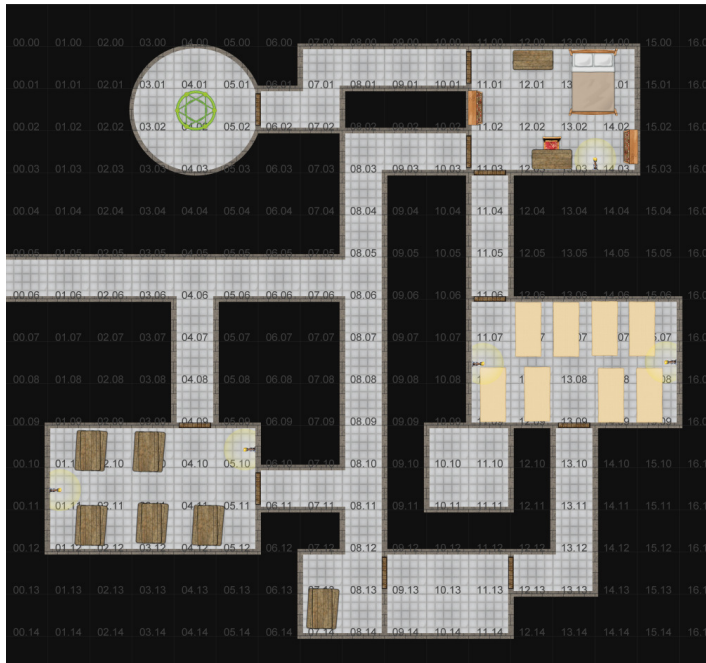
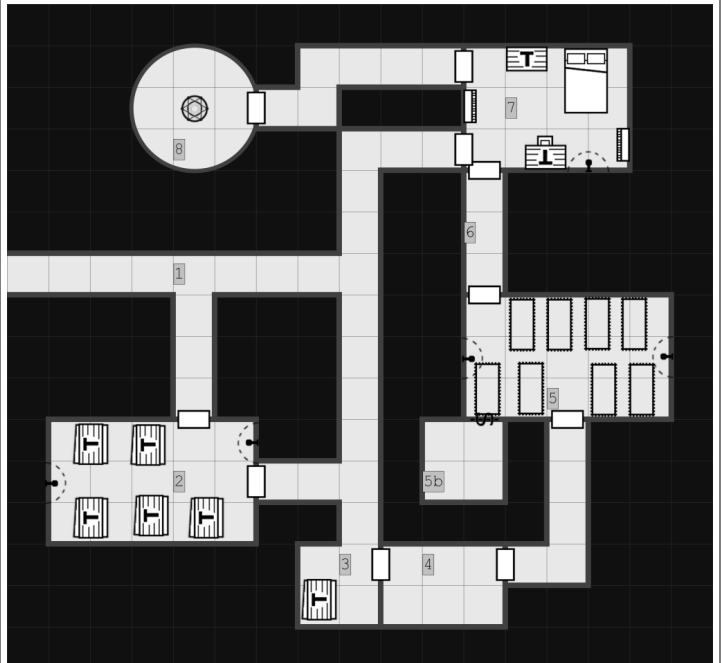


Dungeonographer Pro Quickstart

Quickstart by Michael Tassano and Joe Wetzel



A map created in Dungeonographer using the semi-realistic icons. Note: Graphics in this set are designed to be printed as 1"/square battlemats.



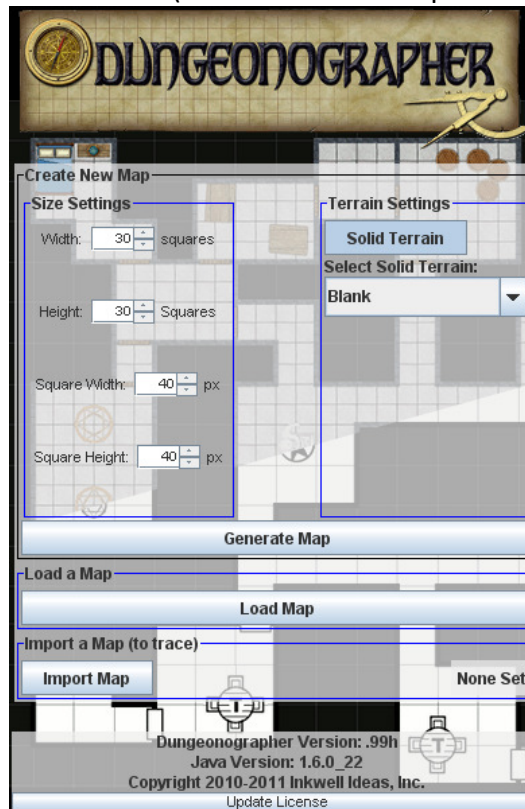
The same map in a Classic/Line Art style for a GM's map. 1 click toggles the view of the map. Numbers link to notes with info about each room/location.



An inn's floorplan show off more semi-realistic/battlemat icons.

Getting Started

Go to <http://www.dungeonographer.com/releases> to download the latest version of Dungeonographer. Installation instructions and screenshots are shown there. The inside back cover of this booklet has a license code. Once installed, you should see a window (known as the “setup” or “splash” screen) like this:



The first thing you'll want to do is click the **Update License** button. A prompt will appear asking for your license number. *Again, it should be on the inside back cover of this booklet.* Enter the number, click “OK” and now you've got a Pro version of the software!

The quickest way to start a map is to just click the **Generate Map** button. This will create a **Solid Terrain** map of Blank terrain .

However if you'd like to tweak the map-to-be, you can alter the size with the controls in the upper left. You can change the map's number of squares wide or high and you can change the width and height (in pixels) of each individual square using the matching control. *Note: You can always easily change the width and height of squares as these just control the “view” of the map, not the model of the map.* Adding/removing squares is also possible in the pro version.

The upper right controls dictate what values are used for creating a map. **Solid Terrain** creates a map with all squares set to the terrain chosen in the adjacent list.

To create a blank map, choose **Solid Terrain**, set the terrain to “Blank” and then click **Generate Map**.

Load Map will load a map in Dungeonographer's “.dgo” file format. **Import Map** allows you to trace a PNG image (for example, another version of the map.) See pages 18 & 19 for details.

Install/Uninstall Note

Dungeonographer is built on top of Java. Java installs on your computer and Dungeonographer is installed within Java's control on your computer. To Uninstall Dungeonographer or add/fix shortcuts to it, go to a command prompt and type: **javaws -viewer** (Note the space before the dash, but none after it.)

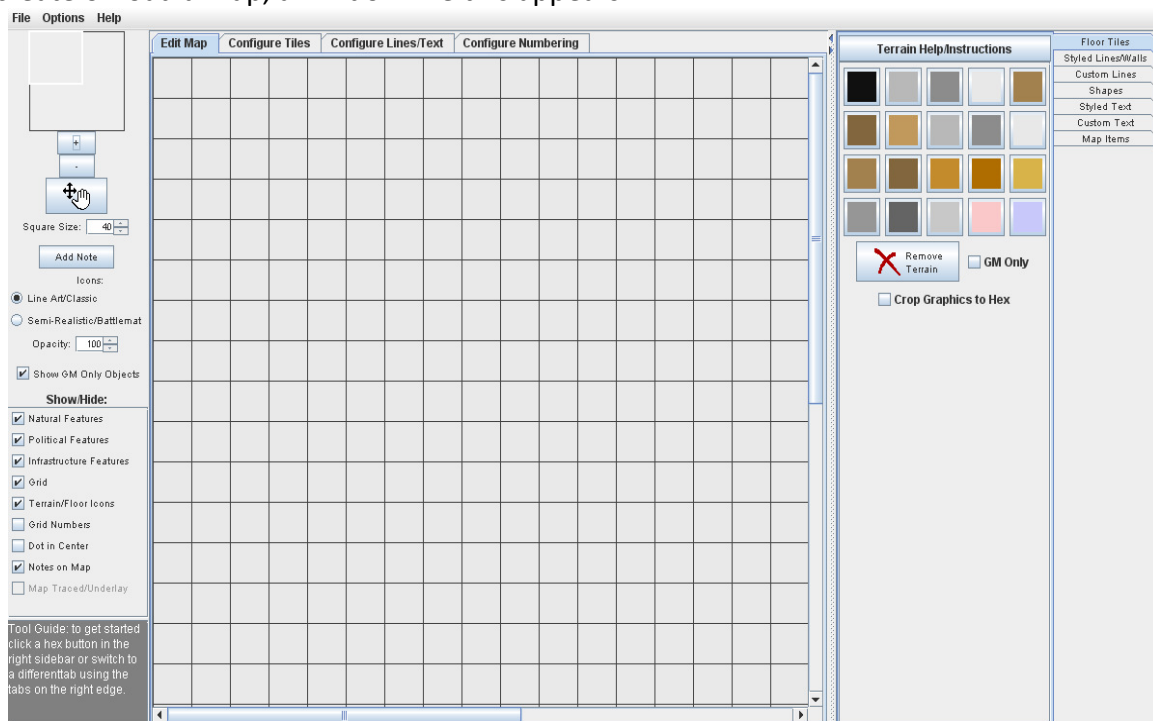
General Map Creation Process

Note: This is the approach many find easiest to follow, but you can always go back and make corrections.

1. Create a map with the planned predominant floor/terrain type. Alternatively create a blank or solid fill map if you're not sure. (See page 2.)
2. Place floor tiles (page 4) to flesh out your map. For any angled corridors, round rooms, or dimensions that don't match the square grid, use the area's floor type. (See step 4 for fixing this.)
3. Draw walls (page 6) as needed.
4. Create shapes (page 9) to cover/close areas that were left open because the areas didn't match the square grid.
5. Place map items (page 12) as desired.
6. Add notes. (See page 18.)

Main Map Edit Window

Once you create or load a map, a window like this appears:



At the top of the window are a number of menus. See page 15 for details. The center area is your map view/edit area. It is in a scrollpane (note the scroll bars just below and just to the left of the map.) Just above the map are tabs to let you configure your map's tiles, lines, text styles, etc. They are detailed later.

To the right of the map are a large number of buttons with different floor tile buttons. Click one to set that terrain type, then click a square and the square will now have the chosen terrain type. You may also click and drag over several squares to change each to the selected type.

On the far right are a number of tabs. (These may look different or have a different layout depending on your computer operating system.) The tabs let you switch from editing floor tiles to drawing lines, placing text, adding map items, etc.

To the left of the map are a number of checkboxes and controls. These are detailed starting on page 16.

Show GM Only Objects (in the left sidebar) is an important checkbox. Most things (terrain, features/icons, lines, etc.) can be set as "GM Only". If so, they only appear if this is checked. This feature makes having a player's and GM's version of the same map very easy.

Toggle between map styles: Another key feature of *Dungeonographer* is the ability to switch between a classic line-art view to a battlemat/semi-realistic view of the same map. To switch icon sets/map styles, look for the radio buttons in the middle of the left column.

Placing Floor Tiles

The general process for map editing is to select an item from one of the tabs along the right side of the window, then place the item in one or more squares of the map. This is done by a combination of clicks and, in the case of floor elements, also by a click-drag painting process.

- **Floor Tile Name Hint**

Hold the pointer over a floor tile button to see its name.

Floor Tiles

Dungeonographer provides more than 20 customizable floor tile types. If any custom terrain types are added (paid version only), they appear at the end of the list.

Click on the desired tile button, then on a square in the map (under the **Edit Map** tab). The tile appears on the map and will become part of the map after the next **File | Save**.

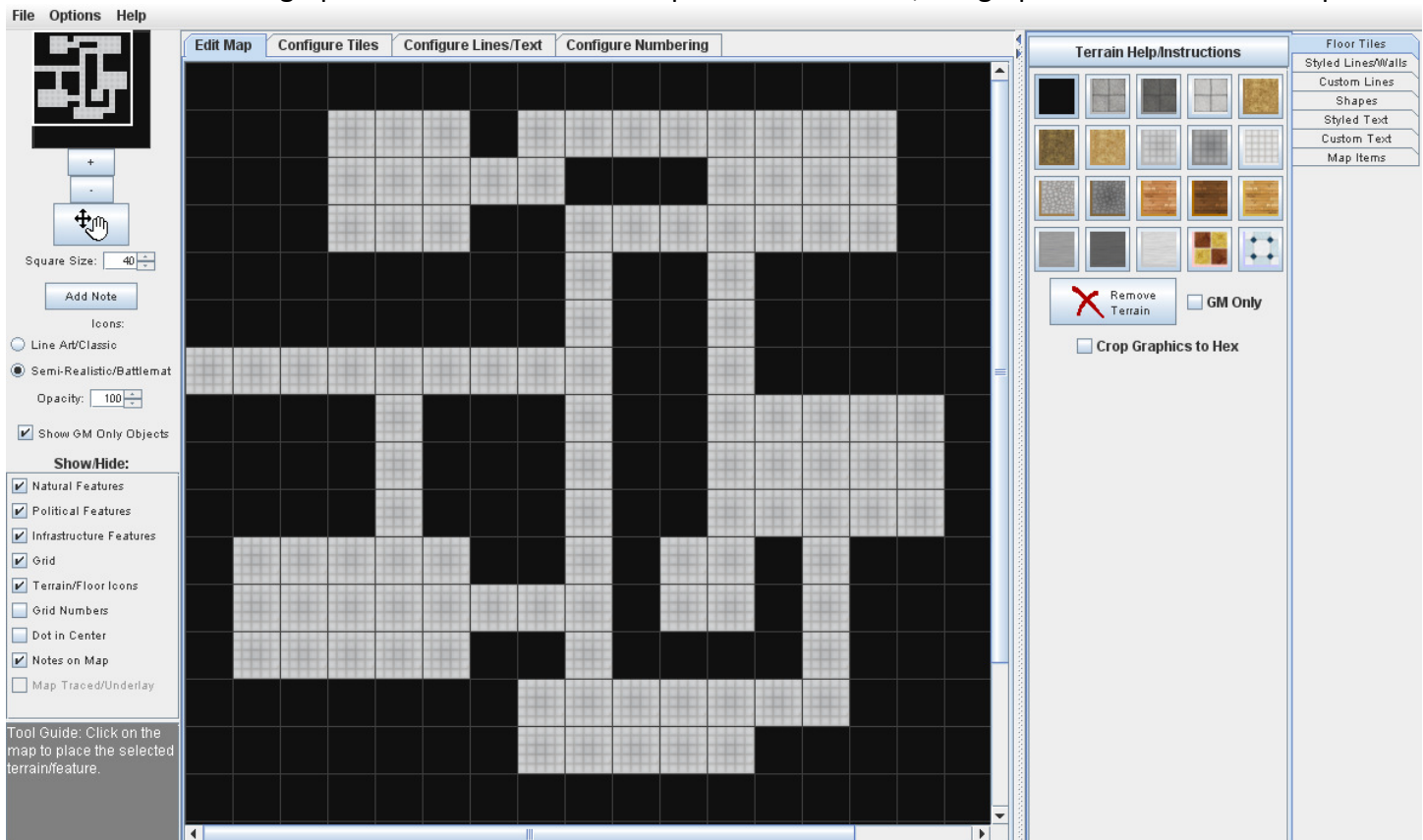
Removing tiles is done one square at a time. Select the **Remove Terrain** button (below) and click near the center of the desired square.



Remove Terrain icon

GM Only — Many of the features added to a map are intended to be seen only by the game master (GM). When checked, terrain items added are visible only when the **Show GM Only Objects** box (left sidebar) is checked. You may also right-click a square to turn GM Only on or off through a pop-up menu.

Crop Graphics to Tile — The terrain type's icon may be larger than the boundary of the tile. If so, checking this box limits the terrain graphic to the bounds of the square. If unchecked, the graphic can overflow the square.



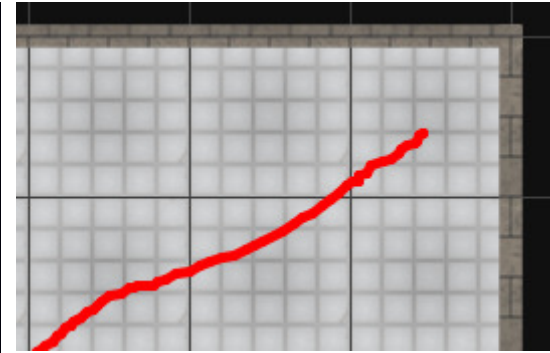
A map with just floor tiles and solid fill.

Drawing Lines/Walls

Styled Lines/Walls

In addition to floor elements, a useful dungeon or building map also contains lines for many things, but especially walls. These elements are best represented by **Styled Lines**. There are two categories of line available in Dungeonographer, depending on how they are drawn: freehand and snap-to-vertex.

Freehand lines are not tied to square edges or midpoints and most closely resemble lines drawn with a pencil or pen. They do, however, create a great number of entries in the database that stores map information. Snap-to-vertex lines are tied to a square vertex, the center of a square, or the center of a square face. The vertices need not be next to one another.



Snap-to-vertex (the wall) versus freehand (red) lines

In the example above, a wall has been drawn between a few (3 in this case) snap-to-vertex points. The freehand red line consists of perhaps 50 points.

Tip #1: Hover over a line's button to see its name. ("Snap-to-vertex Dark Rock Wall" for example.)

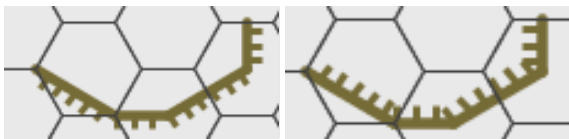
Tip #2: Textured lines for walls only show texture if the map is in "Semi-realistic/Battlemat" mode. If in "Line Art/Classic" mode, the lines are more basic.

Select the desired line type and click on the map to draw lines. Individual vertices may be moved using a secondary (right-click) drag of the vertex. (See below.)

GM Only — All lines may be drawn with the **GM Only** box checked. Lines added with this box checked are visible only when enabled in the Show/Hide box.

Invert Hashes — Detailed maps often include an indication of elevation changes. (You may wish to show a ledge.) Dungeonographer does this by drawing a solid line and adding small "hash" marks to one side. These smaller lines traditionally indicate the downhill side of the line. Since Dungenographer can't tell which side is downhill, an **Invert Hashes** button is provided.

Select the desired line (**Select Line**, below), and click on **Invert Hashes**.



Before and after Invert Hashes (Images from Hexographer, but the concept is the same.)

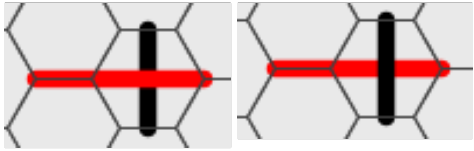
New Line — When drawing a line, each click of the mouse (or click-drag for freehand) adds another point to the line. Clicking **New Line** indicates to Dungeonographer that the current line is complete and a new line will begin.

Remove Last Point — While a line is selected (see below), clicking the **Remove Last Point** icon deletes the last point of the line. This icon may be clicked as often as necessary. Consider redrawing the line (**Select Line**, then **Delete Selected Line**) if many points need removal.

Select Line — Select a line by clicking on the **Select Line** icon, then clicking on the desired line on the map. The line may be removed, moved to the front or back of the drawing stack, or the last point removed. A line must

also be selected to edit a vertex.

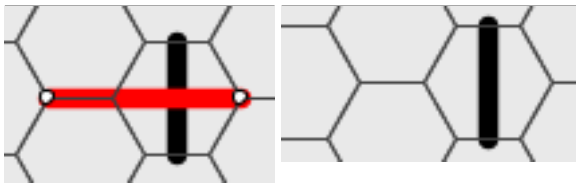
Move Selected to Front/Back — When two lines intersect, the mapmaker may change the stacking or drawing order of the two lines. The order determines which is in front (on top.)



Move to Front or Back (Images from Hexographer, but the concept is the same.)

In the example above, the red Major Border is in front in the left image, in back in the right.

Delete Selected Line — Remove lines by clicking **Select Line**, choosing the line, then clicking **Delete Selected Line**.



Selected and deleted line (Images from Hexographer, but the concept is the same.)

In the example above, a Major Border is selected and then deleted.

Custom Lines

The **Custom Lines** tab provides additional line tools for the mapmaker. This tab includes the same **New Line**, **Remove Last Point**, **Select Line**, **Move Selected to Front/Back**, and **Delete Selected Line** icons as in the **Styled Lines** tab. This tab, however, features custom line width, line type, and colors as well as offering multiple **Type**: tags to categorize the new lines.

Freehand, Snap to Vertex — These two icons determine how the new line is drawn. Freehand is very flexible but adds a great many points to the database; snap-to-vertex is very economical but far less flexible.

Color: — New lines are drawn in the current color. See Color Picker below for details on selecting custom colors.

Width: — Lines are drawn at the width (or thickness) specified in this field. As usual, a value may be entered directly or reached by clicking the up and down arrows.

Line Type — The type of line drawn (solid, dashed, dotted, or hashed) is determined by this menu's selection.

Line Texture — If the type is set to "Texture Line" then this list is enabled. Select the desired texture.

Type: — Lines added in this tab may be associated with one or more of the types listed (or none at all). Each of the types has a matching show/hide checkbox on the other side of the Dungeonographer window. The types suggest possible uses of the lines (natural, political, infrastructure, GM only) for the mapmaker, but the only real difference is the show/hide checkbox to which they are assigned.

Line Editing

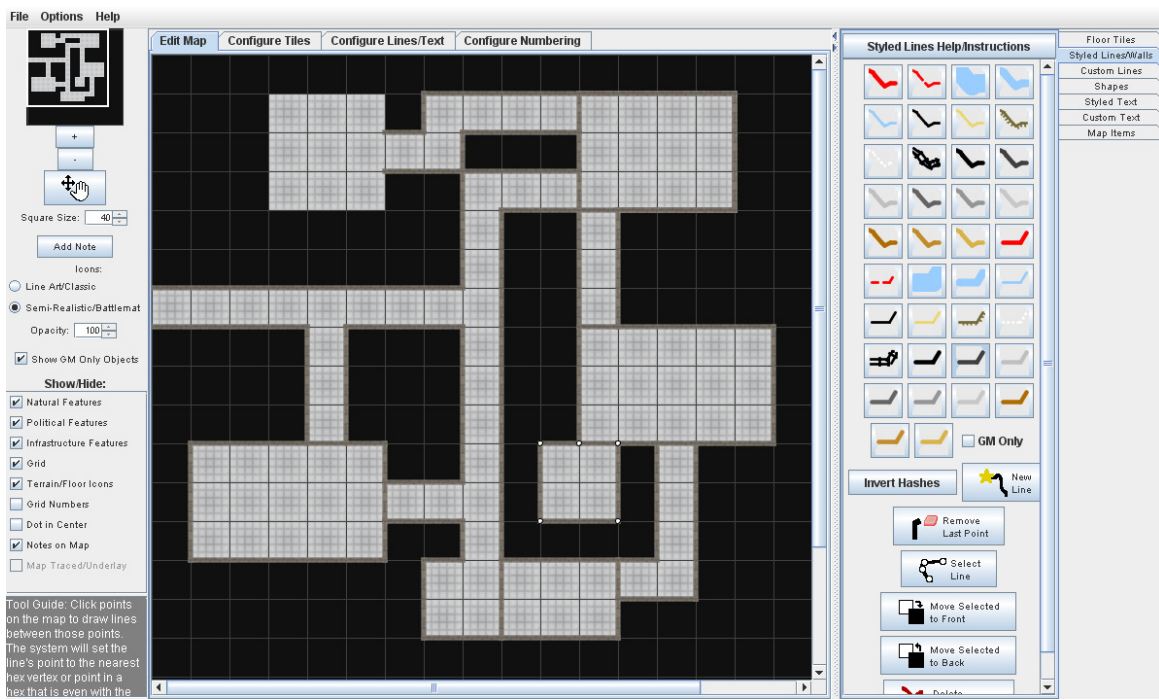
To edit a line, first select it by clicking the Select Line button then clicking on the line. If selected, the line's points will appear as dots.

Extend Line — Click an end point and then click or drag to add more points.

Remove Point — Right-click the point.

Add Point — Shift-click at the new point's desired location. It is added to the line between the line's two closest already existing points.

Move Point — Right-press on the point (don't right-click as that removes the point) and drag it to the desired spot.



A sample map after floor tiles and walls (snap-to-vertex lines) have been placed.

Drawing Shapes

Shapes are useful for creating circle rooms, irregularly shaped rooms, corridors, etc.

Large shapes are placed on the map using the **Shapes** tab. These shapes are separate from the terrain and may be placed either above or below the terrain by choosing the appropriate option. See the Layers Diagram for more information.

Shapes are divided into two categories: Polygon and Oval. Polygonal shapes are constructed of line segments, the vertices set by clicking the mouse. Oval shapes are described by a starting angle and the number of degrees (counter-clockwise) they extend from that starting point. Ovals also have a choice of **Closure** styles.

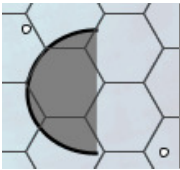
Start Angle: — A start angle of 0° is interpreted to be 3:00 on a clock face.

Angle Extent: — This field specifies the number of sweep degrees over which an oval is drawn, beginning with the Start Angle and extending counter-clockwise.



Start Angle: 0°, Angle Extent 270° (Images from Hexographer, but the concept is the same.)

The example above is an oval that begins at **Start Angle** of 0° and has an **Angle Extent** of 270°. It has a **Color Fill** of dark gray and a **Color Border** of black.

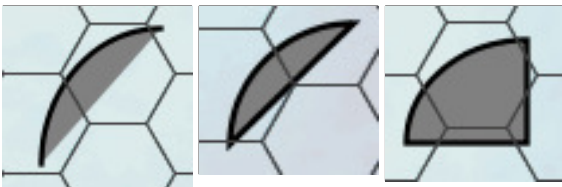


Start Angle: 90°, Angle Extent 180° (Images from Hexographer, but the concept is the same.)

This example begins at 90° and sweeps through 180°.

Dragging the corner of the rectangle that contains the oval allows the creation of non-circular shapes, although the major and minor axes of the oval remain vertical and horizontal.

Closure: — The closure style of the oval (assuming the extent is less than 360°) may be chosen from Open (no border drawn), Chord (line between beginning and end), and Pie (straight lines from start to center to end). See below for examples.

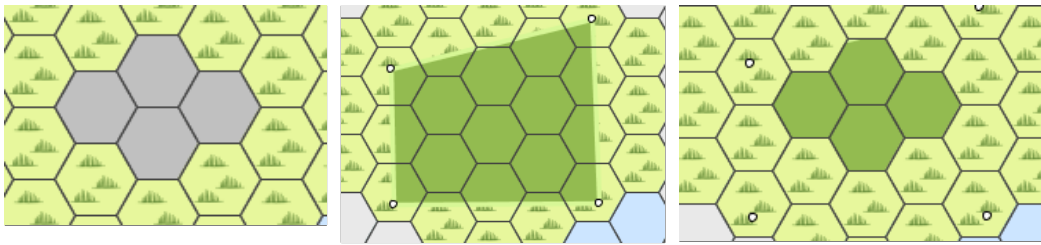


Start Angle 90°, Angle Extent 90°: Open, Chord, Pie closures (Again, images from Hexographer.)

All other options and controls for shapes are the same whether **Polygon** or **Oval** is selected.

Place Above/Below Terrain — Both Polygon and Oval shapes are placed either above the floor tiles or below them. Shapes placed below the terrain are visible only through empty areas although they may be partially visible if the map opacity (see above) is below 100%.

For example, in the first map segment below the grassland hexagons surround four empty hexagons. A green polygon with a light green border is added above the terrain in the first example, and below the terrain in the second.



Grassland surrounding empty hexes; Polygon above and below the terrain, seen through empty hexagons. (Again, images from Hexographer.)

Color Border: — A shape has a border unless the width is set to 0 (zero). The border itself may be selected using the **Color Border** icon or by selecting one of the **Texture Border** choices from the menu. The width of the border is set in the **Border Width** field with a 0 turning the border off.

Texture Border: — This option draws a border around the shape in the color determined by the popup menu. The width of the border is set in the **Border Width** field with a 0 turning the border off.

Border Width: — The **Border Width** field determines the thickness in pixels of the line drawn around a shape. Set this value to zero if no border is desired.

No Fill — A shape may have **No Fill** and be a border only. It may have a solid **Color Fill** chosen via the Color Picker (see below) or have a **Texture Fill** chosen from the menu. The opacity is set by the **Fill Opacity** field. Set to 100, the filling completely blocks the terrain; setting the opacity to a lower number allows some amount of the terrain to be visible through the fill.

Color Fill: — A shape may be filled with a solid color by checking this option and using the **Color Picker** to select the fill color. See also **Fill Opacity** below.

Fill Opacity: — Shapes with a fill enabled may also control the opacity of the fill. The default is 100%, with any terrain below the shape being completely masked. Settings below 100 allow increasing amounts of the terrain to show through.

Select Shape — To delete a shape or change its border or fill components, click **Select Shape** then click on the target polygon or oval shape.

Remove Last Pt — Once a shape is selected, this button removes the last point of the shape. This is most useful when working on a polygon. Ovals are determined by only two points.

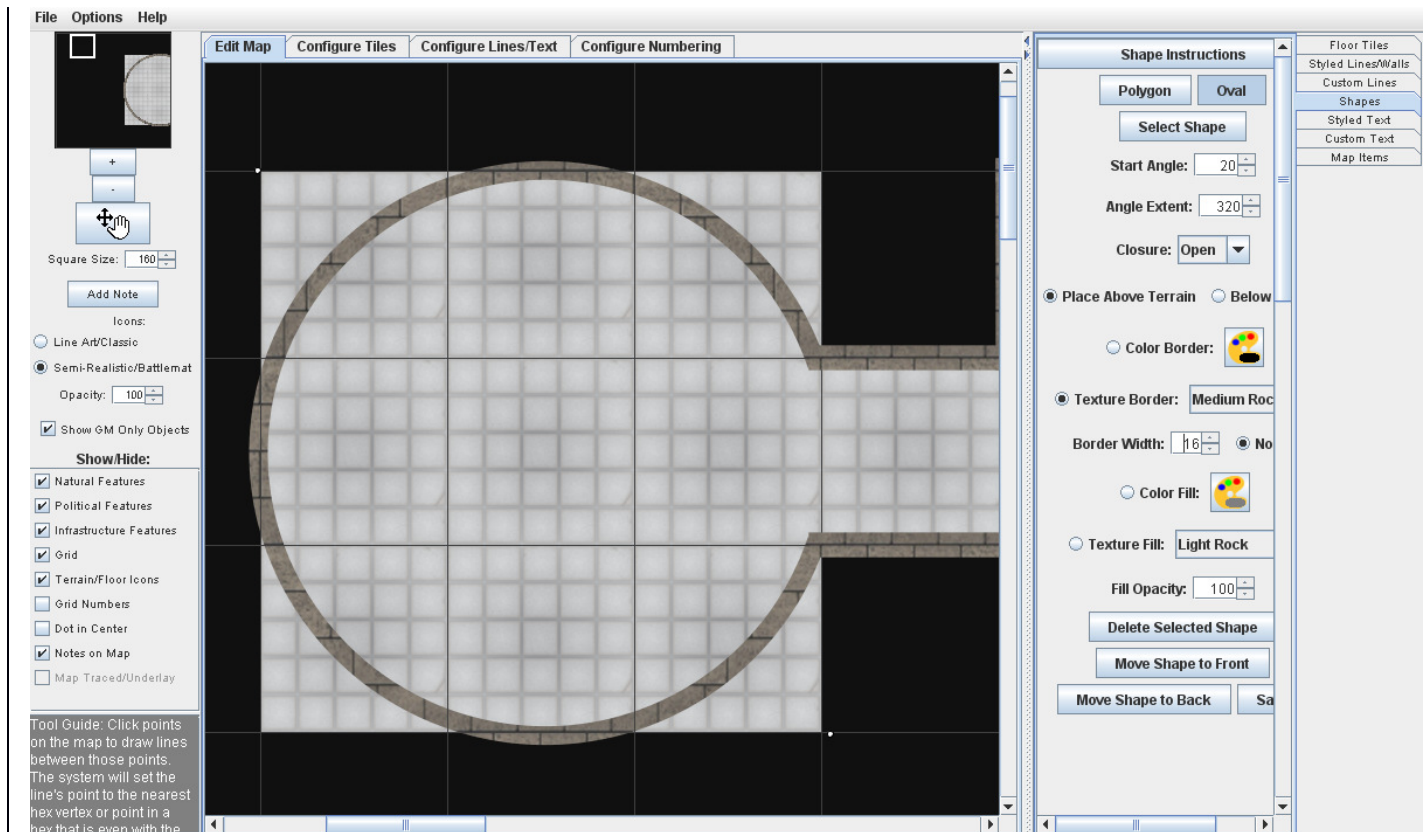
Delete Selected Shape — A selected shape is removed by clicking this button. If no shape is selected, it has no effect.

Move Shape to Front/Back — Within the shape layer, the stacking order determines how overlapping shapes are displayed. Moving the shape to the front places it on top of all other shapes; moving it to the back puts it behind the others. See **Styled Lines** for an example.

Save — The **Save** button, as in other tabs, is a way to indicate to Dungeonographer that the mapmaker has finished working on a particular shape. It may be thought of as a “deselect” button.

Examples

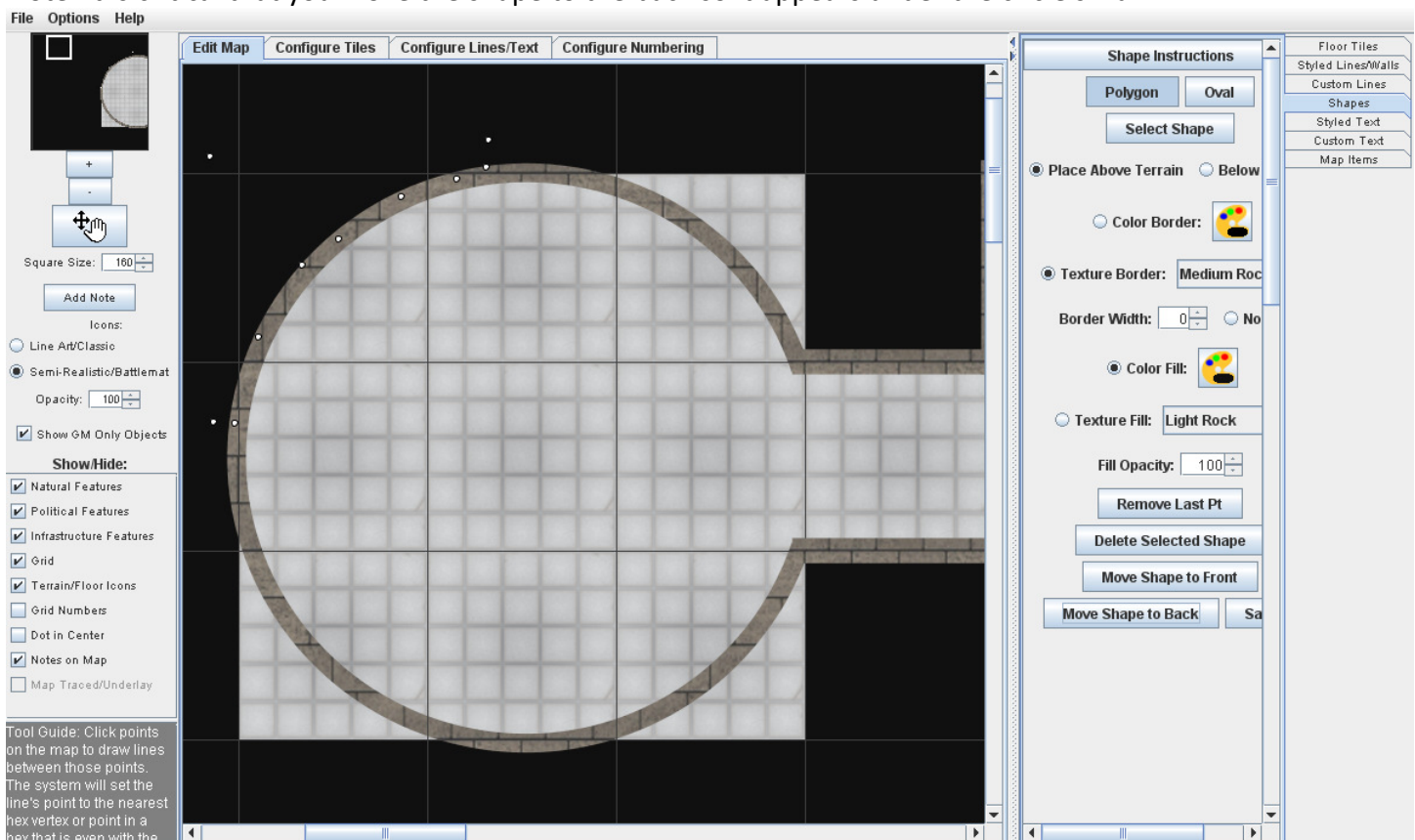
Below is an example of creating a circular room. Note the selected values in the sidebar (start angle, angle extents, closure, border, no fill (selection is cut off), etc.) To create a circle like this, click in the map in the upper-left corner as if the circle were a square(notice the dot), then while keeping your mouse pressed, drag to the opposite corner (notice the other dot) of the imaginary square then release the mouse button.



Creating a circular room.

To cover/fill the floor tiles that should not be open/passable, create a black (“Stone-filled”) polygon. Select “polygon” in the shape, set the colors, fills, etc., then draw the polygon as if it were a line. You may just click vertices of the polygon instead of dragging your mouse. (These vertices will not “snap” to corners or mid-points of the square grid.)

Note: It is critical that you move the shape to the back so it appears under the circle's wall.



A “Stone-filled” polygon placed under the wall. Repeat for each section of floor that needs to be covered.

Placing Map Items

The **Map Items** tab holds a variety of additional features that may greatly enhance the look of a map. These include door, altar, rug, stairs, beds, desks (futuristic and classic), tables, chairs, and many more. Hold the mouse motionless over an icon for a few seconds to see the feature label.

Width, Height — These two fields control the scaling of new map items as they are added. These values are expressed as percentages and work independently of each other. *Width and height are percentages relative to the current square size.*

Rotation — A map item may be rotated. The selected item is rotated by setting a value in this field. The value is in degrees, counter-clockwise from horizontal.

Snap to Grid Quadrant — By default, map items are placed exactly where the mouse click places them. Checking this shifts the item to the nearest square center, vertex, or the center of a square's side.

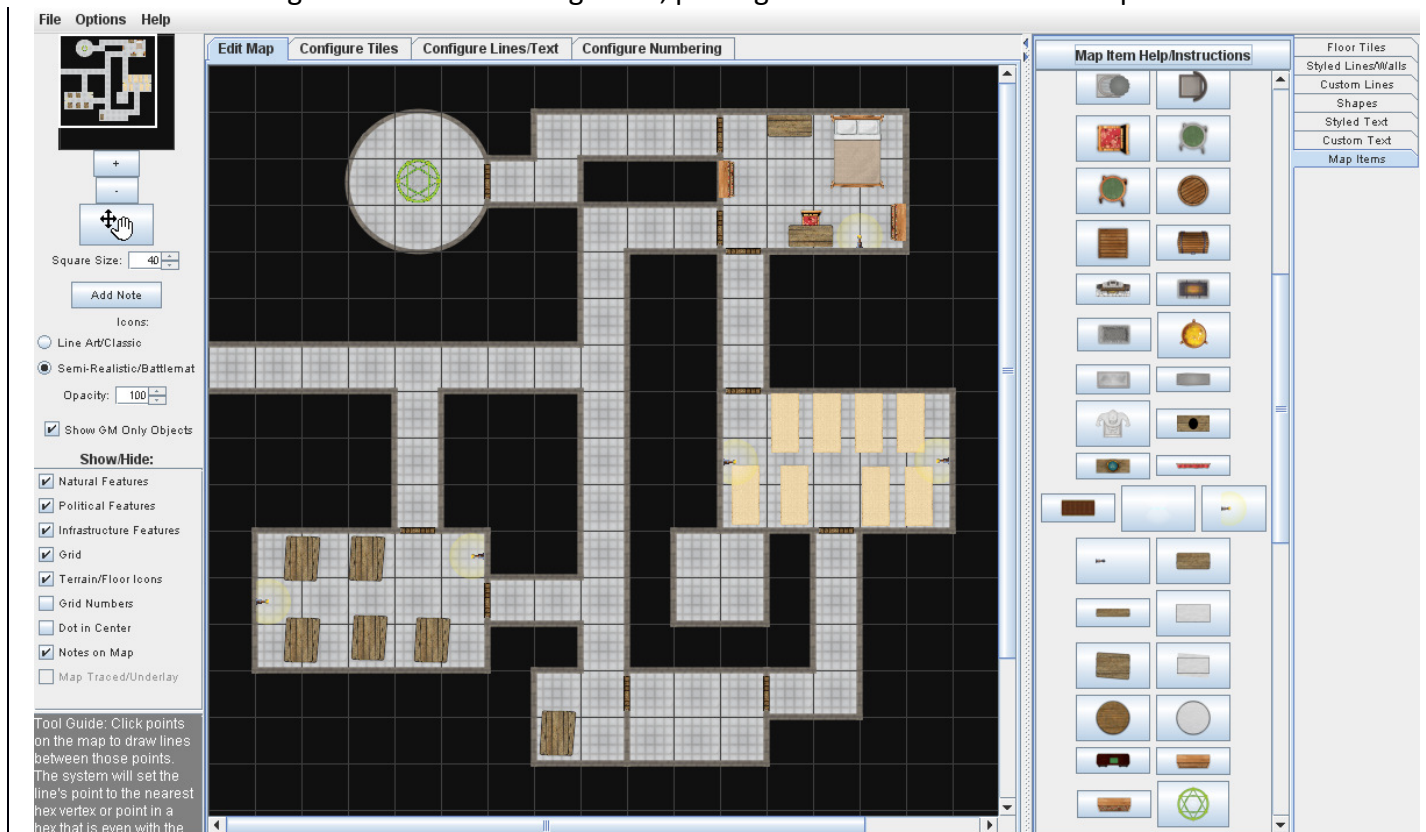
Select Map Item — Change or delete an existing item by selecting it. Click the **Select Map Item** button and all items in the window display a small yellow selection box; click on a particular item and its box turns blue. The item is now selected and its information (width, rotation, etc.) displayed in the appropriate areas of the tab. The **Select Map Item** button remains selected. Quickly remove multiple items (while the button is gray) by clicking the item, clicking **Delete Selected**, and repeating as often as desired.

New Map Item — Clicking this ensures that changes to item settings only apply to new items.

Import Custom Map Item (\$\$\$ Pro Version, Limit 10 Items in free version) — This feature allows the import of PNG graphics that may be placed and scaled as other, built-in, map items. Click the button and enter a short name for the item being imported. Use the Browse button to select the desired files. Note: to scale the icons properly, the line art version should be 75 pixels high/wide for every 300 pixels of the semi-realistic version. Click the **Save** button to finish. Further files may be imported with the **Browse** button, and **Close** dismisses the window. Once imported, the icon appears at the bottom of the tab.

Remove Custom Map Item (\$\$\$ Pro Version) — If custom items are added, clicking this button opens a window with a menu list of all custom items. Selecting one and clicking **OK** removes it.

Move Selected to Front/Back — Items may be placed partially or completely on top of each other. These two buttons allow rearrangement of the stacking order, putting the selected item at the top or bottom of the stack.



Map Items placed on the sample map. The map is in "Semi-Realistic/Battlemat" mode. If the map was set to "Line-Art/Classic" mode, all map items would be simple line art.

Placing Text

Styled Text

While text is less important to a building/dungeon map than to a wilderness map, Dungenographer provides for text placement in the **Stylized Text** tab.

Note: To add keyed rooms to a map see “Add Note” on page 16.

This tab should be considered in conjunction with the **Configure Line/Text** tab above the main map window.

This tab (**Stylized Text**) lets the mapmaker select a label category and enter the actual text; the **Configure Line/Text** tab (see page 19) controls how that category of text is displayed on the map.

Changing the settings for a style changes the appearance of every instance of that style on the map. For example, changing the size of “Nation” (in **Configure Line/Text**) changes every “political nation” label on the map.

In general, the procedure for adding a text label is this:

1. Select the label category.
2. Type the text.
3. Click on the map to place the text.
4. Click on **Save** to deselect the label.

The styled text buttons assign labels to one of the following general categories: title, natural, political, and infrastructure. The display of these categories is controlled by the **Show/Hide** checkboxes.

The text may be moved about the map (while selected) by a click-drag on the dark square at the lower-left of the text field.

Select Text — Change an existing text by selecting it. Click the **Select Text** button and all text fields in the window get a small selection box; click on a particular text and the box fills and the text is surrounded by a thin outline. This indicates that the text is selected.



Text labels: normal, available, selected. (Images from Hexographer, but the concept is the same.)

The example above shows a label as it might appear on a map. The second image is the same label immediately after clicking the **Select Text** button, indicating that it is available for selection. A selected label is shown on the right.

Once the label is selected, it may be moved by a click-drag on the solid square (lower left of the label) and the content changed by editing the text in the field beside the **Save** button.

● Styles

Styles with “natural”, “political”, and “infrastructure” in their labels are automatically assigned to the appropriate Show/Hide category. Using the show/hide checkboxes to the left of the map allows you to have a geographical-only map, or a map without political bounds, etc.

Rotate — If the mapmaker desires, a label may be rotated to better align with the terrain element to which it is associated. To rotate a label, select it and set a value in this text field. The value is in degrees, clockwise from horizontal and rotating about the select square at the lower left of the label.

Delete Selected — Once a label is selected, clicking on the **Delete Selected** icon removes it from the map.

Custom Text

In addition to the built-in text styles, Dungenographer allows the mapmaker to insert text with custom styles applied.

Select the **Custom Text** tab, click **Start New Text** and enter the desired label in the **Text:** field. Click on the map

to place the label. The label may be modified for color, size, style, and font. The text may be outlined in the selected color, rotated, and/or assigned to one or more of four categories. Click **Save** or **Start New Text** when satisfied.

Start New Text — Clicking this button deselects any active text and prepares Dungeonographer to place a new one.

Delete Text — A selected text (one showing the active-block and an outline) is removed from the map.

Color: — Select a fill color (foreground color) for the active text. The painter's palette opens a color selector dialog. The color on the bottom of the palette is the currently selected color.

Size: — This field determines the point size of the text. This size applies to the current zoom level and the text will appear smaller as the mapmaker zooms out.

Style: — Depending on the styles available to the selected font, optional styles may include bold, italic, etc.

Font: — The range of fonts available for new text depends upon the system configuration. The choices appear when the menu button is selected. The current font name is displayed in the menu button.

Outline: — This color selection works in conjunction with the **Size:** field beside it. The color selected outlines the placed text if the size is not zero.

Text: — The Text field holds the actual text placed when the mapmaker clicks on the map. The text may be changed at any time and while the map text is active, the content on the map will change to match. The mapmaker must click on **Start New Text** or **Save** to deselect the field.

Save — The Save button deselects the currently active text field. The **Text** field may then be changed without effect on the map.

Type: — If any of these boxes are checked, the active text is attached to the appropriate Show/Hide category. If no box is selected, the text is visible regardless of the Show/Hide boxes.

Rotate — If the mapmaker desires, a text label may be rotated to better align with the terrain element to which it is associated. To rotate, select the text and set a value in this field. The value is in degrees, clockwise from horizontal and rotating about the select square at the lower left of the text.

Select Text — Change an existing text by selecting it. Click the **Select Text** button and all text fields in the window get a small selection box; click on a particular text and the box fills and the text is surrounded by a thin outline. This indicates that the text is selected.

Delete Selected — Once a text field is selected, clicking on the **Delete Selected** icon removes it from the map.

Menu Bar

Some special features are accessible only from the menus at the top of the window.

File Menu

The File Menu deals with saving or exporting the map in various ways.

- **Save** — The map file is updated with the latest changes.
- **Save As...** — The mapmaker is offered the chance to rename the map file or save it to a new location.
- **Export Current Size as PNG Image** — The entire map is converted to a PNG image at the default size.
- **Resize and Export as PNG Image** — The entire map is converted to a PNG image after the mapmaker selects both the desired number of squares per inch and the resolution (in DPI) of the image.
- **Select Area, Resize and Export as PNG Image** — After selecting this option, the mapmaker may drag a selection box across the map (and the map may be panned and zoomed) to save a portion of the current map. Both the desired number of squares per inch and the resolution (in DPI) may be selected.
- **Export Notes as basic HTML** — All notes associated with the map are extracted and placed into a simple HTML file. See below for help adding notes to the map.
- **Print** — The entire map is printed after the mapmaker selects both the desired number of squares per inch and the resolution (in DPI) of the output.
- **Select and Print Area** — As with the export option above, an area of the map is selected for printing and both the desired number of squares per inch and the resolution (in DPI) of the output.
- **1-Page Dungeon Wizard** — Creates an HTML web page with your notes and a map image.

Options Menu

The Options Menu offers some alternative methods of placing terrain and features.

- **Edit Title** — Add a map title for use in the 1-Page Dungeon Wizard.
- **Edit Notes (w/o Location)** — Also for use with the 1-page Dungeon Wizard, add notes related to the dungeon/building that don't apply to a specific location. For example, list the general features (ceiling height, lighting, etc) or a random monster chart, etc.
- **Grid Overlay Type** — Even though Dungeonographer is square-based, you may switch the grid to a hex grid or back to a square grid using the options on this menu item.
- **Make New Line Widths independent of Grid Size** — When checked, new lines are scaled in thickness to match the scale of the square. That is, zooming in makes new lines appear thicker. Unchecked, new lines are drawn at the same thickness regardless of scale.
- **Expand/Shrink Number of Squares... (\$\$\$ Pro Version)** — This menu item lets the mapmaker change the square dimensions of the map under construction. Data in row and columns will be lost if deleted, and additional rows and columns will be filled with the type selected from the menu choice. Use care as many of the choices are not terrain types but features.

Help Menu

The Help Menu provides useful information about Dungeonographer.

- **About** — The version number and build date are shown here as well as contact and copyright information.
- **Display Java Version** — Dungeonographer is a Java application. The version of Java currently running on the mapmaker's computer is shown here as well as tips on getting the latest version.
- **Report a Bug** — This option displays the email address used to report bugs in Dungeonographer as well as some tips on how best to describe any problems encountered.

Left-side Controls


Scroll Window/Overview Map/Mini-Map

The Scroll Window gives the mapmaker a graphic representation of area in the editor window versus the total map. Click-drag the rectangle to view other portions of the map. See also the Scroll/Pan button (below.)

+ and – (aka “Zoom”) Buttons

The magnification of the map portion displayed in the editor window may be changed in easy steps with these buttons. The “+” button zooms in, the “-” button zooms out. Zooming out is set to 10 pixels per square.

Scroll/Pan

Selecting the “pan” button () changes the click-drag action in the editor window from the default terrain

editing function to a scroll pointer. Click-drag to slide the display around the map.

Square Size Control

The width and height of a square in the edit window is normally under the control of Dungeonographer. This value changes as the mapmaker zooms in and out. There are occasions, however, when the mapmaker may wish to take direct control over these dimensions. *The size may not be made less than 10.*

Add Note

Notes may be added to any particular square. Once created, these notes may be extracted as an HTML file by selecting “File | Export Notes as HTML” or they may be part of a 1-page Dungeon Export also in the File menu. To add a note to a square, select the **Add Note** button and click on the target square. A window appears with text fields for entry of a title and description for that square. The first word of the title will appear in a small box in the square. (If a note title is “12a Kitchen Pantry” then “12a” will be added in a box to the square. Click on **Save** to assign the note to the square.

Squares with notes attached are identified by a small box in the square. Clicking one of these squares with **Add Note** selected allows the mapmaker to view and edit the associated note.

Line Art/Classic vs. Semi-Realistic/Battlemat

A key feature of Dungeonographer is the ability to switch between a classic line-art view to a battlemat/semi-realistic view of the same map. To switch icon sets/map styles, look for the radio buttons in the middle of the left column.

Underlay and Opacity

Dungeonographer allows mapmakers to load a PNG image as a background (or “underlay”). This is useful for tracing another image of the map. (Hand-drawn, scanned, from another program, etc.)

- **Underlay X & Y** — Controls the upper-left corner of the underlay image. Each value is a percentage of a square. For example, if you want the image's upper left corner to be 3 squares from the left and 5.25 squares from the top, Underlay-X should be 300% and Underlay-Y should be 525%.
- **Underlay Width & Height** — This is the overall width and height of underlay/background graphic as a percentage of the original image's size. Some trial and error should get you the desired size.
- **Opacity** — Opacity setting controls how visible the background image is during edits.


Map exports will normally be done with opacity set to 100%. Otherwise, portions of the background image will “show through” the Dungeonographer map when it is exported. For example:

Show GM Only Objects

Mapmakers have the option of marking any map element as visible to the “GM Only”. Checking this box on the left panel of Dungeonographer displays those items. A Game Master (GM) would presumably desire a map with all the elements visible. A map for players can be produced by unchecking this box before export.

Show/Hide Features

A series of check boxes in this section determine which map elements are displayed. As with “GM Only”, the **Show/Hide** check boxes control the display of a variety of features.

- **Natural, Political, and Infrastructure Features** — Select elements (added in **Custom Text** and **Custom Line** tabs below) may be displayed or hidden by category.
- **Grid** — This box controls the drawing of the square or hexagon outlines. The color of the grid is selected in the **Configure Lines/Text** tab by clicking on the color choice icon () in the Miscellaneous

section. (Be sure to click on **Apply** after making a change).

- **Terrain/Floor Icons** — Toggles whether terrain icons are displayed.
- **Grid Numbers** — Turns coordinates on and off with this checkbox. The grid numbers are configured in the **Configure Numbering** tab, detailed further below.
- **Dot in Center** — A centered dot may be displayed in each square by checking this box. The color is the same as the selected grid color.
- **Notes on Map** — The mapmaker may attach notes to particular squares. This checkbox controls the visibility of the mark that indicates a note is present.
- **Map Traced/Underlay** — Toggle the background/underlay map's visibility.

Edit Window Tabs

The **Edit Map** tab is the default when Dungeonographer is opened since all changes to a map are done here. All of the remaining tabs either configure or customize elements of the map that are to be added in this tab. The functions of the other tabs are detailed below:

Configure Tiles

Dungeonographer gives the mapmaker full control over the terrain and feature elements used to construct a map in the **Configure Tiles** tab.

Terrain (\$\$\$ Pro Version) — The **Terrain** sub-tab shows that each terrain (a.k.a. floor tile) type is assigned a background color, a foreground icon (pattern), a setting that determines how much of the square is filled by the icon, and a default elevation to assign the terrain type when it is placed onto the map.

The mapmaker may also substitute a custom icon or foreground for any terrain type by selecting **Browse**, navigating to the desired file (PNG format) and loading it. After clicking the **Apply** button, the new graphic is substituted for the default icon on the map.

The icon may be turned off or on with the **Use Icon** box. Turning the icon off results in a solid color for that type of tile.

Import, Export Settings (\$\$\$ Pro Version) — Once the floor tiles have been configured as desired, save the settings for use in later sessions. Click on the **Export Settings** button and use the system navigation window that appears to designate a settings file. Load a saved settings file by clicking on **Import Settings** and selecting the desired file.

Careful use of the import and export feature allows the mapmaker to display one map in a variety of styles.

Add/Remove/Edit Custom (\$\$\$ Pro Version) — Paid versions of Dungeonographer allow the addition of custom floor tiles. Clicking this button launches a secondary window with menu options to Add, Remove, and Edit those items.

Click the **Select Action** menu button and choose one of the options:

Add

Add a custom element in the **Add** window. Be sure to select at least one of **Use Background** or **Use Icon**, otherwise the element will not appear on the map. Save the element when ready, then select Close to dismiss the window.

Name: — Give the element a short name, to identify it when the mouse pointer rolls over it.

Category: — This menu offers a selection of categories under which to place the new element: Dungeon features, doors, or fills. This feature is not currently used by Dungeonographer.

Use Background: — This checkbox enables the filling of a square with the background color, selected below. Unchecking this box leaves a square background unchanged.

Background Color: — This icon launches the Dungeonographer Color Picker. Reminder: the oval in the lower portion of the icon indicates the currently active color.

Use Icon: — This checkbox enables the display of the element foreground, if any. Checking this box displays and not the **Use Background** box is the ideal combination for a floating feature if the icon file has a transparent background.

Icon File: — The text field points to the PNG file used for the element. A **Browse** button launches a standard system file navigator.

Scale Icon: — The scale of an icon determines how much of a floor tile is filled with the pattern. The background color (if any) will always fill the floor tile to the edges, but the foreground (the “icon” portion) may be adjusted for best appearance. The default is 80% but usually you'll want 100%.

Remove

Selecting the Remove option from the **Select Action** menu repaints the window with a menu listing all custom elements. Select the desired element and click **Remove**. Click **Close** to dismiss the window.

Edit

Once a custom element is created, make changes by selecting **Edit** from the **Select Action** menu. When the window repaints, select the desired element from the menu.

Once the desired element is selected, any or all aspects may be changed. For detailed explanations of the various fields, see the Add section above.

Click **Save** to apply the changes or **Close** to dismiss the window.

Apply — The last button of the **Configure Tiles** tab is the **Apply** button. Changes made to terrain and features require making changes to their definitions in the database. The mapmaker must click on the **Apply** button to commit these changes.

Configure Lines/Text

A useful map includes labels and boundaries. Though the default definitions in Dungeonographer work well for most maps, a mapmaker may wish to change the font or color of the text or the width or color of the lines and boundaries. Selecting **Configure Lines/Text** provides access to these definitions.

Border Color — The squares/hexagons drawn on the map may be turned on or off (see **Show/Hide** above) but a compromise might be to change the color of the borders. The color-select icon labeled **Border Color** in the **Miscellaneous** section gives the mapmaker control of the border color.

Customize Text — Each text category (title, continent, ocean, etc.) may be customized to suit the needs of the mapmaker. Remember to click on the **Apply** button to make the changes visible.

The typeface for a text category is chosen (from those available) in a popup menu. Choose the primary text color by clicking the familiar color selection icon. If the face has alternate weights (e.g. bold or italic), they are available in the popup menu. The size of the text (here labeled '**Width:**') is entered in the text field.

If desired, the mapmaker may specify a text outline. The color and width of the outline are chosen in the same manner as the primary text color and weight. To disable the text outline, set the width to '0'.

Customize Lines — Lines in Dungeonographer are used not only for boundaries and roads but also for such things as Walls, elevation, and railroads. Each line type available is listed in the Customize Lines section. Each line has a color choice icon and a text field labeled "**Width:**" that controls the thickness of the line.

In addition to line thickness and color, Dungeonographer offers a selection of useful line types or strokes.

Three of them, "hashed line," "rail line," and "texture line" are special purpose lines. The first is used when drawing slope and elevation lines. The second is, of course, used to draw train tracks across the terrain. The third is used to give a texture for a line used as a wall.

Configure Numbering

Numbering, as used by Dungeonographer, refers to the optional coordinate labels that indicate row and column position of a square or hexagon within the map. Enable the display of the labels by checking the **Grid Numbers** box in the **Show/Hide** section.

Font Settings — Grid numbers are generally quite small. This makes the font selection crucial. Select an easy-to-read typeface and a color that contrasts well with the majority of the map. A weight (plain, bold, italic) is selected with a menu. The size of the text for grid numbering is determined by choosing a percentage of the square height rather than a fixed size as in other areas. This is because the size must be scaled up and down as the view is zoomed in and out.

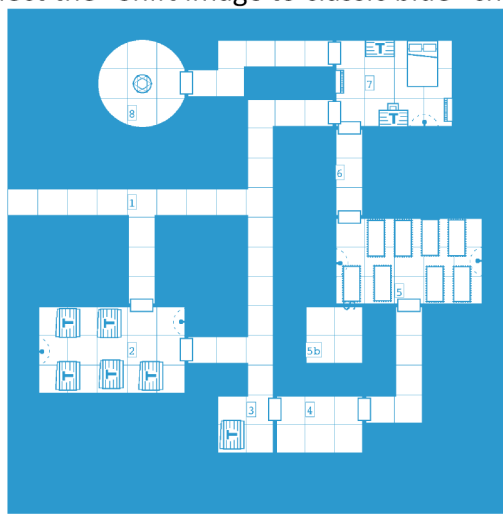
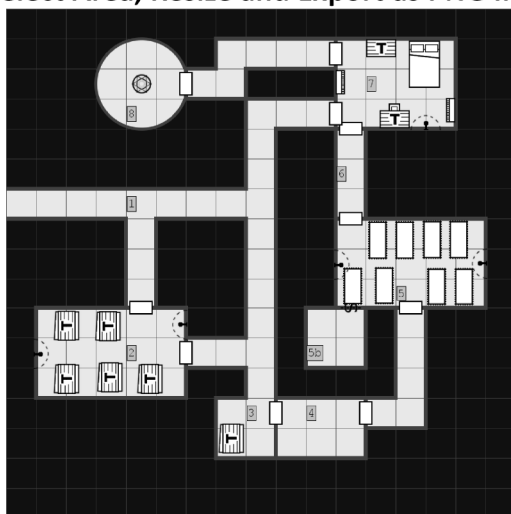
Position Settings — Choices for numbering position are limited to either top or bottom of the square. In this section the user may also choose between listing the row or the column first when numbering is enabled.

Sequence Settings — Dungeonographer recognizes that the map being edited may be one of a series. To accommodate this, the row and column numbers may be started with a number other than zero (the default). To make reading the row and column numbers easier, a separator character may be entered in the **Row/Column separator** field. If the field is empty, no separator is used. Multiple characters may be entered in this field and they will appear, but there is limited space available in the squares/hexagons.

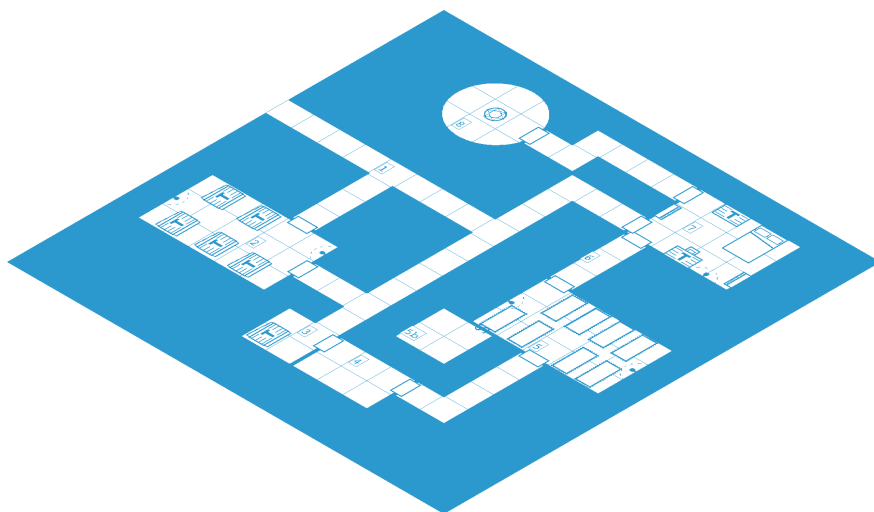
The last sequence setting, Pre-pad #'s, determines the padding in front of the low numbered squares. For instance: square "row 2, column 2" would appear as "2.2", "02.02", or "002.002" with "No", "0", or "00" selected, respectively.

Top 7 Overlooked Features

1. **Notes** – Notes are a feature of Dungeonographer that allow you to enter as much text as you wish about a square. List what is in that room, detail a trap, etc. Also, one may add notes that are not fixed to a location via the **Options | Edit Note (w/o Location)** menu item. See page 16 for details.
2. **Advanced Grid Numbering** – Grid numbering is highly customizable. Page 19 has details on setting the font, starting numbers, etc.
3. **Large Size Printing** – Make a poster of your map! No matter what size you've made your map, all icons and line points are created to make 1" squares/hexes possible at high resolution. Go to the File Menu's "Resize and Export as PNG Image" and set the file to make a 1 square/inch or 2 square/inch at 300dpi. Touch it up in an image editor (if you want) and take it to a printing store or upload it to an online printer.
4. **1-Page Dungeon Export** – This feature (see the **File** menu's **1-Page Dungeon Export** option) saves your map and all the notes (those associated with and without map locations) as a web page (with a linked map image). This web page can then be loaded and customized in a more general word processor.
5. **Blue Shift** – A line art style map may be converted to a classic inside-front-cover-adventure-module-blue with just one extra click. Go to the **File** Menu, and choose **Resize and Export as PNG Image** (or **Select Area, Resize and Export as PNG Image**). Then select the "Shift image to classic blue" checkbox.



A sample map without (left) and with (right) the blue shift applied.



6. **Isometric Maps** – One can convert the map to an isometric format in a process similar to what is described in #5. Just check the "Rotate and shear to make an isometric map" checkbox. The same map as in #5, but with the blue shift and isometric options applied.
7. **Updated Often** – Dungeonographer is updated often throughout the year. New features large and small are added in addition to bug fixes.