

Map Maker Map Maker Make Me a Map

When the party starts any scenario, they always have the first map in possession. You can define up to 20 maps for the party to find. These maps can either be a picture or a display a portion of a land level.

The following screen is what is used to define a map.

Figure 13.0

In the lower left hand corner you can type up to 255 characters as a description of the map or some other text that goes with the map. This will be displayed to the player when they look at the map.

Picture ID: If the map is a picture from a resource then you can place the ID of the picture resource here. If you define a map as a picture then you don't need to fill in any other fields other than the Picture Bounds. **Note:** To place a picture in a resource for use as a map see the chapter "Adding Pictures To Your Scenario".

Picture Bounds: If your map is a picture, you can put in the size you want the picture to be displayed if you don't want to show it at normal size.

Keep in mind that the display window for the map is 320 wide by 320 tall. If your map picture is 1024x1024 it will only show a portion of it unless you tell it to show it at 320x320

You can use the Picture Editor to add pictures to your scenario files. See the chapter "Adding Pictures To Your Scenario" for more information.

Land Level: If you want your map to just display a portion of the land you have defined then place the Land Level of the portion to be displayed here.

Tile Size: Your map can show any portion of defined land or dungeon maps. If you want to zoom out to show a larger section then you can decrease the Tile Size field. In the above case it is 32 or normal size. If this value was 8 it would show a section 4 times as wide and 4 times as tall. It would display each land tile as an 8x8 size tile. In effect, this gives you 16 times the land area displayed in the map.

Scrolling Text ID: You can place a scrolling text message as a map as well. Similar to the messages you get when you select "About Fantasoftware" from the Apple menu when Realmz is running. To add this text to your scenario files you need to use a resource editor such as ResEdit. Create a resource of type "TEXT" with an ID from -200 to -300. Then enter that TEXT ID in this field and it will display a scrolling text of your TEXT instead of a map. You can open the file "Scenario" inside the Tutorial Scenario folder to see an example of this resource.

Is a Dungeon: If the map portion you want displayed is in a dungeon level then place a 1 in this field. i.e. If you want to show a portion of Dungeon Level 3 then place a 3 in the Land Level field and a 1 in the Is A Dungeon field.

Top Left Corner of Map X Y: This sets the position of the upper left hand corner of the map to be displayed. If you are showing a picture then you need not fill in this field.

Along the top right of the screen you will see something similar to:

Figure 13.1

Here is where you can place special icons on top of your map. In this case icon #137 (That's a large cursive X icon) will be displayed at X:12 Y:25 X:19 Y:20 etc.

These position are relative to the top left corner of the map. If you change the base values of the Top Left Corner of Map X Y: fields it will not change the location of these icons relative to the top left corner. In which case you may need to place them again.

To place special icons select the icon you want to place by putting the ICON ID in the "Icon ID To Place" field, then click on the map where you want it to go and it will calculate the position and place all the correct info in the right places.

In general it will make the icons the same size as the tiles in the map, however, Icon ID 137 is a special exception and it will ALWAYS be drawn at 32x32 when the party views the map. This makes it easier for them to see the X if you use it to make a location.

Figure 13.2

Update Map: does just what it says. If you have made some changes to the map and want to redraw the map, click this button.

Clear: Clears the current map and all fields.

Map Names: Lets you edit the names of the maps as they will appear in the Maps/Notes menu of the game.

Icon ID To Place: Here you can select an icon to be placed on top of your map. Once you have the icon selected, just click on the map where you want it to go and it will be displayed. In addition, the location of the icon will be calculated and the correct information will be filled in.

To erase a special icon from the map you must clear the correct fields and click Update Map to see the change.