

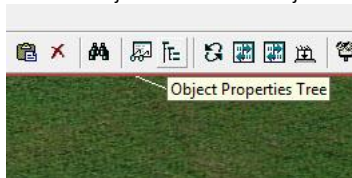
# Areas

This manual provides information about how to create town areas manually. Copy “reaAocTotem.pak” into your game’s “data” folder. This file required to see “area totems” in map editor. Totems separate the areas from the other parts of the map. Now open your map with the map editor.

To add a totem to your map, place a 1x1 tile building on your map.

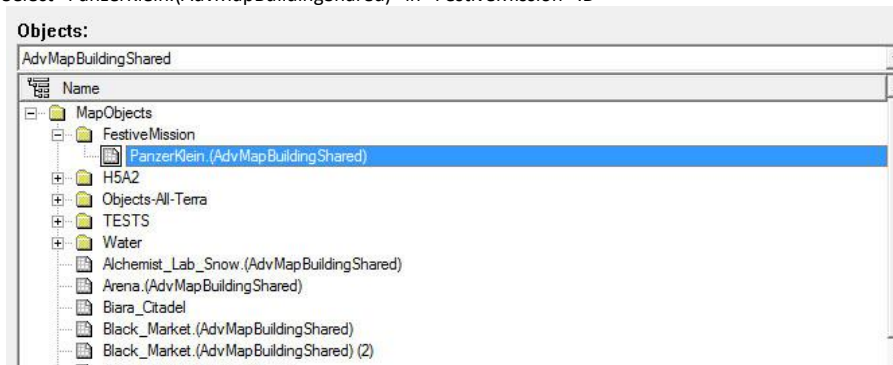


Select the object and click on “Object Properties Tree”



Click on Shared → ...

Select “PanzerKlein.(AdvMapBuildingShared)” in “FestiveMission” :D





To separate the area you have to place at least two totems in chain.

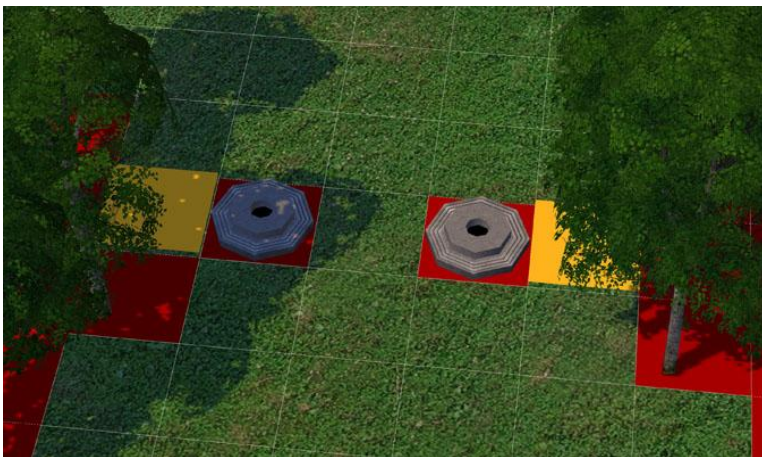
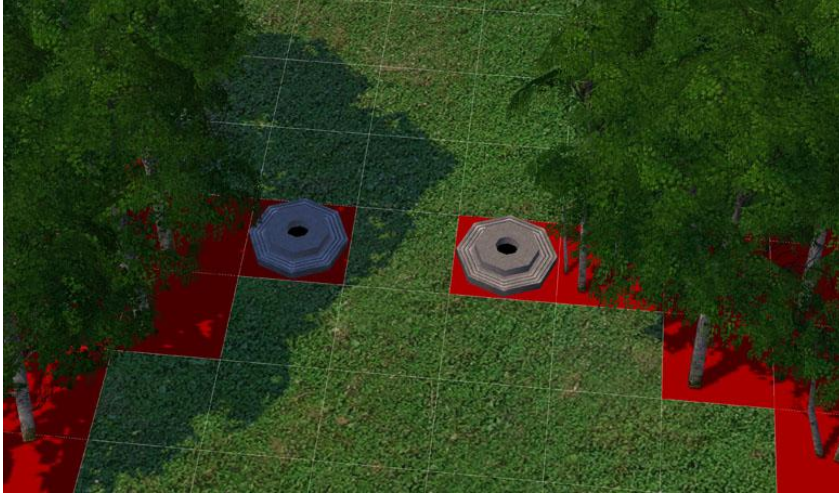


To make a totem chain, both totems have to be in straight line, and must be separated by one tile.

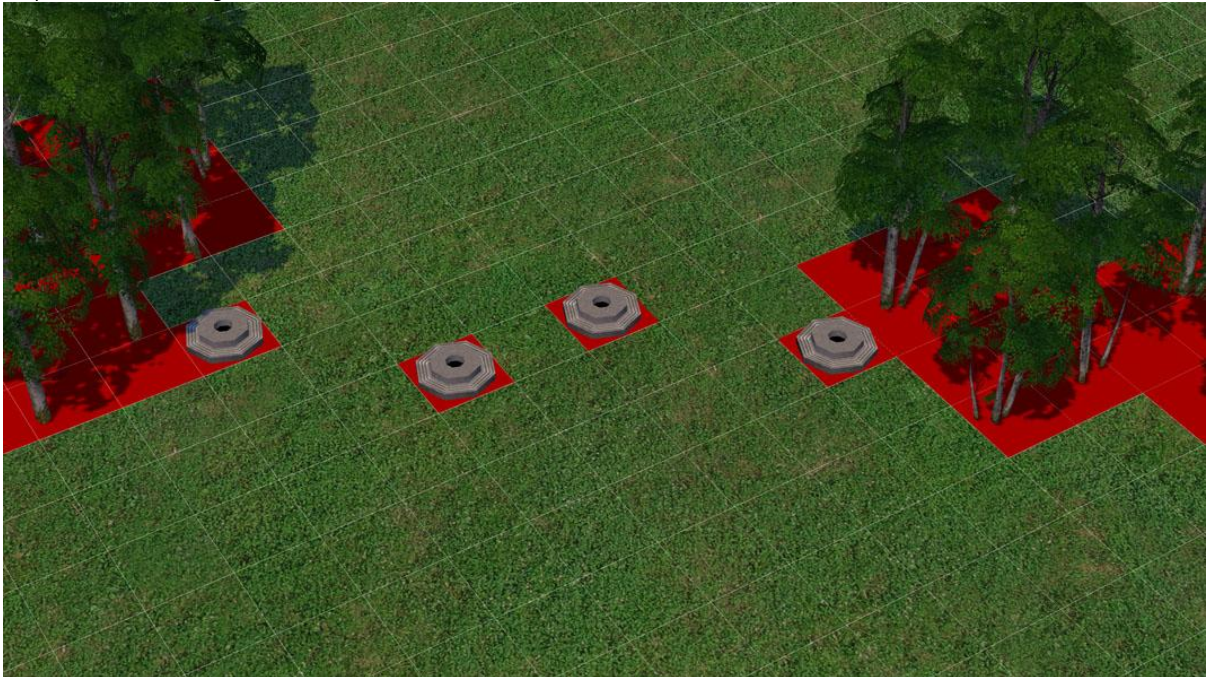
Possible positions of the totems to make a chain:



Both totems must be next to blocked or masked tiles:



It is possible to make longer chains:



In addition, you can use turnouts:



The script automatically generates areas for every town on the map. If you don't want areas for some towns, you can disable it for them. For further information about how to do this, see "Manual\_for\_mapscrip.pdf" file.

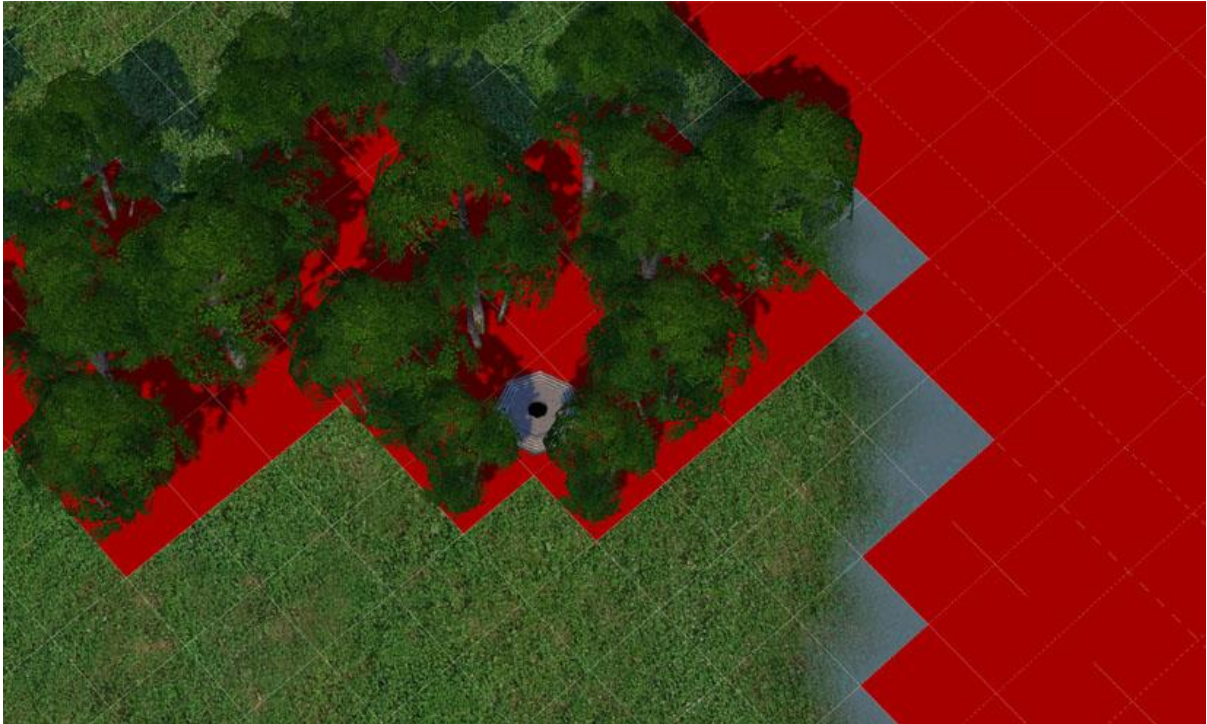
### **Area projectors**

Areas cannot spread through water in area mode 1, however it is possible to expand areas with "area projectors".

To do this, place a totem onto the separated part of the map, and add a script name to it.



The projector has to be in contact with the area at least by one tile:



It is also possible to expand the area through map level by a projector:



For examples about totems and projectors open "reanimation\_mod\_test\_map\_2.h5m" with the map editor.