

DARK EGYPT-V2

(Alternative Version)

Introduction:

Please note that this PDF is just an extension of the original 'Dark Egypt' manual which will explain the changes which were made and give a few 'Hints & Tips'.

Dark Egypt-V2, you will find, is exactly the same as the first version with the 'exception' of its Room Ceiling Textures. The first version had Room segments with Ceiling segments 'embedded' in their profiles which some users have found limiting in certain circumstances which has given rise to the creation of Dark Egypt-V2.

The Room segments in Dark Egypt-V2 now 'do not have' Ceiling textures appearing when they are placed in the FPSCreator environment which has now freed some issues concerning Floor segments. However, I have constructed 'separate' Ceiling segments for all the styles of Rooms found in Dark Egypt-V2 which will have to be placed manually by the user.

Please bear in mind that the Dark Egypt project was originally designed to have Ceilings.

Obviously, feel free to use whichever version of Dark Egypt that best suits your needs.

Please take some time to look at this manual as it does contain some tips which are helpful and I do hope you enjoy this new/style version.

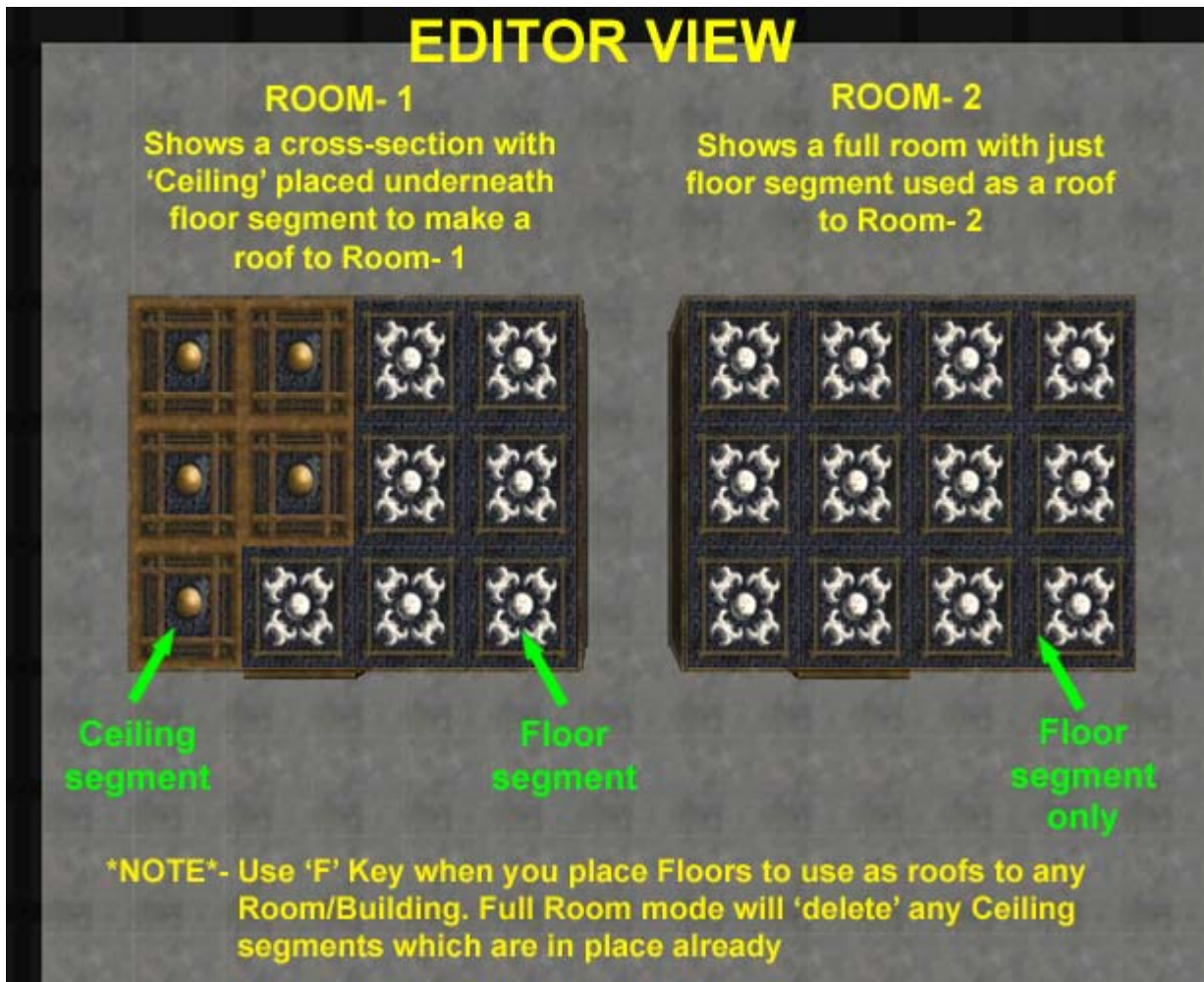
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Adding New Ceiling Segments in the FPSCreator Environment

In the screenshots below you will see two Rooms with 'Roofs' placed on top of them. Room-1 has a Roof plus a Ceiling segment placed underneath it and Room-2 has just a Roof. The Roofs were placed by using the 'F' key (Floor only mode) on the level above the Two Rooms. The Ceiling on Room-1 was placed by pasting/drawing (same level as Roof) on top of the Roof which is already in place. This will add a ceiling to your room without deleting the Roof/Floor segment in place already.



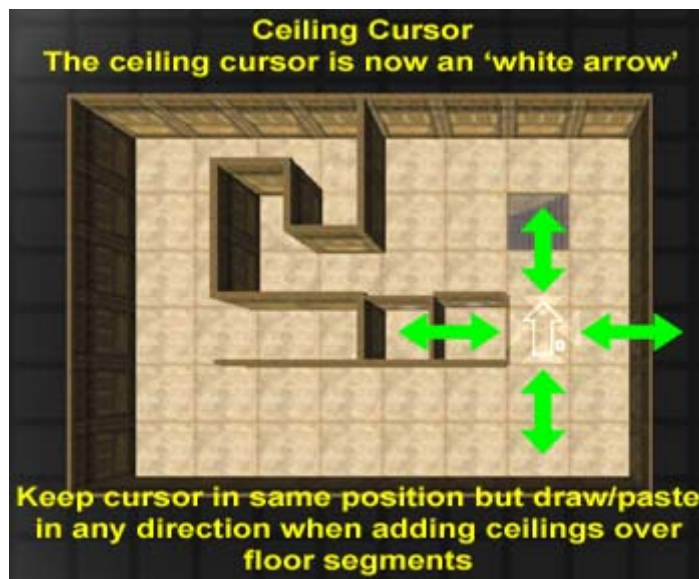
Results from screenshot above



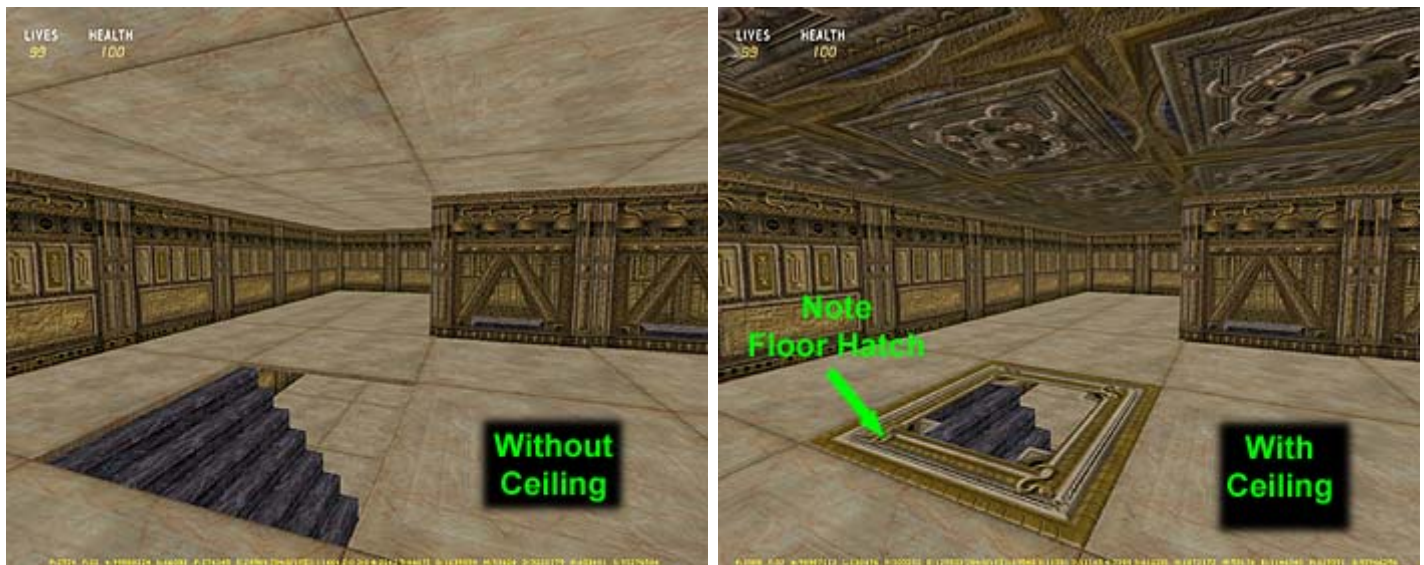
Screenshots taken from-Room Basic-02

New Ceiling Cursor

The new Ceiling segments now have a 'White Arrow' cursor which can be rotated in four directions. The 'normal' position for the Ceilings is when the cursor arrow is facing upwards which should appear when you first pick a Ceiling segment to use. The screenshots below show the Ceiling cursor being used and the results given.



Results from above screenshot



Screenshots taken from 'temple of gold-back room'

TIP- I have found that it is best to construct your Room/environment first, including the placing of walls and other features, before you add a Ceiling to that room. By placing the Ceiling last in a room, you will find that it will cover up some possible 'glitches' that can be caused by the 'Inner Wall' segments in the Pack (Pack originally designed to have ceilings).

In effect, if you do see 'glitches' on the horizontal plane, don't worry because they can be covered up by the use of the Ceiling segments.

TIP- When adding a Ceiling segment keep the 'arrow cursor' facing in the same direction throughout its use in the particular room you are using it for. This will help confusion occurring, if or when, you may decide to change the ceiling texture by removing it at a later date.

TIP- If you do wish to change a Ceiling segment you will have to 'remove' the Ceiling which is already in place 'first' before adding your new choice of Ceiling. To remove a Ceiling segment, just choose the relevant ceiling icon from the library browser, place cursor over the unwanted Ceiling segment and then 'Right click' on your mouse.

NOTE- Floor segments can be removed and then be replaced to reveal the position of the Ceiling segments beneath them. As you already know, there are a number of ways to construct your rooms/buildings, so just find the method of using these new Ceiling segments which best suits you.

Options Now Available with Dark Egypt-V2

1. It is now possible to remove Floor segments which are attached to main room walls including walls in 'wall only mode' (M-key).
2. It is now feasible to build multi story buildings without a floor based ridge being created on the inside of them.
3. The user now has the ability to add different ceilings from other rooms and use the new Ceiling 'FPS' file template to create their own textured ceilings.
4. It's now possible to 'Mix n Match' ceilings in a room. (see below)



Results from screenshot above



***NOTE*-** Because some of the rooms share the same ceiling designs you will find that not all 'Ceiling' segments are different. I have created a separate Ceiling segment for each type of room to save confusion and have them readily available for the type of room you are using at that moment in time.

FINAL NOTE

Dark Egypt-V2 was reconstructed under FPSCreator v-1.06 using August Direct X9 2007.

Ps.... Any feedback on the Forums is always appreciated and good luck with your future projects.

Rosstradamus