Official Levelbuilder Document from TerraTools (German)

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The article for the official Levelbuilder Document from TerraTools (German).

1 Information

(This article is currently under construction!)

This page will cover the official LevelBuilder document from TerraTools (German) written by Stefan Karau.

2 Overview

Levelbuilder is the official level design guide document from Stefan Karau, the Lead Level Designer of Urban Assault, and contains comprehensive information about how to create or modify your own levels in the game. It also contains some information about the unreleased proprietary 3D UA level editor that the developers have created for in-house purposes.

The English translated version of the document by Dirk Mansbart is also available, albeit with more brief information such as absence of sectors images for each sets.

3 Download

Original Download Link:

http://www.schwerer-als-luft.de/Bilder/MetropolisDawn/Levelbuilder.pdf

The file is now also available for download on the website Filebase module.