Miakonn's MapViewer

1   About

2   Installation

The software need .Net 4.5 to work. It also needs two monitors connected to the computer.

Double-click the file InstallMapViewer.msi to install the software.

3   How to use

The program is meant to be run on two monitors, one normal for the game master and one large monitor for the players (public).

3.1   Calibration monitor

In order for the software to function properly, the large monitor needs to be calibrated once. Select the command *Calibrate display* to start calibrating. This opens a dialogue.

First select the monitor which are to be used for public display. The software tries to find the monitor size in pixels and mm for the selected monitor. If it doesn't succeed, fill in the missing values.

The values are saved and recalibration is only needed if you change public monitor.

3.2   Calibration image

Open an image with command *Open image*.

In order for the software to function properly, each image needs to be calibrated once. Select the command *Calibrate* under the tab *Setup*. to start calibrating. Click at the start of a known distance in the image.

3.3   Displaying and publishing

In order to view a map on the public display you need to select the button *Show display*.

Some changes are not shown automatically on the public window, such as masking, changing of scale and loading of a new image. To show these you need to press the button *Publish*.

You can also hide the public window by pressing the button *Hide*.

3.4   Masking and unmasking

3.5   Overlay

3.6   Scaling