

# Table of Contents

## Editor Tutorial for Age of Empires III

Updated August 2019

Included 345 screenshots

### Introduction

#### About the game

1. Starting position
2. Structure of the manual
3. Definitions
  - 3.1. Place object: All – Unit Create/Army Deploy
    - 3.1.1. Standard building
    - 3.1.2. Standard military
      - a) Colonial States
      - b) Indian Nations
      - c) Asian Nations
      - d) Specifically: Standard Units xp/yp
    - 3.1.3. Mercenary: Saloon units
    - 3.1.4. Warships
  - 3.2. Conditions and effects of the instruction
    - 3.2.1. Conditions
    - 3.2.2. Effects
  - 3.3. Technologies: Set Tech Status
    - 3.3.1. Colonial States
      - a) Generally
      - b) Specifically
    - 3.3.2. Indian Nations
      - a) Generally
      - b) Specifically: Trading Post units
    - 3.3.3. Asian Nations
      - a) Generally
      - b) Specifically: Trading Post units
4. Hotkeys
  - 4.1. Editor/Game
  - 4.2. Some game actions

### Part 1: Map Design – Page 63

1. World – Map Size – Lighting conditions
2. Terrain – Edit Blank Card
  - 2.1. Smooth Map
  - 2.2. Ocean
  - 2.3. Trade Route
  - 2.4. Terrain
    - 2.4.1. Difference between terrain and land edit
    - 2.4.2. Only terrain reason copy and paste
  - 2.5. Mountains
    - 2.5.1. Cliffs
    - 2.5.2. Canyons
    - 2.5.3. Caves
    - 2.5.4. Reefs
  - 2.6. Rivers
    - 2.6.1. River Tool
    - 2.6.2. Rivers and Trade Routes
    - 2.6.3. Rivers and Lakes
    - 2.6.4. Digression: Waterfall
    - 2.6.5. Fords
  - 2.7. Swamp
  - 2.8. Forest
  - 2.9. Beautify Landscape
    - 2.9.1. Water
      - a) Ocean
      - b) Ocean and rivers
      - c) Ocean and lakes
    - 2.9.2. Cliffs
  - 2.10. Complete Maps parts copy and paste
3. Place Objects
  - 3.1. Trade Monopoly

- 3.2. Native American Trading Posts
- 3.3. Herds of Animals
- 3.4. Predators
- 3.5. Birds
- 3.6. Treasure
- 3.7. SPCPathBlock
- 3.8. Current

## Part 2: AI Opponents – Page 92

- 4. Scenario – Player Data – Objects
  - 4.1. Set Player 1 and AI Opponent
    - 4.1.1. Step one: Enter the number of players
    - 4.1.2. Step two: Enter player data (Player 1)
    - 4.1.3. Step three: Activate a AI opponent (Player 2)
  - 4.2. Change Nation
- 5. Map Test
  - 5.1. AI Reactions
    - 5.1.1. Trade routes
    - 5.1.2. AI colony outputs
    - 5.1.3. Herds of wild animals
    - 5.1.4. Predators
    - 5.1.5. No "saloon" or "consulate" for AI opponents
    - 5.1.6. Several AI opponents
    - 5.1.7. Allied AI opponents
    - 5.1.8. Concealed AI opponents
  - 5.2. AI Surprises
- 6. What Does Not Work
- 7. Objectives Dialog Box
  - 7.1 Basic Settings
  - 7.2 Enter Objectives one
- 8. Victory and Defeat Message – Trigger

## Part 3: Trigger Basics – Page 100

- 9. Technology
  - 9.1. Trigger Editor: Trigger Function
    - 9.1.1. Practice Example: Revealer
      - a) Trigger
      - b) Condition
      - c) Effect
    - 9.1.2. Summary
  - 9.2. Trigger Group Editor
    - 9.2.1. Trigger groups
    - 9.2.2. Enter group name
  - 9.3. Trigger Digits
    - 9.3.1. Trigger digits: Change
    - 9.3.2. Enter trigger name
    - 9.3.3. Input errors
  - 9.4. Trigger List
  - 9.5. Software Errors
  - 9.6. Trigger Settings
    - 9.6.1. Some Important Conditions
    - 9.6.2. Comparison Operator Conditions
      - a) Distance to Point: Distance 10
      - b) Units in Area: Radius 10
      - c) Operator OR
      - d) Operator NO
    - 9.6.3. Fire Event. Practice Example: Start the Subsequent Trigger
      - a) Trigger
      - b) Summary
  - 9.7. Test Files
    - 9.7.1. Everything is visible on the map
    - 9.7.2. A large yellow text is constantly displayed on the screen
    - 9.7.3. *Digression*: Screen text input sequence with screen Color transition
  - 9.8. Reveal Map, circles of light, Day-Night-Transition, Flash
    - 9.8.1. Entire Map View:
      - a) Render Fog/Black Map
      - b) Revealer: Create
      - c) Reveal Map

### 9.8.2. Partial Map View

- a) Light circle after 10 seconds switch off
- b) Light circle after 10 seconds switch on and again after 10 seconds switch off
- c) View: 2/3 Fog of War – 1/3 Black Map – a small Light circle – Full View Fog of War
- d) View: Black Map – a small Light circle – 1/4 Full View – Full View Reveal Map
- e) Two Light circles: Player Reset Blackmap

### 9.8.3. Day-Night Transition

### 9.8.4. Flash

## 9.9. Tracking shots

### 9.9.1. Tracking shot in Tracking Mode

### 9.9.2. Camera Editor (Initial Programming)

- a) Track\_1 waypoint 0
- b) Track\_1 waypoint 1
- c) Track\_2 waypoint 0
- d) Track\_2 waypoint 1

### 9.9.3. Trigger (Second Programming)

- a) Camera Face Unit (Tracking Mode 1)
- b) Camera Follow Unit (Tracking Mode 2)

### 9.9.4. Tracking shot without Tracking Mode

- a) Camera Editor: Track\_1 with eight waypoints
- b) Trigger

## 9.10. Programming Music

### 9.10.1. Hide playback of music and music

- a) Programming a Piece of Music
- b) Piece of Music Hide
- c) Endless ocean current noise music fade and music Hide
- Variant: At the beginning no input music
- d) Music and message at victory or defeat display

### 9.10.2. Directory of Music Files

## 9.11. Expiration of a game start (Example)

## Part 4: Trigger Game Examples – Page 138

### 10. Conditions – Effects – Fire Event

#### Example 1

Delayed AI start

→ Alternative 1: Settlers lock

→ Alternative 2: Unit lock

#### Example 2

At the start of play, six trigger-controlled settlers begin to hunt and mine gold (Ungarrison).

Then: The remaining six trigger-controlled settlers run to gather resources at an objective

#### Example 3

The scout begins as a nomad. In reaching the objective, a Town Center covered wagon and a resource wagon are generated at a distance and lead to the objective. A short time later, three large resource bundles are generated at the objective.

#### Example 4

One unit is modified and receives additional Life Points

#### Example 5

Stage of trade route vehicle development (railroad) and setting the era for Player 1

#### Example 6

At the start of play, the map contains a railroad line that is out of operation. Once any of Player 1's units or Player 2's alternative military units pass a certain area, the railroad appears (Operator OR - Trade Route Toggle State)

#### Example 7

Every three minutes, Player 1 finds out how many military units Player 2 has. In addition, the scout may request to learn the status of the military at any time using "Distance to Unit". Every three minutes, as well as with every request, Player 1 sees what Player 2 sees for 4 seconds. In addition, Player 1 learns when Player 2's war wagon has arrived (Player Unit Count – State Value – Echo State Value – Player LOS Change)

#### Example 8

On approach, a settler will burn down an impenetrable wooded area (Damage Units in Area – Change Unit Type – CinematicBlock)

#### Example 9

After an enemy outpost has been destroyed, a stationary cannon is generated for Player 1 (CinematicBlock)

#### Example 10

Player 3 (including AI) is allied with Player 1 and pays Player 1 tribute. After Player 2's destruction, Player 3 changes sides. The tribute payments are adjusted (Disable Trigger)

#### Example 11

AI players should receive a constant influx of resources to increase the combat power (Grant Resources – Disable Trigger)

#### Example 12

A cavalry army destroys two Town Centers (Move to Unit – Convert – Teleport Units – Move to Point)

→ Alternative: Unit Work

**Example 13**

Once at least 35 of Player 2's military units reach a strategic point on the way to Player 1's colony, Player 3 attacks with a caravel and quartered cavalry make a landing attack on Player 2's Town Center (Garrison Unit – Ungarrison)

**Example 14**

Player 1's liberating units are arranged in one of Player 2's (AI) stockade squares (Test Player Data – Fake Player: De Fakify – Modify Protounit)

→ *Alternative: Convert*

**Example 15**

Enemy units that appear on the map later trigger various effects upon crossing territory (Damage Units in Area)

**Example 16**

At the start of play, the scout must establish three trading posts within three minutes. Along the way, he constantly loses Life Points. Should he be defeated or only establish two trading posts, the game is lost (Counter: Add Timer – Damage Unit – SPChalObject – Player Controls Socket – Player Unit Count – Operator NO – Disable Trigger – Counter Stop)

**Example 17**

Should Player 1's scout not establish a single outpost within two minutes, he will encounter an enemy outpost (Disable Trigger)

→ *Another example: Loop and Disable Trigger*

→ *Another example: Timer and Disable Trigger*

**Example 18**

Player 2's scout must find a strategic point within two minutes. Otherwise his Town Center is destroyed (Disable Trigger)

**Example 19**

The scout is assigned to another colony (Player Set Active - Disable Trigger)

→ *Variant 1: Detailed input sequence with elimination of user control*

→ *Variant 2: No input sequence*

→ *Alternative 1: Colony transfer via Convert*

→ *Alternative 2: Colony transfer via test player data*

**Example 20**

Patrolling warships secure a strait (Distance to Unit – Move to Unit)

**Example 21**

A completed objective will be displayed in a message box and will be checked off under "Objectives" (Objective: Discover – Objective Complete)

→ *Alternative: Set up target ads without Fire Event*

**Example 22**

Victory message against one opponent (Set Player Won)

→ *Alternative: Victory message over two opponents*

**Example 23**

In the game, two conditions for victory must be met. Should only one condition be met, the game is lost. The scout is (potentially) sunk in a caravel (Operator OR and NO – Disable Trigger)

→ *Variation: A unit has fulfilled one of two Victory Conditions*

→ *Variant: Unit Is Garrisoned In*

**Example 24**

Player 1 is attacked by AI opponents 2 and 3, who are also in conflict with each other. Player 1 must conquer Player 3 (*condition for victory*). Should Player 2 conquer Player 3 *beforehand or vice versa*, the game is lost (Units in Area – Set Player Defeated)

→ *Modification: Player 2 is converted to Player 1: Disable Trigger*

**Example 25**

Defeat message if the scout fails to reach a landing point in time (Set Player Defeated – Counter Stop)

**Example 26**

At the start of the game, the scout must establish three trading posts within three minutes. Otherwise the game is lost. If *one* of these trading posts is *later* destroyed, the game is also lost (Counter: Add Timer – Player Controls Socket – Operator NO – Counter Stop – Set Player Defeated)

→ *Alternative: Player Unit Count*

**Example 27**

To achieve victory through a trade monopoly, Player 1 must establish 12 Native American Trading Posts and mobilize the trade monopoly once he has reached the Industrial Age; almost simultaneously, an AI player will try to take over the trading posts. However, should one of the 12 AI trading posts be destroyed *before or after* mobilizing the trade monopoly, Player 1 has lost (CinematicBlock – Tech Available – Player Unit Count – Convert – Change Unit Type – Operator NO – Set Player Defeated)

→ *Variant: Time-delayed American Indian Trading Post launch*

**Example 28**

In compliance with the conditions for victory by Player 1 (*objective sequence*), access to Player 2's (AI) colony is *not* blocked by superior enemy forces (Disable Trigger)

**Example 29**

Within a time limit of three days, there are three day/night transitions where, at the start of each new day, a message is displayed every 15 seconds in the ongoing counter clock (Set Lighting – FakeCounter Set Text – Fake Counter Clear – Set Player Defeated).

→ *Variant: Two message boxes appear simultaneously*

**Example 30**

A small military force must pass through a hostile desert with night marches across five water points from North to South to reach the objective. Day marches in the deadly desert climate result in destruction. During the day,

survival is only possible at the water points, where the force is attacked by AI opponents. Victory is only achieved if the scout reaches the objective. Should the units reach the objective *without* the scout, the game is lost (Set Lighting – Damage Units in Area – Disable Trigger – Timer – SPCHealObject – Operator NO – Set Player Defeated)

#### **Example 31**

Player 1 must plunder 10 treasure ship-wrecks (Player Resource Count – Stat Value – Tribut)

#### **Example 32**

Checking whether buildings that were to be destroyed were also destroyed (Is Alive – Stat Value – Disable Trigger)

#### **Example 33**

Tornadoes wreak havoc through forests and settlements (Damage Units in Area)

## **Part 5: Ghost Armies 1 - Basics, Military – Page 203**

### **11. General**

**11.1. Difference between a Regular Army and a Ghost Army**

**11.2. Military Units**

### **12. Programming**

**12.1. Step one: Create a Ghost Armies in Scenario/Player Data**

**Enemy Army Player 3**

**12.2. Step two: Create a Ghost Armies in the Army Editor**

**12.2.1.** Prepar template: Place objects

**12.2.2.** Create a template: Army Editor

**12.2.3.** Test

**12.2.4.** Own army Player 1

**12.2.5.** Give they Ghost armies Name

**12.3. Step Three: Create a Ghost Armies with Triggers**

**12.3.1.** Effect 1: Army Deploy – Effect 2: Army Move

**12.3.2.** Effect 2: Army Work

**12.3.3.** Effect 2: Army Build Building

**12.3.4.** Ghost army type change

**12.3.5.** Different military units to assign to a ghost Army group

a) Clear Existing Units / ON – OFF

b) Cavalry and infantry as a closed unit

c) Multiple triggers with OFF setting

**12.3.6.** Auto-generated army units on the map

**12.3.7.** Convert multiple ghost armies simultaneously

**12.3.8.** Delete multiple ghost armies simultaneously

**12.3.9.** Ghost-Army-Intervals are stopped

**12.4. AI Create Defend Plan – AI Units**

**12.4.1.** Examples

**12.4.2.** Template

**12.4.3.** Range

**12.4.4.** Patrols

**12.4.5.** Settlers – Wagons

a) Army Work

b) Army Build Building

**12.4.6.** Help for AI opponents: Ghost-Army-Intervals

**12.4.7.** Extras

#### **Example 34**

A ghost cavalry army destroys two Town Centers

#### **Example 35**

Ghost pirate ships battle your attacking fleet (Army Is Dead)

→ *Variant 1: Army Destroy at the starting point*

→ *Variant 2: Army Destroy at the destination point*

#### **Example 36**

AI patrol ships (AI Create Defend Plan)

#### **Example 37**

AI ship landing attack (AI Create Defend Plan – Disable Trigger)

→ *Modification: Condition Player Is Building*

→ *Alternative 1: Army Deploy – Army Garrison – Ungarrison*

→ *Alternative 2: AI units on the map – Ungarrison*

#### **Example 38**

At the start of the game, AI cavalymen (Player 2) patrol the map. Once Player 1 has destroyed one of Player 2's (AI) outposts, Player 2's cavalry and infantry carry out a delayed attack on Player 1's Town Center at two intervals. The AI patrol subsequently attacks at intervals (AI Create Defend Plan)

#### **Example 39**

Once ten minutes have passed and an Area Barrier has been crossed by Player 1, 16 AI cavalymen and 24 AI infantrymen (AI Player 2) are generated at two intervals with various amounts of time in between over the course of 10 to 75 seconds and occupy strategic points against Player 1 (Timer – Units in Area – AI Create Defend Plan – Disable Trigger)

**13. Herds of Animals**

**13.1. Wild Animals – Template**

13.1.1. Wild animals

13.1.2. Player 2: View of Player 1 on transformed wild animals

**13.2. Domesticated Animals, tame predators – Template**

13.2.1. Domesticated animals, tame predators

13.2.2. Player 2: View of Player 1 on domesticated animals and tame predators

**13.3. Lists of Animals**

13.3.1. Animal List 1 – Army Deploy / Object place from All:

Wild animals, "tame" predators and domesticated animals

13.3.2. Animal List 2 – WAC Treasure Guardian Animals: Object place from All

**14. Forest**

**14.1. GAIA Template**

**14.2. Player 1 Template**

**15. Gold Mines**

**15.1. GAIA Template**

**15.2. Player 1 Template**

**16. Buildings**

**16.1. Building Foundation**

**16.2. Finished Buildings**

**17. Teleportation**

**Example 40**

Two ghost Army Wolves follow and fight against the scout (Army Work – Player LOS Change)

→ *Variant: Army Set Stance*

**Example 41**

At the beginning of the game, enemy scouts are unobtrusively eliminated (Replace unit – Convert – Diplomacy)

**Example 42**

A ghost animal army first transforms into a forest, then into a cavalry. Caravel attack (AI Create Defend Plan)

→ *Alternative 1: Army Convert*

→ *Alternative 2: Distance to Point – Army Destroy*

**Example 43**

Five transformation types with teleportation: The forest transforms into cavalry, wolves, caravels, moose and a fort in succession (Army Change Typ – Army Teleport)

→ *Alternative: Army move in and out instead of teleport*

**Example 44**

Upon contact with an enemy unit, an outpost block is generated, which transforms into five spy horses after two minutes (Army Teleport)

**Example 45**

Huge herds of bison cross the prairie (Army Distance to Unit – Army Move to Unit)

**Example 46**

The current total number of the two Bison ghost armies is displayed at the top right of the screen in a stationary window. When the bison from AI player 2 are killed, Player 1 has lost (Army Deploy – Counter : Add Unit – Army Is Dead)

**APPENDIX – Page 261**

**Decks of cards: Encounter Cards**

**1. Colonial states**

**1.1. General cards**

**1.2. Special cards**

British

German

French

Dutch

Ottomans

Portuguese

Russians

Spaniard

**1.3. Revolution**

**2. Indian Nations**

**2.1. General cards**

**2.2. Special cards**

Aztecs

Iroquois

Sioux

**3. Asian Nations**

**3.1. General cards**

**3.2. Special cards**

**Chinese**  
**Indian**  
**Japanese**