

## *How to create/add a dungeon to your current map*

### *Used Tool(s):*

- World Forge
- Inside UO

### *Introduction:*

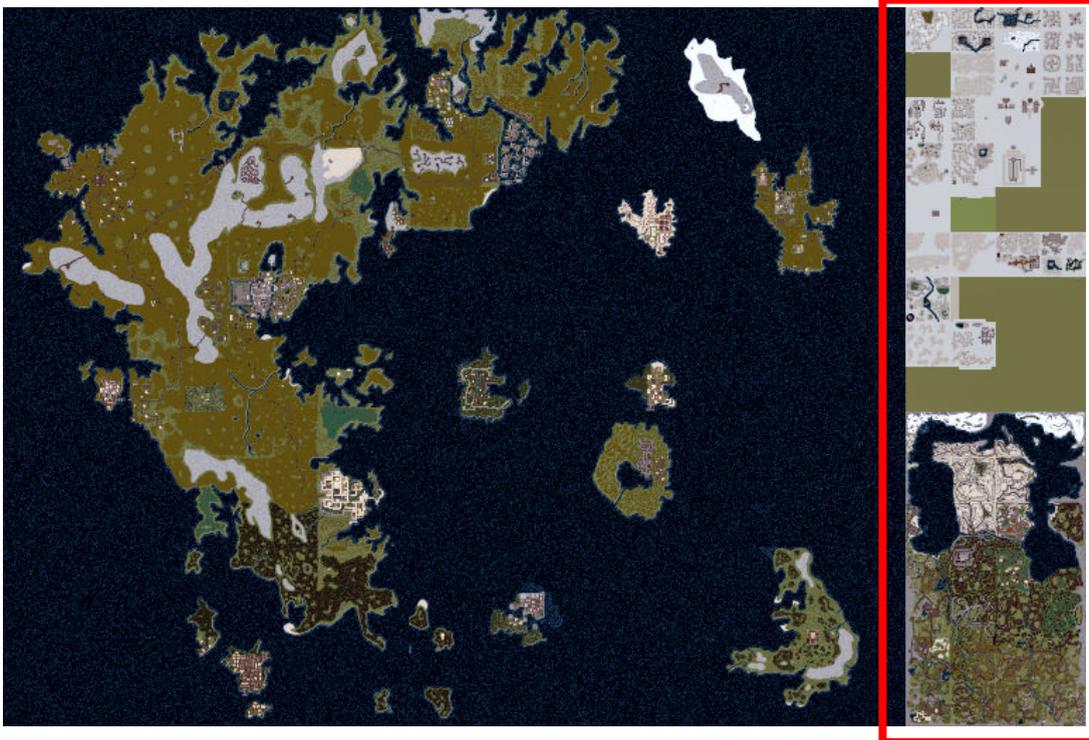
Want to create a dungeon or a secret place? Good! You are on the right document! Before continuing, you must know something that is very important. In game, there are two types of caves.

**Type 1:** There is a mountain on map. This mountain can be at altitude 50 then there are tiles at altitude 0 (Altitude means Z value. Ex: Z = 43).

**Type 2:** There is still a mountain but when there is a collision with the door, you are teleported to another place. There are NO tiles under this mountain.

### **What is the difference between type 1 & 2?**

First thing, you can't see type 1 on a UO Map. Tiles are stored in statics0.mul and staidx0.mul. You will only see a mountain. A real true dungeon (type 2) is visible on an UO Map. On an OSI map (original map from Electronic Arts), dungeons are situated between [x5120, y0] *to* [x6143, y4095]. As you can see on this map, there is a special reserved space where dungeons are situated (where **red** rectangle is...)



Second thing, Radar Map shows something different. See the two following pictures:

## Type 1

As you can see on radar map, you can't see tiles...



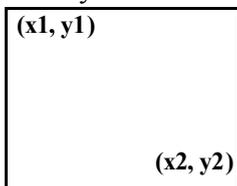
## Type 2

As you can see on radar map, you can see the road...



## How to create my dungeon or secret place (Type 2)

- 1) Find a place in **red** rectangle. There are a lot of non-used places (like green spots or black spots. A **Green** spot = **grass**) You can use Inside UO (click on Map button in left frame)
- 2) Write your coordination on a paper like this:



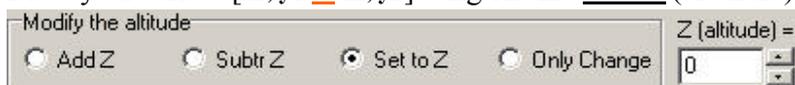
- 3) Now, open World Forge
- 4) Click on MapEdit button



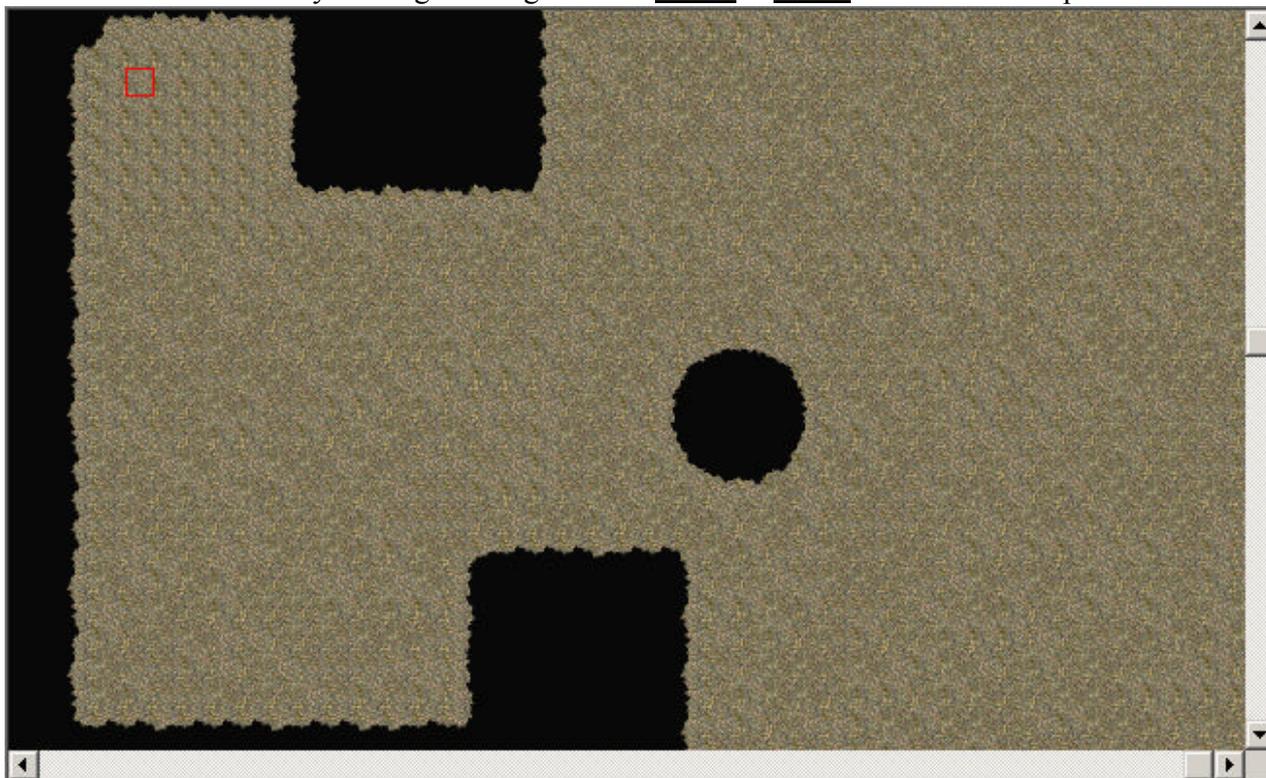
- 5) Enter **x1, y1** coordination then click on this 'finger'



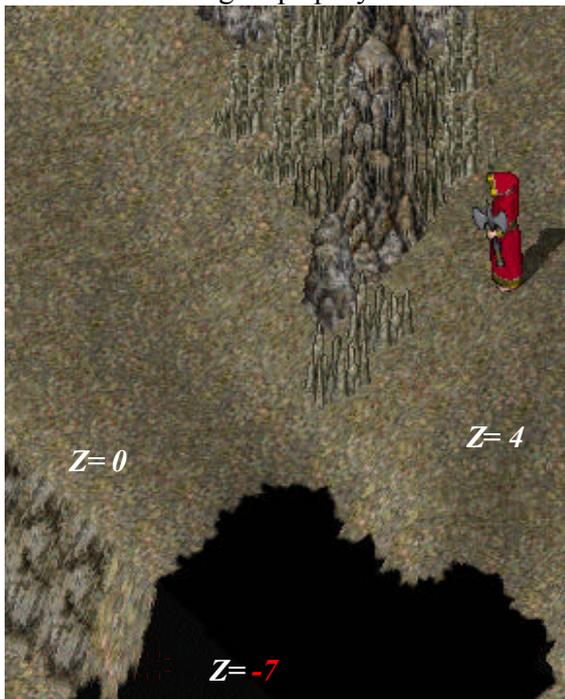
- 6) Draw your surface [**x1, y1** to **x2, y2**] using Tile ID: **01 DB** (black tile). You can use the following settings:



- 7) You can now start to draw your dungeon using Tiles ID: **01 DC** to **01 EF**. There is an exemple:



8) You can also change Z property for each tiles. The floor will be bumped. . . like this picture:



## *How to Teleport Players to my Dungeon?*

You must create an entrance (door) on a mountain. You can also use moon gate to teleport users. Let's see how to make it:

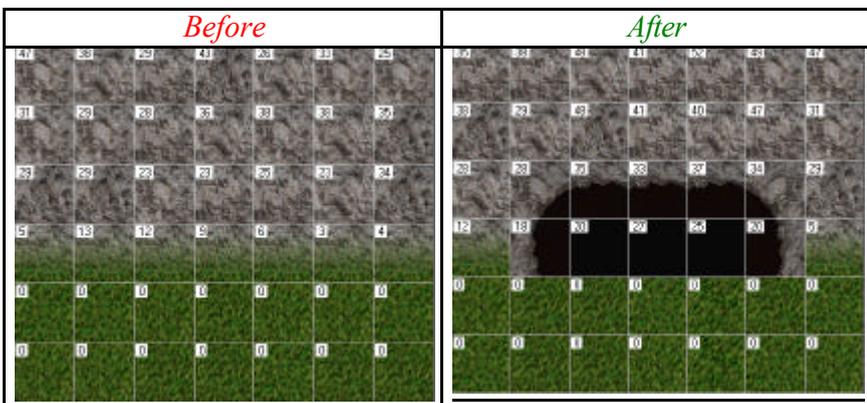
- 1) Open World Forge
- 2) Click on MapEdit button



- 3) Enter x1, y1 coordination (where the mountain is...) then click on this 'finger'



- 4) Draw entrance border using Tiles ID: **01 D3** to **01 DB**
- 5) See the result:



- 6) After this, go in your Game then add tiles (cave tiles preferred) in black entrance.

- 7) For UOX Emulator, 'Cast' the following commands on tiles (or moon gate)
  - 1) 'settype 60
  - 2) 'setmorex **value** (value is where you going to be teleported. This is the X coordination)
  - 3) 'setmorey **value** (value is where you going to be teleported. This is the Y coordination)
  - 4) 'setmorez **value** (value is where you going to be teleported. This is the Z coordination)
  - 5) 'setmovable 2 (players can't move tiles...)
  - 6) 'dye (you can change tiles colour. You can pass this one if you want)

## **Freezing Items when cave Interior decoration is done...**

What is freezing? Freezing is a way to move all items that you added in your game like Walls, decoration tiles, roofs, trees, stairs, etc to statics0.mul and staidx0.mul files. Players & GMs couldn't move froze items. Why this?

- 1) More secure
- 2) If your Items.wsc broke, statics0.mul and staidx0.mul files are going to be safe. Server and UO are only reading on statics0.mul and staidx0.mul but Items.wsc is writable very, very often...

To learn how to freeze items, please read included help file with World Forge. (*Melting and Freezing Section*)

## **How can players view the modified world?**

### **2 Choices:**

- 1) Create an automatic patch file. It will auto-patch the existing MUL file in your UO directory. If you just build a new world, patching isn't very important. Simply ZIP your map0.mul file. Patching is much longer than replacing. Positive thing: File size is 1mb (average).
- 2) You can ZIP you map0.mul file. It's 73.5mb so you're better to have a good Internet Connection.

I hope this document gave you some help 😊

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