

SGE Update 3/18/22



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Introduction

With the March update of Atlas, we have new features available for server owners to use. This includes a requested feature and the overworld map UI.

Overview

This document will cover how to set up the Map Menu UI first. Then, it will cover how to use specific gridding which allows players to sail region to region. Pictures will be provided to assist as well.

Key Terms

Server Grid Editor - SGE for short; the application used to configure the maps of

Specific Gridding - The functionality to decide which server a player goes when gridding.

Overworld - The basis of the new map menu UI; All regions within a realm can be found here.

Server - aka grid; A single square space within the realm.

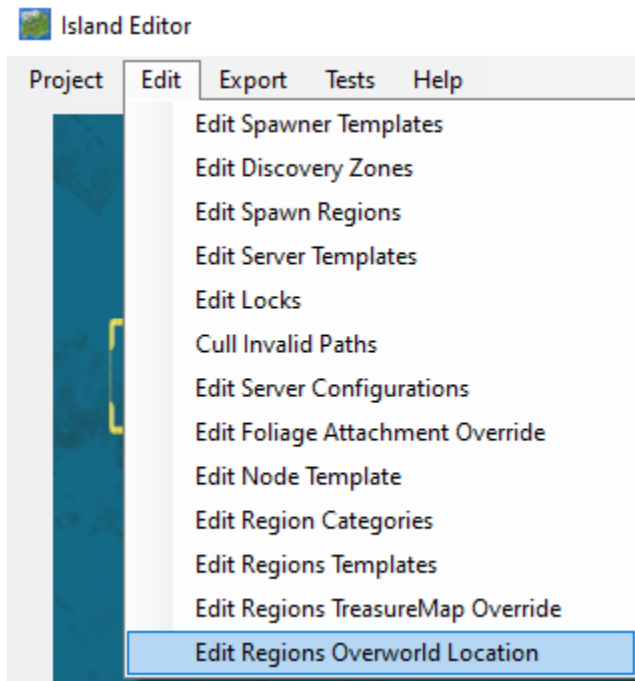
Region - a set of servers

Overworld

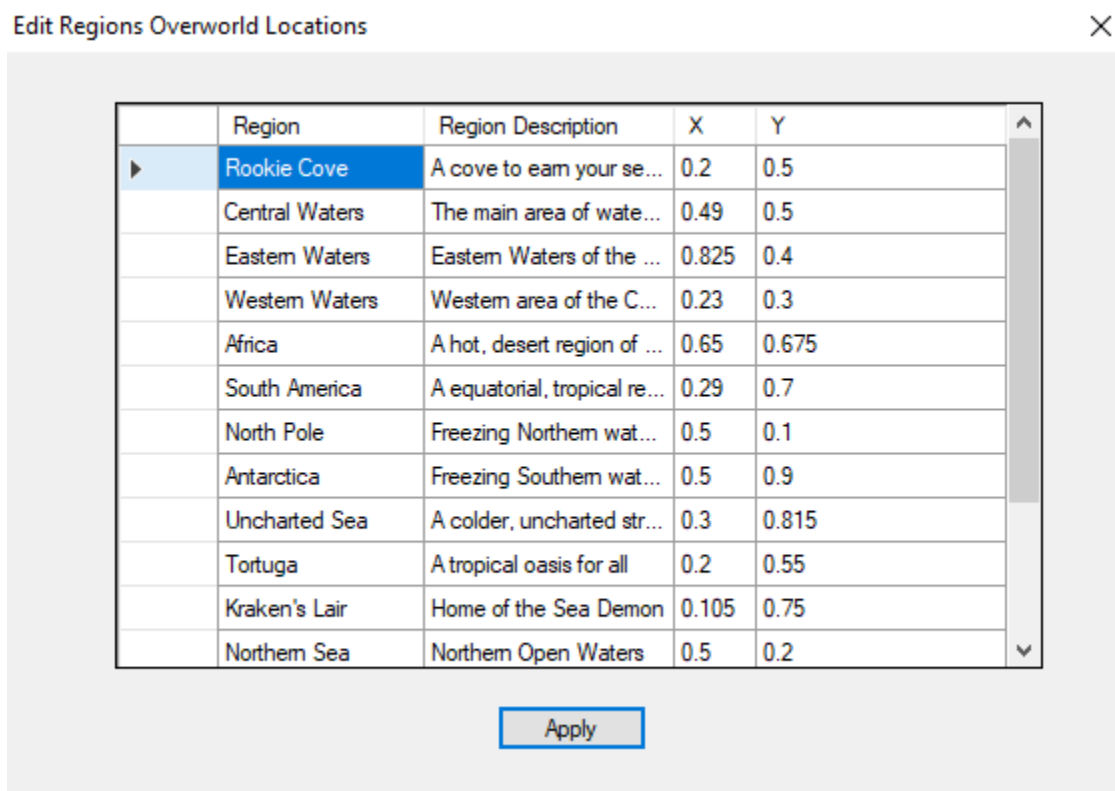
We reworked the old tab system into the new Overworld system in order to make the map feel more organic and immersive while reducing the side clutter on the Atlas screen in the menu. This section will cover how to set it up.

1. Open up the SGE and Load a project
2. You will not need to clear out the region categories. The engineering team has negated the need to revert this.

3. Under the 'Edit' Dropdown, click the 'Edit Regions Overworld Location'.



The dialogue box will look like this:



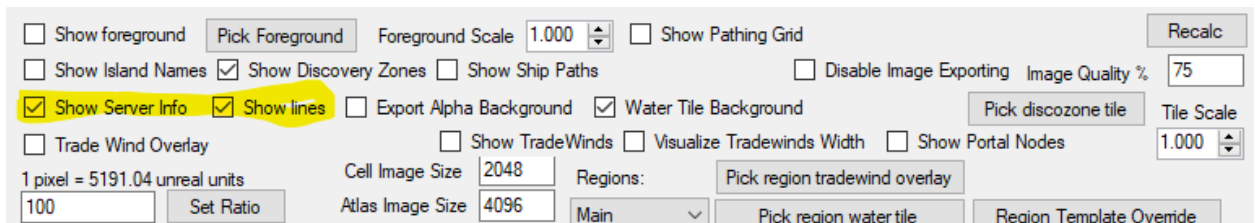
4. Edit the following fields:

- a. Region - Put the name of a region from your realm in here
- b. Region Description - a blurb about the region
- c. X & Y - coordinates that affect where the names of the region will show up.
The parameters for both are 0-1. (0,0) would correspond to the top left corner and (1,1) would be the bottom right corner. You may put any decimal value between 0,1 like how it is shown in the pic above
5. After completing edits, hit the 'apply' button to save these changes to the dialogue box and it will close.
6. Next, Under the 'Project' dropdown, click 'Edit' to open the 'Edit Project' Dialogue box.
7. You will need to provide a URL for the Overworld Map Image area. This will be the backdrop for your Overworld.
8. Click 'Edit' to save the changes made to the project.
9. Last, under the 'Project' dropdown again, hit 'Save' to save your whole project.

Specific Gridding

With the March update, we introduced the ability for players to travel between regions without the need for portals. This was a requested feature from the community. This is completely optional, if you do not wish to use this in your map configurations, you do not have to. Disregard these next steps

1. Open up the SGE and create/load a project
2. Turn on 'Show Server Info' and 'Show Lines' underneath the map viewport to make distinguishing servers and seeing server coordinates easier.



Servers will look like this in the map view:



3. Ctrl + Click on the server of your choice to open up the 'Edit Server (X,Y)' dialogue box.
4. Near the top, there is a new section called: 'Override Travel Dest (X,Y)' with spaces for the cardinal directions.

Edit Server (1,0) ✕

Name: <input type="text"/>	Template: Western Tropical ▾	Global Biome Seamless Server Grid Pre-Offset Values:										
IP: <input type="text"/>	Coords (1,0)	<input type="text"/>										
Port: <input type="text" value="0"/>	Game Port: <input type="text" value="0"/>	Global Biome Seamless Server Grid Pre-Offset Values Ocean Water:										
Seamless Data Port: <input type="text" value="27001"/>												
Ocean Floor Z Dist From Surface: <input type="text" value="0"/>	<div style="border: 2px solid red; padding: 5px;"> <p>Override Travel Dest (X, Y):</p> <table border="0"> <tr> <td colspan="2">North</td> </tr> <tr> <td><input type="text"/></td> <td><input type="text"/></td> </tr> <tr> <td>West</td> <td>East</td> </tr> <tr> <td><input type="text"/></td> <td><input type="text"/></td> </tr> <tr> <td colspan="2">South</td> </tr> </table> </div>		North		<input type="text"/>	<input type="text"/>	West	East	<input type="text"/>	<input type="text"/>	South	
North												
<input type="text"/>	<input type="text"/>											
West	East											
<input type="text"/>	<input type="text"/>											
South												
UTC Offset: <input type="text" value="0"/> (in minutes)	Ocean Dino Depth Entries Override:											
Transition MinZ: <input type="text" value="0"/> (ex: -12000)	<input type="text"/>											
Additional Command Line Parameters:												
<input type="text"/>												

- a. You can input the coordinates of grids into the spaces of the cardinal directions (X,Y)
- b. These coordinates will put the player, once they grid over, to the opposite side of the desired server as if they were gridding normally. So for example, leaving a server to the east will put them in the western side of the designated server

- c. Multiple servers can lead to the same server side. For example, if you set all the edge servers of the region to go to 1,1 on the east side of those servers, they all will lead to the west side of 1,1. There are safeguards in place to prevent collisions.
- 5. If you leave these blank, the gridding will work like normal. Region boundaries and wraparounds will apply by default.
- 6. Click 'Save' when the configurations are complete.
- 7. Last, under the 'Project' dropdown again, hit 'Save' to save your whole project.