

# **SCP - Containment Breach Map Creator**

## **Version 2 Manual**

1. Startup
2. How to build a map
3. 3D viewer options
4. 3D viewer controls

# **1. Startup**

After starting the map creator you have the choice to either create an entirely new map or load an already existing map and edit it.

If you opened the map creator for the first time, you might need to navigate to the map folder on your own to select the maps. However, the path should then be saved after first use.

If you save a map you also have to make sure that the saving path is the one where the map files are stored ("Map Creator/Maps"). This is important as the original game checks this path to find maps that can be loaded.

# **2. How to build a map**

Before creating a map it is important that you know the basics on how to create a map for SCP - Containment Breach.

The rooms that can be placed on the map grid are listed at the left hand side of the window. A short description of the selected room will appear below the list, in addition to a dropdown menu that contains events that can be placed in the room.

A short description of the event will appear below the event dropdown menu. The probability for the event to be placed in the room can be determined using the slider below the description (100% = the event will always be

placed in the room, 50% = the event has a 50% chance of being placed in the room, etc).

Below the event probability slider is yet another text box which shows the stats of the selected room.

The grid at the right side of the window is used to place the rooms on the map. Rooms are placed simply by selecting one from the list and then clicking on the square you want to place it on.

You can select placed rooms by clicking on them. You can rotate the selected room by holding the left mouse button. The rotation can be seen at the bottom left corner where the room stats are displayed.

Note:

- By selecting a room on the grid you deselect the entry from the room list. You need to double click on the same room name in order to select it. If a plus icon appears when you move the mouse over the grid it means you can place a room on the square.
- The "start" room (SCP-173's containment chamber after the intro sequence) always has the rotation set to 180 degrees and it can't be changed. This is due to the scripted sequences at the start of the game which require the room to be oriented in a specific way.
- The checkpoint rooms have the rotation set to 180 degrees so they automatically face

the correct direction. However, their rotation can be modified, unlike that of the "start" room.

- The "start" room (SCP-173's chamber) and the "alarm" event are required for the game to work correctly.
- The option "Set the Event for the rooms by Default" determines if a room should get an event assigned automatically upon placing it on the grid (usually the first one that appears in the event's selection box).

You can delete a room by right clicking the room icon on the grid. By holding the right mouse button and swiping over the grid you can delete multiple rooms at once.

Clicking the middle mouse button deselects the currently selected room.

You can also search for certain rooms by typing something into the search box above the room's list box and clicking on the "Search" button. The search box can be cleared by clicking the "X" button next to it.

### **3. 3D viewer options**

This version of the map creator also has a 3D viewer. It can be accessed by clicking on the "3D/Map Viewer" button at the top left-hand corner next to the "2D/Map Creator" button. The "2D/Map Creator" button will bring you back to the 2D view of the map creator.

The options for the 3D viewer are located at "Options -> Edit Camera":

- Change CameraFog Color: This option changes the background color of the 3d viewer. The standard color is black (R=0, G=0, B=0).
- Change Cursor Color: Changes the color of the cursor that can be seen when entering the free-flight mode of the 3d viewer. The standard color is red (R=255, G=0, B=0).
- Culling Range: Determines the range on how far away from the camera a room should still be rendered. The standard value is 50. Note that the larger the culling range is the more rooms will render at once. A too large value may cause performance issues.
- VSync: Determines if the rendering rate should be synced with your monitor's refresh rate.
- Show FPS: Determines if the framerate will be displayed in free-flight mode.

## **4. 3D viewer controls**

When you have selected a room by clicking it on the grid and go to the 3D, the camera will focus on that room. If you don't wish for the camera to move, deselect any rooms before switching to the 3D viewer.

By right clicking on the 3d viewer window you will enter the free-flight mode. Use the W/A/S/D keys and the mouse to move the camera around. Rooms can be highlighted by moving

the cursor on them in the free flight mode. Additionally you can see the room name, the X and Z position of it and the event name and event chance it is assigned with.