

Guide to using X3 Map Surgeon

A Step-by-step overview

1. Develop your new map layout using RemapSchemaEditor

The Excel spreadsheet RemapSchemaEditor is the primary tool you will use to plan out your new galaxy map. All changes you make to the spreadsheet are on the Master worksheet, shown in Figure 1. This spreadsheet consists 8 sections of interest:

1. ReadText IDs (Do Not Change)
2. Sector Name
3. Remap Action
4. Sector Coordinates (Original and Remap)
5. Gates
6. Gate Targets
7. Transfer Sector Jobs to New Sector? (Y/N, New Coordinates)
8. ReadText Sector Names and Descriptions

ReadText IDs: These are auto-calculated based on the Remap Sector Coordinates. You do not make any changes to these values.

Sector Name: These are the sector names in readable format, which may differ from how they must be formatted in the generated ReadText file.

Action: Flag indicating what action is to be taken for each sector:

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-1 : Delete  
0 : Keep / Reassign to new coordinates  
1 : Add new to map
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Sector Coordinates: The original sector coordinates and new coordinates. (-1 represents N/A, when sector coordinates don't make sense.)

Gates: Flag for each possible gate in a sector, N, S, W, and E. 0 means no sector to be placed in this position, 1 indicates a sector is to be placed.

Gate Targets: For each gate position, list the target sector the gate will be linked to. Most gates connect to contiguous neighbors, but this section allows sectors to be linked to distant sectors across the map. Certain rules are maintained:

- Gates always connect to gates in corresponding cardinal directions; N to S, S to N, W to E, etc.
- Only one gate can be connected to any other gate.
- If a gate targets a sector, there must be a gate in the correct position that receives that connection and connects back to the first gate.

Transfer Jobs: Normally, during the remap procedure, Jobs assigned to specific home sectors are reassigned to the new sector coordinates in the remap. In some situations you may need to transfer the Job to a new sector rather than let the automatic reassignment occur. Usually, this is because a Job is assigned to a sector that will be removed and replaced by a new sector. These fields allow you to flag the jobs assigned to this sector to be transferred to that new sector coordinate even if this sector is flagged for deletion.

ReadText Sector Names and Descriptions: These are the actual values used in generating the new ReadText file.

So long as your new map doesn't have any errors (like bad gate connections), the in-game galaxy map will now display your new map correctly.