

Mapping Resources Discord Layout Code [do not copy this portion]

> _**Forged Alliance Mapping Tutorials, Guides, Videos, Resources**_

Getting Started Guides:

__GPG Map Editor (alpha) Guide__: <<https://bit.ly/2P2ittc>>

__Ozonex's Unity Engine FAF Map Editor__: <<https://bit.ly/2OWOaUJ>>

Forged Alliance Forever Map Vault Rules:

Please see the rules on the FAF Message Board for discussion of the rules:

<<http://forums.faforever.com/viewtopic.php?f=2&t=17873&p=176968#p176968>>.

Also, see the Google Doc for the write-up:

<<https://docs.google.com/document/d/19runtFHiJ-XdYy1jVPbBMQIUsMwRPmhdZ5aXj4SzMyc/edit>>

Map Creation Tools:

__FAF OzoneX Download & Info Links__:

GitHub Post - <<https://github.com/ozonexo3/FAForeverMapEditor/releases>>

FAF Message Board Contributors Post -

<<http://forums.faforever.com/viewtopic.php?f=45&t=10647>>

__GPG Alpha Download & Info Links__:

<https://wiki.faforever.com/index.php?title=Map_Editing_Tools>

Mapping Process:

__Biaass' Mapping Workflow__:

<<https://bit.ly/2TKcv3Y>>

__Svenni's Mapping Workflow__:

<<https://bit.ly/2S88S68>>

__How to Create a New Map Version [by: biaass]__:

<<https://bit.ly/2AhJJyy>>

__Lionhardt's GPG Alpha Editor & World Machine Workflow__:

<<https://bit.ly/2P0JLjR>>

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****Mapping Technique and Tutorials:****

__FAF Editor Mountain Creation__:

<<https://bit.ly/2FzeODM>>

__BorgCubeJanitor's FAF Editor Ramp Process__:

<<https://bit.ly/2TDgmzH>>

__FAF Editor AI Markers Guide by Uveso__:

<<https://bit.ly/2Buf4zW>>

__How to Export and Import Height Maps Between World Machine & FAF Map Editor__:

<<https://forums.faforever.com/viewtopic.php?f=53&t=17927#p177404>>

__Texture Blending in the FAF Editor__:

<<https://www.youtube.com/watch?v=nzTnDc2vKU4&feature=youtu.be>>

****Mapping Debugging:****

__Share & Test Your Map Before Uploading to the Vault__:

<https://www.youtube.com/watch?v=EQbP_mXER7M&feature=youtu.be>

__Map Files & Map Name Validation Tool (by Brutus)__:

<<https://api.faforever.com/maps/validate>>

****Adaptive Mapping:****

__Adaptive Maps Video Tutorial (by: Cookienoob)__:

<<https://www.youtube.com/watch?v=VVxEhCuc53g&>>

****How To Request An Update to A Map:****

<<https://forums.faforever.com/viewtopic.php?f=53&t=18785>>

****World Heightmap Resource (take sections of world map data and export as a heightmap for game engine).****

<https://tangrams.github.io/heightmapper/>

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