. We need to deactivate the levers now, so that fun stuff can happen in later tutorials when the player goes and activates them.

32) This is another good point to save your progress and test your module. You may notice that your levers don't work. Don't worry, this will be addressed in the next tutorial.

Good job! You've created your first world from scratch. Now, on to more interesting tutorials: the next tutorial is called Making Your World Work – a conversation, scripting, and atmosphere introduction.