Forged Alliance Forever Map Vault Rules & Regulations

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Who to Contact Regarding the Rules

The following people in the M&M Discord [https://discord.gg/gN4SdPb]

The M&M Councilor is the voted official who oversees all functions of the maps and modifications within the community.

A map guru is someone who has a great wealth of knowledge on the map-making process and is willing to answer questions, give help to those in need. They are also quite well aware of the rules and regulations.

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Map Overlord

The map overlord is much like a map guru, yet is the "right hand" individual who has a bit more weight in discussions over the map gurus. This person is a model resource for the community.

Moderator

The discord moderator is often a FAF moderator, but is not limited in so that the M&M discord and council functions on its own. They are often experienced in dealing with moderation matters, especially rules and regulations.

Vault Overmind

A Vault Overmind is an individual who enforces the rules and regulations within the vault. They have access to the moderation powers needed to hide, unrank content.

Permission & Credit

1) GPG Originals "Off-limits"

All maps that are GPG originals [see full list here: GPG Original Map List] **should not be modified in any way without the permission of the M&M council**. They are classics and interpretation is not allowed.

The M&M team is undergoing a project to fix dated map techniques and imbalances within these maps, adding the suffix "- FAF version" (shown below). If you feel there is a need to update, please use the GPG map channel (**#gpg-map-roast**) in the M&M discord or the GPG Official Fix Forum Thread to express concerns.

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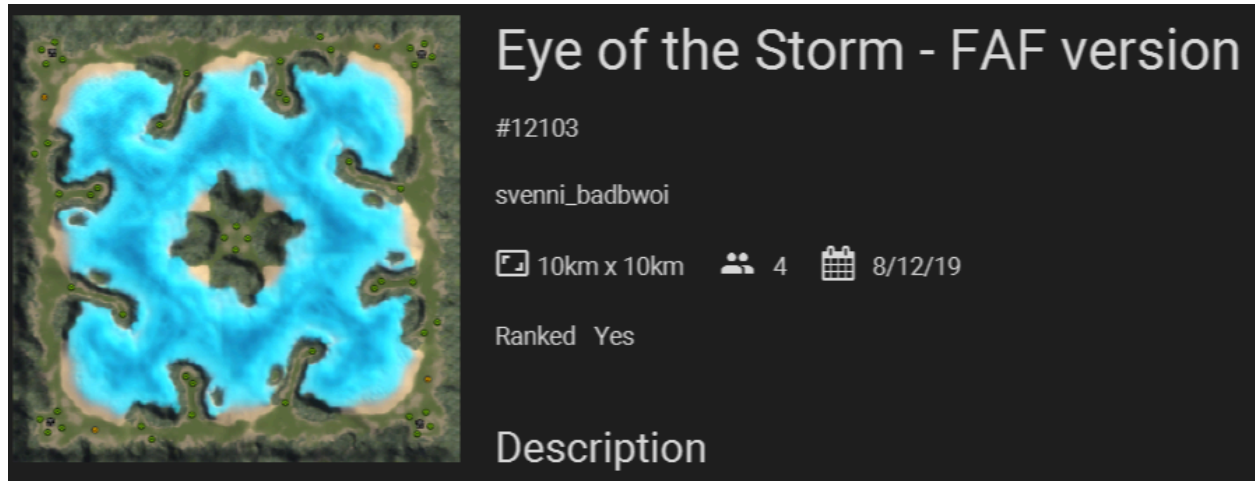
2) Plagiarism - Theft of Intellectual Property

Proof of permission must be given to the M&M team that an author can use others' work for such purposes.

All content that is created based on, conceptualized, and or close to an original work that is not the uploader's must be in some way given permission by the original author. items.

A map must not in any way, shape or form utilize assets that were obtained without permission from the source. This includes textures, props, models, height map designs, and etc.
In addition, the original author must be credited as is shown below in the image. This is unlimited in that whether it is by adding a script, adaptive features, "improvements," etc, the description needs to have this displayed:

3) Maps by "Unknown Author"

The server did not always track who was uploading content to the vault, and therefore in many older uploads, the author is "Unknown."

For these cases, please contact the M&M councilor, *vault overmind,*

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two hills

#279

Unknown author

10km x 10km   👥 8   📅 3/24/14

Ranked   Yes

Description

spam, tech, eco, dont forget tml defs, dont forget the sides

4) Prohibition of the Use of Copyrighted Material

Similar to Rule 1, a map must not in any way, shape or form utilize assets that were obtained without permission from the source. This includes textures, props, models, height map designs, and etc. Proof of permission must be given to the M&M team that an author can use others' work for such purposes.

Content

5) Generated Content in the Vault

Maps that are created through code such as the Neroxis "map generator" cannot be downloaded and uploaded to the vault. This should not be an issue since content created by the map generator is not stored, but any design based on this must not be used to upload content.

6) Similar Maps (the "Copy Pasta" rule)

Maps that have nearly an identical theme, but have some minor difference will not be allowed. See the image below for an example, but know that a simple rotation, mirror/angle differences of the same geometry, and more are in violation.
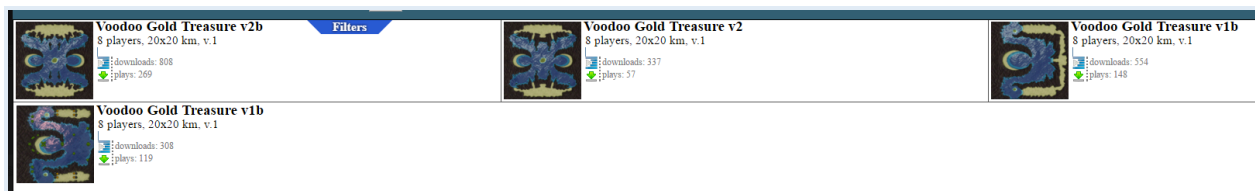
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Some more examples of the "Copy Pasta" rule:

https://imgur.com/a/wyHOCBC

Varied Player Count, Resources, Civilians - Use Adaptive Map Scripts

If the reason to create multiple instances of a map is for 2v2, 3v3, 4v4, …, etc versions; varied civilian layouts; resource distribution; and "crazymex," then one should become familiar with the Adaptive Map Scripts (go here: Adaptive Map Scripts Wiki).

Special Note on ladder with Adaptive Scripts: A map that uses adaptive scripts and is intended for ladder will use the 'default' for each option such as "extra mexes." Keep this in mind when designing a map that can be used for 1v1 ladder and teams.

Last but not least, all maps that use these scripts must have "Adaptive Map Scripts Credit: Cookienoob" somewhere in the description.

7) "Meme Maps"

 A map that is 100%-purely comical in nature will not be allowed. This does not restrict the use of images (so long as they follow copyright) or all comical aspects, but the map must in some way play and feel like a normal map.

8) Deliberate Symbols and "Terrain Short Fallings"

Supreme Commander is a game that in general sets itself upon realistic terrain features and it is a theme that should be followed. A few symbols and little details for fun is fine, but a map entirely based on a symbol or completely arbitrary terrain may be hidden after review. See example below of "UEF emblem" map:

9) Vulgar, Pornographic, etc Depictions

Any and all maps generated that use an image as a heightmap, decals that show content that is not suitable for underage, which depict vulgar, grotesque, and or other sensitive depictions that will be subject to review and hiding from the vault.

Technical Requirements

10) Map Naming & Versioning

-The map name must have at least 4 characters
-The map name has to begin with a letter
-Only latin characters, numbers, blanks and the minus are allowed.

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-Only a maximum of 3 minus characters are allowed
- If you use the adaptive map scripts, your map name must start with "Adaptive"

Map names that include verbiage such as "version 2," "v2," "Revision_04," and etc are not allowed. This compromises the versioning system built into the API which renames files such that they are organized. If this is not well understood, please reference this guide on how to properly generate versions.

Maps that use the "Adaptive" script files must have the word "Adaptive" as a pretense to any other name in the map: "Adaptive Canis," "Adaptive Diversity," "Adaptive *your map name*" must be followed.

Do not use the word "*map*" in your map name.
The map name needs to be a descriptive and/or intelligible word. DO NOT use gibberish word combinations or strange code like "f4353t3463" or "MAP_029823" as names.

11) Functional Map Script

In order for a map to be kept shown, the map must have functioning code such as the map script, scenario, etc files. This is often more difficult for maps like "survivals" or "adaptive." If it is unclear why the code for a map is malfunctioning, ask for help before uploading. Broken maps are not allowed for whatever reason.

For debugging map issues, **press F9 to access the Moho log**, which will warn of issues causing problems in game.

Below are examples, and the full text on these files can be found here in the wiki.
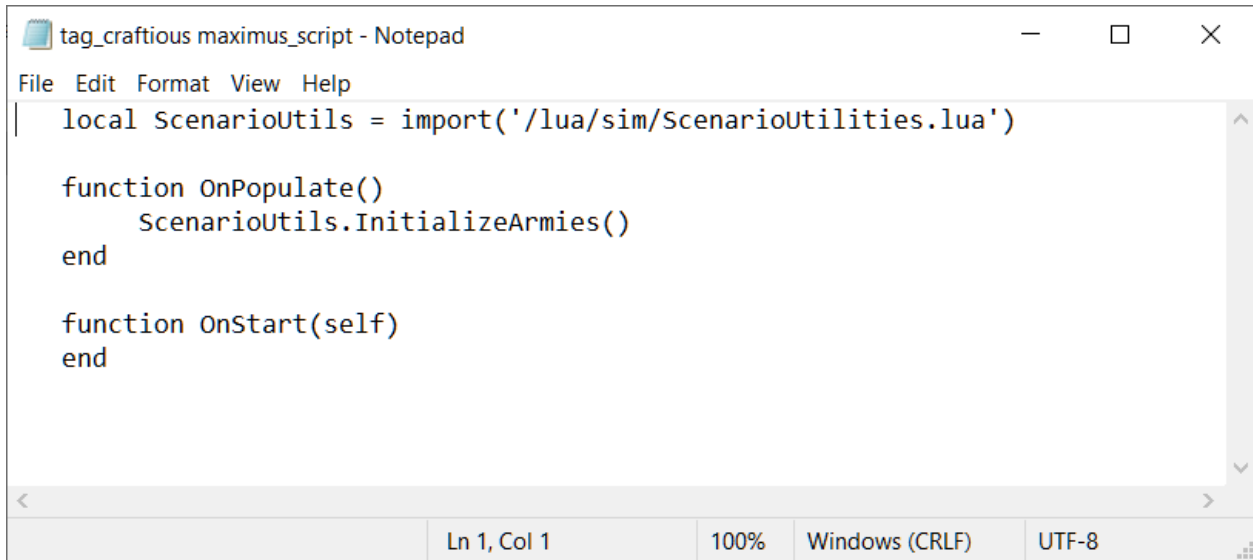
Example of the map scenario code:

Example of the map script code:

```
tag_craftious maximus_script - Notepad
File   Edit   Format   View   Help
    local ScenarioUtils = import('/lua/sim/ScenarioUtilities.lua')

    function OnPopulate()
          ScenarioUtils.InitializeArmies()
    end

    function OnStart(self)
    end
```

Ln 1, Col 1   100%   Windows (CRLF)   UTF-8

12) Map Ranking

Only maps that ensure fair playing conditions are "ranked." This does not necessarily mean that a map needs to be 100%-symmetrical in terms of terrain, props, etc; however, it does need to be so enough where no obvious advantage is given to one or more players.

For 1v1 or "ladder maps," the Player Councilor and the "Ladder Team" will justify a map's *fairness* as it is their responsibility to maintain and update the ladder pool. Exceptions will always be given to their decisions.

13) Stratum Normals

When selecting a texture for your map, you must also include a "normal map" in the stratum texture settings as shown below:
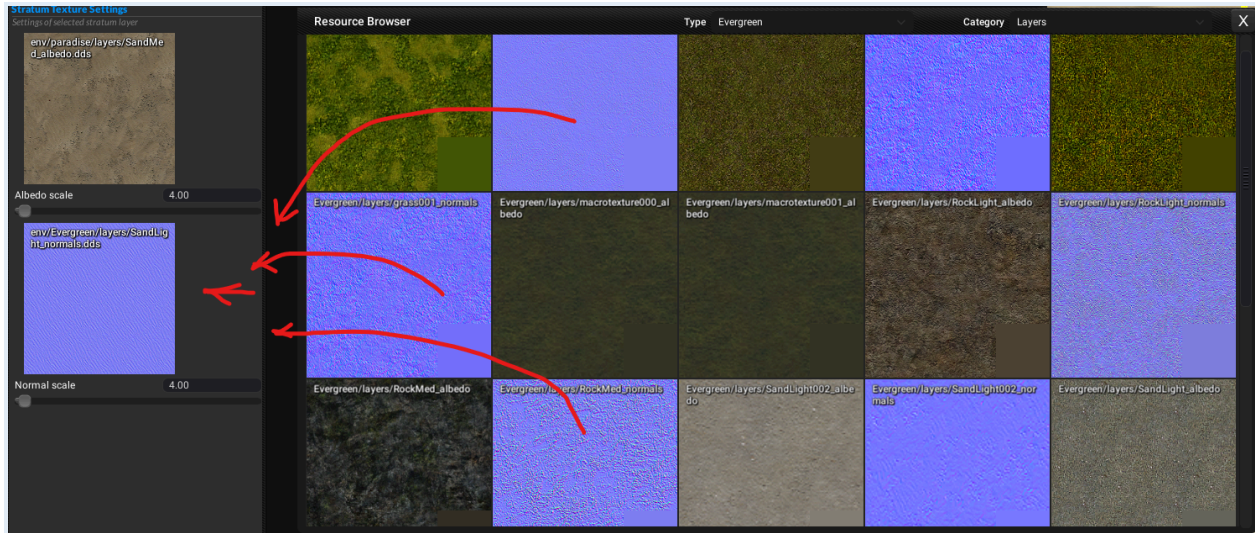
If a normal map is not selected, the texture will display erroneously in game, showing black/clear band bars as the light reflection data is not present. This is considered a "non-functional" map.

14) Functional Resources

A map must have functioning resource locations such as the hydro and mex markers being on terrain that can be built, and further that each mex can be "ringed" in that 4 mass stores can be placed around it.

Example of a map with broken resource markers (among other things...):
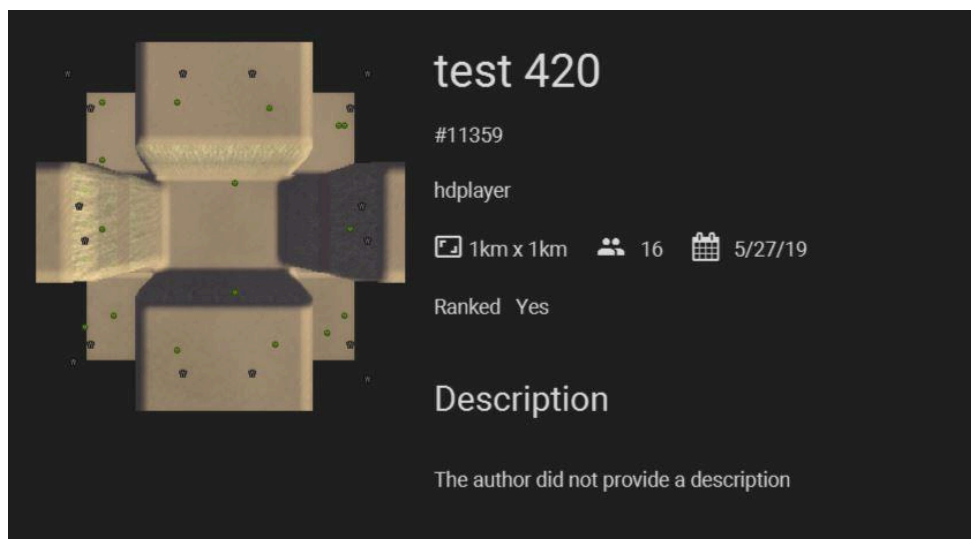
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15) "3 Stratum Rule"

This is a technical one that experiences a lot of misinterpretation, so read everything that follows carefully, and ask if you do not understand.

A minimum of 3 textures [also known as stratums] must be used and painted with detail throughout a map. This rule will have an exception for survival and other scripted cases. If it is unclear what the exception is, discuss with the M&M team to better understand it. Your map should have the lower, upper, and 3 layers filled out as shown by the red arrows in this image:
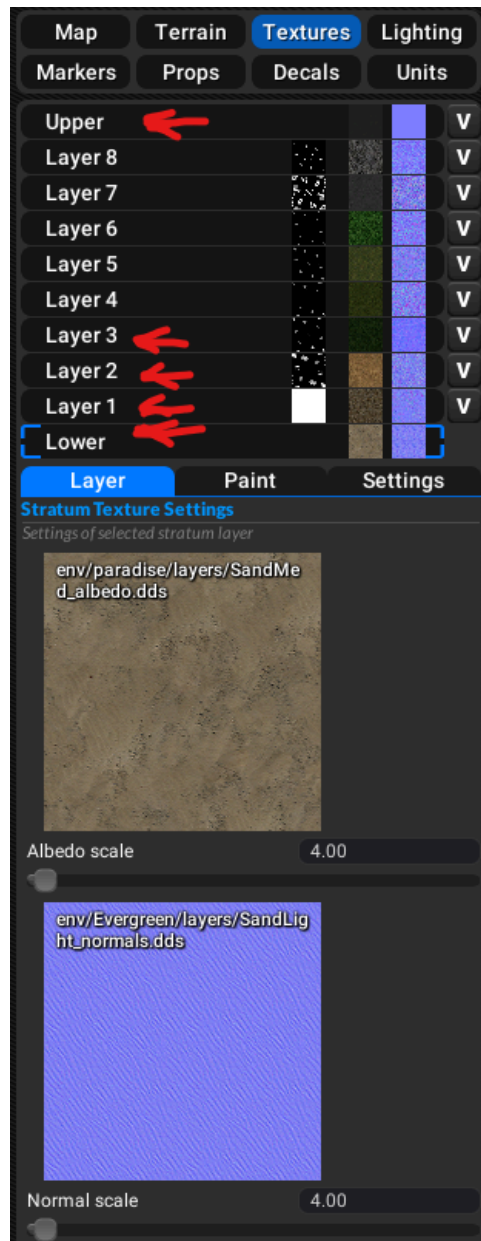
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An example of a map with at least 3 textures, painted throughout to give a finalized and well-thought work:

An example of a map with only the base stratum layer:
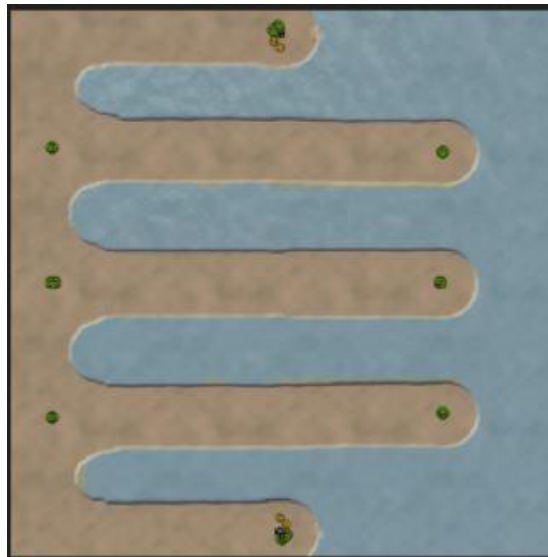
There will be some subjectivity to this rule and more examples will be added as necessary.

An example of a map that has 3 textures, but is not painted in detail:"

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And, this is why we don't want to simply allow 3 stratums without using detail:

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Finally, here is an example of a map that uses at least 3 stratums, paints in detail, uses decals, combining to show terrain features and clarity so players can understand the map layout while zoomed out:

The grey textures (shown with the red arrow) clearly define a mountainous terrain area, while the blue show small depressions. All in all, this is about as perfect as it gets when using stratums. One does not necessarily need to go to these lengths to define features, but it should be the goal.

There will be some subjectivity to this rule and more examples will be added as necessary.