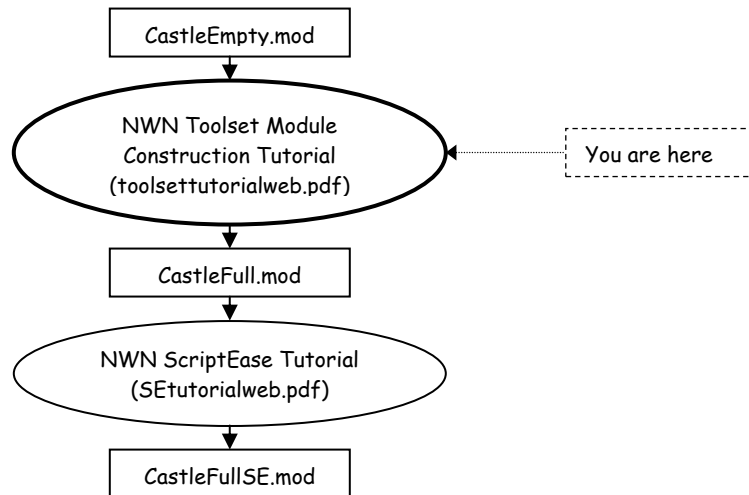


NWN Toolset Module Construction Tutorial

Before You Begin

This tutorial will introduce you to creating adventures for Neverwinter Nights using the Aurora toolset. If you already know how to use Aurora, you may skip ahead to the next one, which teaches you how to use ScriptEase. This tutorial requires you to build a module of your own while following the text. You can download these tutorials and all the related module files at <http://www.cs.ualberta.ca/~script/files/>.



There are two main areas that are already set up for you to use as the **setting** of the story tutorial. They include a castle and the area outside of the castle. This tutorial will take you through how to create game objects that will contribute to the plot of the story such as:

- placeables - such things as chests, statues and even coffins
- items - such as gold, scrolls, books, clothing etc.
- doors - to get to other parts of the castle
- creatures - including monsters and castle folk
- conversations - so that you can converse with the creatures you have created
- traps - to catch unwary travelers
- secret doors - doors that are hidden but if searched for can be found

Tutorial 1: Loading and Working with the Module

1. Double click on the Neverwinter Nights icon located on your desktop.
2. Click the "Toolset" button. The Bioware Aurora Neverwinter Nights Toolset will open. Ensure the "Open an existing Module" radio button is on.
3. Select "CastleEmpty" from the scroll down menu.
4. Click the "OK" button.

Navigation

The **Module Contents** panel on the left side of the main window displays the areas, conversations and scripts contained within the loaded module.

- Expand the area list; the CastleEmpty module contains two areas, Castle and Exterior.
- Double-click on the area's name or select "View Area" from its context menu to see it in the **Area Display** panel.
- All areas will appear from a top-down perspective when they are first displayed.

Notice the Camera Control Toolbar at the bottom of the area display panel.

- The first four buttons pan the camera around, the second four buttons rotate the camera and the next two buttons control the zoom.
- The last two buttons allow you to control the orientation of game objects that have been painted in the area and will be discussed later.


The right side of the application window contains the **Terrain and Game Object** palettes. The palettes contain the feature, group and terrain tiles, and blueprints for the various game objects, which can be painted into the current area. There are several palettes, one for each type of game object. The blueprints for each palette are organized into categories to make finding a specific blueprint easier.



INTERIOR MAP

Tutorial 2: Placeable Objects

Placeables include objects like chests, barrels, tables, trees, stones, signposts, etc. In this tutorial you will add some placeables to the castle to make it feel more lived in.

1. Start the Toolset and load the "CastleEmpty" module. This should load the interior of the castle into the area display panel if it is not already loaded.
2. Open the "Castle" area by double-clicking its name or selecting "View Area" from its context menu in the Module Contents panel.
3. Open the Placeable's palette by pressing the table icon  located in the game objects palette. Ensure the Standard button is selected.
4. Right-click on "Table" from the "Miscellaneous Interior" category and choose Edit Copy. Click ok.

NOTE: Table is still in the Placeable's palette. However, it is now listed under Custom instead of Standard because we did the Edit Copy step. This is important latter on in ScriptEase when we want to do more with placeables, for example sit on a chair.

5. Left-click to highlight the table in the placeables palette and paint it into the area, labeled 1 on the interior map above.

NOTE: Once the table was painted, it appeared in the list of placeable objects beneath the area in the Module Contents panel. Every instance in the module is located under the appropriate type in the area where it was placed.

6. Right-click on "Chair" from the same category (Standard Palette) Edit Copy.
7. Check the Useable checkbox.

Useable.bmp

8. Click ok and paint it around the table. Repeat this step for many chairs around the table.
9. Each chair has a blue orientation arrow. If you want the chairs facing in towards the table, you need to reorient the blue arrow. To do this, hold down the shift key on the keyboard, while right clicking on the green box. Keep the shift key and the mouse button held down and rotate the arrow until it is facing into the table. This method may be used to reorient any object.
10. Paint four candelabras from the Standard Palette "Miscellaneous Interior" category against the east wall in the same room as the table and chairs.
11. Paint two bookshelves from the Standard Palette "Containers & Switches" category in the northwest corner of the same room.

Take a look at the module in the game by following these steps:

1. Start the Neverwinter Nights game. On the main window, click "New".

2. Then press "Other Modules..."
3. Select the "CastleEmpty" module and press "Load".
4. Pick a character.
5. Finally, press "Play".


Exercise 1 - Make sure you use Edit Copy so your placeables are in CUSTOM Palette

- A. Paint the following placeables into the main entry hall (room with the fountain): bookshelves, couches, potted plants, and some throw rugs.
- B. Paint two statues around the fountain. Use the second and third statues in the list. Make sure the Useable check box is checked as well as the Has Inventory box is checked. Click the Inventory button from the statues Properties menu. Make sure one of the statues has the Origin of Magic book included in its contents by dragging the item from the **CUSTOM Items** palette to the Contents palette.
- C. Create a chest named "bedroom chest" however, do not paint it into the game; we will use it latter on.

*If you can't remember how to paint placeables use the instructions in Tutorial 2: Placeable Objects. Check out your newly decorated room in the game.

Tutorial 3: Items

Items are objects that can be picked up by PCs and put in their inventory. They include things such as books, jewelry, weapons, gold etc.

1. Start the Toolset and load the "CastleEmpty" module.
2. Open the "Castle" area by double-clicking its name or selecting "View Area" from its context menu in the Module Contents panel.
3. Open the Item's palette by pressing the sword icon  located in the game objects palette. Ensure the Standard button is selected.
4. Right-click on "Gold Piece" from Miscellaneous | Other and choose Edit Copy.
5. Change the item's name by clicking on the ... button and entering 50 Gold Pieces.
6. Set the Stack Size to 50 and click ok.

NOTE: 50 Gold Pieces is still in the Item's palette. However, it is now listed under Custom instead of Standard. This is important latter on in ScriptEase when we want to do more with the Gold, for example adding a visual effect when you collect the gold.

7. Left-click to highlight the 50 Gold Pieces in the items palette and paint it into the area, labeled 2 on the interior map above.
8. Save your changes and run the game.
9. Go up to the gold pieces in the game and click on them. They will now be a part of your inventory. You can check the total number of gold pieces you have in possession by pressing the inventory button.

Exercise 2 - Make sure you use Edit Copy so your items are in CUSTOM Palette


- A. Place a potion of Cure Moderate Wounds at the spot numbered 1 on the exterior map below. *If you can't remember how to create items use the instructions in Tutorial 3: Items. Play the game to find and retrieve the potion.
- B. Create the item Short Sword of Quickness. Change it's tag to NW_barriersword. Under the Properties tag make sure the Identified box is checked. Do not paint it into the castle. It will be used in the next set of tutorials.



EXTERIOR MAP

Tutorial 4: Doors

Doors are special kinds of game objects that only fit in specific places. Doors serve several purposes. The primary purpose is to block parts of the area off until the players meet certain conditions, like retrieving a key.

1. Start the Toolset and load the "CastleEmpty" module
2. Double click on Castle in the module contents panel.
3. Open the Door palette by pressing the door icon  located in the game objects palette. Ensure the Standard button is pressed.
4. Expand Universal and right-click on the first door under the Wood subcategory. Choose Edit Copy.
5. Name the door and tag halltolibrary (no spaces).
6. Check the Plot checkbox.
7. Click the advanced tab. Change the blueprint ResRef to "halltolibrary" (no quotations).

8. Click the Lock tab. Check the Locked check box. Click ok.
9. Left click on halltolibrary in the Custom palette.
10. Bring the door close to the point labeled 3 on the Interior map above. You may have to zoom in or adjust your view to see the empty door space. The door should stop spinning and an image of the door should appear in the doorway.
11. Paint the door while the image is in the doorway, by left clicking in the area. The door will appear where the empty space was located.
12. Load the game. After exploring the area for a few minutes, exit the game. Go back to the Toolset and load the CastleEmpty module.

Exercise 3 Make sure you use Edit Copy so your doors are in CUSTOM Palette

Create a stone door named roomtobedroom at point labeled 4 on the Interior map above.


Be sure to change the tag and blueprint resref (in the advanced tab) to roomtobedroom.

*If you can't remember how to create a door use the instructions in Tutorial 4: Doors.

Tutorial 5: Creatures

A *creature* is anything that moves. This includes PCs (player characters), NPCs (non-player characters) and monsters. In this tutorial, we will create a monster and a NPC.

PART 1: Monsters



1. Start the Toolset and load the "CastleEmpty" module.
2. Open the "Castle" area.
3. Open the Creature palette by pressing the  button. Ensure the Standard button is selected.
4. Right-click on the first "Fire Beetle" under the Monsters | Insects | Beetles category and choose Edit Copy.
5. Change the creature's first name and tag to "Hot Stuff". Click ok.
6. Click on the "inventory" button underneath the image of the beetle, on the left.
7. If a warning screen appears, click "ok".
8. Click "Custom Items" at the top right. Expand "Plot Items" and double click "Skeleton Key". Then click the "dropable" checkbox on the lower right if it is not already checked. Click ok.
9. Left-click to highlight the Hot Stuff in the Custom palette and paint it into the back of the room labeled 13.

Exercise 4 Make sure you use Edit Copy so your creatures are in CUSTOM Palette

- A. Place a skeleton at point 6 on the map. Name it Mr. Bones. *If you can't remember how to create monsters use the instructions in Tutorial 5: Creatures. Take a chance at fighting your skeleton in the game.
- B. Create a giant spider called Spidy, a skeleton called Rattle, and ancient silver dragon called Norbert. You will not paint these into the game as of yet. They will be used latter on.
- C. Create a goblin called Greendude, and a Ghoul called Fluffy. Paint Greendude into room 5. Paint Fluffy in room 14 in front of Grandmother.

PART 2: NPC

Since our setting is a castle we are going to place a guard outside of the castle doors.

1. Start the Toolset and load the "CastleEmpty" module.
2. Open the "Exterior" area.
3. Open the Creature palette by pressing the  button.
4. Right-click on "House Guard" from the NPCs | Humans category and choose Edit Copy.
5. Give the guard the first name Bruce. Click the random name button  beside last name to give Bruce a random last name.
6. Change the Tag to "ct_bruce" (without the quotation marks).
7. Click the advance tab at the top of the window.
8. Under Faction choose Defender from the drop down menu. Click ok.
9. Left click on Bruce in the custom palette and paint him at the position labeled 2 on the exterior map above.
10. Click ok to save the changes.
11. Check out Bruce in the game.


Exercise 5 Make sure you use Edit Copy so your NPCs are in CUSTOM Palette

Place a Nobleman at point 7 on the Interior map. Name it Mr. Greeting. Under Faction choose Defender, otherwise he will just attack you! *If you can't remember how to create NPCs use the instructions in Tutorial 5: Creatures. Visit your castle greeter in the game.

Tutorial 6: Conversation

Conversations are an alternating sequence of NPC statements (or questions) and PC responses.

1. Select the Bruce from the Creatures | Exterior menu. Right click on Bruce and select "Properties" from its context menu.

2. On the "Basic" tab, press the "Edit" button next to the Conversation drop-down at the bottom of the window. This launches the Conversation Editor and creates a new, empty conversation file. Press the "Add" button  to create a new NPC statement and after entering the text below into the window that appears, press "OK". Notice that the text now appears in the tree, below the Root.

Node 1 NPC Text Hello, what is your name and what is your business at the castle?

3. With Node 1 ("Hello, what is...") selected, press "Add". This creates a new PC response node. Enter this text:

Node 2 PC Text My name is <FirstName>. I have come to visit my grandmother.

Note: <FirstName> is a token. A token is a special string that the game understands and replaces with some other text appropriate in the current context. In this case, the game would replace <FirstName> with the first name of the player to whom the NPC is speaking.

4. With Node 2 ("My name is...") selected, press "Add". This creates another NPC node. Enter this text:


Node 3 NPC Text I didn't realize who you are, I'm a new guard at the castle. There is a useful potion on the exterior grounds that you should obtain before entering the castle. I hear there are hostile creatures about.

5. With Node 1 ("Hello, what is...") selected, press "Add" again and enter this text as an alternative response for the PC.

Node 4 PC Text You must be new! My name is <FirstName>. My grandmother lives here.

6. With Node 4 ("You must be...") selected, press "Add" again and enter this text for the new NPC node.

Node 5 NPC Text Yes I am new. There is a useful potion on the exterior grounds that you should obtain before entering the castle. I hear there are hostile creatures about.


7. Click the Save As button  at the top of the window. Save the conversation under the name "bruce", and close the Conversation Editor. Exit the Toolset and talk to the guard by approaching him before entering the castle.

Exercise 6

- A. Create a conversation with Mr. Greeting. Save the conversation as mrgreeting. *If you can't remember how to set up conversations use the instructions in Tutorial 6: Conversation. Play the game to check out your conversation.
- B. Create a conversation for Norbert the Dragon called norbert. The conversation should indicate that sitting on a chair in the kitchen provides a clue to Grandmother's location in the castle. (HINT: Norbert is located on the Custom creature palette.

Tutorial 7: Traps

Traps can be detected base on their difficulty level from 0 being weak to 4 being fatal.

1. Start the Toolset and load the "CastleEmpty" module.
2. Open the "Castle" area by double-clicking its name or selecting "View Area" from its context menu in the Module Contents panel.
3. Open the Trigger palette by pressing the green icon  located in the game objects palette.
4. Right-click on "Average Spike Trap" from the Traps | 0. Weak menu.
5. Choose Edit Copy. Change the tag to NW_spiketraps.
6. Under the Trap tab, there is Detection DC and Disarm DC. These numbers indicate how easy or difficult to notice the trap and disable the trap. Characters that have skill points in these areas (ex rogue) will be more successful in detecting and disarming. Enter the values of 10 and 20 respectively. Click ok.
7. Left-click on Average Spike Trap in the Custom menu. Using the paintbrush, single click to form a rectangle in front of the doorway (point 8 on interior map). Double click to finish the rectangle.
8. Save your changes and run the game to see how the trap operates. Try playing once as a rogue - right click on the trap and select disarm.



Exercise 7 Make sure you use Edit Copy so your traps are in CUSTOM Palette

- A. Paint a octagon shaped Minor Blob of Acid Trap at the spot numbered 9 on the interior map. *If you can't remember how to make a trap use the instructions in Tutorial 8: Traps. Play the game to check out the new trap.
- B. Create a Generic trigger called Room 13 Trigger (name and tag) and draw it in the doorway of Room 13. You will use this trigger later on in ScriptEase.

Tutorial 8: Secret Doors

Secret Doors are special kinds of doors that are invisible unless they are found. They often open up into secret rooms. In this tutorial, we will create a secret door that is moderately easy to find.



PART 1: SECRET DOOR FROM BEDROOM (BR) INTO SECRET ROOM

1. Ensure the CastleEmpty module is loaded into the toolset. Double click on Castle in the module contents panel.
2. Open the Placeable's palette by pressing the table icon  located in the game standard objects palette.
3. Expand Miscellaneous Interior and right-click on Hidden Wall Door Trigger. Choose Edit Copy.
4. Change the Name to Bedroom Trigger.
5. Select the Tag field and enter BRsecretdoor.
6. Change the Hardness to 1.
7. Next select the Reflex Save Field and set it to 5.
8. Now select the Will Save field and set it to 10.
9. Click the OK button to close the properties dialog box.
10. Left-click on the Bedroom trigger. Place the paintbrush close to the point labeled 10 on the interior map above. You may have to zoom in or adjust your view to see the area more clearly.
11. Paint the hidden wall door trigger by left clicking in the area. A box with an arrow will appear. As you can see we are trying to connect to the hidden room using a secret door.
12. Open the Waypoints palette by pressing the flag icon  located in the game objects palette.
13. Expand Waypoints and right-click on Waypoint. Choose Edit Copy.
14. Change the name to Bedroom Waypoint.
15. Select the Tag field and enter DST_BRsecretdoor.
16. Click the OK button to close the properties dialog box.
17. Left-click on the Bedroom Waypoint in the Custom palette. Place the paintbrush with the yellow arrow close to the point labeled 11 on the interior map above. Notice we are painting the waypoint where we want the secret door to lead to. You may have to zoom in or adjust your view to see the area more clearly.

18. Leave the toolset (Save first) and load the game. Select Rogue as your type of player and try out the secret door.

*You will notice that once you go through the secret door into the secret room, you are unable to go back to the bedroom from which you came. Thus you need to create another secret door. This time the door is on the inside leading back into the bedroom.

PART 2: SECRET DOOR FROM SECRET ROOM (SR) INTO BEDROOM

1. Ensure the CastleEmpty module is loaded into the toolset. Double click on Castle in the module contents panel.
2. Open the Placeable's palette by pressing the table icon  located in the game objects palette.
3. Expand Miscellaneous Interior and right-click on Hidden Wall Door Trigger. Choose Edit Copy.
4. Change the name to Return BR Trigger.
5. Select the Tag field and enter HRsecretdoor.
6. Change the Hardness to 1.
7. Next select the Reflex Save Field and set it to 5.
8. Now select the Will Save field and set it to 10.
9. Click the OK button to close the properties dialog box.
10. Left-click on the Return BR trigger. Place the paintbrush close to the point labeled 11 on the map above. You may have to zoom in or adjust your view to see the area more clearly. You want it to be close to the wall so the door isn't hanging in mid air.
11. Paint the hidden wall door trigger by left clicking in the area. A box with an arrow pointing into the wall will appear.
12. You need to reorient the blue arrow to be facing in towards the room. To do this hold down the shift key on the keyboard, while right clicking on the green box. Keep the shift key and the mouse button held down and rotate the arrow until it is facing into the room.
13. Open the Waypoints palette by pressing the flag icon  located in the game standard objects palette.
19. Expand Waypoints and right-click on Waypoint. Choose Edit Copy.
14. Change the name to Return BR Waypoint.
15. Select the Tag field and enter DST_HRsecretdoor.
16. Click the OK button to close the properties dialog box.
17. Left-click on the Return BR Waypoint in the Custom palette. Place the paintbrush with the yellow arrow close to the point labeled 10 on the map above.
18. Again you need to adjust the yellow arrow so that it points into the bedroom. To do this hold down the shift key and right click on the arrow. While holding these down

rotate the arrow until it is pointing into the room.

19. Leave the toolset (Save first) and load the game. Select Rogue as your type of player and check out the change.

Exercise 8

A. Create a secret door connecting points 12 and room 5 on the interior map above.

*If you can't remember how to create a secret door use the instructions in Tutorial 9: Secret Doors. Check out your newly created secret door in the game.

- B. Create a Waypoint named Room 13 Waypoint. Change the tag to NW_room13. Paint it into the center of the Room 13 Trigger you created earlier. Adjust the arrow so that it points into the hallway.

Tutorial 9: Changing Conversations

Each NPC can only have one conversation file associated with it at a time. However, you can change the conversation associated with an NPC by following these steps:

1. Start the Toolset and load the "CastleEmpty" module.
2. Open the "Castle" area by double-clicking its name or selecting "View Area" from its context menu in the Module Contents panel.
3. Under Creatures in the Module Contents panel, right click on Mr. Greeting and select properties.
4. Notice in the Conversation drop down menu, the conversation you created (mrgreeting) is currently selected. Use the drop down menu to select the conversation "mrgreetinghint".
5. Save the change and talk to Mr. Greeting in the game. You'll notice that the conversation has now changed.

Tutorial 10: Giving Creatures and Placeables Inventory

NWN will randomly give creatures and placeables items that can be retrieved by the PC. You can pre-arrange for a creature or placeable to have specific items that provide key clues or aid the PC in a certain way. To provide a creature/placeable inventory follow these steps:

1. Start the Toolset and load the "CastleEmpty" module.
2. Open the "Castle" area by double-clicking its name or selecting "View Area" from its context menu in the Module Contents panel.
3. Under Creatures in the Custom panel navigate to Spidy. Right click on Spidy and select EDIT.
4. Click the Inventory button at the bottom of the window.
5. Under the custom items tab | Plot Item left-click and hold on Spidy's Adventure and drag to the contents window.
6. Make sure Dropable is checked so that a PC can obtain the book. Spidy will be


introduced later on when using ScriptEase.

Exercise 9

- A. Place the item Short Sword of Quickness created earlier into the inventory of the "bedroom chest". HINT: use edit NOT edit copy.

Tutorial 11: Start Locations

A module can have only one start location. This is where the player character (PC) begins the game. The start location defaults to the center of the first area, but any location in the module will work.


1. Start the toolset and load the "CastleEmpty" module.
2. Open the "Exterior" area by double clicking its name or selecting "View Area" from its context menu in the Module Contents panel.
3. Select the Start Location icon by clicking the blue circle with a red arrow  located on the top right hand side of the palette bar.
4. Paint the start location on the cobble at the south (bottom) of the area facing the castle, not too far from location 1 on the exterior map.
5. Leave the toolset (save first) and check to see if you start at the proper location.

Exercise 10

Paint the Start Location in front of the castle door and in front of Bruce the house guard. *If you can't remember how to paint a start location use the instructions in Tutorial 12: Start Locations. Check it out in the game.

Tutorial 13: New Areas

Many different types of areas exist (rural, forest, castle interior etc.). They provide a change of scenery and new section of the game for the PC to play. In this module we will create a new rural area.

1. Start the toolset and load the "CastleEmpty" module.
2. Right-click on Areas in the module contents panel and select New.
3. In the Name category type Dungeon.
4. Select the Dungeon area under the list provided in the Tileset category, and press next.
5. Select medium for the dimensions and press next.
6. Ensure that the Launch Area Properties Dialog box is not checked, and press finish. If the Open Area in Area Viewer box is checked this is fine, because the area will just open up on your display screen.
7. Click Paint Terrain button  on the top left corner of the palette bar. Under the terrain category, select Floor. Paint two sections of floor so that the area is L-shaped.
8. Select Stairs Down from the Features category of the terrain palette and paint them on one of the ends of the 'L'.
9. Select Platform 5 (1x2) from the Groups category and paint it on the opposite end of the 'L'.
10. Click the standard door palette and select the first door under the Universal | Stone category. Paint the door on the entrance to the stairs.
11. Right click the door and select properties. Change its tag to dr_tocastle and its name to Dungeon Door and click ok.
12. Don't forget to save your module!

Exercise 11

Create a new area with the rural setting and name it Countryside. Paint some water, a road, windmill, and a wall gate. *If you can't remember how to create an area or paint terrain use the instructions in Tutorial 13: New Areas.

Tutorial 14: Area Transitions

By using doors, it is possible to link two different areas together through area transitions. In this tutorial we will connect the Dungeon and the Castle areas, but first we need to create a door to lead inside the Dungeon area.


1. Start the toolset and load the "CastleEmpty" module.
2. Open the "Castle" area by double-clicking its name or selecting "View Area" from its context menu in the Module Contents panel.
3. Select the door palette and right-click on the first door from Universal | Stone door. Choose Edit Copy.
4. Change its tag to dr_todungeon and its name to "Door to Dungeon".
5. In the advanced tab change the blueprint resref to dr_todungeon, then click the Area Transition tab.
6. Click the Setup Area Transition button. Your target area needs to be the Dungeon so select Dungeon from the target area drop down menu and highlight dr_tocastle in the Available Doors menu.
7. Leave everything else and click OK. Click OK again when it asks you if you want to save, and click OK on the Door Properties.
8. Left-click on Door to Dungeon in the Custom Panel. Paint it at the stairs on point 6 on the Castle interior map.
9. Remember to save your work and then go on and test out your area transition.

Exercise 12

Create a Wall Gate in the castle exterior area and connect it and the Countryside area using the wall gate you painted in the Countryside area. *You may need to paint cobble to place the Wall Gate. *If you can't remember how to create area transitions use the instructions in Tutorial 14: Area Transitions. Go and check all your connected areas in the game.

Tutorial 15: Area Lighting

Area lighting help set the atmosphere and mood of the area. This part of the tutorial will demonstrate how to adjust lighting on an area-wide scale.

1. Start the toolset and load the "CastleEmpty" module.
2. Open the "Castle" area by double-clicking its name or selecting "View Area" from its context menu in the Module Contents panel.
3. First, click the environment menu and ensure that Use Area Lighting  is in effect.
4. Open the "Castle" area context menu and select Properties.


5. Switch to the visual tab and you will see a list of various interior and exterior lighting settings. If the current setting is not Interior Bright, then choose it from the drop down menu.
6. Highlight Interior Bright and press apply. Press OK to close the properties window. You'll notice that the area looks different due to the lighting change.
7. Feel free to observe the new lighting in the game.

Exercise 13

Establish lighting effects for the Castle Exterior, Dungeon and Countryside areas. Use Exterior Foggy for Castle, Interior Evil for Dungeon and choose your own for Countryside. *If you can't remember how to use area lighting use the instructions in Tutorial 15: Area Lighting. Check it out in the game.

Tutorial 16: Ambient Sounds/Sound Objects

Ambient sounds, like Area lighting, help set the mood and tone of an area.

1. Start the toolset and load the "CastleEmpty" module.
2. Open the "Dungeon" area by double-clicking its name or selecting "View Area" from its context menu in the Module Contents panel.
3. Open the Standard Sounds palette by pressing the sound wave icon  located in the game objects palette.
4. Select the Entrance Evil sound from the Sounds | Magical category.
5. Right-click and select Edit Copy. Change the name and tag to "evilsound" and paint it near the stairway entrance. Notice that the sound object possesses two spheres. The outer sphere indicates the maximum distance at which the sounds can be heard, while anywhere inside the inner sphere, the sound is at a maximum.
6. Select Chain Rattles from the same category. Right-click on Chain Rattles and select Edit Copy. Change the name and tag to "chainrattles" and then place it near the platform.
7. Select Draft Gust Interior from Sounds | Weather.
8. Right-click on Draft Gust Interior and select Edit Copy. Change the name and tag to "draftgust" and place it in a corner of the room.
9. Now you know how to paint sound objects, but the music can also be changed. In order to do this open the area properties for the Dungeon area using the area's context menu, and click on the Audio tab.
10. Click on the Ambient Sound, Day drop down menu and select Evil Dungeon Small if it is not already selected. Change the Ambient Sound, Night to Magical Interior Evil.

11. Note: To hear the sound and music in the Toolset, check the "Play Ambient Sound" and "Play Ambient Music" options in the environment menu or press the corresponding buttons on the toolbar.

Exercise 14 Make sure you use Edit Copy and use a unique name and tag.

Create ambient sounds and sound objects for the Castle area such as a fountain sound by the fountain, some wood creaks or some interior draft noises. Keep into consideration that you do not want to overload an area with sounds or else it will sound cluttered. *If you can't remember how to use ambient sounds and paint sound objects use the instructions in Tutorial 16: Ambient Sounds/Sound Objects.