The Map Sizing Window allows the user to define the size of the world map.   The size is defined by three parameters.   The first two are the width and height of the world. These are measured in number of squares.   The last parameter is horizontal wrap-around.   If the wrap-around box is checked, the world will be connected from left to right, thus having no left or right edge.

The map may be sized in several ways.   The scroll bars may be used to set the width and height independently. The black "thumb" on the lower right corner of the map may be dragged to set the width and height simultaneously.   One may also select the width and height boxes and type in the desired values.