

WONDERDRAFT

manual

Thank you for purchasing a copy of Wonderdraft™! - Megasploit

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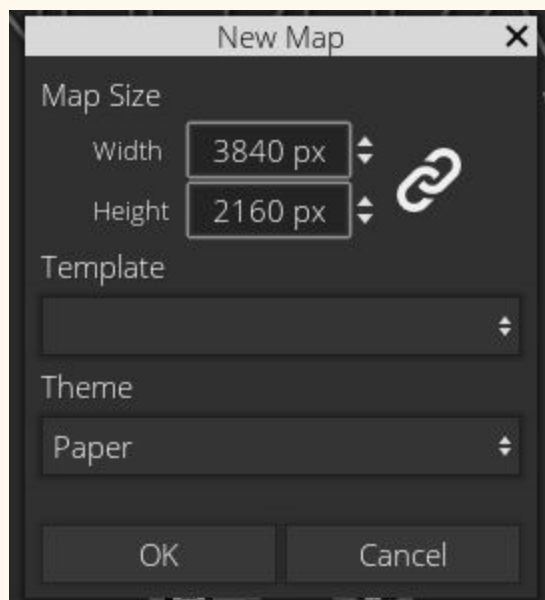
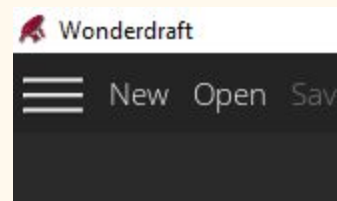
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Basics

Wonderdraft is a raster image-processing software designed specifically to create fantasy maps. The final maps should be exported to be viewed in a image viewer, browser, or printed. With that said, let's begin.

New Map

Every Wonderdraft map starts with an empty canvas filled with the sea. You start by pressing the **New** button or **Ctrl+N** to bring up the New Map prompt.



The **Map Size** is the final map's resolution in pixels. The larger the map size, the more detailed your final export will be. However, a larger map size will also be more intensive for the computer, specifically your graphics card.

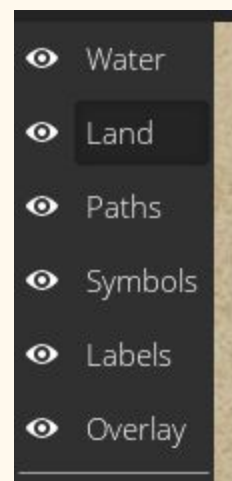
The **Template** dropdown allows you to choose from a list of popular map sizes designed for either screen display or printing.

The **Theme** dropdown selects the artistic style of the map you want to create. You can change the Theme later. If you want see examples of the themes, visit the Theme examples.

Organization

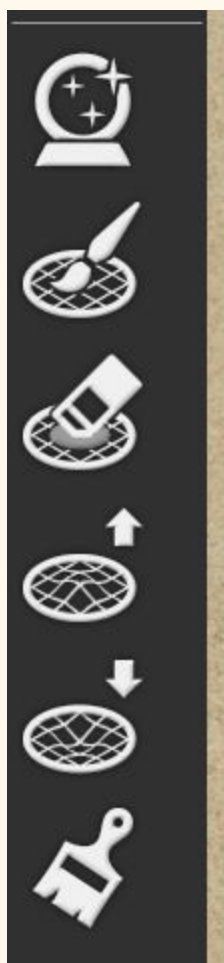
Outside of the very obvious map canvas, there are three major regions you should become familiar with. In the top left corner is **Tool Tabs**, a list of buttons that look like this:

Wonderdraft automatically separates your drawing into different hidden layers. Each unique layer starting from Water has unique features dedicated



to a type of drawing. Changing your **Tool Tab** will change the type of tools available. Wonderdraft defaults to the **Land**, as it's the most intuitive to start drawing landmass on top of the empty water.

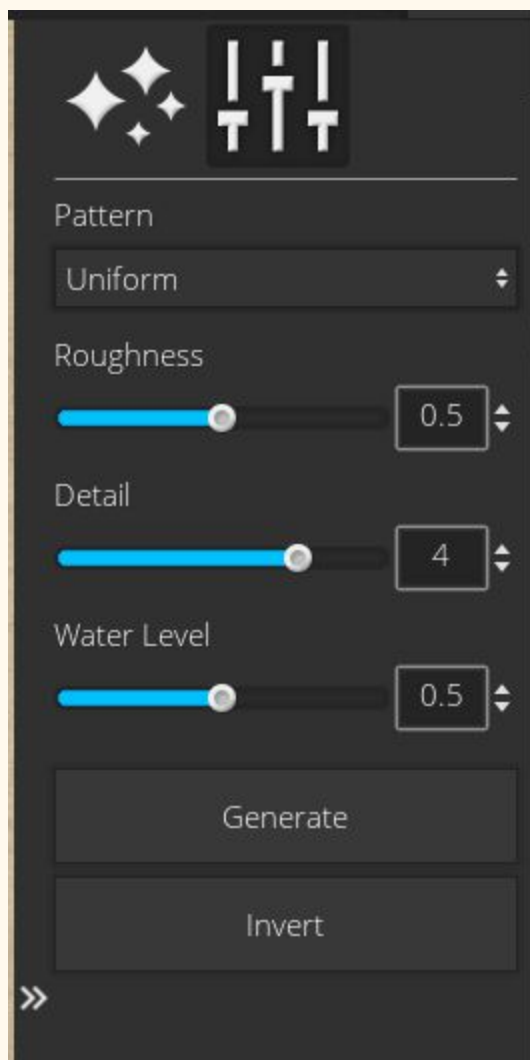
Hint: The eye icons toggle the visibility of each hidden layer. They will not appear to do anything until you start drawing the map.



Below the Tool Tabs is the actual **Toolbar** with various tools:

Each button will toggle Wonderdraft to a different tool or edit mode. You can hover over the button to see the name of the tool. Left-click the icon to select the desired tool.

Once you select a tool, the next region to inspect is the **Tool Options** panel to the far right side of the program:



These options modify the way the currently active tool works. Many tools require you to left-click on the canvas to begin working, much like image-editors like Photoshop or GIMP.

That's it. That's the general user flow for Wonderdraft:

1. Select the Tool Tab that is most relevant to what you want to work on (Water, Land, Symbols, etc...)
2. Select the specific Tool from the Toolbar.
3. Modify the Tool Options on the right in necessary.
4. Use the tool on the canvas.

Navigation


Learning how to move around the map canvas makes drawing a map much easier. Your two main options to navigate a map is to **Pan** or to **Zoom**.

Panning

There are several options when it comes to panning. The most common way is to use hold your **Middle Mouse Button** or to hold both **Spacebar** and **Left mouse-button**.

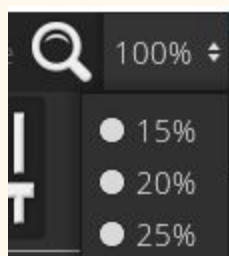
If you are on a MacBook, you can use the two-finger gesture to pan.

If you are on Surface Pro or Wacom, you can hold Spacebar and drag the pen to pan.

If you need more accessibility, you can go to the Hamburger  and select Preferences. There is an option called **Edge Scrolling** that allows you to pan the map by hovering your cursor on the edge of the canvas.

Zooming

To zoom, you can either hold **Ctrl** and scroll the **Mouse Wheel** to zoom exactly on the point of the cursor much like map direction websites or you can use the Zoom dropdown in the top-right corner:



If you want to fit the map as perfect as possible on the screen, you can press **Ctrl + 0** to fit the map canvas to the screen.

Landmass

There are 3 primary ways to get started on creating land, the **Landmass Wizard**, painting them with landmass brushes, **Heightmap Importer**, or any combination thereof.

Landmass Wizard



The wizard is by far the easiest to create a good looking world or region. It is first tool button under the Landmass toolbar. To use the wizard, you want to focus your attention on the Tool Options panel to the right. By pressing Generate, it will fill the map with random land.

Pattern
Uniform

Roughness
0.5

Detail
4

Water Level
0.5

Generate

Invert

Pattern

Select the kind of landmasses to generate.

Roughness

Determines how smooth or jagged the land features will be.

Detail

Determines how small of a detail the wizard so create.

Warning: This slider can dramatically increase the generation time.

Water Level

Determines the sea level elevation. The higher the water, the higher the sea to land ratio. This slider works even after the generation.

Hint: Invert turns all sea water into land and vice versa

Landmass Wizard Examples

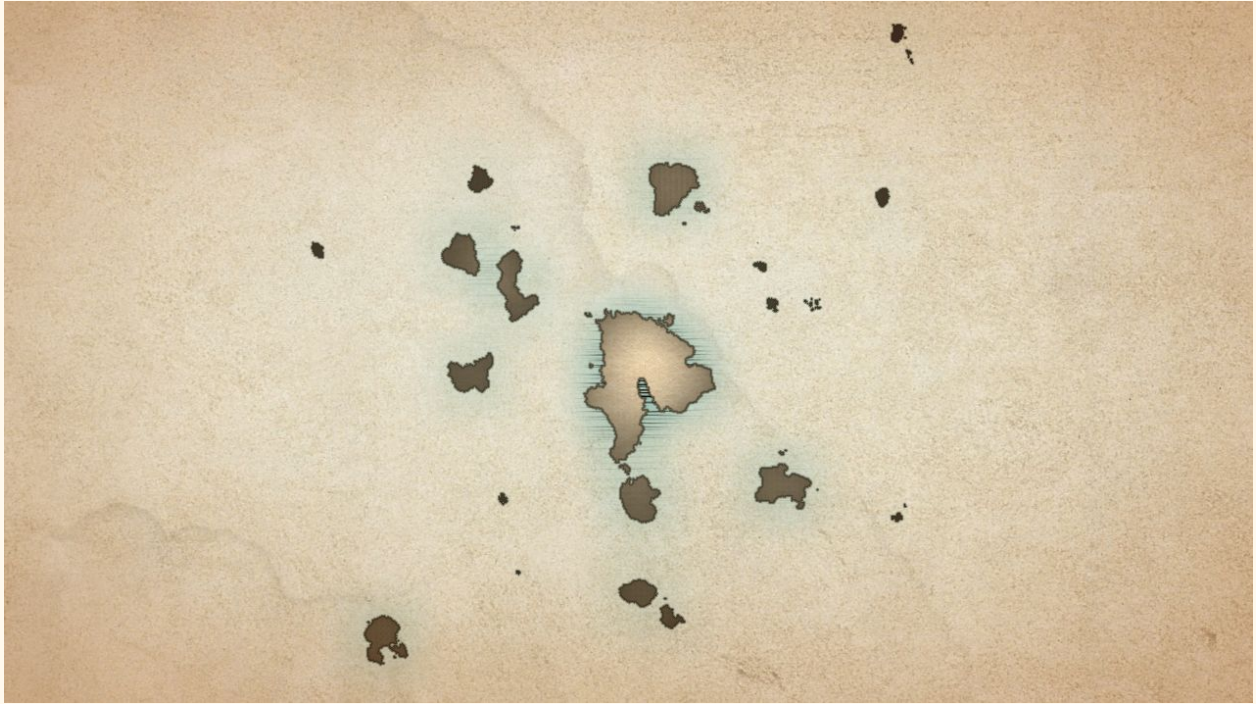
Uniform



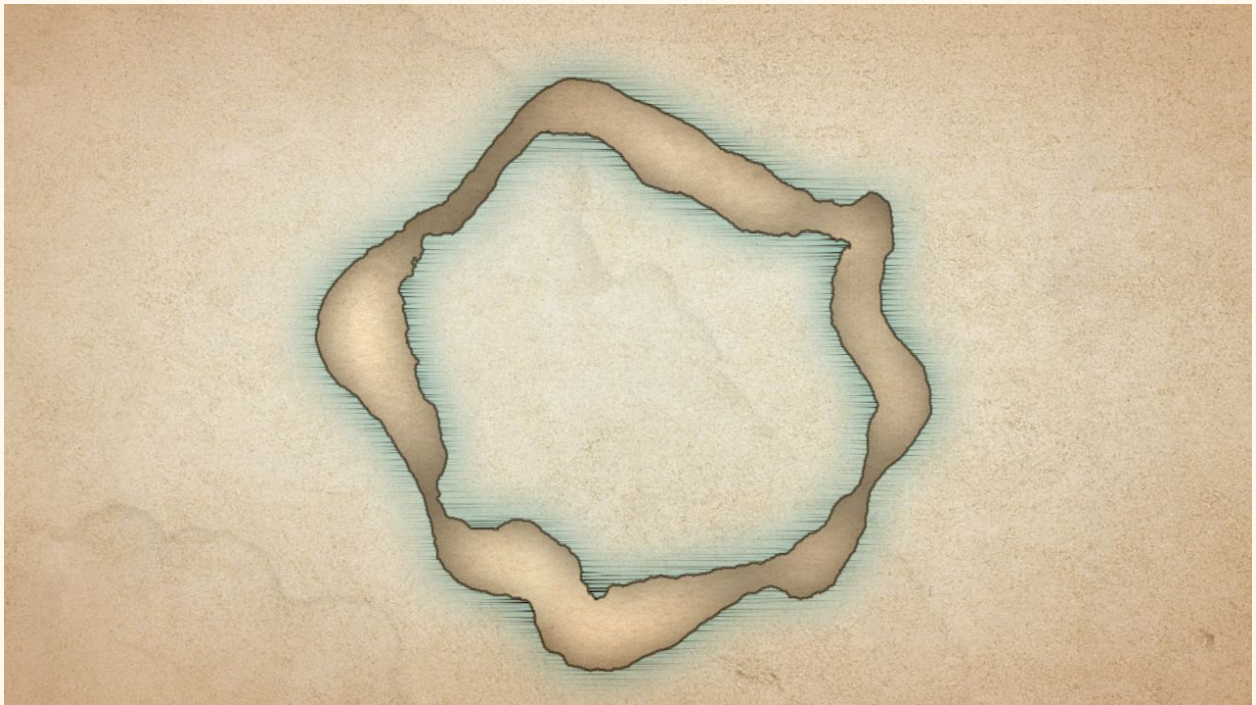
Continent



Archipelago



Atoll

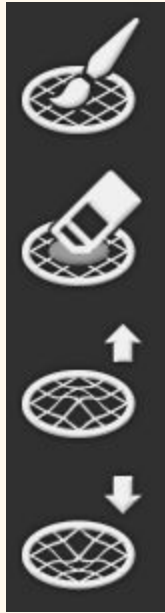


World



Landmass Brushes

There are 4 types of landmass brushes under the Landmass Tool Tab. Once selected, you can click-drag on the map to draw.



Paint Landmass

Draws a hard circle of land. Good for drawing large pieces of land.

Erase Landmass

Erases a hard circle and turn it into sea. Good for drawing large pieces of land.

Raise Landmass

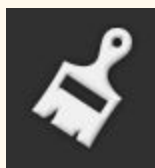
Draws a naturally random shape of land. Great for detailing the coast or creating islands.

Lower Landmass

Erases a naturally random shape of land and turn it into sea. Great for cleaning up coastlines and also creating big lakes or inner seas.

Hint: **Raise** and **Lower Landmass** tools can efficiently make hard edges look more natural. Start with a big brush size with low roughness setting to create big natural shapes. Then go over the same edge with a higher roughness. Be gentle with the brushing as the roughness goes up. Stop when you think the edge has enough variations and jaggedness to it. Different people enjoy a different amount of noise, and the number of passes to brush over is totally up to you.

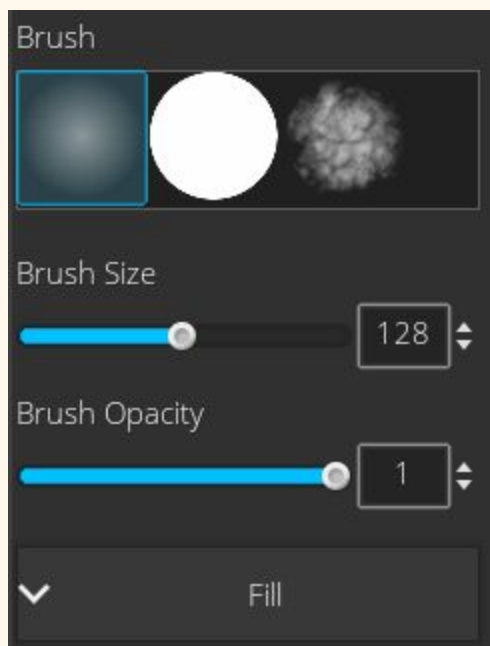
Ground Brush



To introduce colors to your landmasses, you want to employ the Ground Brush tool. While the ground colors are primary used to suggest climate and vegetation, they can also be used to designate political regions.

Once selected click-drag the cursor along any land to paint the color onto the land. Wonderdraft blends the color onto the landmass texture. It automatically prevents colors from drawing onto the sea and preserves the grain texture of the land.

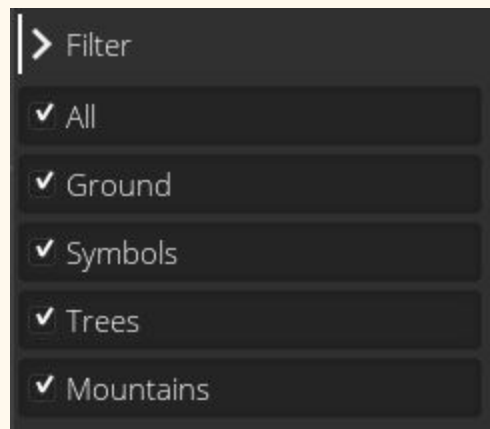
Hint: If the Ground Brush is not painting anything, you might not have any land to paint on. Please refer to the Landmass section to learn how to create land.



There are three brushes to choose from when painting the ground color. The first is a soft brush ideal for nearly everything. The second is a hard circle for drawing sharp edges like political boundaries. The last is a cloudy brush good for peppering small details.

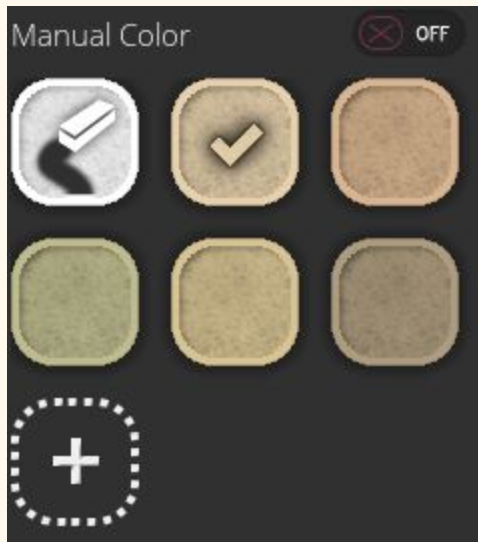
When in doubt, it is always wise to click lightly instead of click-dragging.

Fill dumps the color into every bit of land in the map



Filter

For advanced users, you can filter what you paint. Because some Wonderdraft symbols automatically take on the color of the ground, you can use the filter to decide what the brush affects. You have to click on the Filter toggle itself to see the hidden filters.



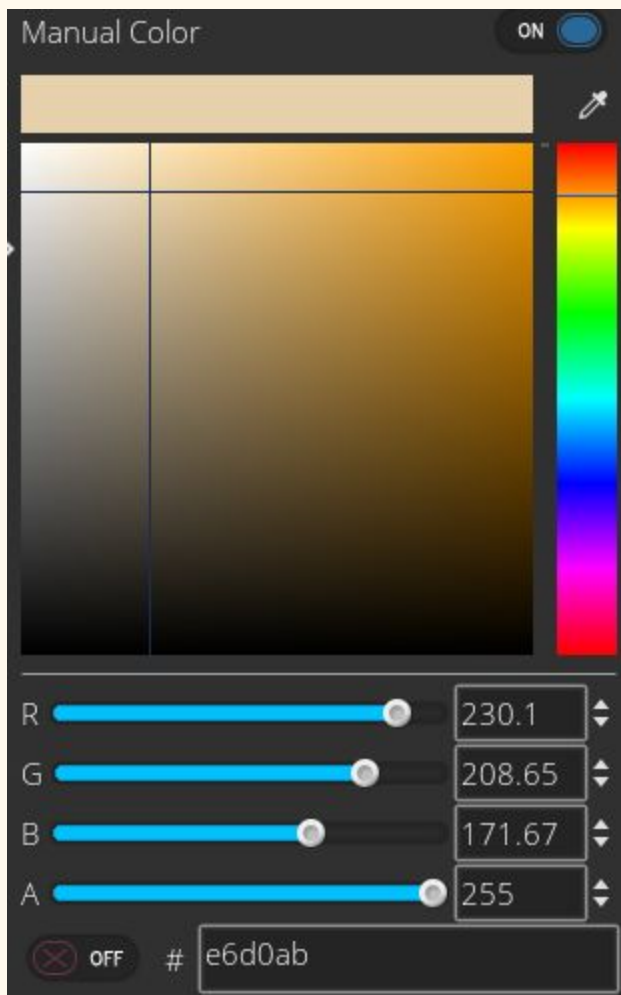
Color Palette

Every theme comes with a Color Palette of several colors that are designed to fit the style of the theme. You can, of course, add your own color to the palette by pressing the big + button at the end of the colors.

The first button palette is always the eraser, which when brushed, removes any ground coloring and returns the land to its original color of the texture.

To change, name, or remove a color from the palette, you can **Right-Click** the color button to display a context menu.

For advanced users or those who are artists familiar with image-editing, you may want to enable Manual Color mode to paint directly from the **Color Widget**:



The widget has a hex code for the color that is universal for both HTML and other image-editors. It can allow you to accurately select colors from outside the software.

On the top-right corner of the widget above the rainbow slider is the **Color Eyedropper**. It is important to note however that the color eyedropper selects the exact color displayed on screen. Since the ground in the Wonderdraft is automatically altered, you will not get the exact color back as you painted.

Freshwater

Freshwater tools are specifically designed for making rivers and lakes. They can and often are set to look different in appearance than the sea water. To access the freshwater tools, you want to select the **Water** Tool Tab in the top-left.

In order for the freshwater tools to work, you must apply them over land. They have no effects when used on the sea texture.

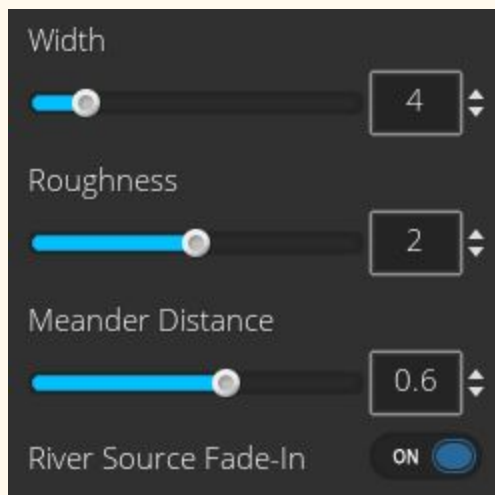
River Tool



The River Tool is a point-and-click tool to create natural looking rivers. Once selected, single-click on your land where you expect the source of the river begins. Click again in the next location you want the river to fall towards.

Double-clicking or right-click will end the river. Generally, it looks better to create the river with only 2-4 clicks in big spans, and let the tool generate the curves for you.

Hint: You can use your **mouse wheel** to scroll up or down to change the size of the river during the creation process. It can make a nice effect of the river getting wider as it gets closer to sea. **Shift+ mouse wheel** can cycle through different variations of bends.



Width

The width of the river in pixels

Roughness

The bendiness of the river

Meander Distance

The width of each bend of the river

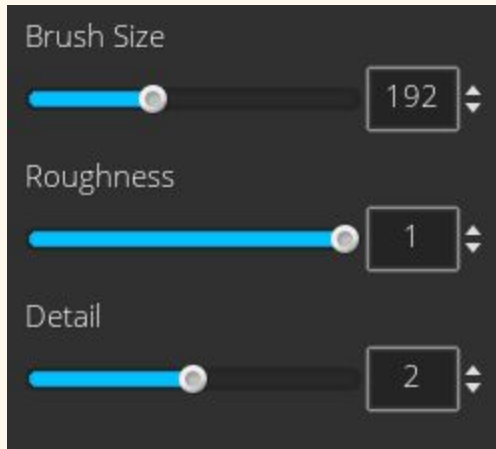
River Source Fade-In

Whether to start the river with a fade.

Lake Tool



The Lake Tool creates a random lake to place onto land. **Left-click** confirms the placement onto land. To cycle through different shapes, hold **Shift + Mouse Wheel**. It can work well directly to make small lakes. If you want large lakes with a very irregular shape, stamping the lake tool multiple times can achieve the desired effect.



Brush Size

The radius of the lake

Roughness

The irregularity of the shape. Zero is a perfect circle.

Detail

How small of a detail should the generator make. The larger the number, the finer the detail.

Freshwater Eraser



This is a self-explanatory tool that erases any painted Freshwater by click-dragging. Painting or raising the landmass will also erase freshwater.

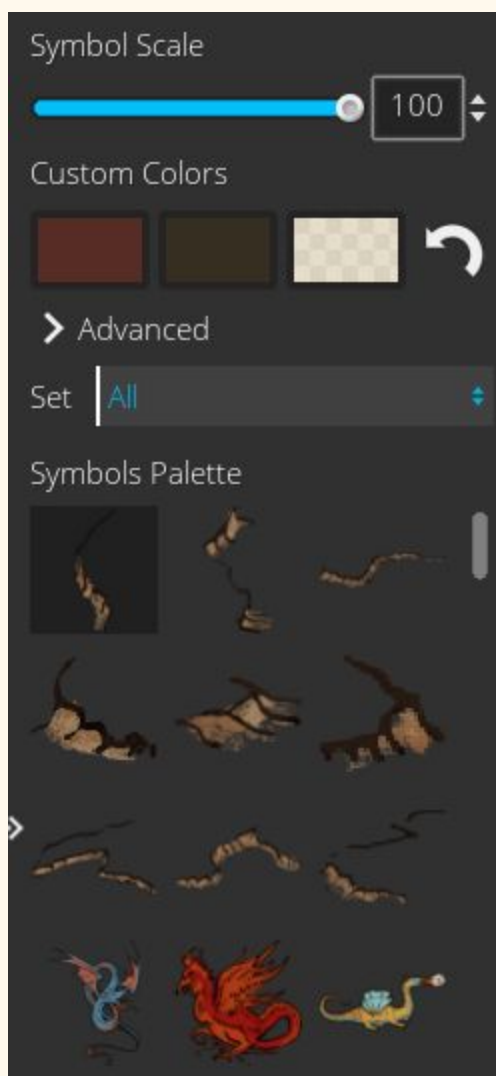
Symbols

Symbols in Wonderdraft are images placed onto the map to represent trees, mountains, settlements. They can also be art used to decorate the map like monsters and compass roses. The following are the various tools used to work with Symbols.

Symbol Tool



Paints single symbols like settlements, monsters, or compass roses. Once the tool is selected, you can select the symbol in the **Tools Options** to the right. Single left-click anywhere in the map canvas to place the symbol. The tool will display a half-transparent preview of the symbol over the cursor.



Symbol Scale

The size of the symbol. Can be adjusted with the **Mouse wheel**.

Custom Colors

A special setting for some of the symbols, many of which are in a set called Custom Colors. These colors do not affect any other type of symbols.

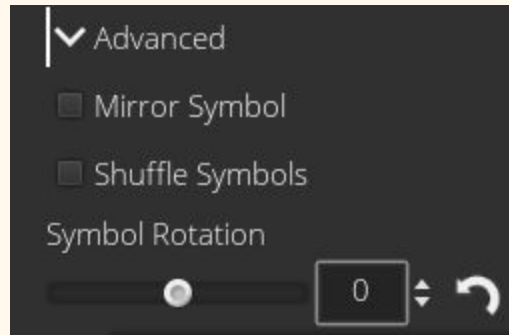
Set

The dropdown allows you to filter which type of symbols appear in the palette. The All set shows every symbol available, but using individual sets makes selecting symbols much more manageable.

Symbols Palette

The symbol selection

When painting symbols, you can enable the Advanced hidden options.



Mirror Symbol

Flips the symbol horizontally

Shuffle Symbols

Randomly selects a new symbol from the palette after every click

Symbol Rotation

Tilt the symbol placed

Both the tree and mountain brush are multi-symbol tools. You can click-drag the cursor across the canvas to paint many trees or mountains at once. The tool will randomly offset and also cycle through different versions of the selected symbol to prevent it from looking repetitive.

Tree Brush



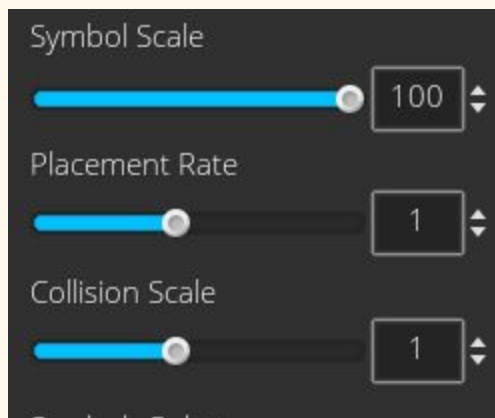
A brush designed to paint trees. **Click-drag** across the map canvas to place a line or grove of trees. **Single-click** to place a single symbol. **Shift+mouse wheel** to cycle through different variations.

Mountain Brush



A brush designed to paint mountains. **Click-drag** across the map canvas to create a mountain range or a hill country. **Single-click** to place a single symbol. **Shift+mouse wheel** to cycle through different variations.

Both the Tree and Mountain tool share the same Tool Options.



Symbol Scale

Size of the symbols

Placement Rate

The placement speed of the brush

Collision Scale

The density of the symbol placement. Once placed, each symbol will prevent other symbols from placing too

closely. The resulting occlusion area from each tree or mountain helps give it a natural look and prevent stacking of symbols.

Hint: The trees and mountains that are black-and-white are **auto-coloring**. They will adopt the color of the ground they are placed upon. You can independently paint them using the **Ground Brush** later on, if you wish them to be a different color than the ground.

Symbol Eraser



As its name suggests, the tool erases symbols when you click-drag the cursor across the canvas.

Move Symbol

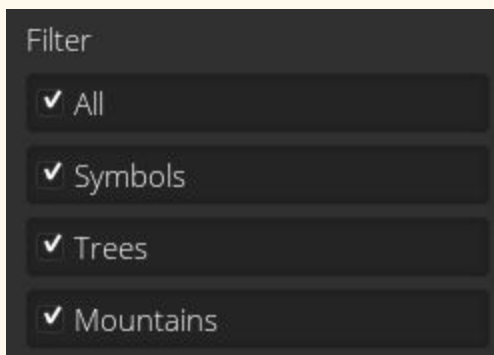


Move Symbol tool selects and moves symbols. It can also move the symbol in front or behind other symbols. Hover over the symbol and **left-click** to select it. Alternatively, you can drag a box to select multiple symbols. **Ctrl + left-click** adds to the selection and **Alt + left-click** removes from the selection.

Once selected, a symbol can be moved forward (higher number) or back (lower number) in layers to force the symbol to be sorted the way you like.

Hint: All symbols are placed in the Default layer automatically. Using the Move Symbol tool, a common use is to change a city or crest symbol to always appear above the default symbols by changing its layer to anything above Default.

Both the **Symbol Eraser** and **Move Symbol** tool have the symbol filter feature:



By changing the filter toggles, you can determine which type of symbol can be selected or erased.



Labels

Labels are the map objects used to display text in Wonderdraft.

Label Tool



To create a new Label, **Left-click** on the map where you want the text to be *centered*. Once added, you can directly type the desired text. Press **Enter** to stop editing the Label.

At any time, you can move the Label by dragging  icon or with **Ctrl + Click-drag**. You can rotate the Label by dragging  icon or with **Alt + Click-drag**.

Presets

Town + -

Font

IM FELL DW Pica

Font Size

28

Font Color

Outline Width

3

Outline Color

Curvature

0

Name Generator

Settlements ?

Delete

Presets

Various pre-designed settings for all the options

Curvature

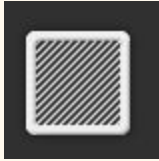
Curves the label like an arch for style

Name Generator

Generates a random name for the label

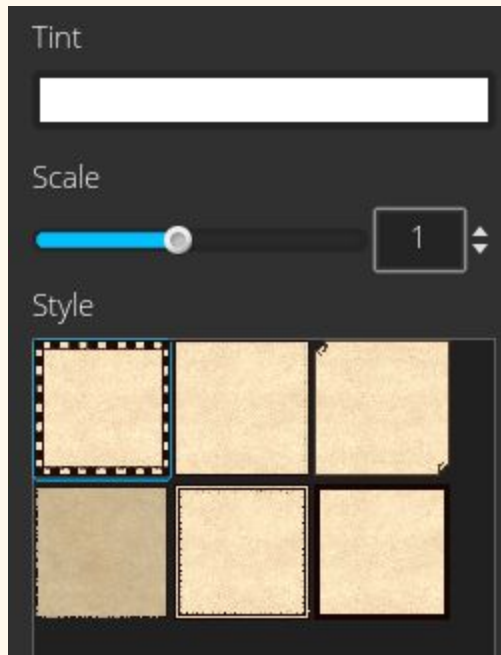
To select an existing Label, hover over the center of the Label until you see the I-beam cursor and **Left-click**. If you leave a Label empty, it will be automatically removed once you switch to another tool.

Box Tool



The **Box Tool** is designed to create boxes for Map Legends and Info Boxes. To create a box, just Left-click drag a box on the canvas. Editing the **Tool Options** will modify the last placed box.

To select an existing box, hover over the box and **Left-click**. To delete a box, select it first, then press the **Delete** or **Backspace** key.



Tint

Colorize the box

Scale

Change the width of the border. You can use the **Mouse Wheel** to scroll up and down to change this setting.

Style

Different appearances

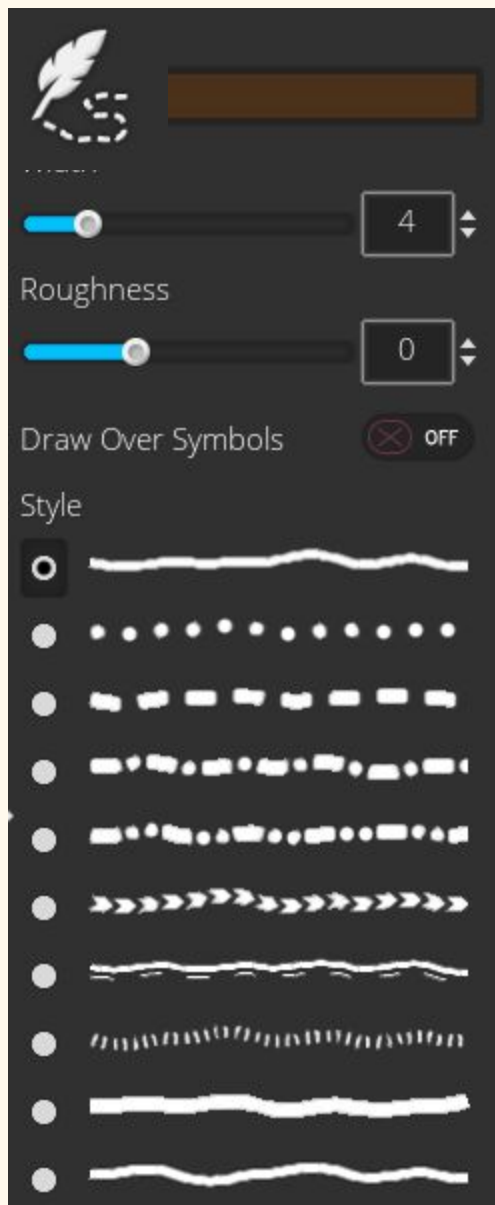
Hint: Boxes are automatically placed in **Symbol Layer +3**. For symbols to appear above a box, move the symbol to layer +4 or +5.

To help with creating map legends, the **Symbol** tools automatically place symbols in layer +4 when to click over a box, unless **Layer Management** is turned ON.

Paths

Paths are stylized lines that are often used for roads, sea routes, and political borders. It creates a neat line with the pattern you select.

Path Tool



The **Path Tool** is a point-and-click tool that creates a line following each individual click. Like the **River Tool**, you finish each line with a **Double-click** or a **Right-click**. The path tool generates some random bends to each line. Similarly, you can cycle through various iterations of paths with **Shift + Mouse**

Color

The color tint of the line drawn

Width

The width in pixels of the line

Roughness

How smooth or rough the line is when drawn. For a smooth line, set roughness to zero.

Draw Over Symbols

Whether the path is drawn above or below the symbols. This is largely a stylistic choice.

Style

The pattern repeated along the line

Hint: Sea routes & trade routes are typically very direct lines and ideal candidates for setting the Roughness to 0 when creating them with the **Path Tool**.

Path Move Tool



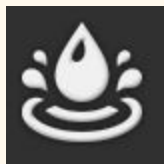
This tool is designed to select, delete, and modify existing paths. Either hover over a path and **Left-click** or **drag a box** over the path to select it. The selected box will display a blue outline box. The same editing panel will display on the right as the creation tool.

You can delete the selected path with the **Delete** or **Backspace** key. Optionally, there is a button labeled delete below the panel.

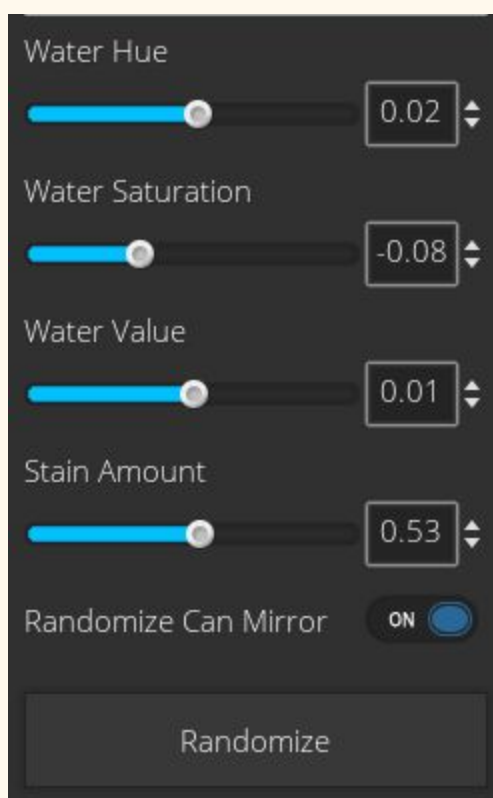
Water Options

Beyond the Freshwater tools are a couple other features to help make your water stand out. You can find the tools under the Water tab of the **Tool Tabs**.

Water Appearance



Water Appearance is a settings panel that allows you to change the way the sea texture looks. It is not a mouse-clicking tool.



Water Hue, Saturation, and Value

Also known to artists as HSV, this is a series of sliders that allow you to change the color of the water texture while still maintaining the texture. Setting them to zeros will return it to the original water texture.

Stain Amount

Some water textures have stains that you can intensify or reduce. They generally help the water appear more aged.

Randomize Can Mirror

Whether or not the water should flip vertically or horizontally to increase variety. If you have a custom texture where the orientation is important, set this option OFF.

Randomize

Gives the water texture a slightly different look every time.

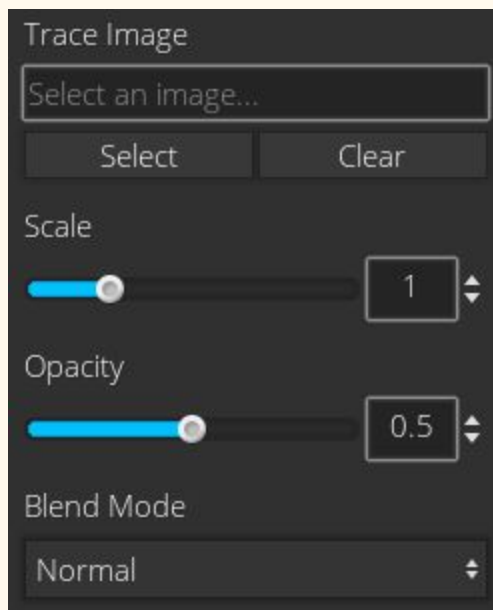
Overlay Tools

Overlay Tools is an additional set of tools to add common map features such as grids, scales, and frames.

Trace Tool



The **Trace Tool** is designed to overlay a previous map to allow you to manually trace and copy the land shapes and map features into Wonderdraft. It is not meant to be used for the final map. Wonderdraft will hide the trace image whenever you **Export**.



Add the image to trace with by clicking on Select button

Scale

The size of the image. You can use Mouse Wheel to change this setting

Opacity

The transparency of your trace image

Blend Mode

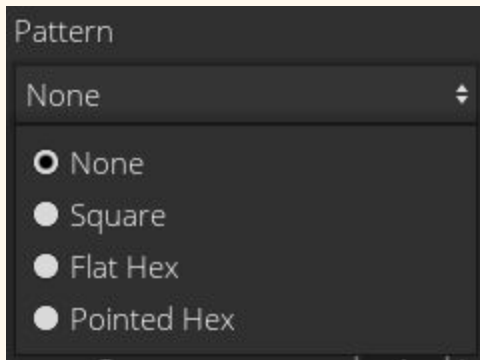
Changing the blend mode can help make your trace image easier to see

Hint: Once the image has been selected. You can click-drag the image around to move it's location. You can also use the mouse wheel to change its size right on the map.

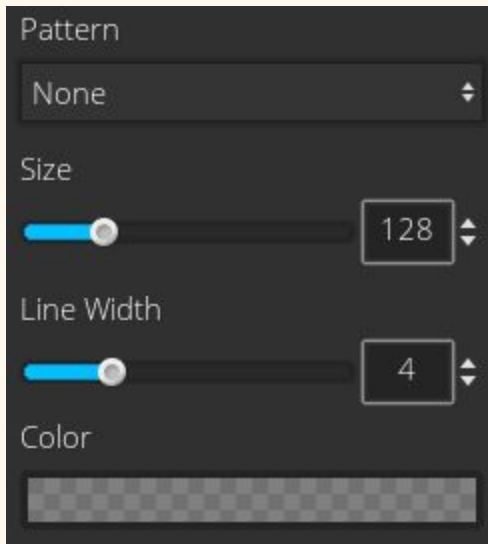
Grid Tool



This tool creates a standard square or hex grid often found in table-top game maps.



To enable the **Grid**, go to the **Pattern** setting in the **Tool Options** panel and change it to the desired **Pattern**. To disable, return it to **None**.



Size

The width of a pixel unit

Line Width

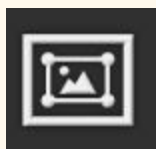
The thickness of the grid lines

Color

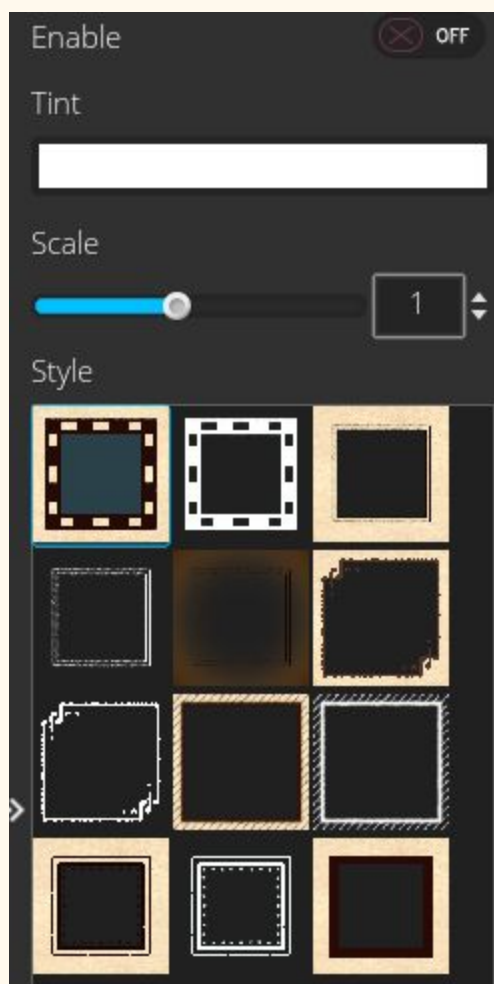
The color of the grid lines

Hint: Just like the **Trace Tool**, once the grid has been created. You can click-drag the grid around to offset the grid. You can also use the mouse wheel to change its size right on the map.

Frame Tool



Frames are the borders you often find in fantasy maps. They can often make a map look more official. To enable the **Frame**, go to the **Frame Tool** and set **Enable** to ON on the **Tools Options** to the right.



Tint

The tint to colorize the frame. Leave as white to use the original texture

Scale

Scale the width of the border

Style

The texture of the Frame

Scale Creator



The **Scale Creator** is a tool that allows you to easily create a Map Scale. If you are unfamiliar with Map Scales, they are a map feature that allows you to determine the distances between objects on the map.

They look like this:



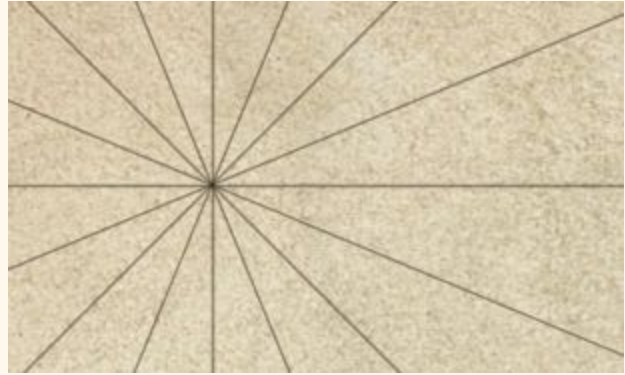
To create one, go to the **Tool Options** panel after selecting the **Scale Creator**, and press **Create**. Once created, you can click-drag the scale widget around to move it to the desired location.

Hint: Map Scales almost always come with a unit label. Fantasy maps often designate distances in Miles. The **Scale Creator** does not automatically create the units, so that you have more control over the location and look of the unit label. To create a unit label, go to the **Labels Tool Tab** and select the **Label Tool**, and click where you want the unit label.

Windrose Tool



The **Windrose Tool** is a generator for [traditional wind roses](#). To use, adjust the settings in the **Tool Options** and **Left-click** to place.



Color

Directions

16

Line Width

3

Inner Radius

0

Outer Radius

2048

Fade Out ☒ OFF

Inner Circles ☐

Color

Color of the lines

Directions

The number of wind direction lines

Line Width

The width in pixels of the lines

Inner Radius

The distance from the center to start drawing lines

Outer Radius

The maximum distance to draw the lines

Fade Out

Whether or not to fade the lines out

Inner Circles

Whether to stylize the rose with a circle or two

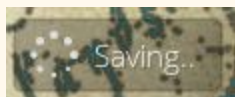
Windrose Move Tool



This tool selects, moves, and deletes existing **Windroses**. Hover and **left-click** to select the Windrose. To delete, press **Delete** or **Backspace** after selection.

Saving

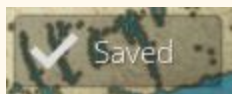
Wonderdraft saves in a special format called `.wonderdraft_map`. To save a map, click Save in the top menu or with **Ctrl + S**. If you have a large map or a slow computer, it may take up to several seconds to save. Please avoid closing or editing the map at any cost during the save. A notification will appear to indicate the save progress.



You will hear a ping and see this icon change to Saved to confirm the save. It will be safe to close the program after.

Hint: To disable the save ping sound, go to the Hamburger dropdown, and to Preferences. The setting is called Play Save Sound.

Play Save Sound



By default it saves in your User Folder/maps.

For Windows:

```
C:\Users\<User Name>\AppData\Roaming\Wonderdraft\assets\
```

For MacOS:

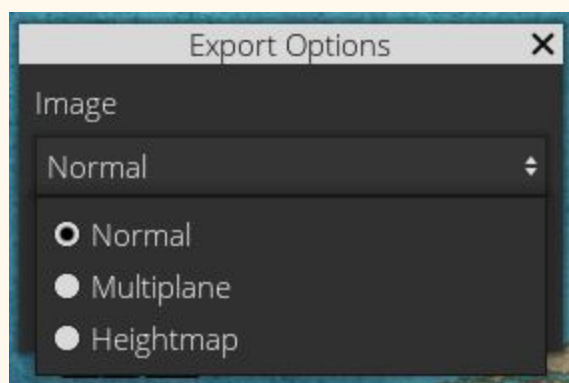
```
/Users/<username>/Library/Application Support/Wonderdraft
```

For Linux:

```
/home/<username>/.local/share/Wonderdraft/assets
```

Warning: You can save the map into a different path, but attempting to save to a folder with restricted permissions such as Program Files will fail to save.

Export



Related to saving your work, you will want to Export your map for use outside of the program. Exporting finalizes your map to PNG, a lossless format that is nearly universal to every other program. To Export, click the Export button in the top menu or use **Ctrl + E**.

If you do not quite understand an Export, consider it analogous to saving your documents to .PDF. The PNG file cannot be edited any more by

Wonderdraft, but it is much smaller and lighter in size, fast to email, and can be viewed and sent to print by any image viewer or browser.

The Exporter has two additional options beyond the normal PNG export described above.

Multiplane

This mode is designed to make it easy for advanced users who wish to additionally edit their Wonderdraft maps in an image-editor like GIMP or Photoshop. This mode exports the map into up to 8 different PNGs separated by object types, making it easy to drop into the image-editor as separate layers.

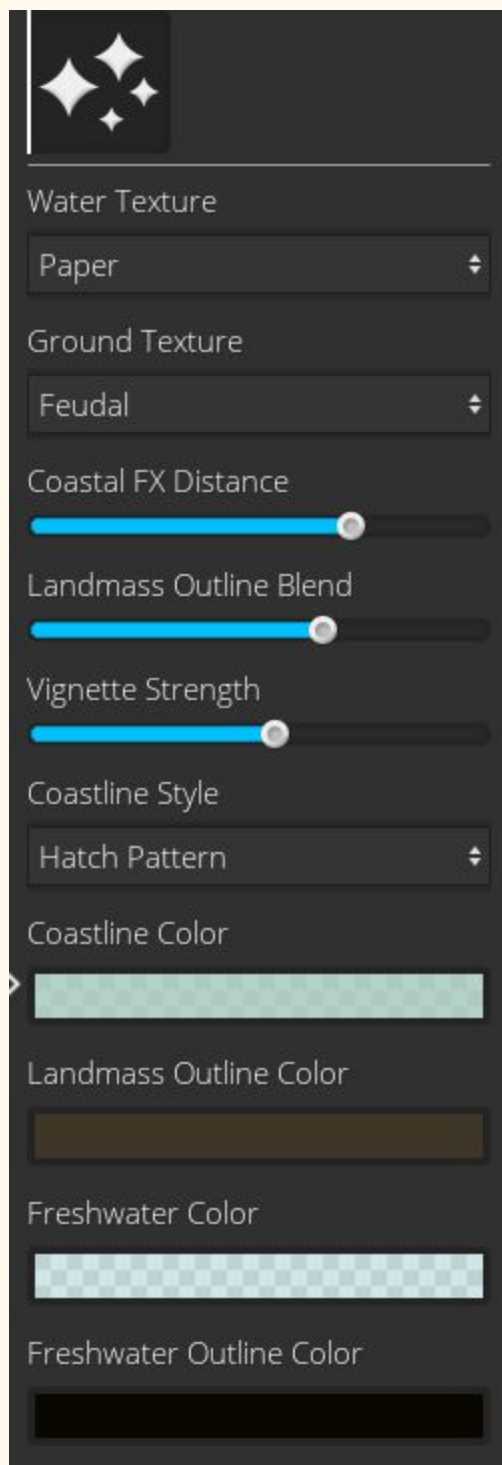
Heightmap

The heightmap is the black-and-white landmass data Wonderdraft uses to determine whether something is land or sea. You can use this heightmap to reimport to a new map in Wonderdraft, or you can use it in other software that uses heightmaps.

Advanced Topics

Map Effects

Map Effects are a series of settings that affect the general appearance and style of the map. They are pre-set by the **Theme** you selected.



Water Texture

The style of the sea water

Ground Texture

The style of the land

Coastal FX Distance

The width of the coast effect

Landmass Outline Blend

The width of the land outline

Vignette Strength

The intensity of vignette darkening of the edge of the map

Coastline Style

The style of the coast effect

Coastline Color

The color of the coast effect

Landmass Outline Color

The color of the land outline

Freshwater Color

The color of rivers and lakes

Freshwater Outline Color

The color of the outline of rivers and lakes

Hotkeys

General

Key	Action
Ctrl + N	New map
Ctrl + S	Save map
Ctrl + Shift + S	Save as
Ctrl + I	Import heightmap
Ctrl + E	Export map
Ctrl + O	Open Map
Ctrl + 0	Fit Map to Screen
Ctrl + Z	Undo
Ctrl + Y	Redo

Editing

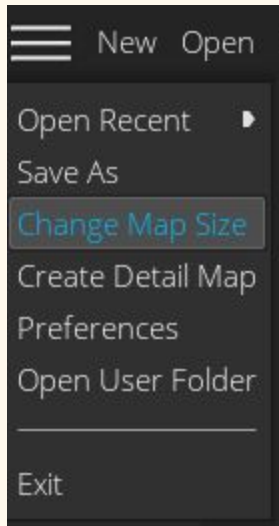
Key	Action
Middle mouse	Pan
Spacebar + Mouse 1	Pan
Ctrl + Mouse wheel	Zoom
Shift + Mouse wheel	Cycle river and path shapes
Alt + Mouse 1	Reverse raise/lower
[or Mouse Wheel Down	Decrease brush size
] or Mouse Wheel Up	Increase brush size
Alt	Mirror symbol
, (Comma) and . (Period)	Rotate symbol
/ (Slash)	Reset symbol rotation
Shift + Mouse wheel	Cycle symbols
Mouse wheel	Change symbol/brush size
Alt + Mouse 1	Rotate label
Shift + Alt + Mouse 1	Snap rotate label
Ctrl + Mouse 1	Move label
ESC	Deselect object
Del or Backspace	Delete selection

Tools

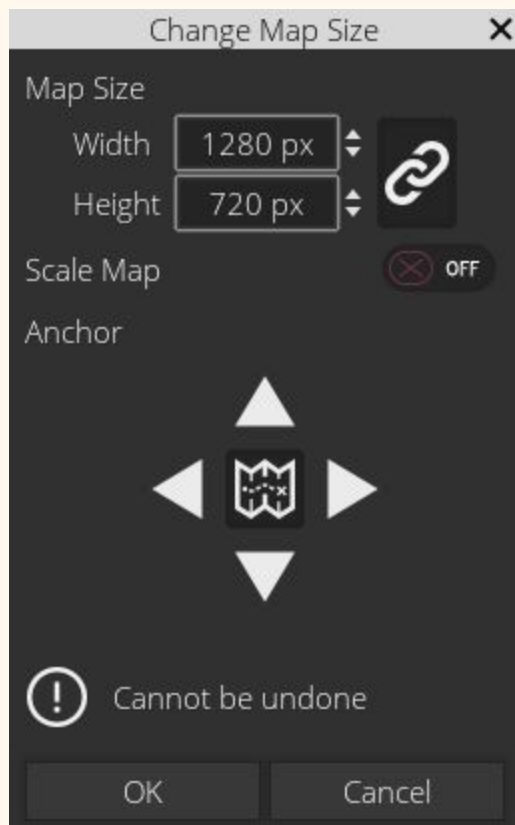
Key	Action
F	Map Effects Panel
D	Tool Contextual Panel
C	Raise Landmass
V	Lower Landmass
Z	Paint Landmass
X	Erase Landmass
R	River Tool
G	Ground Color Brush
M	Mountain Tool
T	Tree Tool
P	Path Tool
W	Water Appearance
L	Label Tool
S	Symbol Tool
E	Symbol Eraser

Many of the non-mouse hotkeys can be remapped by going to the **Hamburger** dropdown, **Preferences**, and selecting the **Hotkeys** tab.

Extending a Map



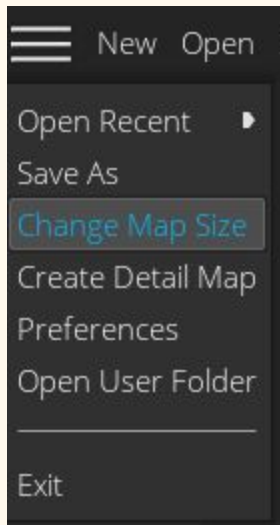
To extend the boundaries you can draw on, go to the **Hamburger** dropdown and select **Change Map Size**.



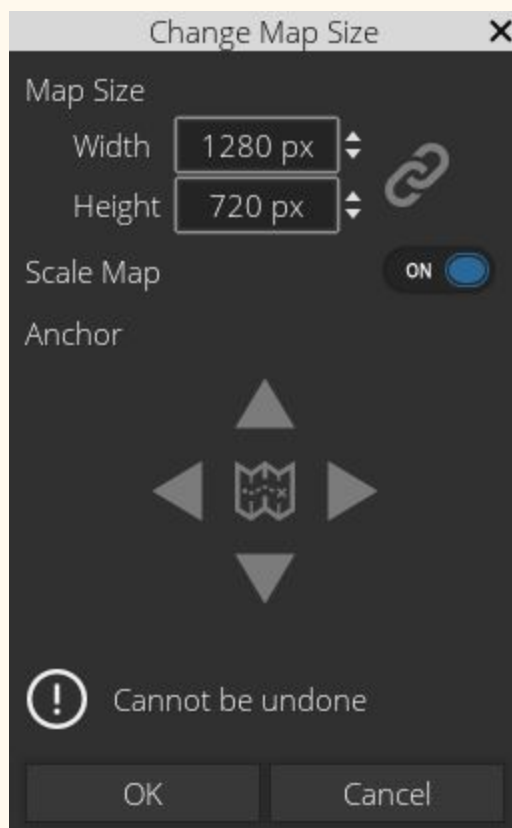
Once there, ensure that **Scale Map** is OFF. The anchor has 9 positions it can be in. The default setting as shown in this picture will equally extend in all directions. In any other configuration, the anchored location will not extend--only in the opposite direction.

Warning: This step is irreversible, so save before you attempt it.

Scaling a Map



To scale the map or change the resolution of the final export, go to **Hamburger** dropdown and select **Change Map Size** just as you would to extend the map.

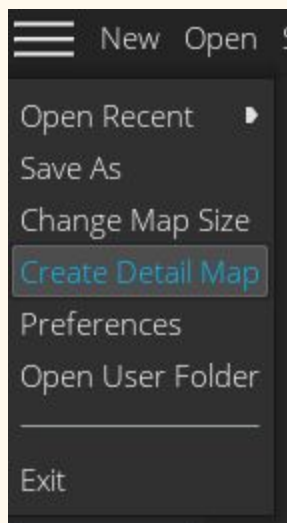


Once there, turn **Scale Map** ON. This will disable the anchors and lock the aspect ratio to ensure proper scaling. Choose your new resolution and click **OK** to confirm.

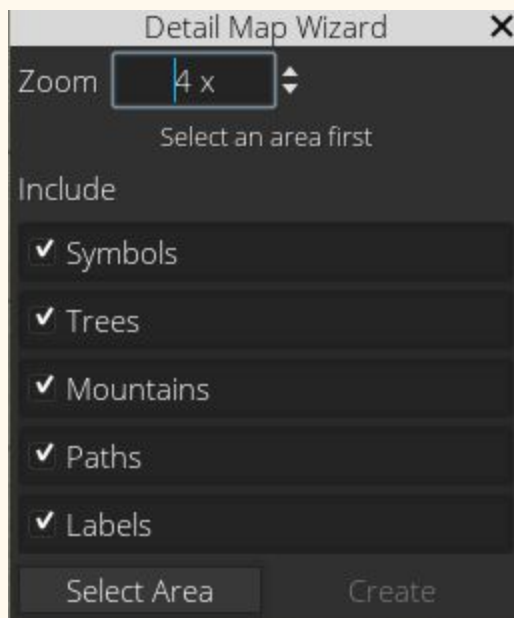
Warning: This step is irreversible, so save before you attempt it.

Creating a Detail Map

Detail maps are a close-up area map of your current map. They are a great way to showcase more details of a world rather than trying to cram as much information as possible in a world map. Wonderdraft has a way to automatically create the detailed map's essentials.



To create a detail map, go to **Hamburger** and select **Create Detail Map**. The **Detail Map Wizard** will appear. Remember to save the current map. The wizard will create a new separate map.



To use the wizard, first click Select Area. The window will dim and allow you to use the mouse to drag a box around the area you want to copy. You can resize the box after initially selecting it.

Zoom

This option determines the magnification of the area map compared to the original map.

Symbol Layers



Symbol Layers is an advanced features that allow you to manage the sorting or visibility of the symbols. In order to use this feature, you must go to the **Symbols Tool Tab**, find and click the **Symbol Layers** button located above the **Tool Options** panel.

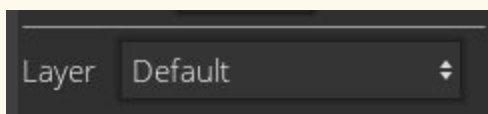


Once in the tool, enable the **Layer Management** toggle. All symbols are placed in the **Default** layer by default. If you have created a map before using this tool, every symbol is located in this layer unless you used **Move Symbols** tool to change its layer.

The eye icon to the left toggles the visibility of the layer, and each name can be selected to be renamed.

The higher the number, the more forward the symbols will be, meaning that negative numbers are drawn behind positive numbers.

When Layer Management is enabled, the **Symbol Tool**, **Tree Brush**, and **Mountain Brush** will have an additional setting called the **Layer**:



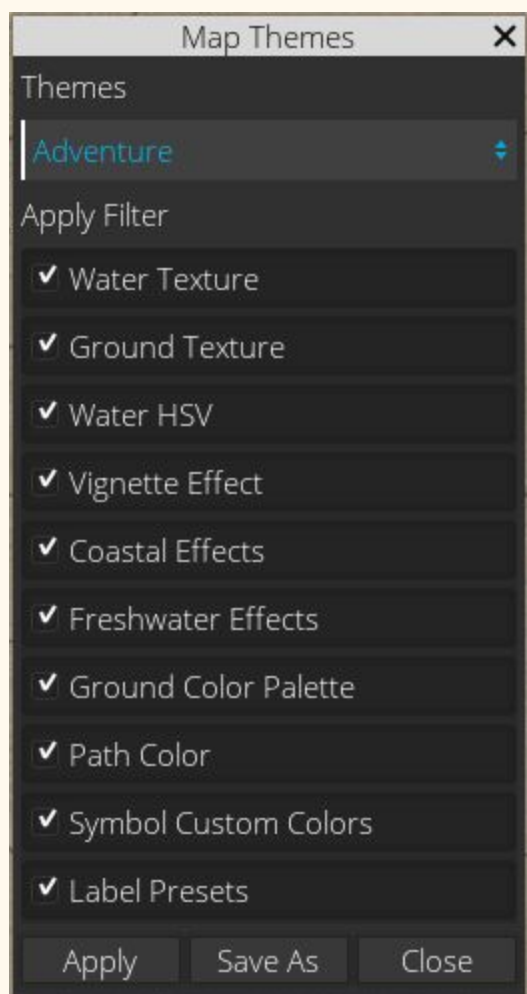
Every symbol created thereafter will be located in the selected layer.

Warning: Hidden layer symbols cannot be selected or erased. They also do not show up during Export until visible again.

Themes

A **Theme** in Wonderdraft is the combination of settings that describe a map style. They are interchangeable and can be swapped.

To change the map theme go to the Theme button at the top menu bar. The following window will appear:



The **Themes** dropdown allow you to select a Theme to be applied to the current map. Check and uncheck various parts of the theme to selective apply the theme. Leave them all checked if you want to completely change themes.

Save As creates a copy of the current map theme in the User Folder. This allows you to use the current map style in any future map you create, or share it with friends on the web. To find the User Folder, go to the **Hamburger** dropdown and select **Open User Folder**. An entire theme is stored in a single .wonderdraft_theme file.

Warning: The Ground Color Palette can and will overwrite your current Ground Colors. If you have added new colors to the palette, consider unchecking the Ground Color Palette box before applying the theme.

Theme Examples



Adventure



Black & White



Eastward



Feudal



Paper



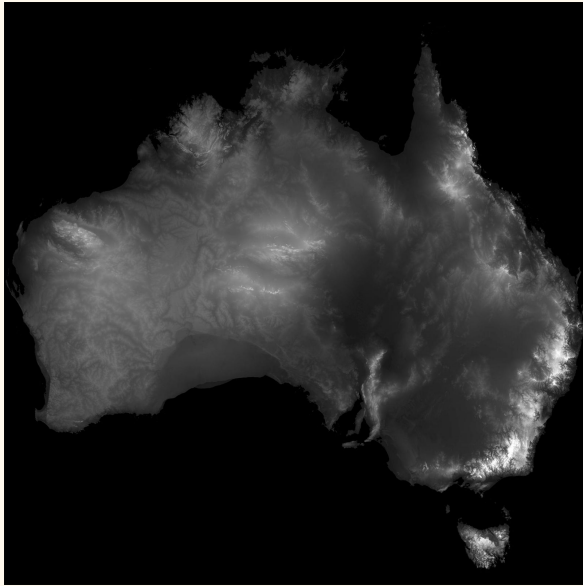
Pastel



Worn

Heightmap Importer

The Heightmap Importer is a special technique for either bringing in another map from a previous software or terrain. A heightmap is a grayscale image that determines the elevation of a map. White is high or land, and black is low or sea.



An example heightmap of Australia. To import your own, create a new map with the map size you want. Ideally, it matches the resolution (or at least the same aspect ratio) of the heightmap you intend to use, lest the result look stretched. When the new map canvas is displayed, select **Import** from the top menu bar. Find the .png or .jpg file and click Open.



Resulting in the import like so. You can may have adjust the water level in the **Landmass Wizard** to get the proper look.

Custom Assets

To install the custom assets made by other users or yourself:

See either the latest written instructions at

<https://www.reddit.com/r/wonderdraft/wiki/assets/installingassets>

Or visual instructions at

<https://imgur.com/a/tYipjbh>