

## HOW TO MAKE A CUSTOM MAP

This is a step-by-step guide to explain how to make your own custom map.

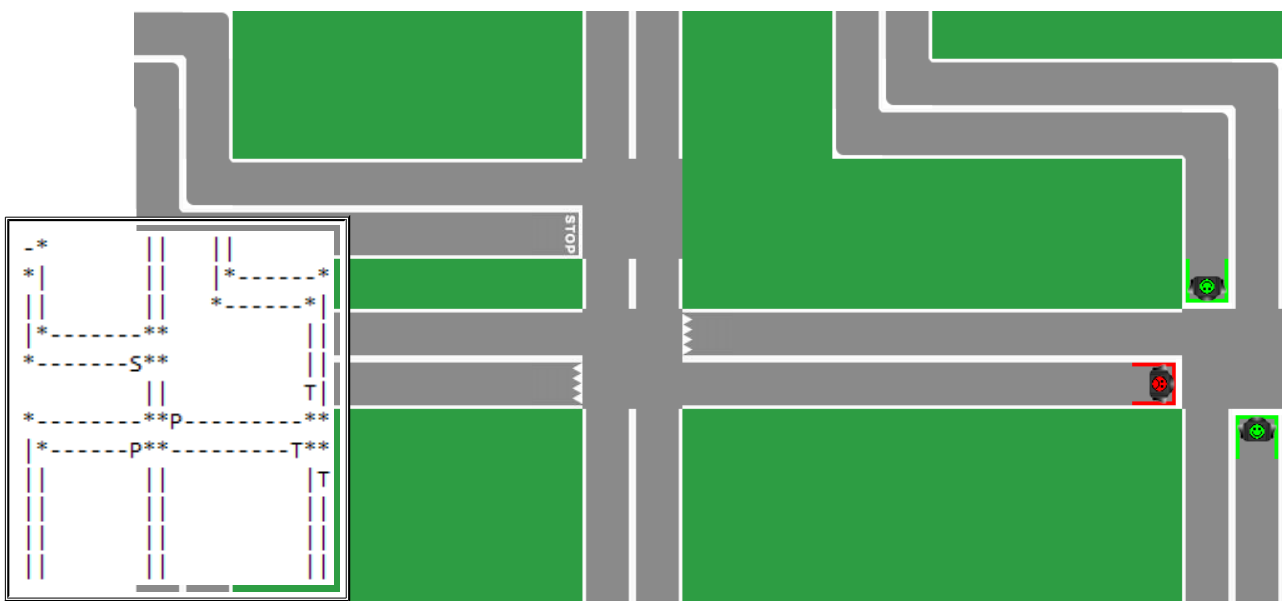
1. Create a new empty file “.txt”. Assign it the name you want for the map and save it wherever you prefer. Default folder is “/res/maps”, where you can find also our sample map (sample.txt) shown below;
2. Open it and start to write your map. Remember those things:
  - Every character you write corresponds to a tile;
  - Every new line corresponds to a new line of tiles.Below there is a list of characters accepted by program with a map example.  
It's hardly recommended to use a mono-spaced font like “Courier New” or “Inconsolata”;
3. *\*Optional\** Create a new empty file “.cfg” with the same name of the map. This is the map configuration file. You can specify here some important customization. To use the map is necessary to specify at least one spawn point or you can't create any vehicle in the simulation. Below there is a list of options that can be specified by this file;
4. Open Ca.R.S. and go to menu Map → Open and select your custom map.

Now your map is ready! Enjoy!

## CHARACTERS LIST

	Vertical Road
-	Horizontal Road
<b>Z</b>	Zebra crossing (pedestrian crossing)
<b>*</b>	Curves or mid tiles of crosses
<b>S</b>	Stop
<b>P</b>	Priority
<b>T</b>	Traffic light

**EXAMPLE** (*Sample.txt*)



## OPTIONS LIST

<b>spawnpoint(X,Y)</b>	New point of spawn at position X, Y where X is number of row and Y is number of character of the tile you want to spawn new vehicles.
<b>TLpriority(X,Y,order)</b>	Set the order number of a traffic light. About the same cross it is better to set values of all traffic lights or to set no one. X is number of row and Y is number of character of the traffic light you want to set, order is the number in sequence of that TL. Order value must start from 1 and must be in sequence (can't set 1 and 3 or 0 and 1). They will be associated if got the same order value and TL with order 1 will be the first of colour green.

### Example (Sample.cfg)

```
1 //Points of spawn
2 spawnpoint(2,1)
3 spawnpoint(1,10)
4 spawnpoint(1,15)
5 spawnpoint(12,2)
6 spawnpoint(12,11)
7 spawnpoint(12,23)
8 spawnpoint(13,20)
9
10 //Traffic light order
11 TLpriority(6,22,1)
12 TLpriority(9,23,1)
13 TLpriority(8,21,2)
```

- *Spawn points set at start of every road;*
- *Traffic lights set in two groups:*

