

BT_MAP_GEN (left window) -----> MAPGEN!!Map (right window)

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themes	Terrain
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themes(0) – (19)	terran#, mantis#, solarian#
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terran#, mantis#, solarian#

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systemkit	Name
...Planets	Available planets in this systemkit
sizeOK	Linked to the game settings: systemsize (small, medium and large)
minSize	Min Size (defaults: small 20, medium 40, large 55)
maxSize	Max Size (defaults: small 25, medium 40, large 60) >60 crashes the game
sizeFunc	Don't know
num#Planets	How many planets from above
numNuggetPatchesMetal	How many asteroidfields (?)
numNuggetPatchesGas	How many nebulas (?)
terrain	There are 20 terrain-set slots (properties for each terrain set can be edited one table deeper)
nuggetMetalType	There are 6 Metal-set slots (properties for each metal-set can be edited one table deeper)
nuggetGasType	There are 6 gas-set slots (properties for each gas-set can be edited one table deeper)
okForPlayerStart	true = system can be the startsystem for a player false = cant be ...
okForRemoteSystem	true = system can be a system next (a system which is reachable through wormholes) to your startsystem false = cant be ...
desitiy	There are 3 desitiy-set slots (properties for each desitiy-set can be edited one table deeper)
macross	There are 15 macross-set slots (properties for each macross-set can be edited one table deeper)

Terrain, nuggetMetalType, nuggetGasType, macross →

Terrainarchtype	Here you must place the archtypename*
Probability	1 = 100%, 0.1 = 10% probability that the element appears
minToPlace	Min # of the element
maxToPlace	Max # of the element
numberFunc	Don't know
Size	Don't know (7 for blackholes and antimatters)
Required place	0 = like the nebula or asteroid fields, 1 = like planets (means where it is nothing else can be there)
Overlap	Don't know (Level1, Level2 or No_Overlap)
Placement	Don't know (Spots, Cluster, Planetings, Random, Streaks)

archtypenames:

look at the left window for BT_ANTIMATTER_DATA or BLACKHOLE_DATA

BT_ANTIMATTER_DATA	ANTIMATTER!!mantis
	ANTIMATTER!!terran
	ANTIMATTER!!solarian

Or

BLACKHOLE_DATA	BlackHole
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You MUST take exactly these names (right window), case sensity!!

Special thanks to **RM Adm.AJ** who has figured out the basics at first (enable antimatter and blackholes in normal maps; afaik *lol) and wrote an basic tutorial. (see below)

The "original" Tutorial by RM_Adm.AJ:

now this tutorial is for those who are a ok with mods so this is not a newbs guide lol
ok now to start off with in the gametypes.db search for the BT_map_gen and open the archetype there double click on the themes tab
then you have a list of mpa themes from what i know the mantis,solarian thing does not matter as what race you start with.

the themes are the systems or a group of systems u want it to be created in i think it all needs testing realy
then double click on a theme notice the size as from what i know that does when chosing a map so u can not have the things you have added if u edited a medium map and your playing a large map

next step if you want to add a object to the terrain double click on the terrain to get to the generator screen.In the generator like for instance like if i wanted to add a black hole i would have to find the BT archetypes name of it and copy it out excally and it is CaSe SeNsItIvE eg"BlackHole"

also experiement with the the other things with the system like the size of it or systems but it have not gone in to in dept investigations in to that yet i levae it for you to look at and experiment with.

RM_Adm.AJ signing off.....