EightBitz's Custom Tags Tool

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What Does it Do?

This program offers you a point-and-click interface to create/modify your own, customized default.dungeondraft_tags files for your own, custom asset packs. You do the pointing and clicking, and the program generates a valid JSON file that matches your selections.
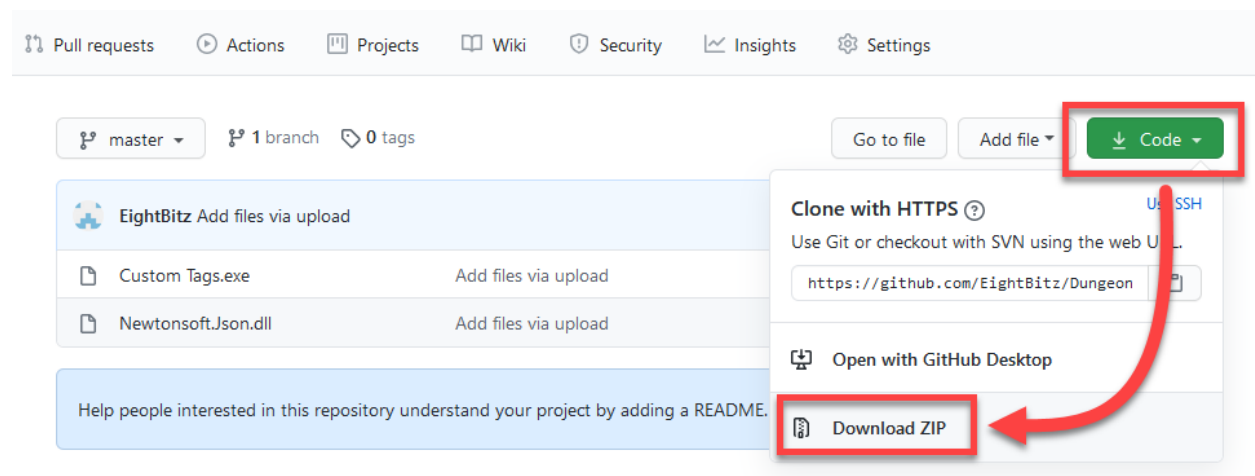
Getting Started

Browse to https://github.com/EightBitz/Dungeondraft-Custom-Tags

Download the following two files to the same folder:

- CustomTags.exe
- Newtonsoft.Json.dll

If you have trouble running the program, then click on the green "Code" button, and click "Download ZIP". Extract the folder from the Zip file, and run the program from there.

When you run CustomTags.exe, you should be presented with the following window:
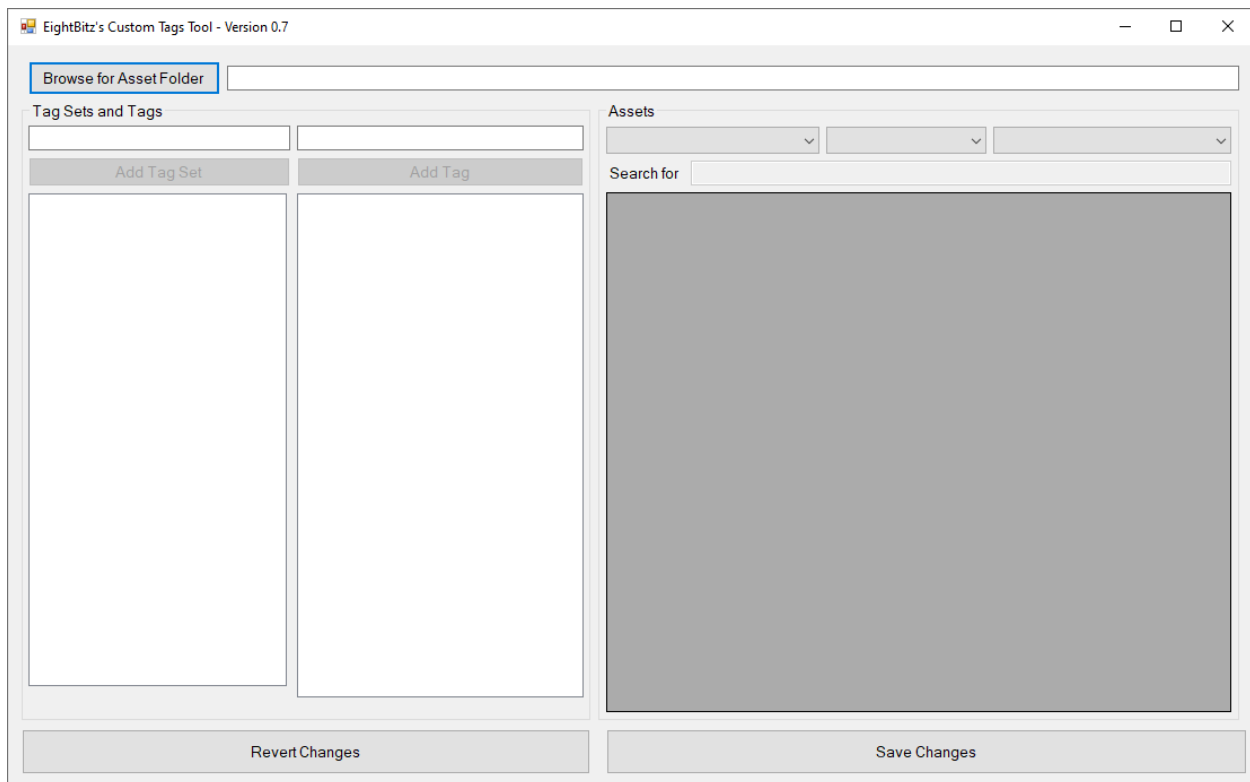
Most of the controls will be locked until you select an asset folder as your source folder.
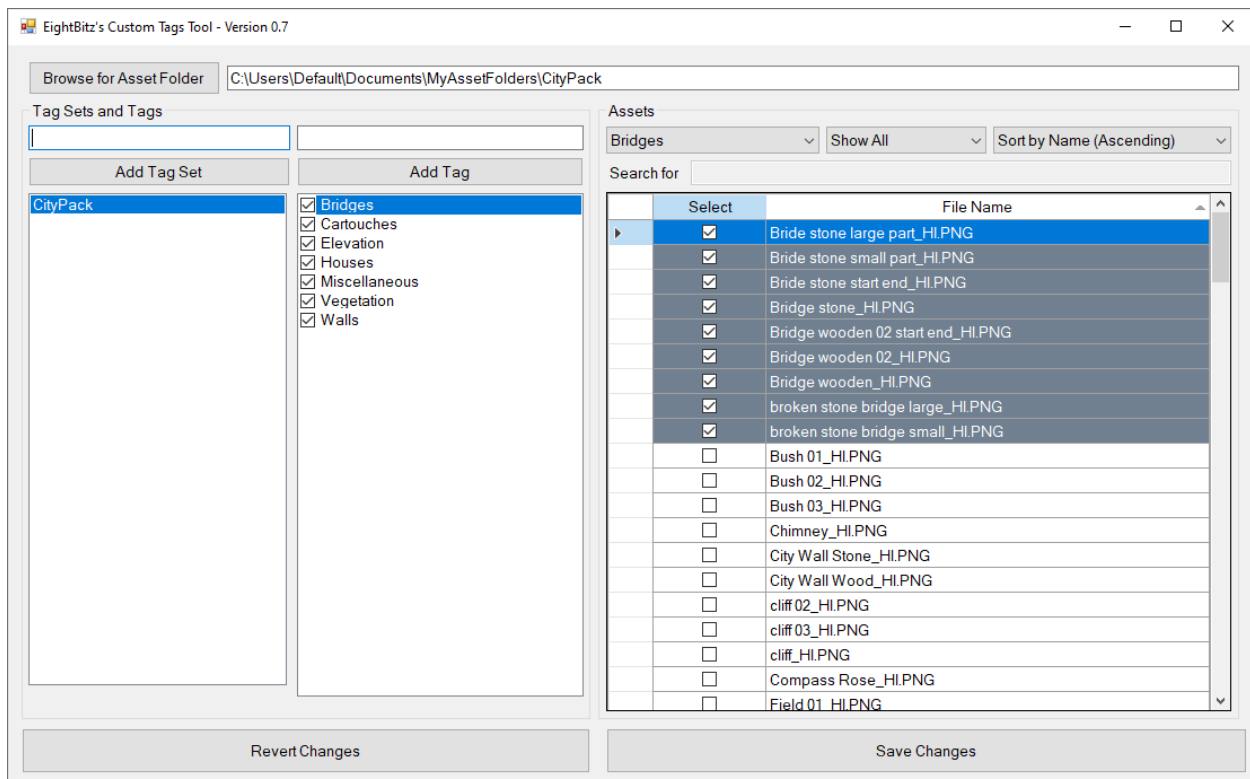
Important Details

When selecting your source folder, you want to select the root folder for your asset pack. For example, if you're going to package a "Mike Schley" folder, then that's the folder you want to select. You don't want to select "Mike Schley\textures" or "Mike Schley\objects". Just select "Mike Schley".

Once you select your asset folder, the program will do the following in the order listed:

- The program will look for an existing default.dungeondraft_tags file in the data folder of your specified source folder. If it finds one, it will load the exist tag sets and tags into the appropriate controls.
- If it does not find an existing default.dugneondraft_tags file, it will look for the list of subfolders in the textures\objects subfolder if your specified source folder. Whatever subfolders it finds, it will load those as your list of tags. It will use the source folder name as a tag set.
- If it finds neither an existing default.dungeondraft_tags file nor a list of subfolders, it will use the name of the source folder as a tag set, and it will add "Colorable" to the list of tags.
- It will then load the list of files from textures\objects (including all files in all subfolders) and assign tags to them as indicated by the default.dungeondraft_tags file or by subfolders if no such file is found.
- If no default.dungeondraft_tags file is found, and no subfolders are found, no tags will be assigned to the list of files.
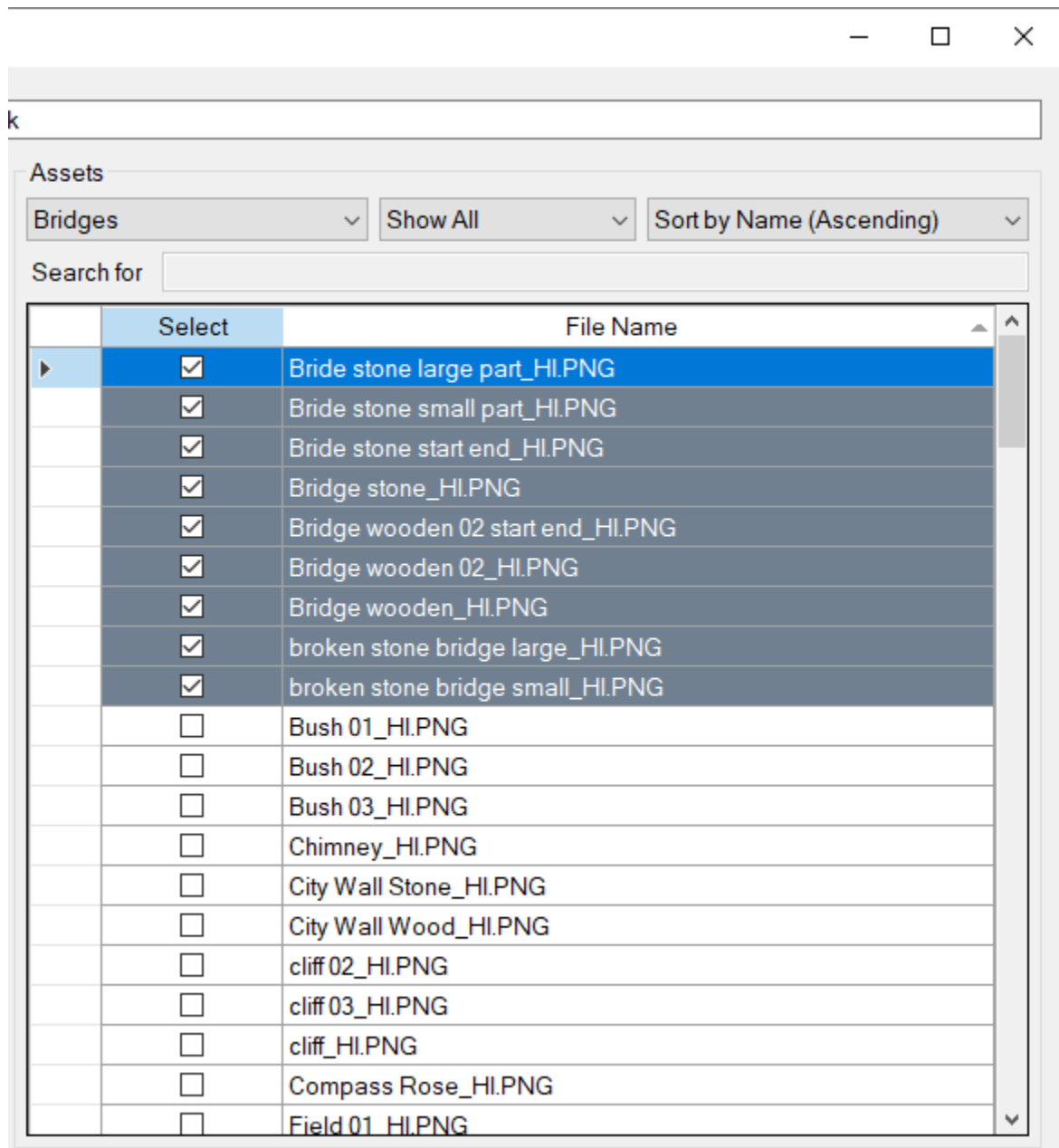
The Controls

The controls are divided into two major groups. On the left side, you can add tag sets and tags, and you can control the assignment of tags to tag sets.
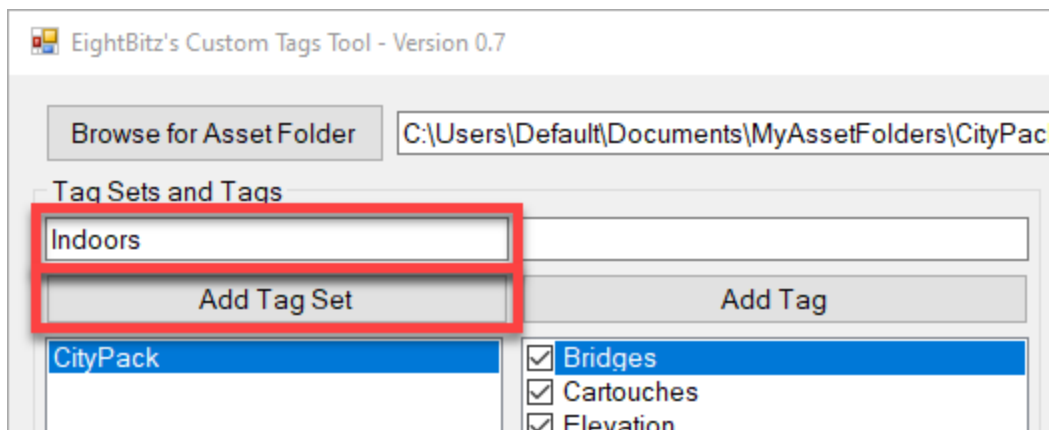
Tag Sets and Tags
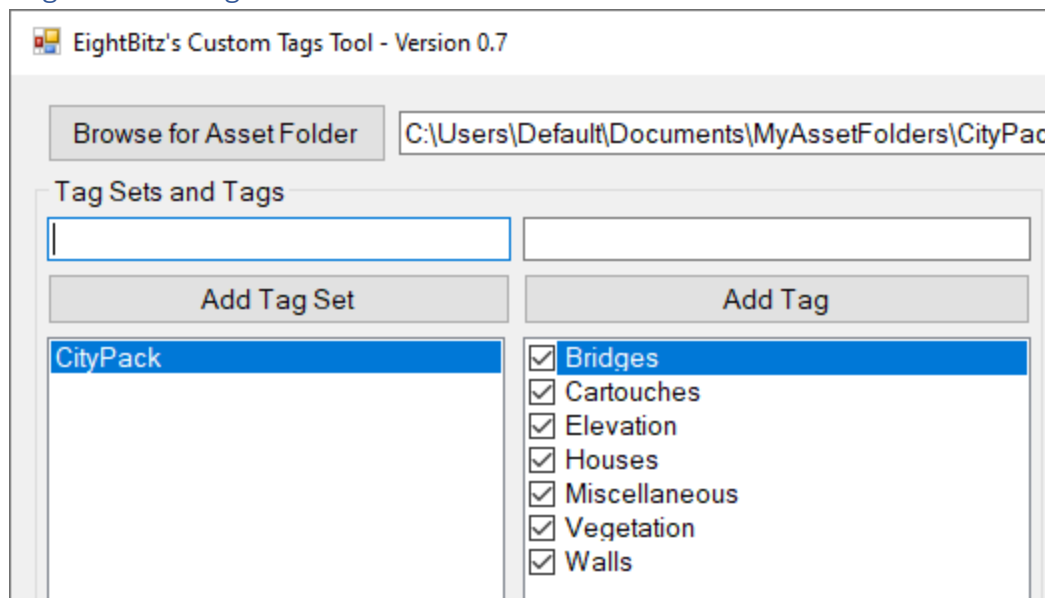
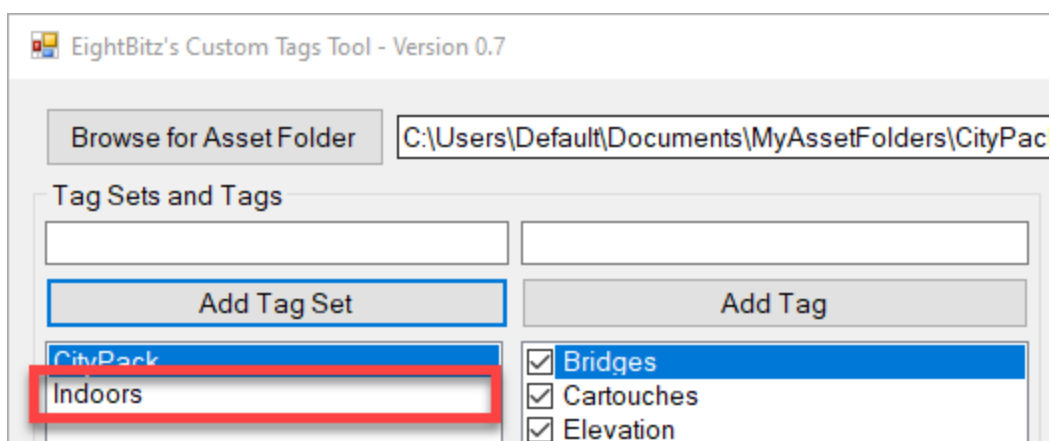On the right side, you can control the assignment of assets to tags.

Add a New Tag Set

Type the name of the new tag set into the text box directly above the "Add Tag Set" button, then click the "Add Tag Set" button.
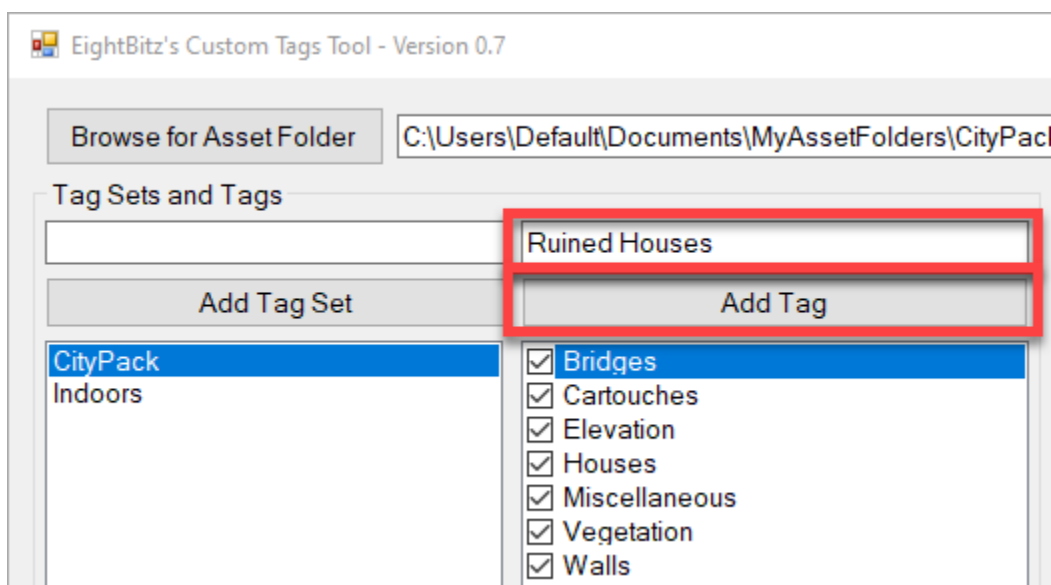
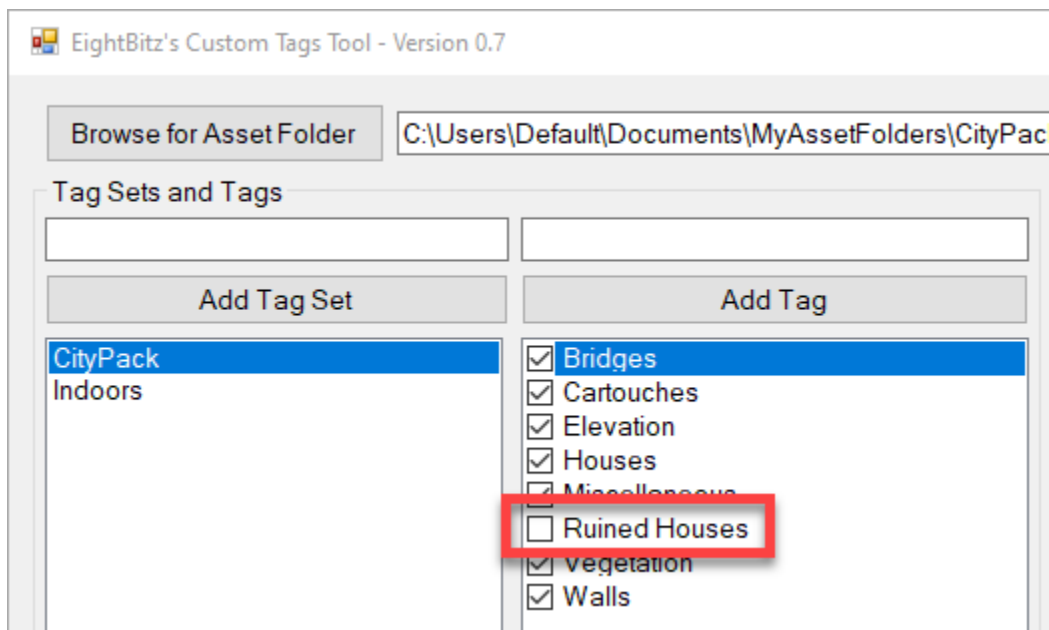You will see the new tag set appear in the list below.

Add a New Tag

Type the name of the new tag into the text box directly above the "Add Tag" button, then click the "Add Tag" button.
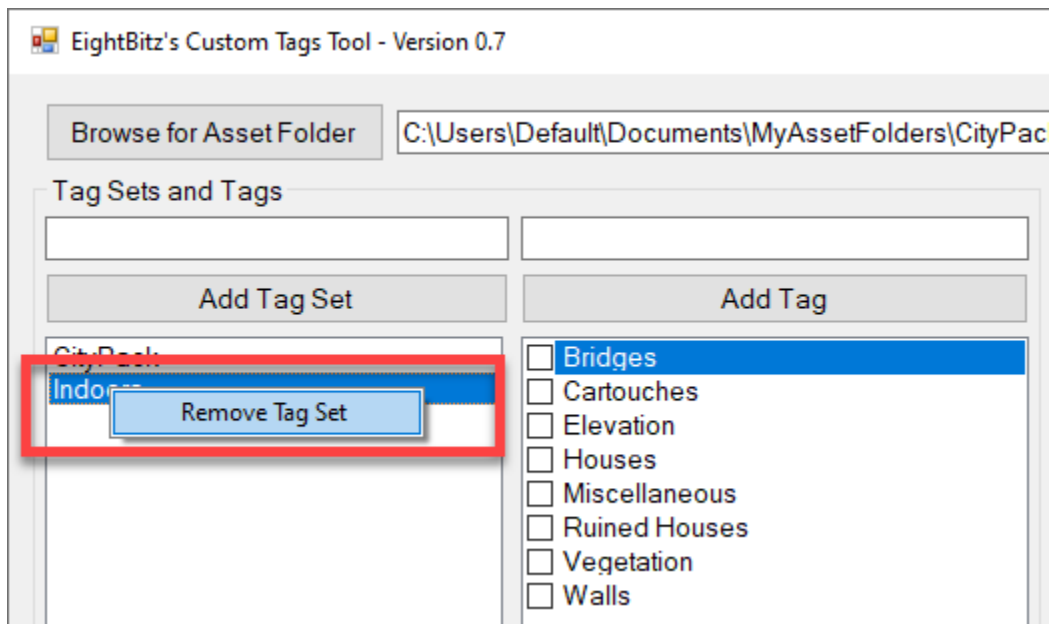
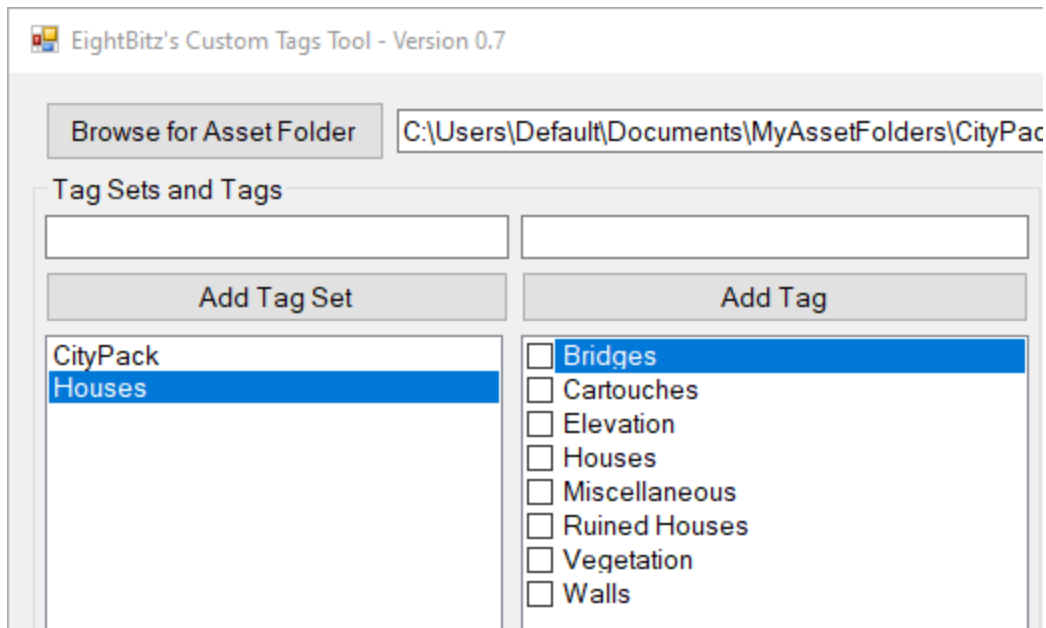You will see the new tag set appear in the list below.

Remove a Tag Set or Tag

Right-click the tag set or tag you with to remove. A context menu will appear, giving you the option to remove the item.
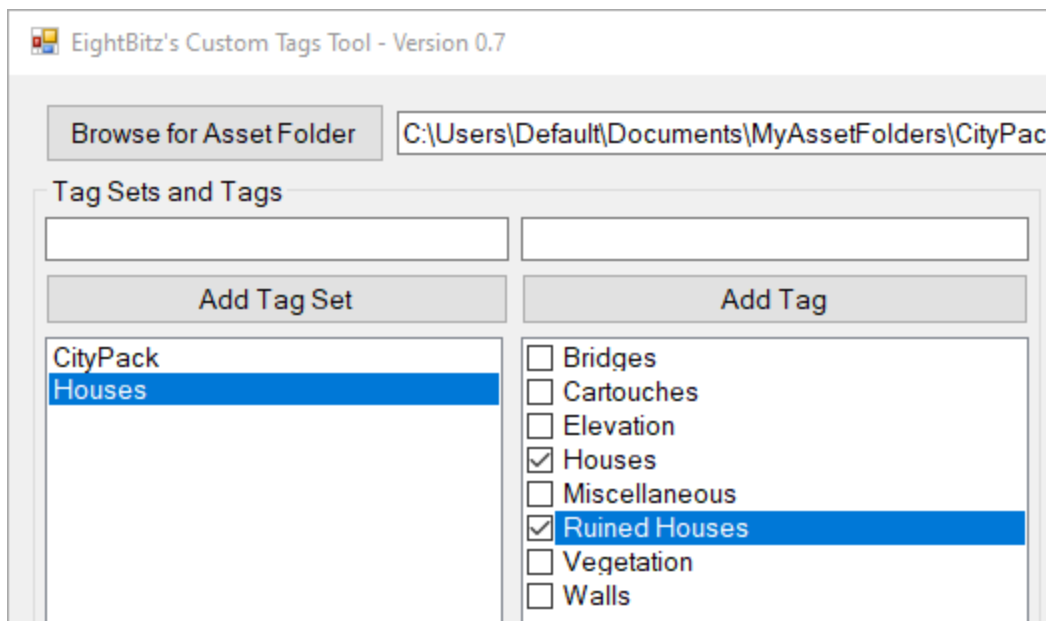

Assign a Tag to a Tag Set

For this example, I added a new tag set named Houses. Notice that when I select it, all the tags are unchecked. That means no tags are assigned to this tag set.
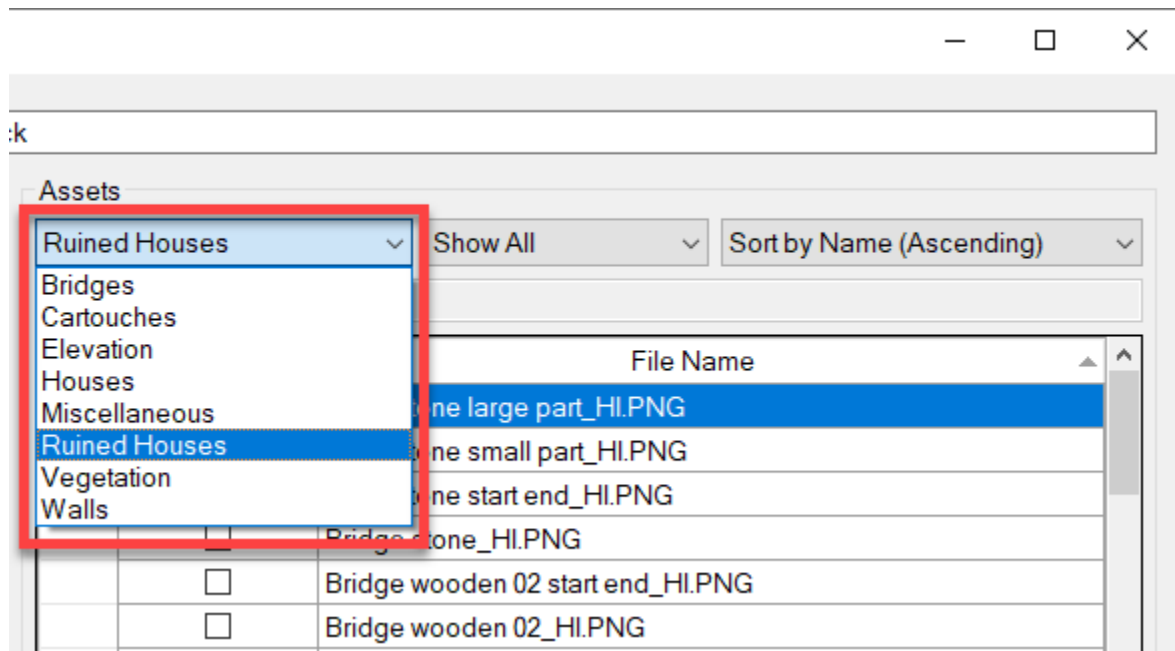
If I check "Houses" and "Ruined Houses", that will assign those two tags to the selected tag set.


Tags and Assets

Assigning Assets to Tags

At the top of our assets list, there are three drop-down boxes. The first one lets you select to which tag you want to assign/unassign assets.

Select the tag to which you want to assign assets, then the scroll through the asset list, checking the boxes for the assets you want to assign to the tag, and unchecking boxes for assets you want to unassign.
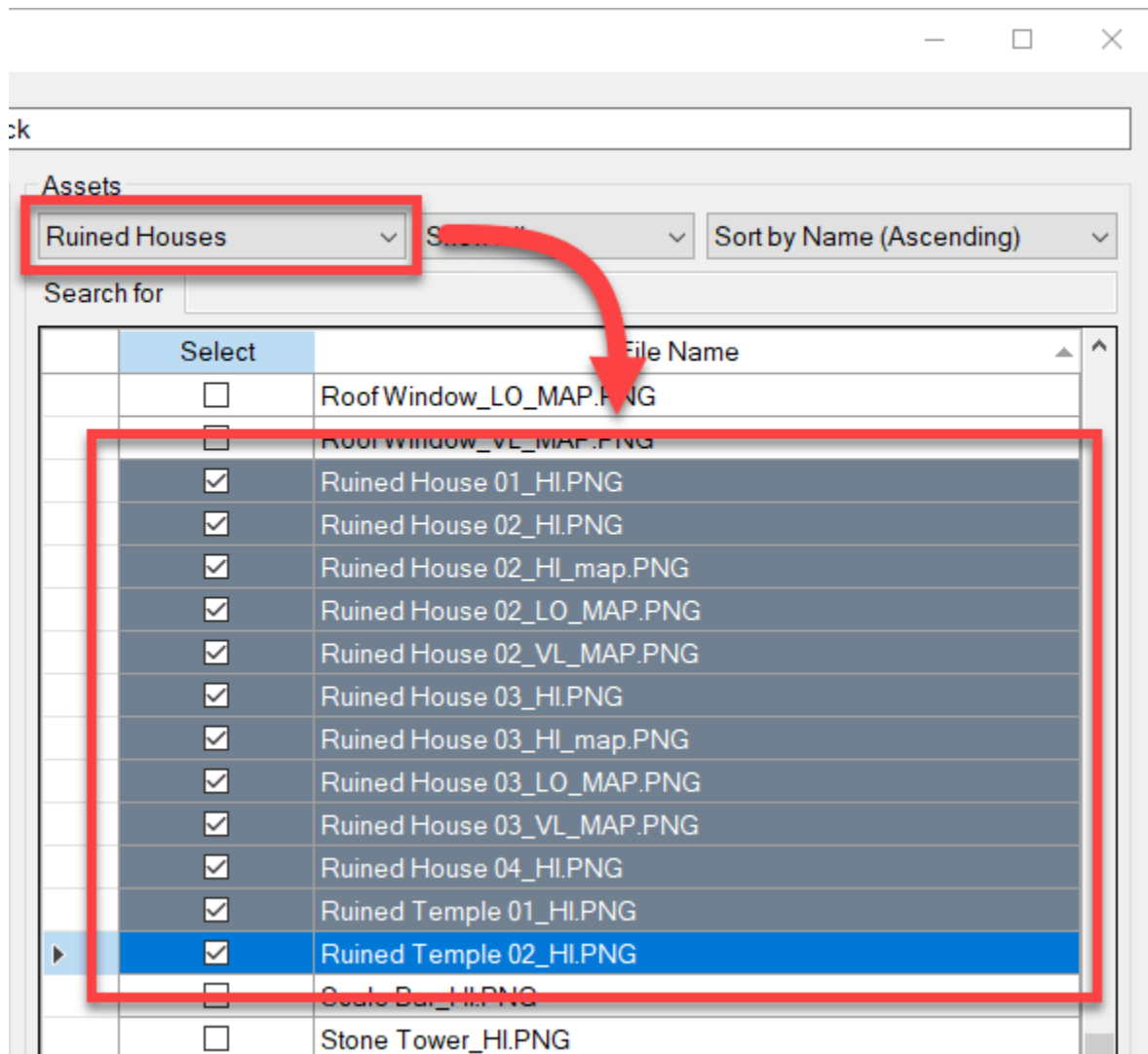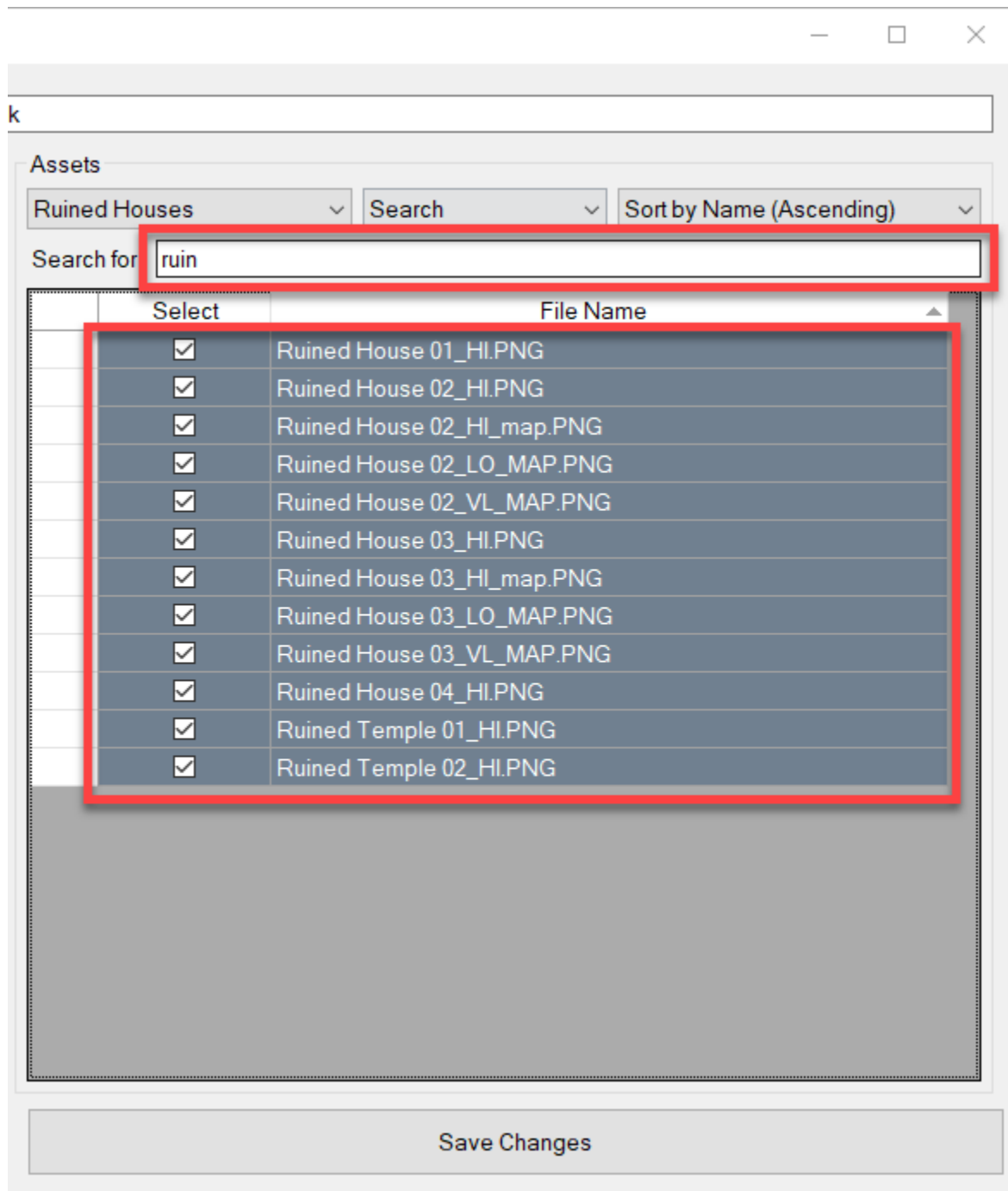
## Filtering and Sorting the Asset List

The second drop-down lets you filter the list of assets according to the selected tag. You can "Show All", "Show Selected", "Show Unselected", or "Search".
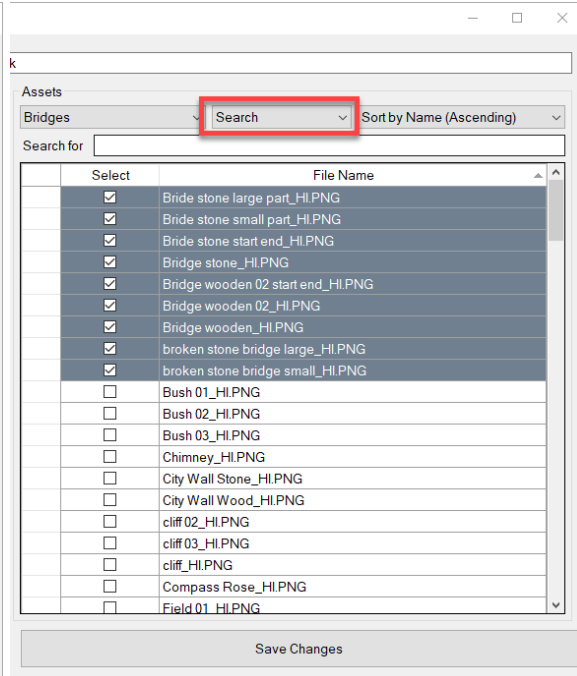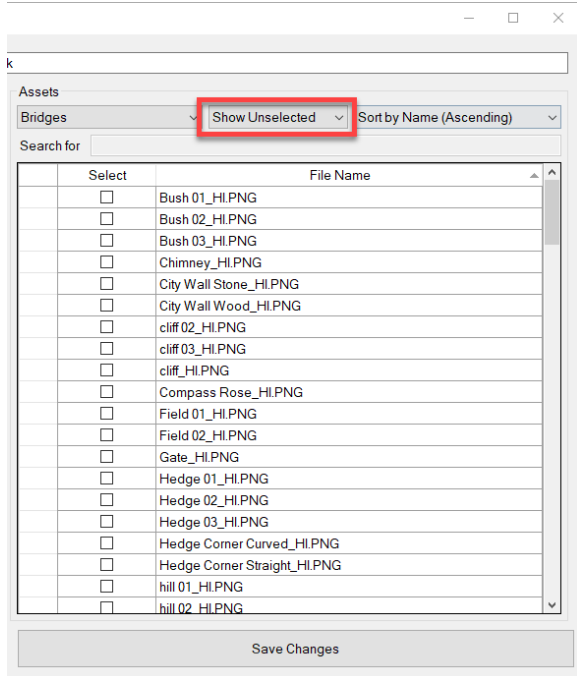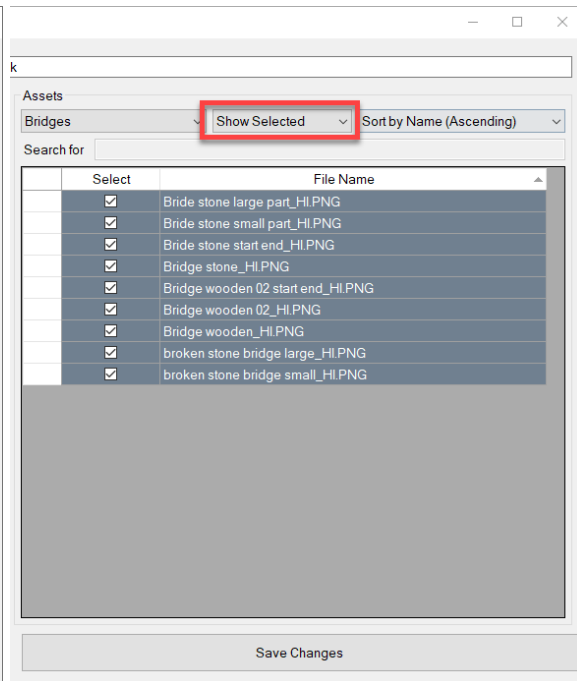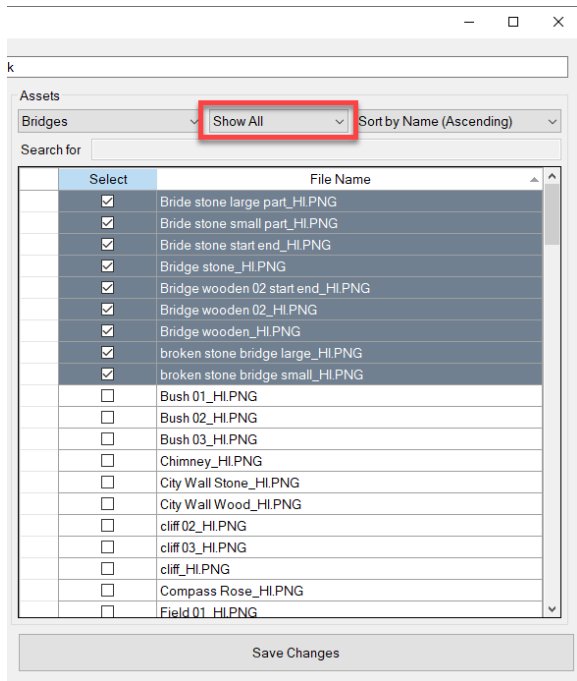
When you select "Search", the text box below is enabled, allowing you to type in a name or partial name of the file(s) you'd like to search for.

The third drop-down lets you sort the list of assets by name or according to which assets are selected for the current tag. You can "Sort by Name (Ascending)", "Sort by Name (Descending)", "Sort by Selected (Ascending)", or "Sort by Selected (Descending)".
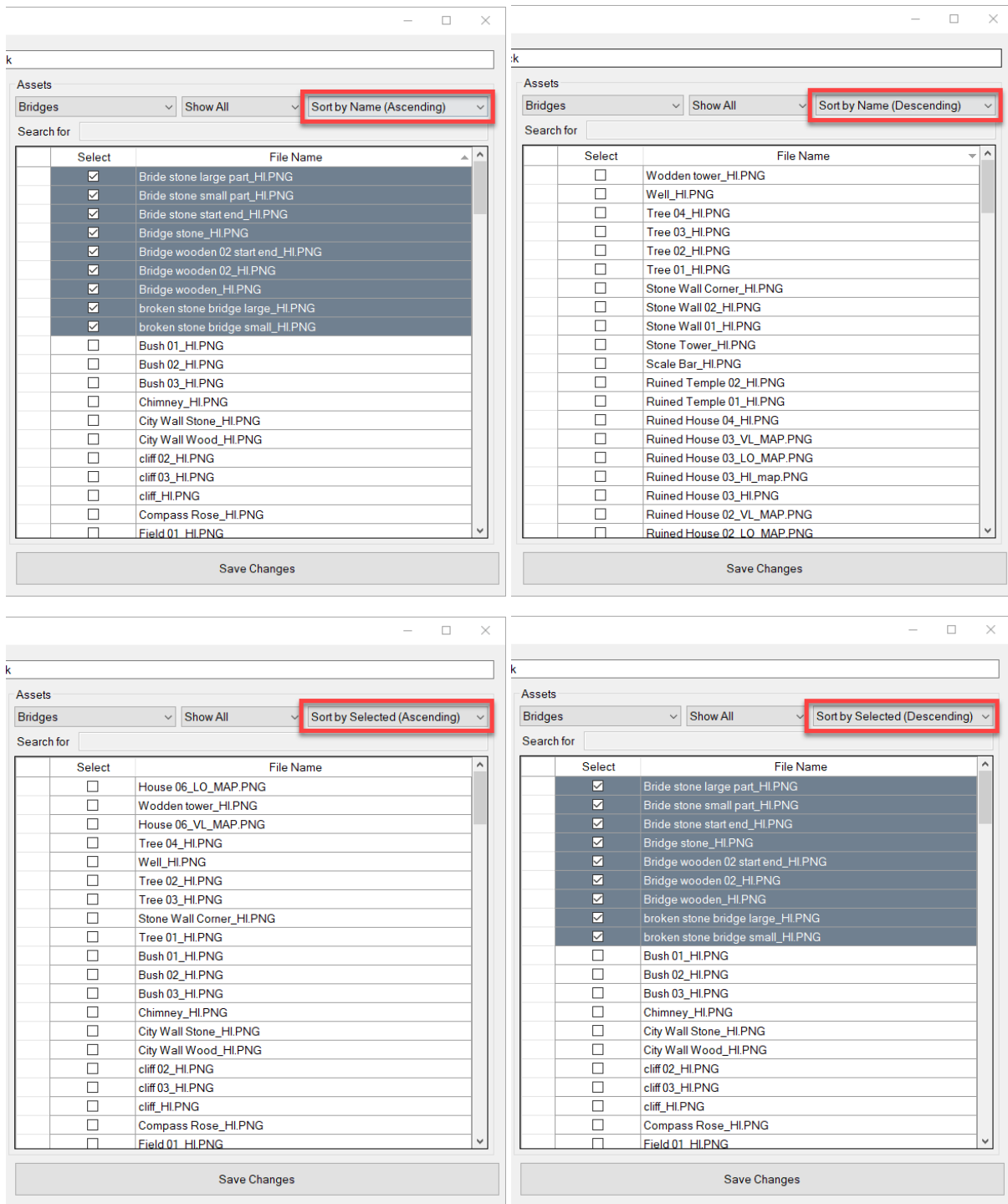
Revert Changes

As you make your changes, adding and removing tag sets and tags and assigning and unassigning things, nothing is saved until you save your changes. Until that point, you can change your mind about everything you've done. If you want to refresh everything to the last saved state and keep working, click "Revert Changes" on the bottom left of the window.
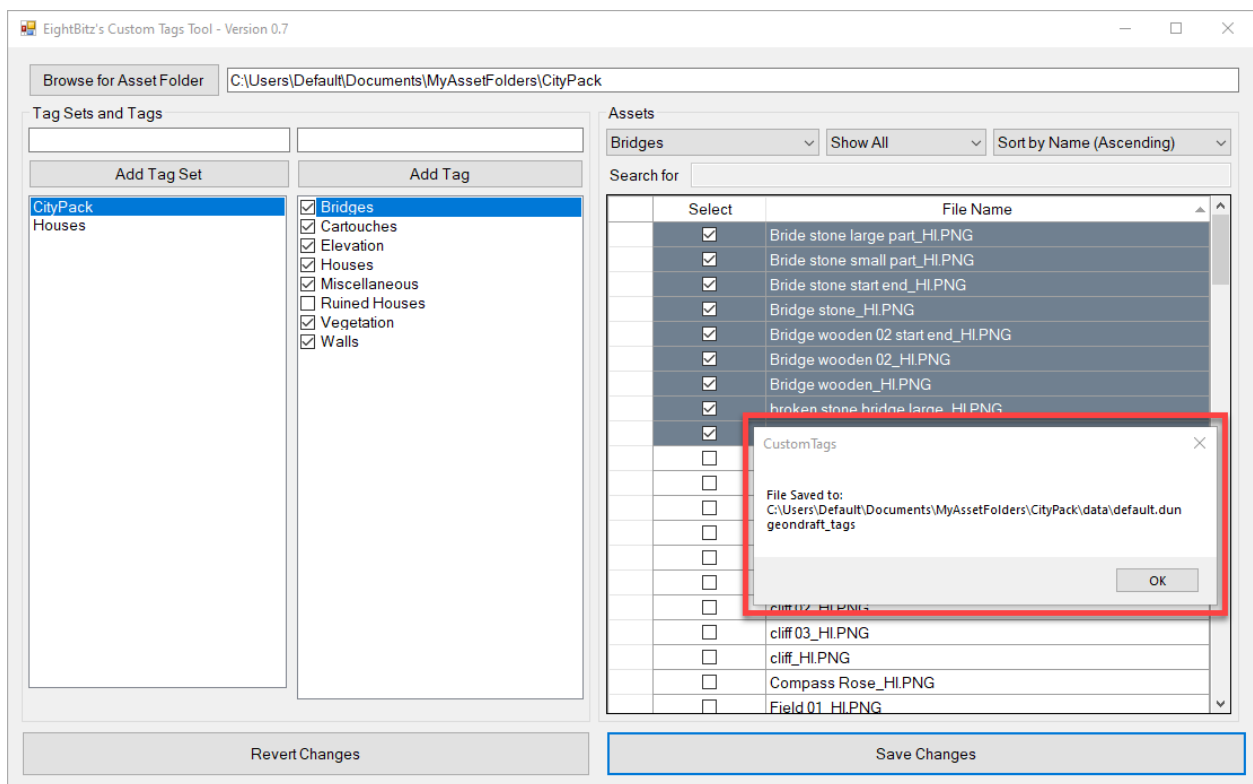
This will refresh everything to the last saved state, reloading everything from the specified asset folder as if you were restarting the program.

Save Changes

To save your changes, click the "Save Changes" button on the bottom right of the window.

This will write all your changes to "data\default.dungeondraft_tags" in the specified source folder.

Version History

Version 0.7

- Added a search function.