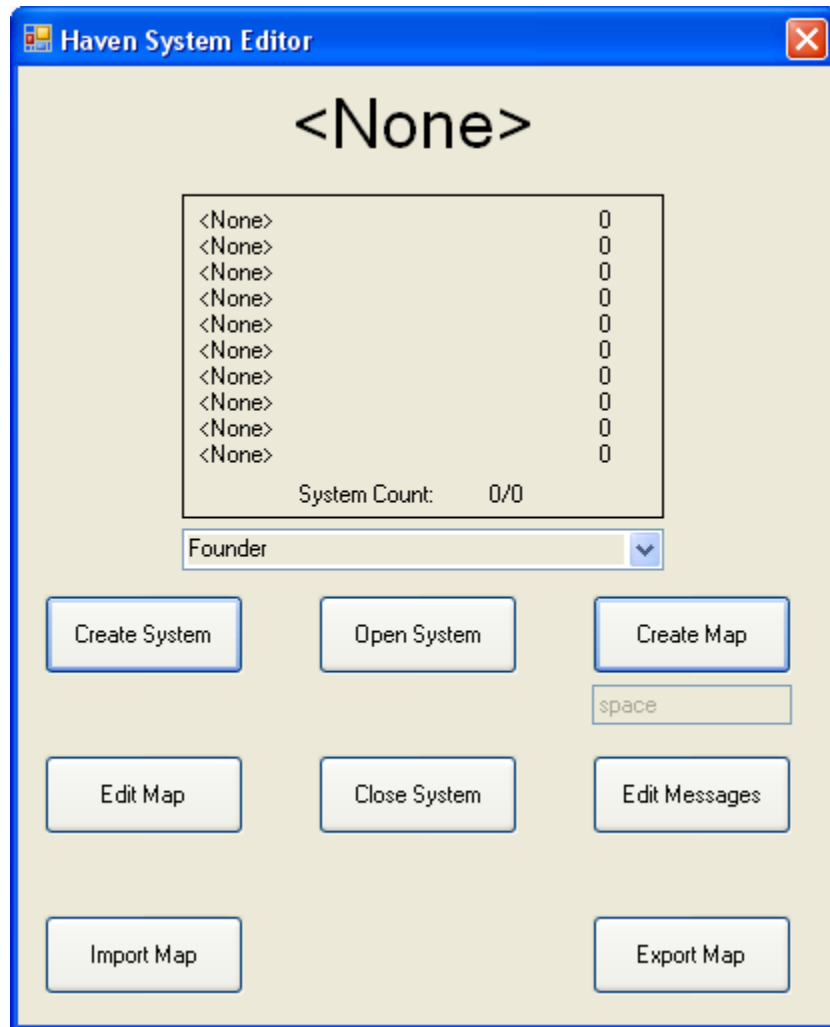


# Haven

A  
Federation 2  
Map  
Editor

# Menu Screen



When you start Haven this is the first screen you see. This controls the map making process by either processing your command directly or passing you to another editor screen.

**Create System button:**

You will need to create a system file before you can create any maps. Use your system name when giving the filename.

**Open System button:**

If you have been designing your system and wish to continue working on it then use this button to open the file.

**Create Map button:**

This is the button you press when you need to create a map. The first map you create will need to be the space map. Simply press the button and the map will be created. The name you give it will be ignored. If your system already has a space map then all other maps will need to be given a name. Duplicate name are not allowed.

**Edit Map button:**

To work on any map select it from the list then press this button. You will be taken to the Map Editor screen.

**Close System button:**

When you have finished working for the day or wish to create a new system press this button. The current open system will be closed.

**Edit Message button:**

To edit messages to use on your maps press this button. You will be taken to the Message Editor screen.

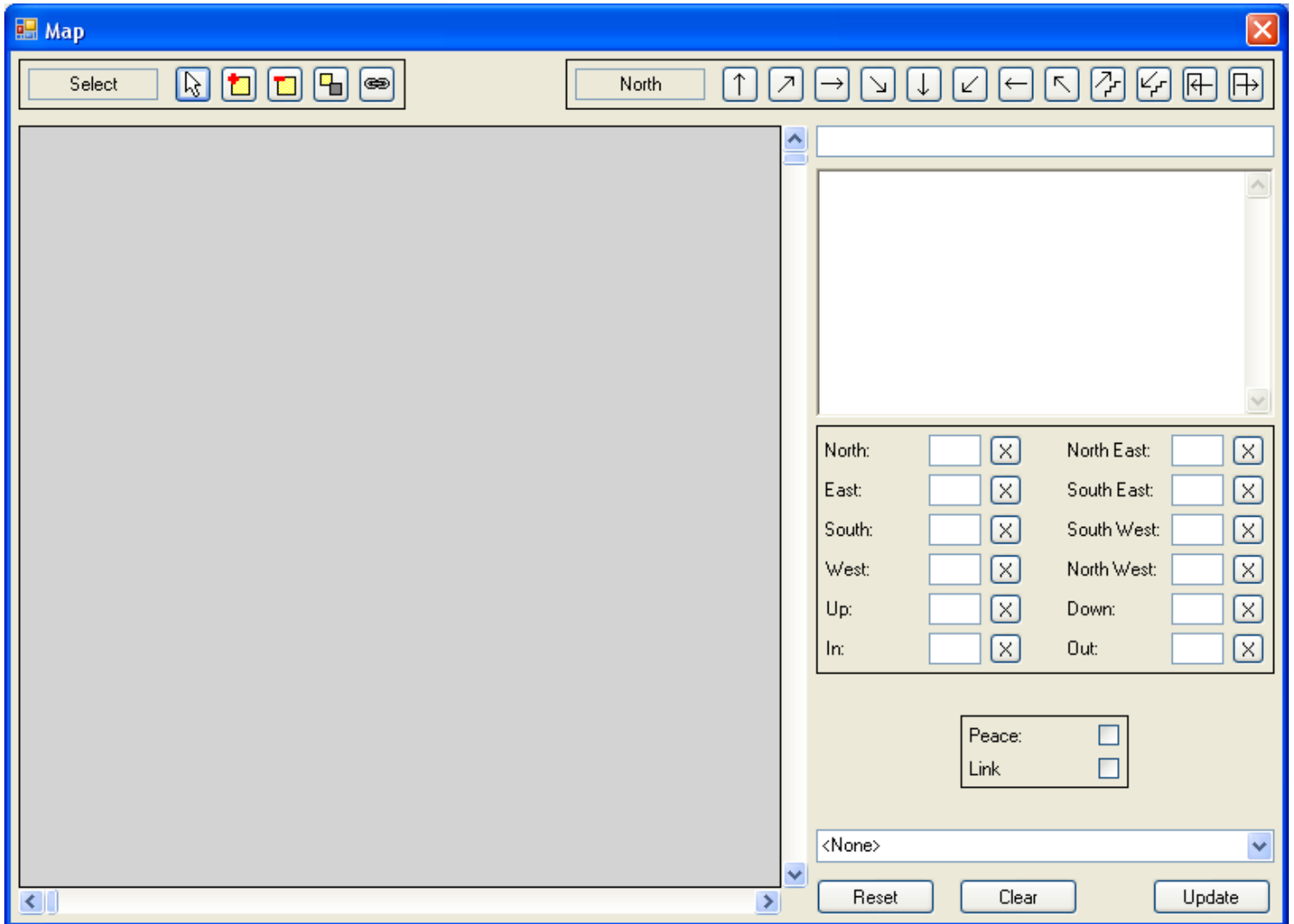
**Import Map button:**

If you have any maps you wish to create from files created using the ibgames map editor use this button. If you have no space map you must select a space map first. The file will then read and a map created ready for use.

**Export Map button:**

Use this button to create files that ibgames map editor uses. All maps and message files will be created. Only messages that are used on a map will be created. Unused messages are ignored but don't worry, they will remain in the system file.

# Map Editor Screen



This is the main screen where most of the work will be done to create your maps. Both space and ground maps are created and designed here. The screen is divided into three areas: Direction and Command buttons (top of screen), Map design area (left side of screen) and Location details area (right side of screen). All details are saved as you work on them except the location details where you need to press the Update button.

Direction buttons:

They select the direction you wish to move to reach the next location. The current selected direction is shown.

Command buttons:

They select the command you wish to use to create your map. The current selected command is shown.

Left side of screen:

This is the map creation area. All locations and directions are displayed here. You create the map using the Direction and Command button together with this area.

Right side of screen:

The data about the currently selected location is displayed here. You can change every detail here except the directions which can only be removed using the button next to it.

Reset button:

If you make any mistakes you can recall the currently saved details using this button.

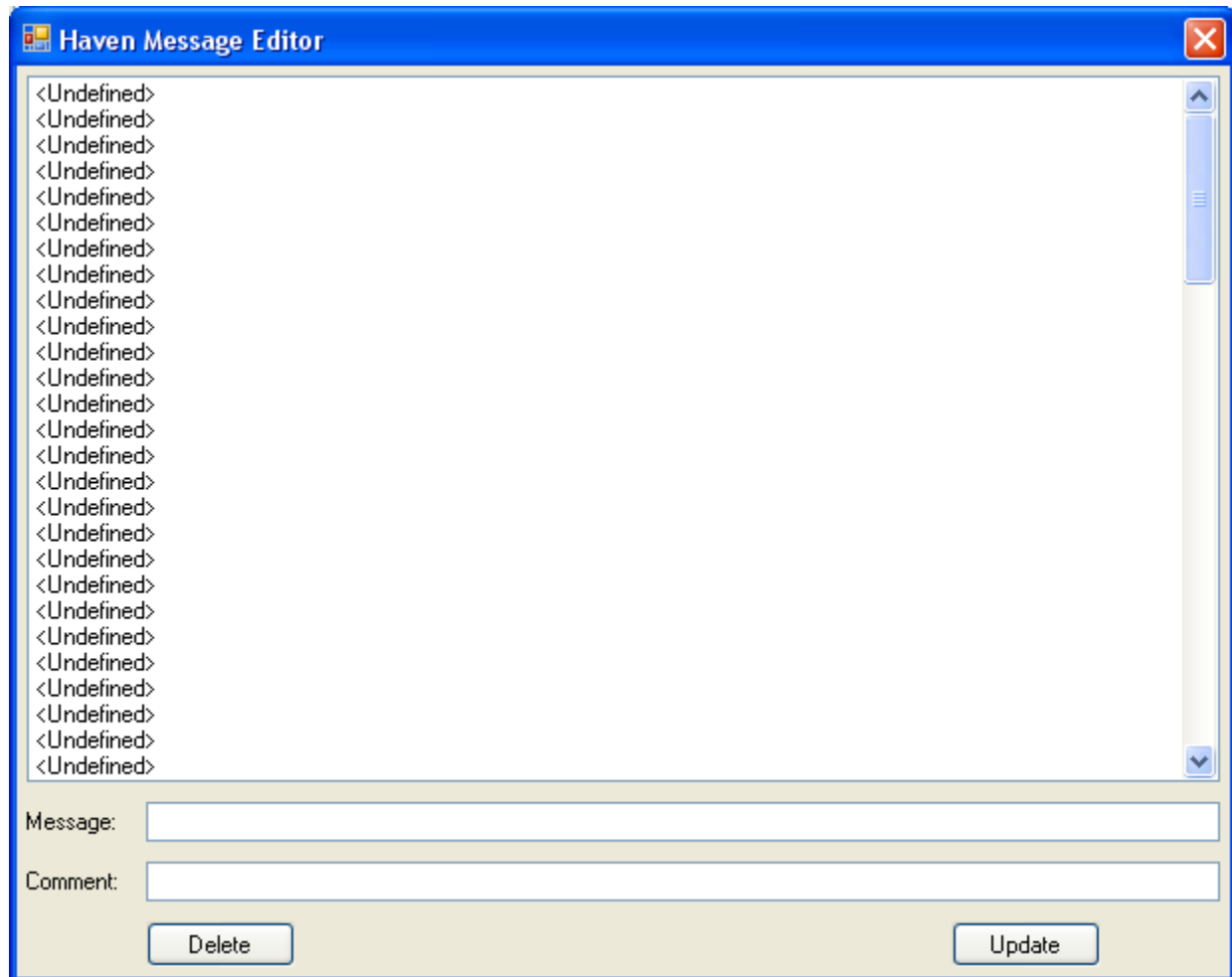
Clear button:

Clear all details. This will not save a blank location detail entry. You will need to press the Update button to do that.

Update button:

Once you are satisfied the location details are correct press this button to save them. Once this button is used the Reset button will then recall these details so use only when you are sure everything is correct.

# Message Editor Screen



Here you create and remove messages that will be displayed on the maps you design. There is a 100 message limit. The screen is divided into two areas: Message list (top of screen) and Message editing area (bottom of screen).

## Message list:

This displays the messages you currently have created. Not all messages are displayed so use the scroll bar to see further messages.

## Delete button:

This will remove the current message from the list and reset its details.

## Update button:

This will store the details entered into the Message and Comment boxes in the current selected message number. When updated there is no way to recall the old message.