

GAMEMAP GENERATOR

PHOTOSHOP PLUGIN
CS 6 / CC - 2014 +

The
Orange Box

CREATE GAME MAPS PLAYFUL AND EASY!

Content

Introduction	3
Panel overview	5
Install the Plugin Photoshop CC-2014 / 2015 +	9
Alternative manual installation CC-2014 / 2015 +	12
Install the Plugin Photoshop CS6	15
Tutorial video link list	21
Support and troubleshooting	22



Game Map Generator

Extension panel for Photoshop® CS6

Plugin for Photoshop® CC-2014 / CC-2015 +

Many thanks that you decided to buy the Game Map Generator (GMG).

Build your own map or background for your game! By using the Game Map Generator it is as easy and fast as never before to create maps and backgrounds for many different game genres like e.g. Role-Playing Games or MMORPG, Tower Defense and other Real-Time Strategy.

With only one click you can create any possible map size for which every isometric icon and character animation is suitable! It all makes this little app very versatile and applicable in multiple ways. Perfect for game developers with little Photoshop knowledge, but also essential for professional game developers as a big time saver.

As default textures there are 3 different surfaces available: grass, desert and ice/snow. In addition 4 grid versions can be shown if necessary.

With the additional Isometric Transform Tool every 2D shape can be transformed to the correct isometric perspective. That is very useful especially if the basic shape for a GMG Element is not already set in the correct perspective (the basic shape is used to create the Game Map Generator Elements, like water bodies, streets and so on). Also for icon designers the Isometric Transform Tool is a great assistant.

The heart of the plugin are the 23 detailed GMG Elements: different kind of water bodies, paths, streets, ditches, canyons, plateaus, lava ravines through grass, snow/ice and desert. These can be built out of any shape – no matter if pixel, vector, Smart Object or text layer.

The procedure is very simple: create a basic shape and then click on the desired GMG Element. The basic shape can be created with one of the five brushes from the panel. Simply click on ADD LAYER and start drawing. The Game Map Generator will create a detailed GMG Element of it, that can be edited afterwards.

Every Game Map has its own surface texture requirements. With the 18 high quality textures and the 7 different brushes almost every surface can be built in a fast and professional way. Simply click on the desired texture and start texturing. Every texture has its own pre-setting of brushes, that can, of course, be edited to fit your personal requirements.

For basic design there are 60 isometric high quality icons available. But also every other icon can be used. If the plugin is used with Photoshop CC-2014 / 2015, there is an Icon Library Function additionally available. With it you can load your own icons (PSD or PNG) directly into the plugin. So it is very easy to retrieve every icon and to scale it with the useful scale function.

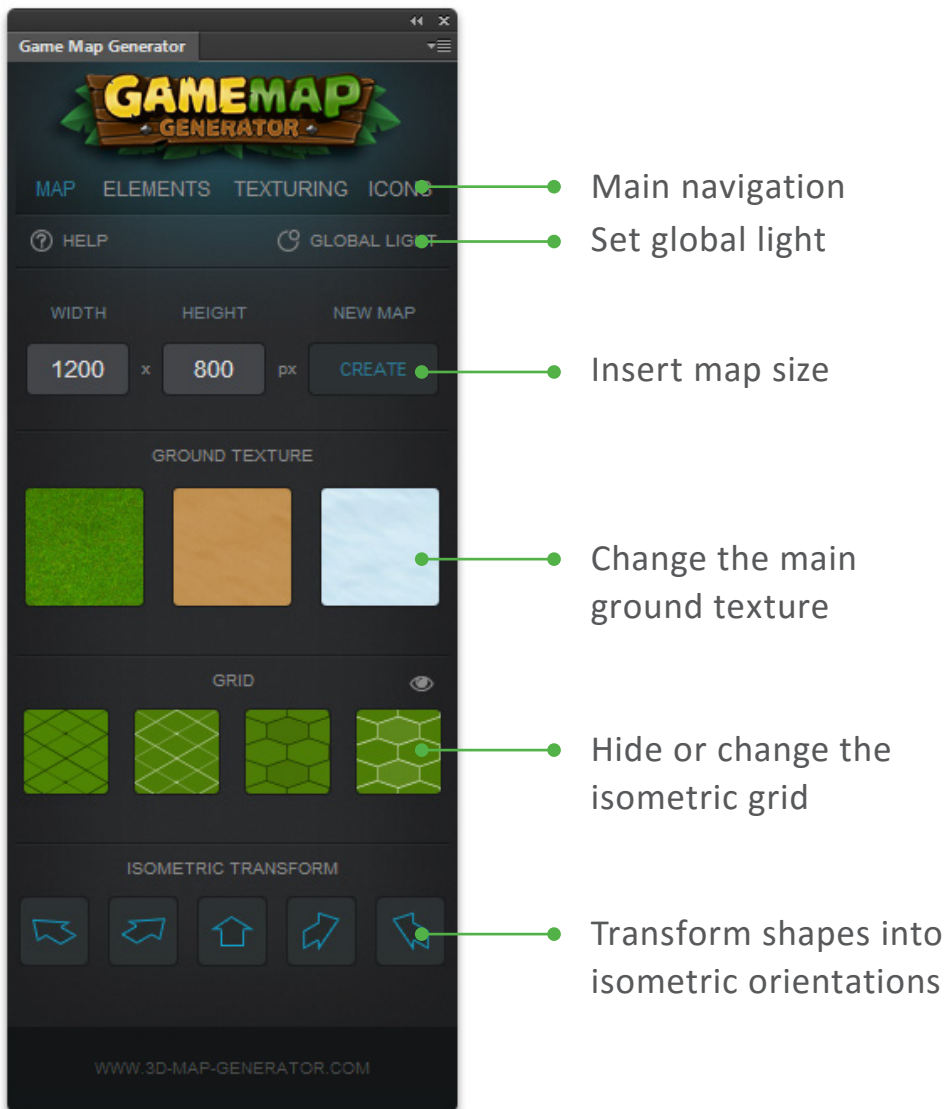
Features Overview

- Creates isometric game maps and backgrounds
- Unlimited map size
- Unlimited professional results
- 23 one-click GMG Elements possible from every shape
- 7 pre-built brushes and 18 high quality textures
- Special effect brushes
- Random textures functions
- Global light function

Extras

- 60+ isometric basic icons
- Icon Library Function (only from Photoshop CC-2014)
- Isometric Transform Tool

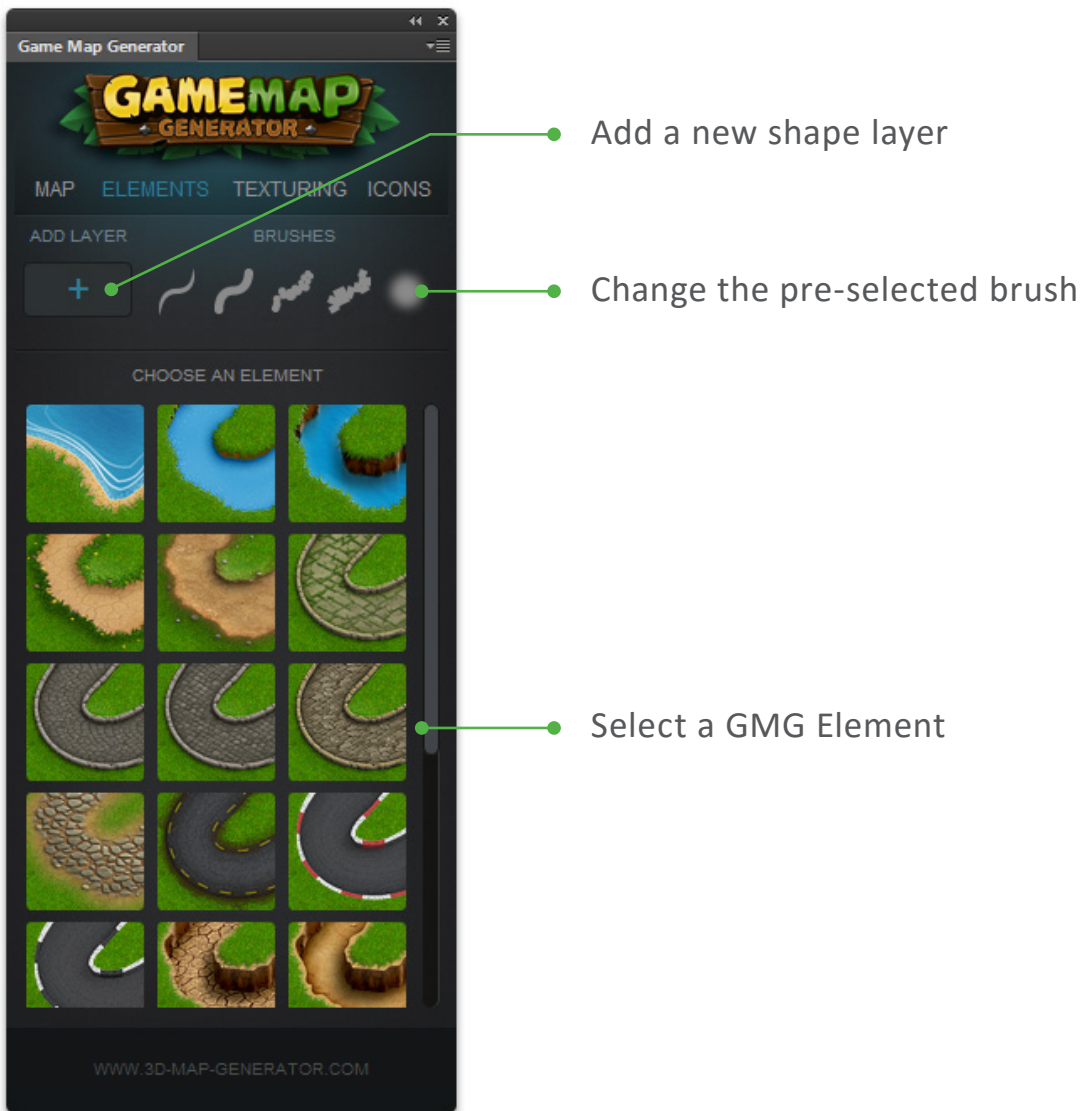
Panel Overview



Map

Simply insert the desired map size and here it goes! The app creates a map with grass surface and isometric grid. The default surface can easily be changed to desert or snow/ice. The isometric grid can be changed or hidden as required. With the global light function you can set the light incidence for the whole document. All settings are editable at any time.

With the Isometric Transform Tool all basic shapes (for creating the GMG Elements), all text layers and every other simple shapes can be transformed into an isometric perspective.



Add a new shape layer

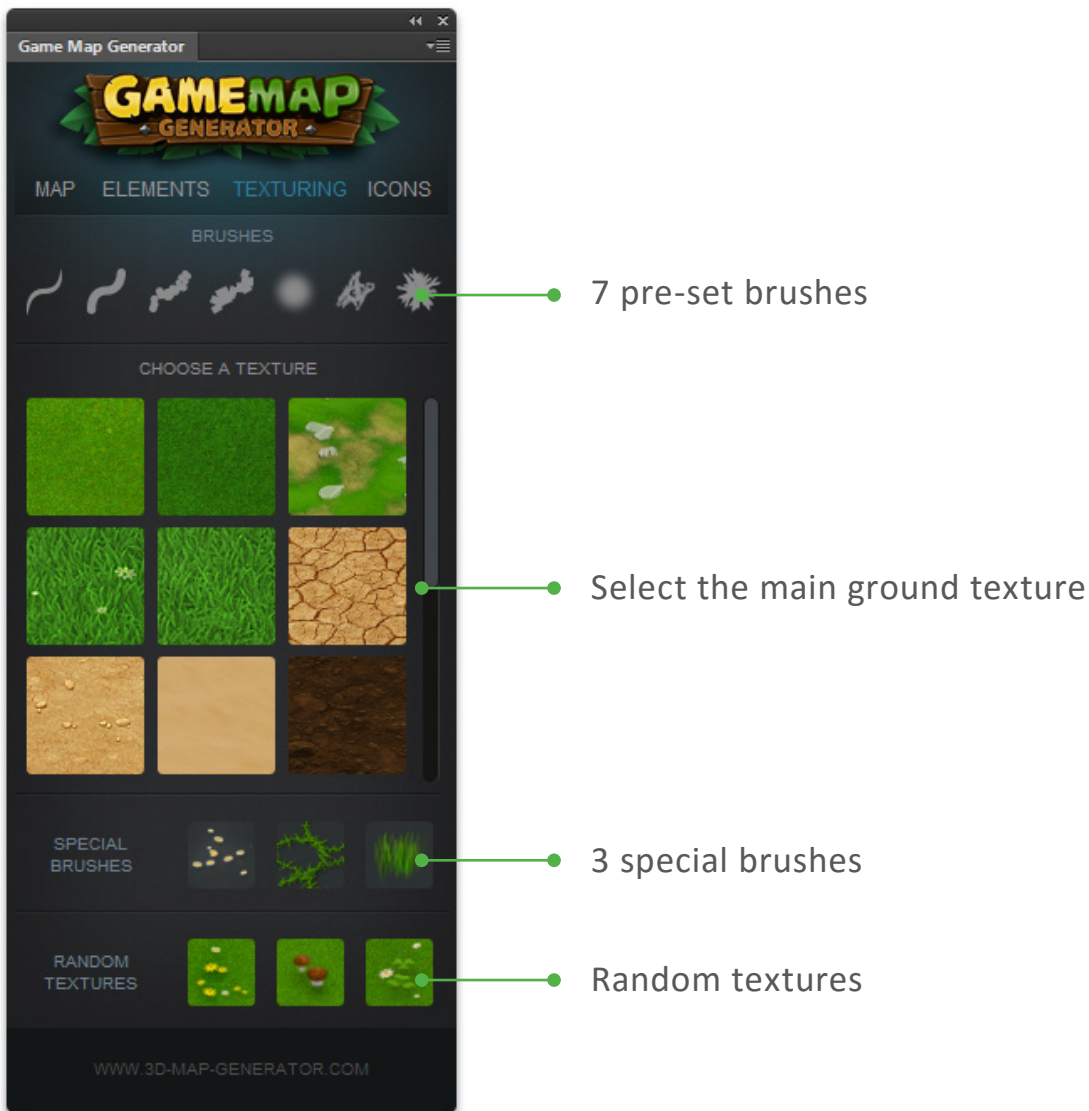
Change the pre-selected brush

Select a GMG Element

Elements

To create a GMG Element (i.e. Game Map Generator Element), a basic shape has to be created first. This can be a pixel shape, a vector shape, a Smart Object or a text layer.

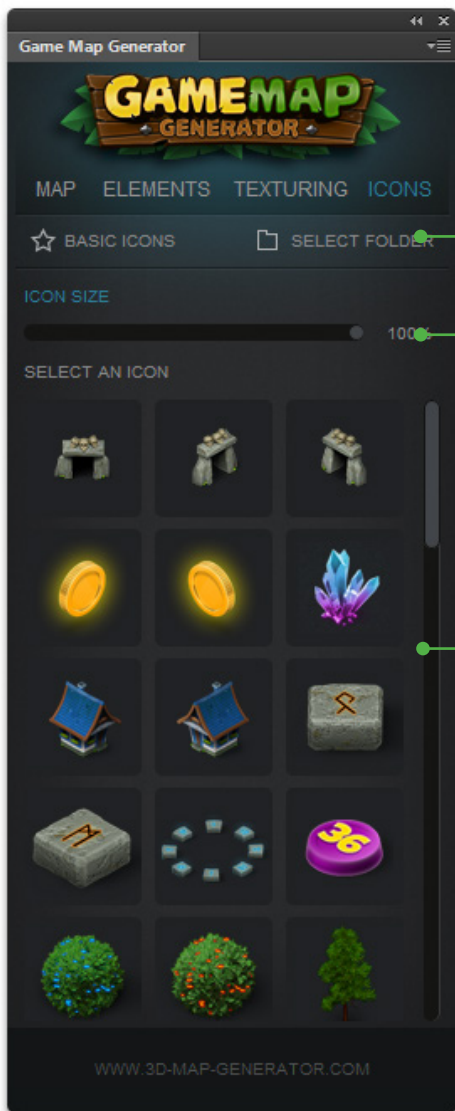
To create a pixel shape, first click ADD LAYER. An empty layer will be made and a brush pre-selected. You can start drawing immediately by using the Game Map Generator brushes or one of your own. If you are done, click on the desired GMG Element. (Make sure that the basic shape is selected.) The original basic shape remains unchanged and is now found in the "original_shape" folder in the just made GMG Element. So it can still be edited or used again for another GMG Element.



Texturing

To create a texture layer, just click on one of the 18 textures. The app will create a texture layer in the folder “surface_texture_group”. The surface that should be textured can be edited by painting on the mask. Therefore the mask must always be selected – not only the layer! (Please watch the tutorial video “Working with masks” link p.21) Every texture is allocated to one of the pre-set brushes, but of course you can also use your own brushes instead.

With the special brushes it is very easy to conjure up little flowers, tendrils or grass. A whole carpet of flowers, mushrooms or clover with only one click can be made with one of the three random textures. All areas that should not be textured can be covered by using a mask.



Load your own icons

Icon size slider

Did you also buy our isometric icon sets? Then just select the folder "psds_single" in the set to load the editable icons into the panel.

Icons

In the tab "Icons" you can find all the 60+ basic icons. It is also possible to load your own icons into the panel. You can upload PNG files or PSD files with only one layer:

1. Select the icon folder
2. Thumbnails are generated automatically
3. The icons can be loaded

At the first load of an own icons folder a "thumbnail" folder will be generated. If the folder should be filled with new icons, first the "thumbnails" folder has to be deleted manually to upload all icons into the panel.

INSTALL THE PANEL IN PHOTOSHOP CC-2014 / 2015 +

Install the panel – Photoshop CC-2014 / 2015 +

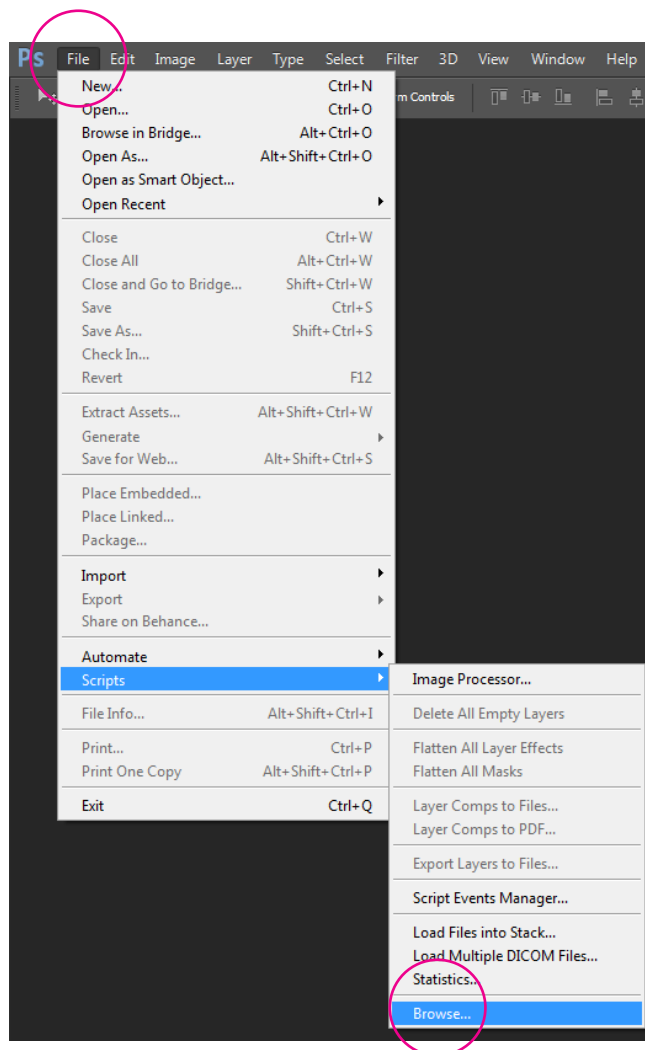


IMPORTANT:

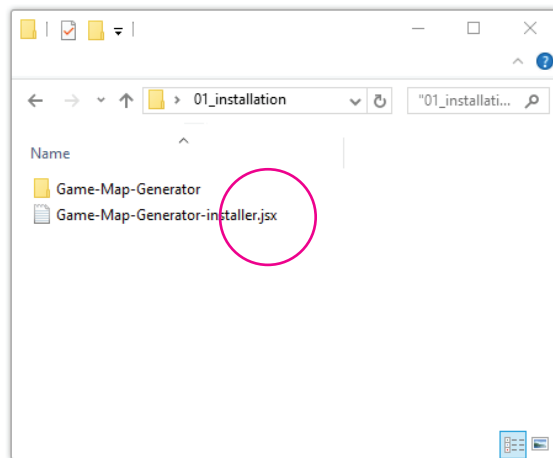
Do not modify the content of the Game-Map-Generator folder!

If you modify the content of the folder, the plugin will no longer work. Then you have to download it again.

1. Open Photoshop, go to File > Scripts > Browse...



2. Browse to the unzipped 01_installation > CC-2014+ folder and select the Game-Map-Generator-installer.jsx

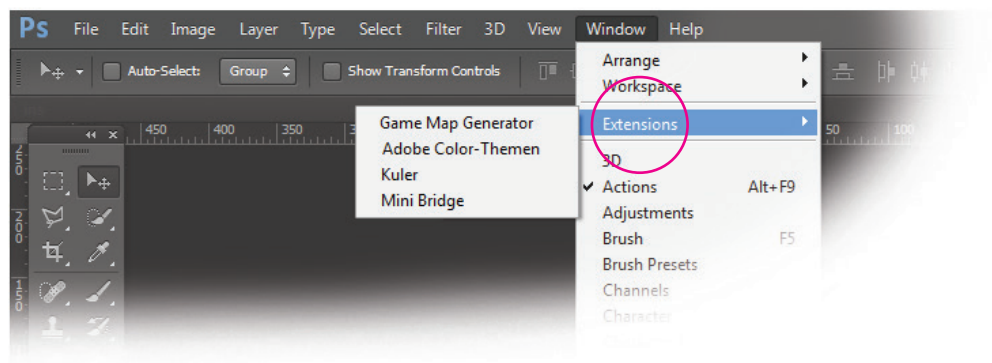


3. Follow the instruction

4. Restart Photoshop

5. Browse to Window > Extensions > Game Map Generator

✓ Done!



Uninstalling

1. Click the HELP Button in the panel and scroll to 5.

2. Click the Uninstall Button and follow the instruction

3. Restart Photoshop

**ALTERNATIVE
MANUAL INSTALLATION
PHOTOSHOP CC-2014 / 2015 +**

Alternative manual installation

Photoshop CC-2014/2015

Windows

Navigate to your download folder > 01_installation and copy the folder “Game-Map-Generator” to the appropriate directory:

Windows 64:

C:\Program Files (x86)\Common Files\Adobe\CEP\extensions\

Windows 32:

C:\Program Files\Common Files\Adobe\CEP\extensions\

If the Adobe\CEP\extensions folder does not exist, you can create it.

Restart Photoshop. You will find the extension in the Photoshop menu:
Window > Extensions > Game Map Generator

OSX

Launch Terminal and run this command to open the install folder (or open the folder by yourself):

```
open /Library/Application\Support/Adobe/CEP/extensions/
```

Navigate to your download folder > 01_installation and copy the folder “Game Map Generator” into the extensions folder.

Restart Photoshop. You will find the extension in the Photoshop menu:
Window > Extensions > Game Map Generator



Ensure that you **do not modify the Game Map Generator folder**. Doing so will cause a “The Game Map Generator extension could not be loaded because it was not properly signed” error when you try to launch it.

Uninstalling the manual installation

1. Navigate to the extensions folder to the appropriate directory:

WINDOWS

Windows 64: C:\Program Files (x86)\Common Files\Adobe\CEP\extensions\

Windows 32: C:\Program Files\Common Files\Adobe\CEP\extensions\

OSX

/Library/Application\ Support/Adobe/CEP/extensions/

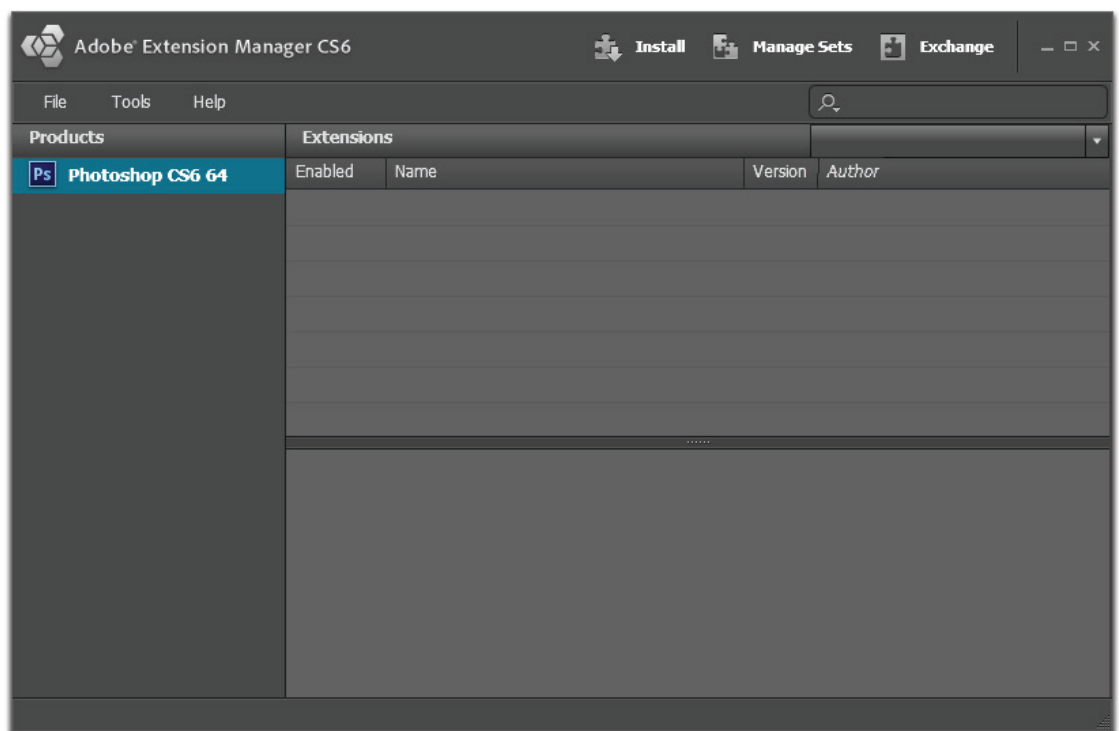
2. Delete the “Game Map Generator” folder.

INSTALL THE PANEL IN PHOTOSHOP CS6

Install the panel – Photoshop CS6

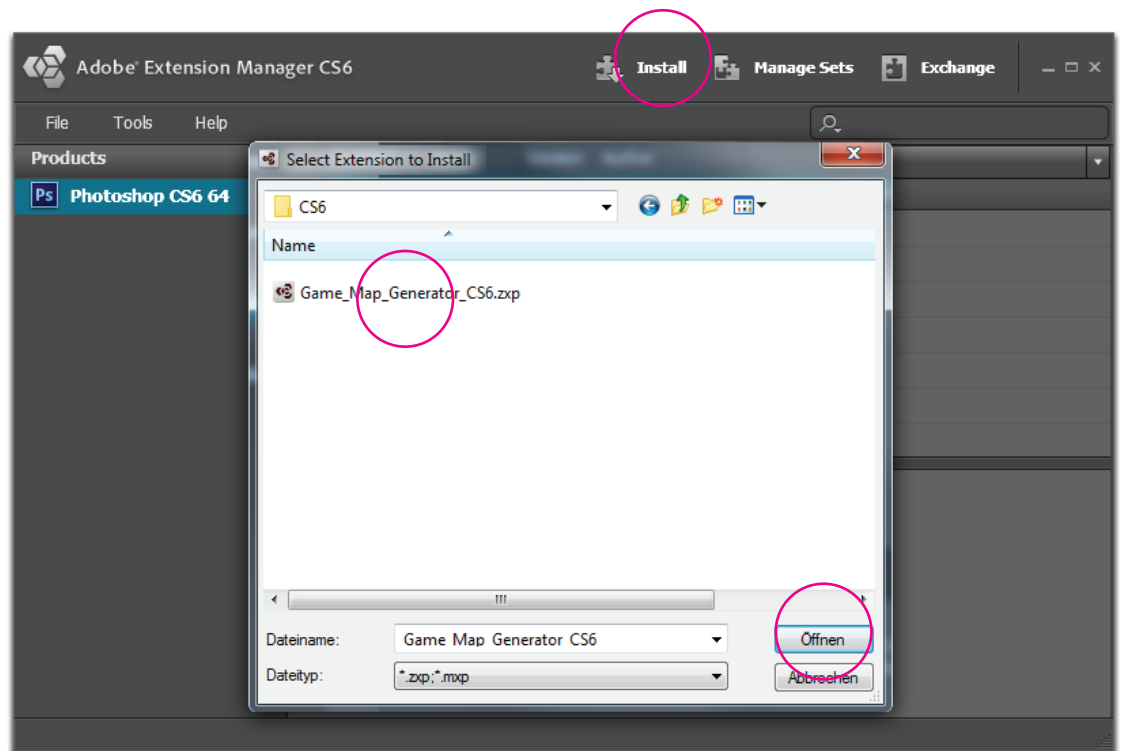
To install the Game Map Generator you will need a copy of Adobe Photoshop CS6 and the latest version of Adobe Extension Manager (https://www.adobe.com/exchange/em_updates/) installed on your computer.

1. If Photoshop is open, please close it.
2. Open the Adobe Extension Manager CS6

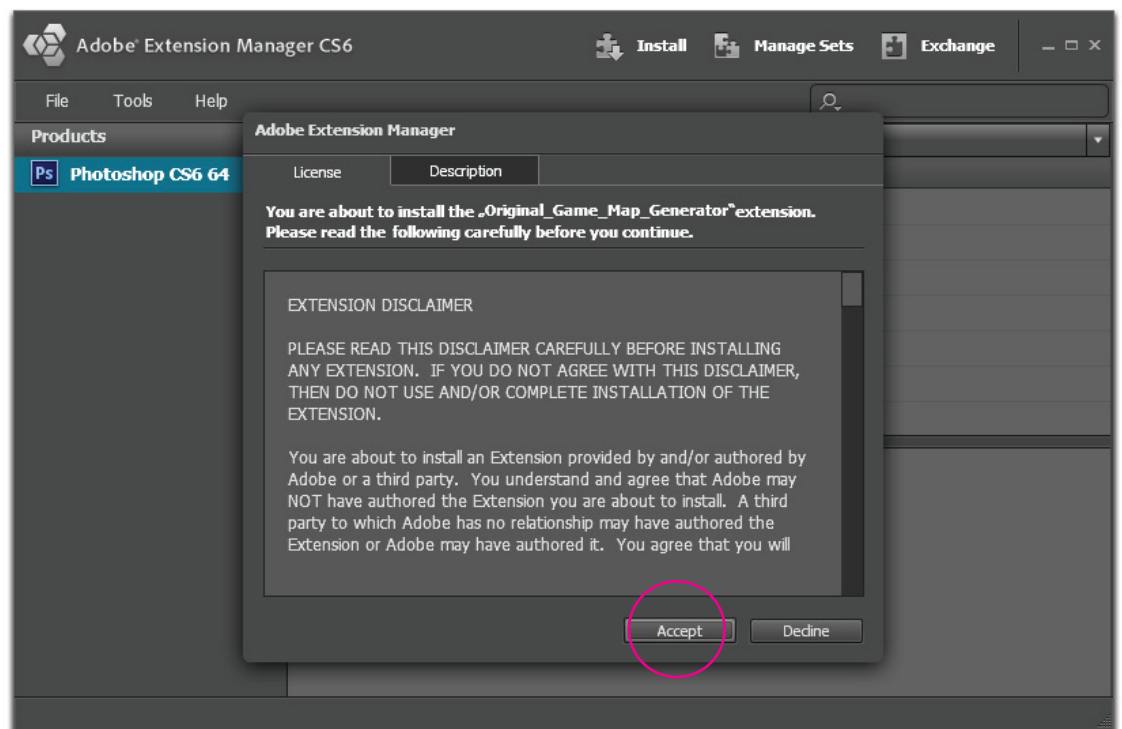


Note: Some Windows users may have to run Adobe Extension Manager as an administrator in order to install the extension. To do this, right click the Adobe Extension Manager icon and select “Run as administrator.”

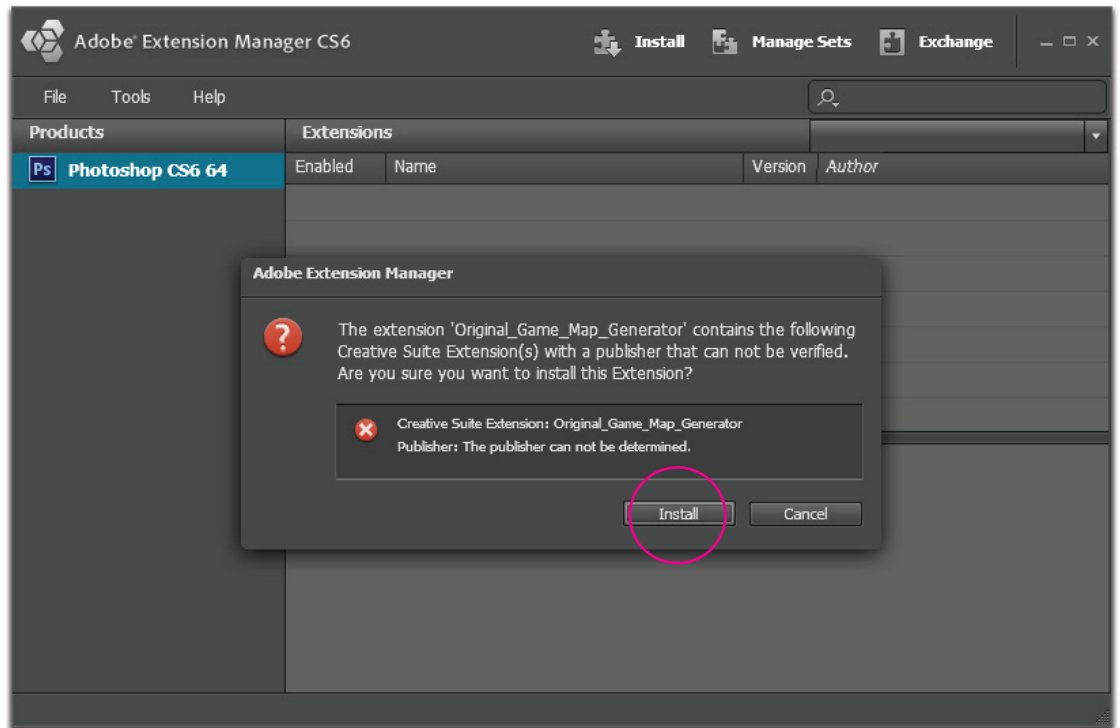
3. Click the install button and browse to the extension Game_Map_Generator_CS6.zxp



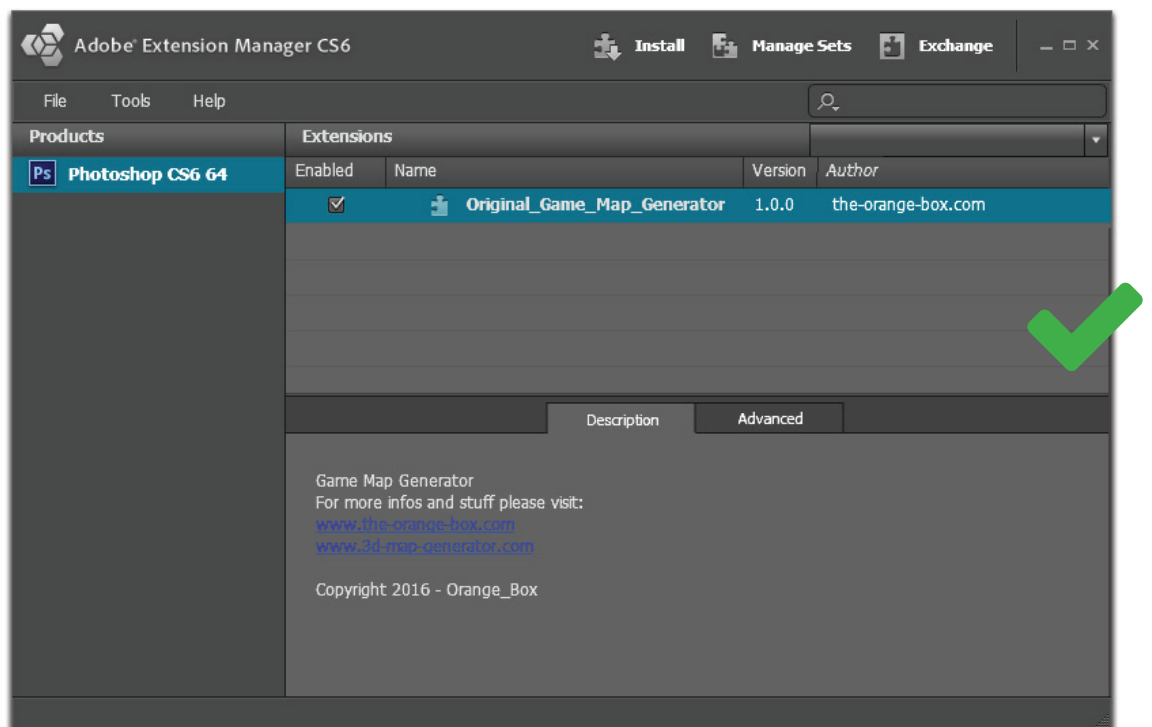
4. Follow the instructions and install the panel.



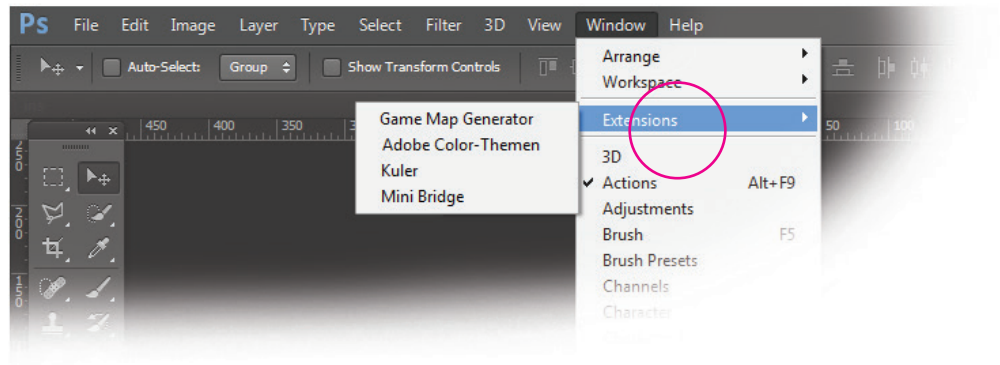
Don't worry about this alert message, just click "install".



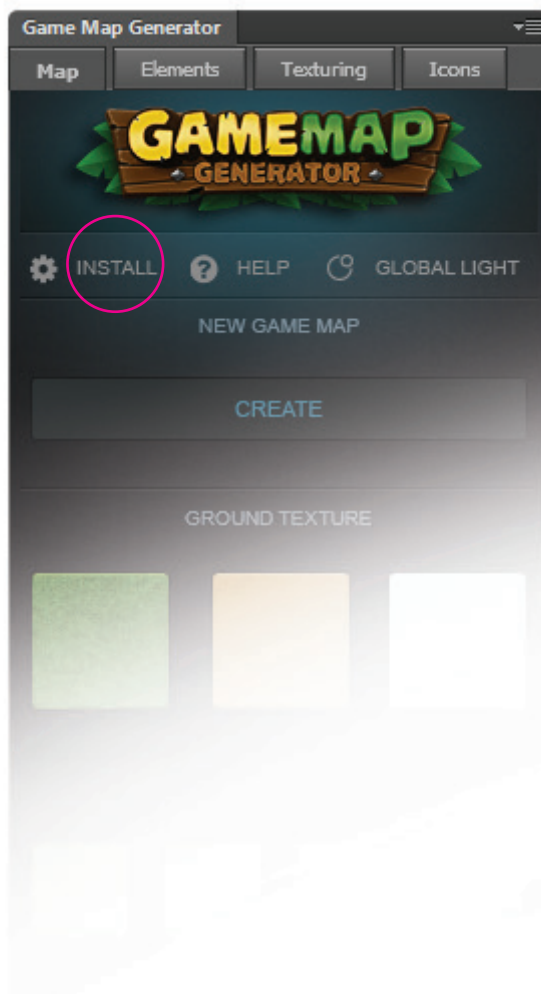
5. When the extension appears in the list, open Photoshop.



6. You will find the panel under
Windows > Extensions > Game Map Generator!



7. (CS6 only) Click the “Install” button in the panel - **DONE!** ✓



Important (Photoshop CS6 only)



If you are using more than one panel from Orange Box it may come to a conflict with the error message “Expected a reference to an existing File/Folder”. This is not an error in the panel but a path problem in Photoshop.

Our suggestion:

Only open the favored panel after starting Photoshop. Do you want to use another one, save your work, close the open panel and restart Photoshop. Now you can open another panel.

Up to now we have no solution for this conflict. As soon as we resolve the problem, we will provide an update.

Advices

To install the panel you will need Photoshop CS6 / CC and the latest Adobe Extension Manager:

https://www.adobe.com/exchange/em_updates/

Some Windows users may have to run Adobe Extension Manager as an administrator in order to install the extension. To do this, right click the Adobe Extension Manager icon and select “Run as administrator.”

Tutorial Video Link List

Teaser: <https://youtu.be/xQd9JqGE4-c>

Demo - Features and workflow: <https://youtu.be/eQ-S5RDZkhQ>

FOR CC-2014 / 2015 +

1. Install: https://youtu.be/skewvCqJq_A
2. Uninstall <https://youtu.be/IU0xX8LfKy0>
3. Generate a basic map: https://youtu.be/dk4K6eJz_jw
4. Generate a GMG Element: <https://youtu.be/GKGhoQw9LjQ>
5. Texturize the map: <https://youtu.be/n7JPJ01JUGI>
6. Place the basic icons: <https://youtu.be/Z0BcpsWnxEw>
7. Load icons into the panel: <https://youtu.be/ntLgBcZoUwU>

FOR CS6

1. Install: https://youtu.be/Bi32_gR-OGA
2. Uninstall https://youtu.be/--CRF5_O4eQ
3. Generate a basic map: <https://youtu.be/QYiGXiXfILg>
4. Generate a GMG Element: <https://youtu.be/AFR1BLzsngg>
5. Texturize the map: https://youtu.be/6_MI3IYvGSs
6. Place the basic icons: <https://youtu.be/jt-AGgtWUaU>

Resources

TUTORIALS

Working with masks: <https://youtu.be/QgmTI2Hbdsc>

USED FREE FONTS

Luckiest Guy: <https://www.google.com/fonts/specimen/Luckiest+Guy>

Runic: <http://www.fonts2u.com/runic-regular>



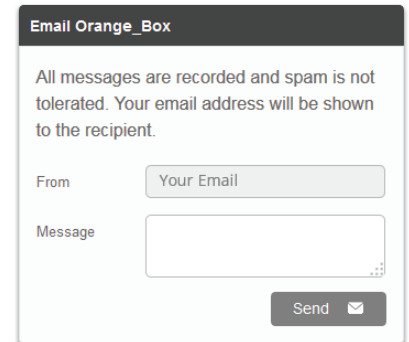
*More 3D-Map-Generator Infos,
Tutorials and Stuff:*
www.3d-map-generator.com

Support and troubleshooting

Of course we will support you with the installation and usage of the Game Map Generator. Just write us an e-mail by using the contact form on our envato profile page.

http://graphicriver.net/user/Orange_Box

But before you send your message, please read the instructions and watch the tutorials. It's much faster than waiting for a reply. We spend a lot of time to describe all steps very well.



Didn't you find the answer?

Then please log in to your envato account and use the e-mail form at your profile page to contact us.

If you are reporting an issue:

- give us as much information as possible (Photoshop Version, OS version)
- tell us what exactly you have done
- screenshots are helpful
- videos are very helpful