

Manual

300

500

500

Edit Map

Import Player 1

Export Player 1

Manual

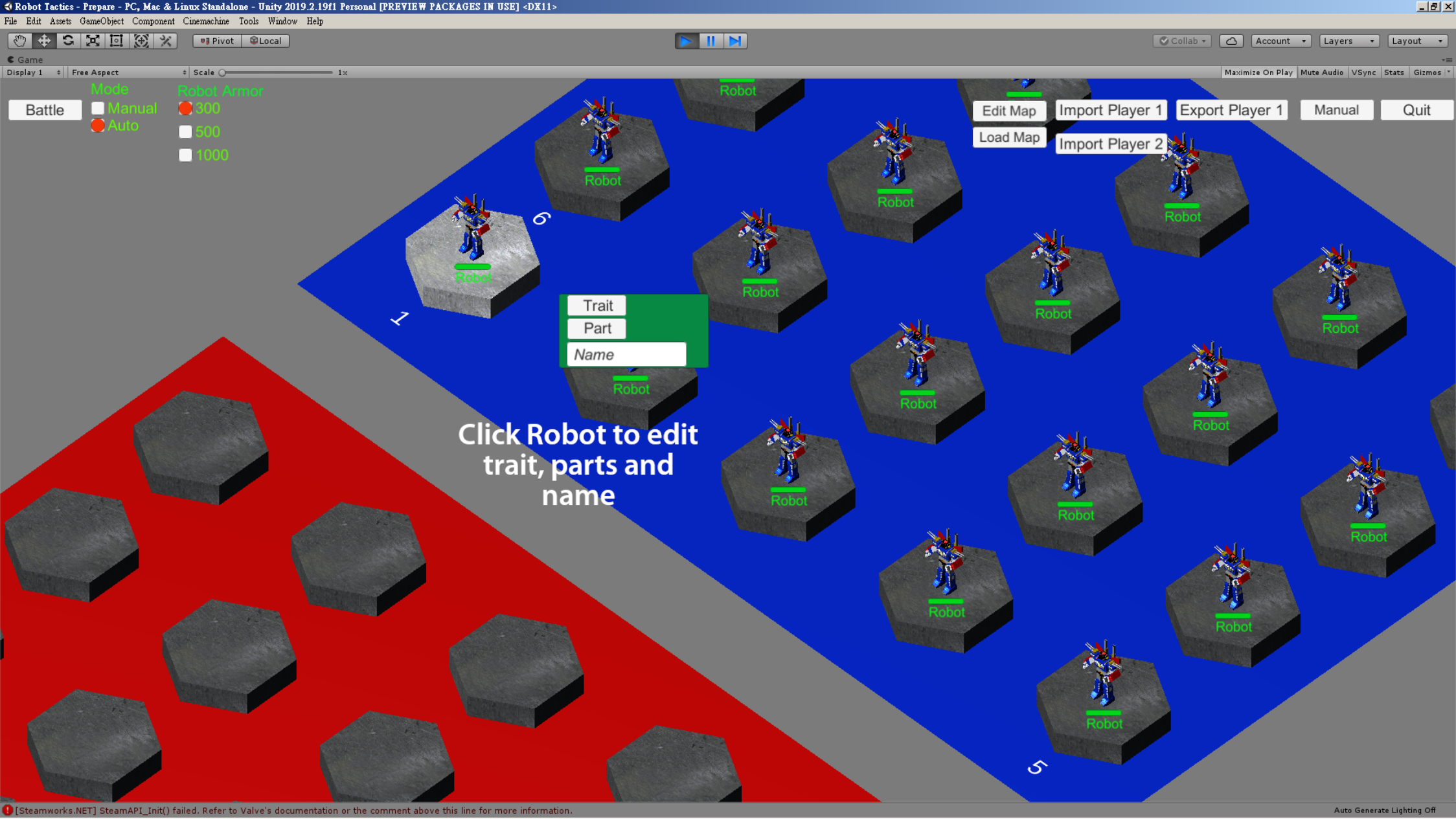
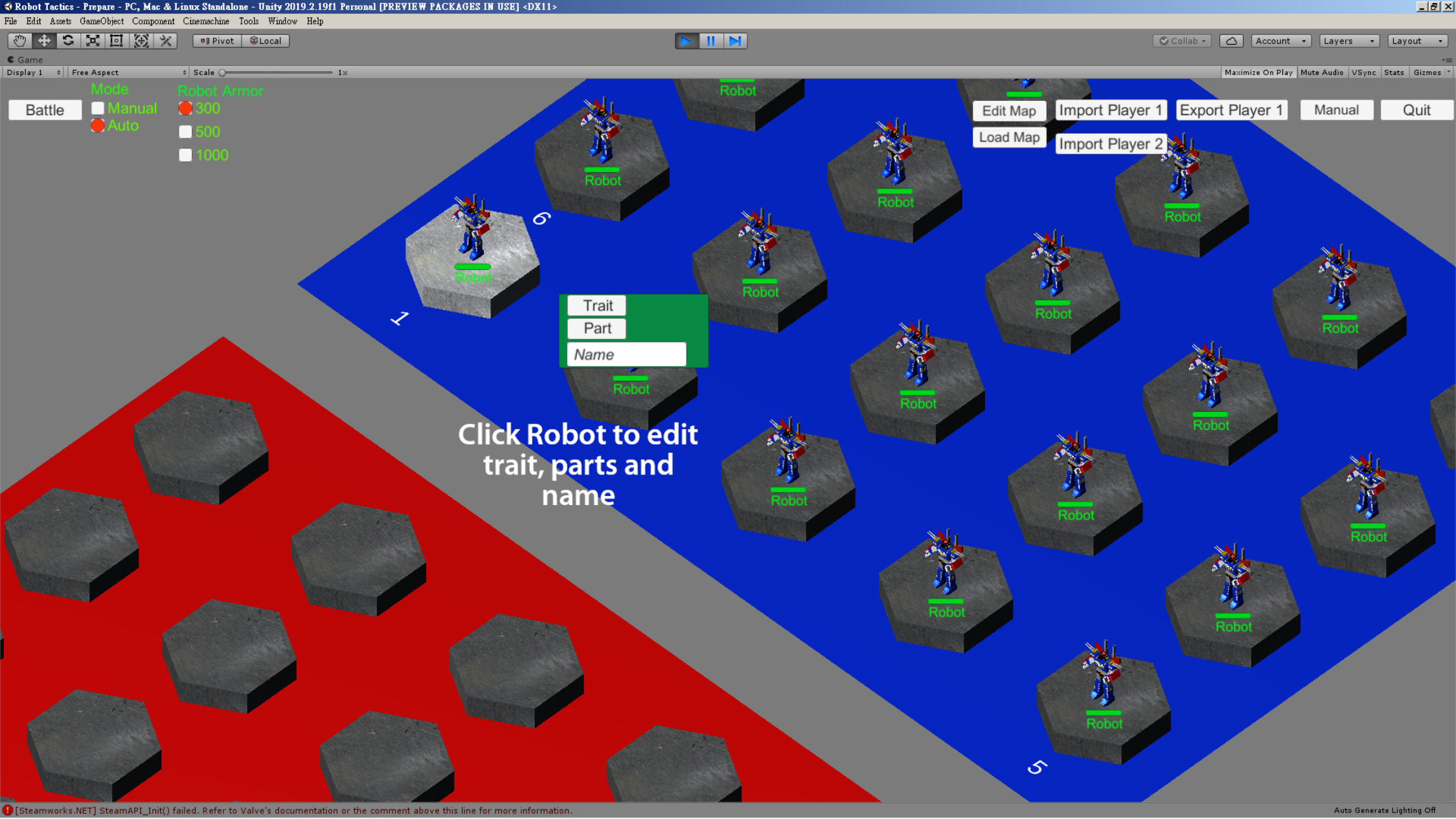
Quit

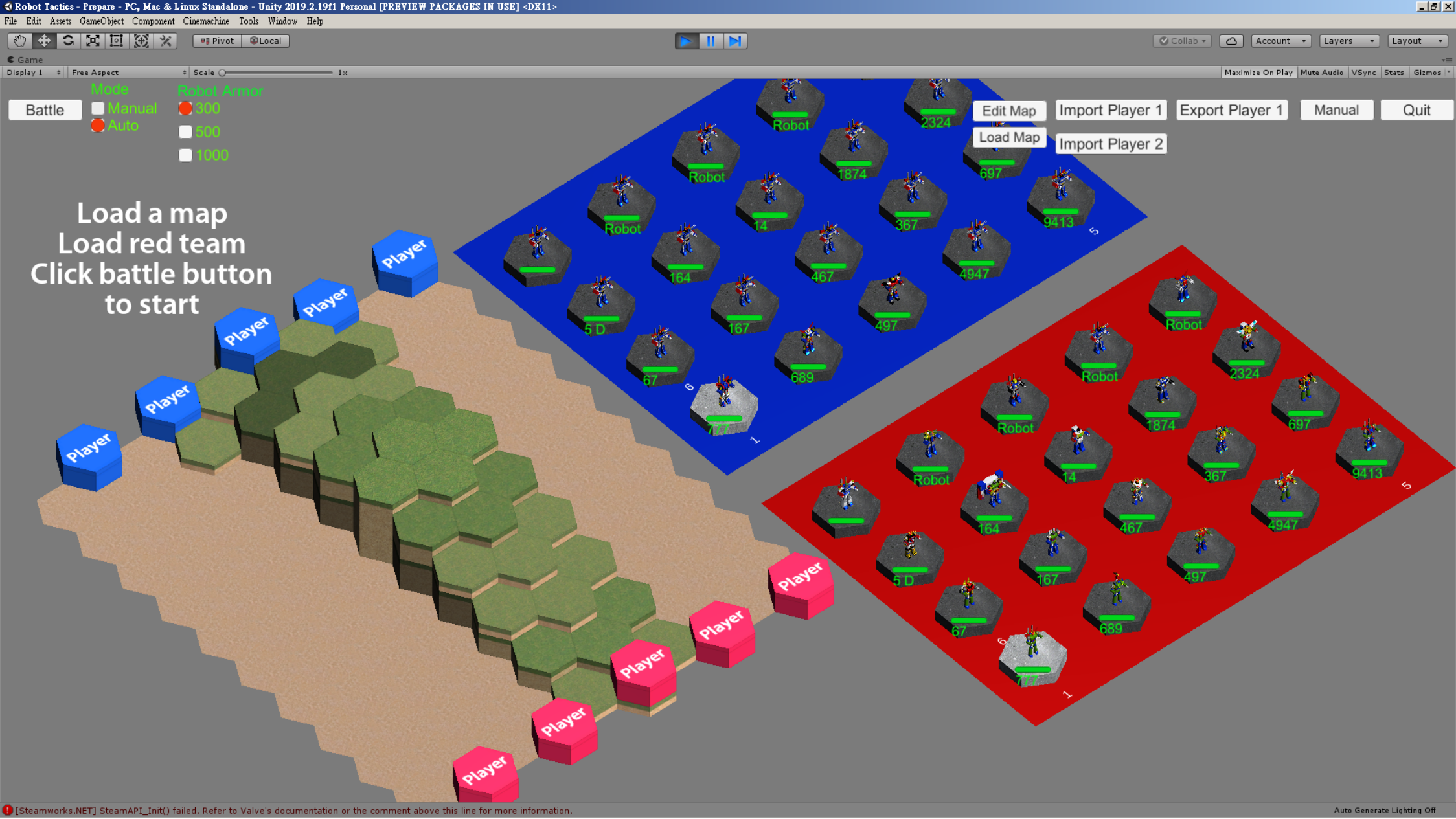
Load Map

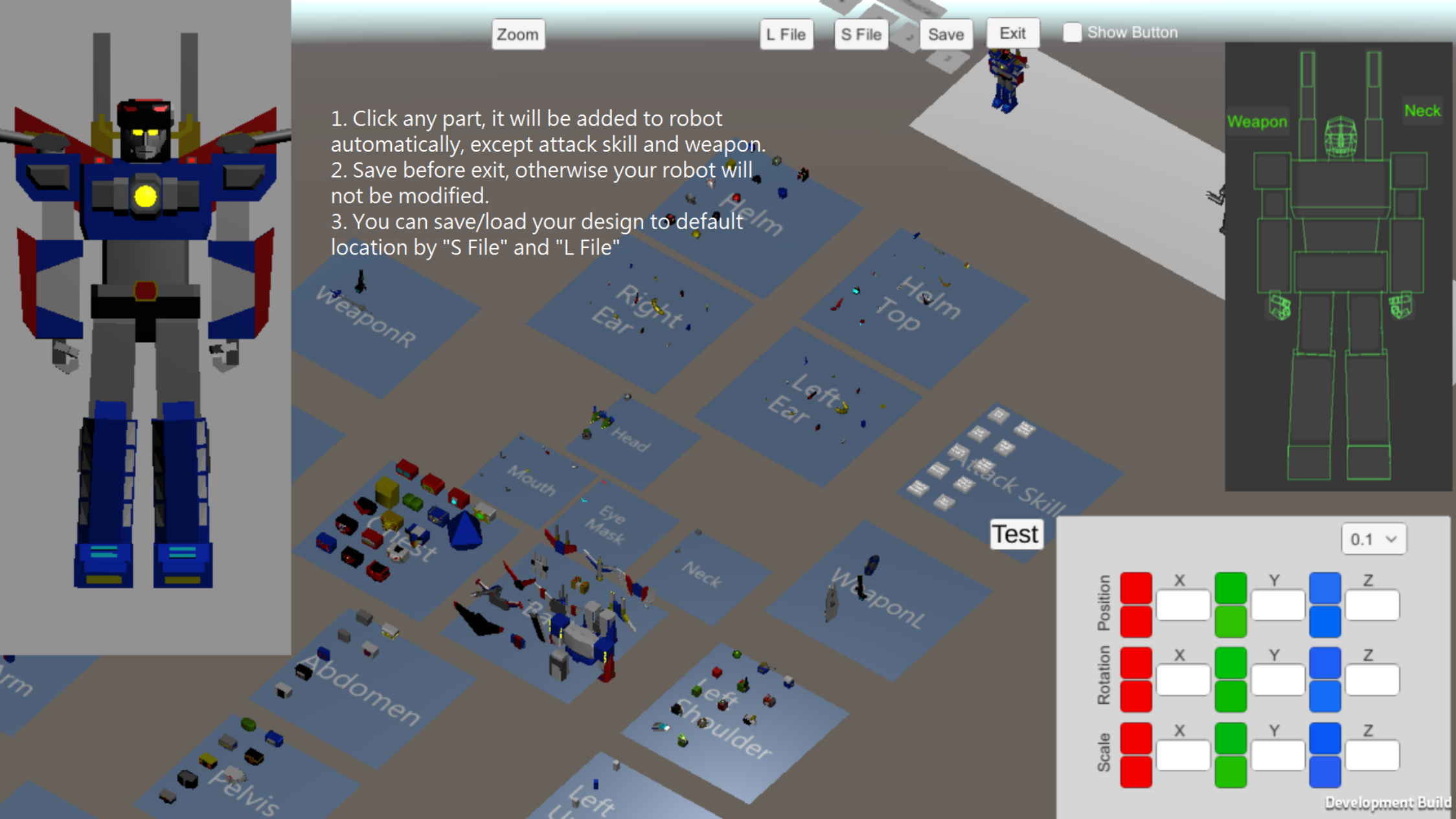
Import Player 2

1 block = 1 robot
blue = player team
red = computer team
This map is a 5vs5
each team have 40 robots

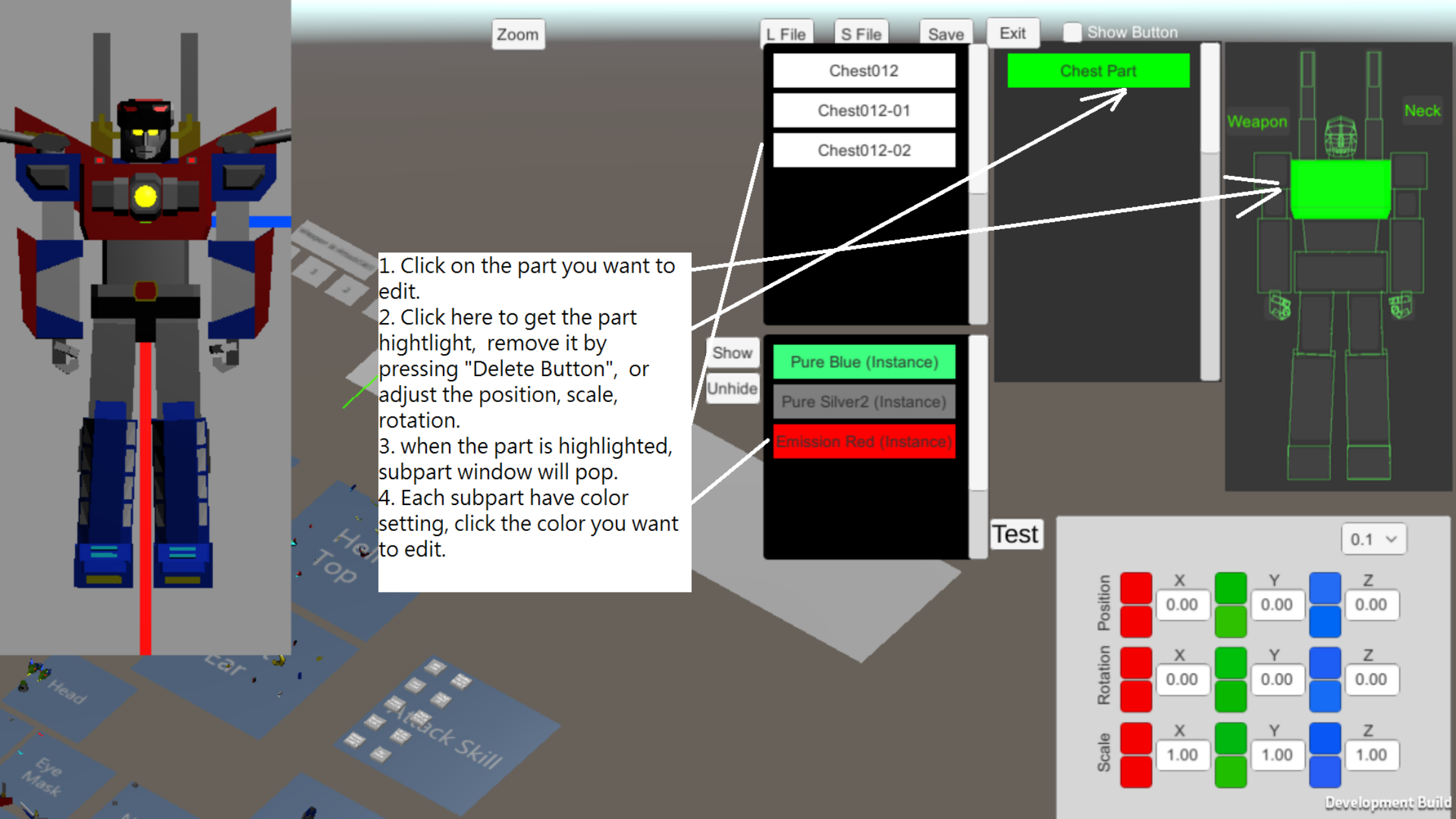
Only No. 1 to 5 robots will be deployed in this map







1. Click any part, it will be added to robot automatically, except attack skill and weapon.
2. Save before exit, otherwise your robot will not be modified.
3. You can save/load your design to default location by "S File" and "L File"



1. Click on the part you want to edit.
2. Click here to get the part highlight, remove it by pressing "Delete Button", or adjust the position, scale, rotation.
3. when the part is highlighted, subpart window will pop.
4. Each subpart have color setting, click the color you want to edit.

L File S File Save Exit

Show Button

Chest012

Chest012-01

Chest012-02

Chest Part

Show

Unhide

Pure Blue (Instance)

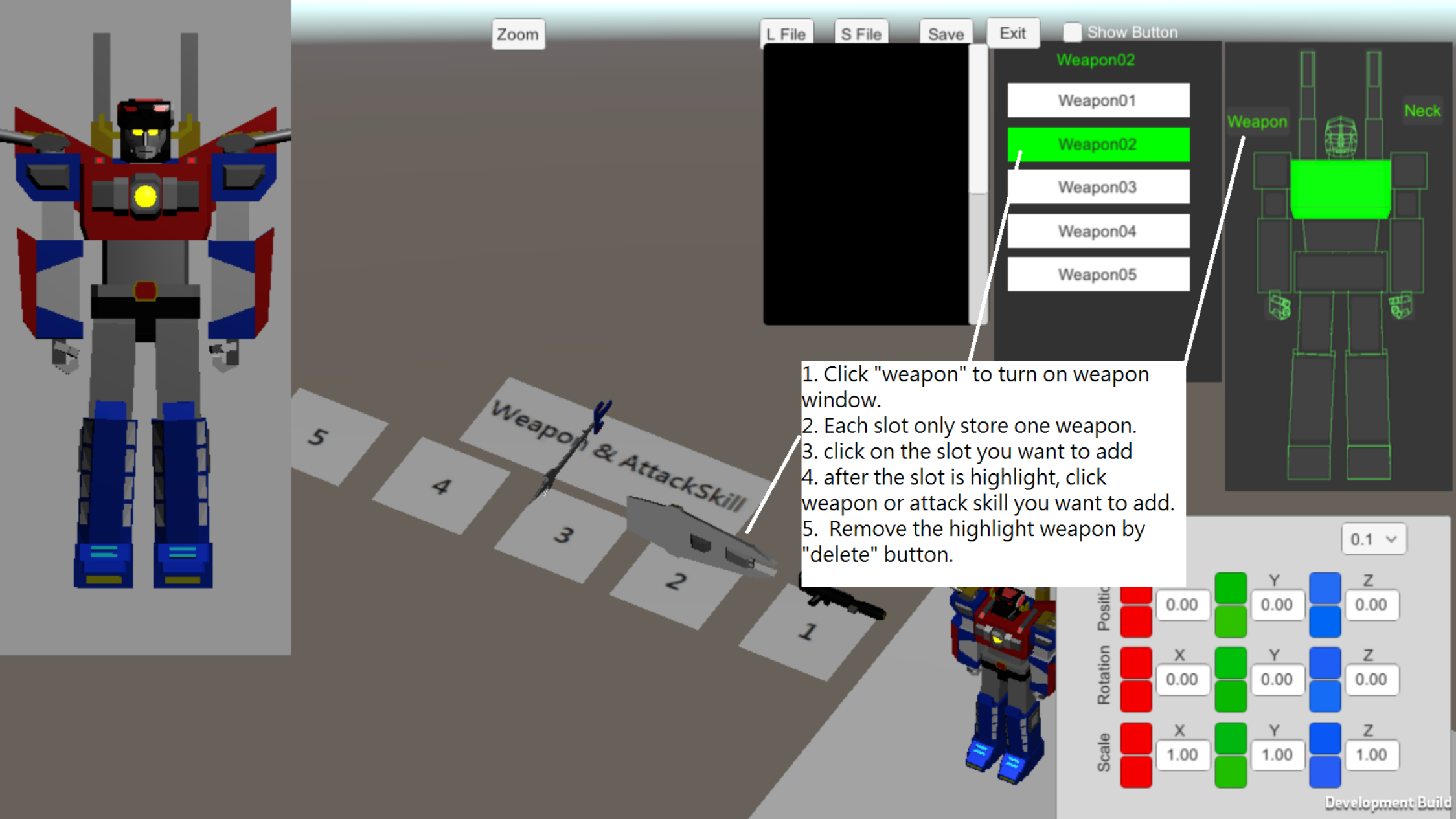
Pure Silver2 (Instance)

Emission Red (Instance)

Test

0.1

Position		X		Y		Z
		0.00		0.00		0.00
Rotation		X		Y		Z
		0.00		0.00		0.00
Scale		X		Y		Z
		1.00		1.00		1.00



Zoom

L File

S File

Save

Exit

Show Button

Weapon02

Weapon01

Weapon02

Weapon03

Weapon04

Weapon05

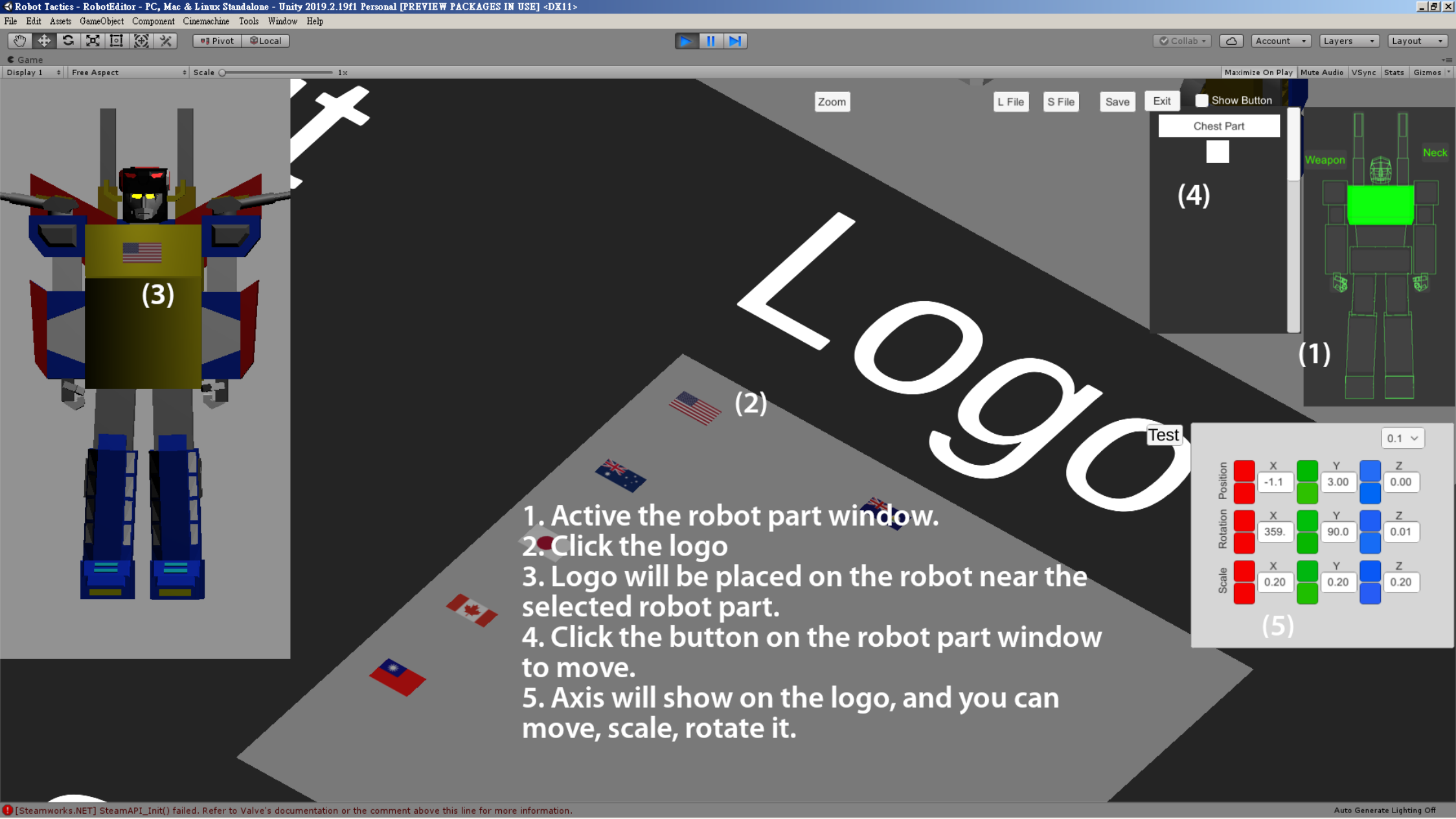
Weapon

Neck

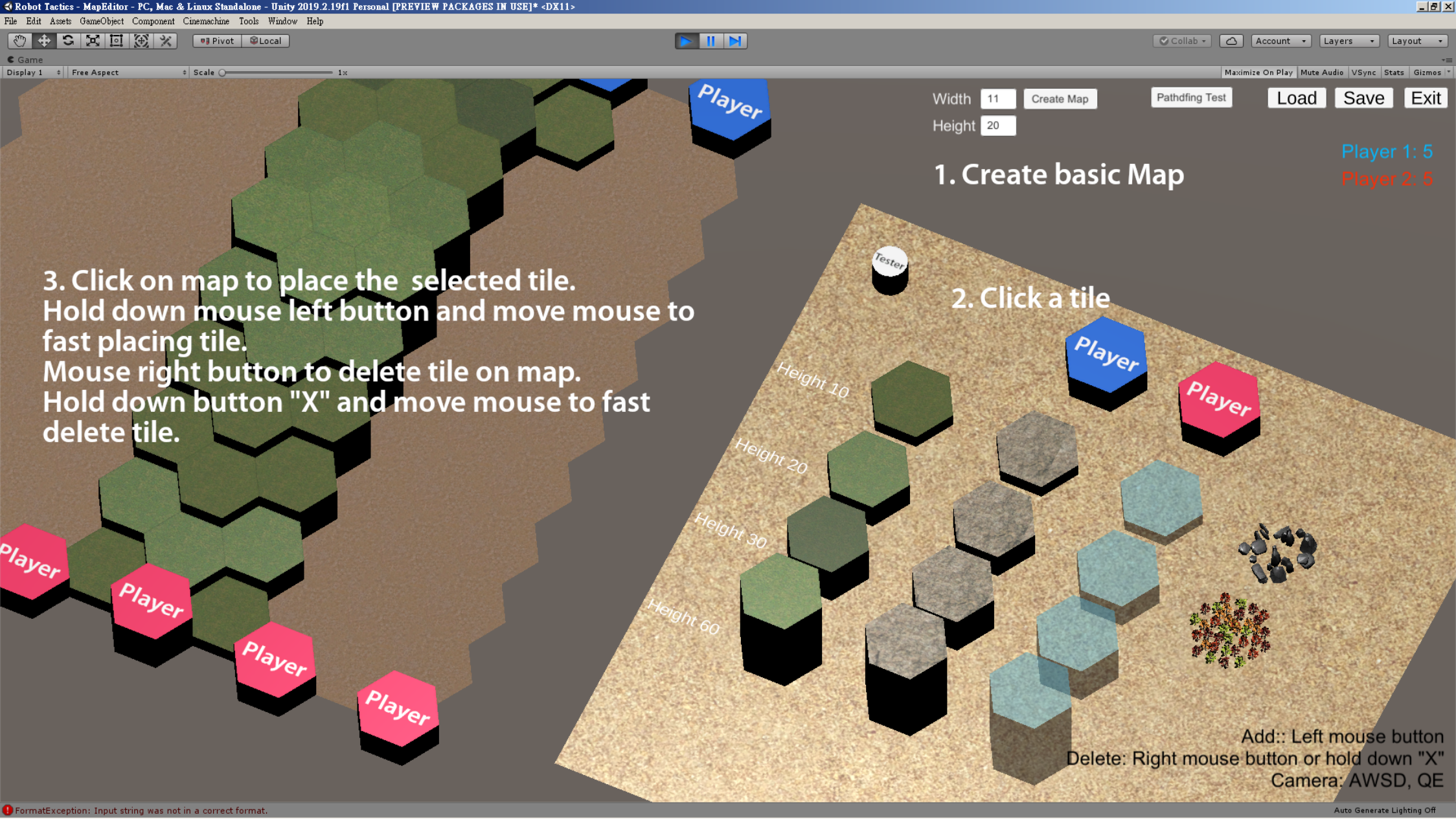
1. Click "weapon" to turn on weapon window.
2. Each slot only store one weapon.
3. click on the slot you want to add
4. after the slot is highlight, click weapon or attack skill you want to add.
5. Remove the highlight weapon by "delete" button.

0.1

Scale	Position	0.00	0.00	0.00
	Rotation	0.00	0.00	0.00
	Scale	1.00	1.00	1.00



1. Active the robot part window.
2. Click the logo
3. Logo will be placed on the robot near the selected robot part.
4. Click the button on the robot part window to move.
5. Axis will show on the logo, and you can move, scale, rotate it.



3. Click on map to place the selected tile.
Hold down mouse left button and move mouse to fast placing tile.
Mouse right button to delete tile on map.
Hold down button "X" and move mouse to fast delete tile.

1. Create basic Map

2. Click a tile

Player 1: 5
Player 2: 5

Add:: Left mouse button
Delete: Right mouse button or hold down "X"
Camera: AWSD, QE

Default Files folder:

(Folders should be created when you play the game 1st time)

Map file:

\Documents\My Games\Robot Tactics\Map

Logo 100x100 png file

Logo file (battle and prepare scene search logo here)

\Documents\My Games\Robot Tactics\Logo

Logo file (robot editor import 20 logo here)

\Documents\My Games\Robot Tactics\Robot Editor\Logo

Team file:

\Documents\My Games\Robot Tactics\Team

1. Max move step is 3.
2. Line of sight is required to attack.
3. Weapon range is from 1 to 5 tile. Melee attack is 1 tile.
4. Some melee attack may knock back target by 1 tile.
5. Weapon have 4 turn cool down, for example, if a weapon is used at turn 1, then it need to wait until turn 5 to be used again.
6. Robot counterattack if it has weapon available (range, attack angle, and cool down OK)
7. No delay on counterattack. Attack and counterattack happen same time. So, it is possible that a weapon cancel another weapon.
8. Attack angle is caculcated from the target front direction, if angle > 90 , enemy cannot counter attack. So attack from back is the basic.
9. Robot die whenever it is out of the board, so knock back melee attack is useful for some case.
10. The small window at the bottom show how many weapon with that range is available to use.
11. The "T" button only show up if the robot have the speical transformation part installed, and the robot will transform only if it meet the requirement.
12. Transform can only be used once, and robot cannot transform backward.
13. By default, all weapon do max 50 damage on single target attack. So you can design your robot not based on max weapon damage.
14. Weapon that not built-in body parts, such as gun, sword, shield can be used 3 times. After 3 times usaged, cool down will be caculcated as the same as other body part built-in weapon.