EightBitz's Custom Tags Tool

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Overview

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.

Credits

Huge thanks to Noral Kuhlmann (NoralKu on the Megasploot Discord server) for getting thumbnails to work. The code I had in place was sluggish and buggy, but Noral made it work like a pro.

He also found and fixed a few other miscellaneous things in the code.

Thanks, Noral!

A Note about Security Software

I used Bitdefender for security against viruses, ransomware, and other types of malware. During the course of my testing, I've received complaints from Bitdefender regarding "suspicious activity" from this program.

If you experience this issue, it is unfortunately beyond my control right now. This program is designed to modify files on your computer, and your security software is designed to protect files on your computer.

The solution, for now at least, is to tell your security software to allow an exception for this program. Usually, you can do that by clicking on the pop-up notification you'll receive, and clicking a button or a switch or something to allow the program or allow an exception for the program. It will look different and be worded differently, depending on which security software you're using.
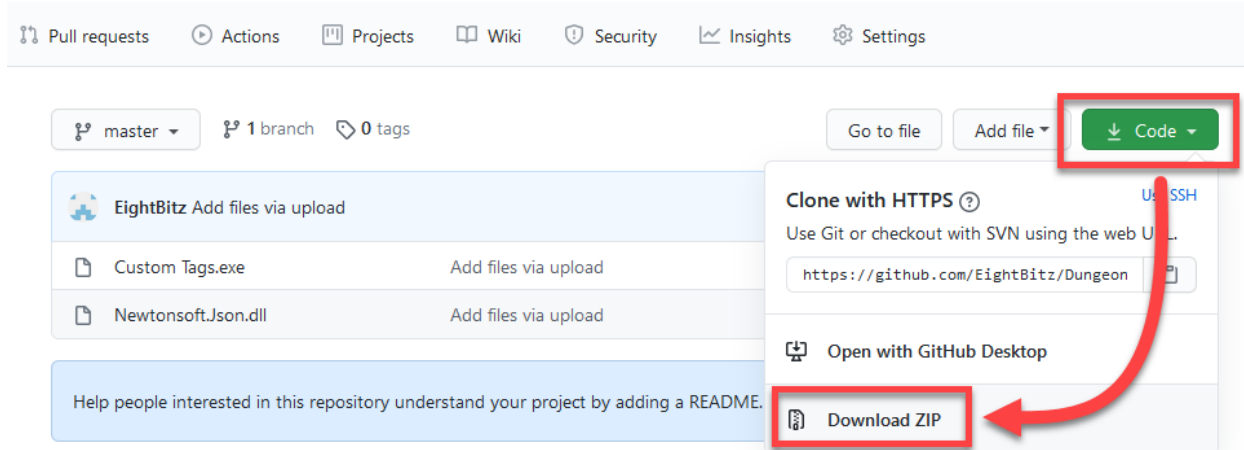
Now, on with the show.

Getting Started

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

Download the following two files to the same folder:

- CustomTags.exe
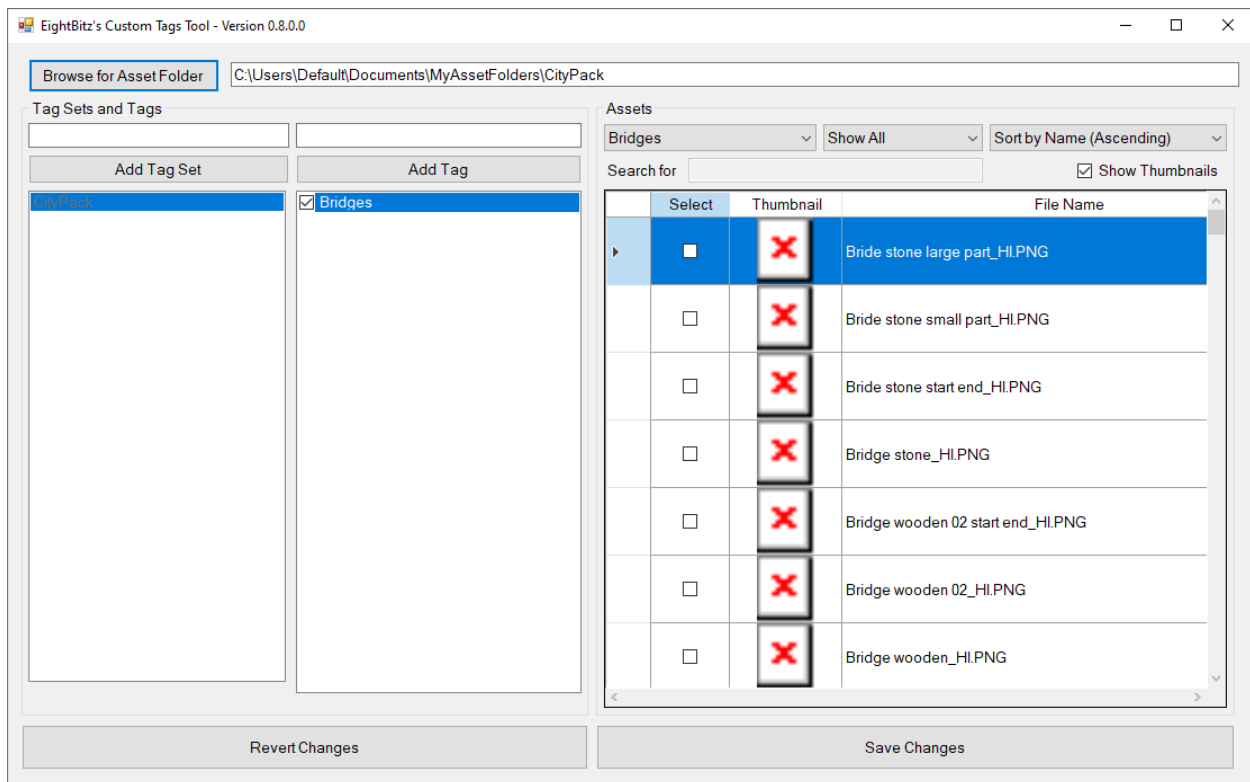- Newtonsoft.Json.dll

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:
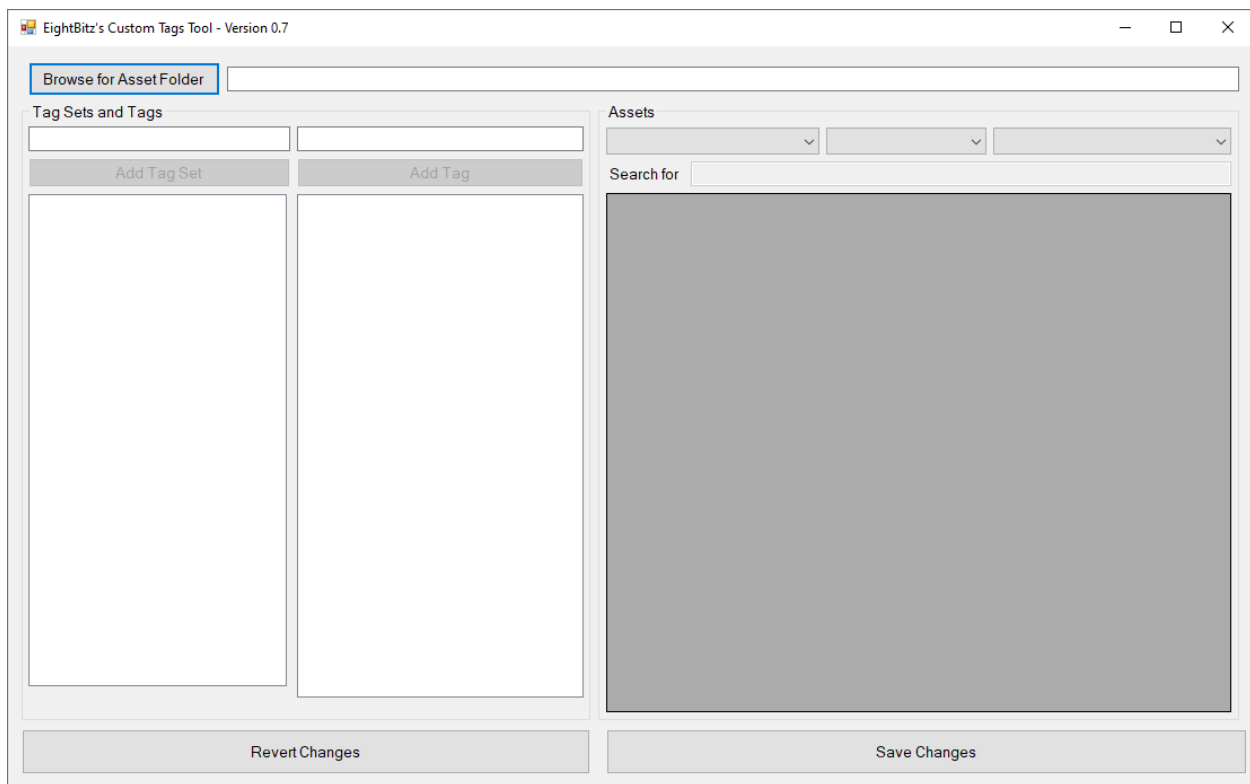
Most of the controls will be locked until you select an asset folder as your source folder.

With Version 0.8, there is a new "Show Thumbnails" option which is on by default. There may be some lag while the thumbnails load. During that time, you will see the Thumbnail column populated with red X symbols. Just give it a second or two (or three) for the thumbnails to load.
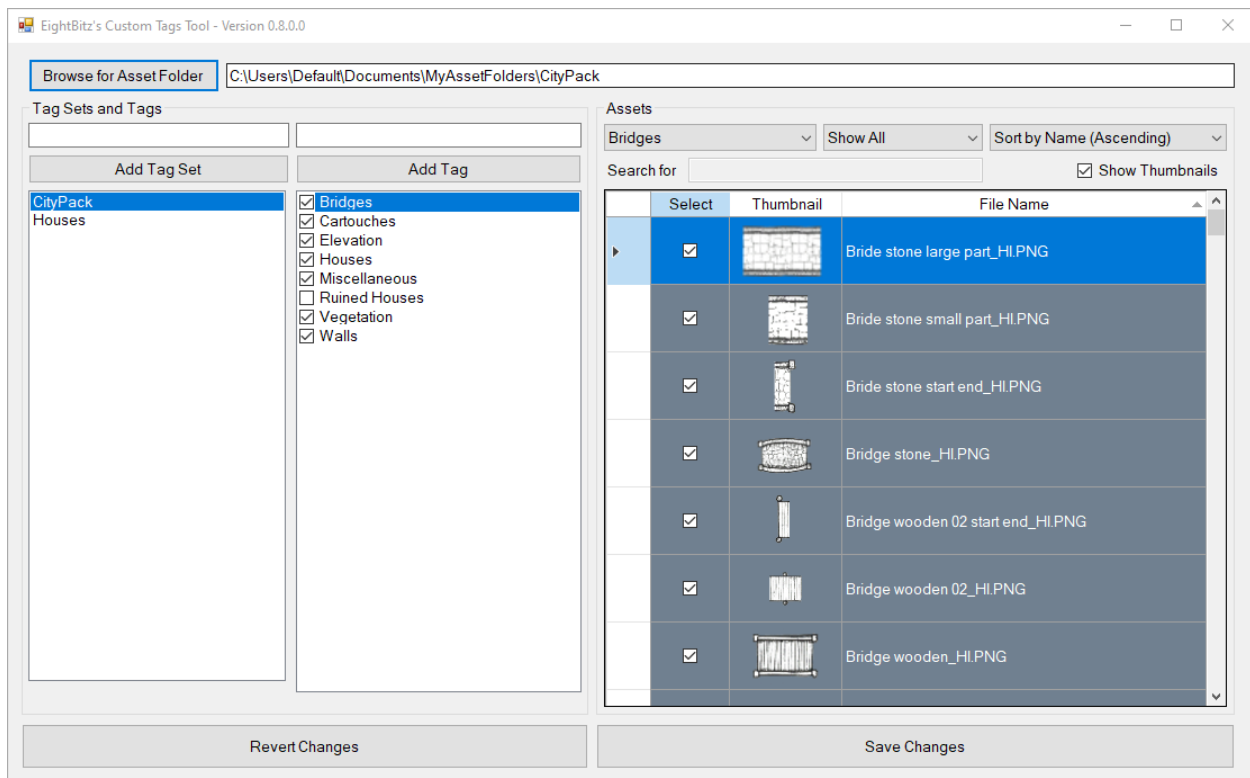
Important Details

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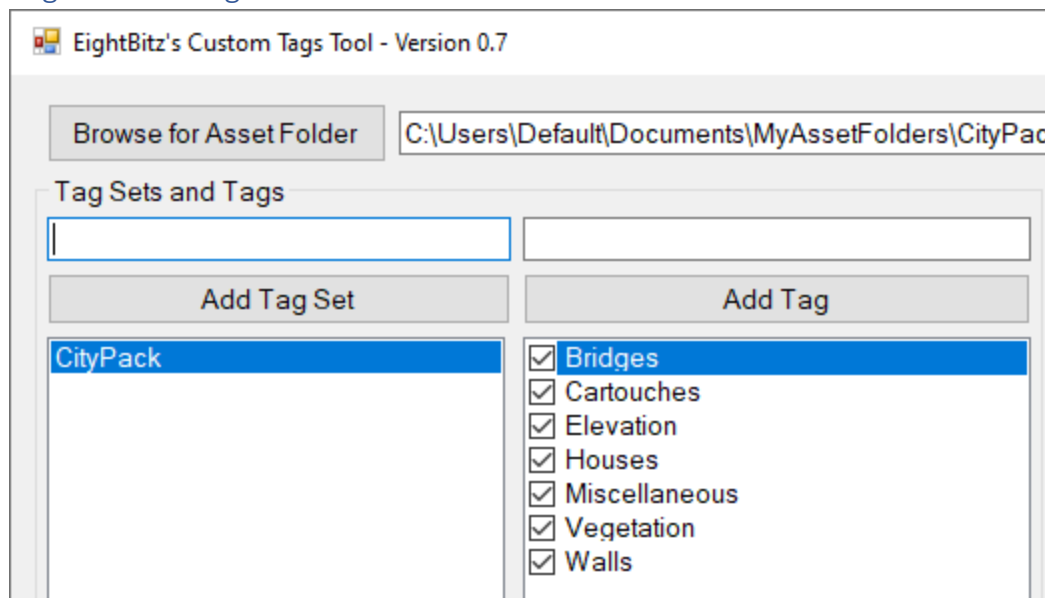
Once you select your asset folder, the program will do the following in the order listed:

- 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.
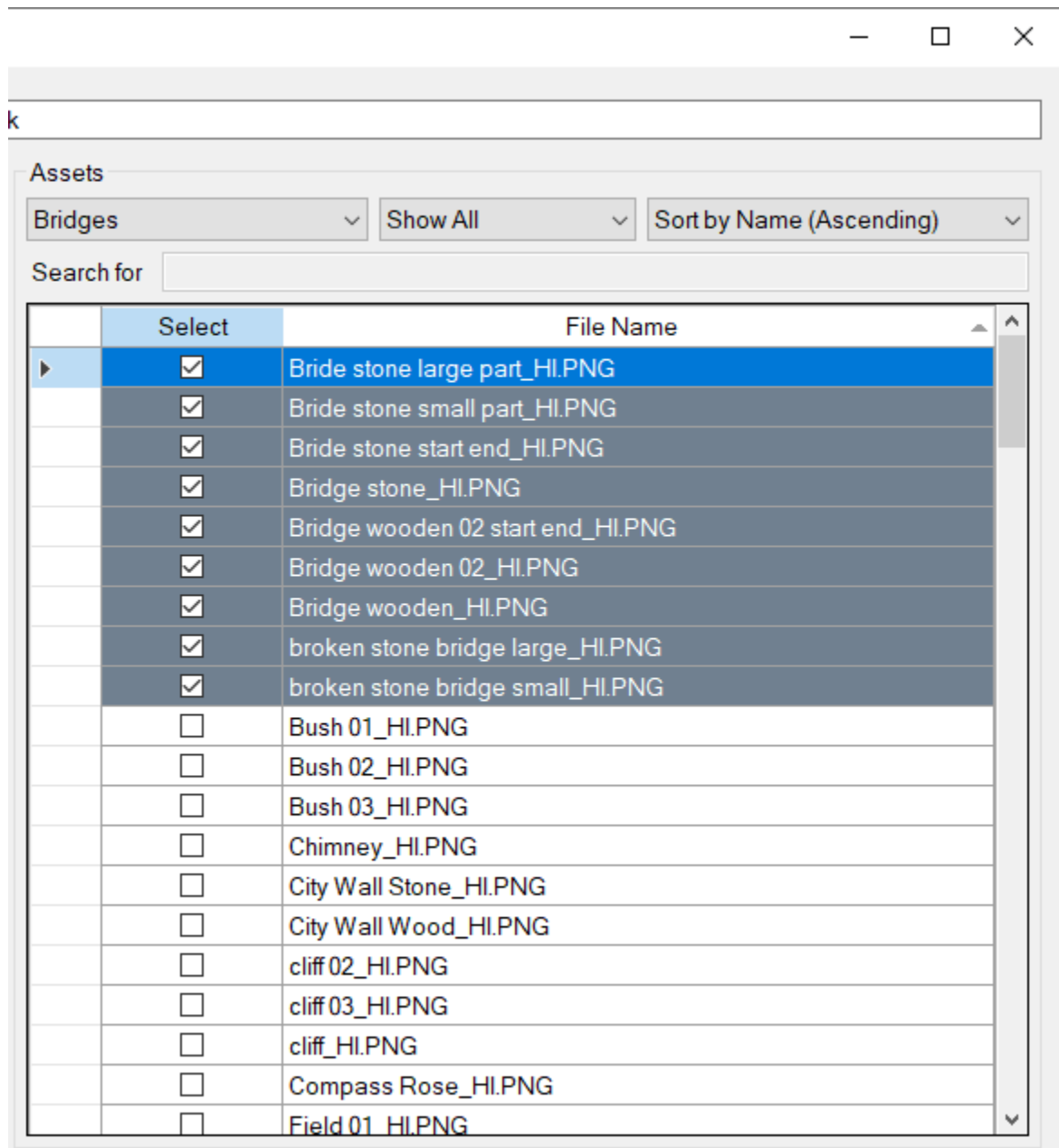
The Controls

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.

k

Assets

| Bridges ⌄ | Show All ⌄ | Sort by Name (Ascending) ⌄ |

Search for [   ]

	Select	File Name ▲
▶	☑	Bride stone large part_HI.PNG
	☑	Bride stone small part_HI.PNG
	☑	Bride stone start end_HI.PNG
	☑	Bridge stone_HI.PNG
	☑	Bridge wooden 02 start end_HI.PNG
	☑	Bridge wooden 02_HI.PNG
	☑	Bridge wooden_HI.PNG
	☑	broken stone bridge large_HI.PNG
	☑	broken stone bridge small_HI.PNG
	☐	Bush 01_HI.PNG
	☐	Bush 02_HI.PNG
	☐	Bush 03_HI.PNG
	☐	Chimney_HI.PNG
	☐	City Wall Stone_HI.PNG
	☐	City Wall Wood_HI.PNG
	☐	cliff 02_HI.PNG
	☐	cliff 03_HI.PNG
	☐	cliff_HI.PNG
	☐	Compass Rose_HI.PNG
	☐	Field 01_HI.PNG

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.
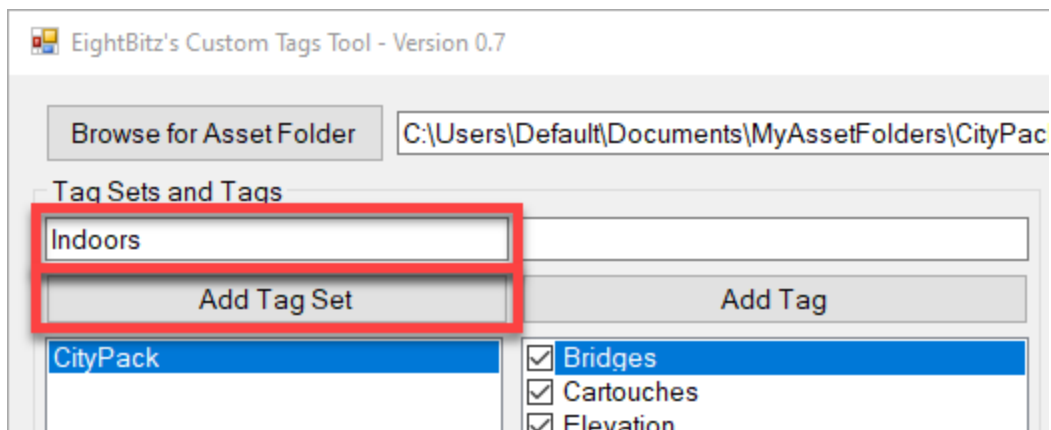
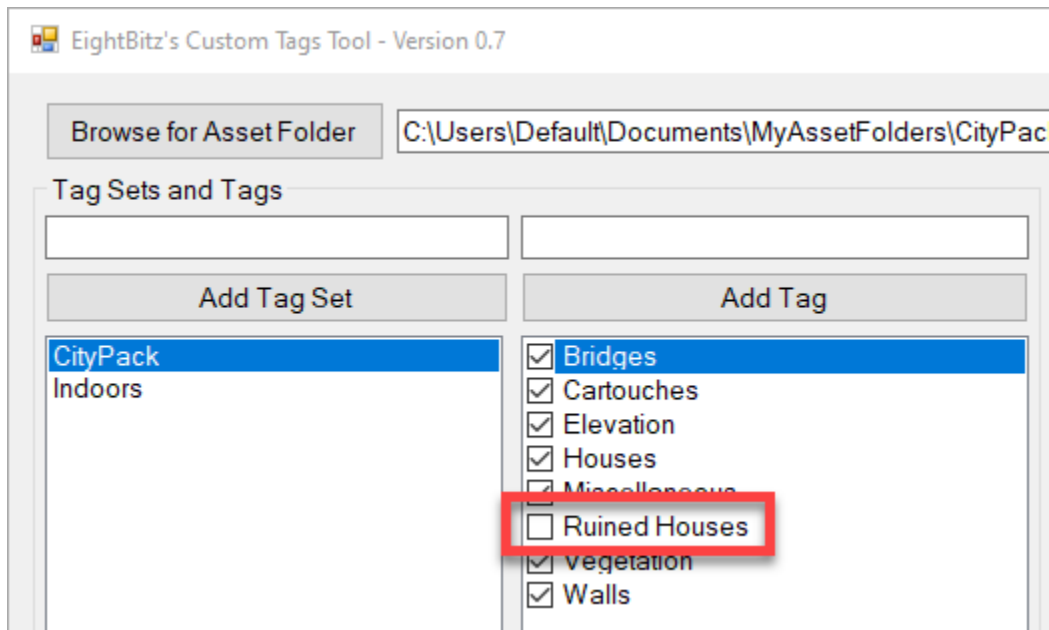You will see the new tag set appear in the list below.
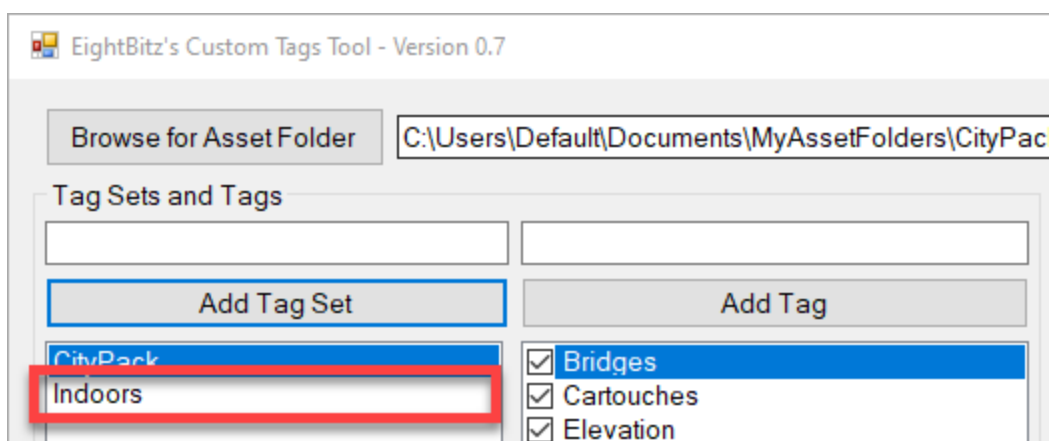
Add a New Tag

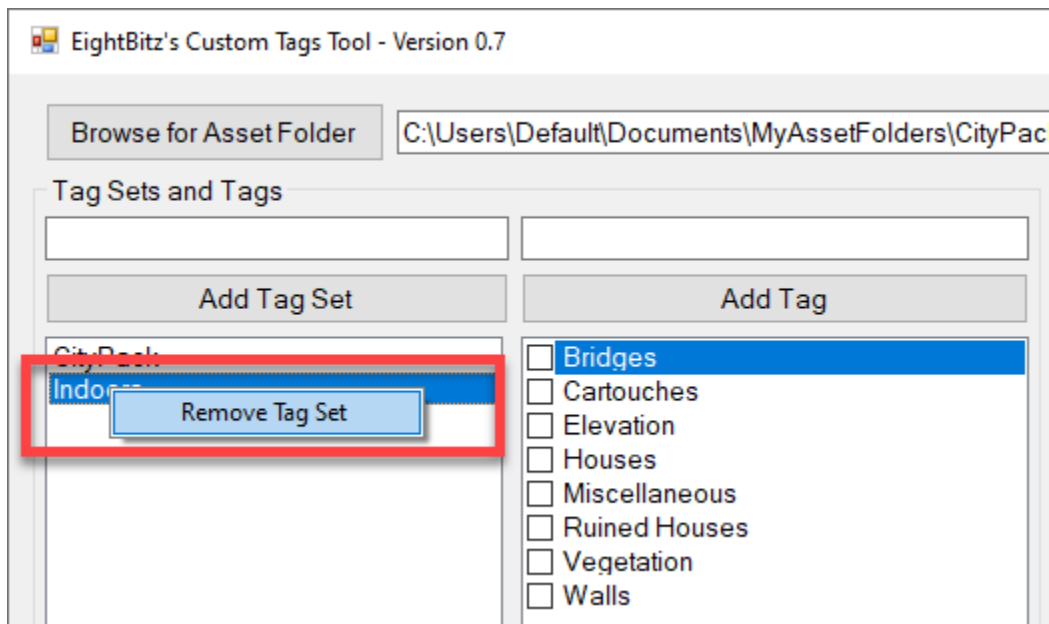Type the name of the new tag into the text box directly above the "Add Tag" button, then click the "Add Tag" button.
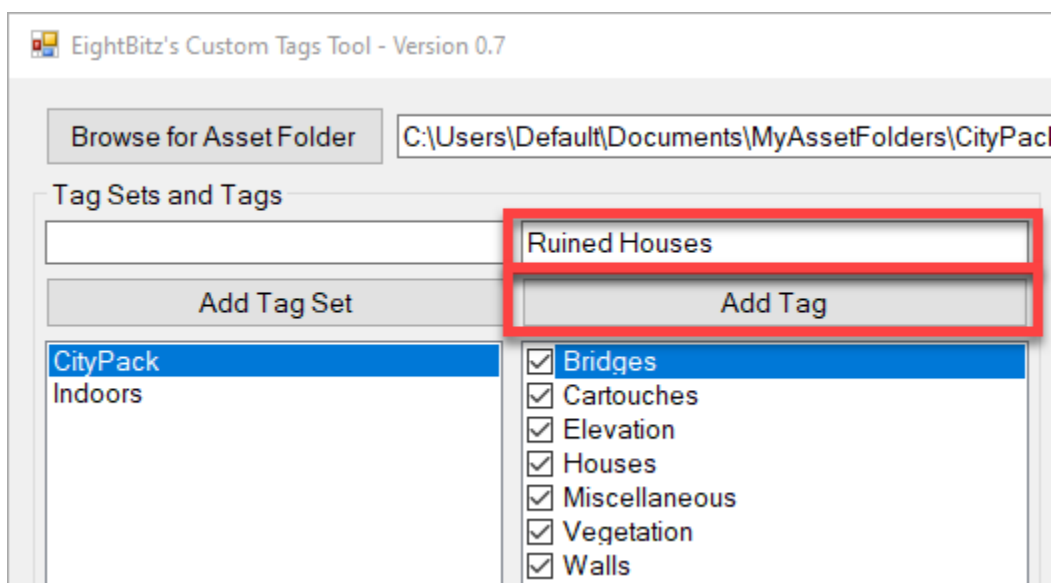
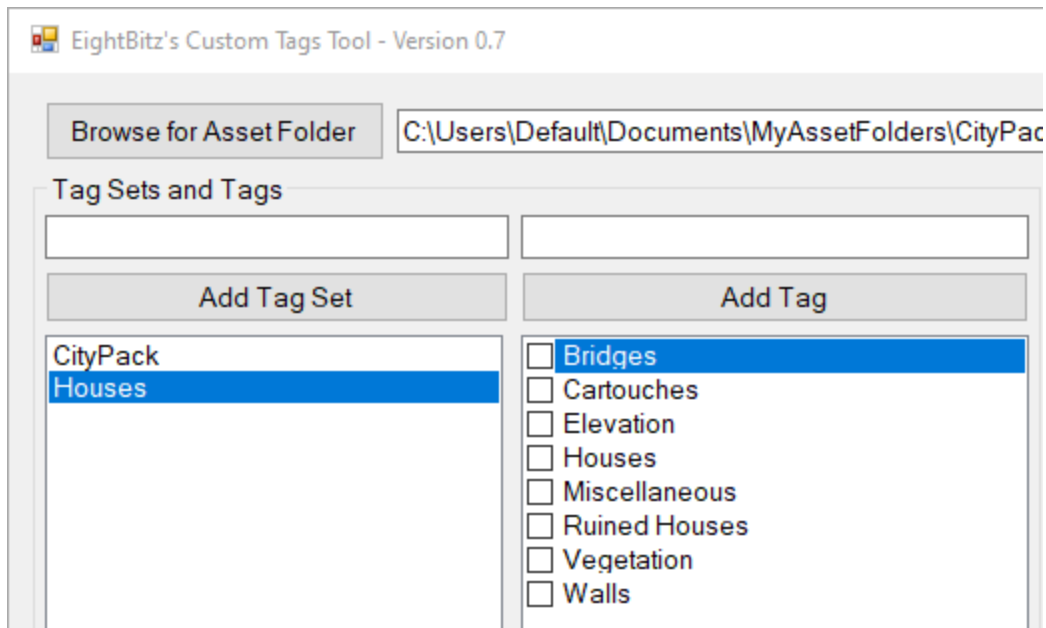You will see the new tag set appear in the list below.

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.
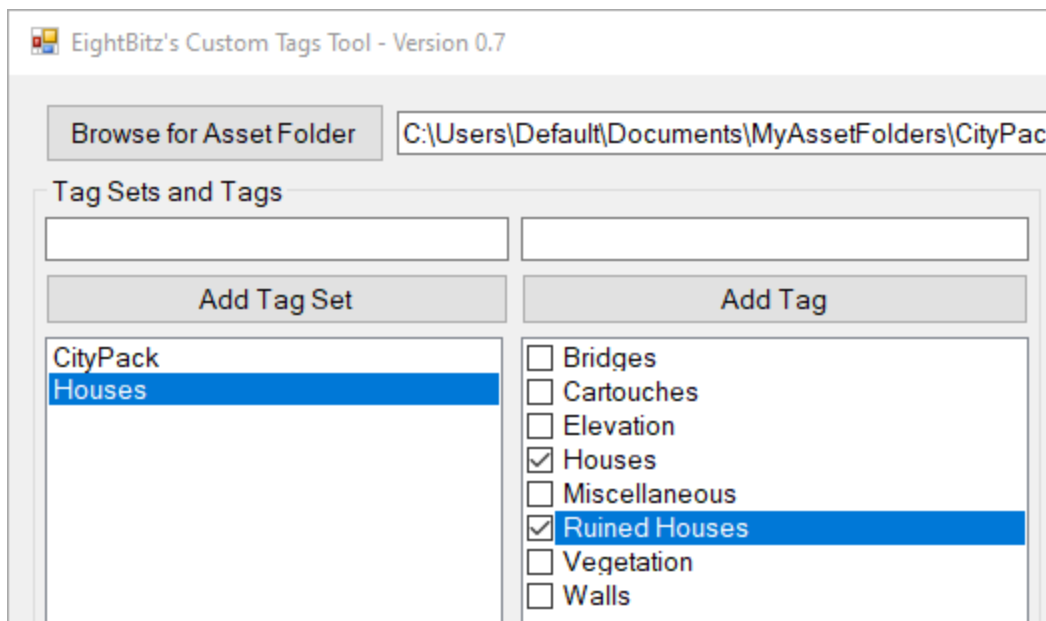

Assign a Tag to a Tag Set

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.
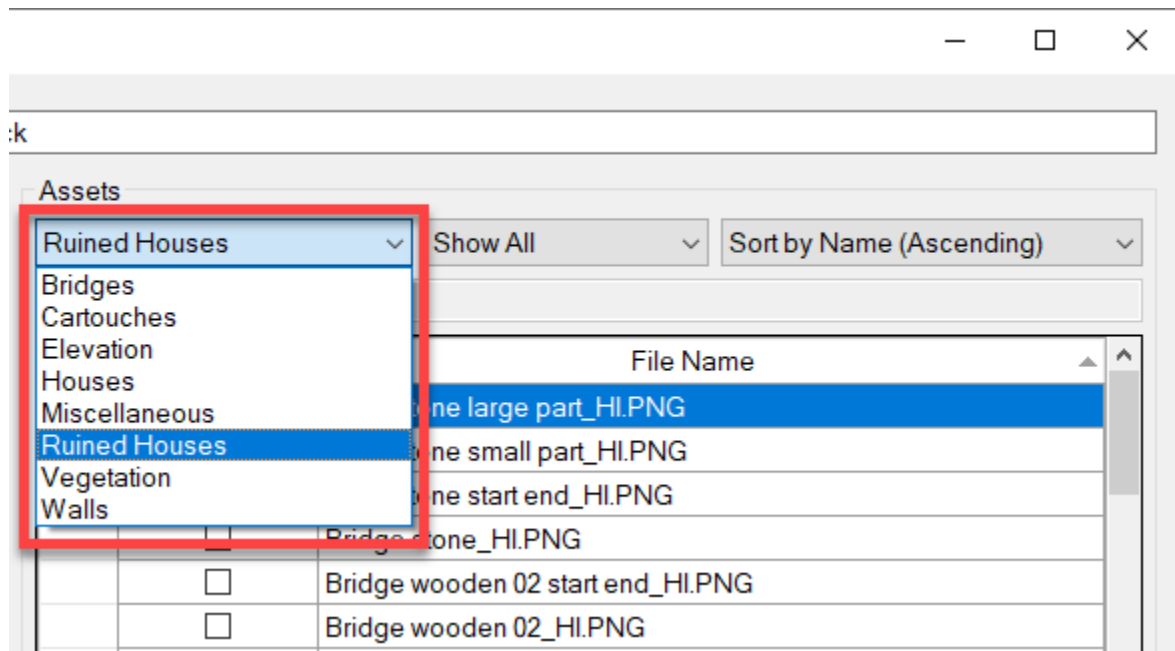
Select the tag to which you want to assign assets, then the scroll through the asset list, checking the boxes for the assets you want to assign to the tag, and unchecking boxes for assets you want to unassign.
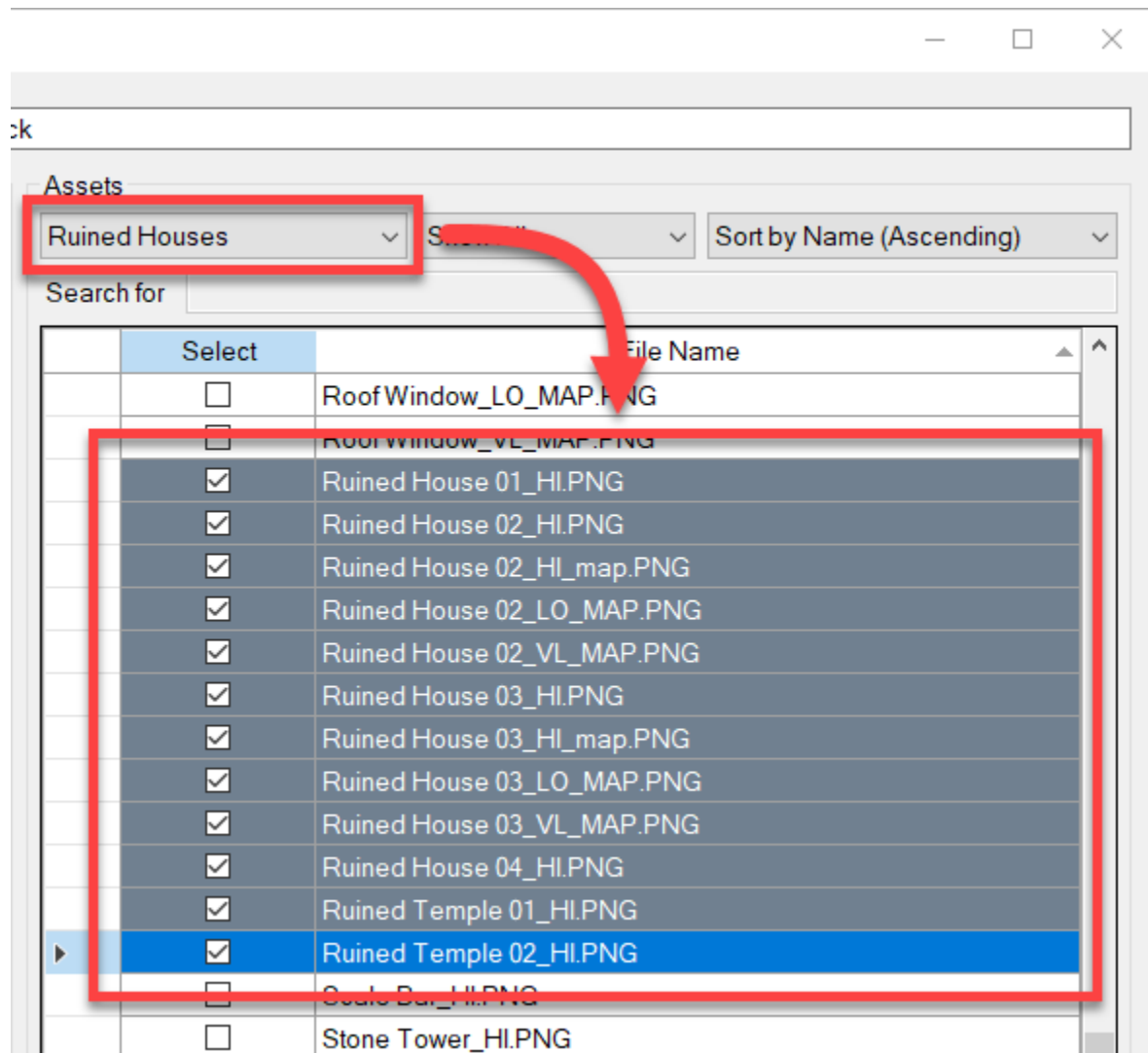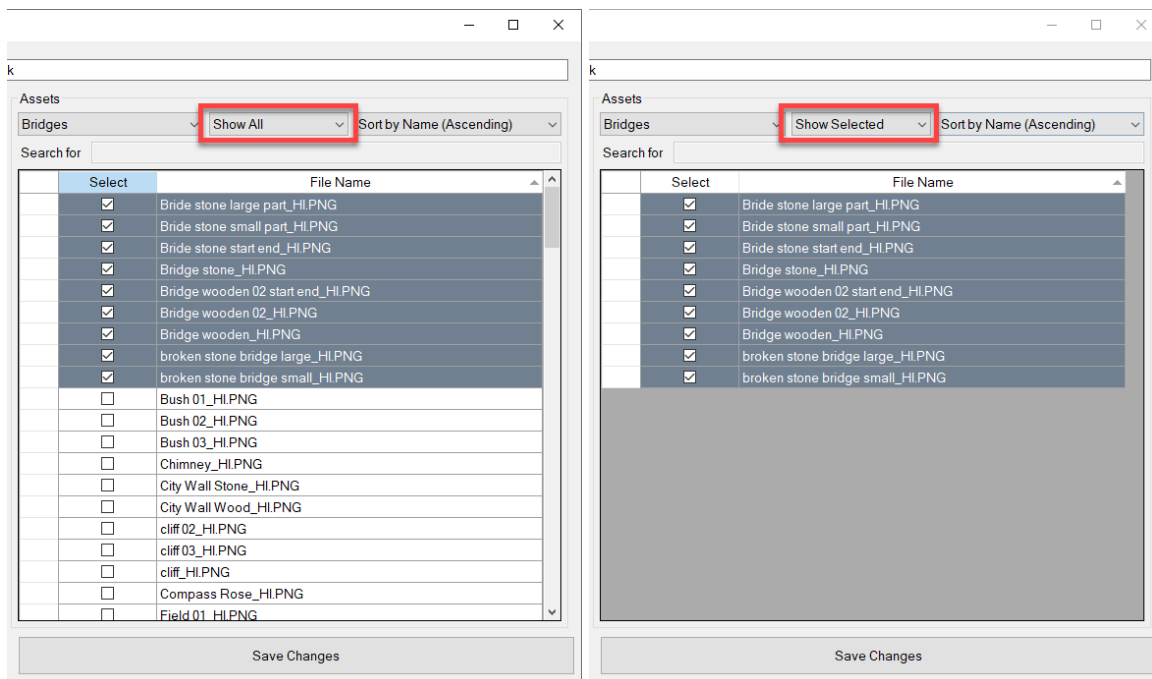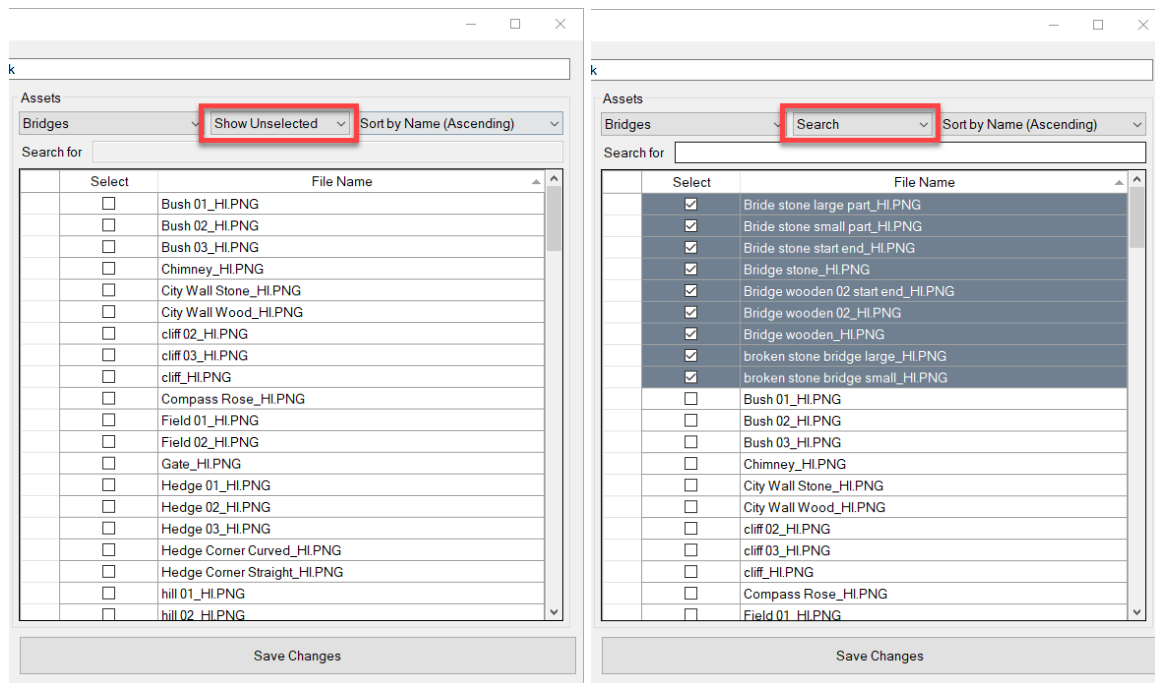
You can also select multiple items, and right-click the asset list to check or uncheck selected items.
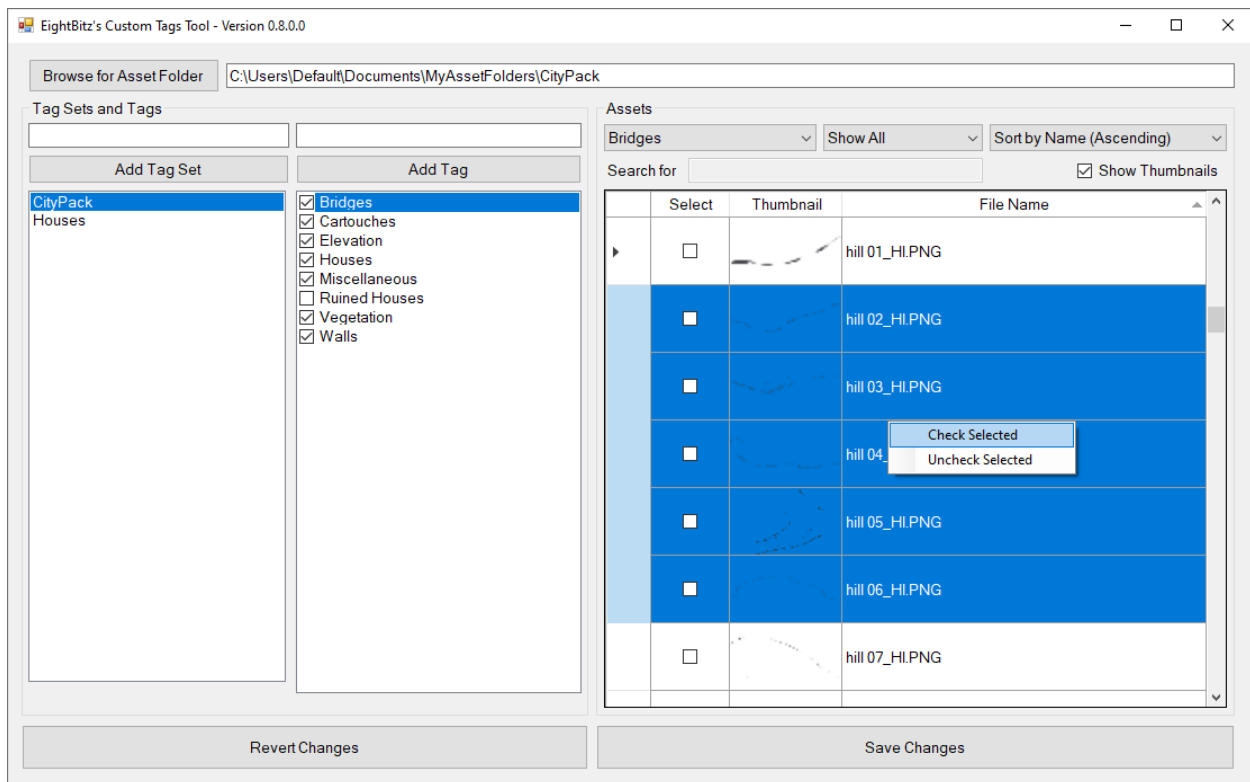
Filtering and Sorting the Asset List

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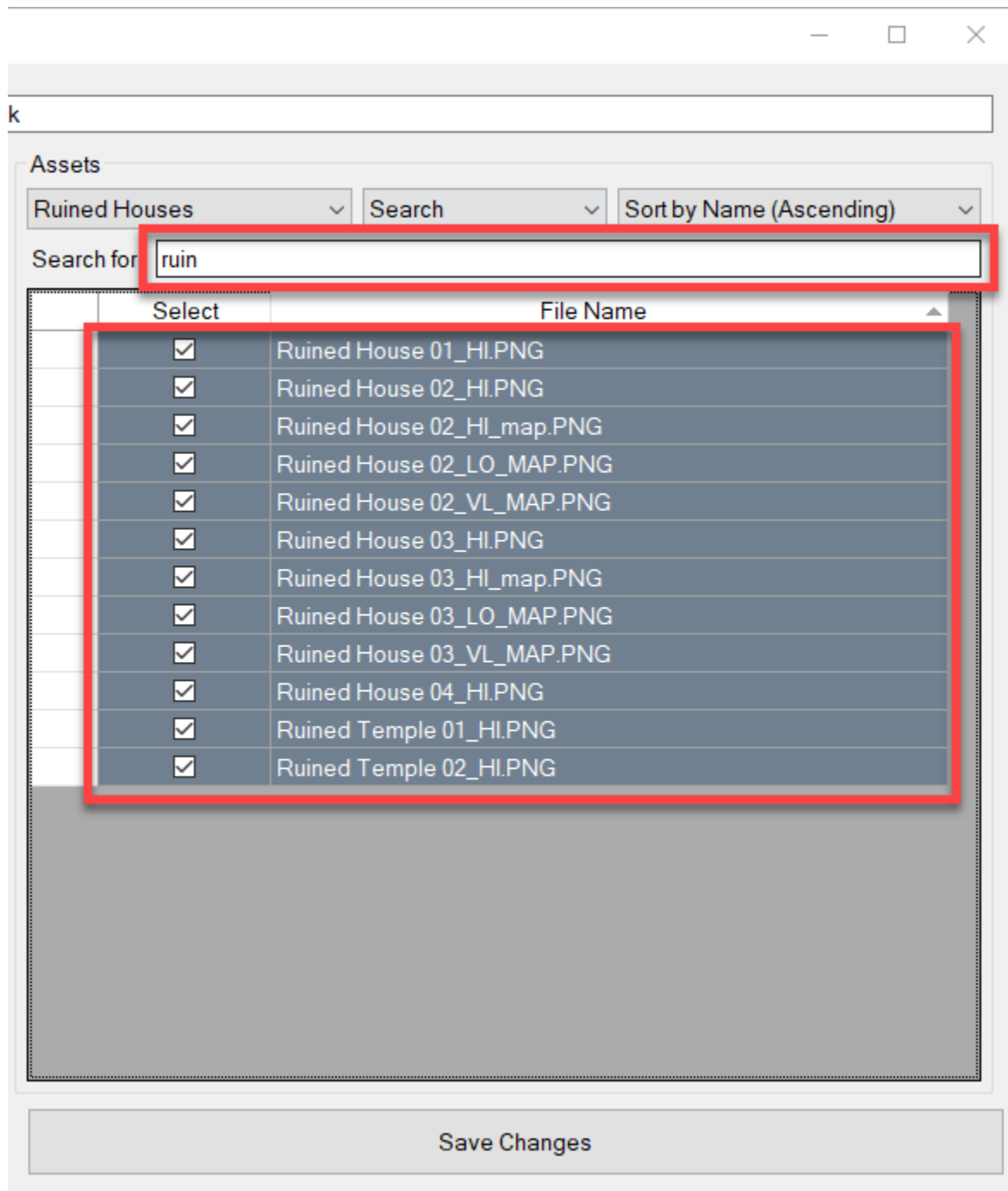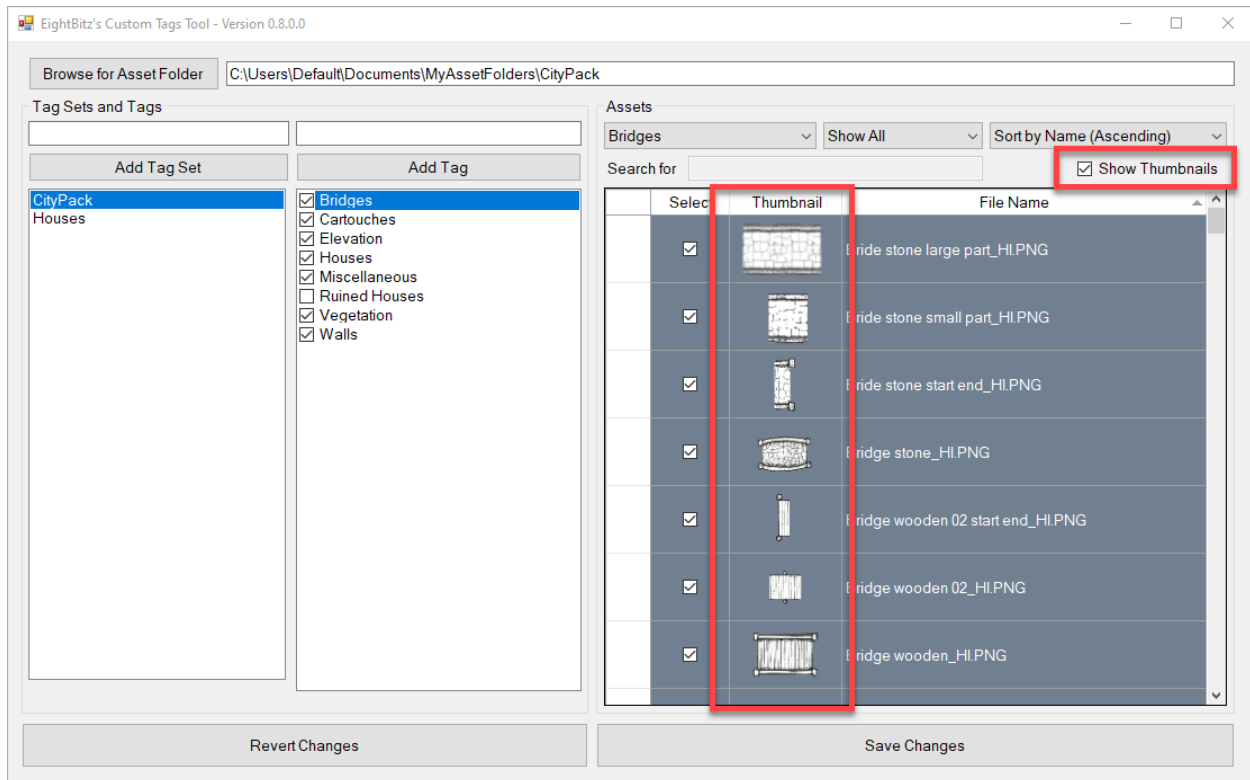
The third drop-down lets you sort the list of assets by name or according to which assets are selected for the current tag. You can "Sort by Name (Ascending)", "Sort by Name (Descending)", "Sort by Selected (Ascending)", or "Sort by Selected (Descending)".
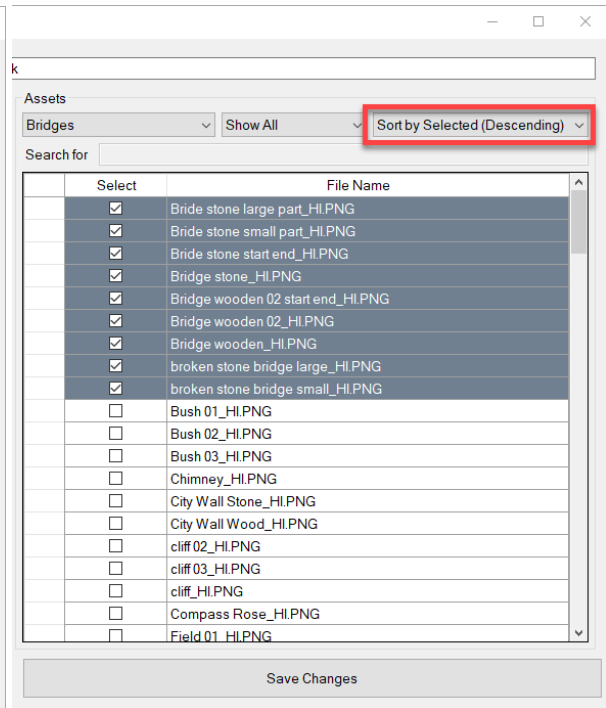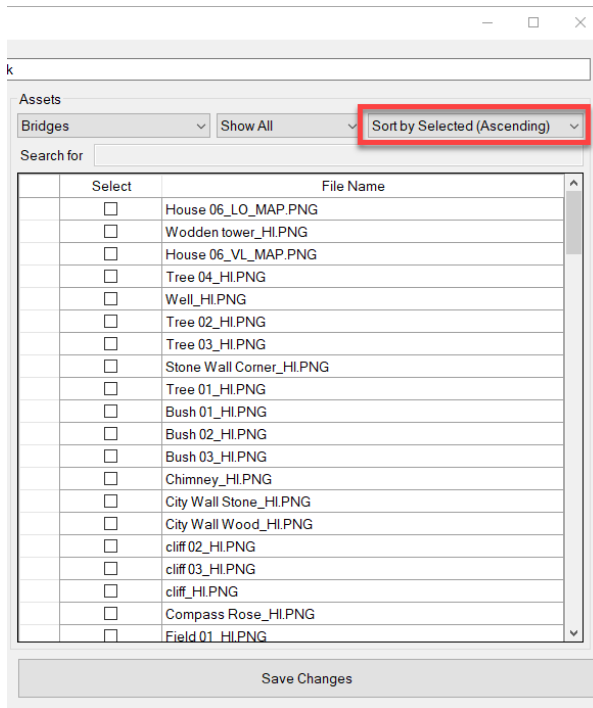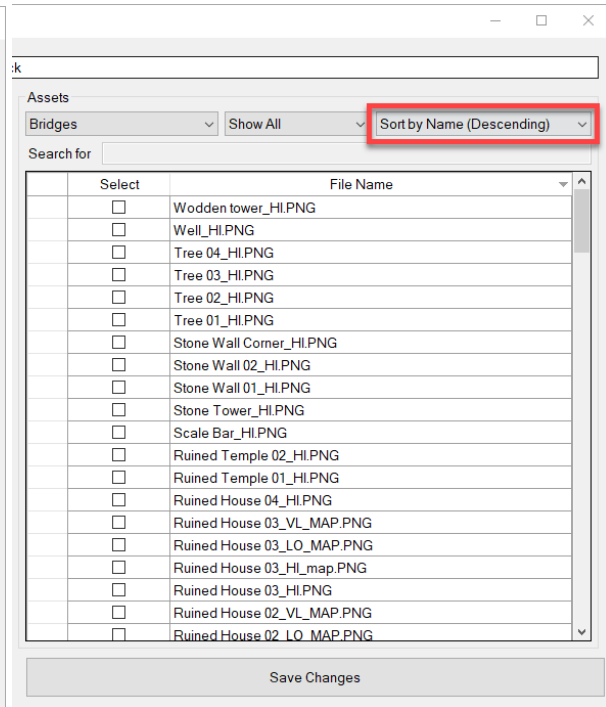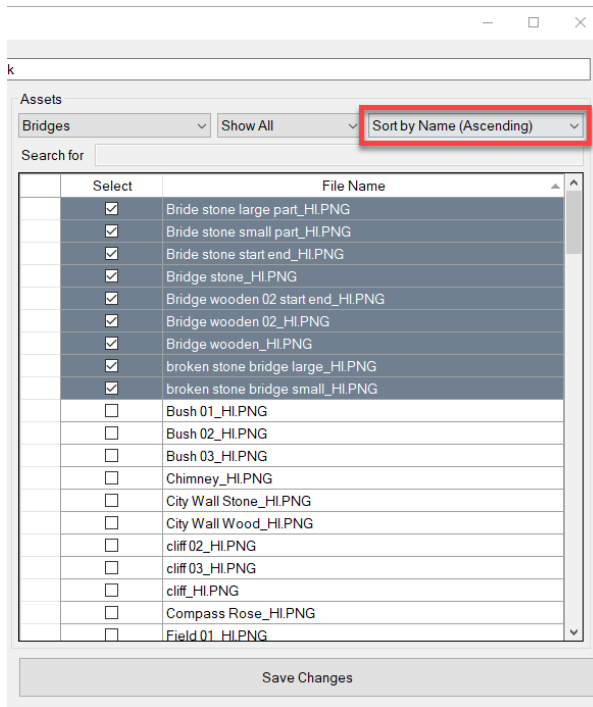
Show Thumbnails

This is a new option in version 0.8.0.0. It is on by default, with an option to turn it off.
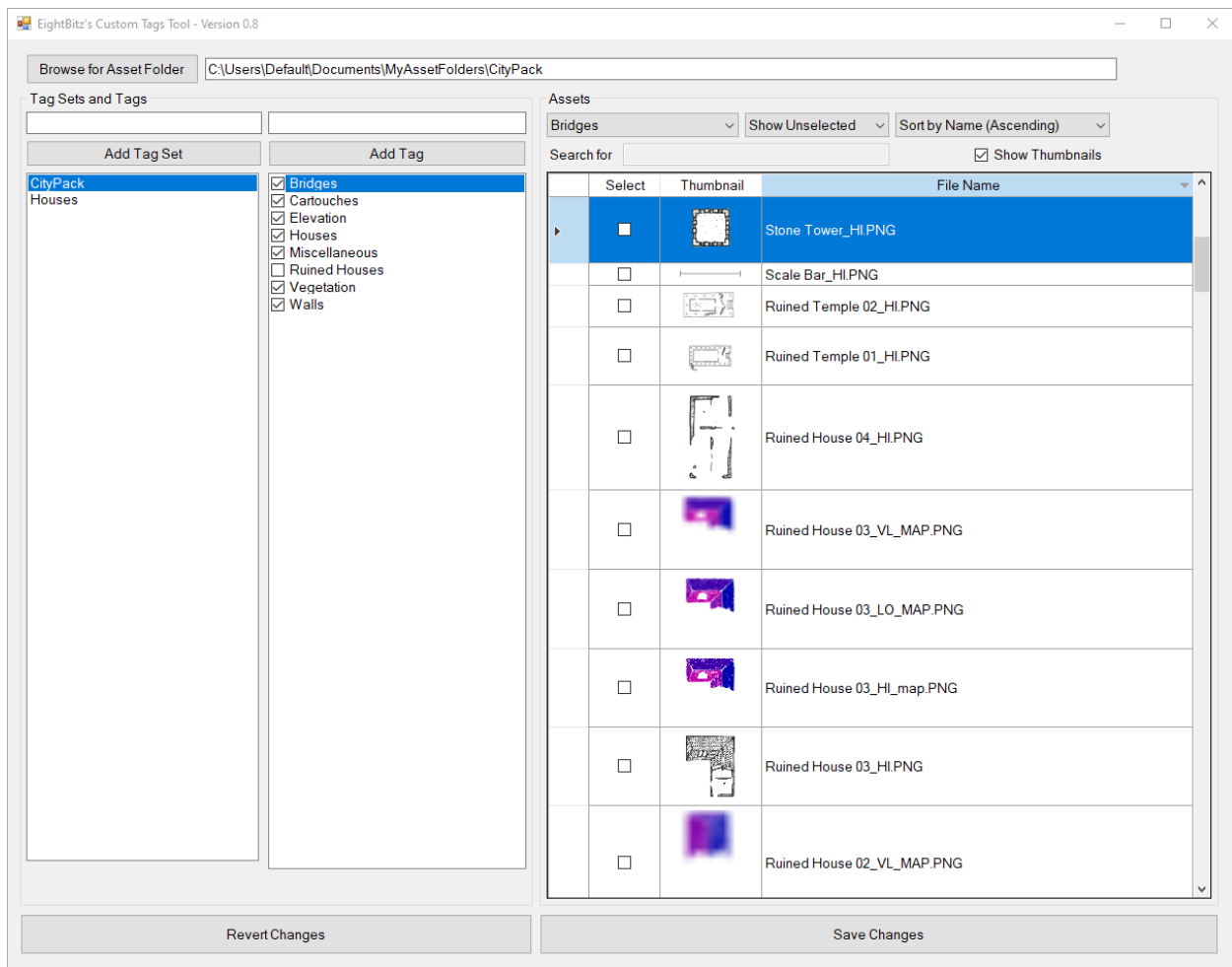
Resizing the Form

One of the consequences of enabling thumbnails is that it increases the row height for each row, which means fewer rows will be listed, and you'll have to do more scrolling.

To compensate for this, I've made the form resizable. The controls within the form will move and resize accordingly.

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 ask you to confirm that you want to lose all your changes, and if you do, it 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.
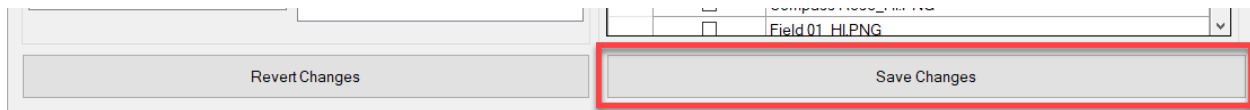
This will ask you to confirm, and if you do, it will write all your changes to "data\default.dungeondraft_tags" in the specified source folder.
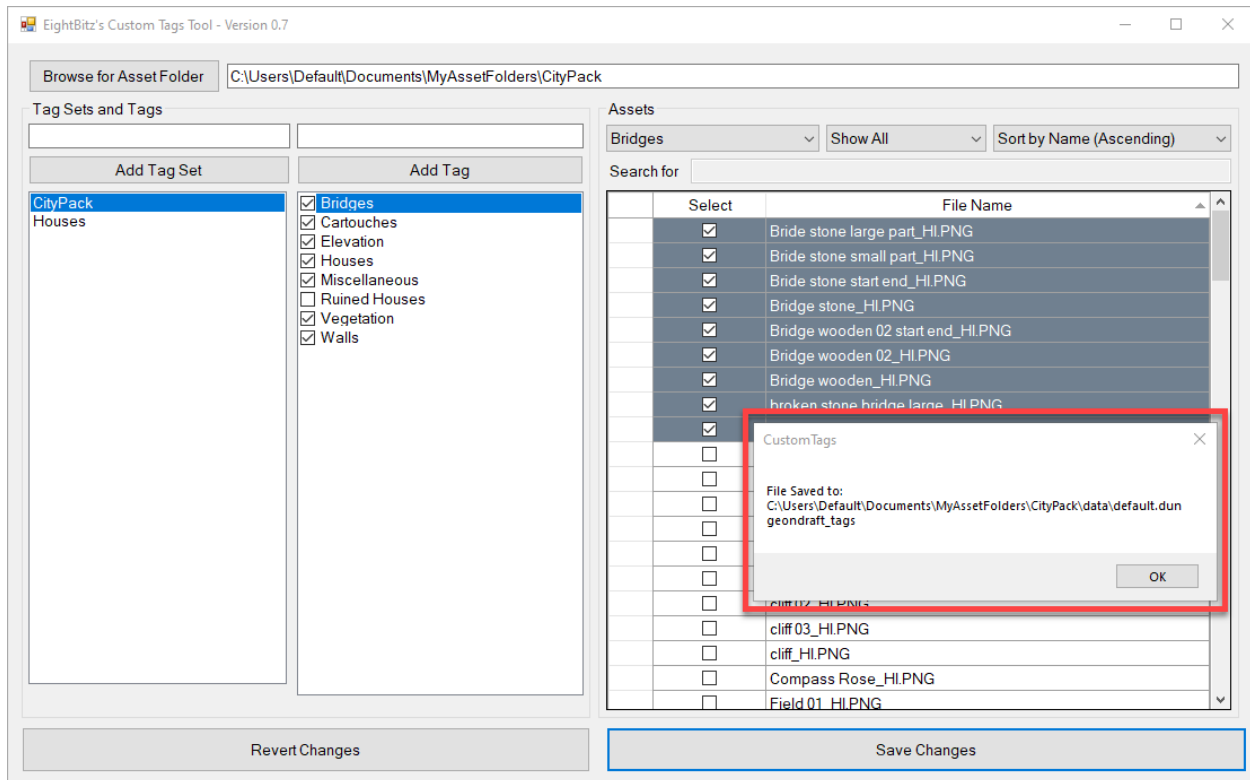
Version History

Version 0.8

- Added an option to view thumbnails.
- Made "Show Thumbnails" the default.
- Made the form resizable.
- If you have multiple items selected in the asset list, you can right-click to check or uncheck selected items.
- Added a confirmation before reverting changes.
- Added a confirmation before saving changes.

Version 0.7

- Added a search function.