Best way to create a 2nd story
Posted by erc1971 - 2011/08/18 10:30

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As yet another newbie to DF, I have seen many pictures showing a 2nd (or even 3rd) floor set up with the DF sets. I don't see anything like a piece of cardboard, etc used to accomplish this.

How is this accomplished? And are some techniques more "spill proof" than others? I would hate to have all the pieces come tumbling down mid gaming session!

Thanks,
Eric

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Re:Best way to create a 2nd story
Posted by jls304 - 2011/08/18 14:20

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Basicly you can use regular corners, narrow passage pieces, pillars and even
passage pieces to create the support for a second level. It's much easier to use the large floor pieces as the floor for the second level but it's not
required to pull it off.

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Re:Best way to create a 2nd story
Posted by erc1971 - 2011/08/18 14:46

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Nothing more to it than that? Wow.

Though, I do notice that using the pillars as a base makes the 2nd floor flush with the top of walls, and obviously using walls, raises the 2nd up a wee bit. I guess it will be time to experiment once I begin assembling dungeons for the upcoming C&C campaign I got going.

Eric

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Re:Best way to create a 2nd story
Posted by DM-GHOST - 2011/08/18 14:50

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I often use My rooms and passages 6' peices or my ogre dens as a great base for my next level of DF rooms.. if im using caverns I often will toss a dead end or spare complex corner peice to keep the natural

look and flow. I have also seen everything from cut tubeing used for larger sections as well. Personaly I prefer to use DF for each of my levels It has a much better look to it.

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Re:Best way to create a 2nd story

Posted by jls304 - 2011/08/18 15:23

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If you want the second story to be flush with the top of the adjacent walls then dont put floor tiles down on the bottom level and place the large floor tile on top of the pillars. To be honest that's a great idea to save pieces
and if there are walls around the edges nobody will never know.

I don't think I've ever done that but I will try it out in the future.

Here is a link to an old setup of mine where I really started messing around with elevations. I think I only have two points of contact on the top most tower area and it was pretty stable.

http://www.dwarvenforge.com/forum?func=view&catid=3&id=37308

Here's a pic that lets you clearly see the elevations from a different setup of mine.

http://www.dwarvenforge.com/images/fbfiles/images/IMG_1323_2.jpg

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