

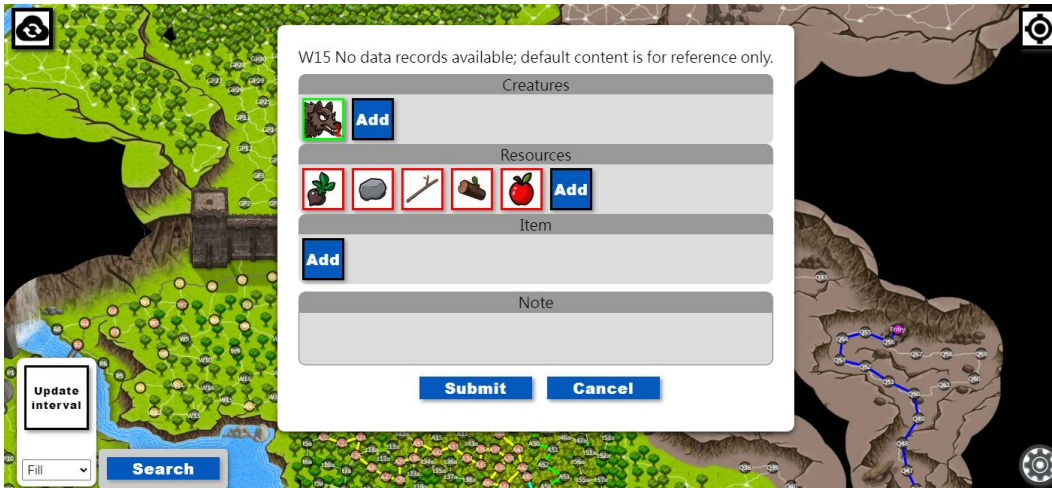
## ● Overview

The Resource Sharing Map is an information exchange platform created to enable players of Soulforged to share information about map resources. Although it is called a map, its meaning is more akin to collaborative notes. We hope that by having players voluntarily record the resource conditions of the nodes they are in, the information about in-game map resources can be transformed into information that can be retrieved.

You can read this document carefully to understand the operation of the entire system, or you can browse the [Quick Start Guide](#).

## ● User Interface

This map is based on the map created by Cayune, with added interactive nodes. The mouse wheel can be used to zoom in and out of the screen, and the left mouse button can be dragged to move the map.



The top left corner has a sync button, which can reload the latest data from the database (including data on nodes, paths, and resources). After pressing it, the sync button will change to an orange border. Once the synchronization is complete, it will change to a green border, and will revert back to a black border after one minute.

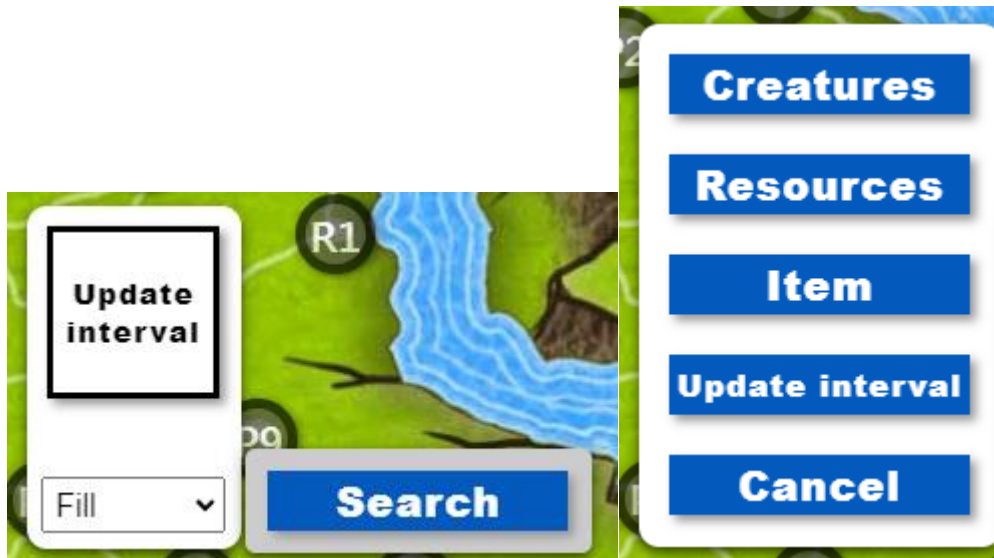
The top right corner features a node location search function. After clicking it, enter the Node ID (the prefix and suffix in English letters must match exactly in case). Once you click confirm, it will switch to the location of the node and change both the border of the node and the border of the node search button to red. At this time, if the search conditions exist in the group displayed on the border, it will be temporarily disabled. Clicking the node search button again will restore the display function of the search results.

Clicking on a node allows you to retrieve and log resources. The lower left corner is for search strategies, and it can accept two sets of search conditions (displayed in the center fill and border color of the node respectively). The default is set to the last update time. For a detailed explanation, please refer to the [Resource Search](#) section.

As the display optimization for mobile devices is not yet complete, it is strongly recommended to use a personal computer for operation.

## ● Resource Search

The lower left corner of the screen is the resource search interface, which can accommodate two sets of search conditions simultaneously. The search results can be displayed in both the fill color and border color of the nodes.



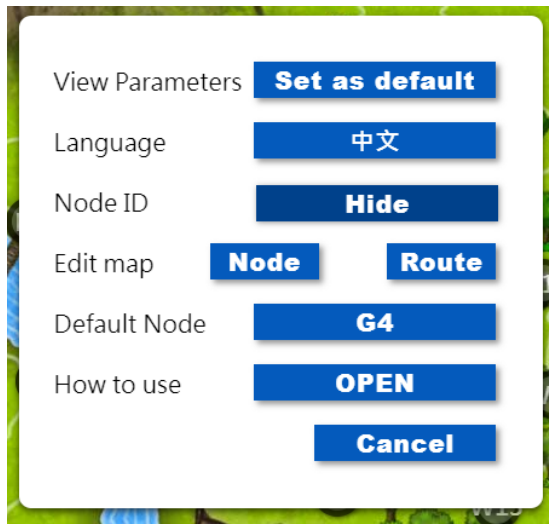
To add a search condition, simply click the search button on the search interface and select the item you want to search for. The search results will be instantly updated in the color of the nodes. You can adjust the dropdown menu below the search interface to switch between search strategies and view the results in different ways.



To remove a search item, simply click on the search item box (such as the green snake image or the update time text in the example above), and that item will be deleted.

## ● Settings Menu

The gear icon in the bottom right corner is the settings menu, where multiple settings can be adjusted. It is recommended that users first set their own [default node](#) and set the [view parameters](#) as the default values (these will be set in the URL, and using this URL in the future will revert to the current view settings).



### - Set Default Node

Click the button for the default node in the settings menu and then click on the target node to complete the setup. After the setup is complete, it's recommended to add the URL to your bookmarks. The next time you enter using this URL, the web page will open centered on the default node.

### - Save View Parameters

By clicking the button for view parameter settings in the settings menu, the system will store the current view settings in the URL. The next time you enter using this URL, the web page will open with the current settings.

The saved items include: default node, language, node display/hide, and search bar settings.

## ● Map Editing

The map editing feature in the settings menu allows for the editing of map nodes and paths.

### - Node Editing

Clicking the node button in the map editing section of the settings menu will enter node editing mode. You will then see the node editing interface in the bottom left of the screen. Next, you only need to input the prefix code for the node ID in the prefix (required) input field, or if needed, input the suffix code for the node ID in the suffix (optional) field. (Note: Only uppercase and lowercase English letters are accepted for the prefix and suffix.)



Then, left-click on the map at the location corresponding to the node in the game to add the new node. The system will assign a serial number based on existing node IDs in the database and the inputted prefix and suffix. If a node is placed incorrectly, you can click on the node in node editing mode to delete it. Be aware that paths associated with the node will also be deleted, so please be cautious when using the node editing feature. After finishing node editing, click the 'Done' button in the bottom-left interface to exit node editing mode.

## - Path Editing

Clicking the route button in the map editing section of the settings menu will enter route editing mode, and you will see the route editing interface in the bottom left of the screen.

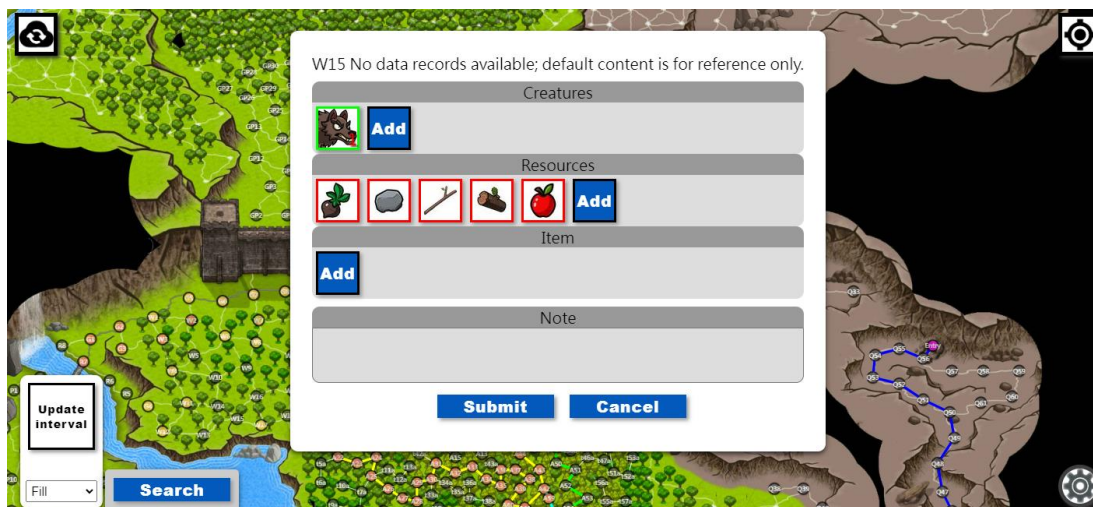


First, choose the type of route (mainstream/sidetrack), then select the route color (used only for visual distinction). Next, click on the starting node for the route. The center of this node will fill with green (indicating that the route will extend from this node). Subsequently, click on the next node in sequence to automatically add the route. Once the continuous route is completely added, clicking on the green node again will pause the route connection. If you need to delete a route, simply click on the route you wish to remove while in route editing mode. After finishing route editing, click the 'Done' button in the bottom-left interface to exit route editing mode.

## ● Quick Start

Clicking on a node allows you to view the latest data that has been uploaded for that node. In the data window, the color of the border around creatures indicates whether they are active or passive, while the color of the border around resources corresponds to the quantity of the resources.

You can modify or delete data by clicking on an image. To add new data, simply click on the blue "Add" button and fill in the notes field as desired. Once complete, press "Submit" to register the information in the database. (Tip: Even if there are no changes in resources, it is still recommended to submit updates to refresh the last confirmed time of the node's resources.)



The settings menu in the bottom right corner allows for various adjustments. For a detailed explanation, please refer to the [settings menu](#) section. If you notice that some nodes on the map do not have interactive circles, you can use the map editing feature in the settings menu to add these nodes to the map. However, before adding a node, you must first decide on the node's ID. For more details, please refer to the [map editing](#) section.

The fill color and border color of nodes are used to display search results, with the default being the last update time of the node data: green indicates within 30 minutes, yellow within 3 hours, orange within 20 hours, red beyond 20 hours, and black indicates data that has not been recorded yet. Two sets of search conditions (fill color and border color) can coexist. To delete a search condition, click on the search item in the bottom left corner (e.g., the default "Update interval" box). For a detailed explanation, please refer to the [resource search](#) section.