

**O**ne new feature Cyanide added to this years game is the new stage editor. It's a great tool to make stages, but it takes time to learn. So here is a guide on how to make stages in the editor.

## 1 - The Basics

The new editor makes terrain with GPX files, this basically allows the game to render realistic terrain - The Alps will actually look like the alps etc. But first we have to make one, I recomend [www.bikeroutetoaster.com](http://www.bikeroutetoaster.com) - But for this tutorial I have already made a very basic route: Calais - Boulogne-sur-mer. Flat and short, perfect for the basics. Now we must open it in the editor. In the editor go to file>new

Region:

Change depending on where your race is, we are going to use "Centre" and city kit "North"

Keep Elevation data selected for our GPX files. Creating from "Nothing" is a blank canvas, you create the mountains etc. - NOT RECOMENDED

Locked Axis - depends on length of stage, if one doesn't work, try another.

Click "Read Bounds from GPX" and open the GPX file, the other fields will be filled in using data from that file.

**New File**

Region : Alps City kit : AlpsXX

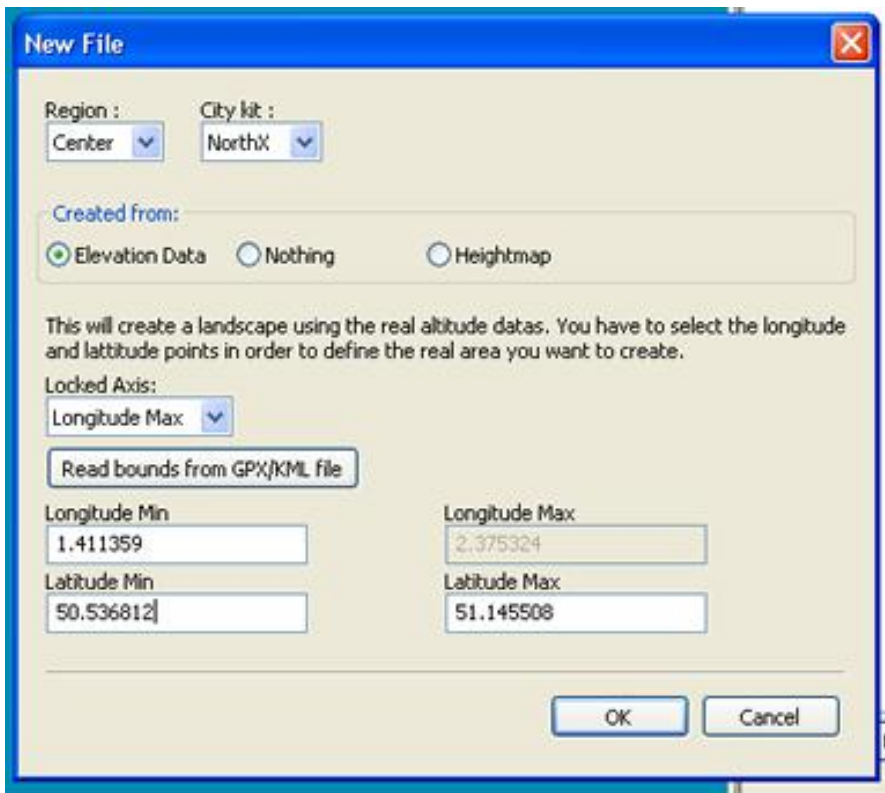
Created from:  
 Elevation Data  Nothing  Heightmap

This will create a landscape using the real altitude datas. You have to select the longitude and latitude points in order to define the real area you want to create.

Locked Axis:  
Longitude Max

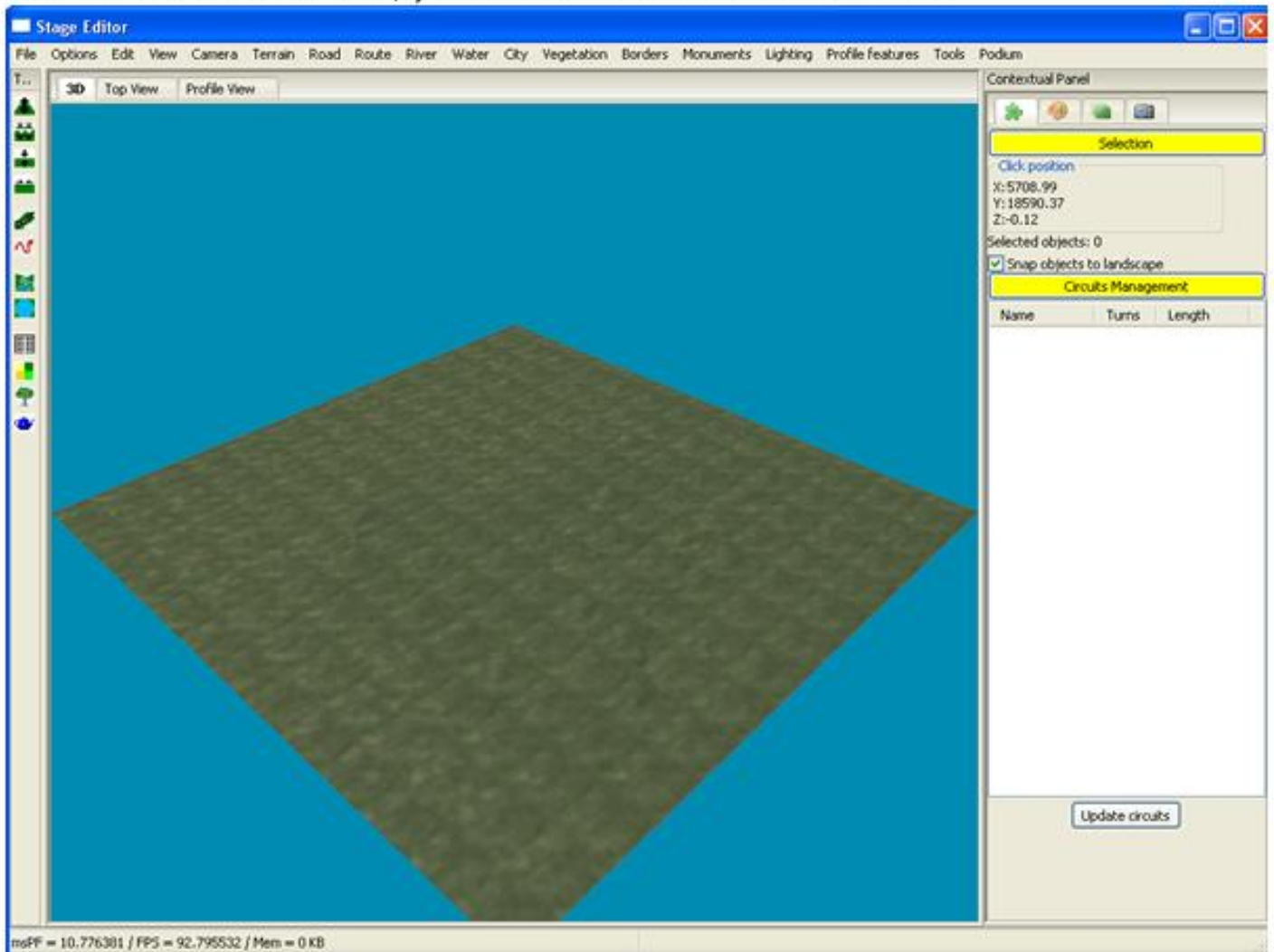
Longitude Min	6.40000	Longitude Max	6.693810
Latitude Min	47.00000	Latitude Max	47.20000

Click OK and your terrain will be made.



*The Correct set up for this stage*

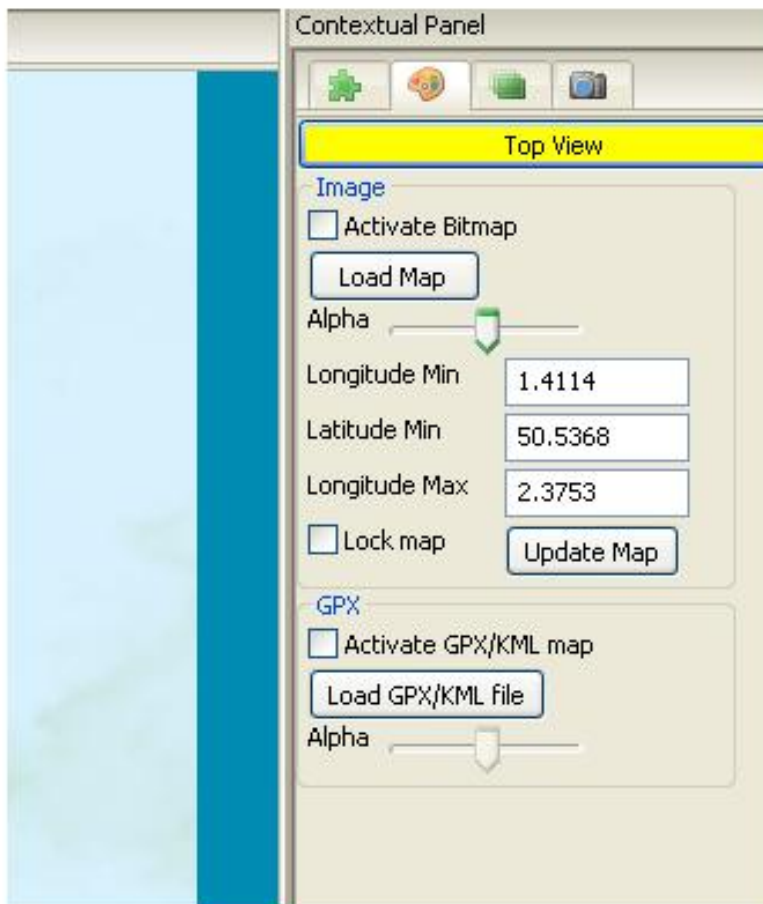
*Now we have our terrain, your window should look like this*



*Now we have to make the route, to make it correctly we can have a black traceable line on the top down view.*

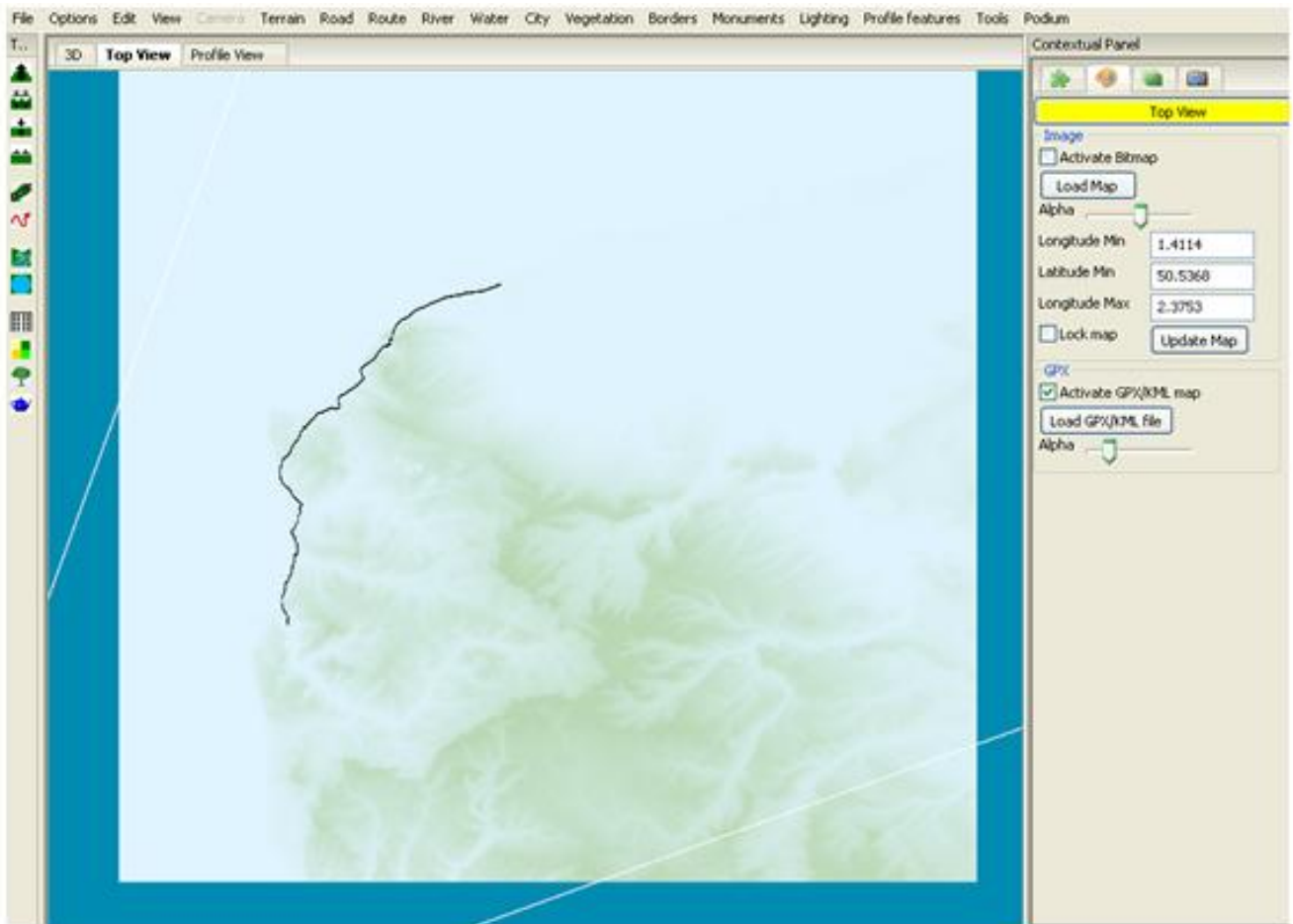


*You should see the corner of Northern France that we are making, and then an area of blue, the area of blue is the sea. More on how to make that in another installment*



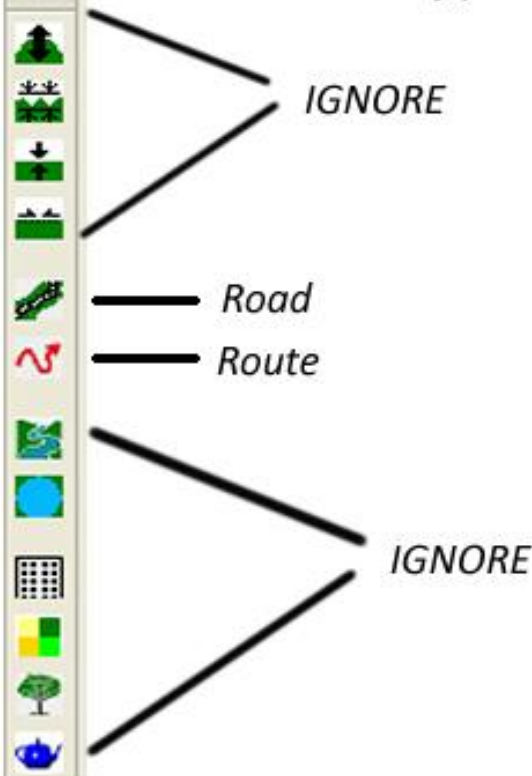
*On the contextual panel click the icon that looks like a paint pallet. Don't edit any of the options.*

*Click "Load GPX" file, relocate the same GPX file as you used in the File>New process and load it up. Once thats done, the landscape won't be as obvious on top down view, you can change this though, play around with the alpha setting below*



*That is our course (the black line). As this is the basics tutorial we'll only look into making the road follow that black line, and then adding the start and finish. In other installments we'll look at towns/cities, intersections and scenery.*

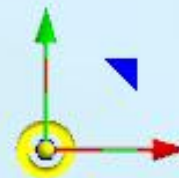
*T.. This is on the side of your screen*



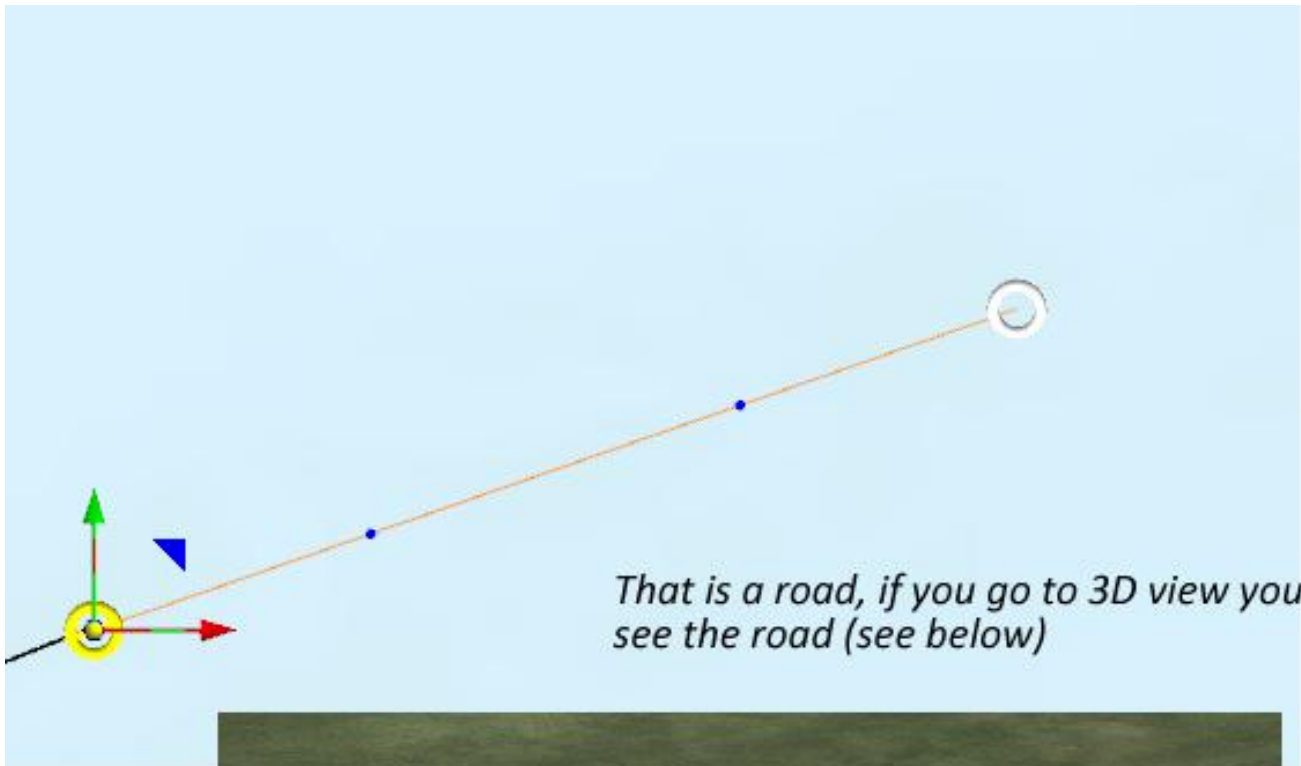
*Before you can make a route, you have to have made a road.*

*On the top down view, zoom into the black line, the route starts on the right hand side of the map. Zoom by using the mouse scroll wheel, and move fast by clicking down on the mouse scroll wheel and moving the mouse in the direction you'd like to move towards*

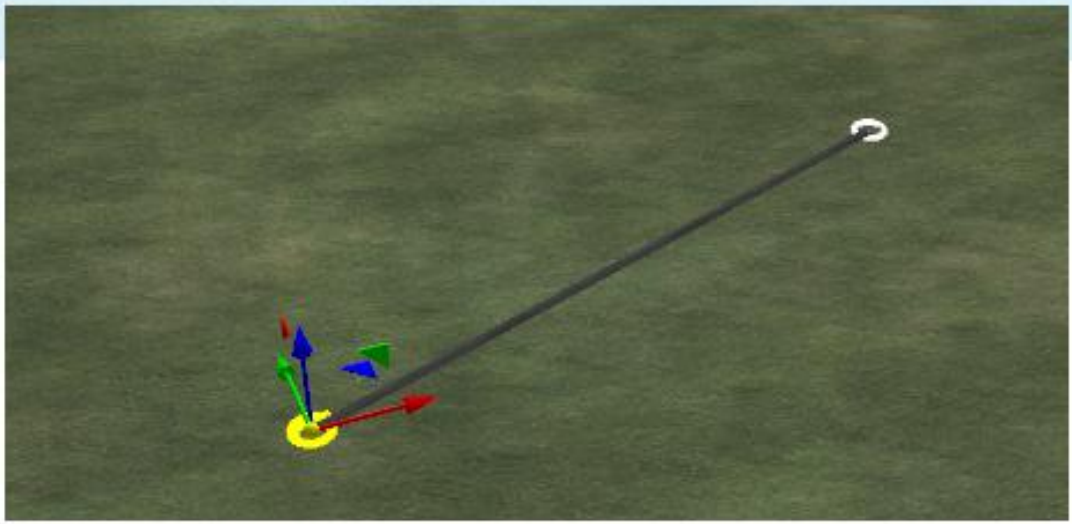
*The black line is the start of the race, but we need 2km of road before the line starts to add road, click on the road symbol (as shown in the previous page) and right click somewhere before the black line starts, preferably 2km before, but it is impossible to tell.*



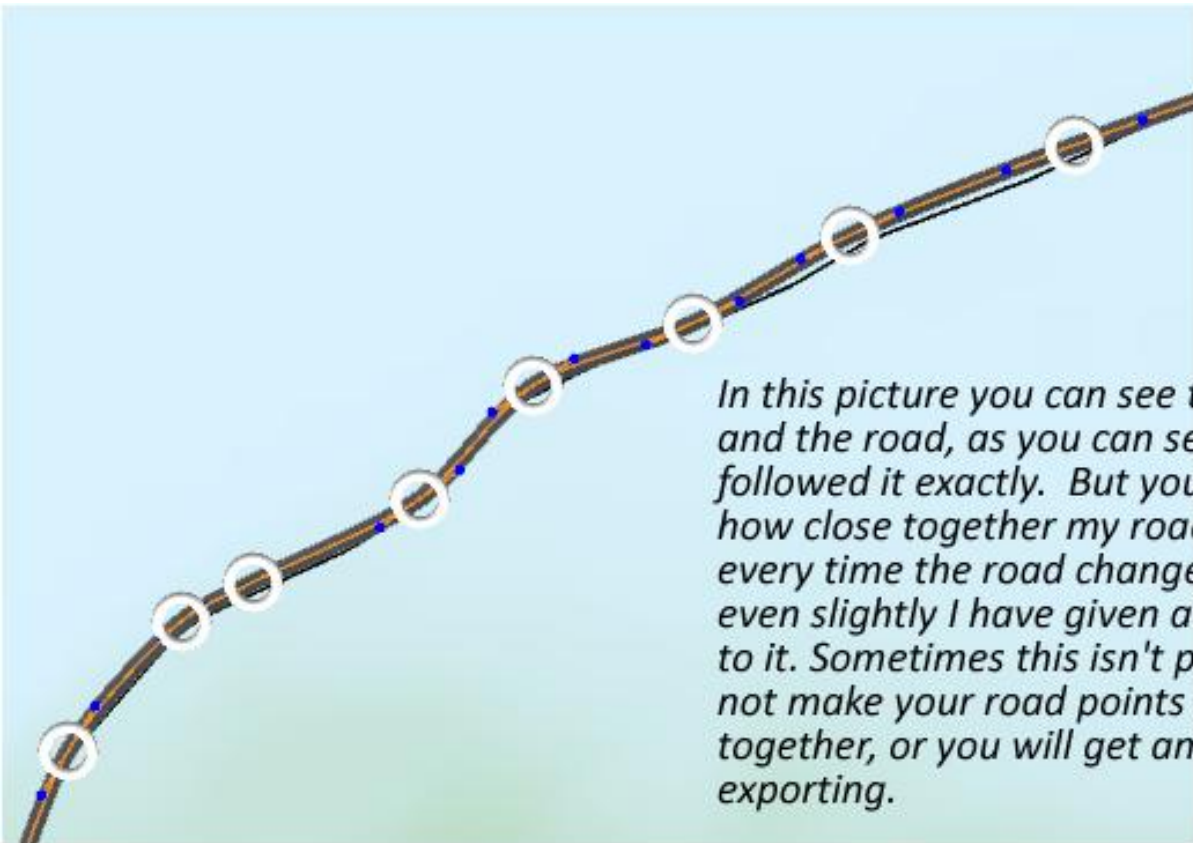
*If you have right clicked, you will see this, your next right click should be on the black line*



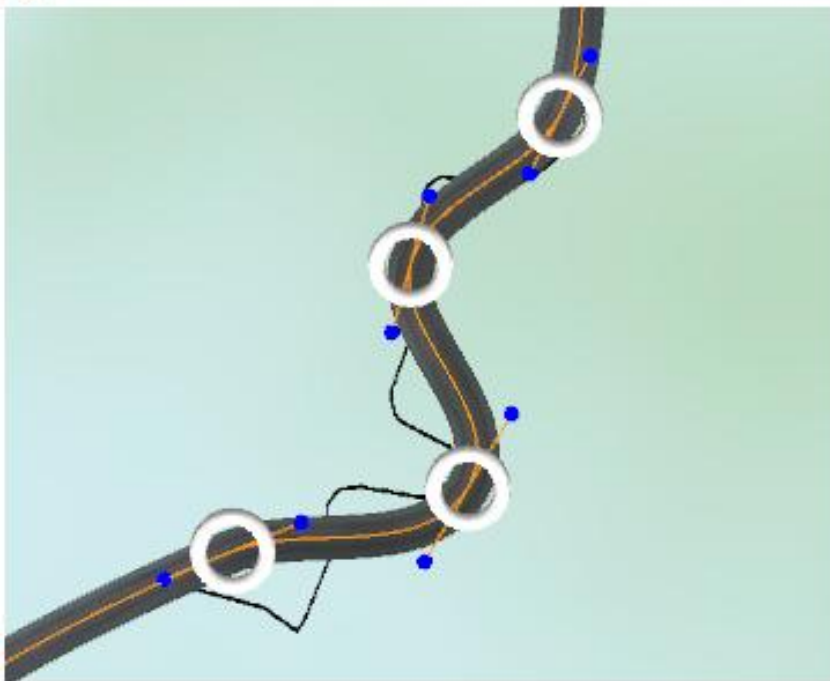
*That is a road, if you go to 3D view you will see the road (see below)*



*Now it's important that you keep creating a road, and follow the black line, right click when a road changes direction. The road won't automatically follow the black line, that is your job.*

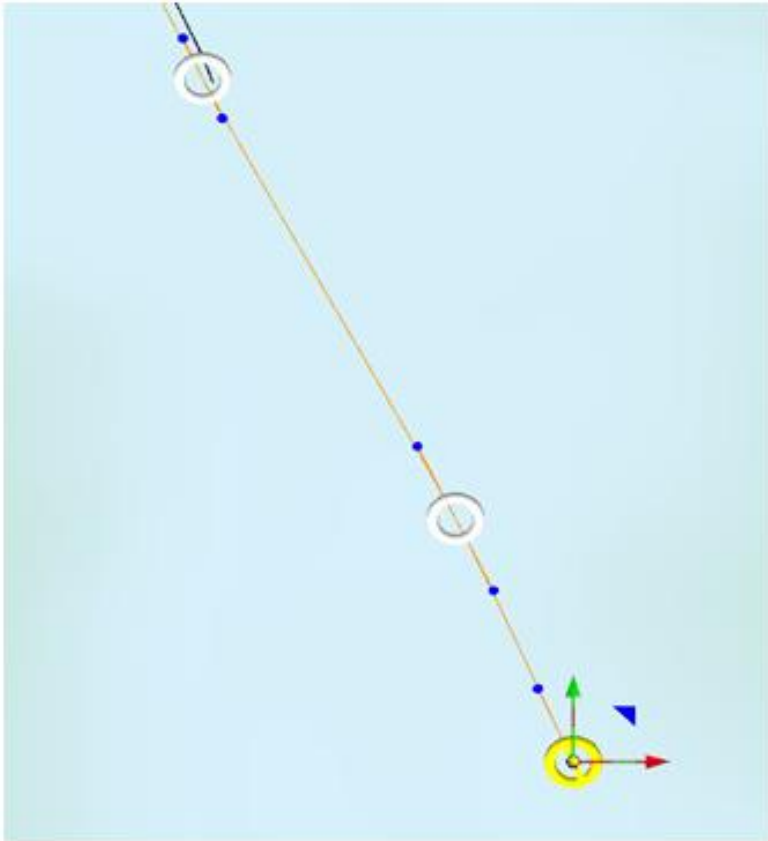


*In this picture you can see the black line and the road, as you can see I have not followed it exactly. But you can also see how close together my road points are, every time the road changes direction, even slightly I have given a road point to it. Sometimes this isn't possible, do not make your road points too close together, or you will get an error when exporting.*



*This section of road changes direction too much, and the road points would be too close to make it exact, so i have made the best I can of it.*

*Don't worry if you have a single line rather than a road graphic, there is nothing wrong! You just haven't been into the 3D mode to view the road.*

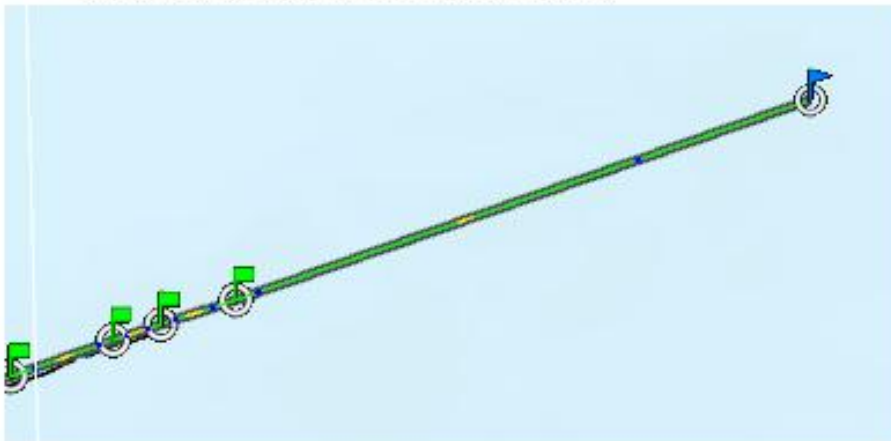


*Don't forget to also add 2km of road at the end of the black line too!*

*So, you've traced the black line and you have a road that follows the route, now how do we make it a route?*



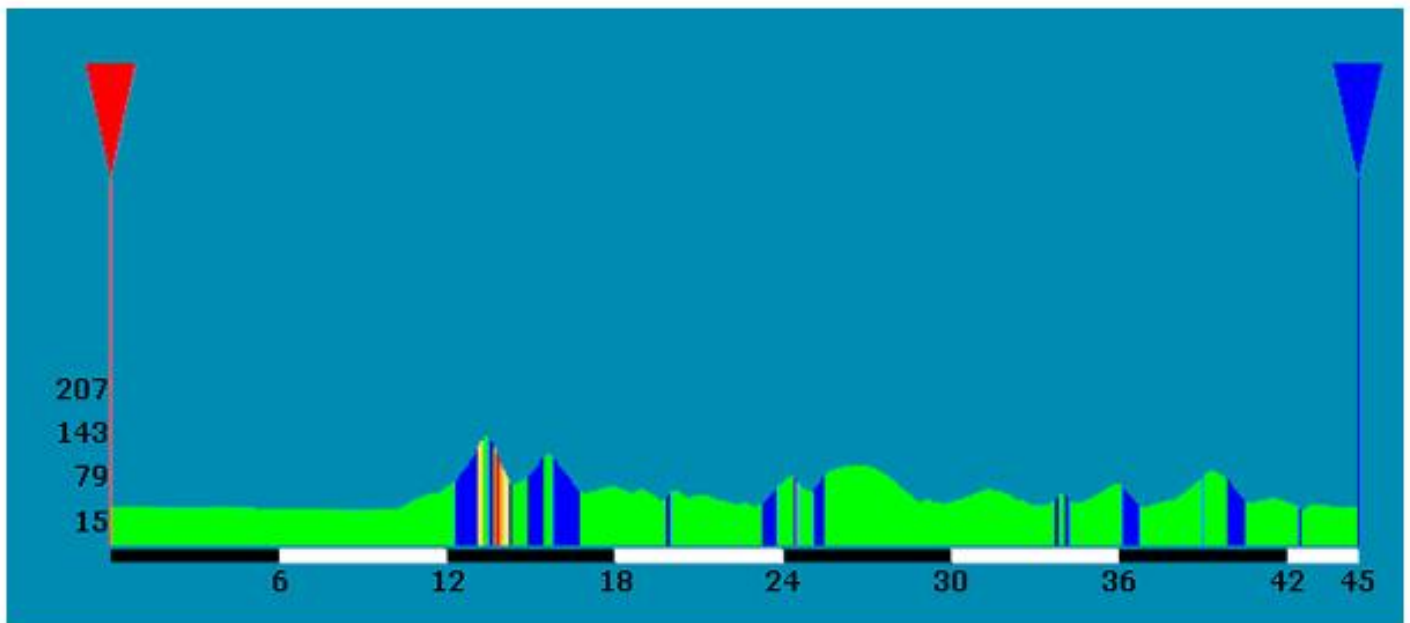
*Click this button, and right click on road points, just make sure you click the first one, some in the middle and the last road point you made.  
-- Intersections make adding a route slightly more tricky, but we will come to that in the next installment--*



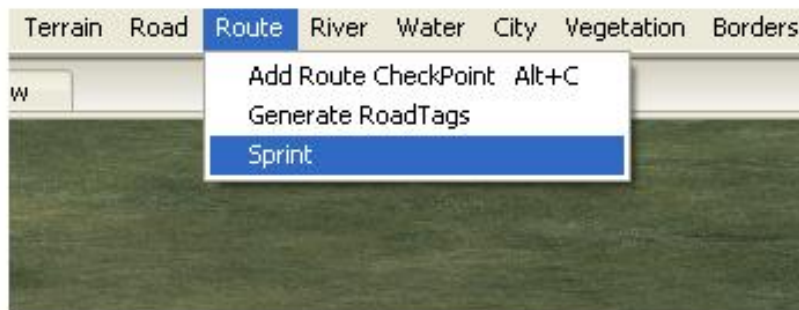
*If your road points have flags on them, you're doing it right*

*Time saving tip: You do not have to click on all road points*

Once you have done that, click profile view, and you should see this

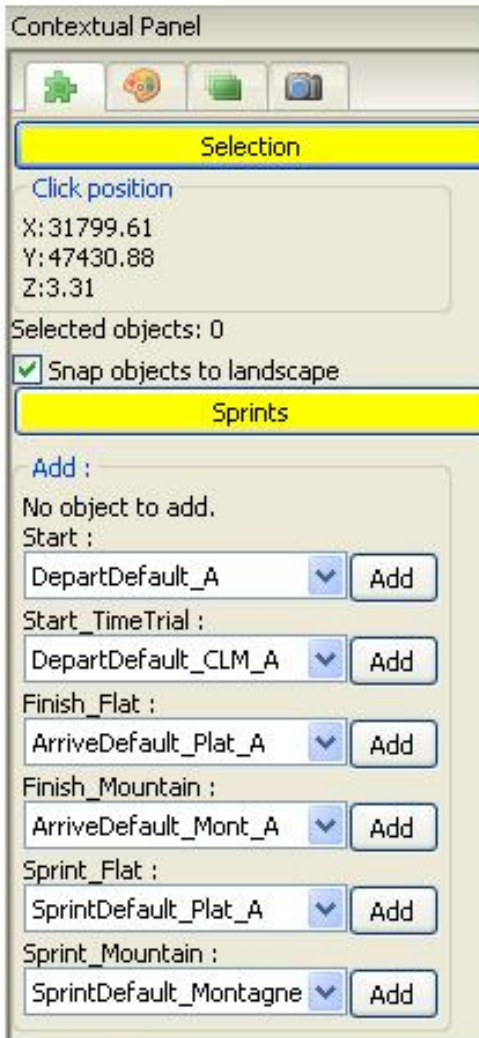


If you see that, congratulations, you have nearly completed a race. I say nearly, we've not added a start or finish line yet.



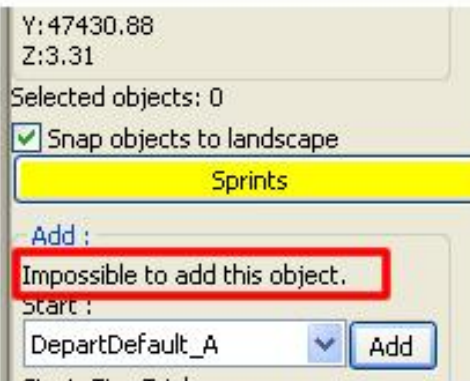
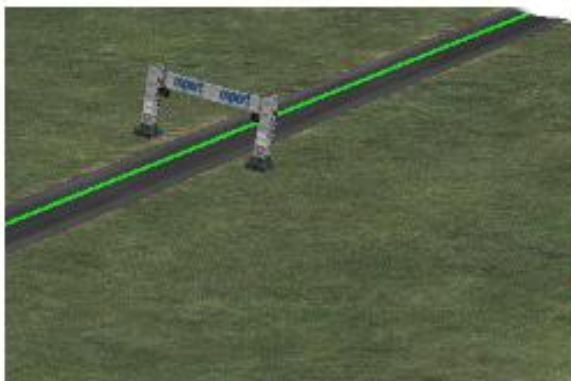
To add these, go to Route > Sprint

I always do this in 3D Mode.

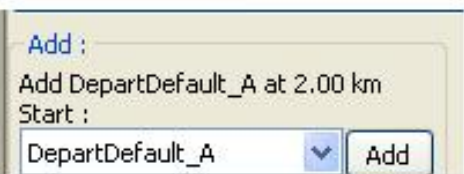


*It's obvious from the tags what each of these do. But if you click the blue downward arrow you see various options. TDF, Giro and Vuelta starts. The others are just different adverts*

*We are going to use DepartDefault\_A just because its easiest. Click add, and right click where you want it. It will say "Impossible to Add" above the box displayed here if the distance is not 2km from the start of the route. The same with the finish.*



*This is right next to my first route point*



*The first possible place to add my start right click and it is added*



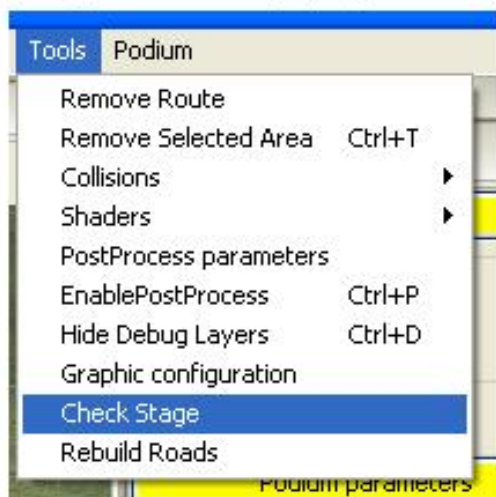
*Underneath add the place names, and for the finish line, keep it "classic" for a 1 day race, but if you were to make this as part of a stage race, change it to "Flat"*

*The last thing you need to add is a podium - we can't export a stage without one*



*Once you have clicked that, just right click somewhere close to the finish and the podium is added.*

*Now it is time to check the stage, this is the editors built in way to check that the stage is actually playable.*



*This will bring up a box telling you any problems with the stage.*

*Perhaps the most common is "Road Overlap"*

*This can happen when bends are too close together. Click the button next to the problem and the editor will take you to it. You can either delete the road point where it occurs, or just move it making the bend wider with the red or green arrows when a road point is selected.*

*Once you have fixed it all, click "Check Again" and if it says the stage is ready to export, then export it File > Export*

*You can now upload your stage or add it to the game yourself, which is something we will look at in another installment.*

*Want quick questions answered? - See "Stage Editor discussion" in the PCM Daily forums.*

**REMEMBER TO SAVE OFTEN!**