# How To Use Vicky Mapgen

All inputs must be placed in a folder called 'Input' in the main folder, and a folder named 'Output' must be present for outputs when they are generated.

## The Heightmap

The heightmap is an EXTREMELY important resource for the province generator, so it is vital that it is correct. Provinces will only be generated in areas that are above the water level (about 18.5 is the default in Victoria 3). This means that you will have to define ocean provinces and lakes that are below sea level yourself. The height and width of your imported heightmap must be half that of the heightmap you use in game, I recommend using a program like GIMP to quickly resize it.

## The Boundary Map

The boundaries map is much less important than the heightmap, but it still must be imported regardless of if you actually draw any borders on it. ANY pixel that is pure black will be counted as a boundary, but all other pixels will be ignored. This allows you to add guides for yourself to the image. IF THE BOUNDARIES MAP IS DRAWN INCORRECTLY THE MAP WILL SIMPLY BE IGNORED
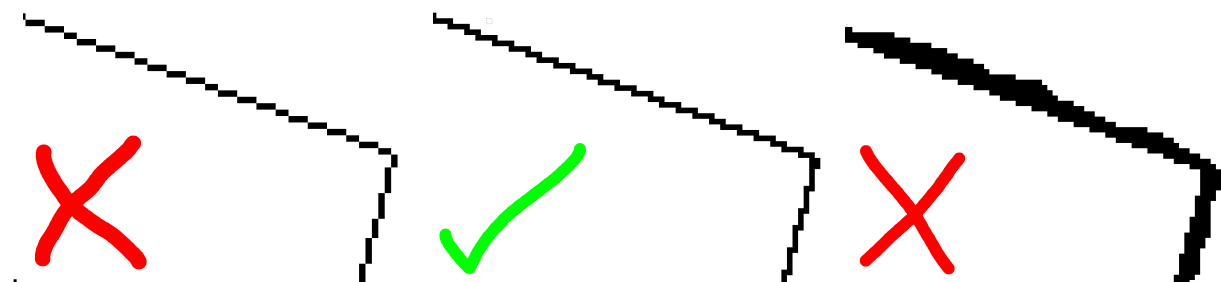


In the case of the first image, the boundary will be partially ignored because there are gaps in the diagonal. The third image is incorrect because it is *too* thick. Every black boundary pixel must be bordering a non-boundary pixel, or else the map will never fill them in correctly.

## The Output

The output is currently just a single image with all of the provinces in it, I will be updating it soon to include a list of all generated provinces, as well as a few other changes (yes, I will change that god-awful UI).