

The Titan Quest Editors

A Modder's Guide

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试用水印

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Intro: Meet Your Tools

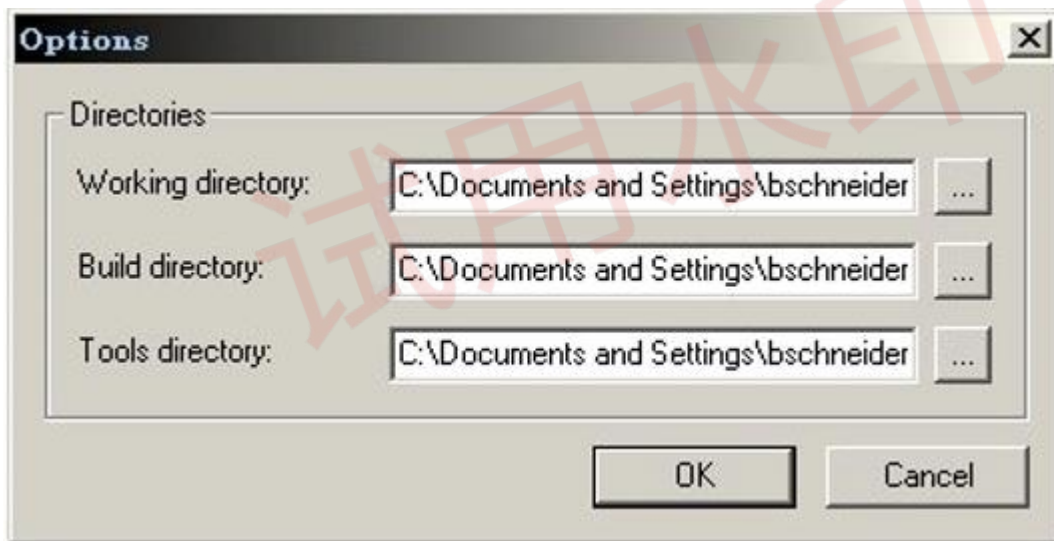
A set of modding tools are installed by default with your copy of Titan Quest. These tools are the same ones used to create Titan Quest and as a result, they're quite powerful!

- Art Manager - Homebase for managing assets in your mod
- Editor – Create levels
- Quest Editor – Create quest logic

Some of the tutorials in this guide use tutorial projects, which are installed in the mod project working folders as described below. They are numbered the same as the tutorials here; so Tutorial01 will match the first section below, and so on. If you're feeling adventurous, feel free to browse the projects, test them for yourself, and try to understand how they work.

Setting Up the Tools

These tools can be found via your start menu, under 'Programs -> THQ -> Titan Quest -> Toolset'. To get started, go there now and run the Art Manager. You will be prompted to choose your working directories. The default values are good – just click 'OK'.



The Art Manager will open and the working directories will be set up under 'My Documents -> My Games -> Titan Quest > CustomMaps'.

Next, go to the Help menu and select 'Install Tutorials'. This will copy the tutorial files that you should use while reading this guide. Everything should now be properly set up. Proceed when ready.

Tutorial 1 : Basic Navigation and Object placement

This first tutorial is an introduction to making your way around the editor and setting your level up so it can be playable in-game. We're not going to do anything fancy just yet, we'll just be setting up a skirmish against a couple of monsters so we can get into the game and fighting as soon as possible.

Loading a World in the Editor

The first thing you're prompted to do when you fire up the Titan Quest Editor is select a world to open.

1) Under 'Mod Name', select 'Tutorial01' from the dropdown. 2) A directory tree will appear. Expand "Maps" and select "Tutorial-Basic_Navigation.wrl" 3) Click 'OK'

