

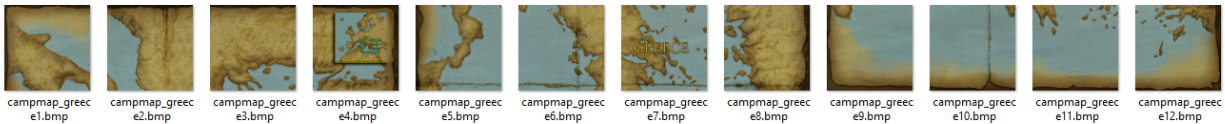
AOM EE Custom Campaign UI Tutorial:

Intro:

Hey everyone, after reading this comprehensive Campaign UI tutorial you will be able to create your custom Campaign UI's and upload them to the Workshop. I used Adobe Photoshop to edit and create the images. And then used the AoM Texture Converter to convert them. You can use a simple txt file to edit the xml files.

A lesson on the Campaign Map UI:

The Campaign maps are not single images. The campaign maps are made up of 12 smaller images, and each piece is 256x256 pixels which adds up to a total of 1024x768 pixels.



The 1024x768 pixel image is sliced into 3 vertical and 4 horizontal pieces, to create the smaller 256x256 pixel images. The image at the top left is the 1st image. It goes from Left to right:



Please keep in mind that the in-game UI will cover the left side of the screen:

While designing your map please keep this in mind. The images 1-5-9 will be buried under the Missions. Only the 2-3-4, 6-7-8, and the 10-11-12 will be visible.

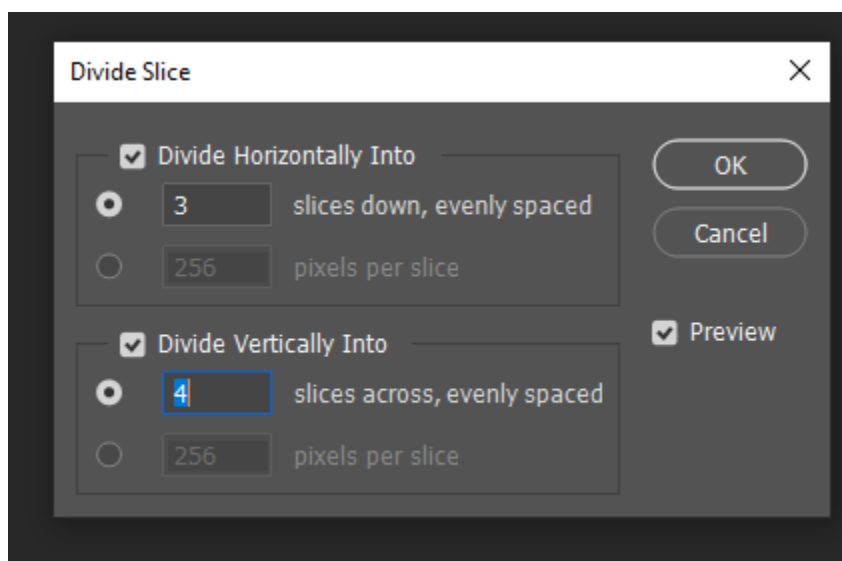
Creating the Custom Map:

I used an online map and traced it over in Photoshop to create my MesoAmerica map. I will upload some of the Map resources to the Steam workshop to help you all with the design process. My method involves removing bits and pieces from the existing AoM maps smoothing the harsher edges, and giving the image a stroke effect after all the pieces are brought together.

The final result looks like something like this:



Slicing the Map into Equal Pieces:



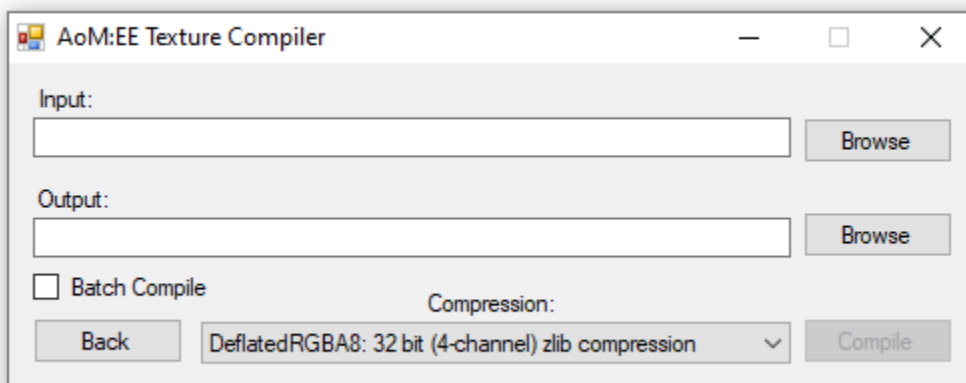
If you are using Adobe Photoshop, Once your 1024x768 map is complete, use the slice tool to divide the image into 3 Horizontal and 4 vertical pieces.

You can select each area with the marquee tool. The selection will snap to the divided areas. Starting from the top left, save each 256x256 area as separate tga images.

You should have a total of 12 tga images. Mine look like this:



Now, we need to convert them. Open the AoM Texture Converter, select Compiler, pick the DeflatedRGBA8, and compile the textures. (If this step fails make sure that you have a working version of the Texture Compiler)



The DDT files and overlay icons needs to be placed in the “textures\UI” folder of your mod, and converted into the DDT format.

For example:

Age of Mythology\mods\Name of Your Mod\textures\UI

Now, we create the campaign itself.

Insert the overlay Creation here:

Creating the Overlays



There are many useful overlays included in the game files. You can use them by typing their name in the cpx file. I'll include the full list in the workshop. Let's learn how to create some ourselves! Place a unit in the scenario editor, paint the terrain black. Either Zoom in or Press "K" to enlarge the unit. Press F12 to take a screenshot.

The image should look something like this:



You can use Photoshop's various tools to make the image smoother. I use "Filter->Stylize->Oil Paint", and "Noise-> Reduce Noise".

From the layers menu, go to the Channels, create an alpha layer, and paint the pyramid area white. The outside area needs to be black.



Save the image as a targa (tga) file.

Creating the CPX file

For this step, it is best to copy and examine the main campaign.xml file. Fall of the Trident Campaign XML or the CPN file is a very good resource.

- 1- Go to the Age of Mythology\Data folder
- 2- Locate the campaign.xml, copy it.
- 3- Paste it into the **Age of Mythology\mods\Name of Your Mod\data** folder

I won't copy all the code from **the Fall of the Trident** here to confuse the readers. Instead I will use my mini Aztec Campaign to teach you the basics.

Now, take a good look at this image:



This is the XML code Aztec Campaign.cpx:

```
<?xml version = "1.0" encoding = "UTF-8"?>  
<campaign name = "Aztec Campaign" version = "2.8">  
<backgroundset name="America">
```

```

<image pos="1">ui\meso1</image>
<image pos="2">ui\meso2</image>
<image pos="3">ui\meso3</image>
<image pos="4">ui\meso4</image>
<image pos="5">ui\meso5</image>
<image pos="6">ui\meso6</image>
<image pos="7">ui\meso7</image>
<image pos="8">ui\meso8</image>
<image pos="9">ui\meso9</image>
<image pos="10">ui\meso10</image>
<image pos="11">ui\meso11</image>
<image pos="12">ui\meso12</image>
</backgroundset>
<Scenario displayName = "$90338$Aztec Tutorial" filename = "aztec tutorial.scx"
BackgroundSet = "America">You are entering the Aztec portion of the campaign. Would you like
to view a short Aztec tutorial?
    <Overlay offset = "400 408" size = "32 32">ui\overlay_red_09</Overlay>
    <Overlay offset = "383 351" size = "64 64">ui\OverlayPyramidRuins</Overlay>
</Scenario>
<Scenario displayName = "$90340$1. Popocatépetl" filename = "dry lake.scx" BackgroundSet
= "America">Learn how to play the Aztecs.
    <Overlay offset = "400 408" size = "32 32">ui\overlay_blue_09</Overlay>
    <Overlay offset = "383 351" size = "64 64">ui\OverlayPyramidRuins</Overlay>
    <Overlay offset = "410 428" size = "64 64">ui\overlaydownarrow</Overlay>
    <Overlay offset = "450 478" size = "32 32">ui\overlay_red_09</Overlay>
    <Overlay offset = "433 321" size = "85 165">ui\overlayVolcano</Overlay>
</Scenario>
</campaign>

```

It's all actually very simple. We enter the campaign tags, and then we define the backgrounds. There is only one background in the Aztec Campaign, so I only defined the "America" background. Fall of the trident uses 4 backgrounds.

Let's Begin:

The file must begin with the `<?xml version = "1.0" encoding = "UTF-8"?>`
`<campaign name = "Aztec Campaign" version = "2.8">` tag, and end with the `</campaign>` tag.

This is where we enter the campaign name: `<campaign name = "Aztec Campaign" version = "2.8">`

Let's define the background map:

First we need to set the background **name**, I named my background “**America**”, after this step we enter the file names for the 256x256 ddt files to create the map.

```
<backgroundset name="America">
  <image pos="1">ui\meso1</image>
  <image pos="2">ui\meso2</image>
  <image pos="3">ui\meso3</image>
  <image pos="4">ui\meso4</image>
  <image pos="5">ui\meso5</image>
  <image pos="6">ui\meso6</image>
  <image pos="7">ui\meso7</image>
  <image pos="8">ui\meso8</image>
  <image pos="9">ui\meso9</image>
  <image pos="10">ui\meso10</image>
  <image pos="11">ui\meso11</image>
  <image pos="12">ui\meso12</image>
</backgroundset>
```

Don't forget that the numbering system starts from the top left, and goes from left to right.



The CPX file and the Overlays:

I highlighted the important parts in red:

```

<Scenario dispName = "Aztec Tutorial" filename = "aztec tutorial.scx" BackgroundSet =
"America">You are entering the Aztec portion of the campaign. Would you like to view a short
Aztec tutorial?
    <Overlay offset = "400 408" size = "32 32">ui\overlay_red_09</Overlay>
    <Overlay offset = "383 351" size = "64 64">ui\OverlayPyramidRuins</Overlay>
</Scenario>

```

Notice the `<Scenario... </Scenario>` tags. This is the XML code for the first scenario.

The `dispName` is the Name that's displayed in the menu. The `filename` is the name of the file in the mods\scenario folder. `BackgroundSet`, picks the correct background map for the Campaign.

The default campaign BackgroundSet names are: `Atlantis`, `Greece`, `Egypt`, and the `Norselands`

After entering the Background name and closing the `<scenario>` tag, we type the mission description, and we finally implement the overlays.

Positioning the Overlays:

These are the icons and the arrow signs on the map.

The Overlay offset X and Y values determine the location of the overlay on the map. The size determines the size of the icon on the map.

```

<Overlay offset = "400 408" size = "32 32">ui\overlay_red_09</Overlay>
<Overlay offset = "383 351" size = "64 64">ui\OverlayPyramidRuins</Overlay>

```

Most of the small icons in AoM use 32x32 or 64x64. But the arrows use bigger numbers:

Let's look at the xml code for the 2nd mission of the fall of the Trident campaign:

```

<overlay size="256 32" offset="527 397">ui\overlay_arrow_04a</overlay>

```

Let's look at the underlined text and then image:



This image is using a two piece arrow overlay. The first part is 256x32 pixels. The underlined code in the file reflects this. It's possible to enter different values for the overlays. But the proportions need to be correct or the overlay's will appear stretched. I try to enter the exact proportion of the overlays into these brackets.

Hopefully, you are now ready to create your campaign UI.