EightBitz's Custom Tags Tool

Table of Contents

Overview 3
License 3
Credits 3
A Note about Security Software 3
Getting Started (for versions 1.1.0 and higher) 3
Important Details 6
The Controls 7
Tag Sets and Tags 7
Add a New Tag Set 8
Add a New Tag 9
Remove a Tag Set or Tag 10
Assign a Tag to a Tag Set 11
Tags and Assets 12
Assigning Assets to Tags 12
Tags column 14
Filtering and Sorting the Asset List 16
Show Thumbnails 19
Resizing the Form 20
Revert Changes 21
Save Changes 21
The Menu 21
File 21
Settings 22
Help 23
Version History 24
Version 1.2.1 24
Version 1.2 24
Version 1.1.2 24
Version 1.1.1 24
Version 1.1.0 24

Version 1.0.1 24
Version 1.0 24
Version 0.9.1 25
Version 0.9 25
Version 0.8 25
Version 0.7 25

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

Credits

NoralKu: 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, 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.

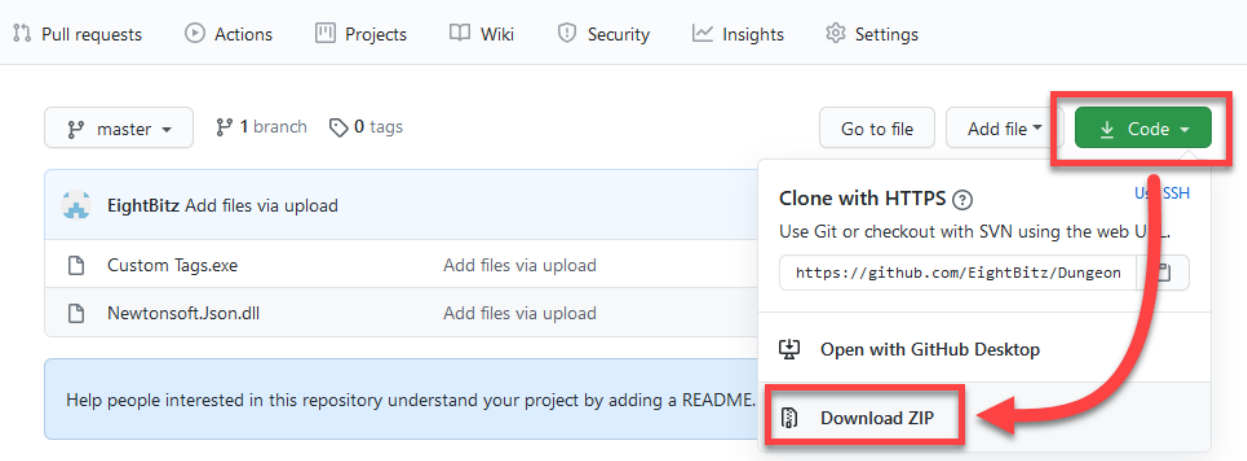
If you experience this issue, it is unfortunately beyond my control right now. This program is designed to modify files on your computer, and your security software is designed to protect files on your computer.

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.

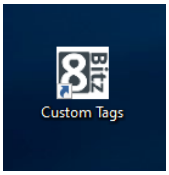
Now, on with the show.

Getting Started (for versions 1.1.0 and higher)

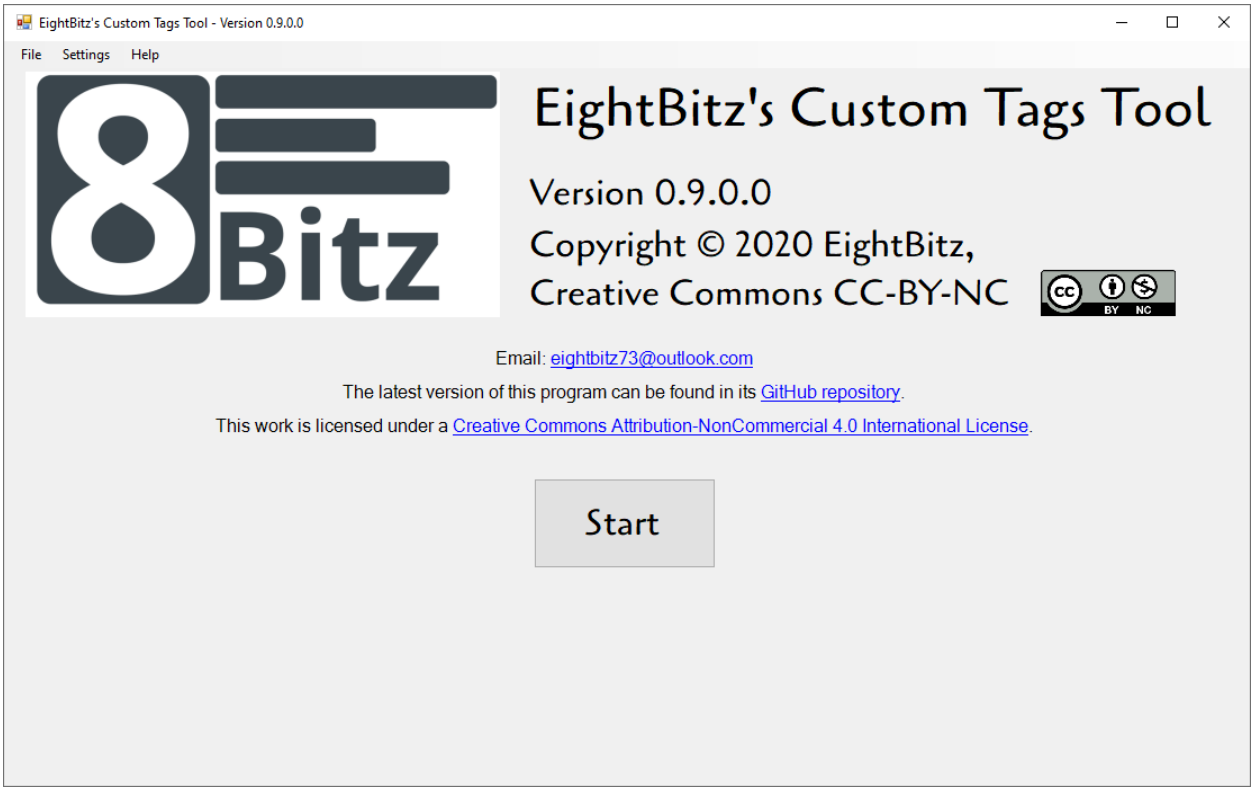
- Browse to https://github.com/EightBitz/Dungeondraft-Custom-Tags
- Click on the green "Code" button, and click "Download ZIP".



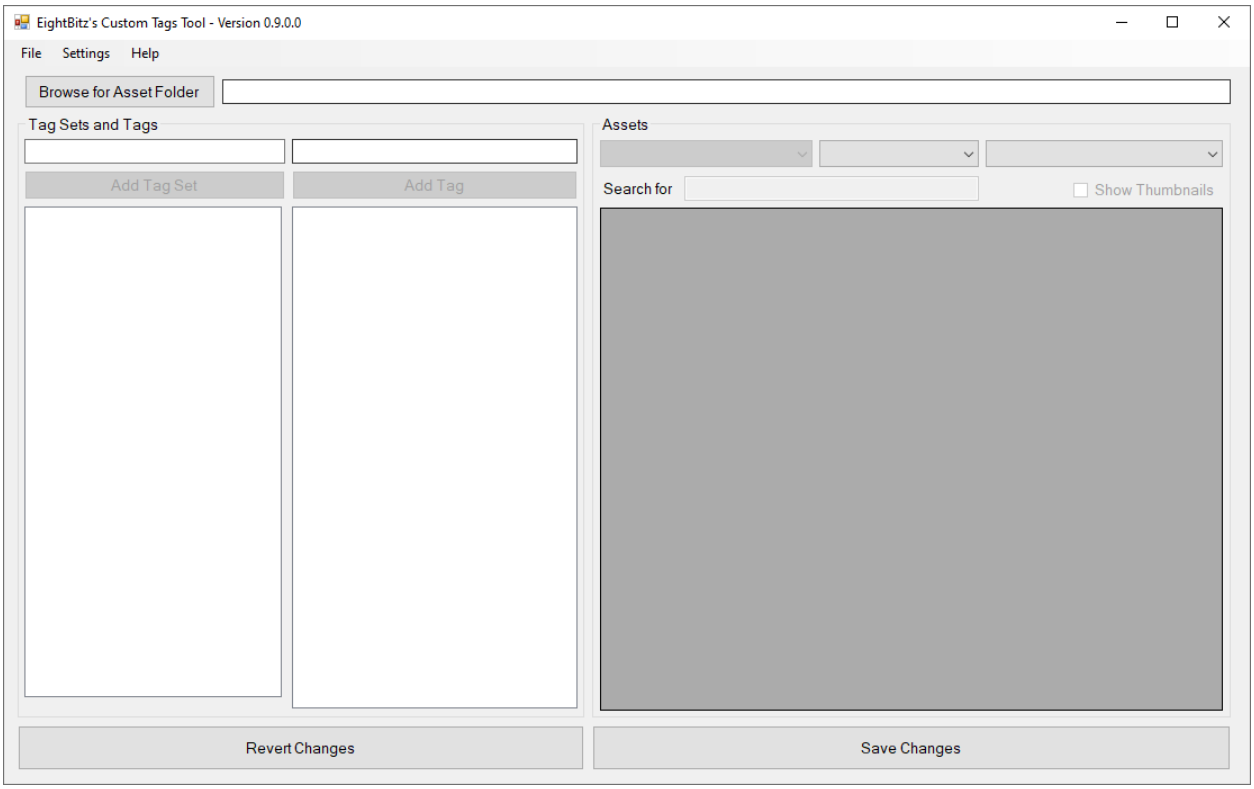
- Extract the folder from the Zip file.
- If you have a previous version installed, you will need to uninstall it.
    - The "%appdata%\Custom Tags" folder, which contains your preferences file, should remain intact, but you can back it up if you want to make certain.
    - The "Custom Tags" in your "Documents" folder should also remain intact, but you can back up that one if you like as well. This folder contains your tag templates.
- Run setup.exe and follow the prompts to install the program.
- To run the program, double-click the desktop icon.



When you run the program, you should be presented with the splash screen.



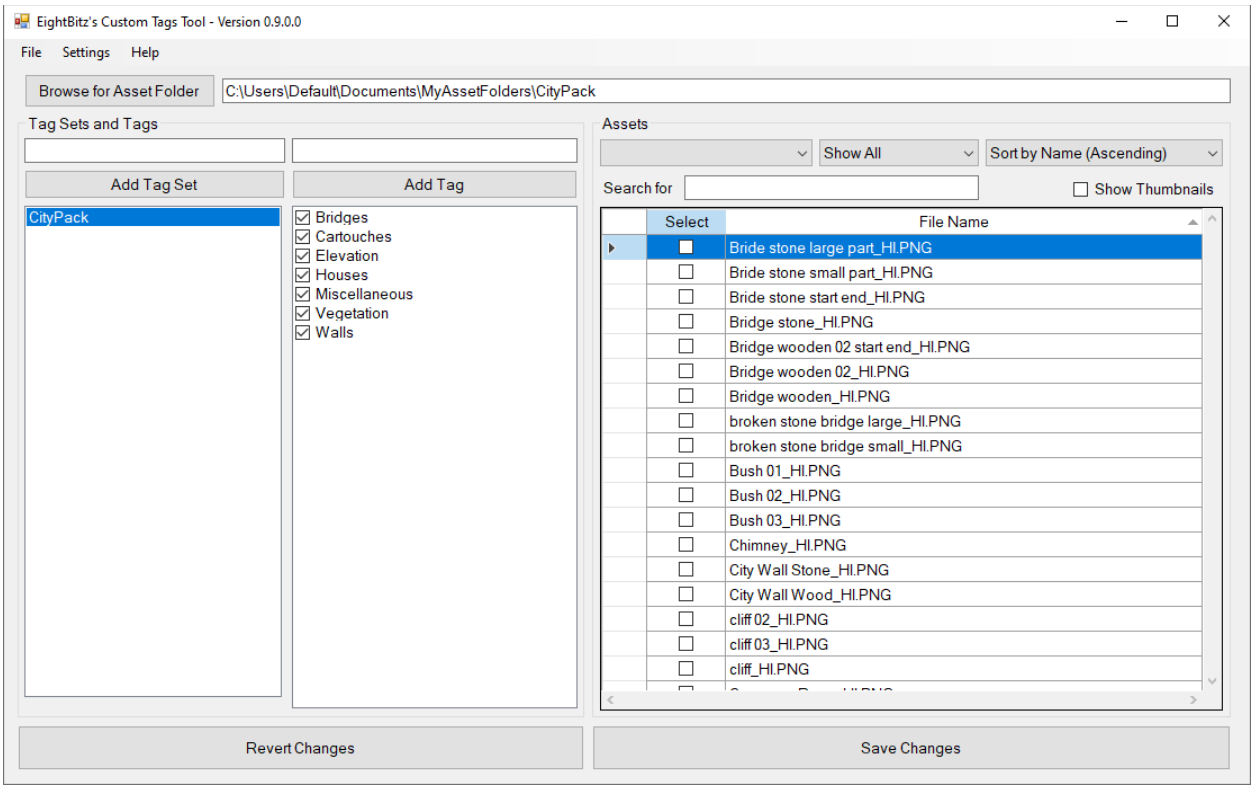
Once you click the Start button, you will be presented with the following window, assuming you have no saved preferences.



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:

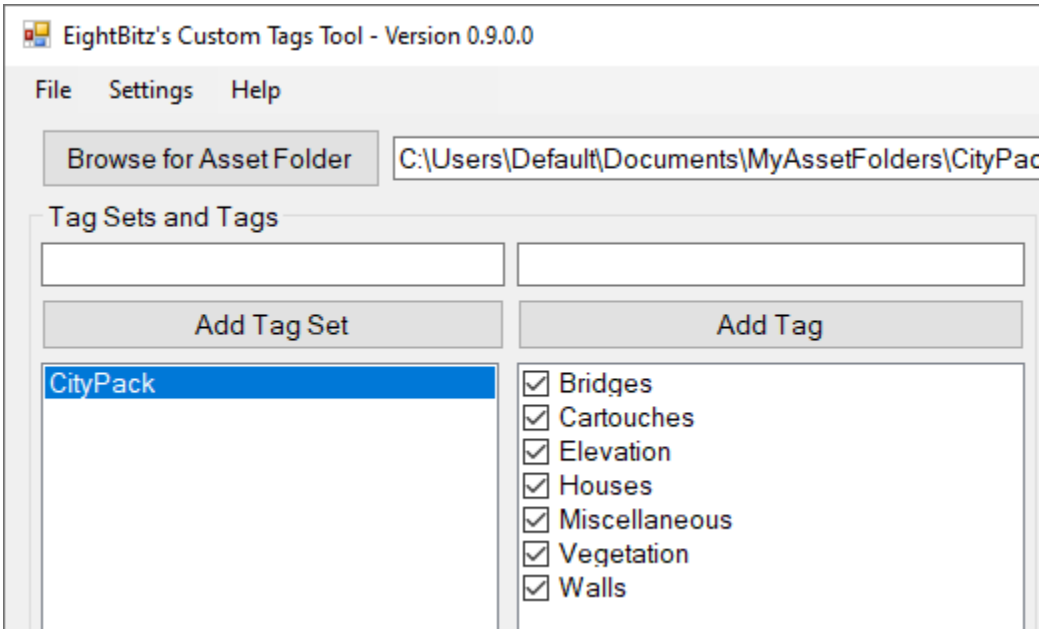
- The program will look for an existing default.dungeondraft_tags file in the data folder of your specified source folder. If it finds one, it will load the exist tag sets and tags into the appropriate controls.
- If it does not find an existing default.dugneondraft_tags file, it will look for the list 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.

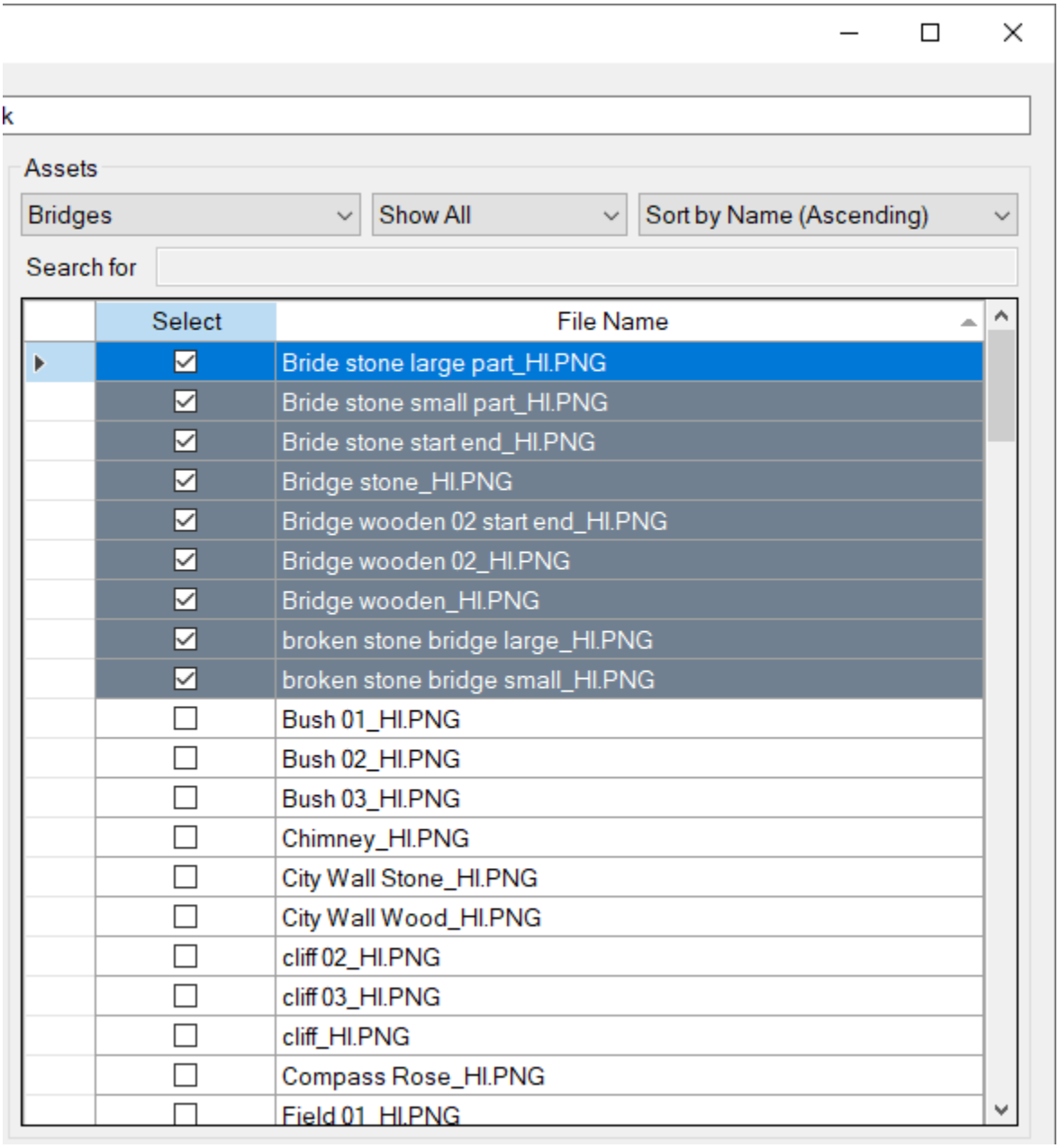
The Controls

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

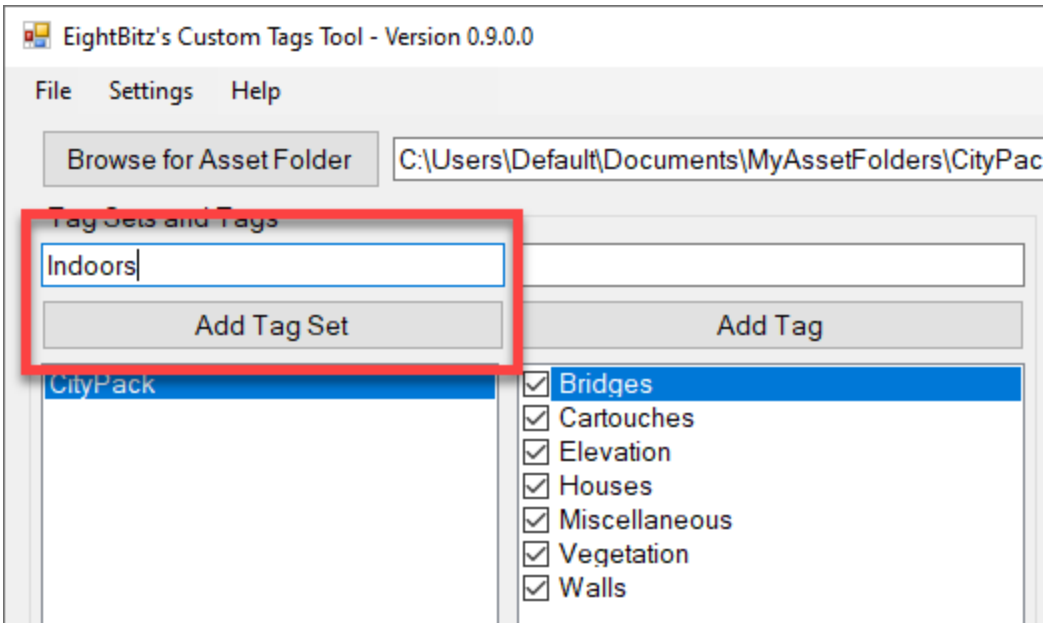


On the right side, you can control the assignment of assets to tags.

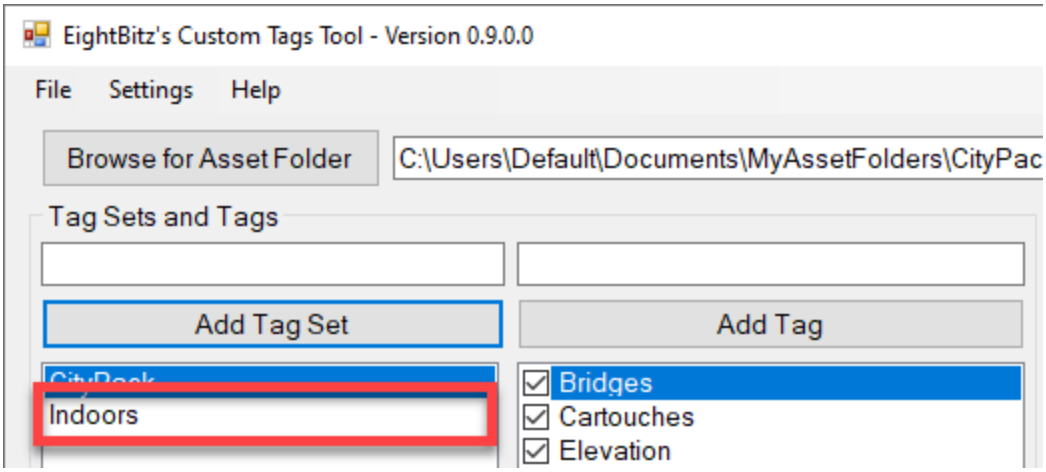


Add a New Tag Set

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.

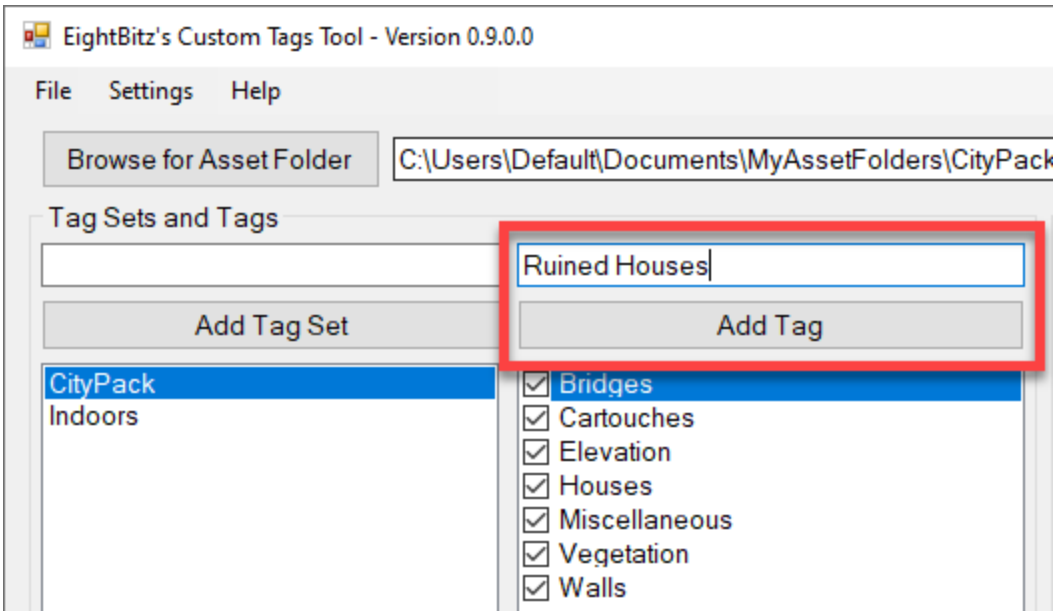


You will see the new tag set appear in the list below.

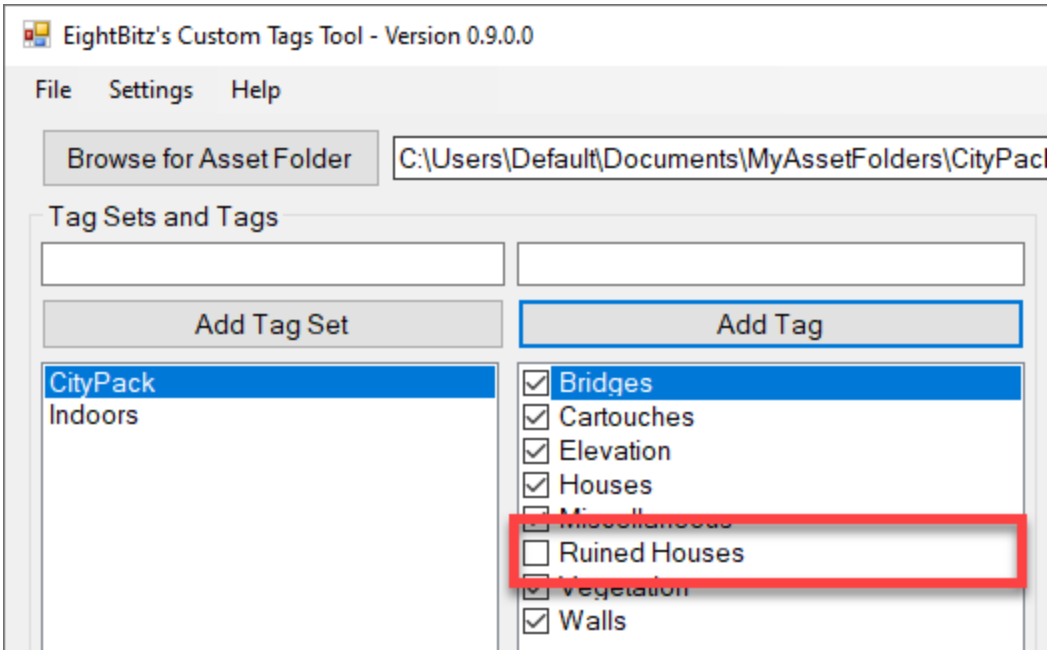


Add a New Tag

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

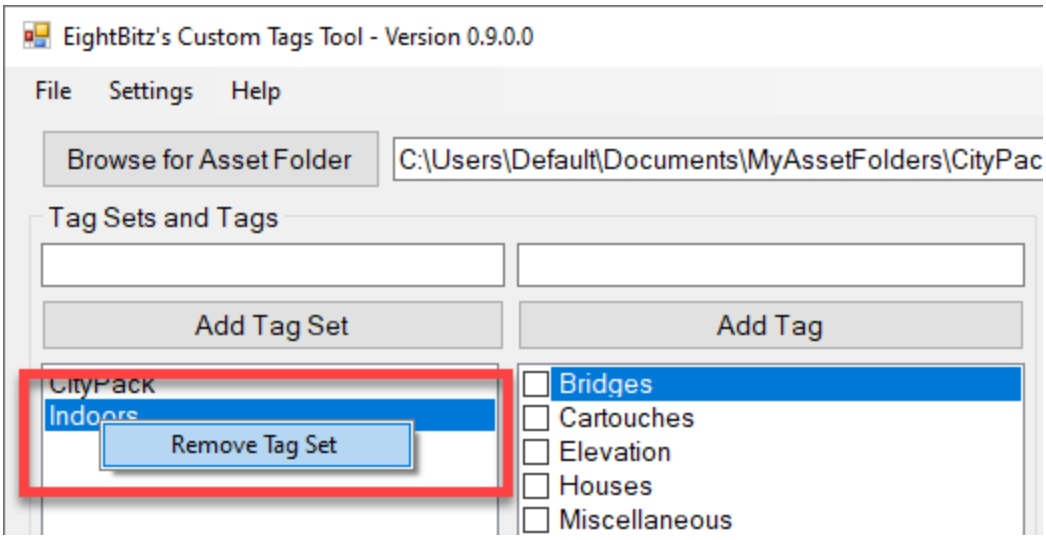


You will see the new tag set appear in the list below.



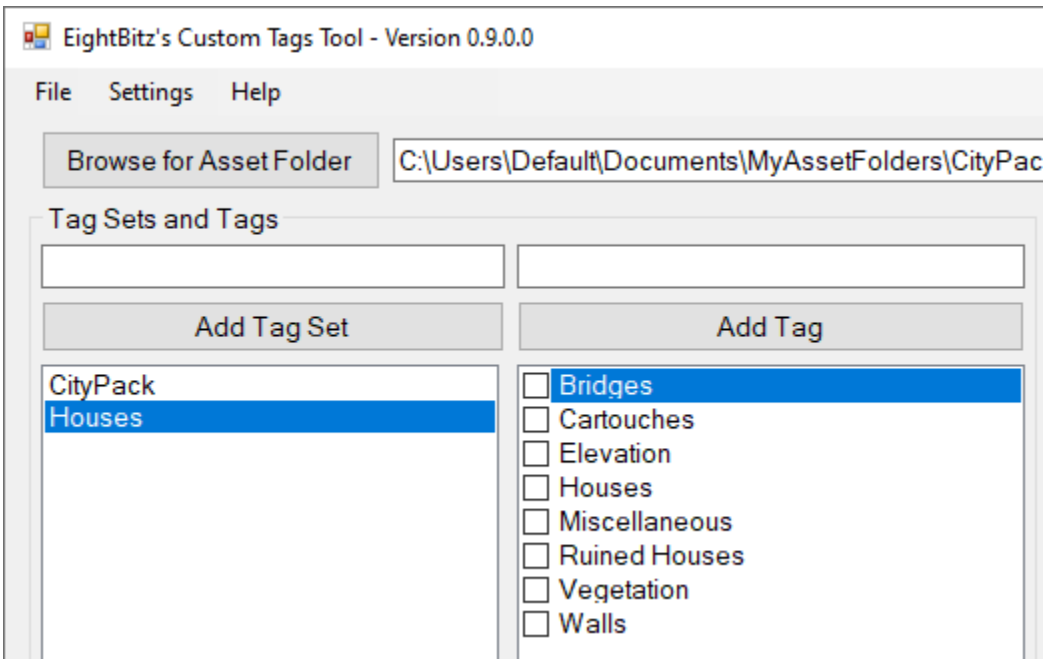
Remove a Tag Set or Tag

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

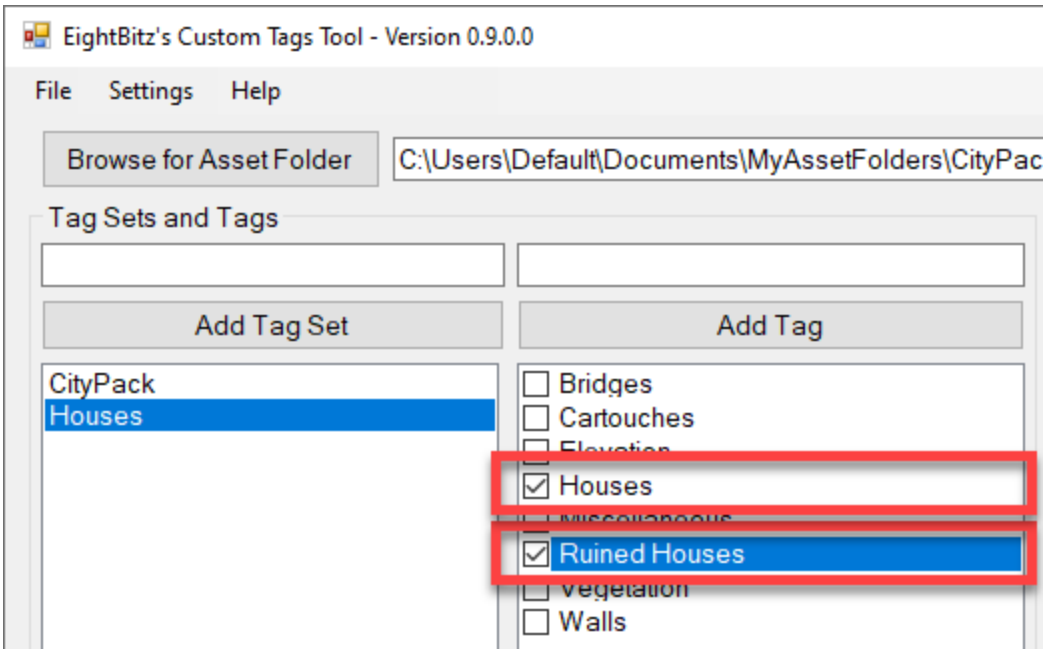


Assign a Tag to a Tag Set

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.



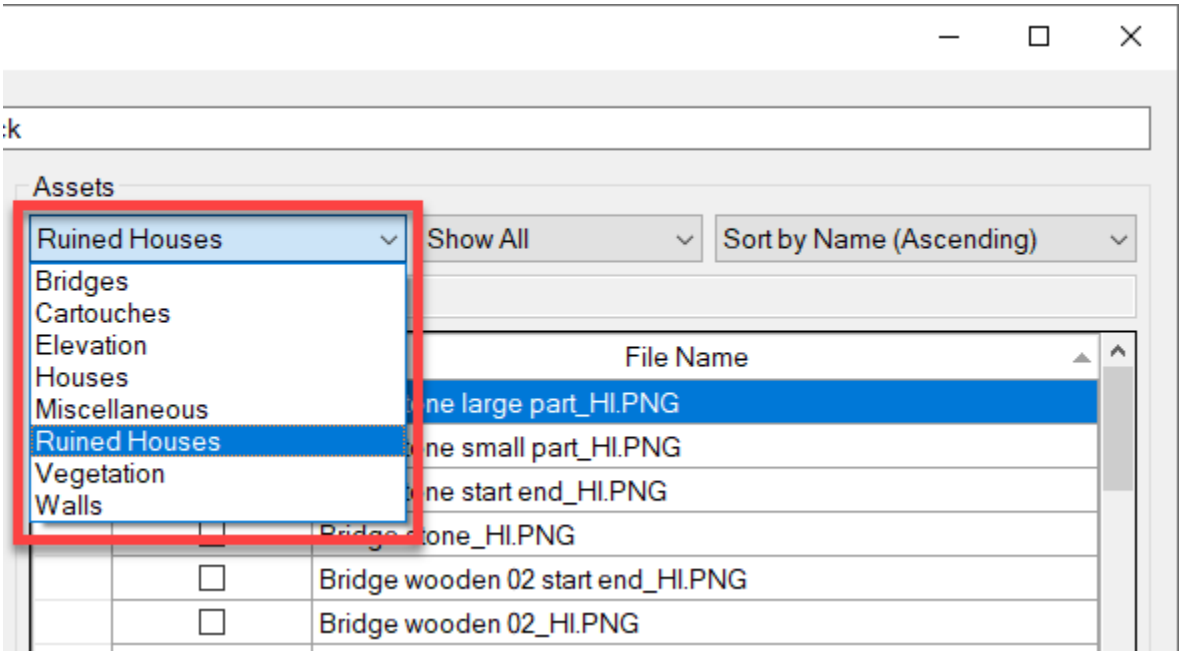
If I check “Houses” and “Ruined Houses”, that will assign those two tags to the selected tag set.



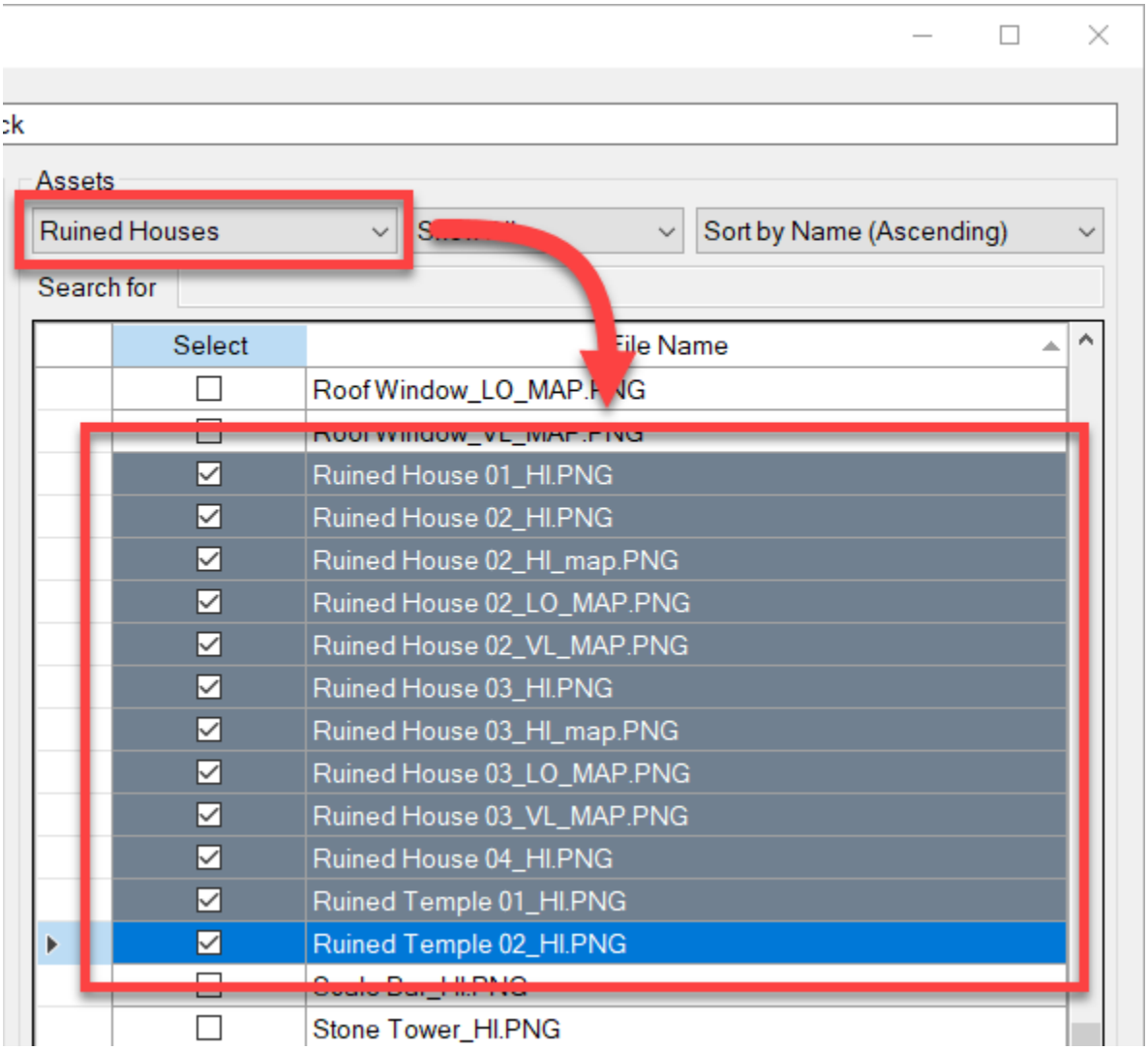
Tags and Assets

Assigning Assets to Tags

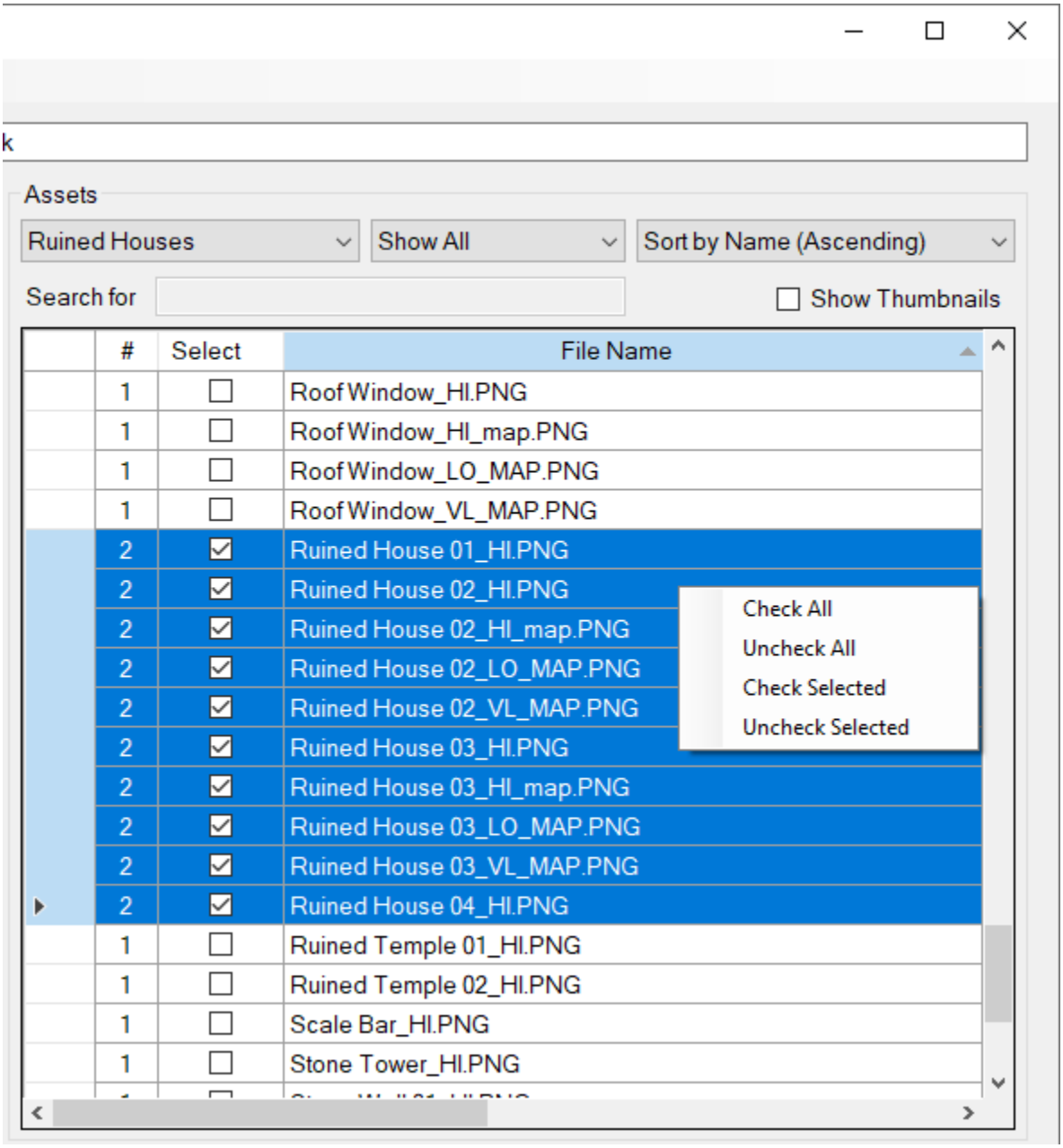
At the top of our assets list, there are three drop-down boxes. The first one lets you select to which tag you want to assign/unassign assets.



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.

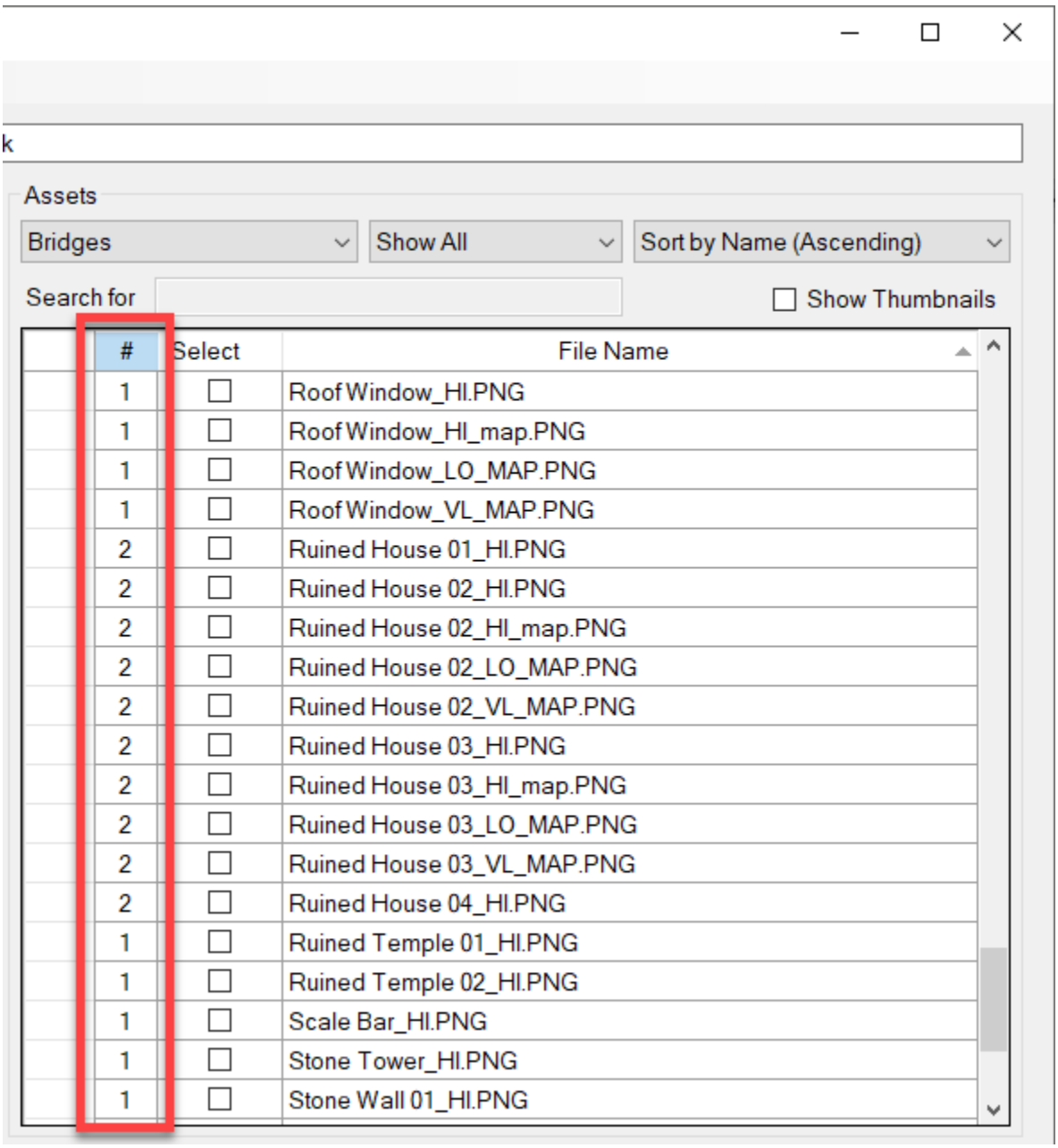


You can also select multiple items, and right-click the asset list to check or uncheck selected items, or check or uncheck all items.

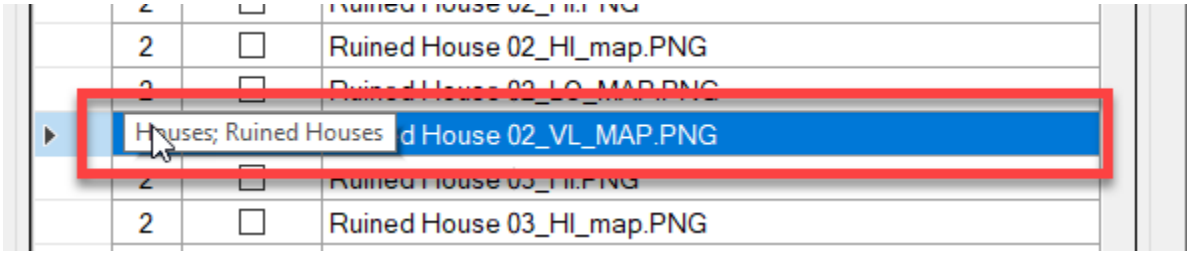


Tags column

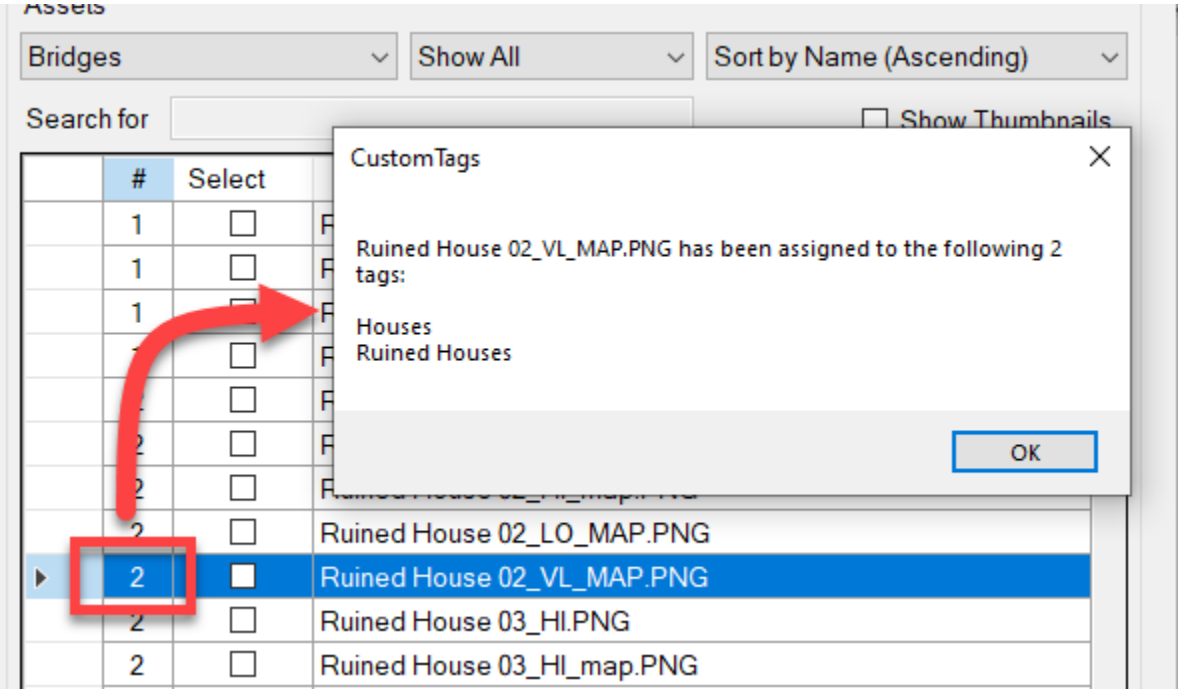
New with version 1.0 is a column that shows the number and names of tags assigned to an asset.



Hovering your mouse over the number in any given row will show you which tag that asset has been assigned to.

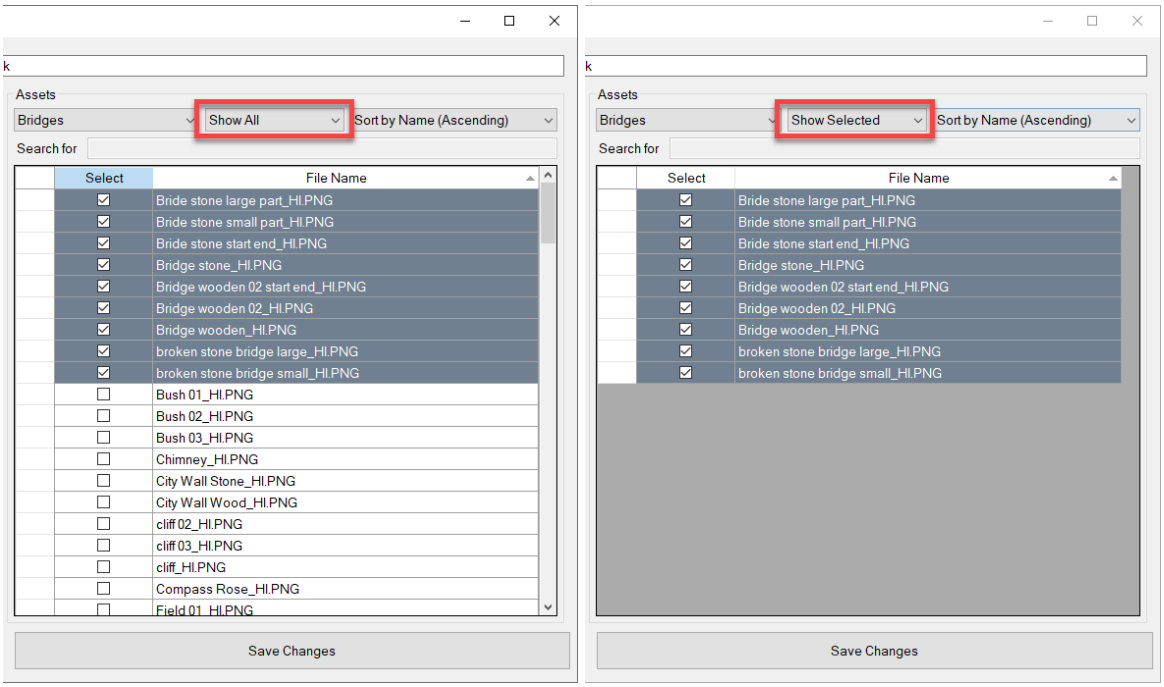


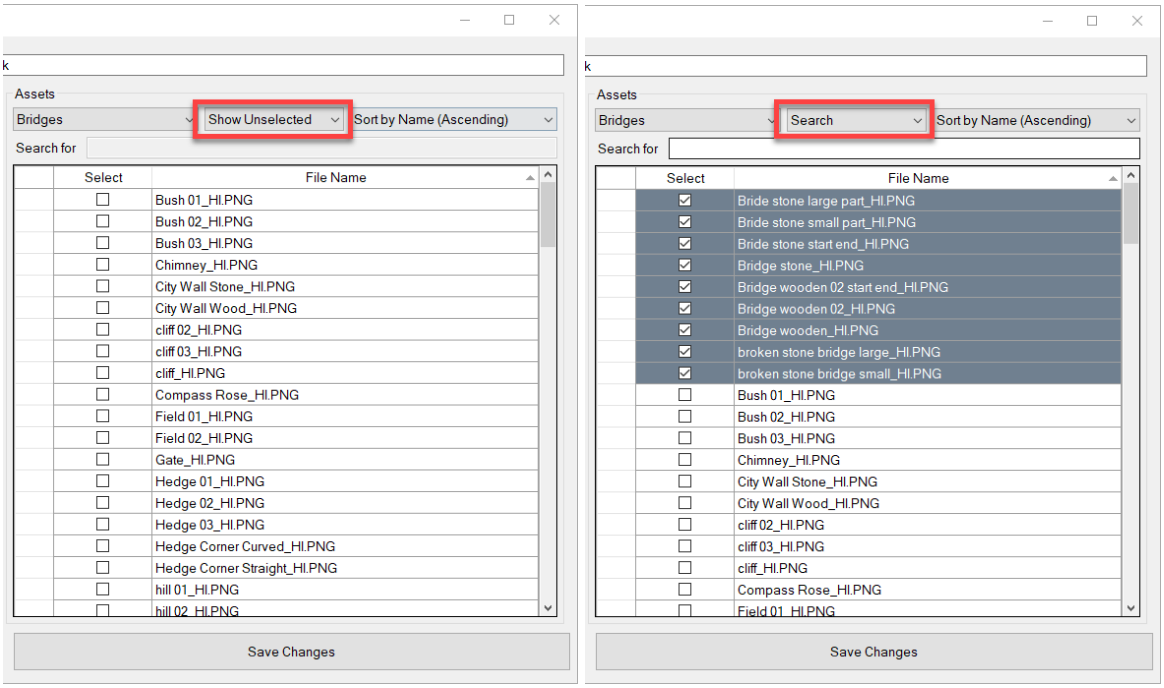
Double clicking the number in any given row will show you a message box with the list of tags that asset has been assigned to.



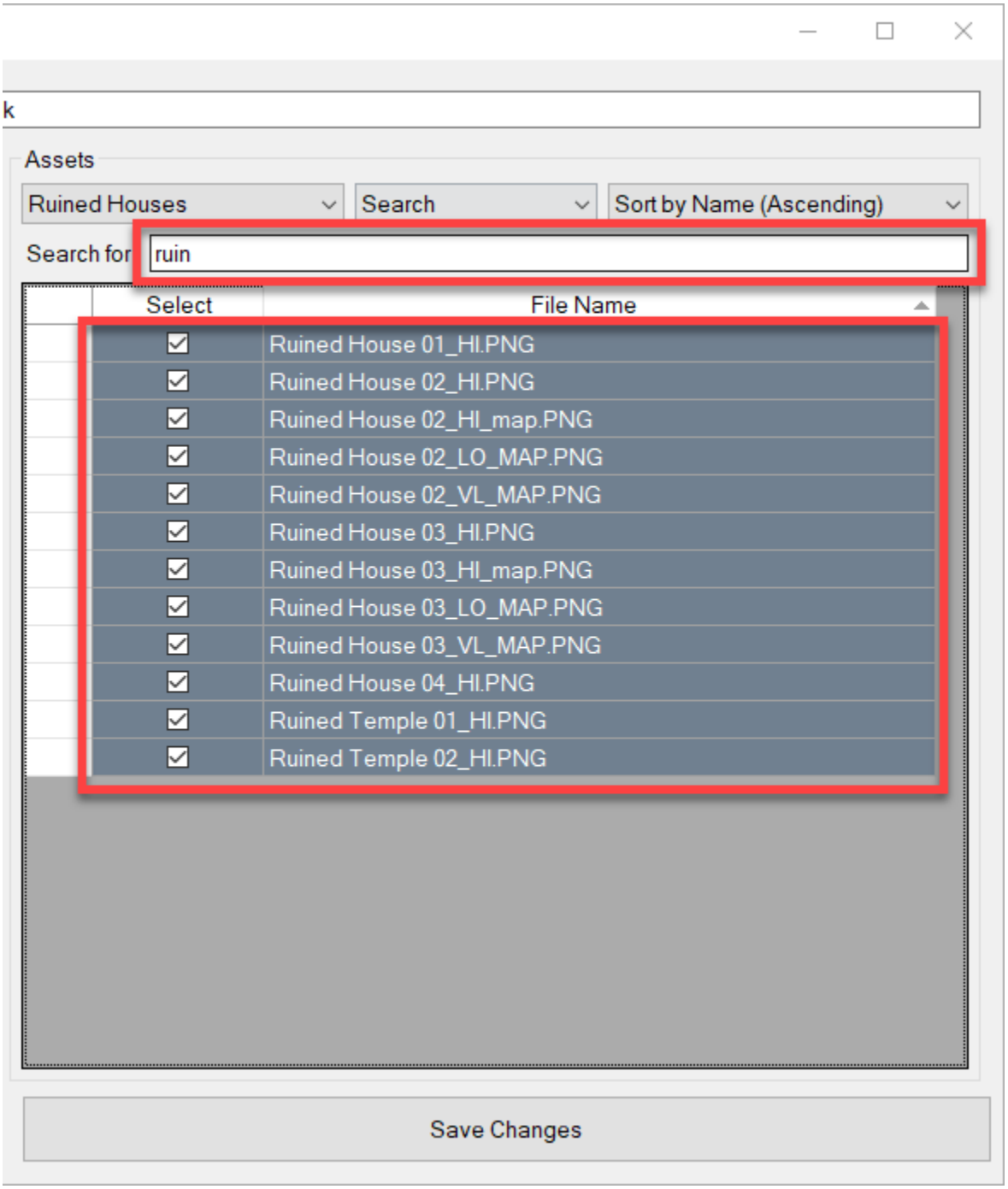
Filtering and Sorting the Asset List

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”.

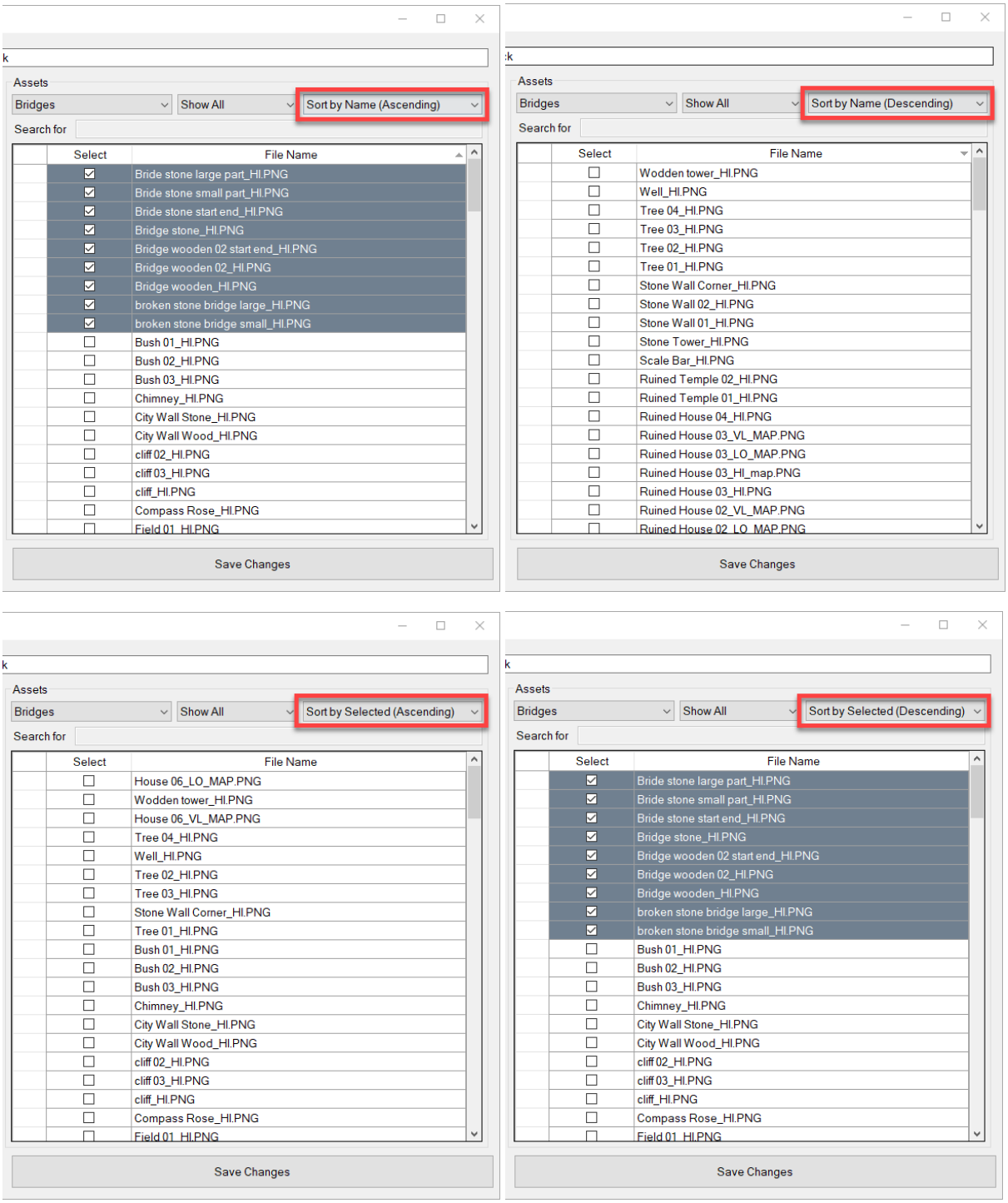




When you select “Search”, the text box below is enabled, allowing you to type in a name or partial name of the file(s) you’d like to search for.

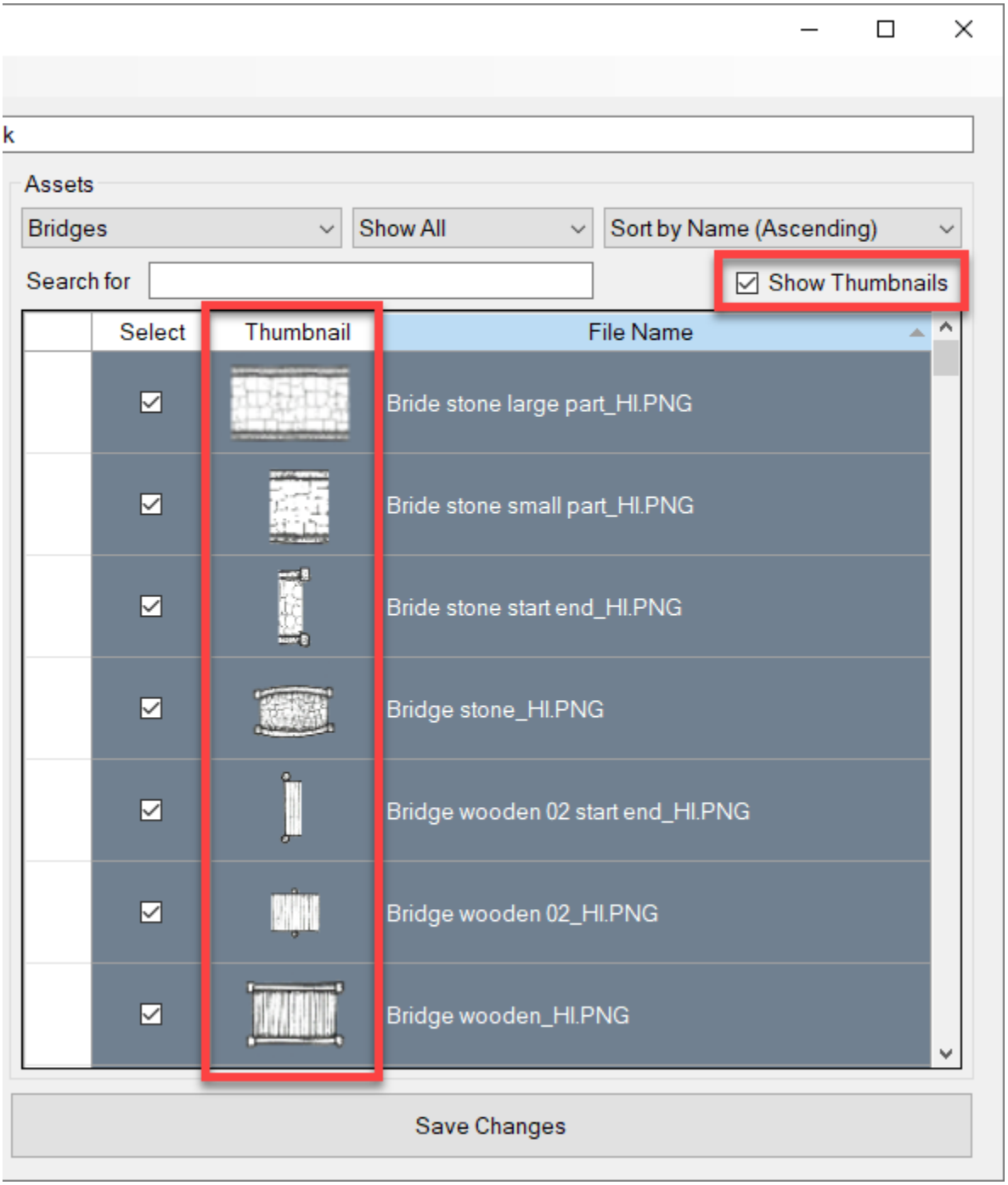


The third drop-down lets you sort the list of assets by name or according to which assets are selected for the current tag. You can “Sort by Name (Ascending)”, “Sort by Name (Descending)”, “Sort by Selected (Ascending)”, or “Sort by Selected (Descending)”.



Show Thumbnails

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



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.

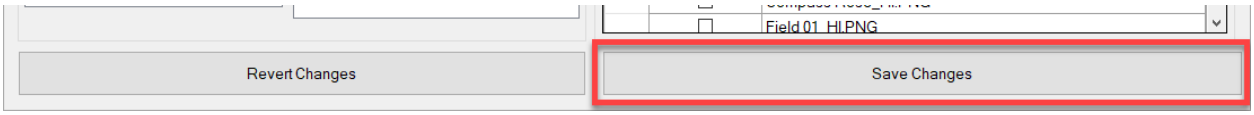
Revert Changes

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.

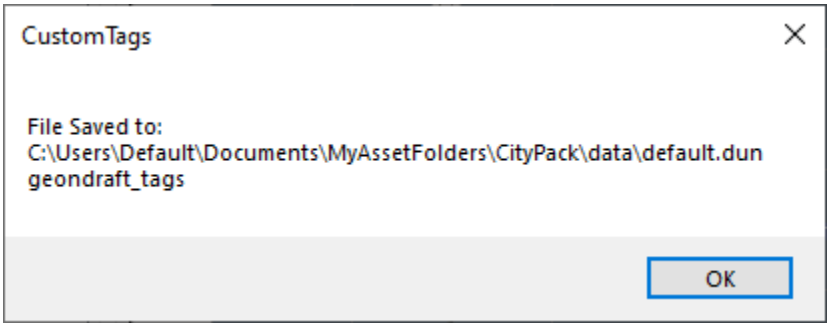
This will ask you to confirm that you want to lose all your changes, and if you do, it will refresh everything to the last saved state, reloading everything from the specified asset folder as if you were restarting the program.

Save Changes

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



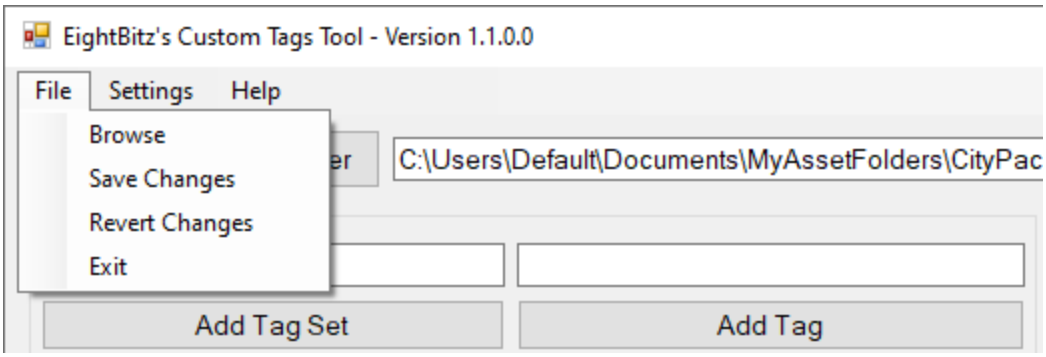
This will ask you to confirm, and if you do, it will write all your changes to "data\default.dungeondraft_tags" in the specified source folder.



The Menu

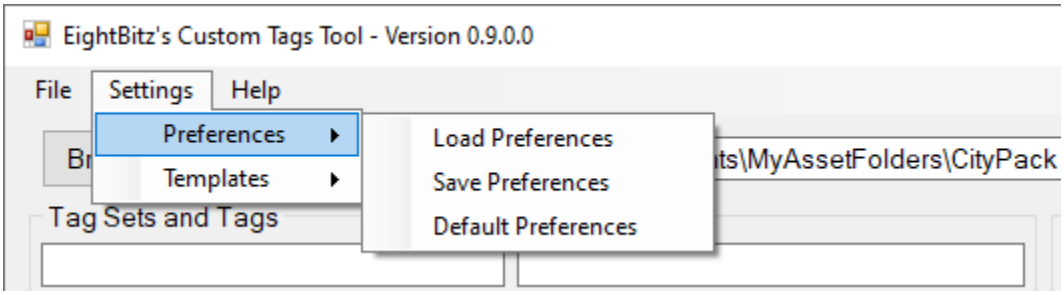
File

The File menu offers options to "Browse", "Save Changes", "Revert Changes", or "Exit". The first three options will work exactly as their corresponding buttons. "Exit" will ask you if you want to save changes.



Settings

Preferences



Saving preferences will create/modify a “CustomTags.config” file in the “%appdata%\Custom Tags” folder. This file will contain the following information.

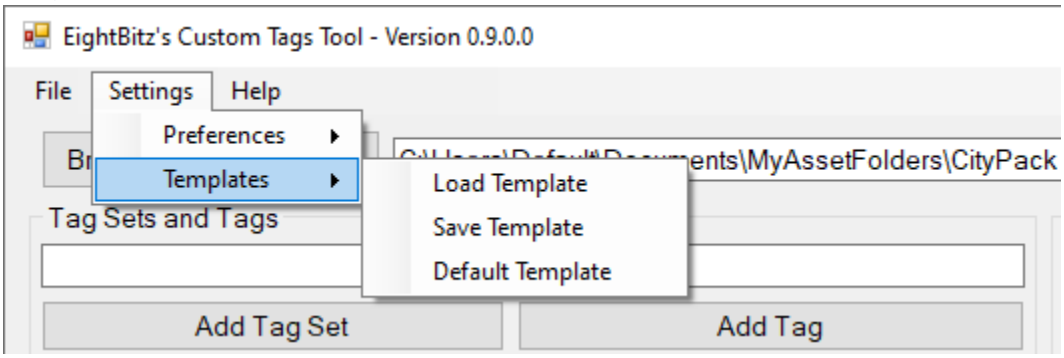
- The full path for the current asset folder.
- Your current setting for filtering the asset list (“Show All”, “Show Selected”, et al.)
- Your current setting for “Show Thumbnails”.
- The current location of the window.
- The current size of the window.

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 a "Custom Tags" folder in your Documents folder. 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

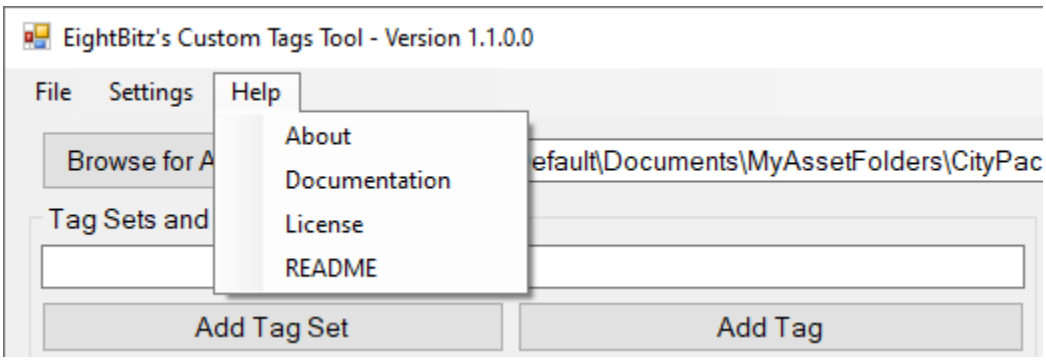
The Help menu offers options for "About", "Documentation", "License" and "README".

"About" will display some basic information about the program, similar to the splash screen when you first start the program.

"Documentation" will open the PDF documentation using your default PDF reader.

"License" will display basic copyright information in your default web browser.

"README" will display a brief description of the program in your default web browser.



Version History

Version 1.2.1

- Fixed a bug with 1.2 where adding new tags and tag sets would (*cough)* crash the program. *(sigh)* But hey! It's fixed now! 😊

Version 1.2

- No longer loads default tags and tag sets when no other tag data is available. You can still load the default tags and tag sets by going to Settings > Templates > Default Template.
- Added context menu item for the tag set list to "Remove All Tag Sets"
- Added context menu item for the tag list to "Remove All Tags"

Version 1.1.2

- Moved the config file from "%appdata%\Custom Tags" to "%appdata%\EightBitz\Custom Tags".

Version 1.1.1

- Fixed a bug where if two subfolders had a file with the same filename, only one instance would appear in the asset list. To get the list of assets, the program first looks for an existing tags file and reads that in. Then, just in case any new files have been added, it reads all the filenames in the selected folder. To make sure it only added new files to the list, it was comparing filenames found in the tags file with filenames of the actual files. Now it compares the full path, not just the filename. Probably not a bug most people will encounter, but still worth fixing.

Version 1.1.0

- Fixed a bug where loading thumbnails for .webp images was causing an error (for real, this time).
- The program now installs via Setup.exe. I generally like things to be self-contained, which is why I held out on doing this from the start, but it seemed the only way to definitively fix the .webp issue.
- Preferences are now saved to %appdata%\Custom Tags.
- By default, templates are now saved to Documents\Custom Tags.
- Added "Browse", "Save Changes" and "Revert Changes" to the File menu. These work exactly as the buttons do.
- Added "Documentation", "License" and "README" to the Help menu.
- Added options to the context menu for the asset list to "Check All" and "Uncheck All".

Version 1.0.1

- Fixed a bug where loading thumbnails for .webp images were causing an error.
- Fixed a bug where tag file entries for missing files were not being removed.

Version 1.0

- Controls are no longer disabled when there's no asset folder loaded.
- Added some logic to better articulate when you're asked to confirm changes. It's not quite perfect on that point (not everything I tried worked), but it's better.
- Added a confirmation when switching between asset folders.

- Added a column that shows the number and names of tags assigned to an asset.
- Hovering your mouse over the number of tags will show you the list of tags as a tool tip.
- Double-clicking the number of tags will show you a pop up message with a list of the assigned tags.

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.