

# 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.

## License

EightBitz's Custom Tags Tool

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Contact: [eightbitz73@outlook.com](mailto:eightbitz73@outlook.com)

## Credits

**Noralku:** Huge thanks to Noral Kuhlmann (Noralku on the Megasploit 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, and he helped with the composition of the About form and the new splash screen.

**Nexoness:** Thanks to Nexoness on Discord for the new logo.

## 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.

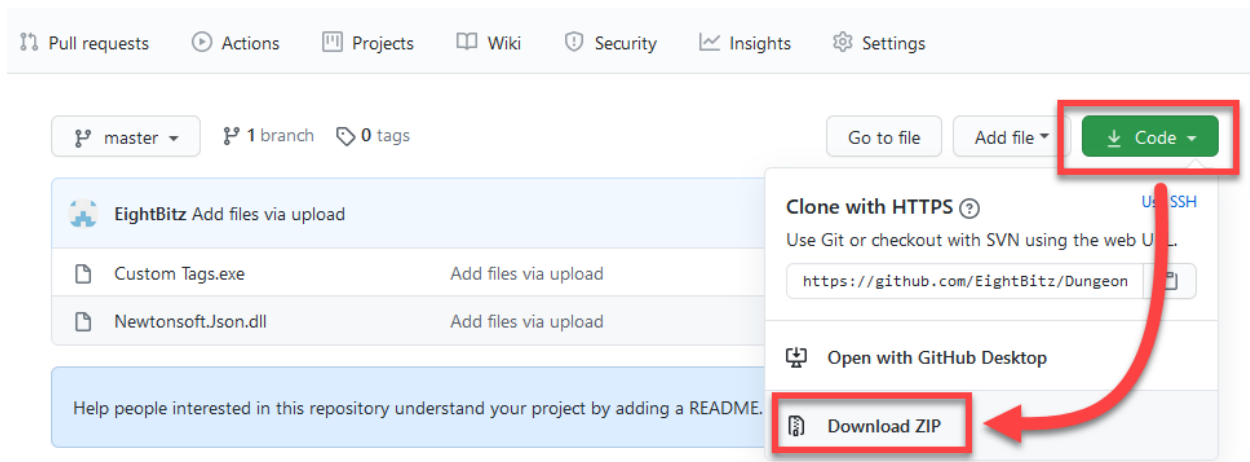
## Getting Started

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

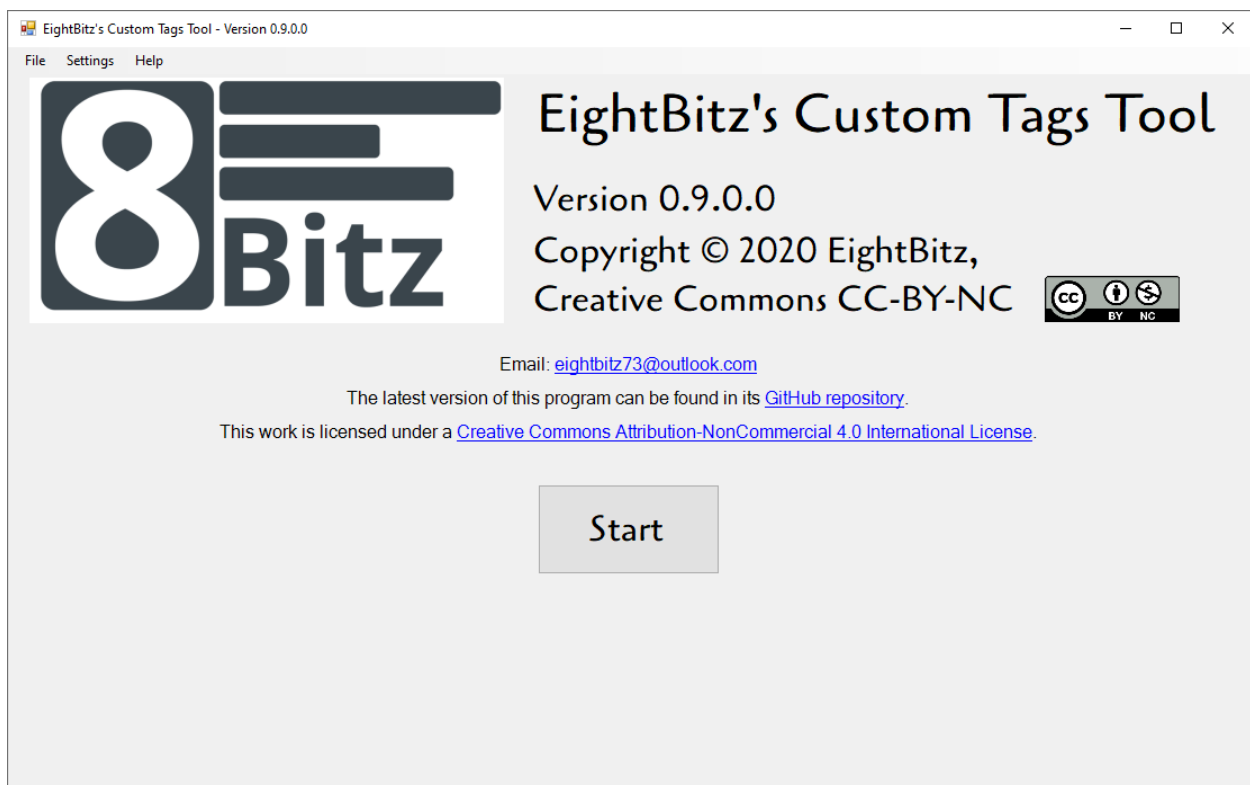
Download the following two files to the same folder:

- CustomTags.exe
- Newtonsoft.Json.dll

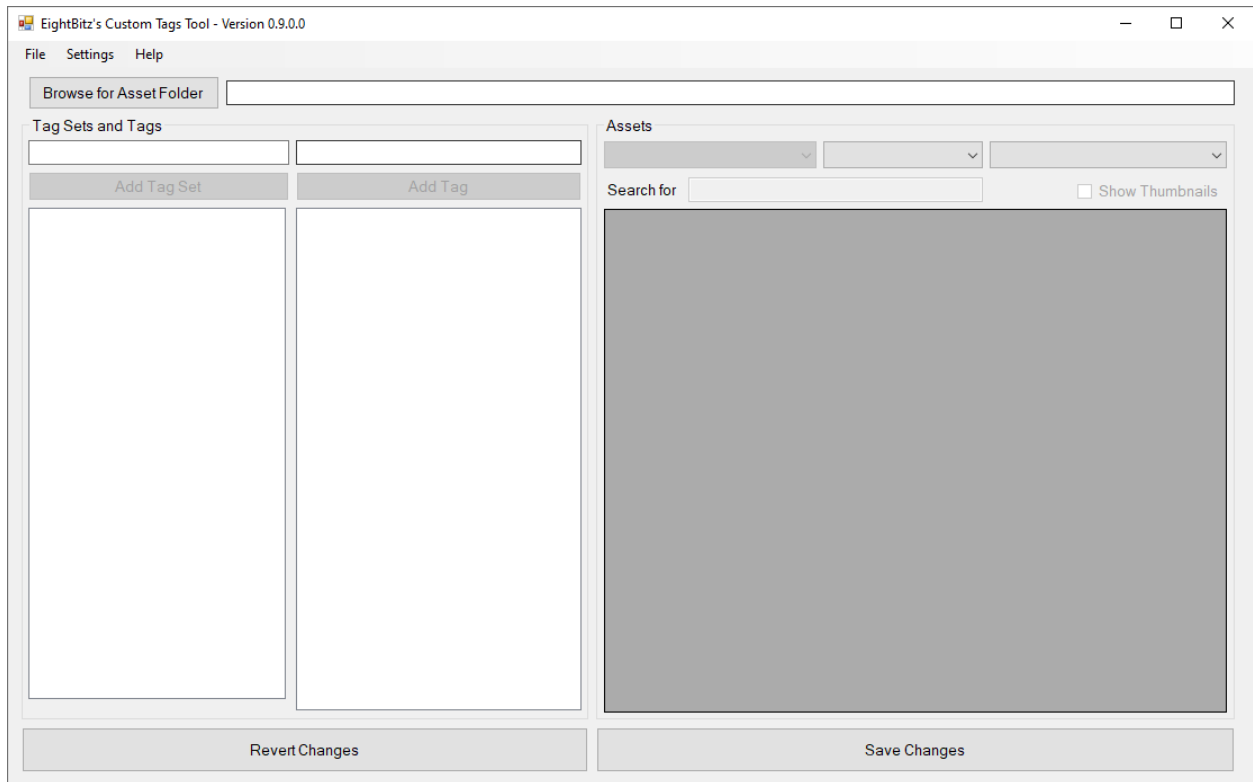
If you have trouble running the program, then click on the green “Code” button, and click “Download ZIP”. Extract the folder from the Zip file, and run the program from there.



When you run CustomTags.exe, you should be presented with the new splash screen.



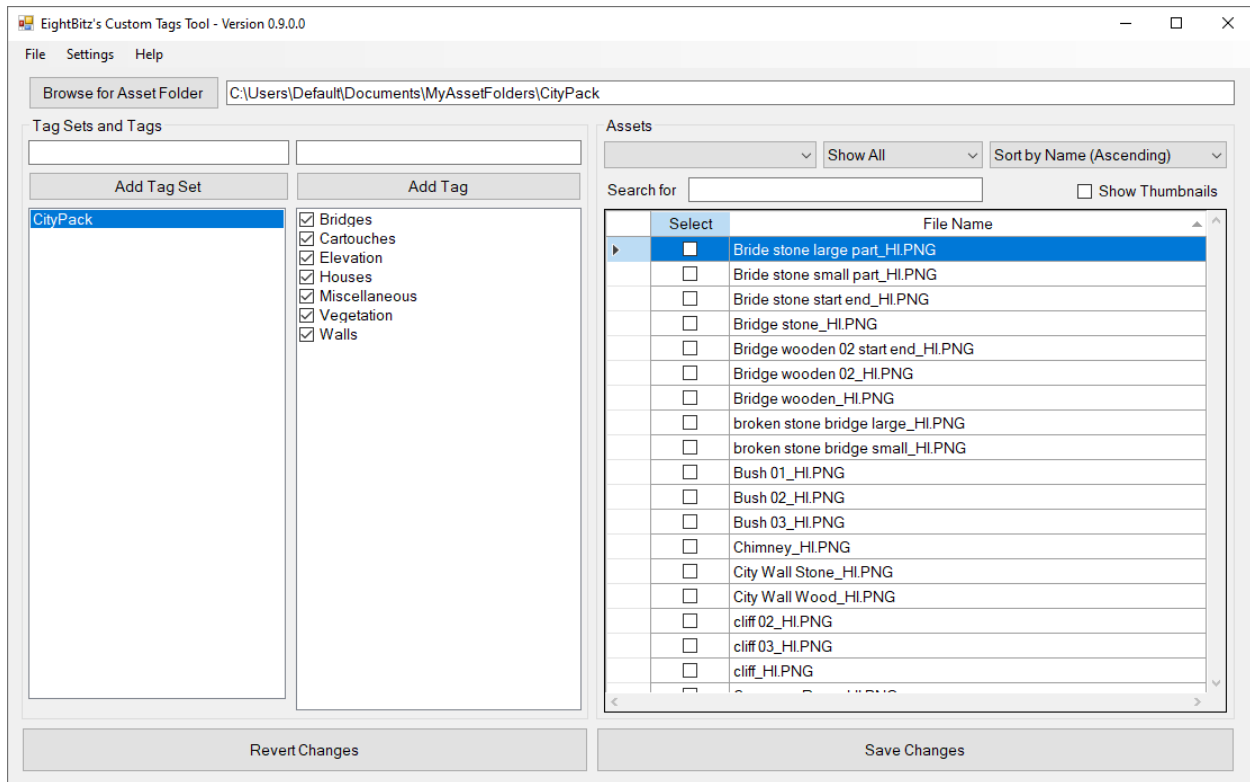
Once you click the Start button, you will be presented with the following window, assuming you have no saved preferences.



If you do have saved preferences, clicking the Start button will load and apply your preferences, and you will be presented with an appropriate window.

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

With version 0.9, when you select an asset folder, "Show Thumbnails" will be off by default. The program is still loading them in the background, though, so you may experience a delay of a couple to a few seconds while the thumbnails load. Please be patient.



## Important Details

When you select 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".

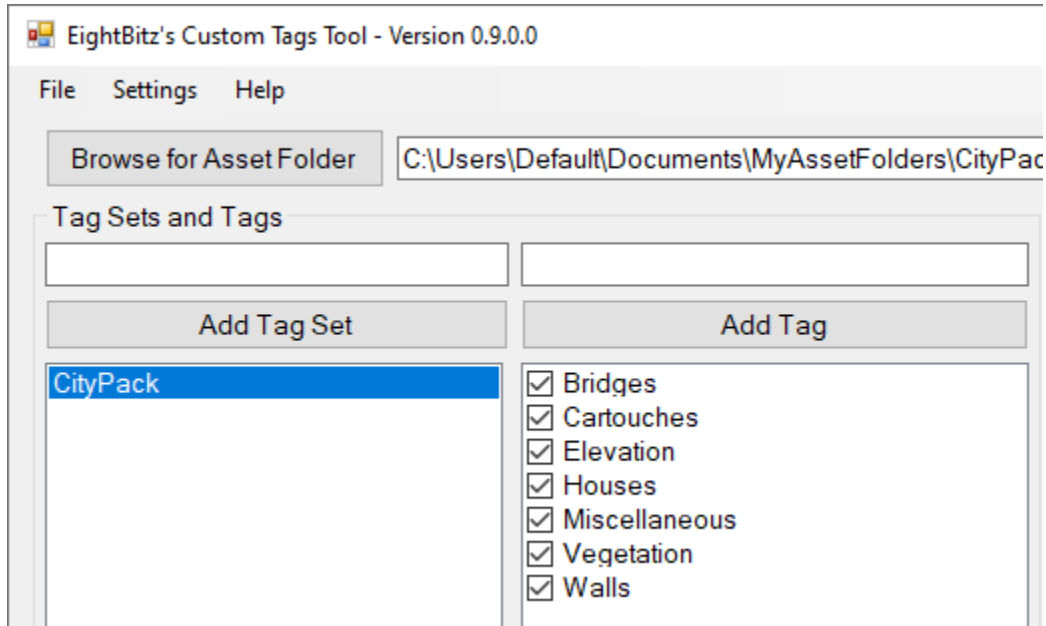
Once you select your asset folder, the program will do the following in the order listed:

- 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 load the tag sets and tags that Dungeondraft uses (as of version 0.9.3.3 radiant wurm) for its built-in assets.
- 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.

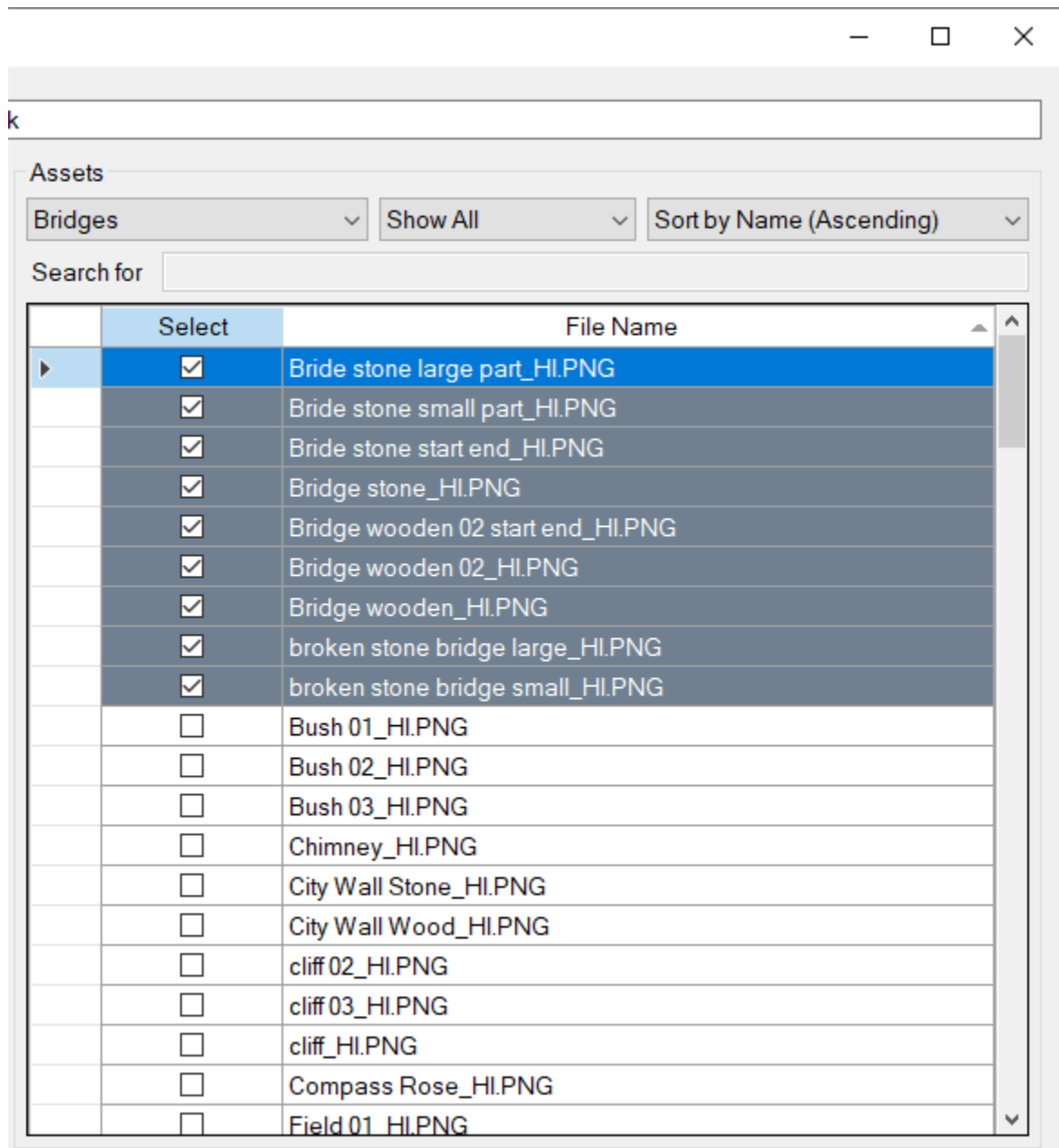
## The Controls

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

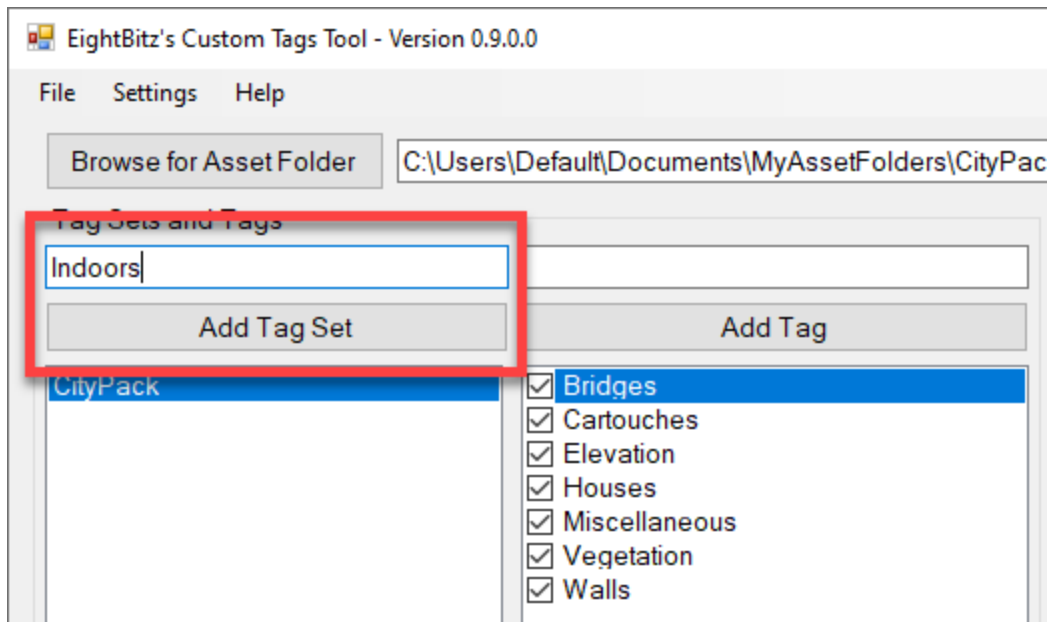


On the right side, you can control the assignment of assets to tags.

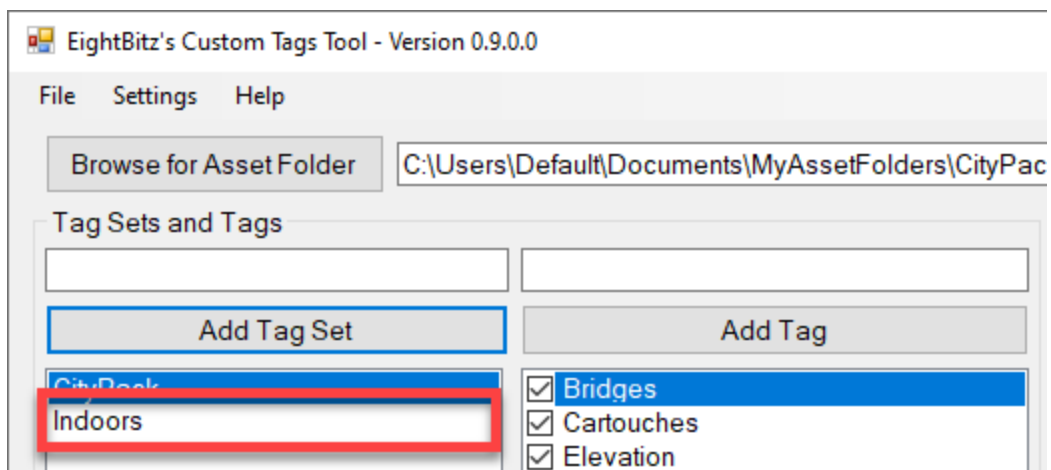


#### Add a New Tag Set

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.



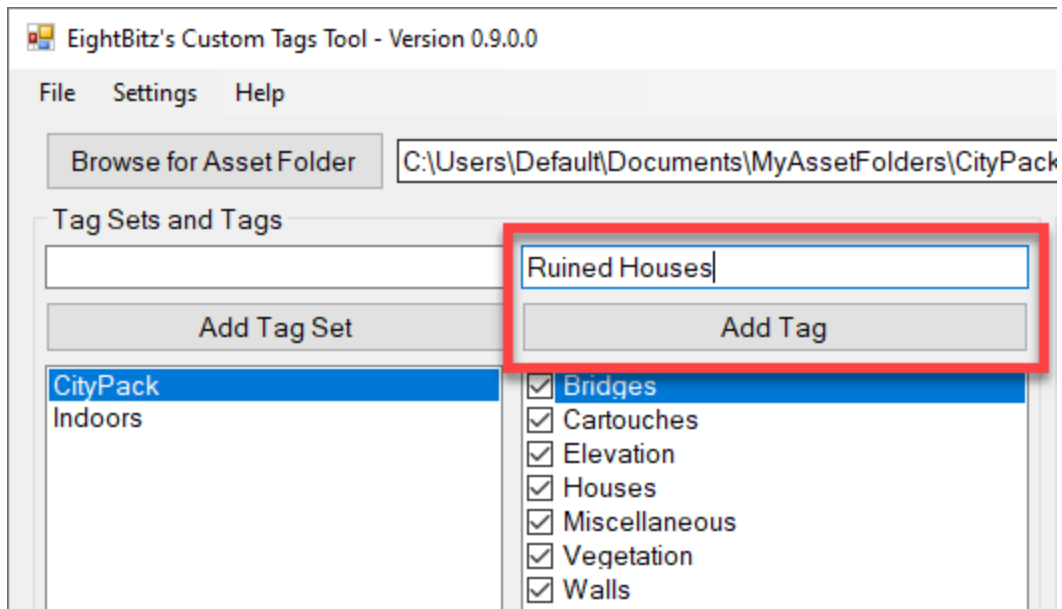
You will see the new tag set appear in the list below.



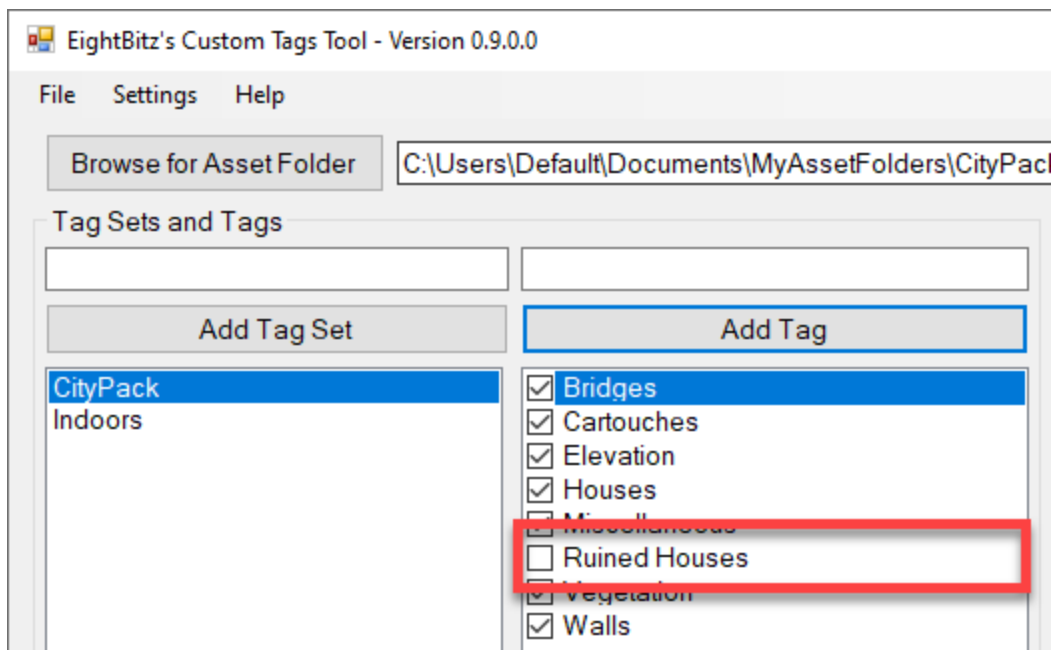
Add a New Tag

Type the name of the new tag into the text box directly above the “Add Tag” button, then click the “Add Tag” button.



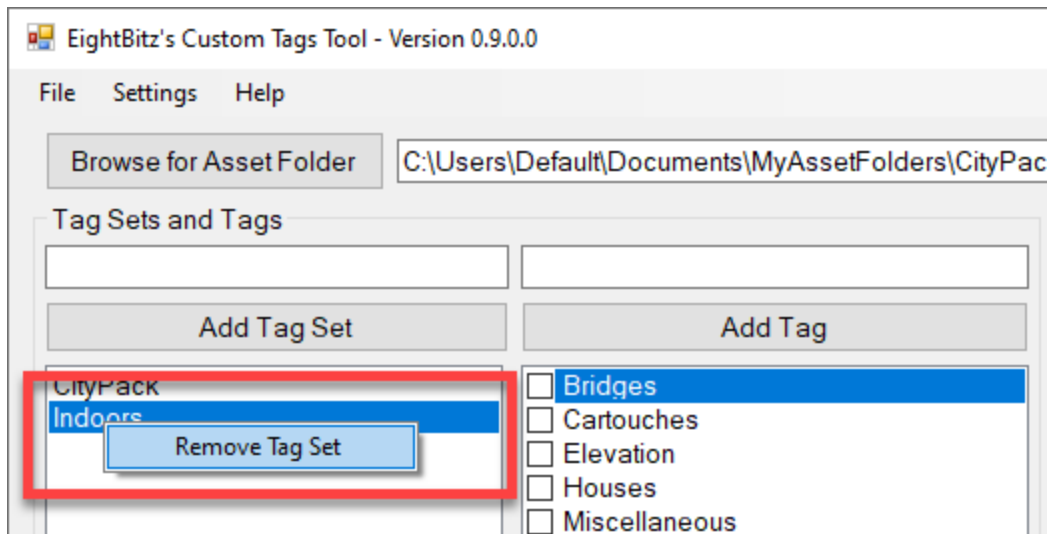


You will see the new tag set appear in the list below.



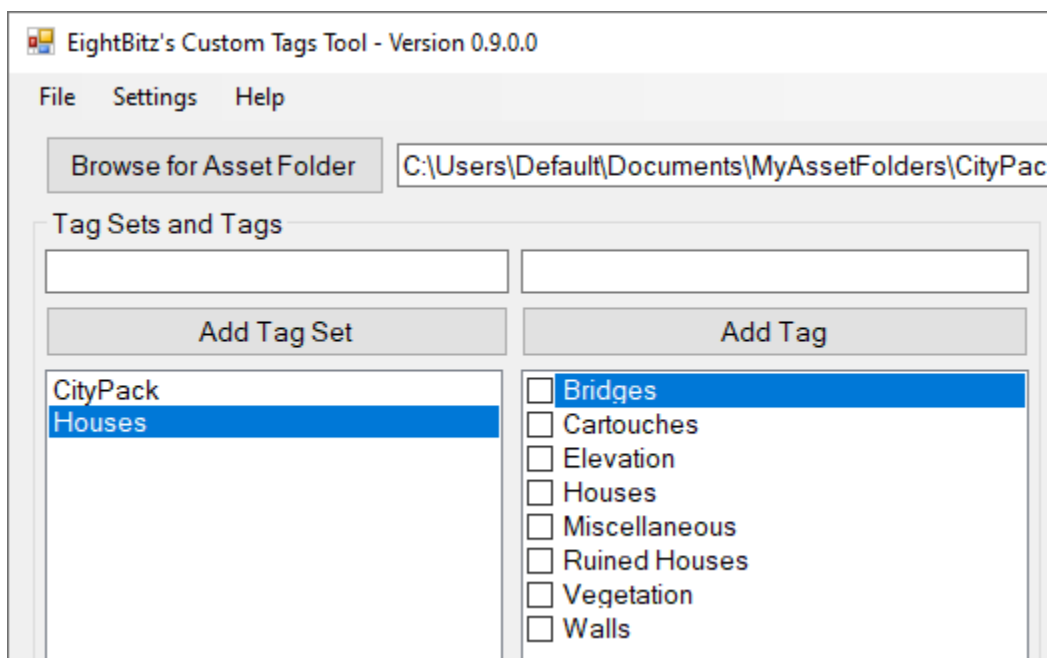
Remove a Tag Set or Tag

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

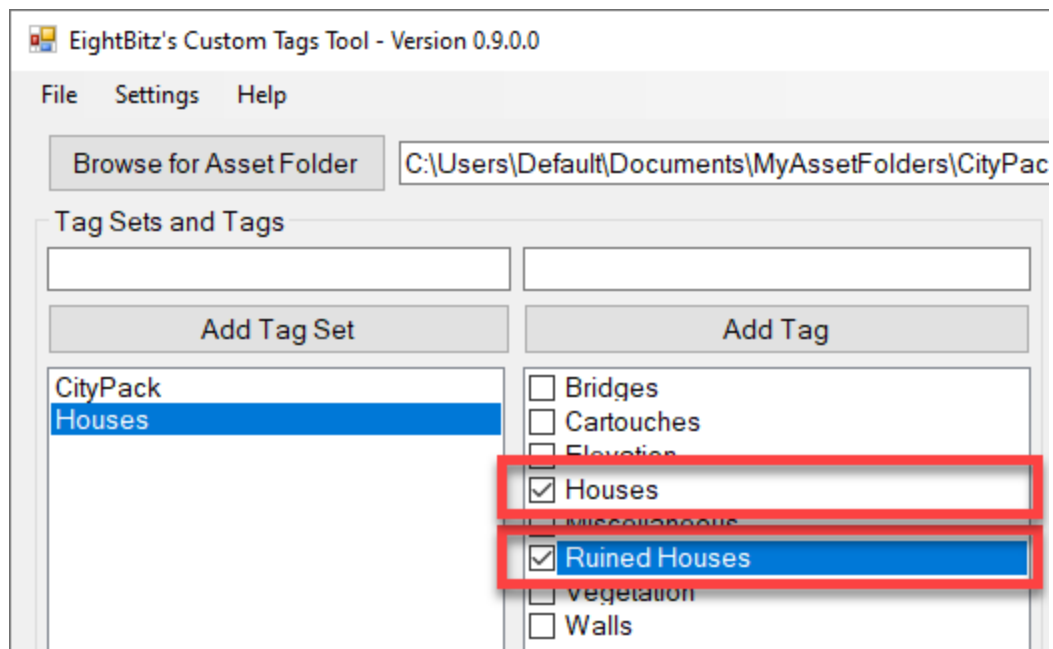


Assign a Tag to a Tag Set

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.



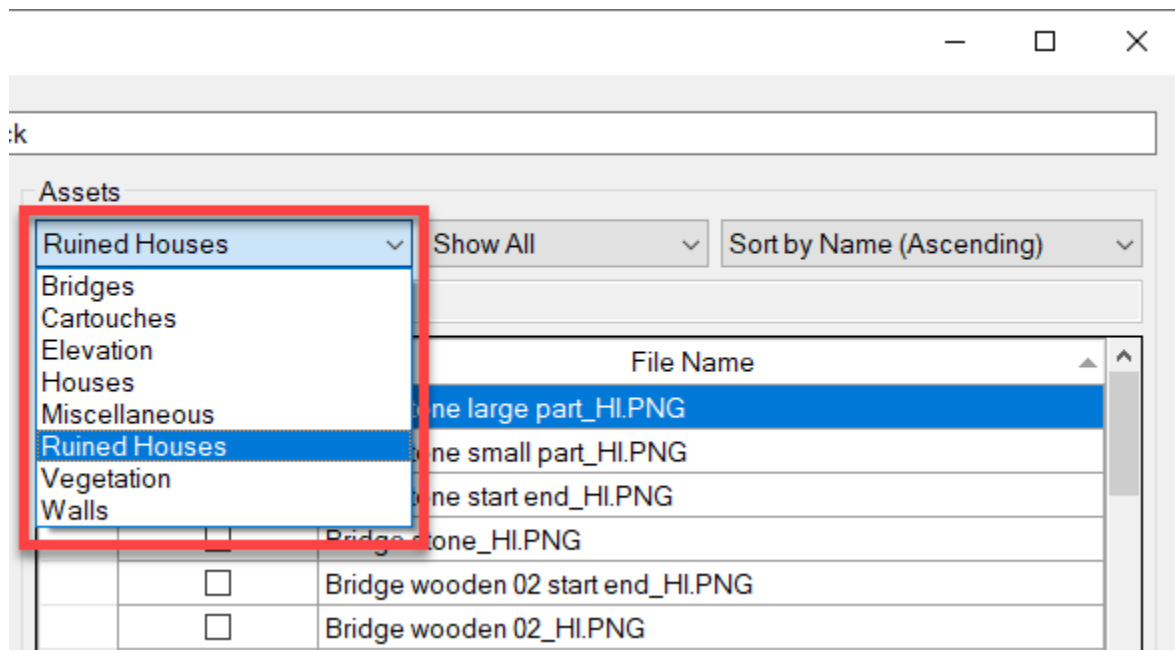
If I check “Houses” and “Ruined Houses”, that will assign those two tags to the selected tag set.



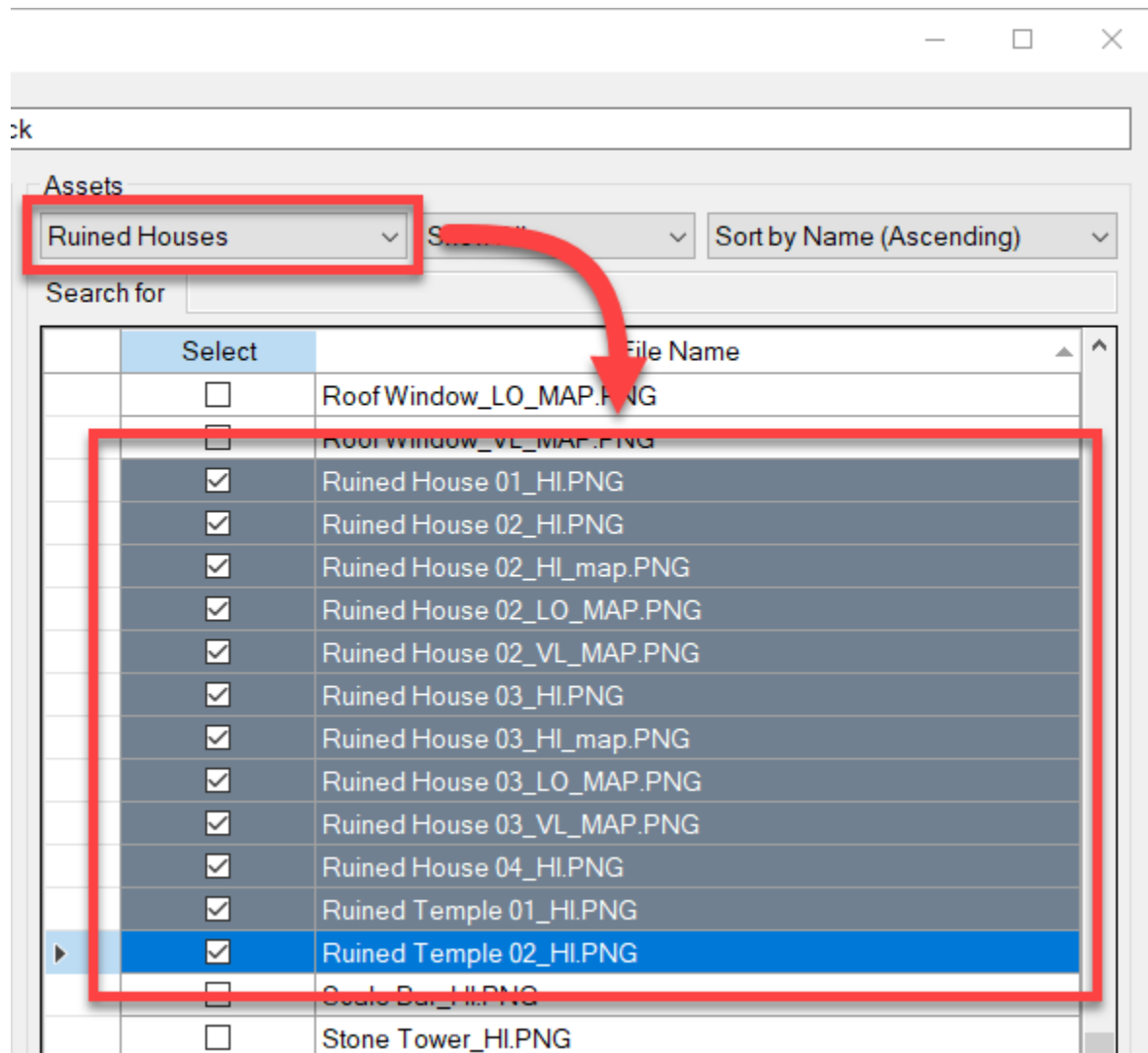
## Tags and Assets

### Assigning Assets to Tags

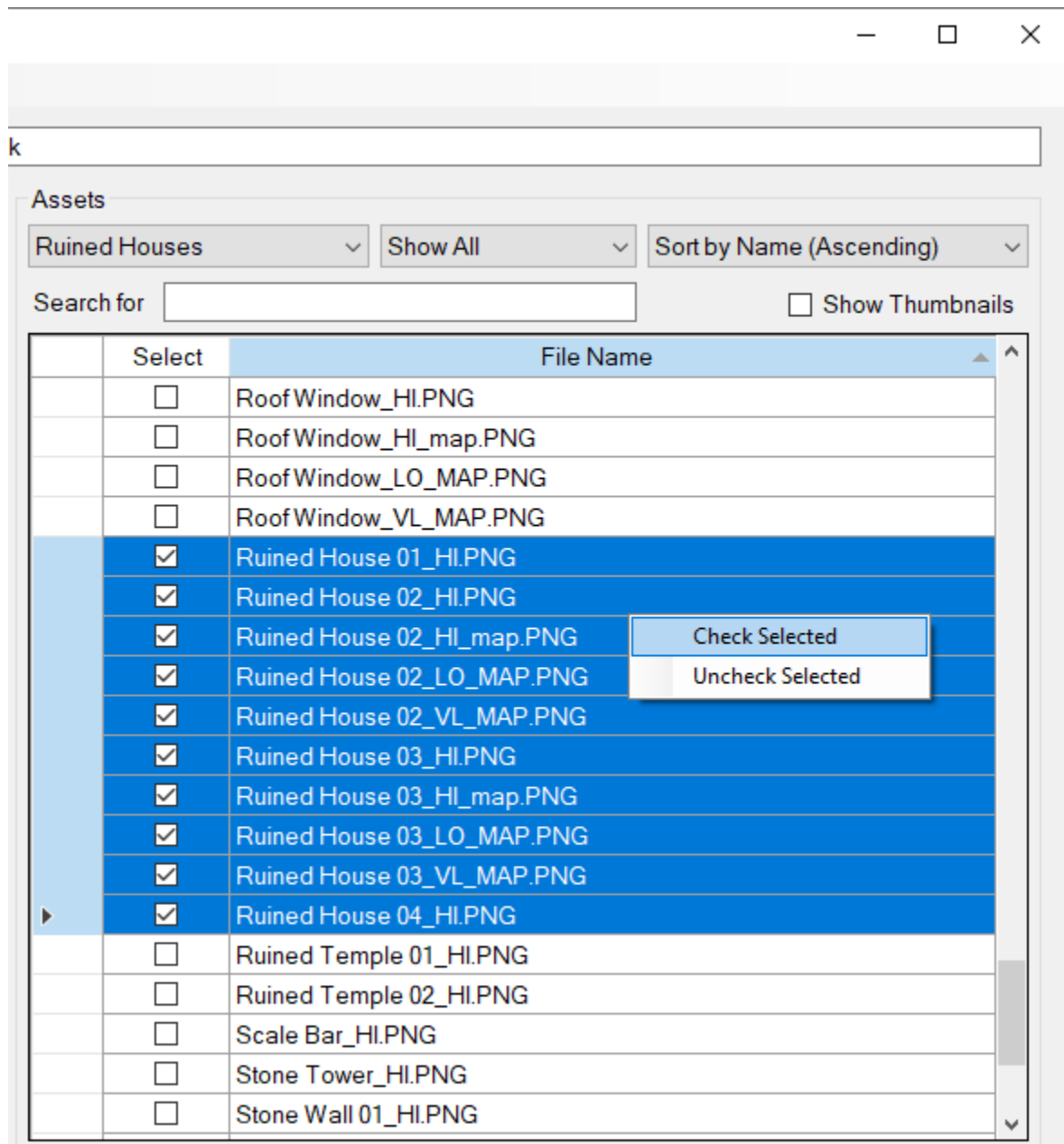
At the top of our assets list, there are three drop-down boxes. The first one lets you select to which tag you want to assign/unassign assets.



Select the tag to which you want to assign assets, then 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.

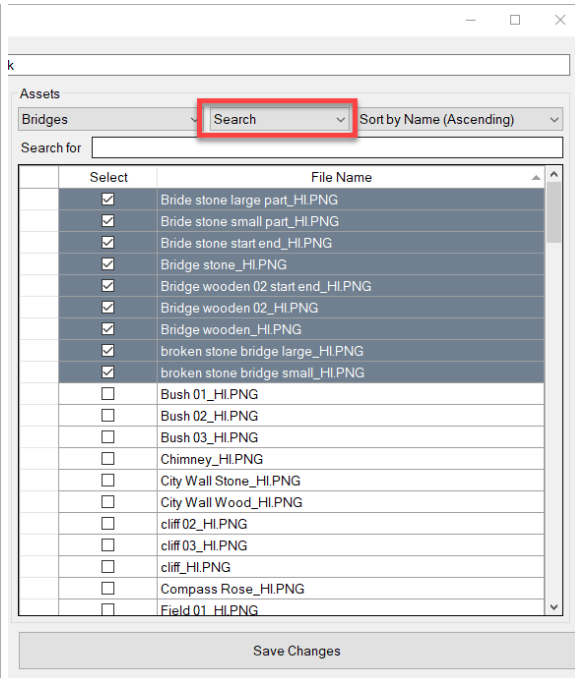
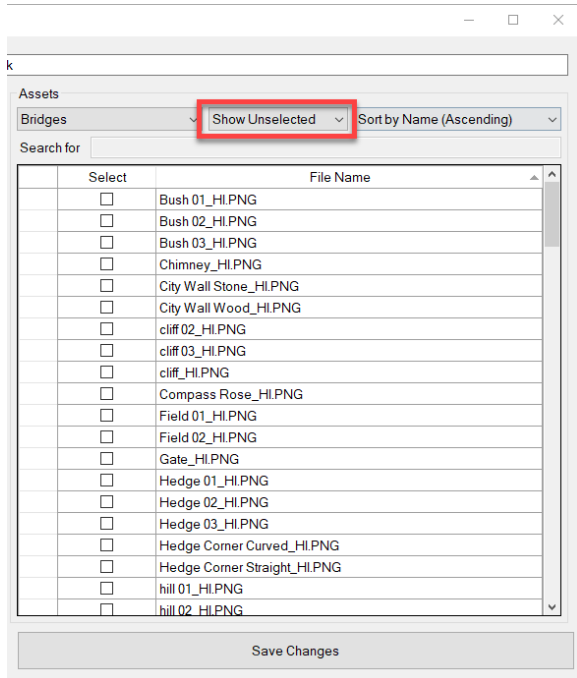
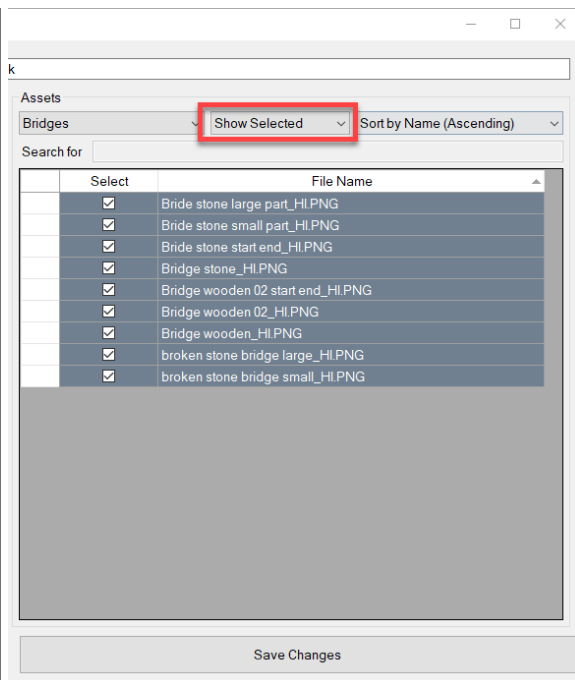
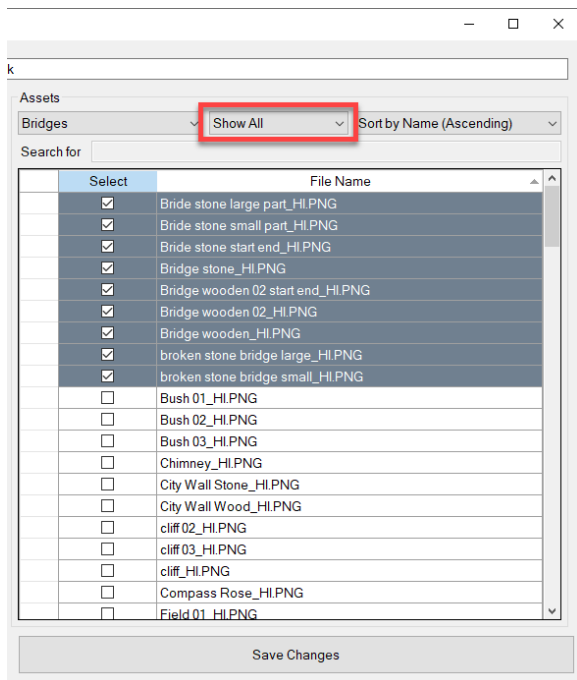


You can also select multiple items, and right-click the asset list to check or uncheck selected items.

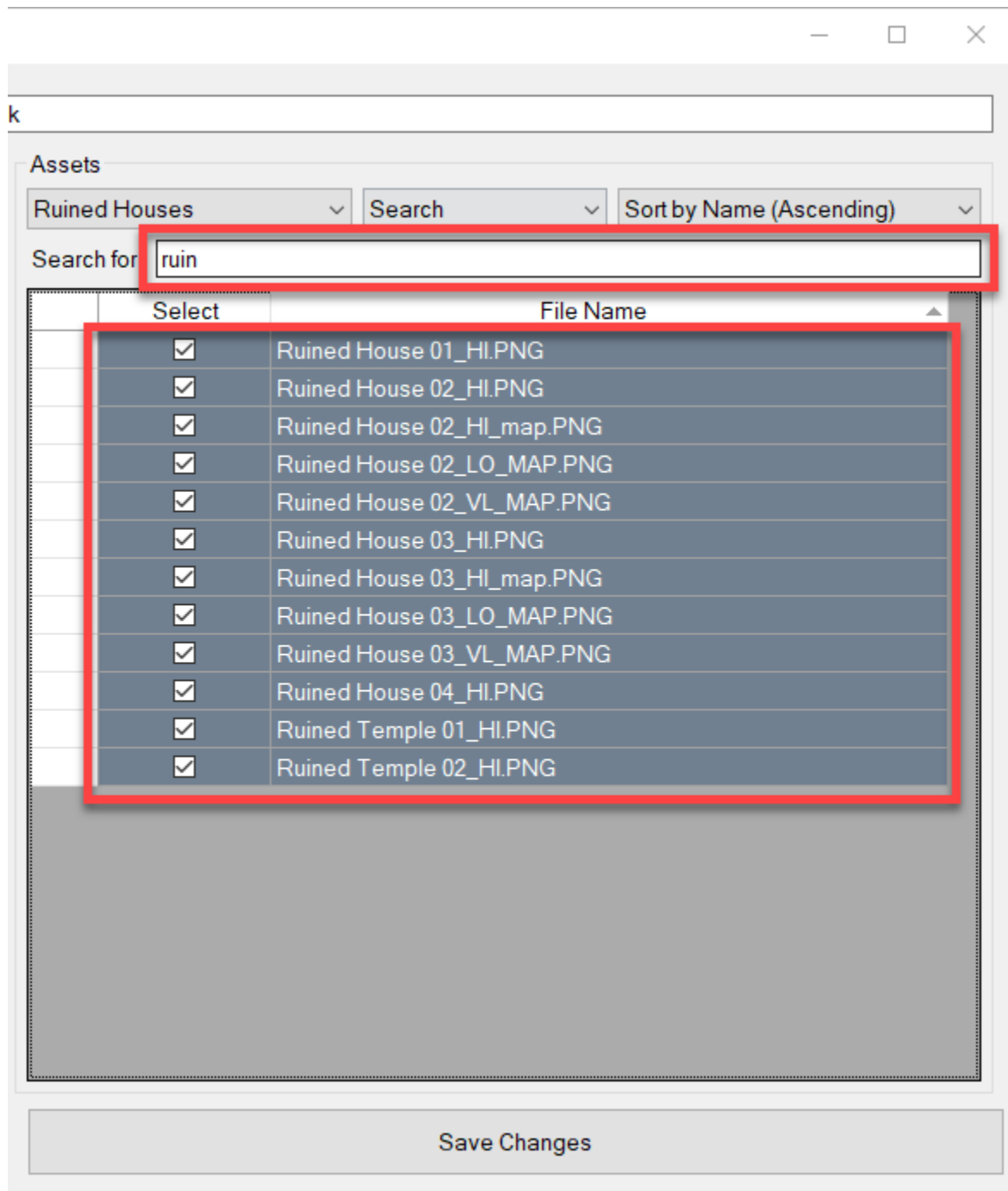


### Filtering and Sorting the Asset List

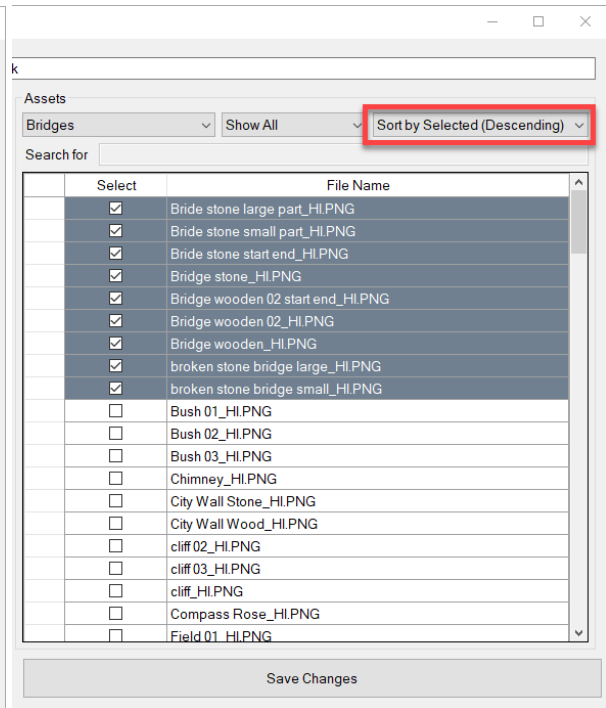
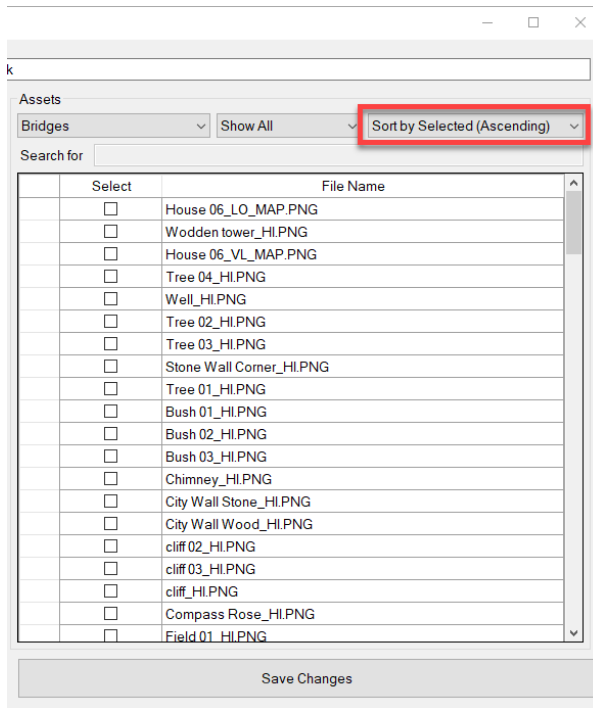
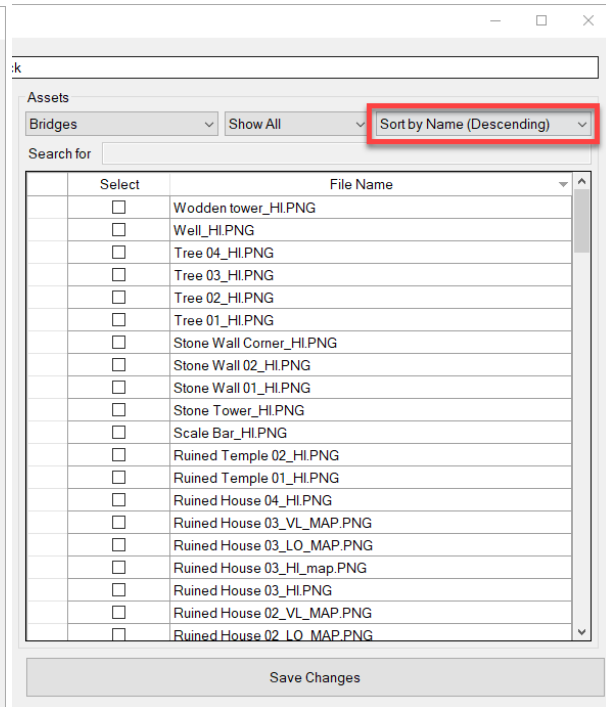
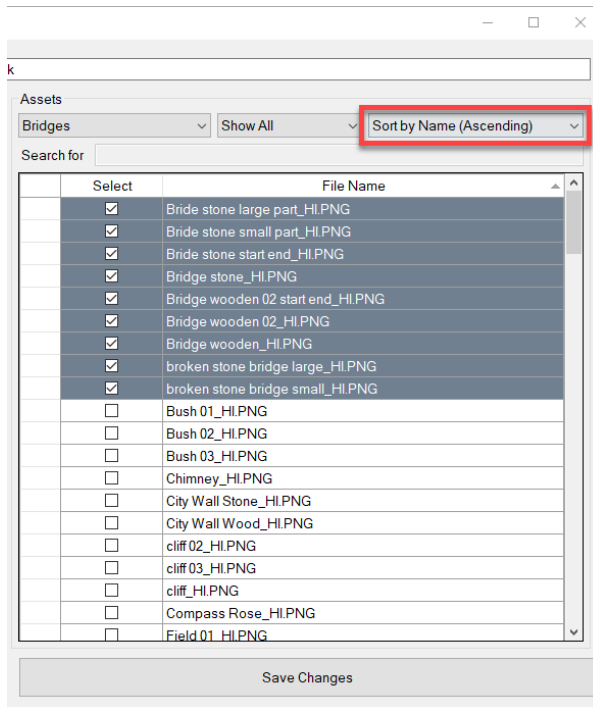
The second drop-down lets you filter the list of assets according to the selected tag. You can “Show All”, “Show Selected”, “Show Unselected”, or “Search”.



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

In version 0.9, "Show Thumbnails" is now off by default, with an option to turn it on.



k

Assets








Bridges

Show All

Sort by Name (Ascending)

Search for

☒ Show Thumbnails

	Select	Thumbnail	File Name
	<input checked="" type="checkbox"/>		Bride stone large part_HI.PNG
	<input checked="" type="checkbox"/>		Bride stone small part_HI.PNG
	<input checked="" type="checkbox"/>		Bride stone start end_HI.PNG
	<input checked="" type="checkbox"/>		Bridge stone_HI.PNG
	<input checked="" type="checkbox"/>		Bridge wooden 02 start end_HI.PNG
	<input checked="" type="checkbox"/>		Bridge wooden 02_HI.PNG
	<input checked="" type="checkbox"/>		Bridge wooden_HI.PNG

Save Changes

### 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 click the Save Changes button. 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.



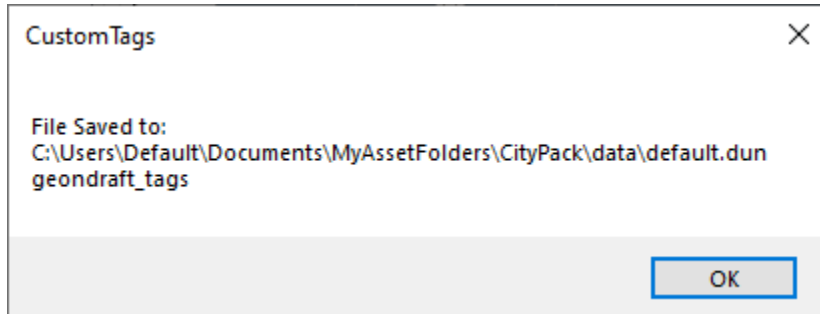
This will ask you to confirm that you want to lose all your changes, and if you do, it will refresh everything to the last saved state, reloading everything from the specified asset folder as if you were restarting the program.

## Save Changes

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



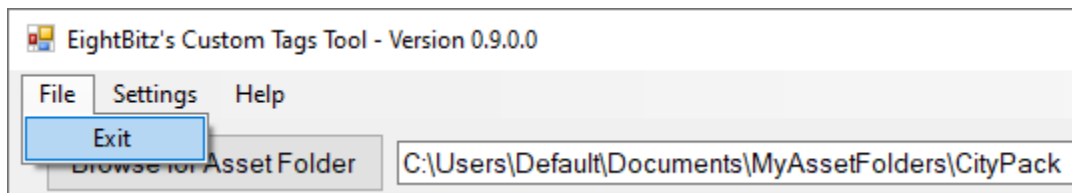
This will ask you to confirm, and if you do, it will write all your changes to "data\default.dungeondraft\_tags" in the specified source folder.



## The Menu

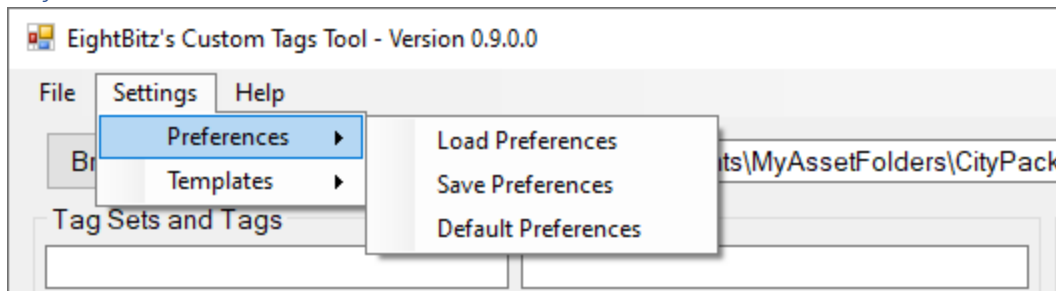
### File

The only option under the File menu right now is to exit. You will be asked if you want to save your changes before exiting.



## Settings

### Preferences



Saving preferences will create a “CustomTags.config” file in the same folder as the program. This file will contain the following information.

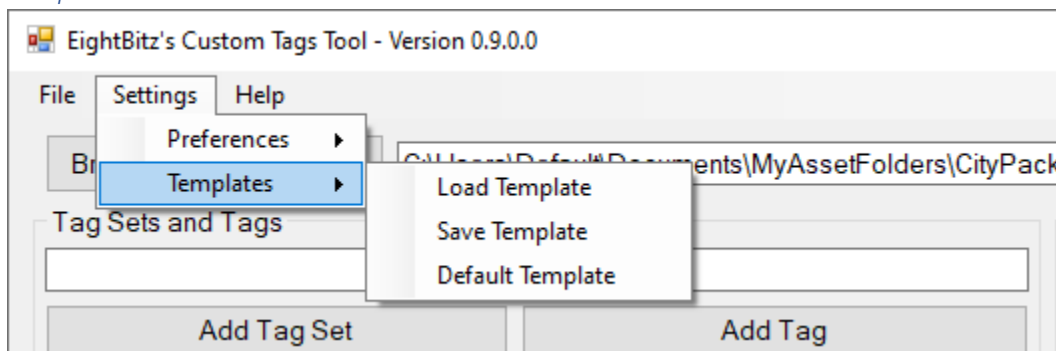
- The full path for the current asset folder.
- Your current setting for filtering the asset list (“Show All”, “Show Selected”, et al.)
- Your current setting for “Show Thumbnails”.
- The current location of the window.
- The current size of the window.

If this file exists, then whenever you start the program, the information from this file will be loaded automatically.

Loading preferences will do exactly that. If you’ve changed any of the relevant information, you want to go back to the preferences you’ve saved, then click this menu option.

Default preferences will revert to an empty path for the asset folder, consequently clearing all the other information as well. It will uncheck “Show Thumbnails”. It will set the window to a default location near the upper left of your screen. And it will set the window to its minimum size.

### Templates



Templates will allow you to save or load templates for tag sets and tags. If you want to make multiple asset packs, and you want the tag information to be consistent between all of them, you can use templates.

Saving a template will save just the tag sets and tags, without the list of assets, to a .template\_tags file in the same folder as the main program. You can save multiple templates if you wish (if, for example, you want different tags for city packs vs. dungeon packs vs. nature packs, or whatever you please).

Loading a template will clear all the currently loaded tag information and replace it with the information from the template. It will not clear the asset list. It will just clear the tag information. You will then have to assign assets to tags as you please.

Loading the default template will load the tag sets and tags that Dungeondraft uses (as of version 0.9.3.3 radiant wurm) for its built-in assets.

## Help

The Help menu simply has an “About” option that will display some basic information about the program similar to the splash screen when you first start the program.

## Version History

### Version 0.9.1

- Fixed a bug that threw an exception when clicking on the “Select” column header. Doing so now will change the sort order for the column.

### Version 0.9

- A nice, new splash screen. Thanks to Nexoness on Discord for the new logo, and thanks to Noralku on Discord for help with the composition.
- Load and save preferences.
- Load and save templates for tag sets and tags.
- Fixed a bug where not all selected assets would be affected when checking or unchecking multiple assets with the context menu.
- Fixed a bug where assets would not be properly assigned to tags when creating tags from subfolders.

### 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.